



Swashbuckling Adventures in the land of Theah!



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Regional Advantages and Templates

The united isles of the Three Kingdoms share a common heritage, but have been shaped by various forces over the centuries that has led to a greater diversity than would be expected for such a small nation. The following information for the peoples of the areas of the Three Kingdoms is not limited to only for the Nobles of these areas. The 7th Sea™ Mechanics section gives the regional advantage for that location for character creation in the d10 roleplaying system. The d20™ System Mechanics section gives favored classes, skills and languages for each group. For the Highland Marches and Inismore, the languages section replaces the automatic languages for an Avalon character as given in the Swashbuckling Adventures™ rulebook. The Cymric language given in a few sections is the ancient language of the Three Kingdoms (which would approximate to Celtic or Gaelic languages in our world) and is coming back into use with the rise of Elaine and the return of the Sidhe.

Avalon

Balig

In theory a puppet state of King Piram, Balig appears more impoverished than it actually is, all for the benefit of the Breg tax collectors. With its main city of Canguine under a Sidhe curse, it has become a haven for pirates and other ne'er-do-wells.

7th Sea™ Mechanics

When purchasing the Courtier Skill, Balig Heroes automatically gain Sincerity at Rank 1, but purchasing the Noble Advantage costs 3 extra HP.

d20™ System Mechanics

Favored Classes: Pirate, Wanderer
 Typical Prestige Classes: Andrews Swordsman, Robertson Swordsman
 Class Skill: Bluff or Sense Motive
 Additional Languages: None

Breg

If there was a revolt against Queen Elaine, it can be certain that the county of Breg will be near the centre of the plot. King Piram quietly plots against the current rule, still burning about his defeat during the unification of the Three Kingdoms.

7th Sea™ Mechanics

Heroes from Breg may purchase the Donovan School for only twenty HP. If they do so, however, they must take a Hubris for which they only receive 8 HP.

d20™ System Mechanics

Favored Classes: Noble, Swashbuckler
 Typical Prestige Classes: Donovan Swordsman, Saboteur
 Class Skill: Innuendo
 Additional Languages: None

Camlann

The ancient seat of power for Avalon, Camlann is a land ruled by its passions and marked by influence from Inismore. With the Sea Dogs and Explorer's Society based out of the port of Cardican, a naval tradition complements their abilities in Sidhe Glamour.

7th Sea™ Mechanics

If you are a Glamour sorcerer, you receive two extra points of Glamour Knacks during hero creation, but you receive five fewer HP than usual and must take a 1-point Obligation Background, representing a Sidhe whom you owe a favor.

d20™ System Mechanics

Favored Classes: Wanderer, Glamour Mage

Typical Prestige Classes: Captain, Midshipman, Topman
 Class Skill: Profession (Sailor)
 Additional Languages: Inish

Gaavane

The small province containing the sacred Grumweald forest is under the direct control of the powerful and mysterious Derwyddon. Few outside of the druidic orders know exactly what transpires inside its wooded borders.

7th Sea™ Mechanics

Residents of Gaavane may purchase the Druid school for 5 HP less. However, if they do so, they may not purchase the Firearms Skill or the Streetwise Skill at Hero creation

d20™ System Mechanics

Favored Classes: Bard, Druid, Glamour Mage
 Typical Prestige Classes: Goodfellow Archer
 Class Skill: Knowledge (Sidhe, legends, Glamour)
 Additional Languages: Cymric

Lothian

The people of the northern Avalon province of Lothian are as wild and untamed as the rugged countryside, no doubt due to their historical connections with the Highland Marches. Duke Carlyle cuts a very distinguished appearance when in Elaine's court, with his thick kilt and even thicker accent.

7th Sea™ Mechanics

You receive the Hunter Skill for free, but you may not purchase the Courtier Skill under any circumstances.

d20™ System Mechanics

Favored Classes: Ranger, Wanderer
 Typical Prestige Classes: Donovan Swordsman, Goodfellow Archer
 Class Skill: Wilderness Lore
 Additional Languages: Highland

Lovaine

The largest province of Avalon contains both its current capital of Carleon and the former Montaigne capital of Luthon. Steeped in Glamour since the return of Elaine, it is here that you are most likely to spot the Sidhe or one of a number of fantastical beasts.

7th Sea™ Mechanics

Residents of Lovain receive twice as much income as normal and receive one Free Raise when performing Reputation actions in the Triple Kingdoms. However, all checks to resist the effects of Glamour have their TN's raised by 5

d20™ System Mechanics

Favored Classes: Courtier, Noble, Swashbuckler
 Typical Prestige Classes: Donovan Swordsman, Knight of Elaine
 Class Skill: Diplomacy
 Additional Languages: Cymric

Percis

As the nearest coast to Montaigne, the county of Percis has had a long tradition of trade that has caused it to grow rich. It is also now populated by dozens of Montaigne emigrés, calling in old favors to escape the terrors of the Revolution.

7th Sea™ Mechanics

All Percis' Heroes speak Montaigne for free, but purchasing Glamour costs two higher HP than usual.

d20™ System Mechanics

Favored Classes: Noble, Swashbuckler
 Typical Prestige Classes: Andrews Swordsman, Donovan Swordsman
 Class Skill: Profession (Merchant)
 Additional Languages: None

Inismore

Carrig

The estate of the O'Toole family is the most powerful in Inismore, and if it were not for the O'Bannon it is likely an O'Toole would run the nation. Spurned by the Sidhe, the O'Toole family constantly look for new allies and resources to take the power they see as rightfully theirs.

7th Sea™ Mechanics

Whenever more than one of your dice explode during a single roll, your GM receives a Drama die that may only be used against you. You gain the Scoundrel Advantage for free.

d20™ System Mechanics

Favored Classes: Pirate, Spy, Swashbuckler

Typical Prestige Classes: Buccaneer, Robertson Swordsman

Class Skill: Gather Information

Automatic Language: Inish

Bonus Languages: Avalon, Highland, Vendel

Donegal

The Lynch family control the lands around the capital of Tara and have traditionally been blessed with powerful Glamour sorcery, either from their connection to the Sidhe or the O'Bannon.

7th Sea™ Mechanics

If you are a Glamour sorcerer, you receive two extra points of Glamour Knacks during hero creation, but you receive five fewer HP than usual and must take a 1-point Obligation Background, representing a Sidhe whom you owe a favor.

d20™ System Mechanics

Favored Classes: Wanderer, Glamour Mage

Typical Prestige Classes: Finnegan Boxer, Robertson Swordsman

Class Skill: Sense Motive

Automatic Language: Inish

Bonus Languages: Avalon, Montaigne, Vendel

Dreenan

Formerly a prosperous area under the Avalon lords, the estate of the O'Brien family has deteriorated into crime and poverty in recent times. The ruling family still has a tradition of sending its sons to Thean universities and so become advisors to the High King and other important figures.

7th Sea™ Mechanics

Dreenan natives receive the University Advantage for free. However, they may not purchase any Swordsman Schools from any nation other than the Triple Kingdoms.

d20™ System Mechanics

Favored Classes: Courtier, Pirate, Wanderer

Typical Prestige Classes: Buccaneer, Finnegan Boxer, Naval Marine

Class Skill: Appraise or Forgery

Automatic Language: Inish

Bonus Languages: Avalon, Castille, Montaigne

Leister

A lightly populated and very traditional area, the MacKennas are well known for their love and patronage of the arts.

7th Sea™ Mechanics

Leister residents receive the Artist Skill for free, but they receive 100 G less income each month.

d20™ System Mechanics

Favored Classes: Bard, Wanderer

Typical Prestige Classes: Finnegan Boxer, Topman

Class Skill: Profession (Artist or Musician)

Automatic Language: Inish

Bonus Languages: Avalon, Highland, Vendel

The Highland Marches

Clan MacDuff

The ruling clan of the Highland Marches since the victory of Robert the Dark over the Avalon lords, the MacDuffs are staunch supporters of the united rule of the Three Kingdoms. Minor members of the family often serve as ambassadors or generals in the army of the nation.

7th Sea™ Mechanics

They receive twice the normal monthly income and the Noble Advantage for only eight points. However, they may never hold political office and may not take the Merchant Skill under any circumstances.

d20™ System Mechanics

Favored Classes: Swashbuckler, Noble, Courtier

Typical Prestige Classes: MacDonald Swordsman, Naval Marine

Class Skill: Diplomacy

Automatic Language: Highland

Bonus Languages: Avalon, Vendel, Eisen

Clan MacBride

The firmest opponents to the alliance with Avalon, the MacBride brood constantly debates against the MacDuffs in Parliament. Some are even thought to be taking more drastic steps than simple discussion.

7th Sea™ Mechanics

The MacBride's receive the Courtier Skill for free, but receive one fewer Reputation die (minimum 1), when in Avalon, Inismore, or the Highland Marches.

d20™ System Mechanics
Favored Classes: Swashbuckler, Courtier, Spy
Typical Prestige Classes: MacDonald Swordsman, Robertson Swordsman
Class Skill: Gather Information
Automatic Language: Highland
Bonus Languages: Avalon, Inish, Vendel

Clan MacCodrum

A minor family that would not be noted except for their strong relationship with selkies, a type of marine Sidhe that is thought to be behind their strong tradition as sailors and fishermen.

7th Sea™ Mechanics

You gain the MacCodrum Heritage Advantage for only 4 points, but you must take a 1-point Vow Background, representing your alliance with the Selkies.

d20™ System Mechanics

Favored Classes: Glamour Mage, Pirate, Wanderer
Typical Prestige Classes: Helmsman, Midshipman, Topman
Class Skill: Swim or Knowledge (Sidhe)
Automatic Language: Highland
Bonus Languages: Avalon, Cymric, Vendel

Clan MacDonald

One of the strongest of the Highland clans, the MacDonald are sworn enemies of the MacLeod and seek any way of overcoming their Sidhe protection. With a strong military background, they stood firm against the Montaigne invasion but have more recently lost to the MacLeod.

7th Sea™ Mechanics

MacDonald's begin the game with a 2-point Defeated Background, and purchasing Glamour costs them two extra HP. In exchange, they receive the Spy skill for free and may purchase the Indomitable Will Advantage for only 1 HP.

d20™ System Mechanics

Favored Classes: Swashbuckler, Noble
Typical Prestige Classes: MacDonald Swordsman, Naval Marine
Class Skill: Intimidate
Automatic Language: Highland
Bonus Languages: Avalon, Vendel, Eisen

Clan MacIntyre

Viewed by many as an anachronism or the worst stereotype of a Highlander, the isolationist MacIntyre keep to their rural valley and have little exchange with the other clans.

7th Sea™ Mechanics

You receive the Hunter Skill for free, but you may not purchase the Streetwise Skill under any circumstances.

d20™ System Mechanics

Favored Classes: Ranger, Swashbuckler
Typical Prestige Classes: MacDonald Swordman, Finnegan Boxer
Class Skill: Wilderness Lore
Automatic Language: Highland
Bonus Languages: Avalon, Inish

Clan MacLeod

As enemies of the powerful MacDonald clan, the only thing keeping the small MacLeod estates intact is their close alliance with the Sidhe. However, this familiarity is rapidly making them distrusted by most of the other Highland clans.

7th Sea™ Mechanics

If you're a Glamour sorcerer, you receive two extra points of Glamour Knacks during hero creation, but you receive five fewer HP than usual and must take a 1-point Obligation Background, representing a Sidhe whom you owe a favor.

d20™ System Mechanics

Favored Classes: Wanderer, Glamour Mage
Typical Prestige Classes: MacDonald Swordsman, Goodfellow Archer
Class Skill: Knowledge (Sidhe)
Automatic Language: Highland
Bonus Languages: Avalon, Vendel

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