

Waves of Blood

Additional Character Information

Brotherhood of the Coast

Donna

On *la Bucca*, a Vodacce pilot once asked this huge, tattooed fellow what his name was. He replied, “Donna.” The Vodacce pilot replied: “That’s a woman’s name!” The Vodacce was dead before he hit the ground and Donna was in the stockades for a month. No one ever told him he had a woman’s name again. No one’s really sure where Donna comes from, how old he is or what he did to get sentenced to *la Bucca*. No one bothered to ask. Not until Allende did. Donna now serves as a marine on Allende’s ship. No one’s really sure how he won the tattooed man’s favor, and no one’s asking.



Donna (Hero)

Brawn 5, Finesse 3, Wits 3, Resolve 4, Panache 3

Reputation: -7

Arcana: Hot-Headed

Background: Wanted 3

Advantages: Avalon, Castille, Crescent (ACQ), Combat Reflexes, Large

Criminal: Gambling 3, Quack 1, Shadowing 2, Stealth 3, Ambush 4, Cheating 2

Sailor: Balance 3, Climbing 2, Knotwork 3, Rigging 4

Dirty Fighting: Attack (Dirty Fighting) 4, Eye-gouge 3, Kick 4, Throat Strike 5

Firearms: Attack (Firearms) 4, Reload (Firearms) 3

Heavy Weapon: Attack (Heavy Weapon) 4, Parry (Heavy

Weapon) 3

Pugilism: Attack (Pugilism) 3, Footwork 4, Uppercut 4, Jab 2

Thom Brunner

Two years ago, Thom Brunner was the master gunner on an Eisen river-runner. The Castellians captured his ship and sent him to *la Bucca*, where he earned the nickname “that Eisen bastard.” Despite his disposition, Brunner earned a position on his ship as Master Gunner.

Brunner is always shouting, even when he is in conversation. Years of standing next to cannon lines have stolen almost all his hearing. It could be said that Brunner has a personal vendetta against Death. During battles, his men can hear him shouting — not at opposing navies, but at the Enemy (“*der Feind*”). He saw hundreds of boys killed during the War of the Cross because of inexperience and carelessness. Every man he loses is another victory for Death. It’s a war Brunner can’t win, but he’ll die trying.

Thom Brunner (Henchman)

Brawn 3, Finesse 3, Wits 4, Resolve 3, Panache 3

Reputation: 18

Advantages: Eisen (R/W), Castille, Montaigne, Crescent, Academy Background: Wanted

Sailor: Balance 3, Climbing 3, Knotwork 2, Rigging 3, Navigation 2, Pilot 3, Sea Lore 2

Athlete: Climbing 3, Footwork 4, Sprinting 2, Throwing 3, Lifting 3, Side-step 2

Captain: Strategy 2, Tactics 3, Ambush 4, Gunnery 5, Incitation 4, Leadership 3

Firearms: Attack (Firearms) 5, Reload (Firearms) 5

Heavy Weapon: Attack (Heavy Weapon) 4, Parry (Heavy Weapon) 2

Knife: Attack (Knife) 3, Parry (Knife) 4

Pugilism: Attack (Pugilism) 2, Footwork 4, Jab 3,

Earclap 4, Uppercut 3

Fyodor Zastienchiv

Fyodor, an Ussuran Orthodox priest, is the largest man on the Hanged Man. He is also its most soft-spoken, kind-

hearted and forgiving. Fyodor does not drink, gamble or swear and blushes in the presence of jennys. One day, McCorley called him “the Bashful Bear” and the nickname stuck.

Years ago, the First Prophet appeared to him in a dream, telling him to go to la Bucca and “fulfill your destiny there.” Fyodor traveled across country to the Mirror and boarded a merchant ship for the prison island.

Once he arrived, he set up a small mission, hoping to further the prisoners’ spirituality. He spent most of his time fishing rather than saving souls, but earned a reputation among the prisoners as a trustworthy man.

Fyodor had no prior knowledge of the coup, but when it happened, the prisoners spared his life. Allende recognized the man’s good heart and also recognized the need for a chaplain aboard his ship. He offered the position to Fyodor, and the Ussuran accepted.

Fyodor Zastienchivy (Hero)

Brawn 5, Finesse 2, Wits 3, Resolve 4, Panache 3

Reputation: 12

Arcana: Comforting

Background: Wanted

Advantages: Ussuran (R/W), Théan (R/W), Montaigne (R/W), Vendel, Avalon (ACQ), Castille (ACQ), Crescent (ACQ), Linguist, Ordained, Faith, Large

Hunter: Fishing 3, Skinning 2, Survival 2

Doctor: Diagnosis 3, First Aid 4, Quack 1, Dentist 2, Surgery 3

Merchant: Scribe 3, Calligraphy 2

Sailor: Balance 3, Climbing 1, Knotwork 3, Rigging 1

Scholar: History 5, Mathematics 3, Philosophy 4, Law 3, Research 3, Natural Philosophy 2, Occult 3, Theology 5

Pugilism: Attack (Pugilism) 3, Footwork 4, Uppercut 2,

Jab 2

Castille

Padre Esteban

Padre Esteban has only recently joined the Castillian Navy. He is serving as a gunner aboard the Corazón de Castille, a position he never expected to be in. While he is quite happy aboard the Corazón, his originally calling was something far different.

From a very early age, Alejandro Esteban wanted to be a

priest. He was born and raised in a small village in southern Castille, where he spent most of his time in the village church. By the time he was thirteen, Alejandro knew that Theus had a special purpose for him, and he was going to accept that responsibility joyfully. When he was twenty, his father died, and he found that Theus had a different intention for him than he had originally thought. Faced with a brother and two sisters who needed support, Alejandro joined the Navy, using his education within the Church to get a position as chaplain’s assistant aboard the Corazón. Shortly after he signed on, the Corazón engaged the Montaigne Navy, and during the battle, the ship’s chaplain & several gunners’ mates were killed. Faced with a decided lack of manpower, Enrique Orduño ordered every sailor still standing to man the cannons or get off of his boat. Esteban, like every other able-bodied man on the ship, complied. As he loaded and fired desperately, Esteban constantly mumbled prayers to Theus. His faith evidently paid off, as every shot unerringly hit the enemy dead-on. After the battle, Orduño ordered him permanently stationed as a gunner aboard the Corazón.

Esteban is still a very pious man, as he plans to one-day reenter the clergy. Despite his position change, he is still treated somewhat as a chaplain aboard ship, and the crew often come to him with personal problems. While he would rather return to his studies, he knows and accepts that Theus has a purpose for him, and believes that when it is time for him to go back, Theus will let him know.

Padre Esteban (Hero)

Brawn: 3, Finesse: 2, Wits: 2, Resolve: 3, Panache: 2, Reputation: 7

Background: Obligation (support his siblings)

Arcana: Friendly

Advantages: Castillian (R/W), Commission, Faith

Sailor: Balance 3, Climbing 1, Knotwork 1, Rigging 1

Scholar: History 1, Mathematics 1, Philosophy 2, Research 1, Theology 3

Firearms: Attack 2, Reload 1

Captain: Strategy 1, Tactics 1, Gunnery 2, Incitation 2

CORSAIRS

Hamish

It is whispered among the crew that Hamish was once perfectly sane. Then his ship stumbled upon the 7th Sea. While they sailed under its sun and moon, strange winged creatures with fiery eyes and talons as long as a man's arm attacked the ship. Hamish was knocked overboard into the silvery water just as the last of the flying creatures were driven away. He choked and opened his mouth, swallowing some of the filthy brine. He went under while the crew of his ship watched in horror, and they assumed he was dead. They began to row away, but Hamish thrust his hands out of the water and hauled himself back onto the ship using his fingernails.

He had undergone a sea change. He was half a foot taller, and much more muscular than before. The whites of his eyes had been washed away, leaving inky blackness that reflected only living creatures in its depths. Lastly, his mind was gone, replaced with that of a savage beast. They subdued him and brought him home, since it is a sin to kill a man whose mind has been touched by the Second Prophet. Even so, Hamish would have ended his days as a dangerous beggar if it weren't for Kheired-Din, who befriended him with gentle words and gifts of food. Although Hamish has had to be kept in chains aboard ship since the time he slaughtered six men while they slept, he makes an effective boarding party all by himself. They simply unhook his chains and drive him forward onto the other ship using a lash, and he unleashes his savagery on the enemy crew, tearing them to bits with his hands and teeth. That's the plan, at least. Hamish will turn against anyone he can get his claws on except Kheired-Din, who is the closest thing to a friend such a monster can have.

Hamish (*Henchman*)

Brawn 7, *Finesse* 4, *Wits* 2, *Resolve* 6, *Panache* 4

Reputation: 0

Advantages: Combat Reflexes, Large, Toughness

Athlete: Climbing 4, Footwork 5, Sprinting 4, Throwing 4, Leaping 4, Lifting 5, Side-step 4

Dirty Fighting: Attack (Dirty Fighting) 5, Eye Gouge 5, Kick 4, Throat Strike 5

Wrestling: Grapple 5, Bearhug 4, Break 5, Escape 3, Head Butt 5

Note: Hamish's barehanded damage is 0k2.

Andres Donovich

An Ussuran by birth, Andres was stolen away at a young age, and has served on Kheired-Din's ship ever since. Over time, he came to believe the Captain's tales of a holy quest. He's proud to be a part of such a grand enterprise; he will make no efforts to escape, and would forcibly resist a rescue attempt. He hates his benchmate, Mike Fitzpatrick, and takes every opportunity to make his life even more miserable.

Andres Donovich (*Henchman*)

Brawn 4, *Finesse* 2, *Wits* 3, *Resolve* 3, *Panache* 2

Reputation: 0

Advantages: Ussuran (R/W), Castille (PG), Avalon (PG), Crescent

Background: Pressed into Service

Hunter: Skinning 4, Survival 4, Tracking 3

Merchant: Furrier 4, Appraising 2, Hagglng 2

Sailor: Balance 3, Climbing 3, Knotwork 1, Rigging 1

Streetwise: Socializing 3, Street Navigation 2, Shopping 3

Archer: Attack (Bow) 4, Fletcher 4, SnapShot 3

Athlete: Climbing 3, Footwork 3, Sprinting 4, Throwing 2, Lifting 5, Rolling 2

Knife: Attack (Knife) 3, Parry (Knife) 2, Throw (Knife) 4

Crimson Rogers

Volta

Standing nearly seven feet tall, this Crescent warrior joined the crew when Reis found him marooned on a tiny island in the Forbidden Sea. His tongue had been cut out many years before, and Volta (the name of the Old Republic god of the underworld) is the nickname that a particularly sharp-witted sailor burdened him with. Not a year after Volta joined the crew, one of the sailors came to the Captain with a tale that he had heard Volta talking in his sleep in a strange language. It was never proven, and the sailor earned twenty lashes for his trouble.

Volta and Jemy have become fast friends because of their shared silence. However, while Jemy is peaceful in his ways, Volta is a terror in a fight, a danger to friend and foe alike with his wildly swinging scimitar.

Volta (Henchman)*Brawn 5, Finesse 3, Wits 2, Resolve 4, Panache 2**Reputation: 0**Advantages: Crescent (R/W), Montaigne, Large**Hunter: Fishing 3, Stealth 4, Survival 4, Ambush 3**Sailor: Balance3, Climbing3, Knotwork 4, Rigging 4, Swimming 3**Spy: Shadowing 3, Stealth 4, Conceal 3, Hand Signs 4, Lip**Reading 3**Athlete: Climbing 3, Footwork 4, Sprinting 3, Throwing 3, Leaping 5, Rolling 4, Side-step 3**Fencing: Attack (Fencing) 5, Parry (Fencing) 4**Dirty Fighting: Attack 3, Attack (Improvised Weapon) 4, Kick 5***Domingo**

A gruff, no-nonsense man, Domingo served in the Vodacce navy for ten years as a gunner. He was possibly the best they ever had, but was passed over again and again for promotion because the officers were too busy promoting their relatives. Finally, he left the navy in disgust, and managed to join up with the Crimson Roger, where his talents were more appreciated.

Domingo learned early on to make do with whatever he had at hand – nails, broken bottles, pieces of wood, whatever. He just packs it tightly into the cannon and fires. This has made him extremely popular with the Captain, since proper cannonballs are often in short supply.

Domingo (Henchman)*Brawn 3, Finesse 2, Wits 3, Resolve 3, Panache 2**Reputation: -13**Advantages: Vodacce (R/W), Montaigne, Castille, Crescent, Keen Senses, Pirate Trick (Quick Draw)**Sailor: Balance 4, Climbing 2, Knotwork 2, Rigging 3,**Cartography 3, Swimming 3, Weather 2**Scholar: History 1, Mathematics 4, Philosophy 2, Research 2, Astronomy 3**Athlete: Climbing 3, Footwork 3, Sprinting 2, Throwing 3, Lifting 4, Side-step 3**Captain: Strategy 3, Tactics 1, Ambush 4, Bribery 2, Gunnery 5, Logistics 3**Dirty Fighting: Attack (Dirty Fighting) 3, Attack (Improvised Weapon) 4, Kick 3, Parry (Improvised Weapon) 4, Throat Strike 3**Firearms: Attack (Firearms) 5, Reload (Firearms)***Paule du Paix**

Paule was once a pirate captain himself, elected to the position because of his skill with the sword and pistol. He showed a distinct lack of business sense, however, and his men eventually turned him over to a Castillian man-o'-war in exchange for their freedom. He swore revenge upon his crew, but they just laughed at him as they sailed away.

The man o' war, disguised as a merchant ship, was on its way to deliver him to jail when the Crimson Roger attacked it by mistake. It might've been the end of Reis and his crew if not for Paule, who escaped and threw a slow match into the powder room before diving overboard with an empty barrel. The man o' war exploded, and Reis, impressed with Paule's tale, offered him a position on the crew. Paule agreed, provided they sank his old ship. Ten days later, the crew that had laughed as they turned him over to the authorities were floundering in the water as Paule fired shot after shot into them, laughing the whole time. He is content to serve under Reis now, having had his fill of captaining.

Paule de Paix (Villain)*Brawn 3, Finesse 4, Wits 2, Resolve 3, Panache 2**Reputation: -6**Arcana: Arrogant**Advantages: Montaigne (R/W), Castille, Crescent, Able Drinker**Criminal: Gambling 3, Quack 2, Shadowing 3, Stealth 3, Cheating 4, Pickpocket 3**Sailor: Balance 4, Climbing 3, Knotwork 3, Rigging 2, Cartography 3, Navigation 2, Pilot 3, Swimming 2**Athlete: Climbing 3, Footwork 4, Sprinting 3, Throwing 3, Leaping 3, Rolling 3, Swimming 4, Swinging 2**Captain: Strategy 1, Tactics 2, Ambush 3, Cannon 4, Leadership 1**Fencing: Attack (Fencing) 5, Parry (Fencing) 4**Firearms: Attack (Firearms): 4, Reload (Firearms) 4***Gosse's Gentlemen****Gaspar**

One of the original crew, Gaspar used to be a topsman, at least until he lost his leg to a cannonball. After that, the only job he was really any good for aboard ship was the Ship's Cook, and he was a terrible cook. So finally, the men took up a collection and sent him to a fine Montaigne

Chef's school in Paix. After six months, he was a changed man. He had found his new calling in life – something he was actually good at, once he was given the proper training. The men were astounded at the difference in the rations, and morale went up and stayed there. Of course, there were a few inconveniences, such as having to call Gaspar “Ship’s Chef” instead of “Ship’s Cook,” but it was worth it to have such fine fare served on the ship. When the plan was announced to refurbish the old ship, Gaspar was one of the first to volunteer. He wanted to take the opportunity to visit some exotic ports again and pick up some spices and ingredients that he couldn’t find on the island. As it turned out, it was a good thing he went along. When they called for the surrender of the first ship they came across, Gaspar went over with the negotiation party, and while the others were discussing terms with the Captain, he went into the ship’s galley and began preparing a stew. Before long, he had a crowd of salivating sailors standing at the galley entrance waiting for a bowl of whatever it was that smelled so good instead of manning their posts. Upon learning of this, Melinda added three days of meals prepared by Gaspar to the agreement, and the Captain shook on it, surrendering his ship to the pirates for three days.



Gaspar (Hero)

Brawn 2, Finesse 3, Wits 3, Resolve 2, Panache 4

Reputation: 10

Advantages: Montaigne (R/W), Castille (AQ), Crescent (AQ), Pirate Trick (Belay That)

Artist: Musical Instrument (pipes) 3, Singing 2

Merchant: Cooking 5, Haggling 4

Sailor: Balance 3, Climbing 2, Knotwork 4, Rigging 3, Leaping 2

Servant: Menial Tasks 3, Unobtrusive 2

Streetwise: Socializing 3, Street Navigation 2, Shopping 5, Scrounging 4

Dirty Fighting: Attack (Dirty Fighting) 2, Attack (Improvised Weapon) 4, Parry (Improvised Weapon) 4, Throw (Improvised Weapon) 2

Belit

Belit is a female asprey that Melinda found while exploring some islands near Utopia in a small boat she built. Belit took a liking to Melinda when she fed her some of her lunch, and has defended her fiercely ever since. Melinda takes care to keep Belit warm in cold weather, and feeds her rats and other small animals. Considering the rat population on the average ship, she’s less likely to go hungry than the human crew.

Belit (Ships Mascot)

Brawn 1, Finesse 3, Wits 4, Resolve 1, Panache 4

TN: 25 (15 on ground)

Attack Roll: 5k3 Bite

Damage: 1k1 Bite

Footwork (Flying) 4, Footwork (Ground) 2

Montaigne Navy

Pepin

Pepin was born the son of a poor sharecropper. By the time he was eight, it was obvious that he was extremely intelligent but would never be able to gain an education as long as he and his family worked the fields from dawn till dusk every day. So his family spent their last money to buy him an indentured position as a servant in the Montaigne navy. In the course of three years, he had paid off his debts and begun to send money home to his family. He was quiet, industrious and very lucky. In the course of five years, his employer was killed three times.

But each time he was selected by another, higher ranked noble. This has allowed him to work in a variety of position and to learn an enormous amount about how the Montaigne navy operates. Then when the General was placed in command of the Montaigne Navy, the General picked Pepin at random to be his only servant. While the General knew nothing of commanding a naval ship, Pepin

was quite experienced. He helped the new captain to avoid making a fool of himself until he'd at least learned the names of all of the sails. For that noble act, the General has always been silently grateful. Under the General, Pepin had far more responsibility than a normal servant and every member of the Montaigne flagship learned that when Pepin held the General's complete confidence.

Then the Admiral reassigned all of the General's men to other vessels. Pepin was transferred to the Admiral's own staff. Even the General admitted that this was a huge promotion, although he remarked that the Admiral didn't deserve Pepin several times. Pepin's departure was a hard blow for the Eisen.

In his years with the navy, Pepin has learned a lot. He knows where a few orders can double a crew's efficiency. He understands astronomy, navigation, chemistry, military orders and three languages. But mostly he has learned that nobles and commoners may both be human, but they are different creatures entirely. And a commoner who forgets that is likely to pay dearly for that mistake.

Pepin has always been small for his age, but he since his last birthday, he has grown over a foot. Luckily years of service aboard ships has given him a sense of ease and grace quite unusual for a boy growing into a man before his employer's eyes.

Pepin (Henchman)

Brawn 2, *Finesse* 3, *Wits* 5, *Resolve* 4, *Panache* 3 *Reputation*: 0

Advantages: Eisen R/W, Avalon R/W, Castille R/W, Montaigne R/W, Vendel R/W, Commission (Montaigne Navy), Legendary Trait (Wits), Short

Arcana: Propitious

Servant: Etiquette 4, Fashion 3, Menial Tasks 4, Unobtrusive 4, Accounting 2, Valet 4

Scholar: History 3, Mathematics 3, Philosophy 3, Research 3, Astronomy 3, Law 4, Natural Philosophy 3, Theology 2

Sailor: Balance 3, Climbing 3, Knotwork 2, Rigging 2, Cartography 4, Navigation 4, Sea Lore 2, Swimming 3, Pilot 2

Captain: Strategy 4, Tactics 4, Ambush 2, Cartography 4, Diplomacy 4, Gunnery 2, Logistics 4

Athlete: Climbing 3, Footwork 3, Sprinting 3, Throwing 1

François Gaulle dul Motte

François is a gentleman first, and a soldier second, but not by much. He was raised firmly believing in the right of the nobility to lead, but believes equally as much in their responsibility to those under them. The Gaulle dul Mottes are often mocked in court for their concern for the peasantry, but François considers it a solemn and sacred duty. He believes equally that the nobility have a responsibility towards Montaigne as a whole, which is why he enlisted in the military.

François is far more comfortable serving under Admiral Alazais than he would be under the General. He has nothing but contempt for a man who answers only to money, and believes that the General cannot be trusted, because he has no loyalty to Montaigne that wasn't bought and paid for. He considers Alazais, however, to be a dedicated Montaigne patriot, and has no problems following the man's orders. Anything l'Admiral does, François knows he does for Montaigne.

François is a very intense man. When he speaks, he speaks passionately, and is unusually serious for a Montaigne. In a fight, he is almost always at the cannons, where he has a particular knack. However, in a pinch he is also a competent Valroux fencer.

François Gaulle dul Motte (Henchman)

Brawn: 2, *Finesse*: 3, *Wits*: 3, *Resolve*: 4, *Panache*: 3 *Reputation*: 18

Background: Obligation (Montaigne & her people)

Arcana: Willful

Advantages: Montaigne (R/W), Castillian, Commission (Mate), Indomitable Will, Noble

Artist: Writing 3

Sailor: Balance 3, Climbing 2, Knotwork 2, Rigging 2, Cartography 3

Scholar: History 4, Mathematics 5, Philosophy 3, Law 3, Research 4, Occult 4

Captain: Strategy 3, Tactics 3, Bribery 2, Diplomacy 2, Gunnery 4, Leadership 3, Incitation 4

Fencing: Attack 3, Parry 2

Knife: Attack 2, Parry 3

Valroux (Apprentice): Double-parry 2, Feint 2, Tagging 3



Sea Dogs

Phalen Cole

The crew's quietest member is a young man they call "Phalen." The only reason they know his name is because that's what McGee calls him. He is quiet but diligent, working in the rigging day in and day out. He seldom sleeps and never rests.

Phalen is Harry's second in all matters involving the sails and rigging and has no desire to replace the daring Captain of the Tops. He keeps to himself, up high in the rigging. In fact, Harry often brings his meals up to him. If the Captain of the Tops ever retires, Phalen will be the first in line for the position.

His quiet nature makes him a deadly asset in combat.

Typically, Phalen remains in the rigging during a fight, tossing knives down onto the heads of the Black Dawn's enemies.

Phalen Cole (*Henchman*)

Brawn 2, *Finesse* 3, *Wits* 3, *Resolve* 2, *Panache* 3

Reputation: 0

Advantages: Avalon(R/W), Montaigne, Able Drinker, Commission (Sea Dogs), Eagle Eyes, Synchrony Artifact (Ornate Glove and Throwing Knife)

Artist: Singing 3

Sailor: Balance 3, Climbing 4, Knotwork 3, Rigging 4, Leaping 4, Swimming 2

Streetwise: Socializing 1, Street Navigation 4, Scrounging 4

Athlete: Climbing 4, Footwork 3, Sprinting 1, Throwing 3, Swinging 3, Break Fall 2

Knife: Attack (Knife) 3, Parry (Knife) 3, Throwing (Knife) 4

Dirty Fighting: Attack (Dirty Fighting) 3, Attack (Improvised Weapon) 2, Throw (Improvised Weapon) 4

The Beast

The ship's carpenter is a large half-Castillian man with thick, curly black hair and a full black beard. For as long as anyone can remember, there's only been one name for him: "The Beast." Of course, his nickname has nothing to do with his nature; he's one of the kindest men on the Seven Seas. He got it when his mother, a tiny Castillian woman, met him on the pier and told Berek, "Thank you for bringing back my little beast." Berek didn't stop

laughing for a week.

The Beast and his carpenter crew keep Berek's ship afloat during storms and battles, and he helps McGee train the marines during doldrums. He's a highly skilled swordsman, and a journeyman in the Aldana style. He also speaks fluent Castillian, which helps the Black Dawn slip unnoticed into Castillian ports.

The Beast (*Hero*)

Brawn 4, *Finesse* 2, *Wits* 3, *Resolve* 3, *Panache* 3

Reputation: 16

Advantages: Avalon (R/W), Castille, Montaigne, Commission (Sea Dogs), Toughness, Swordsman's Guild, Merchant's Guild

Arcana: Friendly

Sailor: Balance 3, Climbing 3, Knotwork 5, Rigging 3, Swimming 2, Sea Lore 3,

Merchant: Carpenter 5, Sail maker 4, Hagglng 4

Aldana (Journeyman): Feint (Fencing) 4, Riposte (Fencing) 4, Tagging (Fencing) 4, Exploit Weakness (Aldana) 4

Fencing: Attack (Fencing) 5, Perry (Fencing) 3

Courtier: Dancing 1, Etiquette 1, Fashion 1, Oratory 2, Gossip 3, Gaming 2

Streetwise: Socializing 4, Street Navigation 2, Shopping 4

Vesten Raiders

Sigvaldi Sveinson

Those who see him for the first time estimate Sigvaldi's age at fifty or sixty. Actually, he's only about twenty-two. When Sigvaldi was just a boy, he went to the top of the world (as his father did before him) and spoke with the North Wind. She tested him and made him a berserker. Now, whenever Sigvaldi calls upon his gift, it sends him into a bloody rage that no mortal man can stop. It also ages him every time he uses it.

Sigvaldi has no fear of death. He knows that when his soul leaves his body, he will meet his father and grandfather in Paradise, where he will drink and revel until the end of the world. His eyes show this to the rest of the world and the ship's crew stays well out of his way, especially just before a boarding action when a cold wind from the north spills into the sails and Sigvaldi's lips start spitting froth.

Sigvaldi Sveinson (Hero)

Brawn 3, Finesse 3, Wits 2, Resolve 4, Panache 3

Reputation: 0

Background: Vow

Advantages: Vendel (R/W), Avalon (ACQ)

Sailing: Balance 2, Climbing 3, Knotwork 2, Rigging 3,

Swimming 1

Athlete: Climbing 3, Footwork 4, Sprinting 5, Throwing 3, Lifting 3, Rolling 4

Leegstra (Apprentice): Feint (Heavy Weapon) 3, Disarm (Heavy Weapon) 4, Riposte (Heavy Weapon) 3, Exploit Weakness (Leegstra) 1

Heavy Weapon: Attack (Heavy Weapon) 4, Parry (Heavy Weapon) 4

Wrestling: Grapple 4, Bear Hug 3, Break 4

Dirty Fighting: Attack (Dirty Fighting) 3, Eye-gouge 3, Throat Strike 4

Note: Sveinson is immune to Fear.

**Hoskuld Hardrada (Hero)**

Brawn 4, Finesse 3, Wits 4, Resolve 4, Panache 3

Reputation: 24

Arcana: Commanding

Background: Vow

Advantages: Vendel (R/W), Eisen, Castille, Combat Reflexes, Pirate Trick (Belay That)

Sailor: Balance 4, Climbing 3, Knotwork 5, Rigging 4, Cartography 3, Swimming 4, Weather 4

Captain: Strategy 2, Tactics 4, Bribery 4, Diplomacy 4, Gunnery 5, Incitation 3, Leadership 4, Logistics 5

Athlete: Climbing 3, Footwork 4, Sprinting 4, Throwing 2, Break Fall 3, Leaping 5, Swinging 4, Side-step 3

Dirty Fighting: Attack (Dirty Fighting) 4, Attack (Improvised Weapon) 4, Eye-gouge 3, Parry (Improvised Weapon) 4

Firearms: Attack (Firearms) 4, Reload (Firearms) 4

Heavy Weapon: Attack (Heavy Weapon) 4, Parry (Hv Weapon) 2

Hoskuld Hardrada

Hoskuld doesn't remember which one of the crew gave him his nickname ("Hard-Law") to him ages ago, but it has stuck. As Yngvild's bosun, he has to be a hard man who doesn't tolerate laziness. The enemies they face are too deadly. They cannot afford to be careless.

He is almost six feet tall with blonde hair he keeps in a single long braid down his back. When new recruits ask about him, the old salts say, "When the seas are calm, so is Hoskuld. When they are rough, so is Hoskuld." The Revensj's bosun is soft-spoken when the ship has no pressing duties, but when it comes time to fight, his breast swells like it's holding a thunderstorm in check.

Every crewman knows that Hoskuld and Thorfild do not get along. They stand on either side of their captain, each advising her on different courses. Hoskuld encourages her to be merciful toward the women and children she captures, while Thorfild's bloodthirsty rage demands no mercy whatsoever.

Hoskuld is Yngvild's second most important crewman. He is directly responsible for the crew's performance, a fact that Thorfild does not let him forget.

Unaligned**Thomas Metzger**

Thomas Metzger is an Eisen mercenary who has worked for the Castillians, the Montaigne, and the Vendel. He is willing to take anyone's money so long as their cause is somewhat worthy. Unlike many mercenaries, Thomas has not given up on his honor or dignity, and refuses to take commissions which involve obvious evil acts.

Thomas was trained briefly in the Eisenfaust school. When he displayed no true skill with a blade, he was encouraged to enlist in some Baron's army rather than wasting his instructors' time. That was fine with him. He'd already been introduced to the panzerhand, the weapon that would become his hallmark. He honed his skills during constant

warfare for the next several years as he fought for various warlords across Eisen. After the collapse of the Thirty Years War, Thomas continued in the only profession that he knows: combat. He currently works on the Castillian front, working for whichever side pays the most. Thomas has vowed that he will no longer fight another Eisen. He has spilt too much Eisen blood already. If forced to fight, he will subdue his opponent's rather than break this vow. He will also not stand by while an Eisen is in danger. By defending them, he continues the struggle he waged so long for unity in a deeply divided country.

Thomas Metzger (Hero)

Brawn 4, Finesse 2, Wits 2, Resolve 3, Panache 3

Reputation: 10

Background: Vow

Advantages: Castille, Eisen (R/W), Montaigne, Vendel, Combat Reflexes, Large, Toughness

Streetwise: Socializing 3, Street Navigation 3, Shopping 3, Underworld Lore 2

Commander: Ambush 3, Artillery 3, Cartography 3, Gunnery 3, Incitation 3, Leadership 3, Tactics 3, Strategy 3, Logistics 1

Athlete: Climbing 1, Footwork 3, Leaping 3, Lifting 4, Long Distance Running 3, Sidestep 4, Sprinting 3, Throwing 1

Panzerhand: Attack (Panzerhand) 5, Parry (Panzerhand) 5, Uppercut 5

Black Freighter

No Leg William

“Peg Leg” William Gaston was a huge Ussuran whaler who sailed the seas for over a decade after a shark ripped off one of his legs below the knee. Whalers still tell the tale of how he grabbed a harpoon as his longboat was capsized by a great white shark. When the shark came back for him, he rammed the harpoon down through the shark's jaws and broke off the harpoon's shaft. The crew pulled out the survivors and William had the harpoon shaft made into a peg leg for his severed leg.

Ten years later while sailing in La Boca, William and some of his crew put out in a longboat to bring a leviathan they'd killed alongside. Out of nowhere, an enormous shark overturned the boat. William ordered the other men out of the water and a lit grenade dropped to him. Just as

William began climbing, the shark erupted out of the water. Its twisted jaws were easy to see as William dropped the grenade between them. They clamped onto his waist and with a sickening twist, the shark ripping him in half before the grenade exploded within the shark's belly. Neither Williams nor the shark's body were recovered. A few survivors of the Black Freighter's attacks have mentioned a gigantic man without legs among the crew calling himself No Leg William. He is strong as an ox and as agile as a monkey. He rips the legs of his victims off and them straps them onto himself. He seems even stronger when he doesn't need to use his arms to move his body around. The legs only last a short time before they collapse under his bulk.

No Leg Williams (Henchman)

Brawn 4, Finesse 2, Wits 2, Resolve 2, Panache 3

Reputation: -10

Advantages: Ussuran R/W, Castille, Montaigne, Toughness, Large Whaler: Balance 4, Knotwork 2, Leaping 2, Poison 2, Sea Lore 2, Swimming 4, Throw Harpoon 4, Weather 2

Dirty Fighting: Attack 3, Attack (Improvised) 2, Eye Gouge 2, Throat Strike 2

Sailor: Climbing 2, Rigging 2, Cartography 4, Navigation 3, Pilot 3

Captain: Strategy 2, Tactics 2, Ambush 3, Gunnery 3, Incitation 3, Logistics 3

Ulrich the Unholy

Ulrich the Unholy was an Eisen priest traveling to Avalon to bring the Vaticine religion back to the faithless natives. He was a stern and solemn figure with an unwavering belief in the power of his words. His superiors believed him too rigid to be a good missionary, but thought that failure would bring him some much needed humility. He was traveling through the Trade Sea upon a Vendel merchant ship when pirates appeared off the port bow. Before the crew could react, lightning sprang from a clear sky and shattered the mast. A thick fog began to cover the seas and the ship's captain screamed out contradictory orders in panic. Moments later, the two ships drew together. Ulrich took his place upon deck and called upon Theus to push back the infidels.

The Vestenmannavnjar pirates leapt past him and rushed the crew. All except one large man who grinned evilly

down at him. Ulrich shouted out holy scripture and called upon Theus to smite down this foe. The pirate grabbed him, poured lantern oil over the priest, and lit it on fire. Throughout Ulrich continued to call upon his faith until the pain grew too great to bear and he shouted out “Legion take you!” At that, the pirate seemed to finally tire of this game and threw the priest overboard. As he sank beneath the waves, the priest remembered the words of the Second Prophet who spoke of forgiving those who wronged you. He cursed anyway. He reappeared aboard the Black Freighter. His burned visage and blasphemous declarations shock the most devout into a stunned paralysis. He has discovered that he can not utter the divine name or any of the true teachings of the Prophets. And without the intervention of the Prophets, no man can come to Theus so Ulrich knows that he is cursed to Legion’s mercy for all eternity.

Ulrich the Unholy (*Henchman*)

Brawn 2, Finesse 3, Wits 3, Resolve 3, Panache 2

Reputation: 0

Arcana: Judgmental

Background: Crisis of Faith, Cursed

Advantages: Avalon (R/W), Castille (R/W), Montaigne (R/W), Théah (R/W), Faith

Scholar: History 3, Law 3, Mathematics 2, Occult 3, Research 1

Wrestling: Bear Hug 2, Break 3, Grapple 3, Head Butt 2

Priest: Diplomacy 3, Oratory 3, Philosophy 2, Theology 4, Writing 2

Knife: Attack (Knife) 2, Parry (Knife) 2, Throw (Knife) 2

Credits

Writing

Dana De Vries, Peter Flanagan and Eric Steiger

Original *Pirate Nations* sourcebook

John Wick and Kevin Wilson

Line Developer

Mark Stanton Woodward

7th Sea System Creation

John Wick, Jennifer Wick and Kevin Wilson

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