

Big Daddy Thwak Productions
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presents

The Magnificent 7th Sea!

by
Patrick S. Parrish
and
James Silverstein

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Tips for Running

You will need a copy of *The Player's Guide™* and *The Game Master's Guide™* to run this adventure. Several of the Swordsman's schools used herein are located in the various nation books, and copies of those may also be helpful. The Lucani School was introduced in *The Swordsman's Guild™* sourcebook, which is no longer in print. The full description of this school is included at the end of this adventure. This scenario is about "larger-than-life" heroics. The characters included are of nearly legendary stature, and the opposition they face is stiff. Some of the characters in this scenario will probably die. This adventure is intended for very powerful characters. Any non-Master Swordsman will have a tough time making it to the end of the scenario intact. Be sure you read the entire adventure carefully, mindful of how powerful the NPCs are, and gauge your actions based on the party's competence. It is strongly encouraged that the players use the pre-generated characters; otherwise, the GM should take the time to reduce the opposition's power.

Background: In the war-torn nation of Eisen, a band of brigands and thieves lays siege to an innocent village. The bandits will destroy the village and kill all of the inhabitants if the villagers don't pay tribute to them. Unfortunately, the village can barely support itself. In a desperate attempt to save themselves, the villagers send a representative to hire swordsmen to protect them. But can a small band of well-intentioned heroes stand against an army of killers?

ACT I – THE CALL

It all begins, as it so often does, in a tavern. In the middle of nowhere in the Wische barony, in a ramshackle, rain-soaked building with no name, seven hardened warriors sit and drink the local excuse for beer. The rain has been falling nonstop for days, and the warriors, while skilled, are

falling prey to the enemy that can often utterly destroy even better men. Boredom. And a lack of cash.

The PCs can do a little quick roleplaying here to establish “knowing” each other for a long period of time. As the conversation begins to wind down (or when you think it needs to), they may all make a basic Perception (Wits) check (TN 15) to hear/notice that an argument appears to be going on outside. Investigation will reveal two poor-looking peasants pleading with a traveler on horseback. They beg him to come back to their village because they are being plagued by bandits. The haughty Montaigne swordsman asks how much the peasants can pay for his services. After all, mercenaries of his caliber don't come cheap. They admit to having very little money, but continue to beg. The Montaigne leads them on a bit, enjoying watching them beg, but in the end refuses. When one of the peasants steps forward to plead with him, the Montaigne kicks him to the ground and begins to dismount, likely to beat him further. If the PCs haven't stepped in by this point, remind them about being heroes...

After defeating the Montaigne (which shouldn't take any time at all), the peasants thank the PCs profusely and ask if such mighty warriors might be convinced to follow them to their village, which is in desperate need of aid. They explain that bandits have been raiding the local villages, leaving no one alive. They refused to pay tribute to the bandits, so they know the brigands will return in the next few days to destroy the village. If asked why they didn't pay, they say that the bad rains have made the crops unharvestable, so the village has no money. They can offer the PCs a few good meals but not much in the way of cash.

Assuming the PCs do the right thing and follow these two poor peasants, it'll be a day and a half of marching through the muddy wasteland that is Wische. On the second day, the peasants become particularly wary as they are travelling down a road through the woods in which kobolds are said to dwell. If the PCs want to go kobold hunting, the peasants explain how anxious they are that the bandits may arrive at the village at any time, and speed is of the essence.

When the PCs arrive at the village, Johann, the village elder, greets them. He explains that the bandits claimed they would come back the very next day, and if no payment is given, the entire village will be slaughtered to a man. He is no tactician, merely an old scholar. There are perhaps two dozen able-bodied men left in the village, along with a few women. A Perception (Wits) roll (TN 20) will notice that there are a large number of waiven wandering the streets, and seemingly only one child. A little girl named Barbara. The elder will explain that most of the children have been abducted over the past few months by kobolds from the nearby woods. A Wits + Cold Read roll (TN 25) will detect that he's not telling the whole truth about this, but he seems apprehensive about saying more to strangers, and would rather get to work defending against the bandits.

Allow the PCs to rally the men (who can be divided into 4 6-person Brute squads) and position them however they wish and make any tactical or trap decisions. Ambush and Set Trap rolls would likely be highly appropriate. This should take most of the rest of the day. When night settles in, the rain begins to come down even harder, and the PCs are invited to a small but hearty meal. During the meal, one of the women from the town comes in screaming. Little Barbara, the last child in the town, has vanished!

The Montaigne Mercenary (LeBeau) (7th Sea™)

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

Reputation: -20

Background: None

Arcana: Arrogant

Advantages: Castille (R/W), Eisen (R/W), Montaigne (R/W), Vodacce (R/W); Dangerous Beauty, Montaigne Accent (Paix)

Athlete: Climbing 1, Footwork 3, Leaping 2, Sprinting 2, Throwing 1

Courtier: Dancing 2, Etiquette 2, Fashion 2, Oratory 2, Scheming 2, Seduction 2

Fencing: Attack (Fencing) 4, Parry (Fencing) 2

Firearms: Attack (Firearms) 3

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

Pugilism: Attack (Pugilism) 3, Ear Clap 1, Footwork 3, Jab 2

Rider: Riding 3, Trick Riding 2

Spy: Ambush 2, Interrogation 2, Shadowing 1, Stealth 3

Valroux School (Journeyman): Double Parry (Fencing/Knife) 4, Feint (Fencing) 4, Tagging (Fencing) 4, Exploit Weakness (Valroux) 4

Equipment: 2 pistols, rapier, main gauche

Note: Valroux – NOHP with dagger or main gauche. FR w/ Parry (Knife), enemy must match raises on any successful attack

LeBeau is an arrogant windbag who takes great pleasure in taunting and bullying those whom he considers his inferiors. A minor noble before the Revolution, he fled Montaigne and now works as a mercenary. *All feats marked with an asterisk (*) require LeBeau to be wielding a rapier and main gauche.

AC II – FIRST MEETINGS

A simple Tracking roll (Wits + Tracking - TN 15) can figure out that little Barbara has gone off into the woods. A better one (TN 25) will be able to tell that she did not go of her own volition -- someone literally dragged her out of town. The tracks are booted, so it at least it was not kobolds.

Following the tracks into the woods will enable the party to locate the child who lies unconscious in a clearing. There is a villager lying next to her, with his throat torn out. Feasting on him are a pack of kobolds. Likely, combat will ensue, and the PCs will emerge victorious. (Note: The villager was the one who got wind of Johann's plans (see Act IV below) and tried to get Barbara to safety. She was unconscious during the encounter and knows nothing of his actual intentions). After the fight, the PCs hear the sounds of footsteps coming from all directions.

As they (hopefully) move to protect Barbara, they find that the first of the bandit army has arrived -- 30 Level 4 Brutes with muskets, led by Flynn. This is the advance guard, who heard the sounds of combat and moved in for the kill. If the battle starts to go badly for the bad guys, Flynn will have his men cover his retreat. With his skills, he should be able to get away. If not, well, one less villain later, it should be strikingly obvious that these men are just the front guard of a larger force.

Bringing Barbara back to the village earns the PCs a hero's welcome. Knowledge that the bandits are on their way somewhat panics the villagers, who may (GM's call) clamor for some Leadership or Incitation rolls to keep the Brute squads in line. Johann takes custody of Barbara to see what he can do to restore her to consciousness.

NPCs: Flynn

Flynn's Bandit Army (7th Sea™)

Brute Squad	#1	#2	#3	#4	#5	#6
	OOOOOO	OOOOOO	OOOOOO	OOOOOO	OOOOOO	OOOOOO
Threat	4	4	4	4	4	4
TN to Hit	25	25	25	25	25	25
Weapons	Large	Large	Large	Large	Large	Large
Action Dice	4	4	4	4	4	4

ACT III – COUNTER-ATTACK

That very night, the bandit army's main forces attack. The GM should stage it so that the 50 or so Level 4 Brutes are divided up amongst 2 or 3 different "attack" points; then divide the remaining major villains among them. Most of this will need to be played by ear, as the PCs (hopefully) have put together sufficient defenses to allow some of the townspeople to survive the assault. MacAlpine should not show himself until at least two of his men have fallen. Then he begins to move through the village like a hurricane. He is a genuine psychotic and happily mows down anyone who gets in his way; be they women, waisen, or whatever. If the PCs try to find out why he is doing what he is doing, they learn what MacAlpine knows: The villagers themselves are bandits, and a month ago they stole a very important gold shipment that MacAlpine's employers need back. (It's not the whole truth, but it's as much as he knows...)

After the battle is over, the PCs might (wisely) check for survivors. (Base the survivor level on the combat, of course.) There should be many casualties in any case. Anyone making a Wits roll (TN 20) realizes rather quickly that both Johann and Barbara are missing!

NPCs: MacAlpine, Flynn, Wolfgang, Carlos, Magnus, Allete and Fortunato

Flynn's Bandit Army (7th Sea™)

Brute Squad	#1	#2	#3	#4	#5	#6
	OOOOOO	OOOOOO	OOOOOO	OOOOOO	OOOOOO	OOOOOO
Threat	4	4	4	4	4	4
TN to Hit	25	25	25	25	25	25
Weapons	Large	Large	Large	Large	Large	Large
Action Dice	4	4	4	4	4	4

Brute Squad	#7	#8	#9	#10	#11	#12
	OOOOOO	OOOOOO	OOOOOO	OOOOOO	OOOOOO	OOOOOO
Threat	4	4	4	4	4	4
TN to Hit	25	25	25	25	25	25
Weapons	Large	Large	Large	Large	Large	Large
Action Dice	4	4	4	4	4	4

ACT IV – THE FINAL CONFRONTATION

Tracking Barbara is nigh unto impossible because Johann carried her off. The terrain is very muddy (it IS Eisen) and there's been a lot of activity besides. Tracking Johann is only slightly difficult (TN 25). The PCs must have Tracking Feat (TN 35) to figure out that he is carrying someone (or something).

The tracks lead to a cave in the woods outside the village. From within, the PCs can hear Barbara screaming and Johann chanting. Going into the cave, the PCs find Johann in a large cavern, surrounded by chests full of gold. In the center is a crude golden idol with gems in its four eyes. The idol is humming with power and Johann has a crazed look on his face. Little Barbara is bound at his feet and he is about to plunge a dagger into her heart.

If the PCs make themselves known (i.e., they're not trying to be stealthy), Johann explains to them (in the voice of a madman) that the idol had called him, beckoned to him, and told him that it could help the waisen in his village if only he could feed it enough. The idol is particularly fond of the blood of children. Johann has been secretly bringing children there to satiate the idol, and blaming it on the local kobolds. The idol was one of the things he stole with another group of mercenaries he hired (with the funds from the town) attacked MacAlpine's caravan a month ago.

At this point, Johann touches the idol and beams will shoot out from the eyes, bouncing off various golden bits in the chests, making the entire room a maze of Bloodfire.

Johann begins chanting in earnest. The PCs must somehow get to him before he sacrifices the child (successful Finesse + Leaping or Finesse + Rolling rolls (TN 30) enables the PCs to avoid the Bloodfire. Three such actions are required to get close enough to fight Johann hand-to-hand. Failing a roll means stumbling into a beam of Bloodfire for 3k3 damage with an extra Dramatic wound for every 10 by which they miss their Brawn Roll.

Against ranged weapons, Johann has a TN to be hit of 30, due to not only his own apparent nimbleness, but also the cover that the Bloodfire gives him. Hand-to-hand, the TN drops to 10, and two Dramatic wounds will put him out (Brawn of 2). If the PCs don't stop him, Johann sacrifices Barbara on Action 7. Breaking the idol from a distance requires (TN 40) due to its relative small size and strong construction. Once Barbara is freed, and Johann is dealt with, the idol "deactivates." The PCs should realize they have a cave full of money, but they also have a

village that needs their help. (Each of the four gems is 500 Guilders each (Wits + Appraising - TN 20).

As the credits roll, we (hopefully) see the heroes doing the Right Thing.

NPCs: Johann

MAJOR NPCs

MacAlpine (Villain) (7th Sea™)

Brawn: 6, Finesse: 5, Wits: 3, Resolve: 5, Panache: 4

Reputation: -55

Background: None

Arcana: Focused

Advantages: Avalon (R/W), Castillian, Eisen, Montaigne; Combat Reflexes, Firm Grip, Grand Mastery (Leegstra/MacDonald), Legendary Brawn, Lightning Reflexes, Toughness

Athlete: Break Fall 3, Climbing 4, Footwork 4, Leaping 4, Lifting 3, Rolling 3, Sprinting 3, Swinging 3, Throwing 3

Dirty Fighting: Attack (Dirty Fighting) 3, Eye Gouge 3, Kick 4, Throat Strike

Heavy Weapon: Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 5

Hunter: Ambush 3, Stealth 3, Survival 2, Tracking 2

Wrestling: Bear Hug 4, Break 4, Escape 4, Grapple 4, Head Butt 4

Leegstra (Master): Beat (Heavy Weapon) 5, Corps-à-corps 5, Lunge (Heavy Weapon) 5, Exploit Weakness (Leegstra) 5

MacDonald (Master): Beat (Heavy Weapon) 5, Lunge (Heavy Weapon) 5, Pommel Strike 5, Exploit Weakness (MacDonald)

Note: Leegstra and MacDonald are Grand Mastered together. MacAlpine can use all Swordsman abilities and Knacks of both schools freely.

Ian MacAlpine is the fourth son of Angus “The Fury” MacAlpine. Despite the nickname, Angus was only a fury to his own family and those who owed him money. He spent most of his time putting away every penny he could lay his hands on, and taught his boys an almost obsessive greed. After a hard night of drinking, Angus found that one of his boys (he never learned which one) had stolen a few Guilders to impress some local ladies. The Fury came down on his entire family, leaving his eldest two brothers dead, and their mother crippled. Ian snapped at that moment, and raised the claymore with which he had been training for so long. Something in his mind had broken, and after he killed his father, he turned on his remaining brother.

Since that day he has lived in exile from his lands. He has become a cold piece of ice, willing to kill at a moment's notice, especially for gold. When one of his own caravans was reported missing, likely stolen, in Wische, he felt he had to go in and investigate. He brought a handpicked crew of men with him, and began methodically decimating villages throughout the trade route, finally tracking the missing shipment to one particular village. He sent a messenger to the village elder, Johann, demanding the money. Johann sent the messenger back, denying that the money was there. Ian has determined that no more warnings would be given. He would take the money and crush the town.

Wolfgang (Villain) (7th Sea™)

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

Reputation: -40

Background: None

Arcana: None

Advantages: Avalon (R/W), Eisen (R/W), Montaigne; Dracheneisen (broadsword, panzerhand, breastplate)

Athlete: Climbing 2, Footwork 3, Leaping 3, Rolling 2, Sprinting 3, Throwing 2

Courtier: Dancing 2, Etiquette 3, Fashion 2, Oratory 4, Sincerity 4

Heavy Weapon: Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 4

Panzerhand: Attack (Panzerhand) 4, Parry (Panzerhand) 5, Uppercut 3

Spy: Conceal 3, Disguise 3, Shadowing 4, Sincerity 4, Stealth 4

Eisenfaust (Master): Beat (Heavy Weapon) 5, Bind (Panzerhand) 5, Disarm (Panzerhand) 5, Exploit Weakness (Eisenfaust) 5

Wolfgang Schlagen is a mercenary's mercenary, always the perfect soldier to the highest bidder. There is no line he would not cross, so long as it is in the contract. He eventually found himself hired by a Castillian noble to “remove” a certain Montaigne commander from combat. The Montaigne was much more of a struggle than Wolfgang thought he would be, and in the process of the fight, Wolfgang lost some of the best men under his command.

When the job was done, he went back only to find the Castillian unwilling to meet with him, much less to deliver on the contract. After using various techniques to reach to the Castillian, Wolfgang managed to find him in a heavily guarded manor home. Gaining access, Wolfgang crept to the bedchamber only to find Ian MacAlpine standing over the still bleeding corpse. “Stuffed you, too, did he?” asked the Highlander. He tossed Wolfgang a pouch of gold, and the two have worked together ever since. Wolfgang is amazingly loyal to Ian, and has a slow, burning hatred for anything and anyone Castillian.

Flynn (Villain) (7th Sea™)

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

Reputation: -40

Background: None

Arcana: None

Advantages: Combat Reflexes, Indomitable Will, Pirate Trick (Quick Draw), Toughness

Languages: Avalon, Eisen

Athlete: Climbing 3, Footwork 4, Leaping 4, Long Distance Running 3, Sprinting 2, Throwing 1

Buckler: Attack (Buckler) 3, Parry (Buckler) 5

Fencing: Attack (Fencing) 5, Parry (Fencing) 4

Firearms: Attack (Firearms) 5

Hunter: Ambush 3, Stealth 3, Survival 2, Tracking 2

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

Donovan School (Master): Bind (Buckler) 5, Disarm (Fencing) 5, Riposte (Fencing) 5, Exploit Weakness (Donavon) 5

Flynn O'Harrigan is a dashing rogue of a man who cares little for the consequences of the world. He's sunk more ships in his day than most, although it has cost him in the past. He tends to get "worked up" and would rather sink a ship if he felt the captain had insulted him than loot it or take prisoners. He has murdered women and children, and is, if anything, a gleeful little psychopath. He works with Ian MacAlpine because Ian allows him to indulge his love for killing on a grand scale. There is nothing Flynn likes better than watching an opponent squirm, or killing a recently disarmed opponent.

Carlos (Henchman) (7th Sea™)

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

Reputation: None

Background: None

Advantages: Avalon, Castillian, Eisen (ACQ); Athlete: Break Fall 2, Climbing 3, Footwork 4, Leaping 2, Left-handed, Rolling 2, Sprinting 3, Throwing 1

Criminal: Ambush 3, Shadowing 2, Stealth 2

Dirty Fighting: Attack (Dirty Fighting) 3, Attack (Improvised Weapon) 1, Eye Gouge 2, Kick 3, Throat Strike 2

Fencing: Attack (Fencing) 4, Parry (Fencing) 4

Firearms: Attack (Firearms) 2

Sailor: Balance 3, Climbing 3, Knotwork 1, Leaping 2, Rigging 1

Gallegos (Master): Feint (Fencing) 5, Riposte (Fencing) 6, Tagging (Fencing) 5, Exploit Weakness (Gallegos)

Carlos is the best in the world. Just ask him. He travels the land looking for fights. He was a companion aboard Flynn O'Harrigan's ship when Ian hired the captain. He could tell there would be more fights to come, so he joined his former employer with their new employer. Since then, he has learned that perhaps he is only the second best but he plans to rectify that situation. He will have no qualms about *not* helping any of his companions, should they fall. Especially Wolfgang. He hates Wolfgang.

Beyond that, however, he understands that the mission comes first. He can fight his companions at any time.

Magnus (Henchman) (7th Sea™)

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

Reputation: None

Background: None

Arcana: None

Advantages: Avalon (R/W), Eisen (R/W), Vendel (R/W); Toughness

Athlete: Climbing 2, Footwork 5, Leaping 2, Sprinting 2, Throwing 1

Courtier: Dancing 2, Etiquette 4, Fashion 3, Oratory 2

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

Pugilism: Attack (Pugilism) 5, Ear Clap 3, Footwork 5, Jab 3, Uppercut 4

Spy: Conceal 3, Shadowing 2, Stealth 4

Rasmussen (Master): Pommel Strike 5, Reload (Pistol) 5, Trick Shooting (Pistol) 5, Exploit Weakness (Rasmussen) 5

Silent. Deadly. It has always been the way for Magnus. He was there when Master Larsen died in that cold alley in Vendel, and he chuckled as the “great” man fell. It was such a thrill, showing the world that the place of the sword was dying out. Now it only stood to show those not of his own homeland. Perhaps they would not know his name, but they would know his power.

Alleté (Henchman) (7th Sea™)

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

Reputation: None

Background: None

Arcana: None

Advantages: Eisen (ACQ), Montaigne (R/W); Night Trained

Acrobat: Balance 4, Break Fall 3, Footwork 5, Leaping 3, Rolling 3, Swinging 3

Athlete: Break Fall 3, Climbing 3, Footwork 5, Leaping 3, Rolling 3, Sprinting 2, Swinging 3

Criminal: Ambush 3, Gambling 1, Lockpicking 3, Shadowing 4, Stealth 5

Dirty Fighting: Attack (Dirty Fighting) 3, Attack (Improvised Weapon) 1, Eye Gouge 2,

Kick 3, *Parry* (Improvised Weapon) 5, Throat Strike 2, Throw (Improvised Weapon) 4

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

Tout Pres (Master): Corps-à-corps 5, Double Parry (Fencing/Improvised Weapon) 5,

Tagging (Improvised Weapon) 5, Exploit Weakness (Tout Près) 5

Alleté is a mercenary, pure and simple. She has become amazingly adaptive when it comes to “getting the job done.” She follows Ian specifically for the money, and is the most likely in the group to surrender if things get too bad. She is no fool, however; running and escaping is MUCH better than being at the mercy of your enemies.

Fortunato (Henchman) (7th Sea™)

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

Reputation: None

Background: None

Arcana: None

Advantages: Eisen, Montaigne, Vodacce; Left Handed

Athlete: Break Fall 3, Climbing 3, Footwork 5, Leaping 4, Sprinting 3, Throwing 2

Heavy Weapon: Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 5

Pugilism: Attack (Pugilism) 5, Ear Clap 3, Footwork 5, Jab 3, Uppercut 4

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

Lucani School (Master): Beat (Heavy Weapon) 5, Corps-à-corps 6, Pommel Strike (Heavy Weapon) 5, Exploit Weakness (Lucani) 5

Fortunato is not the swordsman's real name. However, bandying about that you're a descendant of the Lorenzo family line in Vodacce is usually more than enough to get one killed. Fortunato managed to parlay his fighting skills into a career, becoming something of a pirate and pit-fighter by trade. In the southern portion of Montaigne, he was plying his trade at an illegal club that specialized in bloodsport when Ian MacAlpine found him there and sensed a like spirit. After the discussion of money and an opportunity to “hone his skills” further, without the need to stop when his opponent was down, Fortunato excitedly agreed, and has followed Ian ever since.

Johann (Villain) (7th Sea™)

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

Advantages: Left-handed, Toughness, Lightning reflexes

Languages: Eisen, Avalon

Knife: Attack (knife) 3, Parry (knife) 5

Pugilism: Attack (Pugilism) 3, Ear Clap 1, Footwork 5, Jab 2

Urchin: Stealth 4, Shadowing 2, Survival 3

Johann managed to gain the “Town Elder” position simply by outliving those around him. The fact that he had a penchant for luring his contemporaries off into the shadows and backstabbing them, then leaving their bodies for the kobolds really just proves his cleverness, doesn't it? And isn't cleverness really what being a town elder is all about? He is a twisted man but he hides it well. He masterminded a theft from MacAlpine's caravan a few months back, and has hoarded the gold; he'd planned on spending it, but when the idol he found started talking to him about how to cure the waisen, well, he couldn't think about anything else. He realizes there is only one more child in the village, and has been holding back (there's still a little something inside him that tells him that if this doesn't work, he's literally killing off the people he's trying to help), but the attacks are enough to cause him to snap fully and take that one more step into the abyss.

PRE-GENERATED CHARACTERS AND BACKGROUNDS

The Avalon Archer (Legend) (7th Sea™)

Brawn: 4, Finesse: 6, Wits: 3, Resolve: 4, Panache: 4

Reputation: 50

Background: None

Arcana: Stubborn

Advantages: Avalon (R/W), Eisen (R/W), Montaigne; Combat Reflexes, Lightning Reflexes, Toughness

Archer: Attack (Bow) 5, Fletcher 2, Snap Shot (Bow) 5, Trick Shooting (Bow) 5

Athlete: Break Fall 3, Climbing 4, Footwork 5, Leaping 3, Sprinting 3, Swinging 3, Throwing 1

Dirty Fighting: Attack (Dirty Fighting) 1, Attack (Improvised Weapon) 2, Eye Gouge 2, Kick 2, Throat Strike 3

Hunter: Ambush 4, Stealth 3, Survival 2, Tracking 2

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

Sailor: Balance 3, Climbing 4, Knotwork 2, Leaping 3, Rigging 1

Wrestling: Break 3, Escape 3, Grapple 3, Head Butt 2

Goodfellow School (Master): Arc 5, Disarm (Bow) 5, Tagging (Bow) 5, Exploit Weakness (Goodfellow) 5

Arcana Stubborn: You don't change your mind very often, if at all. Once you've decided on a course of action, you follow through no matter what. Affects to convince you that you're wrong roll off your back with no effect. *Your GM can activate your Hubris in order to prevent you from changing your mind.*

Goodfellow School

Apprentice: One of the first lessons learned by students of the Goodfellow School is how to build their bow. The bow a student builds allows him to add his Brawn to all Damage Rolls made with the bow, as though it was a melee weapon.

Journeyman: Once they've mastered aiming and firing the bow, students pick up their loading speed. At the Journeyman Rank, Goodfellow students can spend one Action to make two Attacks. Both attacks have a -2 unkept dice penalty to their Attack Roll.

Master: When they reach this Rank, the archers gain a +1 bonus to their Finesse for free.

Swordsman Knacks

Arc: Students of the Goodfellow School spend months learning the fine art of arcing a shot to hit distant targets. For each Rank in this Knack, the archer increases the range of his bow by 5.

Disarm: You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

Tagging: Tagging is a particularly flashy piece of showing off with your weapon, designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it

returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

Advantages

Combat Reflexes: After initiative is rolled for any Combat Round, you may re-roll one of your Action dice, but you are forced to keep the new roll.

Lightning Reflexes: Once per Round when you use an Interrupt Action to make an Active Defense, it costs you one less Action Die than normal (minimum 1).

Toughness: All of your Wound checks have one extra Kept Die.

Born in the land of legend, I followed the tales of Robin Goodfellow and his men. I heard every version of the story, and practiced my craft day and night. Robbing the rich and giving to the poor became the basic way of life for me, and the higher the price on my head, the more I liked it. Then came the fateful day the local law began to tighten its noose around my neck by striking at those I loved. At first, it was a game. I was the best of the best. Then things got a little more difficult.

They hired a crazed Highland warrior by the name of MacAlpine. He was a fury, all blades. I hid my people as best as I could, and decided that it was time to take my leave, so that others would be spared. I vowed I would some day return, and I plan on it.

Since then I've wandered throughout Théah. Castille, while warm, was unfriendly. Montaigne was worse. I moved further north, and there I found the thread of legend I sought. In Eisen the land cries out for heroes. The poor and downtrodden number in the thousands. They need someone to look up to, someone to defend them. They need a legend.

The Castillian Swordsman (Pride) (7th Sea™)

Brawn: 3, Finesse: 6, Wits: 4, Resolve: 3, Panache: 4

Reputation: 50

Background: None

Arcana: Overconfident

Advantages: Castille (R/W), Eisen, Montaigne (R/W), Vodacce (R/W); Castillian Blade (Soldano), Combat Reflexes, Legendary Finesse, Lightning Reflexes

Acrobat: Balance 3, Break Fall 2, Footwork 4, Leaping 3, Stunt 3, Swinging 2

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

Courtier: Dancing 2, Etiquette 3, Fashion 2, Mooch 3, Oratory 4, Sincerity 3

Fencing: Attack (Fencing) 5, Parry (Fencing) 5

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

Streetwise: Scrounging 3, Street Navigation 2, Socializing 4

Soldano School (Master): Double Parry (Fencing) 5, Tagging (Fencing) 5, Whirl (Fencing) 5, Exploit Weakness (Soldano) 5

Arcana Overconfident: Nothing is beyond your capabilities. If you wanted, you could defeat the beast swordsmen in all of Théah; you just haven't had any reason to do so yet. And surely that chasm isn't too wide for *you* to leap across. *Your GM can activate your Hubris in order to squash any doubts you may have had about your own capabilities.*

Soldano School

Apprentice: You suffer no off-hand penalties when fighting with a fencing weapon in each hand. You also receive a number of Drama Dice at the beginning of the battle equal to your Mastery Level. These Dice, if unused, go away at the end of the battle.

Journeyman: After you've inflicted damage on an opponent, but before they make their Wound Check, you may spend a Drama Die to lower by 5 the number required for them to take an extra Dramatic Wound. You may do this multiple times, reducing this "Wound Threshold" as low as 5.

Master: Once per Round, at the start of a Round in which you are engaged in combat with a Villain, you may use an Intimidation action against the Villain without spending an Action die. Add 1 to the roll for each Brute you've personally killed this fight and 5 for each Henchman. If you win, instead of the normal Intimidation effects, you steal one Drama Die from the GM, plus an additional die for every 5 you won the roll by.

Swordsman Knacks

Soldano School (Apprentice) *Double-parry:* A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

Tagging: Tagging is a particularly flashy piece of showing off with your weapon, designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it

disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

Whirl: Whirl is a spinning attack used to take out several unskilled opponents at once. For each Rank you have in this Knack, you may add 2 to your Attack Roll when attacking Brutes.

Advantages

Castillian Blade (Soldano): A Soldano blade is a 2k2 Fencing Weapon that adds 2 to any rolls made with it. This includes Attack Rolls, Damage Rolls, Parry Active Defenses, and Swordsman Knacks that involve Fencing. In addition, 5 is added to the TN of any attempt to break a Soldano Blade.

Combat Reflexes: After initiative is rolled for any Combat Round, you may re-roll one of your Action dice, but you are forced to keep the new roll.

Lightning Reflexes: Once per Round when you use an Interrupt Action to make an Active Defense, it costs you one less Action Die than normal (minimum 1).

They say I am a poet with a blade, and they are right.

I began to study swordplay at a young age. Being third-born, I was generally left to my own devices. My teacher saw great potential in me, and trained me harder than she'd ever trained anyone else. I became a whirlwind, the blades sang in my hands. All the time, I was more and more in demand for my quick wit, and my quicker blade. Arguments between Dons were left in my capable hands, and my instructor was truly proud of me. Perhaps a bit too proud.

I traveled the length of Castille in the hopes that I could do good for my country against the Montaigne invaders. I had nothing personally against the Montaigne, but they were taking what was not theirs, and I would not stand for it. I stayed mainly in the cities, and tried to goad officers into combat. It usually worked. One night, however, I found myself attacked by an assailant in a dark alleyway. Every trick I had was countered. This warrior seemed my equal, a thought I never even considered before. I'd never lost, and never planned to. Suddenly, our blades locked against each other, and with a quick flick of my wrist, I plunged my second sword deep into the masked figure's chest. I then removed the mask from my assailant. It was my teacher.

Confused, I backed off. She told me that she had seen things in me that caused her to fall in love. Her plan had been to defeat me and take me back home. Her plan had been rash, and foolish, and she had not expected me to grow to such a warrior, capable of defeating her. She died in my arms.

Confused and distraught, I ran for days. Somehow I had to distance myself from having been, in a way, too good. I had slain someone who loved me, someone I had respected. I found myself drinking to forget my troubles, and always running.

Now I find myself in Eisen, a land that seems as torn as I am. Perhaps here I will finally find rest and peace.

The Crescent Wanderer (Sorrow) (7th Sea™)

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

Reputation: 20

Background: None

Arcana: Trusting

Advantages: Eisen, Ruzgar-baraji (R/W), Tikaret-baraji (trade talk) (R/W), Ussuran, Vodacce; Indomitable Will, Large, Pattern-Welded Steel Blade (Dilmekiri)

Athlete: Climbing 2, Footwork 3, Leaping 3, Rolling 2, Sprinting 2, Throwing 2

Courtier: Dancing 2, Diplomacy 4, Etiquette 3, Fashion 2, Oratory 2

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

Doctor: Diagnosis 3, First Aid 3, Surgery 3

Heavy Weapon: Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 5

Hunter: Stealth 3, Survival 4, Trail Signs 2

Rider: Mounting 3, Riding 3, Trick Riding 3

Scholar: Calculus 2, History 3, Mathematics 3, Natural Philosophy 3, Philosophy 2, Research 2

Sersemlik School (Master): Feint (Heavy Weapon) 5, Tagging (Heavy Weapon) 5, Whirl (Heavy Weapon) 6, Exploit Weakness (Sersemlik)

Arcana Trusting: Your GM can activate your Hubris in order to quell any doubts you may have about another person.

Sersemlik School

Apprentice: You may wield a *Dilmekiri* with one hand, provided that you have enough room (4 feet) to your flanks to allow you to spin it. You have no off-hand penalty when using a *dilmekiri* in this fashion and thus may fight with one equally well using either hand. You may also change hands without taking an Action or any penalty to any roll when you do so. Finally, you may perform a sword-twirling feat of prowess to perform an Intimidation Repartee Action, with one Free Raise per Mastery level.

Journeyman: You may add your Rank in Whirl to your roll when you attempt to perform a sword-twirling display to make an Intimidate Check.

Master: You may add the bonus to hit given to you by the Whirl Knack to attempts to attack Henchmen as if they were Brutes. You may also add your Rank in Whirl to Damage Rolls against Henchmen, Heroes, Scoundrels, and Villains.

Swordsman Knacks

Feint: When attacking an enemy, you can declare a Feint. Roll Finesse + Feint; you must roll a number of Raises equal to your enemy's Wits. If you manage this, he cannot avoid the attack using any Active Defense.

Tagging: Tagging is a particularly flashy piece of showing off with your weapon, designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

Whirl: Whirl is a spinning attack used to take out several unskilled opponents at once. For each Rank you have in this Knack, you may add 2 to your Attack Roll when attacking Brutes.

Advantages

Indomitable Will: Roll two additional unkept dice when resisting Contested social rolls.

Large: All of your Damage and Intimidation rolls have one extra unkept die.

Pattern-Welded Steel (Dilmekiri): A Pattern-Welded Steel Blade adds 3 to any rolls made with it. This includes Attack Rolls, Damage Rolls, Parry Active Defenses, and Swordsman Knacks that involve Fencing. In addition, 5 is added to the TN of any attempt to break a Pattern-Welded Steel Weapon.

I was graced with strength and agility so my parents, believing that my life would be better if I were skilled, apprenticed me to the local Sersemlik master at the age of four. My master trained guards for the palace, soldiers for the militia, and agents for the Sultán. My master found me too talented to become a guard or a mindless drone policing the streets. I had a natural flair for scholastics, and never stood down during any debate brought forth during my lessons. I learned to survive in the maze of the city, the barren wastes of the desert, and the political jungle of the royal court. I was trained how to understand the inner workings of the human body, and how to repair injuries. One of my first missions was to unite a warring band of Yilan-bazlik, the people of the desert, in an effort to resume normal trade. I was twelve years old at the time, and my success encouraged my master to train me further.

He spoke of evil men and women who wanted to hurt our precious city of Iskandar. He told me that if these individuals were not stopped, hundreds of innocents could die. I believed every word. He was my master. His talk led me down the path of the assassin. Much to my chagrin, I was very good at killing.

After five years of service in the Eyes of the Peacock, I uncovered the truth about one of my victims. The man I was sent to kill was not evil; he merely stole one of the Sultán's dogs to feed his starving family. After that, I lost my nerve to kill, so I fled the city looking for meaning in my life, a way to repay my debts to my people.

I left the shores of my homeland and began to sail. One day I learned about a group of lost souls wandering the streets of Eisen. I found myself thinking that perhaps I should go there and try to help "der Waisen" in any way I could. Their War of the Cross took a heavy toll on the country, and the burden of my soul was a heavy one. What I could not do in my own land, perhaps I could do in the land of the yavanci, the stranger...

The Montaigne Knife Fighter (Revenge) (7th Sea™)

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

Reputation: 40

Background: None

Arcana: Hedonistic

Advantages: Castille, Eisen, Montaigne, Vodacce; Combat Reflexes, Lightning Reflexes, Left-Handed, Night Trained

Athlete: Climbing 2, Footwork 5, Side Step 3, Sprinting 1, Throwing 1

Criminal: Ambush 3, Gambling 1, Pickpocket 2, Scrounging 2, Shadowing 4, Stealth 5

Doctor: Diagnosis 4, First Aid 3, Surgery 3

Knife: Attack (Knife) 5, Parry (Knife) 4, Throw (Knife) 2

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

Spy: Conceal 3, Shadowing 4, Stealth 5

Wrestling: Escape 3, Grapple 3

Boucher School (Master): Double Attack (Knife) 5, Double Parry (Knife) 5, Riposte (Knife) 5, Exploit Weakness (Boucher) 5

Arcana: *Hedonistic:* The GM can activate your Hubris in order to get you to relax your guard and have a good time.

Boucher School

Apprentice: You suffer no off-hand penalties with a knife. In addition, you may add the current Phase to your initiative total when wielding a knife in each hand.

Journeyman: When you are wielding a knife in each hand, an opponent must make two Raises in order to use an Active Defense against your knife attacks.

Master: You may unleash a flurry of attacks against a single opponent. You must perform one Raise on the first attack, but receive no benefit from it. If you successfully hit your target's Passive Defense (even if the attack is Actively Defended against) you receive another attack against the same target, this time at two Raises (again with no benefit). If this attack hits, the cycle repeats, each time requiring another Raise, until you miss.

Swordsman Knacks

Double Attack: When you use this Knack, you make two quick attacks against your opponent, one right after the other. You must declare that you are Double Attacking before you roll, and then roll the two attacks using this Knack. The TN to hit your opponent is raised by 10 when you are using Double Attack.

Double-parry: A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

Riposte: A Riposte is a parry immediately followed up with a counterattack. You first attempt an Active Defense against the incoming attack, and then, *if the Active Defense is successful*, make an attack of your own on the person who just attacked you. When performing a Riposte, you receive ½ the dice from your Parry Knack (rounded down) for your Active Defense, and ½ the dice from your Attack Knack (rounded down) for your counterattack. For every Rank in Riposte, you may add one die to either the Active Defense *or* the counterattack. These dice are added *after* you've halved the appropriate Knacks.

Advantages

Combat Reflexes: After initiative is rolled for any Combat Round, you may re-roll one of your Action dice, but you are forced to keep the new roll.

Left-Handed: All attacks made with your left hand are made with one additional Unkept Die. Your right hand is now considered your off-hand.

Lightning Reflexes: Once per Round when you use an Interrupt Action to make an Active Defense, it costs you one less Action Die than normal (minimum 1).

Night Trained: All of your penalties for low-light conditions are reduced by one half. Thus, you lose only 1 Kept die in Dim Lighting, and 2 Kept dice in Total Darkness.

I was born the only child of a self-professed mendicant in Charouse. My mother had lost her left leg when an aristocrat's carriage ran her over as she was selling her wares in the market. This affected my life greatly, making me very bitter over the injustice of those who have and those who have not. I learned at an early age that being poor in Montaigne meant scrounging and hiding. I also learned that being fast and agile could help you acquire some of the finer things in life.

I was barely six when my mother died. From then on, I became a creature of the night, haunting any tavern, guild, or gang that would teach me to take back what was rightfully mine. My mother had only begged alms from the rich, and so I followed in her footsteps... in a manner of speaking. My larcenous earnings came only from affluent victims.

As I earned a name for myself, I developed a taste for luxury led me into many nasty encounters with the officials. I found that the Musketeers lack a sense of humor when l'Empereur's taxes are pilfered by anyone but them. My infamy soon caught up with me, and I decided that I should see new lands. I had heard tales of a city in Eisen where no laws existed. This, of course, piqued my interest. Soon I found myself on a boat headed there to keep the rich from winning against the poor as always... and to save my own wretched hide.

The Ussuran Woodsman (Solitude) (7th Sea™)

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

Reputation: 50

Background: None

Arcana: Judgmental

Advantages: Eisen, Ussuran, Vendel; Pain Tolerance, Toughness

Acrobat: Balance 4, Break Fall 3, Footwork 5, Leaping 3, Lifting 3, Rolling 3

Athlete: Break Fall 3, Climbing 3, Footwork 5, Leaping 3, Lifting 3, Rolling 3, Sprinting 1, Throwing 1

Heavy Weapon: Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 4

Hunter: Ambush 5, Stealth 5, Survival 3, Tracking 3, Traps 3

Pugilism: Attack (Pugilism) 3, Footwork 5, Jab 3, Uppercut 3

Sailor: Balance 4, Climbing 4, Knotwork 1, Leaping 4, Rigging 1

Wrestling: Bear Hug 3, Break 1, Escape 2, Grapple 2

Bogatyr School (Master): Lunge (Heavy Weapon) 5, Pommel Strike 5, Throw (Heavy Weapon: Axe) 5, Exploit Weakness (Bogatyr) 5

Arcana Judgmental: *Your GM can activate your Hubris to get you to jump to conclusions and form an unsubstantiated opinion of someone you've just met.*

Bogatyr School

Apprentice: You get a Free Raise with Attack (Heavy Weapon) when using an axe.

Journeyman: You roll and keep one extra die (+1k1) when rolling damage with your axe (4k3 before adding Brawn)

Master: You now have a Fear Rating of 2.

Swordsman Knacks

Lunge: A Lunge is an aggressive attack that leaves you open for a moment. When you declare a Lunge, use this Knack to attack with. You roll two extra unkept dice for damage if your attack is successful. However, your TN to be hit drops to 5 *for this Phase only*, and you may not use any Active Defense.

Pommel Strike: A pommel strike is when you smash the hilt of your sword into your target's face. You declare that you are using this Knack instead of the Attack Knack. If your attack gets through, you inflict a 0K2 attack, and your opponent's TN drops to 5 until the end of the next Phase.

Throw (Heavy Weapon: Axe) You may throw an axe (Heavy Weapon sized, not a Hand Axe) as an attack. When you do so, use this Knack instead of Attack (Heavy Weapon). The Range for such an axe is two times your Brawn in yards.

Advantages

Pain Tolerance: You become Crippled when you receive a number of Dramatic Wounds equal to your Resolve plus one. Your total number of Dramatic Wounds is unaffected. In addition, you gain a Free Raise to resist all interrogation attempts based on torture.

Toughness: All of your Wound checks have one extra Kept Die.

I am a loner. I love people but they never live up to my expectations. Most people are weak, or prey upon the weak. I find cruelty intolerable. Once should hunt only to eat or clothe oneself.

One should fight only in defense of those who cannot defend themselves or in the defense of one's own life. One should live his or her life to the fullest, as Matushka has breathed life into them and saw that it was good.

My father was the caretaker of a boyar's forested estate. He also taught the boyar's sons how to fight in the tradition of our people. I grew and learned along side those sons, and even served on one of their ships for a time. When the heir assumed control of the estate, his beautiful young bride convinced him to sell his holdings and dismiss his provincial servants. He agreed, and did he unthinkable – he abandoned his lands and his people.

My elderly parents and my sister Iza were homeless. I managed to keep them safe for several years in a cabin I built deep in the forest. Iza ran off with a peddler who happened by one day. My parents withered away after Iza left and I buried them in the bosom of Matushka.

I journeyed to the coast and signed up as a crewmember of the first ship I could find. I have seen many summers since that day. The captain understands that I must be free to come and go as Matushka calls me. Who knows? I may even stay here in Eisen for a while...

The Vestenmannavnjar Bearsarker (Thunder) (7th Sea™)

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

Reputation: 40

Background: None

Arcana: Reckless

Advantages: Avalon, Eisen, Vendel; Bearsark, Large, Toughness

Athlete: Break Fall 2, Climbing 3, Footwork 4, Leaping 2, Lifting 2, Long Distance Running 1, Rolling 2, Side Step 3, Sprinting 3, Swimming 1, Swinging 2, Throwing 2

Hand Axe: Attack (Hand Axe) 5, Parry (Hand Axe) 5, Throw (Hand Axe) 5

Hunting: Ambush 4, Stealth 4, Survival 3, Tracking 3

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

Pugilism: Attack (Pugilism) 2, Ear Clap 2, Footwork 3, Jab 2, Uppercut 2

Sailor: Balance 3, Climbing 4, Knotwork 1, Leaping 3, Rigging 1

Siggursdottir School (Master): Double Attack (Hand Axe) 5, Throw (Hand Axe) 5, Whirl (Hand Axe) 5, Exploit Weakness (Siggursdottir) 5

Arcana Reckless: Your GM can activate your Hubris in order to get you to ignore any nagging feelings or worry or hesitation you may have when confronted with a potentially dangerous environment.

Siggursdottir School

Apprentice: You have no penalties for using a hand axe in your off-hand. You receive a Free Raise when throwing an axe.

Journeyman: You may make a lethal double strike. Use Double Attack, but both axes strike as one. Roll to hit and do 3k3 damage instead of 2k2. The TN to use an Active Defense against a double strike is increased by 10.

Master: Whenever you successfully hit your target with a normal Attack (Hand Axe) roll, your next Action Die is considered equal to the current Phase.

Swordsman Knacks

Double Attack: When you use this Knack, you make two quick attacks against your opponent, one right after the other. You must declare that you are Double Attacking before you roll, and then roll the two attacks using this Knack. The TN to hit your opponent is raised by 10 when you are using Double Attack.

Whirl: Whirl is a spinning attack used to take out several unskilled opponents at once. For each Rank you have in this Knack, you may add 2 to your Attack Roll when attacking Brutes.

Advantages

Bearsark: You are immune to Fear at all times. Prior to a battle, you may spend a Drama Die to go berserk. When you do so, you become overwhelmed by a mindless rage which lasts as long as you have enemies remaining active on the field. Your mouth starts to froth, and you feel no pain. While you are berserk, you are immune to the effects of being crippled, but not being Knocked Out. Your Wits is reduced to 0. You receive a +5 to all Brawn rolls (including Wound Checks) and damage rolls. Furthermore, you gain a Fear Rating of 2. While berserk, it is hard to tell friend from foe. It requires a Wits roll against a TN of 5 (roll one non-exploding die, 10 counts as 0) to recognize someone is a friend in combat. While berserk, you will attack anyone that you do not recognize as a friend. Once the battle stops, your Wits returns to its normal Rank, you lose the bonuses you received to Brawn and damage rolls, and your Fear Rating goes back to normal.

The effects of being crippled also effect you, if you have taken enough damage to have them apply to you.

Large: All of your Damage and Intimidation rolls have one extra unkept die.

Toughness: All of your Wound checks have one extra Kept Die.

I have yelled to the sky, and heard the Thunder roar back to me but I was not always this way. Born a raider, my family despaired of me raising to great heights, and almost forbade me to journey with them. They did not want to have to watch me die. I trained with the axe, but I was unable to best any around me.

One night, as the winds howled, I went into the great mountains near my home and began to climb. I knew that the forces of a storm could grant a man power. In the rumble of thunder I did not hear the screams below me. In the flash of lightning when I reached the peak, I saw...

My village was under attack and burning. I howled in fury that I was not there to protect it. And the wind howled with me. The last thing I remember was the sound of thunder shaking the mountain.

I awoke to the smoldering remains of my village, the dead lying all around me. The Thunder had answered my call, and now I was a bearsark. But I was also a man without a home.

With nothing left of my home, I traveled south. Along the way I learned my trade, and championed my people wherever I could. Something always drove me on, though. An incurable wanderlust, perhaps, or simply the need to run from the ghosts of those I should have defended better. Either way, I found myself in Eisen. Perhaps here I will truly prove my worth to the Thunder, and to my family."

The Vodacce Duelist (Passion) (7th Sea™)

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

Reputation: 45

Background: None

Arcana: Proud

Advantages: Castille, Eisen, Montaigne, Vodacce (R/W); Dangerous Beauty, Small

Athlete: Climbing 3, Footwork 4, Leaping 2, Sprinting 3, Swinging 2, Throwing 3

Courtier: Dancing 2, Etiquette 2, Fashion 2, Lip Reading 3, Oratory 3, Seduction 2

Criminal: Ambush 2, Gambling 3, Shadowing 3, Stealth 3

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

Fencing: Attack (Fencing) 5, Parry (Fencing) 5

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

Sailor: Balance 3, Climbing 3, Knotwork 1, Leaping 2, Rigging 1

Spy: Conceal 2, Shadowing 3, Stealth 3

Streetwise: Scrounging 2, Socializing 2, Street Navigation 1

Ambrogia School (Master): Feint (Fencing) 5, Pommel Strike 5, Riposte (Fencing) 5, Exploit Weakness (Ambrogia) 5

Arcana Proud: Your GM can activate your Hubris in order to get you to refuse an offer of aid.

Ambrogia School

Apprentice: You suffer no off-hand penalty with a dagger or main gauche. You get the Left-Handed Advantage for free, but only when using this style. You may twist your blade when you hit, thus causing an additional 2 points of damage with each hit.

Journeyman: When you inflict a Dramatic Wound on your opponent, you may choose to suffer a Dramatic Wound in order to inflict an additional Dramatic Wound on your opponent.

Master: If your opponent attacks and fails to hit you because of Passive or Active Defense, the TN to hit him with your next attack is 5. If you do not attack before the end of the round, this bonus is lost.

Swordsman Knacks

Feint: When attacking an enemy, you can declare a Feint. Roll Finesse + Feint; you must roll a number of Raises equal to your enemy's Wits. If you manage this, he cannot avoid the attack using any Active Defense.

Pommel Strike: A pommel strike is when you smash the hilt of your sword into your target's face. You declare that you are using this Knack instead of the Attack Knack. If your attack gets through, you inflict a 0K2 attack, and your opponent's TN drops to 5 until the end of the next Phase.

Riposte: A Riposte is a parry immediately followed up with a counterattack. You first attempt an Active Defense against the incoming attack, and then, *if the Active Defense is successful*, make an attack of your own on the person who just attacked you. When performing a Riposte, you receive ½ the dice from your Parry Knack (rounded down) for your Active Defense, and ½ the dice from your Attack Knack (rounded down) for your counterattack. For every Rank in Riposte, you may add one die to either the Active Defense *or* the counterattack. These dice are added *after* you've halved the appropriate Knacks.

Advantages

Dangerous Beauty: You always roll two extra unkept dice for any seduction attempts.

Left-Handed (Ambrogia only): All attacks made with your left hand are made with one additional Unkept Die. Your right hand is now considered your off-hand.

Small: You gain one unkept die to all Stealth and Shadowing rolls. You must also drop one additional die from your first Damage roll each combat.

I was born to nobility, although I had the misfortune of being born the last of five brothers. My chances to gain the title were slim, so my interests led me away from my education. According to my father, my best prospect was to marry well. My mother wanted me to enter the Church, which seemed like a plausible course of action until my father's favorite courtesan paid me a visit one fine summer evening. From then on, my voracious appetite for women kept me from entering the priesthood.

While studying at the university, I met a young sailor named Isabella who introduced me to the darker side of Vodacce society. She taught me what I needed to know to survive on the streets. I left school and Vodacce to follow the temptress around the world. I made a living of sorts and never looked back.

When the ship reached Freiburg, Isabella and I parted company after a few years without regrets. Now I wander Eisen, looking for some new adventure, a beautiful woman, a new duel...

Appendix: The Lucani Swordsman School

The Lucani base their private style around the broadsword introduced to their land by Kosar mercenaries. Eventually, this School became open not only to members of the family but also to their servants and soldiers as well. The family allowed anyone who could pay a modest fee to receive instructions in the style, and have maintained it even in the face of their Prince's recent demise. This style, which is not particularly fashionable in Vodacce, uses a broadsword in one hand and holds the other in a clenched fist, and attacks with either one. It is very aggressive and energetic, and does not avoid bodily contact with the opponent. While this can be a great strength, the eagerness with which Lucani fighters close with their foes can also be their undoing.

Country of Origin: Vodacce

Basic Curriculum: Heavy Weapon, Pugilism

Swordsman Knacks: Beat (Heavy Weapon, Corps-à-corps, Pommel Strike (Heavy Weapon), Exploit Weakness (Lucani)

Apprentice: Lucani teaches its students to attack with their swords and defend with their feet. You may use a broadsword one-handed without any penalty, and you get a Free Raise to any Active Defense made using the Footwork Knack.

Journeyman: The Journeyman's body is almost as dangerous a weapon as his broadsword. You get a free Rank in Corps-à-corps, which can increase your Rank to 6 if applicable. If not, you may later increase it to a 6 by spending 25 XP. You also receive a Free Raise to any attack using the Pugilism Skill, including uses of its Attack, Jab, and Uppercut Knacks, due to the sudden torquing movements of this style.

Master: The Master of Lucani has learned to make an attack with his fist and another with his broadsword in rapid succession. You may spend one Action die to make a combination attack, which must either be a punch and then a sword attack or a sword attack and then a punch. When you make this attack, use the Jab Knack for the punch attack and the Attack (Heavy Weapon) Knack for the sword attack. The TN increase for each attack is +5, not +10 as is normal for Jab.0