

7TH SEA

BASIC RULES CHARACTERS



JOHN WICK PRESENTS A ROLEPLAYING GAME "7TH SEA" BASIC RULES VERSION 1.0

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Making a Hero

Before you sit down to play **7TH SEA**, you need a Hero. Not someone else's Hero...*your* Hero. This chapter shows you how to make your own. This is your opportunity to create a Hero just like your favorites in fiction and film. The numbers and words on the Hero sheet aren't enough; you've got to know more about him than Traits and Ranks. There are some important questions you'll have to answer first, questions that will turn your Hero from a two-dimensional caricature into a three-dimensional character.

Théan Heroes

Every Nation has its own culture, its own flavor, its own themes. When you choose to be a Hero from a Nation, you adopt that culture, that flavor, and those themes. A Hero from Eisen might have much in common with a Castillian or Sarmatian, but he will always be from Eisen. Of Eisen. *Always*.

Every Nation in Théah has their own definition of a hero. What qualities does a hero have? What are the most important? What qualities disqualifies someone from being a hero? Each Nation has an answer to these questions. When you choose your Nation, you're choosing a culture's definition of "hero." You can play up to it, play against it, or take it your own way. Playing against type may win you favors when you travel abroad, but it will also make you an anti-hero in your own homeland.

For more information on the following Nations and what their Heroes are like, refer to the setting guide or the core book.

Nations

The current Nations of Théah represent the whole of the civilized world—as far as the Théans are concerned.

- **Avalon:** Green and enchanted, this union of three kingdoms has recently risen to the forefront of Théan politics.
- **Castille:** Headquarters of the Vaticine church, this fertile Nation recently fought off an invasion from Montaigne.
- **Eisen:** A proud land recovering from a thirty-year war. A Nation of veterans, Eisen is also a land of horrors let loose by three decades of mass murder.
- **The Highland Marches:** To the north of Avalon are men and women made strong by a harsh land. The Highlanders' greatest desire is freedom at any cost.
- **Inismore:** The Emerald Isle is the rebellious, misbehaving little brother of Avalon, led by a king who may be immortal and is more than certainly mad.
- **Montaigne:** One of Théah's most powerful Nations, leading the world in art and culture even as its Emperor crushes the populace beneath his thumb.
- **The Sarmatian Commonwealth:** Two Nations bound by a single crown, the Commonwealth is a democratic monarchy where all people are equal, even kings.
- **Ussura:** A Nation torn between two rulers who will do anything to drag their Nation into the future, no matter the cost.
- **Vestenmennavenjar:** A Nation of raiders and warlords who conquered the world's economy with coins.
- **Vodacce:** A land split between seven Merchant Princes whose complex schemes reach every corner of the world.

Hero Creation

This short description gives you the outline for making a Hero. The steps will be fully detailed, below.

Step 1: Traits

Traits are your Hero's core strengths. Decide how you want to spend points on your Traits. Every Hero begins with his Traits at 2. You have 2 points to spend to increase your Traits.

Step 2: Nation Bonus

You get a bonus based on your Hero's Nation.

Step 3: Backgrounds

A Background describes your Hero's past. Choose two Backgrounds for your Hero. Gain all the Advantages and Skills (Rank 1) from your Background.

Step 4: Skills

You get 10 Skill Points to increase your Background Skills and to add non-Background Skills. No Skill can be above Rank 3 when you make your Hero.

Step 5: Advantages

You have 5 points to acquire new Advantages. You may only buy Advantages for which you are qualified.

Step 6: Arcana

Every Hero has a destiny. Your Hero is no exception. Pick one Virtue and one Hubris: your upright card and your crossing card.

Step 7: Stories

Stories are parts of your past that remain unresolved. Do you have an old enemy who continues to haunt you? Perhaps a rivalry that has never been put to rest?

Step 8: Details

Once you've gone through all those steps, you're ready to do a few little things and then, you're ready to play.

Step 1: Traits

Every Hero has five Traits defining what that Hero's core strengths are. The Traits are:

Brawn is a Hero's strength and physical power.

Finesse measures a Hero's coordination and agility.

Resolve is a Hero's willpower and endurance.

Wits measures how quickly a Hero thinks on his feet.

Panache is a Hero's charm and personal magnetism.

Every Hero begins with all of her Traits at 2. You have 2 additional points you can spend to increase your Traits.

Step 2: Nation Bonus

Your decision of Nation affects your Traits, and also grants you access to Nation-specific Backgrounds and Advantages. We provide the basic Backgrounds and Advantages here. For Nation-specific choices, see pages 142-146 and the Advantages section starting on page 148 in the Core Rulebook. Apply these bonuses *after* you have spent points on Traits.

Avalon: +1 Panache or +1 Resolve

Inismore: +1 Panache or +1 Wits

The Highland Marches: +1 Brawn or +1 Finesse

Castille: +1 Finesse or +1 Wits

Eisen: +1 Brawn or +1 Resolve

Montaigne: +1 Finesse or +1 Panache

Sarmatia: +1 Brawn or +1 Panache

Ussura: +1 Resolve or +1 Wits

Vesten: +1 Brawn or +1 Wits

Vodacce: +1 Finesse or +1 Resolve

Step 3: Backgrounds

In the world of Théah, few ever pick their own life path. Your Hero is probably no different. Your Backgrounds represent what your Hero did before the game begins. This isn't where your Hero ends up, but it is where he started.

Backgrounds represent your past. You *were* a sailor, you *were* a performer, you *were* an assassin. While these things had a strong influence on you, they are not necessarily whom you've become.

Backgrounds give you a few things that make your Hero distinct from others.

Restrictions: Some Backgrounds have restrictions. Make sure you follow these; they are a part of your Hero's story.

Quirk: Backgrounds come with a Quirk, a personality trait that is common among people of that background. If you act in accordance with a Quirk from your background, you gain a Hero Point. You may only gain a Hero Point from a particular Quirk once per session.

Advantages: Backgrounds give you Advantages. Advantages are abilities most Théans will never have. If your Background lists an Advantage, you may add that Advantage to your Hero Sheet at no cost.

Skills: Each Background also gives you a set of Skills, which begin with 1 Rank. Skills are specific bonuses for specific tasks. Like Traits, Skills have Ranks that tell you how many dice they give you. A Skill's Rank can only go as high as 5.

Two Backgrounds

Pick two different Backgrounds from the following list.

You get all of your Backgrounds' Advantages. If you have duplicate Advantages, take another Advantage of the same point cost, your choice.

You get 1 Rank in all your Backgrounds' Skills. If you have duplicate Skills, add 1 more point (for a total of 2 points) to the duplicate Skill.

Basic Backgrounds

Archæologist

You study Synchron ruins and explore the lost parts of Terra.

Quirk: Earn a Hero Point when you turn an artifact of value over to a university, museum or a publicly displayed site.

Advantages: Eagle Eyes, Signature Item

Skills: Athletics, Convince, Notice, Scholarship, Theft

Aristocrat

You were born into the nobility of your home country and regularly attend the courts.

Quirk: Earn a Hero Point when you prove there is more to nobility than expensive clothes and attending court.

Advantages: Rich, Disarming Smile

Skills: Aim, Convince, Empathy, Ride, Scholarship

Army Officer

You enlisted in the army and soon found yourself in a command position.

Quirk: Earn a Hero Point when you seize command during a moment of intense violence or extreme danger.

Advantages: Academy, Direction Sense

Skills: Aim, Athletics, Intimidate, Ride, Warfare

Artist

You work tirelessly to create objects of beauty.

Quirk: Earn a Hero Point when you make a sacrifice in the hope of making Théah a more beautiful place

Advantages: Patron, Fascinate

Skills: Convince, Empathy, Perform, Ride, Tempt

Assassin

You stalked the shadows as a specter of silent death in return for bloody coin, but no more.

Quirk: Earn a Hero Point when you go out of your way to avoid the death of an adversary or outright refuse a course of action because it could result in another person's death.

Advantages: Fencer; Psst, Over Here

Skills: Athletics, Empathy, Hide, Intimidate, Weaponry

Cavalry

You are a mounted warrior and part of your Nation's esteemed cavalry.

Quirk: Earn a Hero Point when you apply your skills in horse riding to an uncommon situation.

Advantages: Bruiser, Indomitable Will

Skills: Intimidate, Notice, Ride, Warfare, Weaponry

Courtier

You regularly attend the courts of your home Nation and act as a diplomat to foreign courts.

Quirk: Earn a Hero Point when you turn the tide of violence with charm and flair.

Advantages: An Honest Misunderstanding, Friend at Court

Skills: Empathy, Perform, Ride, Tempt, Weaponry

Crafter

You work tirelessly to create objects of function.

Quirk: Earn a Hero Point when you use everyday crafting skills to solve a problem deemed too complex for such a simple solution.

Advantages: Masterpiece Crafter, Handy

Skills: Athletics, Convince, Notice, Perform, Scholarship

Criminal

You break unjust laws to achieve what you believe is the greater good.

Quirk: Earn a Hero Point when you break the law in the pursuit of a noble endeavor.

Advantages: Camaraderie, Streetwise

Skills: Athletics, Empathy, Hide, Intimidate, Theft

Doctor

You work to heal the sick and tend to the wounded.

Quirk: Earn a Hero Point when you tend to the injuries of a Villain or the innocents harmed by a Villain.

Advantages: Miracle Worker, Time Sense

Skills: Convince, Empathy, Notice, Ride, Scholarship

Duelist

You have devoted your life to mastering the blade.

Quirk: Earn a Hero Point when you resort to the edge of your blade to defend a noble ideal.

Advantages: Duelist Academy

Skills: Athletics, Empathy, Intimidate, Perform, Weaponry

Engineer

You are concerned with applying scientific knowledge, mathematics and ingenuity to develop solutions for technical, social and commercial problems

Quirk: Earn a Hero Point when you use your technological savvy to solve a problem.

Advantages: Masterpiece Crafter, Direction Sense, Time Sense

Skills: Aim, Convince, Ride, Scholarship, Warfare

Explorer

You live to see the farthest reaches that Terra has to offer.

Quirk: Earn a Hero Point when you set your eyes upon a sight few, if any, Théans have ever seen before.

Advantages: Quick Reflexes, Second Story Work

Skills: Athletics, Convince, Empathy, Ride, Sailing

Farmkid

You were raised on a small farm, working to survive, and have never known the life of adventure.

Quirk: Earn a Hero Point when you solve a complex problem in a simple, tried and true method from back on the farm.

Advantages: Legendary Trait, Survivalist

Skills: Athletics, Convince, Empathy, Perform, Ride

Hunter

You sleep under the stars and hunt your meals with your own two hands.

Quirk: Earn a Hero Point when you use your hunter's acumen to save someone from danger.

Advantages: Got It!, Signature Item

Skills: Aim, Hide, Intimidate, Notice, Ride

Jenny

You seduce others for fun and profit.

Quirk: Earn a Hero Point when you resolve a conflict with seduction or sexual wiles.

Advantages: Dynamic Approach, Come Hither

Skills: Aim, Athletics, Empathy, Perform, Tempt

Mercenary

You sell your skills in battle to the highest bidder.

Quirk: Earn a Hero Point when you choose to ply your trade for a reason that's worth more to you than money.

Advantages: Hard to Kill, Cast Iron Stomach

Skills: Athletics, Brawl, Intimidate, Notice, Weaponry

Merchant

You travel the countryside to sell your wares in market or port.

Quirk: Earn a Hero Point when you sell an item for far less than it's worth to someone who desperately needs it.

Advantages: Lyceum, Time Sense

Skills: Convince, Empathy, Intimidate, Ride, Tempt

Naval Officer

You enlisted in the navy and worked your way into the command crew of a ship.

Quirk: Earn a Hero Point when you put the needs of the crew ahead of the needs of the mission.

Advantages: Perfect Balance, Barterer, Sea Legs

Skills: Intimidate, Notice, Sailing, Warfare, Weaponry

Orphan

You lost your parents at a young age and have been forced to look out for yourself.

Quirk: Earn a Hero Point when you put yourself in danger to ensure someone else doesn't have to be alone.

Advantages: Brush Pass, Reckless Takedown

Skills: Athletics, Brawl, Empathy, Hide, Intimidate

Performer

You work tirelessly to create an experience of beauty.

Quirk: Earn a Hero Point when you use your crowd-pleasing skills for something more than making a few coins.

Advantages: Virtuoso, Inspire Generosity

Skills: Athletics, Empathy, Perform, Tempt, Theft

Pirate

You sail the seas, taking what you need, and providing true freedom to all who accept the call.

Quirk: Earn a Hero Point when you make a personal sacrifice to ensure the freedom of another.

Advantages: Deadeye, Indomitable Will

Skills: Aim, Intimidate, Notice, Sailing, Theft

Priest

You serve a higher cause with every living breath you take.

Quirk: Earn a Hero Point when you set aside the rhetoric and take action to practice the virtues you preach.

Advantages: Ordained, Inspire Generosity

Skills: Empathy, Perform, Ride, Scholarship, Tempt

Professor

You teach others at a prestigious learning institution.

Quirk: Earn a Hero Point when you use knowledge from an obscure text to solve a complicated problem.

Advantages: Tenure, Team Player

Skills: Convince, Empathy, Perform, Scholarship, Tempt

Quartermaster

You serve aboard a ship taking care of all the things the other sailors ignore.

Quirk: Earn a Hero Point when you solve a problem for your crew.

Advantages: Handy, Got It!, Sea Legs

Skills: Aim, Brawl, Hide, Sailing, Warfare

Sailor

You serve no country or master, but the ship and your crew are all the family you need.

Quirk: Earn a Hero Point when you put aside your personal desires to ensure the safety and comfort of your allies.

Advantages: Bar Fighter, Eagle Eyes

Skills: Brawl, Notice, Sailing, Tempt, Weaponry

Scholar

You dedicate yourself to learning and documenting all the wonders of Terra.

Quirk: Earn a Hero Point when you put yourself in harm's way in pursuit of knowledge.

Advantages: University, Linguist

Skills: Convince, Empathy, Notice, Perform, Scholarship

Ship Captain

You command a crew and sail the seas for whatever banner you fly.

Quirk: Earn a Hero Point when you're the last one in your crew to safety.

Advantages: Married to the Sea, Leadership, Sea Legs

Skills: Aim, Convince, Notice, Sailing, Warfare

Soldier

You know how to fight—and how to kill—and you have made a life doing so under banners and for lords.

Quirk: Earn a Hero Point when you stick to the plan regardless of the danger to yourself.

Advantages: Riot Breaker, Able Drinker

Skills: Aim, Intimidate, Notice, Warfare, Weaponry

Spy

You serve your Nation by infiltrating its enemies and securing their secrets.

Quirk: Earn a Hero Point when you take a great risk to uncover a secret.

Advantages: Opportunist, Poison Immunity

Skills: Empathy, Hide, Notice, Tempt, Theft

Step 4: Skills

Skills are an integral part of a Hero. Skills determine her training, talents, education and similar abilities. Any time you make a Risk, the GM tells you which Skill and Trait to use, and roll that many dice. Some Advantages might give you Bonus Dice when you use certain Skills under certain circumstances, or modify your dice in some way.

You gain 10 points to add to existing Skills from your Backgrounds or to add new Skills to your sheet. Each point buys you one more rank of a Skill, whether you already have any ranks in it from your Background or not. You cannot raise a Skill above Rank 3 when making your Hero.

Achieving certain Ranks in Skills grants your Hero additional bonuses beyond dice.

- At **3 Ranks**, you gain the ability to reroll any single die when you take a Risk using that Skill.
- At **4 Ranks**, you gain the ability to earn 2 Raises per set by creating sets of 15, rather than only 1 Raise per set for creating a set of 10.
- At **5 Ranks**, all dice that roll a 10 explode, allowing you to roll an additional die and add it to your total.

Skills are meant to be somewhat open to interpretation. These are ways that your Hero chooses to solve a problem, rather than explicit requirements for success. The GM should not choose your Approach—"Roll Brawn+Athletics to punch these Brutes!"—he should be presenting you with a problem and asking you how you solve it. Based on what you choose to do, the GM would then tell you which Skill is applicable.

Below is the list of Skills for 7TH SEA, along with some brief examples of when you use them. These are not restrictive; they are intended to be starting points. When in doubt, consult your GM to see if a Skill could be interpreted or applied in a particular way.

Aim

Use Aim when you point a pistol at someone and pull the trigger. Use Aim when you throw a knife across a crowded room with pinpoint accuracy, whether your target is a person or an object.

Athletics

Use Athletics to swing across a room on a chandelier, jump from rooftop-to-rooftop, or otherwise perform a dangerous physical stunt.

Brawl

Use Brawl whenever you punch or kick someone in the face. Use Brawl when you grab someone and drag him down an alleyway.

Convince

Use Convince when you appeal to another character's better nature. Use Convince when you assure someone you're being completely honest with her and she should trust you.

Empathy

Use Empathy when you want to tell if someone is being genuine. Use Empathy when you determine someone's general mental state—they're afraid, they're nervous, they're angry.

Hide

Use Hide when you sneak through a dark room without the guard on watch seeing you. Use Hide when you keep a weapon or other item hidden, and avoid it being found if you are searched. Use Hide to attack an unsuspecting victim with a weapon or your fists. Use Hide to construct a disguise or camouflage a location.

Intimidate

Use Intimidate when you make someone do what you want under threat of some action from you, physical or otherwise.

Notice

Use Notice when you investigate a crime scene or search a Villain's study for clues. Use Notice when you want to pick out fine details at a glance.

Perform

Use Perform when you try to captivate an audience with your showmanship. Use Perform to get across a particular message to your audience or to elicit a specific emotion from them through your performance—to make them laugh at your comedy, to make them weep at your tragedy, to rile them up with a motivational speech, etc.

Ride

Use Ride when you engage in a high-speed carriage chase. Use Ride when you ride a horse through the forest at a gallop.

Sailing

Use Sailing whenever you navigate your way through a ship's rigging. Use Sailing when you attempt to steer a ship during a pitched battle at sea, or through a dangerously narrow channel.

Scholarship

Use Scholarship when you wax ecstatic about a certain subject matter, either from personal experience or teachings. Use Scholarship when you consult your knowledge to fill in the details on a certain subject. Use Scholarship when you call upon your medical training to tend to an injury.

Tempt

Use Tempt when you bribe someone to do something for you that she really shouldn't agree to do. Use Tempt when you convince someone to give you a little "alone time."

Theft

Use Theft when you swipe something from someone's pocket without him noticing. Use Theft when you pick a lock, crack a safe, or something similar.

Warfare

Use Warfare whenever you need tactical expertise, such as when you're breaching a castle's defense. Use Warfare when you lead an army in battle.

Weaponry

Use Weaponry when you attack something with a sword, axe, hammer or knife in your hand.

Step 5: Advantages

Although you already have some Advantages from your Backgrounds, you may now buy new Advantages. These are distinctions that set you apart from everyone else.

You have 5 points to buy new Advantages.

Advantages cost between 1 and 5 points and may cost different amounts depending on your Hero's Nation of origin. Some Advantages have restrictions.

All Advantages may only be purchased once unless explicitly stated otherwise.

An Advantage with the Knack tag requires a Hero Point to activate, but no Raises—meaning that it doesn't take an Action, even though it is probably activated on your turn.

An Advantage with the Innate tag can only be selected at Hero Creation.

Limits on Advantages

Some Advantages allow you to affect or change the behaviors of other characters (such as Come Hither or Disarming Smile). We designed these Advantages to make your Heroes awesome, but it's worth noting that they have a few limits:

First, the GM has final say on what an Advantage can reasonably accomplish. If using the Advantage is just silly or unrealistic—like seducing Queen Elaine while she's in the middle of a public speech—then the GM may not allow you to use the Advantage.

Second, if you try using one of these Advantages on a Hero, offer the player of that Hero your Hero Point. They get the Hero Point for saying, "Yes, you can affect my Hero in this way." If the player rejects the Hero Point, they are saying, "No, that doesn't work on my Hero."

1 Point Advantages

Able Drinker

Alcohol never adversely affects you, no matter how much you drink.

Cast Iron Stomach

Spoiled or raw food never negatively affects you, and you still gain required sustenance from it.

Direction Sense

As long as you have some point of reference, you are never lost. That isn't the same as knowing exactly where you are—if you're knocked unconscious and wake up in a dungeon, you don't necessarily have any idea what city you are in, but if you manage to escape your cell you will never get turned around in the winding tunnels that make up the dungeon.

Foreign Born (Innate)

Choose a Nation of Théah aside from your own. You were raised there, rather than your blood homeland. For example, if your parents are Castillian but you were raised in Vodacce, you would be Foreign Born [Vodacce]. Any Risk you take that would benefit from your dual heritage—using Convince to negotiate between two merchants who hail from your two cultures, or using Tempt to know just what to say to bribe a border patrol into letting you pass without inspection—gains 1 Bonus Die.

Large (Innate)

You cannot purchase the "Small" Advantage

Gain 1 Bonus Die on any Risk that is easier due to your size—using Athletics to run at full speed even while carrying another Hero, or looming over someone in order to Intimidate them.

Linguist

You speak, read and write all Théan languages. Even the dead ones.

Sea Legs

While aboard a ship, treacherous footing never affects you. You gain 1 Bonus Die on any physical Risk while aboard a ship at sea—engaging in a sword fight on a pitching ship deck, or climbing through the rigging during a storm.

Small (Innate)

You cannot purchase the “Large” Advantage

You are smaller than the average Théan. Much smaller. If your small size makes a Risk easier—using Hide to squeeze into a tiny space and escape a guard patrol, or using Athletics to slip between the bars of a jail cell—gain 1 Bonus Die.

Survivalist

If you are in the wilderness, you can forage or hunt and find enough food for yourself and up to five other people. Under extreme circumstances—lost in the middle of a desert, or abandoned in the Ussuran tundra, for example—you find enough food for yourself and up to two other people.

Time Sense

You always know what time it is. You know how long until the next sunrise or sunset, with less than a one minute margin of error.

2 Point Advantages

Barterer (Knack) (1 if Glamour Islander)

Spend a Hero Point to convince someone to cut you a deal, give you a reasonable discount, or assure someone who knows you that “you’re good for it.”

Come Hither (Knack)

Spend a Hero Point to lure another character into a private room and later leave said private room without him, removing him from the scene. He may be rescued after you’re long gone.

Connection

You have connections who can give you information or help you out when you need it. Choose a type of contact—“Freiburg underworld,” “Five Sails city watch,” or “Vodacce high society courtiers,” for example. You can always make contact with someone of that type who will give you basic information or help you in some minor way, so long as it doesn’t cost them anything or put them in danger. If you want more hard-to-find information or a dangerous favor, you must spend a Hero Point or agree to a cost that your connection stipulates, such as paying them money or agreeing to do a favor for them in return.

Disarming Smile (Knack)

Spend a Hero Point to keep another character from drawing a weapon, starting a fight or resorting to violence. She will still defend herself, but she will not start any violent conflicts.

Eagle Eyes

As long as you have a clear line of sight, you can see perfectly out to a distance of one mile. If you use a spyglass you can even pick out fine details, such as the inscription carved into a wedding band. If you make a Risk that relies heavily on your keen vision, you gain 1 Bonus Die.

Extended Family (Knack) (1 if Ussuran)

Spend a Hero Point to reveal you have a distant cousin who lives nearby and can help you with materials, information or shelter.

Fascinate (Knack)

Spend a Hero Point to capture the attention of another character. That character pays attention only to you until the end of the Scene or until you cease speaking/paying attention, whichever comes first.

Friend at Court (Knack)

When you are at a ball, feast or similar high society function, spend a Hero Point to reveal you have a close friend also in attendance.

Got It! (Knack)

Spend a Hero Point to immediately pick a lock, crack a safe or disarm a trap.

Handy (Knack)

Spend a Hero Point to repair a broken item, rig a damaged gun, patch a leaky ship or perform similar miracles, causing the object to function normally for the rest of the Scene. At the end of the Scene—or if the object suffers any additional damage—the object becomes unusable until you have time to perform serious repairs with the proper tools.

Indomitable Will (Knack)

After another character attempts to intimidate, seduce or otherwise goad you, spend a Hero Point to automatically resist.

Inspire Generosity (Knack)

Spend a Hero Point to convince another character to grant you an object you want at no cost. They might give you something they already have or go to some lengths—legal or illegal—to procure the item, whatever is the easiest way for them to get their hands on what you want.

Leadership (Knack) (1 if Sarmatian)

Spend a Hero Point to inspire a group to action. The group must be able to hear you, but if they can and they are of neutral or better disposition, they will do whatever you command so long as it is reasonable—they are unlikely to all throw themselves off a bridge to certain death, for example.

Married to the Sea

You have access to a Ship. If you and your allies already have access to a Ship, your Ship gains an additional Background. For the full sailing rules, see Chapter 7 of the Core Rulebook, page 241.

Perfect Balance (Knack)

Spend a Hero Point to move across a thin beam, jump from one place to another or otherwise perform a feat of perfect agility and balance.

Poison Immunity (1 if Vodacce)

Poison never affects you, aside from some potential mild discomfort. If the poison would ordinarily kill you, it might cause you only to vomit instead, but there are no additional effects.

Psst, Over Here (Knack)

While undetected, you can spend a Hero Point to lure a single character out of position and knock him out. Any other characters in the area remain unaware of your presence.

Reckless Takedown (Knack)

Spend a Hero Point to immediately defeat a single Brute Squad, regardless of its Strength. You immediately take 1 Dramatic Wound.

Reputation

You determine what your Reputation is with a single adjective—"Honorable," "Vicious," etc.—When you use your reputation to your advantage in a social Risk, you gain 1 Bonus Die. A Hero can buy this Advantage multiple times. Each time she does, she can choose to gain either a new Reputation or to increase the number of Bonus Dice she gains when she invokes her existing Reputation.

Second Story Work (Knack)

You can spend a Hero Point to locate a way into a building or restricted area. You can bring up to one other character along with you, but everyone else has to find their own way in—or wait for you to open a path for them.

Slip Free (Knack)

Spend a Hero Point to slip your hands free from manacles, loosen the rope tying you to a chair or similarly free yourself.

Sorcery

You gain the Sorcery from your National bloodline. If you purchase this Advantage after Hero Creation, you may only do so with a Hero Story. See the *Sorcery* chapter on page 21 for more information.

Staredown (Knack) (1 if Eisen)

Spend a Hero Point to intimidate a character into backing down from a threat, letting you into somewhere he shouldn't or otherwise getting out of your way.

Streetwise (Knack)

You can spend a Hero Point to locate a fixer, an information broker, a black market or a similar underworld figure.

Team Player

When you spend a Raise to create an Opportunity, you can spend a second Raise. If you do, you activate the Opportunity on behalf of another willing Hero—she doesn't need to spend her own Raise.

Valiant Spirit

You begin each game with 2 Hero Points instead of 1.

3 Point Advantages

An Honest Misunderstanding (Knack)

Spend a Hero Point to edit, redact or otherwise alter something you or another Hero just said, “reinterpreting” the words into the kindest compliment.

Bar Fighter

You gain 1 Bonus Die when you make a Brawling Risk to fight using an upturned table, a barstool, a plank of wood or some other improvised weapon.

Boxer

You gain 1 Bonus Die when you make a Brawling Risk to punch, kick, headbutt or otherwise injure another character using nothing but your own body.

Bruiser

You gain 1 Bonus Die when you make a Weaponry Risk using a claymore, zweihander, battle axe, halberd or similar weapon in both hands.

Brush Pass (Knack)

Spend a Hero Point to pick a pocket, steal a ring from another character's finger, or plant a small hand-held item on another character without him noticing.

Camaraderie (2 if Montaigne)

Whenever you spend a Hero Point to aid an ally, they gain four dice instead of three.

Deadeye

You gain 1 Bonus Die when you make an Aim Risk using a pistol, blunderbuss or a thrown weapon such as a knife or axe.

Dynamic Approach (Knack)

Spend a Hero Point to change your Approach during an Action Sequence or Dramatic Sequence.

Fencer

You gain 1 Bonus Die when you make a Weaponry Risk using a rapier, dagger, cutlass or similar weapon in one hand.

Foul Weather Jack

Your Hero gains a second Story. You create this Story in the same manner as all other Hero Stories, and its progression and rewards are determined independently. When this Story is completed, you may write a new one.

Masterpiece Crafter (2 if Vesten)

Choose one type of item—weapons, armor, paintings, etc. When you create such an item, you may increase the time you work on it in order to create an item of greater quality. If you are using typical, mundane materials, this has no additional effect aside from cosmetic—the item is noticeably higher quality than similar items, and may even bear your mark, earn you notoriety for your fine work, draw a higher price if it is for sale, etc. If you use exotic materials—such as creating a sword using metal from a fallen star, for example—you can create a Signature Item for yourself or another Hero. The time required to create a Signature Item, and whether or not a material is “special” enough to qualify, is always at a GM’s discretion.

Opportunist (Knack)

When another Hero spends a Raise to create an Opportunity, you can spend a Hero Point to immediately activate the Opportunity for yourself.

Ordained (2 if Castillian)

You can expect refuge, a place to stay and hot meals in any church. You also have access to many—but not all—of the Church’s libraries. Finally, you gain two dice for any social Risks against characters who are adherents to your faith.

Patron

Someone appreciates your work and supplies you with steady employment. You may spend a Hero Point to call in a favor from your Patron. This favor is typically political or mercantile in some way—your Patron might provide you a letter of introduction, or pull strings to get you into an exclusive party, etc. Your Patron may ask you for favors or have other expectations for you.

Quick Reflexes

Choose one Skill. You always take actions as if you had an additional Raise to spend when you use that Skill. For example, if a Hero has Quick Reflexes with Weaponry and rolls 3 Raises with that Skill, she takes her first Action on 4 Raises. If she spends 1 Raise to take an action (and so has 2 Raises remaining) her next Action occurs on 3 Raises. A Hero can buy this Advantage multiple times. Each time they do, they choose a different Skill.

Rich

You begin each session with 3 Wealth.

Signature Item

Choose a specific item that is important to you. Describe it, decide why it is important, and maybe even give it a name. You can always spend a Hero Point to...

- have your Signature Item appear in the next scene if you lose it or it is stolen.
- gain 2 Bonus Dice on a Risk when using your Signature Item.
- attack a foe to deal Wounds equal to the Raises you spend plus your highest Trait when using the Signature Item.
- prevent a number of Wounds equal to the Raises you spend plus your highest Trait when using the Signature item.

You must always describe how your Signature Item helps you, and it must make sense for the item to gain you any bonuses in this way (GM discretion).

Sniper

You gain 1 Bonus Die when you make an Aim Risk using a long-barrelled musket, longbow or crossbow.

Tenure

You can expect refuge, a place to stay and hot meals in any university. You also have access to many of a university’s libraries simply by requesting it. Finally, you gain 2 Bonus Dice for any social Risks against characters who are members of an institution of higher learning or who respect such an education.

Virtuoso

Choose a specific Performance type, such as singing, playing a specific musical instrument or dancing. You gain 1 Bonus Die when you make a Perform Risk using that art.

4 Point Advantages

Academy (Innate)

You studied strategy, horsemanship and soldiering at one of Théah's many military academies. When you make a Risk using Athletics, Warfare or Ride, all of your dice gain +1 to their value.

Hard to Kill

You no longer become Helpless when you have four Dramatic Wounds. Instead, when you have four Dramatic Wounds any Villain who takes a Risk against you gains 3 Bonus Dice (rather than 2). You gain an additional tier of Wounds. When you have taken your fifth Dramatic Wound, you become Helpless.

Legendary Trait

Choose a Trait. Whenever you roll a Risk using that Trait, you remove one die from your pool before you roll. That die is always considered to roll a 10. If your 10s explode, your free Legendary Trait 10 explodes as well.

Lyceum (Innate)

You studied rhetoric and debate, and refined your social graces at one of Théah's many lyceums, finishing schools typically reserved for the social and noble elite. When you make a Risk using Convince, Intimidate or Tempt, all of your dice gain +1 to their value.

Miracle Worker (Knack)

Perhaps it was study with the Church or a local shaman, but you know wounds and how to deal with them. Spend a Hero Point and 1 Raise on your Action to heal another Hero: they regain 1 Dramatic Wound. You must be able to touch the Hero you are healing.

Riot Breaker

You're used to your opponents coming in double digits. When you take Wounds from a Brute Squad, subtract your Resolve from the Wounds. The remainder is how many Wounds you take, to a minimum of 1 Wound.

Specialist

When you purchase this Advantage, choose a Skill that you have at least 3 Ranks in to become your Specialist Skill. When you make a Risk using any other Skill during an Action or Dramatic Sequence, you do not have to pay additional Raises to Improvise with your Specialist Skill. A Hero can only have a single Specialist Skill; purchasing this Advantage again lets you choose a new Specialist Skill, but you lose your old one.

Trusted Companion

You have a small group of individuals who are devoted to you, or a single trusted ally who would walk through fire for you (a bodyguard, a horse, etc.). If your allies directly aid you in a Risk, you gain a Bonus Die if you describe specifically how they aid you. If you send them out to accomplish something else and they need to make a Risk (GM discretion), they roll five dice. Your Trusted Companion can take 5 Wounds before he becomes Helpless, and will more than likely require you to rescue him.

University (Innate)

You attended one of Théah's formal universities and are familiar with many academic fields of study such as mathematics, architecture and astronomy. When you make a Risk using Scholarship, Empathy or Notice, all of your dice gain +1 to their value.

5 Point Advantages

Duelist Academy

You may choose a Dueling Style. If you purchase this Advantage again, you gain an additional Dueling Style. Basic dueling maneuvers are in *Playing the Game*, page 9. For dueling Styles and other information, see Chapter 6 of the Core Rulebook, page 233.

I Won't Die Here (Knack) (3 if Eisen)

Spend a Hero Point to ignore all negative effects from Dramatic Wounds for the round—the Villain does not gain Bonus Dice if you have 2 Dramatic Wounds, and you do not become Helpless at 4 Dramatic Wounds.

I'm Taking You with Me (Knack) (3 if Vesten)

Spend a Hero Point to have all damage that you do this Round increased by the number of Dramatic Wounds you have.

Joie de Vivre (Knack) (3 if Montaigne)

Just before a confrontation with a Villain occurs, spend a Hero Point and make some sort of pithy or clever comment about how “When things look darkest, that’s when souls shine brightest.” Each Hero—that hears the speech—counts all dice that roll equal to or under his Skill on his next roll as 10s.

Spark of Genius (Knack) (3 if Castillian)

Choose a specific field of academic study (astronomy, mathematics, architecture, history, etc). When you make a Risk and call on your specialized field of study, spend a Hero Point to gain additional Raises equal to your Wits.

Strength of Ten (Knack) (3 if Ussuran)

When you perform a feat of raw strength (lifting a castle portcullis, holding a door closed against a battering ram on the other side, etc.), spend a Hero Point to increase all of your individual dice for that Risk by your Brawn or your Resolve, whichever is greater. For example, if you are trying to keep a crumbling wall from collapsing so that your friends can escape, spend a Hero Point to increase the number on each of your individual dice by your Brawn score.

The Devil's Own Luck (Knack) (3 if Glamour Islander)

Spend a Hero Point after you take a Risk to Re-Roll any number of dice you wish. You must keep the new roll, unless you have a different effect that allows you to Re-Roll dice. You can only use this Advantage once per Scene.

Together We Are Strong (Knack) (3 if Sarmatian)

Spend a Hero Point to give any number of your Raises to another Hero in the same scene, as long as they can see or hear you.

We're Not So Different... (Knack) (3 if Vodacce)

Spend a Hero Point to convince a Villain you are on her side. The Villain considers you a trusted ally. As soon as the Villain sees you perform a Heroic action or if you refuse to perform a Villainous action, the illusion is over. You can only use this Advantage on each Villain once. “Fool me once...”

Step 6: Arcana

A Hero's Arcana has two things: a Virtue and a Hubris. Your Virtue is the key element of your character that makes you a Hero. Your Hubris, on the other hand, is your greatest emotional challenge.

For your Hero, you choose a Virtue and Hubris from the list below. They do not need to be from the same card.

You may only activate your Virtue once per Session. Activating your Virtue has no cost, but it may require specific circumstances: meeting a character, another Hero taking Wounds, etc.

You may only activate your Hero's Hubris once per Session. Activating your Hubris gives you a Hero Point. The GM can offer a Hero Point to activate a Hero's Hubris, but the player may refuse. If he accepts, he gains the Hero Point and must act in accordance with his Hubris.

The Fool

Virtue: Wily

Activate your Virtue to escape danger from the current Scene. You cannot rescue anyone but yourself.

Hubris: Curious

You receive a Hero Point when you investigate something unusual, especially if it looks dangerous.

The Road

Virtue: Friendly

Activate your Virtue when you meet a character (even a Villain) for the first time. She treats you as friendly for one scene.

Hubris: Underconfident

You receive a Hero Point when your Hero decides he cannot take an action without help from another Hero—insisting another Hero spend a Hero Point to give you Bonus Dice, or asking her to use one of her Advantages to aid you, for example.

The Magician

Virtue: Willful

Activate your Virtue and target a Villain. Until the end of this Scene, you cannot spend Hero Points and the Villain cannot spend Danger Points.

Hubris: Ambitious

You receive a Hero Point when you chase after power and the deal you're after is dangerous or causes trouble.

The Lovers

Virtue: Passionate

Activate your Virtue when another Hero takes Wounds to prevent her from suffering those Wounds. You take one Dramatic Wound instead.

Hubris: Star-Crossed

You receive a Hero Point when your Hero becomes enamored with someone she really shouldn't.

The Wheel

Virtue: Fortunate

Activate your Virtue to delay an Opportunity or a Consequence by 1 Action.

Hubris: Unfortunate

You receive 2 Hero Points when you choose to fail an important Risk before rolling.

The Devil

Virtue: Astute

Activate your Virtue after a Villain spends Raises for an Action. That Action fails. The Villain still loses the Raises she spent.

Hubris: Trusting

You receive a Hero Point when you accept someone's lies or lopsided deal.

The Tower

Virtue: Humble

Activate your Virtue to gain 2 Hero points instead of 1 when you activate your Hubris or trigger a Quirk.

Hubris: Arrogant

You receive a Hero Point when your Hero shows disdain, contempt, or otherwise looks down on a Villain or someone who could cause harm to friends.

The Beggar

Virtue: Insightful

Activate your Virtue to discover a Brute Squad's type, or to know a Villain's Rank and Advantages.

Hubris: Envious

You receive a Hero Point when your Hero covets something, and does something unwise to get it.

The Witch

Virtue: Intuitive

Activate your Virtue to ask the GM one yes or no question about an NPC. The GM must answer honestly and should be generous—for example, if there is a qualifier, he should tell you and explain more fully.

Hubris: Manipulative

You receive a Hero Point when you try to get someone else to do your dirty work for you, and it backfires.

The War

Virtue: Victorious

Activate your Virtue the first time you Wound a Villain during a fight to make her take a Dramatic Wound in addition to the Wounds you normally deal.

Hubris: Loyal

You receive a Hero Point when your Hero goes back for a fallen comrade or refuses to leave a wounded ally.

The Hanged Man

Virtue: Altruistic

Activate your Virtue to suffer a Risk's Consequences in place of another Hero.

Hubris: Indecisive

You receive a Hero Point when your Hero takes an Action to pause in hesitation, doubt, or uncertainty before she makes a move.

Coins (for the Ferryman)

Virtue: Adaptable

Activate your Virtue to take your first Action before anyone else in a Round.

Hubris: Relentless

You receive a Hero Point when you refuse to leave well enough alone or quit while you're ahead, and it gets you into trouble.

The Thrones

Virtue: Comforting

Activate your Virtue to cancel the effects of Fear on you and your friends.

Hubris: Stubborn

You receive a Hero Point when your Hero is stubborn and refuses to change her mind in the face of evidence.

The Moonless Night

Virtue: Subtle

Activate your Virtue when you act behind the scenes, from the shadows, or through a proxy. For the next Risk, when you determine Raises, every die counts as a Raise.

Hubris: Confusion

You receive a Hero Point when your Hero fails to understand an important plot element and that misunderstanding leads to danger for herself or others.

The Sun

Virtue: Glorious

Activate your Virtue when you are the center of attention. For the next Risk, when you determine Raises, every die counts as a Raise.

Hubris: Proud

You receive a Hero Point when your Hero refuses an offer of aid—for example, if a Hero tries to spend a Hero Point to give you Bonus Dice and you turn them down.

The Prophet

Virtue: Illuminating

Activate your Virtue to know whenever any other character lies to you until the end of the Scene.

Hubris: Overzealous

You receive a Hero Point when your Hero strongly defends one of her opinions when the time or place is inappropriate.

Reunion

Virtue: Exemplary

Activate your Virtue and choose another Hero in the same scene to pool your Raises for the round, spending Raises to take Actions from your shared pool.

Hubris: Bitterness

You receive a Hero Point when you bring up old grudges or bad feelings when doing so will lead to trouble.

The Hero

Virtue: Courageous

Activate your Virtue to add Bonus Dice to your Risk equal to the Fear rating of your target.

Hubris: Foolhardy

You receive a Hero Point when your brash, cocky or reckless actions cause trouble for you and another Hero.

The Glyph

Virtue: Temperate

Activate your Virtue to prevent any magical effect (Sorcery, Artifacts, Monsters, etc.) from affecting you.

Hubris: Superstitious

You receive a Hero Point when you refuse to solve a problem using Sorcery, an artifact or some other mystical effect that you don't trust.

The Emperor

Virtue: Commanding

Activate your Virtue. The GM gives a Hero Point to all other Heroes in this Scene.

Hubris: Hot-Headed

You receive a Hero Point when your Hero flies off the handle and loses her temper, causing trouble.

Step 7: Stories

While Heroes work together to tell a larger story, every Hero has her own story to tell. Your Hero is no different. Stories are more than the things you tell everyone you'll accomplish one day. Stories are also the road you'll walk to get there.

Choosing a Story

When you decide to start a new Story, think about what kinds of themes you want to explore with your character. Do you want her to be a brave warrior, fighting for the people she loves? Or would you rather see her have to solve difficult problems without resorting to "easy" solutions like violence?

You can change Stories later, but try to pick something you'll find fun and interesting. Talk to your GM as well; he might have some ideas for a Story that would be a perfect fit.

Starting a Story

Each Hero can have only one Hero Story at a time, beginning with the Story you create when making your Hero. Upon resolution or abandonment of a Story, Heroes are free to move on to their next tale. Players may feel free to keep notes about future Stories they may want to tackle, but their Heroes should each remain focused on the Story at hand.

To start writing a Story the player should create a short name that acts as a conceptual reminder of what your Hero wishes to accomplish. This is the mantra the Hero repeats to keep her mind on track. For example, "Absolution: My negligence led to the destruction of my home; I'll never let that happen again." Once you've written the concept down you can move on to writing the ending, or Goal.

Reaching a Goal

There are two aspects to the Goal of a Story. First is the **ending**, a specific action that your Hero must take to finish the Story. You should know, without a doubt, when your Story has been completed.

Endings do not contain suspense for the players and while they should telegraph the player's desired outcome, the Hero might not know them. As such, it's often best to write the ending in third person. For example, "Hector lies dead at Leannán's feet."

Write an actionable sentence about what your Hero needs to do. You don't need to determine every tiny detail right now, just a broad scope of what your Hero wants to accomplish.

Endings should be flexible, capable of changing enough to ensure they never become unattainable. If a Hero discovers her ending is unattainable, she should be able to change it. A player should work with the Game Master to determine a related ending.

The second part of Goals is the **reward**. Hero Stories award new Advantages, increase a Trait or Skill, or change a Quirk. When you write your Goal, be sure to include what you want for your Hero from the Story and then make sure to work towards that Goal during the Story. A Story's reward can be a bonus point in a Skill, a Trait or a new Advantage. Much like writing an ending, the reward should be explicit. For example, "This is a three Step Story that will earn Elias a chance to drop his Farmkid Quirk."

Taking the Next Step

Knowing the Goal helps you know the ending, but sometimes the road to getting there isn't as clear. That's where the Steps come in. This is the action that puts you on the road to your Goal. Like the Goal, every Step should be an achievable item. However, unlike Goals, they can be as detailed as you like.

During Hero Creation, and whenever you create a new Story, you only need to know the next immediate Step. This is the action that puts you on the road to your Goal. Don't worry about outlining the entire progression of your Story, as you'll often find what you need to do next is determined by what you just accomplished. Instead, just focus on what's directly ahead of your Hero.

When writing a Step, write a short sentence that declares what the next thing your Hero needs to accomplish in order to progress his Story. For example, "Treat my first patient in the Áki Klinikka."

Once that Step is completed, the player may write her next Step at any time. She could do it immediately following the completion of a Step or she can wait a bit. Until she writes her next Step, she cannot advance towards her Goal. If her next Step becomes unattainable for some reason, then she can strike it from her list and write a new Step replacing the lost one.

If during the course of a Story a Hero realizes she must accomplish something before securing her next Step, that action cannot become a Step. A Hero needs to remain focused on her Story and avoid the temptation to meander.

Rewarding the Journey

Your Story gives you rewards when you reach your ending and accomplish your Goal. The number of Steps in a Story determines the kind of Advancement your Hero earns.

- **Skills** require a number of Steps equal to the new Skill Rank. A new Rank 1 Skill only requires a single Step while improving a Rank 4 Skill requires a four Step story.
- **Advantages** require a number of Steps equal to their cost. A 1 point Advantage only requires a single Step while a 5 point Advantage requires a five Step story.
- **Quirks** require three Steps to change, allowing a Hero to change any existing Quirk to a different, or wholly new, Quirk. You cannot have the same Quirk twice.
- **Arcana**, both Hubris and Virtue, require four Steps in order to change. Heroes may only have one Hubris and one Virtue each at any time.
- **Traits** require four Steps to shift a single Rank from one Trait to another Trait—so one Trait rises, and the other falls.
- **Traits** require five Steps to increase by 1 Rank, but this can only be done twice.
- **Corruption** requires five Steps to remove. Redemption is never easy or quick. (See the Corruption rules in *Playing the Game*, page 21.)

Story Starters

Here's a list of sample Stories for your convenience. Each Story includes a few possible endings and suggested first steps. These can, and should, be tailored to your individual Hero but can work as starting points:

- Obligation
- Romance

Obligation

You owe someone something. Perhaps he saved your life or helped you out in the past. Now you must repay the favor. Or maybe, in a moment of drunken weakness, you blurted out your devotion to his cause. You believe in keeping your word, and you've made a promise to someone (perhaps even yourself) that you will not break...even if it costs you your life.

Endings

- My Hero is excused from his obligation.
- My Hero fulfills his promise.
- My Hero gives up and abandons his vow.

First Steps

- Have a serious talk to determine what I owe.
- Travel far away from my family and home in service of my promise.
- Convince someone else to take up the cause with me.

Romance

After many months of flirting, poetry and moonlit walks through the park, you've finally won the affections of a beautiful maiden or a handsome young man. Or so you think. It takes a great deal of effort to keep the fires of romance burning. If you neglect the hearth for even a short while, the fire can die. And neglecting your lover may cost you...

Endings

- My Hero is happily married and retires from his life of adventure.
- My Hero's lover is brutally murdered in front of him.
- My Hero's life is finally too much and his lover leaves him.

First Steps

- Save my love from the Villain.
- Find the perfect gift for my love.
- Make time to write a letter back assuring my love of my imminent return.

Step 8: Details

Finally, let's fill out the blank spots on your Hero Sheet: we're talking about Languages, Reputation, Secret Societies and Wounds.

Reputation

Your Hero usually earns a Reputation over the course of play—unless you purchased an Advantage that lets you start with some Reputation. Reputation is always a single descriptive word that shows how people generally perceive your Hero. “Honorable” is a great Reputation. So are “Deadly,” “Vengeful,” “Well-Connected.” Reputation adds dice to your roll when it's appropriate socially: someone who is “Deadly” is likely to intimidate her opposition.

Languages

Your character can speak a number of languages equal to his Wits. Since all Heroes start at Wits 2, every Hero can speak Old Théan and his native language. If your Hero's Wits is higher than 2, you may select additional languages you know at this time. For the most part, most business in Théah is done in Old Théan. It's the language nearly every Théan knows.

Secret Society

You may, if you wish, join a Secret Society. Joining a Society costs nothing. You gain 2 Favor with your Society, but you may also find your brethren making demands of you.

Brotherhood of the Coast

Serving under the black flag, these pirates seek freedom and liberty...and a profit from those who would exploit the weak and vulnerable.

The Invisible College

A band of clergy hoping to topple the Inquisition and restore the Church, operating right under the Inquisition's nose.

Knights of the Rose & Cross

Knights-errant wandering Théah, righting wrongs and meting justice through Heroic quests.

Wounds

When your Hero takes Wounds, don't worry too much. After all, they're just Wounds! Your Hero can fight through a Brute Squad, crash through a skylight or stumble through a fire...and you'll live to fight another day. But eventually those Wounds can add up.

The Death Spiral

The Death Spiral keeps track of both your regular Wounds and your **Dramatic Wounds**. Wounds aren't a big deal, but Dramatic Wounds can injure, maim or even kill your Hero. When your Hero takes Wounds, fill in a number of bubbles on the Death Spiral equal to the Wounds he took. If your Hero takes one Wound, you fill in one bubble; if your Hero takes two Wounds, you fill in two bubbles. Keep going, filling in a bubble for each Wound he takes. If you ever fill in one of the stars (instead of a regular bubble), your Hero takes a Dramatic Wound.

Benefits and Penalties

Each Hero gets the same Death Spiral: four Wounds per Dramatic Wound and four Dramatic Wounds per Hero. Heroes with more physical Skills (like Athletics, Brawl or Weaponry) will take Wounds less often, but all Heroes are pretty tough.

As your Hero takes Wounds (and your Death Spiral fills), you get benefits and penalties fitting your situation:

- A Hero with one or more Dramatic Wounds gains 1 Bonus Die on all Risks.
- A Hero with two or more Dramatic Wounds grants 2 Bonus Dice to any Villain who rolls a Risk against them. (Boo!)
- A Hero with three or more Dramatic Wounds has exploding 10's on all Risks they make. This means that if you roll a 10, you immediately add another d10 to your roll.
- A Hero with four Dramatic Wounds is Helpless. (Boo!)

Sorcery

Sorcery

“Sorcery” is a catchphrase for the supernatural abilities many Théans possess, ranging from Porté in Montaigne, Matushka’s Touch in Ussura, Avalon’s Glamour or the Fate Magic wielded by Vodacce’s *Sorte Strega*. Sorcery has no single source: each has a different origin and different rules.

Hexenwerk

Hexenwerk is a Sorcery practiced almost exclusively in Eisen. In many parts of the country, the Sorcery is illegal, punishable by death. In others, it is seen as a necessary tool to fight the horrors of the night. A *hexe* is one who practices this forbidden art. Some use it to fight the undead of Eisen and others use it for more nefarious ends.

What are the undead? Anything that was once dead, but isn’t anymore. The manner of resurrection is unimportant: if its body grew cold, its skin pale, and its heart stopped beating...it should not be here.

When a Hero learns Hexenwerk, he gains the ability and knowledge to create an Unguent (a soft, greasy ointment) made from human corpses, herbs, poisons, pieces of monsters and other unsavory, rare or mystical materials. Unguents help Heroes battle the monsters that lurk in the dark.

The use of Hexenwerk can *easily* lead to Villainy. Heroes who practice this forbidden art must take care to ensure their efforts are put toward protecting others. Even then, the basics of this Sorcery ride the edge of morality. Take care of your soul lest you lose it.

Before you read any more, you should be warned. Many would consider much of what a *hexe* must do to be desecration of the dead, disrespectful and foul. We say the following not as a challenge, but as a heartfelt warning: *Hexenwerk is disgusting*. If you feel like Hexenwerk may upset you, *you’re probably right and you should not read any further*.

How It Works

Each time you purchase the Sorcery Advantage, you learn the recipe for one Major Unguent and two Minor Unguents. There are *seven* known Major Unguents and *thirteen* known Minor Unguents. Neither number is a coincidence. Neither number is an accident. This guide shares three Major and four Minor Unguents.

Unguents have ingredients such as blood from a corpse, eyeballs plucked out of a dead body, or a severed tongue of the recently departed. Some also require rare herbs, venom from natural or unnatural creatures, or everyday objects—such as water or wine—that have been blessed by a priest.

Some *hexe* will take on apprentices and teach others how to create their brews, but it is necessary for this to be a “hands on” process. The ingredients for an Unguent are volatile and unpredictable, and the best order of mixture often changes from brew to brew.

While *hexe* often keep notes on their mixtures, these are often more guidelines than rules—they are personal study notes, not a textbook.

Unguents

Creating an Unguent requires time (at least an hour) and a workspace (a kitchen or an alchemical lab). The *hexe* spends a Hero Point, combining the materials to create one Major Unguent for which she has the recipe. In addition, she also creates two Minor Unguents for each time she has purchased the Sorcery Advantage. These Minor Unguents can be multiple doses of the same Unguent or single doses of different ones.

Once created, an Unguent can be used by anyone. Activating an Unguent costs a single Raise if during an Action Sequence, but requires nothing otherwise. Unguents are unstable; each Hero can only keep one unused Major Unguent or one unused Minor Unguent at the end of each Episode—all others spoil, melt through their containers, or become otherwise unusable.

Major Unguents

A Major Unguent's effects last until the end of the Scene, unless otherwise noted.

Ghost Eyes

Eyes carved from the recent dead, mixed with holy water and mandrake, and then smeared across the eyelids. Ghost Eyes allows you to see—for a single Scene—spirits, ghosts and other such Monsters that would typically be invisible.

Corpse Tongue

The severed tongue of a corpse, soaked in nightshade and ground into a paste, rubbed on the *hexe's* tongue. Corpse Tongue allows you to speak with a dead body, receiving messages from it about anything it knew in life. You can ask two questions for each point of Resolve you have, and the corpse must answer you honestly. After you ask your last question, you vomit, and the corpse you have been questioning crumbles into dust—you cannot question it further, even if you have an additional dose of Corpse Tongue.

Wraith Walk

A human heart, ground up and mixed with herbs and sedatives. Consuming this Unguent causes you to immediately fall unconscious, and forces your spirit out of your body. As a spirit you can move freely, perfectly aware of the surroundings of your spirit—but not your body. You can fly, move through walls, and are invisible. While a spirit, you are subject to any effects that would affect undead and can be detected by any effect that would allow detection of invisible Monsters (such as Ghost Eyes). Your spirit is extremely fragile—you take Wounds as normal, and if you take a Dramatic Wound while you are a spirit you immediately return to your body and take an additional Dramatic Wound. If you do not return to your body before the next sunrise or the next sunset (whichever comes first), you die. If your spirit is destroyed but cannot return to your body (for example, if it is trapped in a Spectral Prison), you die.

Minor Unguents

A Minor Unguent's effects last until the end of the Round, unless otherwise noted.

Reaper's Poison

A caustic blend of natural poisons sprinkled with shavings of pure silver. When you attack the undead using a flask of Reaper's Poison, spend Raises as normal to inflict Wounds. If the Monster takes at least 1 Wound, it is inflicted with Reaper's Poison, causing 1 Wound every time it takes an action until the end of the Round. These Wounds cannot be cancelled.

Tears of the Prophet

A viscous substance made from anointing oil and rare spices. You can apply Tears of the Prophet to a dead body that has not been affected by Hexenwerk. This body cannot return to life.

Summer's Smile

A poultice brewed from water from a fast-flowing stream and sickeningly sweet herbs. When applied to a Dramatic Wound caused by an undead Monster, the Dramatic Wound is healed at the end of the Scene.

Spring's Laugh

Fresh spring flowers, tree sap and rain water mixed into a thick syrup. A character who consumes Spring's Laugh is immune to an undead Monster's Fear rating for one Scene.

Knights of Avalon

“For as long as you and your descendants sit on the throne of Avalon, so shall the blessing of the Sidhe be with you.”

With these words the Sidhe turned the Graal over to King Elilodd. Magic rippled across Avalon. The Graal found those most loyal to the Isles and imbued them with great power. The tales of Elilodd’s Knights, and those that succeeded them, have been part of Avalonian history ever since. Until the return of Queen Elaine in 1656 these stories were myths.

When Elaine took her seat in 1658 another pulse of magic spread out across the Avalon, imbuing a new generation with the power of legend. Those who answered the call found they had access to a breadth of abilities they never thought possible. However, they were still hindered, in some ways, by the will of the Isles. The Knights found themselves beholden to a code, restricted by the Gesa, an obligation that, if broken, rends the magic from the Knight.

While King Elilodd’s Knights were loyal to him, not all of the new generation has bent their knee to the Queen. This fact has turned into quite the courtly scandal, and tension is quickly rising between the Avalonian Knights and Inish or Marcher Knights.

How It Works

You are not a reincarnation of these famous characters, but simply the next to hold their mantle. When you acquire the Sorcery Advantage, select a Knight. You are the only living embodiment of that Knight and your embodiment connects you to two Traits—one Major and one Minor—that offer unique magical effects called **Glamours**.

The first time your Hero takes the Sorcery Advantage, you choose one Major Glamour and two Minor Glamours connected with the Traits your Knight embodies, all starting at Rank 1. Every additional time you take the Sorcery Advantage you may either select new Glamours or increase the Rank of one Major Glamour and two Minor Glamours.

There is also a list of Luck Glamours available to all Heroes with the Glamour Sorcery. Luck is not limited by Knight: you may buy effects from both Major and Minor categories.

The Knight’s Gesa

There are seven tenets of the Knight’s Gesa; while the Gesa is supernaturally enforced, its interpretation is often based on the Knight’s beliefs. For example, one tenet is “Never raise your sword against a countryman,” but the Gesa doesn’t specify what that means. An Inish Knight, for example, may not consider Avalonians to be his countrymen.

While the Gesa can be open to interpretation, a Knight can’t decide “on the fly” how it applies. If she doesn’t consider serving Queen Elaine to be the same as serving the Graal, she needs to make her interpretation clear to the GM. Whether or not a Knight’s actions break her Gesa is ultimately up to the GM.

The seven tenets are:

Never raise your sword against a countryman

Never abandon the fight before it is through

Never break your word or help someone else break theirs

Never be idle when there is work to be done

Never let your passions rule you

Never take something for yourself that belongs to another

Always serve the Graal

A Knight who breaks a tenet of the Knight’s Gesa jeopardizes their mantle of Glamour. A mantle that is in jeopardy still functions as normal, but the Knight can feel his grasp on magic becoming tenuous. In order to reforge his bond to the magic of the Graal, he needs to atone. If a Knight’s mantle is in jeopardy and they break a tenet of the Gesa, they lose all access to their Glamour until they atone.

Heroes as Confessors

As Knights of Avalon, your Heroes may find themselves sought out by other Knights seeking atonement. As long as their mantles are not in jeopardy, they are fully capable of acting as confessors.

Atonement

In order to atone, a Knight must seek out another person (a **confessor**) who has been bestowed with power from the Graal—either another Glamour Knight, or Queen Elaine. The one seeking atonement (the **supplicant**) must confess the actions that they took which resulted in the breaking of the Gesa, and why they believed they were justified in doing so.

The confessor communes with the Graal through the power of his own mantle via meditation or prayer (typically an hour or so of uninterrupted time). The Graal informs the confessor of the task that must be done in order for the supplicant to atone. Sometimes, if the confessor believes that the supplicant's actions were justified, they will aid the supplicant in the completion of this task.

A task of atonement is typically related in some way to the tenet that was broken. Some examples of atonement tasks are:

- Aid a fellow countryman in a specific task (“Go to Carleon, find a man at the customs office named Finnegan, and help him with his problem.”)
- Help someone else learn the value of one of the tenets of the Gesa, even if they aren't a Knight (“In Kirkwall, there is a pickpocket named Angus MacFierson. Find him, and help him to learn to live an honest life.”)
- Acquire something of value to another character and give it to them, no strings attached (“A woman in Donega named Fiona Brennan has lost her inheritance to a scheming foreign barrister. Help her get it back.”)

A Knight whose mantle is in jeopardy cannot act as a confessor.

Elilodd's Knights

When the Sidhe gifted King Elilodd with the Graal, he was with his twenty most loyal soldiers. The magic spread out from the Graal to his soldiers and the first generation of Glamour Knights were created. Three of the twenty Glamour Knights are presented here. The full list starts on page 211 of the Core Rulebook.

Æsc, Of the Forests

Æsc rarely took residence inside the castle of King Elilodd, preferring to live in the forests surrounding the estate. Æsc would often commune with the creatures, both mundane and otherworldly, to bring their troubles to the Court.

Major Trait: Resolve

Minor Trait: Panache

Beorhtsige, Siegebreaker

When King Elilodd's castle was besieged by enemies, it was Beorhtsige that arrived and broke the lines. When Beorhtsige himself was under siege, he assaulted an army head on with only a handful of loyal soldiers. It seems that no matter what side Beorhtsige was on, no siege could withstand his will.

Major Trait: Panache

Minor Trait: Brawn

Dudda, The Round

While Dudda was often the comic relief of the fables, he was no less of a Knight than his brothers. Described as a large, rotund man, Dudda enjoyed his life more than any of the Knights. Dudda was mostly found during celebration scenes or farewell feasts but rarely in combat.

Major Trait: Brawn

Minor Trait: Resolve

Glamours

Glamours are Ranked between 1 and 5. Activating a Glamour costs a Hero Point. Major Glamours can only be activated once per Episode and Minor Glamours can only be activated once per Scene. This list is not exhaustive; the full list of Glamours starts on page 214 of the Core Rulebook.

Brawn Glamours

Reduce the Brute: Minor

Activate this Glamour to eliminate any Brute Squads in a Scene with a Strength rating equal to or less than the Ranks you have in this Glamour.

Stronger Than You: Minor

Activate this Glamour to add a number of dice to any Brawn Risk equal to your Ranks in this Glamour, plus one.

Reduce the Villain: Major

Activate this Glamour to temporarily reduce a Villain's Strength by the number of Ranks you have in this Glamour. The Villain's Strength returns at the end of the Episode.

Panache Glamours

Sense Sorcery: Minor

Activate this Glamour to detect whenever someone (or something) that possesses Sorcery comes within a number of feet of you equal to ten times your Ranks in this Glamour. This effect persists for the rest of the Scene.

Resist Sorcery: Major

Activate this Glamour when someone uses Sorcery to target you directly. The Sorcerer still pays the cost, but the magic fails to take hold of you. You can activate this Glamour once per game session for each Rank you have in Resist Sorcery.

Subsume Ship: Major

When aboard a ship, grab the wheel and activate this Glamour. The two of you are considered a single entity. When making a Risk of any sort while aboard, you add your Ranks in this Glamour as Bonus Dice. This Glamour ends as soon as you release the ship's wheel. When you suffer a Dramatic Wound, the ship

suffers a Critical Hit, and vice versa.

Resolve Glamours

Pain Is Temporary: Minor

Activate this Glamour to instantly heal yourself of five Wounds for every Rank you have in this Glamour. Dramatic Wounds are not healed.

No Fear: Minor

Activate this Glamour to reduce the effects of a Fear effect equal to your Ranks in this Glamour until the end of the Scene. This only affects the Hero activating the Glamour.

Endless Vigil: Major

Choose a patch of ground no more than ten feet in diameter. Until a sunrise and a sunset for every Rank you have in this Glamour have passed, and as long as you do not leave your chosen ground, you cannot die, be crippled or rendered Helpless.

You still can suffer Dramatic Wounds, but they do not affect you until the effect ends. Leaving the chosen area ends the effect immediately. When the Glamour expires, if you have taken more Dramatic Wounds than you would normally be allowed, you drop dead on the spot.

Reborn: Major

Activate this Glamour when you are killed. At dawn the next morning, you return to life, all wounds healed and all harmful substances purged from your body.

Your Resolve drops by five minus Ranks in this Glamour from the stress of dying. If this would drop your Resolve below 0, this Glamour is permanently lost and the next time you die you are dead for good. Of course, even if the power works, you may have been buried in the meantime...

Mother's Touch (Dar Matushki)

“There may come a time in life when you meet Matushka. Take care, sweet child, in how you treat her. For her blessings are wonderful but never come without a lesson.”

Everyone in Ussura has heard a story or three about the little old woman who lives in the woods. Some seek her out and beg for her help. Others try to rob or trick her. All the stories end the same: Matushka reached out and touched their arm, imparting power beyond the ken of mortals at a price few are willing to pay.

These seeming færie tales of “Dar Matushki” (“Mother’s Touch”) have a truth behind them. A truth you know all too well. Matushka gives whatever is needed to survive a harsh and brutal life in Ussura. The question is, what price does she ask?

How It Works

You met Matushka because she sought you out, wanting you to learn a Lesson. Maybe it was how to be kind to a poor old woman, or how to be humble. When you acquire the Sorcery Advantage, Matushka has given you a lesson to learn. That Lesson includes supernatural Gifts and Restrictions. Each Lesson includes two parts.

Gift: Your Lesson includes a supernatural power. You can use your power by spending a Hero Point.

Restriction: This is a limit on your behavior. So long as you maintain your Restriction, you can use the Lesson’s Gift. Your Restriction also includes the price you must pay if you break the Restriction.

When you build your Lesson, you gain two Gifts and one Restriction. Each time you purchase the Sorcery Advantage, you gain an additional two Gifts and one new Restriction.

Gifts

These are examples of Gifts granted by Matushka. You may pick one or create a new one (with the GM’s assistance). All Gifts require a Hero Point to use.

Purify

You cleanse a room of toxins, poisons, diseases and even dirt. The room is perfectly sterile after its use. Purify affects every surface, inside closed and locked drawers, and even affects food and drink. A potentially unfortunate side effect of this is that any alcohol in the room loses its potency.

Sew

Touch an item: it is perfectly restored to its original form. Cracked swords are mended, jammed guns are restored, and faded paintings regain their vibrancy. This Gift cannot make an item better than it originally was or fix any defects present at its creation.

Storm

You can intensify or lessen whatever weather you’re currently experiencing. You can turn light rain into a thunderstorm or a ray of sunlight into a clear sky.

Restrictions

Part of your Lesson is a restriction put upon you by Matushka. See below for examples. Each Restriction has two parts: the Limit and the Penance.

So long as you maintain the restriction, you can use your Gifts. If you break your Restriction, you lose the ability to use your Gifts. In order to regain your Gifts, you must perform the Penance.

Forgiveness

Limit: You must always show mercy to your enemies and may never hold a grudge against those that act against you.

Penance: You must seek out the one you wronged and do whatever it takes to make amends.

Kindness

Limit: You must always offer aid to those in need—friends, strangers—no matter how desperate the situation.

Penance: You must aid someone who wronged you.

Porté

The most famous sorcery (perhaps because of its spectacular and violent effects) belongs to the nobility of Montaigne, the *sorcier de Porté*. Using this powerful magic, a *sorcier* can bend the rules of reality, traveling a great distance in a moment or pulling an object to him that he has previously marked as his own.

La Magie des Portails, also known as “Porté,” or “doorway magic,” involves the *sorcier* cutting holes in the fabric of the universe. The doorways bleed and scream in horrible, blood-curdling voices and fill the room with an ice-cold wind that could chill the marrow in your bones. Not only is the “bleeding” of the doorway itself a part of the sorcery, but bleeding of the *sorcier* is also necessary.

Occult scholars call the nether dimension linking the doorways “the walkway,” a place as deadly and mysterious as the Seventh Sea itself.

How It Works

A young Porté mage first learns the art of the Blood Mark: the ability to mark an object with your own blood. A mage can feel the object’s presence when it is nearby or know where it might be at a distance.

After he’s learned how to Mark an item, he learns how to **Pull** the item toward himself. He bloodies his hands, opens a portal, and reaches through the portal toward the Marked object. When he’s grasped it, he can pull the item through the portal to where he currently stands. The *sorcier* may only bring objects that can easily fit in one hand. If he can’t lift it, he can’t pull it through the portal.

After learning how to pull objects, the next skill a *sorcier* learns is how to **Walk**. This allows the *sorcier* to open a portal and walk to a location or object he has Marked. This is a dangerous practice because it exposes the *sorcier* to the otherworldly walkway in full. While exposed to the walkway, the *sorcier* must keep his eyes shut tight and ignore the voices he hears urging him to open his eyes.

Pulling Through

Heroes with Porté can pull objects through the doorways toward them and pull themselves toward blooded objects. There is no other physical connection between the two doorways. In other words, if a Hero drops a blooded pin into the ocean and opens a doorway to that pin, water will not rush out through the doorway; however, the pin will be wet when the Hero pulls it through.

Likewise, if a Hero tries to pull himself through a doorway toward an object and the object is in a place the Hero cannot enter, he will find his passage blocked and he’ll be forced to go to another blooded object in order to get out of the portal...not a very pleasant option. For example, if a Hero leaves a blooded pin in a lady’s chamber and the lady places the pin in her jewelry box, the Hero will not be able to move through the portal into the jewelry box. However, he will be able to pull the pin toward him without compromising the integrity of the box.

Trapped on the Walkway

If a Hero steps through a doorway, walks to his item, finds that he cannot connect with it and has no other blooded objects to home in on, he’s trapped in the walkway forever, or at least until *something* finds him. For this reason, many *sorciers* create and hide blooded objects that can act as emergency exits.

Blessures

A Heroic *sorcier* uses her magic in subtle ways, when she needs it. She realizes that what she does is painful to the world itself, and so she minimizes the pain that she causes.

Villainous *sorciers* have no such scruples. They open blessures, literally Wounds, upon the world. These *blessures* are screaming, bleeding fissures in the fabric of the world that can only be closed *from the inside*, from within the Place Between Worlds.

Opening a *blessure* functions the same as opening a portal, but the *sorcier* doesn’t take a Dramatic Wound—instead, the world pays the cost. Opening a *blessure* ALWAYS results in Corruption. There are no exceptions.

Blood Marks

A *Porté sorcier's* power comes from her blood—literally. When a *sorcier* wishes to place her Mark upon someone or something, she pricks her finger, places a drop of her blood upon an object and concentrates, forging a bond between herself and the piece of her that she's used to anoint the object. Then she spends a Hero Point. That object is now Marked.

Minor Marks

Smaller objects (something that can be held in one hand such as a sword, locket, hat) are usually marked with a Minor Mark, allowing the *sorcier* to know where the object is and Pull the object to her using *Porté*.

Major Marks

Large objects (something too large to be held in one hand such as a boat, wagon, treasure chest), a place or another person can only bear a Major Mark, allowing the *sorcier* to also Walk to the object, place, or person. A direct, one-step blood relative (such as a brother, a daughter or a mother) is always considered to have a Major Mark placed upon them at no cost to the *sorcier*, so long as they are alive.

Maintaining Marks

A *sorcier* can only maintain her connection to a certain number of marks at a time. Once placed, a Mark remains until something explicit happens in order to remove it (such as the mark being discovered and purposefully washed away) or the object is destroyed. Incidental contact or washing is usually not enough to erase a Mark. If the Mark is discovered, however, it can be quickly and easily removed.

For each time she has purchased the Sorcery Advantage, she can maintain a connection to 2 Minor Marks and 1 Major Mark. If the *sorcier* is already at her maximum number of Marks and wishes to place a new one, she must sever her connection to one that already exists. Severing a connection takes just a few moments of concentration. During an Action Scene, it requires one Raise.

Using a Mark

A *sorcier* can, with a moment's concentration, know the general direction and distance to any of her Marks. Using *Porté* during an Action Sequence requires a Raise. The *sorcier* chooses a Mark, and then the GM informs her the rough distance and general direction. If a *sorcier* comes within approximately 100 feet of any of her Marks, she immediately knows but cannot pinpoint its location any more closely.

In order to Pull or Walk to one of her Marks, a *sorcier* must spill her own blood. While creating a Mark requires only a drop (and thus doesn't cause significant harm), opening a portal is different. It is a bloody affair.

The *sorcier* practically opens a vein. This causes a Dramatic Wound. If this Dramatic Wound would cause the *sorcier* to become Helpless, she becomes Helpless as soon as she completes her Sorcery. If a *sorcier* wishes to open a portal during an Action Sequence, it costs a single Raise in addition to the Dramatic Wound.

A *sorcier* can Pull a Minor Mark to herself. This allows her to open a portal, reach through, and take hold of the Marked object.

A *sorcier* can Walk to a Major Mark. This allows her to open a portal and step through, appearing through a similar portal standing within 5 feet of her Major Mark. If there is not enough space for the *sorcier* to occupy on the other side, the Walk fails—she must immediately choose another Major Mark to walk to (but doesn't need to suffer an additional Dramatic Wound), or become lost in the Place Between Worlds.

It is possible for a *sorcier* to bring other people with her when she Walks through a portal. The *sorcier* must spend 1 Hero Point for each character she wishes to bring along. Of course, the larger a group a *sorcier* tries to bring through the Place Between Worlds, the more attention the group will draw.

Sanderis

The art of Sanderis (literally bargain) is a powerful magical tradition in Sarmatia. A *Losejas* (plural: *losejai*), is one who practices Sanderis, having forged powerful and binding contracts with an otherworldly powerful creature known as a *dievas* (plural: *dievai*). The sorcerers are governed by the *Ratas*, the Circle. All *losejai* are members of the Circle by default, whether they want to join or not, and thus are governed by their rules. Failure to do so will result in being hunted by Purifiers (“Valytuvas”), agents of the Circle specifically empowered to hunt down and eliminate rogue *losejai*.

How It Works

Each *losejas* has a personal demon, a *dievas*, who sees and hears everything the *losejas* does—and many times, even what the *losejas* does not. They have perfect awareness of their *losejas*’ surroundings—although it’s important to note that the *dievas* can’t read her thoughts or experience her emotions.

A *losejas* regards their contract with their *dievas* as a burden. They are not partners; they are jailers. The relationship between *dievas* and *losejas* is one of mutual destruction, and both parties know it. But life doesn’t take place in a vacuum, and both are trying to accomplish other goals. A Heroic *losejas* wants to keep his *dievas* in check, make sure it doesn’t cause havoc or destruction or suffering. However, there is no denying the power of a *dievas*, and there are times when it becomes necessary to, literally, make a Deal with the Devil you know rather than the one you don’t.

Every *dievas* has the same goal: to see its contract voided, to earn its freedom, and thus be permitted to strike a new contract with someone who isn’t so versed in the rules. Someone it can manipulate and use. Every Deal that a *dievas* makes is in pursuit of this goal, every price they exact from their *losejas* is to further this agenda.

What this means to you, whether you are a GM or a player, is this. We normally advise the GM to be generous in the information that they give. This is not the case here. Be clear and explicit about what you want, and about what you don’t want. The GM is allowed—encouraged—to twist your words, so long as the agreement remains technically valid. They can’t redefine words.

Destroying Your Demon

Each Deal that a *losejas* makes with his *dievas* allows both parties to grow in power and influence. What those who are not a *losejas* themselves don’t realize is the source of this power: a *dievas*’ name.

Each Deal is a piece of the *dievas*’ true name. Think of them like a letter or syllable that, when put together, make up the whole. When a *losejas* calls upon the power of Sanderis, he invokes the name of his *dievas* and channels the demon’s power through the *losejas*.

No one knows for certain what happens when you make the Seventh Deal. Some *losejas* believe that both they and their *dievas* are destroyed; others believe that only one of the two meet their end. A small number of *losejas* believe that making the Seventh Deal causes the *losejas* and their *dievas* to become one (which the *Ratas* denies emphatically).

One legend states the *dievas* enters the world as a physical entity once the Seventh Deal is made. Both the *dievas* and the *losejas* know when the other is close. And, most importantly, while the *dievas* is in the world as a physical entity, it is free to act however it wishes...but it can also be destroyed just like any other physical entity.

Power Overwhelming

Many aspects of Sorcery are intentionally powerful, to the point of being world-breaking. If you see a Sorcery power, and think to yourself “Yes! That is so strong! I can destroy anyone! Nobody can stop me!” then we’d like to be the first to congratulate you on your new career as a Villain, and advise you to start the entire process of Hero Creation over again.

This power is great. Too great for any Hero to be trusted with it. *You have been trusted with it.* Do not disappoint us.

Deals

Each time a Hero purchases Sanderis Sorcery, her *dievas* gains one Deal. The *losejas* selects two Minor Favors for any Deal her *dievas* has, and can always invoke those Favors by spending a Hero Point. This guide shares two possible Deals.

Minor Favors

For a Minor Favor, the *losejas* only needs to ask for the effect. The bargain she made with the demon includes these Minor Favors. If a *losejas* wishes to invoke a Favor during an Action Sequence, it costs one Raise as well as the normal Hero Point.

The *dievas* cannot refuse a Minor Favor: these are part of the larger Deal the *losejas* made with the demon. These prices are minor, but galling.

The typical cost for a Minor Favor would be something like...

- ♦ "Raise a toast in my name!"
- ♦ "After I do this, you must say thank you. And you must mean it."
- ♦ "Give me a friendly handshake, smile and make eye contact."

If the *losejas* wants to make a Minor Favor that they have not purchased, they can spend a Hero Point (and a Raise, if during an Action Sequence), to ask their *dievas* for such a Favor. In most cases, the act the *dievas* demands is to repay a debt to another *dievas*. They plot and scheme amongst themselves as much as with their mortal *losejas*, trading favors in a complicated web of intrigue and boons.

The typical cost for a Minor Favor that the *losejas* has not purchased would be something like...

- ♦ "The next time you are in Sperus, find a one-armed man named Markos. Buy him a comfortable pair of shoes."
- ♦ In Feniksowo, there is a beggar that the children call Sad Anthony. Make certain that he sleeps in luxury for at least one night."
- ♦ "In Five Sails, go to the bank in the Vodacce quarter. Gain access to safe deposit box 13. Take the letter that you find inside, and deliver it to a woman named Oksana."

Major Favors

A Major Favor is another matter altogether. A *losejas* does not select specific Major Favors when they purchase Sorcery. A *dievas* can always deliver a Major Favor, but it is costly. The *dievas* knows that to ask for such a thing, the *losejas* must be desperate, and desperate men will make poor decisions, agree to do things that they would never otherwise do.

The typical cost for a Major Favor would be something like...

- ♦ "Go to Carleon. Find Captain Horatio Oakes, of the Royal Avalonian Navy. Make certain that he loses his commission."
- ♦ "In Villanova, there is a priest named Father Vitale. He has a good reputation, and is beloved by the people. See to it that they run him out of town in shame. Or that they kill him. I do not care which."
- ♦ "In Eisen, there are two brothers named Dietrich and Alfons Weber. Convince one of them to betray the other in order to secure the whole of their father's inheritance for themselves. I do not care which."

A Major Favor always results in a single point of Corruption, even when it seems like it wouldn't. The consequences of such large-scale changes to the world reach farther than a mortal can understand, and wielding such power innately changes you. This is in addition to any Corruption that your Favor would cause (such as commanding your *dievas* to destroy a city), or that the acts demanded in return might cause (killing the firstborn child of a King because a *dievas* told you to do so definitely results in additional Corruption, for example).

If a *losejas* doesn't hold up their end of the bargain, they cannot invoke any Favors (Minor or Major) until they do so. If the cost their *dievas* demands becomes impossible to attain, the *dievas* can offer a new cost, but this will almost certainly be even more difficult and morally compromising than the first.

Each Deal has examples of Favors that a *dievas* with that Deal is capable of, but Major Favors are much less strictly defined. In general, a *dievas* is capable of accomplishing almost anything. Anything.

Storm

A *dievas* with the Storm Deal can be as unpredictable as the wind itself. It drifts effortlessly through the air with perfect control. It can create a tornado with its breath as easily as a mortal can draw breath or summon a bolt of lightning with a snap of their fingers.

Major Favors

- ♦ Gather a storm, such as a hurricane or tornado, from calm weather. Such a storm ravages an area approximately one mile in every direction of its center point.
- ♦ Call a lightning bolt down during a storm to strike a creature of your choice, killing them instantly.

Minor Favors

- ♦ Create a steady wind that blows in a direction of your choice for one Scene.
- ♦ Calm an existing storm, turning a torrential downpour into a gentle rain. Empower an existing storm, turning a gentle rain into a torrential downpour.
- ♦ Gain the ability to cause lightning or a crash of thunder for one Scene, to use as a distraction. You can cause a lightning strike or a roll of thunder by spending a Raise during any Risk.
- ♦ Summon a powerful updraft of wind, allowing you to leap a distance or height that would be otherwise impossible or to cushion a fall that would have been deadly.
- ♦ Throw a bolt of lightning to knock back a creature (or creatures, if they are a Brute or Monster Squad) up to ten feet directly away from you. If the creature strikes something solid (such as a wall), it takes 3 Wounds from the impact. Regardless, it falls to the ground afterward, stunned, and must spend its next Action regaining its feet.

Knowledge

Dievai who favor the Knowledge Deal often appear similar to a typical Théan, perhaps huddling within a voluminous cloak to hide their faces or wearing masks. They can call upon the sum total of knowledge, of men or other creatures. They also govern the connection between the mind and the body, and can cause a clean break between the two, turning a Théan's mortal body into a prison from which their mind cannot escape.

Major Favors

- ♦ Sever a creature's mind from its body—the creature remains alive, but can no longer speak or move.
- ♦ Alter a specific memory in a large number of people. You could cause everyone who has caught sight of you within the last 24 hours to completely forget your presence. They remember everything else, but there is effectively a void where you would be.

Minor Favors

- ♦ Answer a single, factual question with a yes or no. The question must concern only events that have already transpired—no matter how much it might insist otherwise, a *dievas* cannot predict the future with any more accuracy than its *losejas*.
- ♦ Find the precise location of any object you wish, with exact accuracy both as to the object's location and the object itself.
- ♦ Uncover some scrap of knowledge, even if it is otherwise lost—anything from an ancient alchemical formula to a map that would guide you to a hidden nautical retreat.
- ♦ Wipe a specific memory from a single character's mind. You could cause a man to forget he ever spoke to you, or cause your enemy to forget your face. This often has grave aftereffects on the victim's psyche, especially if the forgotten memory comes under scrutiny.

Sorte

Sorte (soar-tay, also known as “fate magic”) is one of the rarest sorceries in Théah. It is only found in Vodacce and runs only in the blood of its women. Those attuned to Sorte can see the great web of fate and how its strands connect to all things. With enough skill, the *Sorte Strega* (“Fate Witch”) can manipulate the strands, changing the fates of those around her.

Vodacce men are famous for their outrageous fortune, good or bad. Vodacce women are even more famous for their blessings and curses. The Vodacce are so in tune with the elements of fate, they can actually force its hand. The cost is high, but many times, it is worth it. On their deathbeds, many Vodacce mothers call to their children for one final blessing before they pass into the next world. Likewise, new Vodacce mothers often bless their children moments after they are born.

Enemies of the Vodacce take care never to meet the eyes of a Vodacce woman, just in case. The wrath of an angry *Strega* should not be underestimated. In fact, most of Théah’s greatest historical and literary tragedies begin with a Vodacce curse.

Vodacce women who wish to pass on a blessing or a curse do so at the risk of great harm to their own fate. The ritual is very simple. The *Strega* looks into the eyes of the recipient and speaks his name three times. Then, she kisses him. If someone interrupts the ritual, the curse or blessing fails.

How It Works

Sorte contains a number of effects, each called a Weave or Tessere (plural: Tesse) which has both Minor and Major effects. The first time you purchase the Sorcery Advantage, your Hero gains the Read Weave, two additional Minor Weaves and one additional Major Weave. In order to learn a Major Weave, you must first learn the same Minor Weave.

Each time you purchase the Sorcery Advantage, you gain additional Weaves for a total of:

- 1st Time: Read, two Minor, one Major
- 2nd Time: Read, three Minor, two Major
- 3rd Time: Read, four Minor, three Major
- 4th Time: Read, four minor, four Major

Hero Points and Lashes

When a *Strega* uses a Tessere, she spends a Hero Point and takes at least 1 Lash. The number of *Strega*’s Lashes magnifies the effect of a Tessere, but they also make the eventual cost steeper to pay. Fate is displeased by the meddling of *Strega*, and it always makes sure to take its toll.

Having Fate Lashes is both beneficial and harmful. It is beneficial in that the more Lashes you have, the stronger your magic is, and harmful because getting rid of them becomes more painful.

Removing Fate Lashes

A *Strega* can choose to remove a Fate Lash in two ways:

- First, she can choose to pay in blood. To remove a single Lash, the *Strega* takes a number of Wounds equal to the number of Lashes she has. For example, a *Strega* with 4 Lashes can choose to remove 1 Lash, immediately taking 4 Wounds. Now, she has 3 Lashes.
- Second, she can choose to pay in misfortune. To remove a single Lash, the *Strega* chooses to add one Danger Point for each Lash the *Strega* has. For example, a *Strega* with 4 Lashes can add 4 Points (which are immediately added to the GM’s pool of Danger Points). Now, she has 3 Lashes.

A *Strega* who does not take care to keep from gathering too many Lashes can find herself strained and exhausted, betrayed by Fate when she most needs her. After the *Strega* makes any Risk, the GM can spend a Danger Point. The *Strega* cannot use any dice that roll lower than the number of Lashes she has. For example, a *Strega* with 4 Lashes would be unable to use any dice that roll a 3, 2 or 1 in order to make Raises.

By paying an additional Danger Point, the GM can target a Hero other than the *Strega* with this effect—Fate will have its due, one way or the other.

Tesse

Using a Tessere during an Action Sequence must take place on your action, and costs 1 Raise in addition to any other costs (such as Hero Points or Lashes). A *Strega* can never target herself with any Tessere.

Read

Read is a special Tessere all *Streghe* learn. Using Read requires no Hero Points or Lashes and has only a single Effect (rather than a Minor and Major Effect). In order to use any other Weave, a *Strega* must first use Read to see the Arcana surrounding her. If a *Strega* cannot see (if she is blindfolded, has salt in the eyes or is permanently blinded), she cannot use Read.

Using Read costs a Raise during Action Sequences. Once she uses it, she can see all the strands and Arcana for the rest of the Scene.

Blessing

You may bestow a Blessing on another character. This requires a kiss (chaste or otherwise). Kissing someone during an Action Sequence costs a Raise.

Minor

Take one or more Lashes to give another Hero or Villain a Minor Blessing—Bonus Dice equal to the number of Lashes you have when you cast it. He may keep these Bonus Dice until used or until the end of the Scene (whichever comes first), but only for one Risk. If a character chooses to use his Blessing on a Risk, he must use all of the Bonus Dice granted.

Major

Spend a Hero Point and take one or more Lashes to give another Hero or Villain a Major Blessing. Unlike the Minor Blessing, a Hero or Villain may use the Bonus Dice for *any Risk* until the end of the Scene or until he runs out of Bonus Dice.

Pull

You can pull another character toward you by grabbing hold of the strands and physically tugging on them. You must be able to see your target to use this Weave. You cannot pull characters through walls or stationary objects, but non-stationary objects (tables, chairs, etc.) will move out of the way.

Minor

Take one Lash to pull your target toward you. The character loses one Raise as he stumbles headlong toward you and struggles to recover his balance and footing. Of course, characters on balconies and banisters may tumble to the ground if pulled toward you. If the character is on the other side of some movable obstruction, or one that is easily broken (such as a table or a window) he takes 1 Wound.

Major

Spend a Hero Point and take one or more Lashes to pull multiple targets toward you. The target of your Tessere always takes 1 Wound due to the sheer force of your pull, regardless of whether there are movable or easily destroyed obstructions separating you or not—those obstructions do *not* cause a second Wound.

When you use this Tessere, you can target a number of Brutes equal to the number of Lashes you have. If you can target at least half of the Brutes in a Squad this way (for example, if you have 5 Lashes and you use this Tessere against a Squad of 10 Strength), the Squad loses their ability to act at the end of the Round as they struggle back to their feet and stumble over their fallen comrades.

Otherwise, this Tessere functions similar to the Minor version, except you can target two Heroes or Villains with one use, pulling on one character's strands with each hand. You take at least one Lash for each Hero or Villain you target in this manner. If they are on the other side of some immovable obstruction that is difficult to break (a wooden door or the iron bars of a jail cell), they slam into the obstruction, taking 2 Wounds. On each of your Actions, you can spend a Raise and take an additional Lash to hold such a character pinned in place, but only so long as you can do so by pulling him directly toward you.

Secret Societies

While Kings and Queens govern the lands under their jurisdiction, secret societies do not recognize borders, operating where they please, both in the public eye and away from it. These are some of the most powerful organizations in the world. Deal with them at your own risk.

We provide details on three secret societies here. There are many more in the Core Rulebook, starting on page 260, and there will be more in future 7th Sea supplements.

Joining a Secret Society

Membership in a Secret Society comes with many benefits, but also burdens you with great responsibility. You are a steward for the people of Théah, and you strive to make it a better place. Societies differ on what they believe is the best way to do this, or which issues matter the most, but all of them seek to guide the Nations of Théah and her people to what they believe will be a better, brighter future.

In general, what the Societies want from their membership is always the same. They want their members to do what ordinary citizens can't. In return, they grant favors to their members in good standing and function as a network of like-minded individuals who are often willing, if not eager, to aid one another.

A Hero can join any Secret Society that they have made contact with, either during play or in their background. This costs nothing (no Skill points or Advantage points, no Story advancement) aside from loyalty—a Hero can only join a single Society. One cannot serve two masters, and all of the Societies of Théah highly value loyalty from their agents. If a Hero wishes to change their membership in a Secret Society—or switch to another—they lose all pull with the Society. A Hero who has left a Secret Society and encounters that Society's members is likely to be treated coldly—nobody likes a turncoat—but they are unlikely to react with violence so long as the Hero left the Society on decent terms (she wasn't declared a traitor, she continues to honor the Society's secrets, she didn't steal relics or abandon a fellow agent, etc.).

Favor

When you join a Secret Society, you gain Favor. Favor represents the faith the Society has in you and the resources you can draw from. Resources could include bodyguards, rare items, pulling political strings, or simply cash. Furthering a Society's agenda earns you Favor with them. In contrast, if you want a Society to help you, you spend Favor.

Earning Favor

All Societies have shared interests. A member of any Secret Society can perform any of the following actions to earn Favor with his Society.

Selling Information that is of interest to the Society is worth 2 Favor. Information of this type is not commonly known but not a closely guarded secret.

Aiding a Society Agent by saving him from danger or helping him accomplish a mission is worth 4 Favor.

Selling a Secret that is of interest to the Society is worth 6 Favor. Information of this type is a closely guarded secret.

Spending Favor

Secret Societies have many resources at their disposal. They are all willing to aid friends and agents in their employ in the following ways.

Buying Information that the Society possesses costs 1 Favor. Information of this type is not commonly known but not a closely guarded secret, such as a merchant's previous failed businesses or the name of a privateer's wife.

Requesting an Agent of the Society to save you from danger or help you accomplish a mission costs 3 Favor. Agents of a Secret Society who are dispatched in this capacity are typically Strength 6, meaning they always roll 6 dice for Risks and can take 6 Wounds before they take a Dramatic Wound. A more skilled Agent is likely to cost more Favor (GM discretion).

Buying a Secret that the Society possesses costs 5 Favor. Information of this type is a closely guarded secret, such as the secret bastard son of the Count or the identity of an Inquisition assassin.

The Brotherhood of the Coast

The Brotherhood has many ships, each with its own captain. When it comes to organization, the Brotherhood is a paradox. On one hand, their credo enshrines freedom, but on the other they are bound by a charter that none of them dares break.

Their charter—written by the First Captains and signed by every member of the Brotherhood—is a strict code of conduct followed by every soul aboard a Brotherhood ship. Sailors who meet a ship flying a Brotherhood flag know that if they give up without a fight, they will not be harmed; when they see the flag of the Brotherhood, they often surrender. Those who do not surrender face ships crewed by some of the most experienced sailors on the waves.

The Brotherhood's Charter

I. Every hand to have a vote in the affairs; equal title to the provisions and liquors, and may use them at pleasure, unless scarcity makes it necessary to vote to a rationing.

II. Every hand to be called fairly in turn, by list, on board for duty.

III. If any defraud the Brotherhood to the value of a Guilder in plunder, marooning shall be his punishment.

IV. No person to game at cards or dice for money.

V. All souls aboard a captured ship shall be set free and determine among themselves, by vote, the course they set once their hull is plundered.

VI. No member of a crew is to be harmed if she surrendered without violence.

VII. Every hand to keep his piece, pistols and cutlass clean and fit for service.

VIII. To desert the ship or their quarters in battle is punished with death or marooning.

IX. No striking one another on board, but every hand's quarrels to be ended ashore with sword and pistol.

X. If in service to the Brotherhood any hand should lose a limb, or become crippled, he should have 600 Guilders, or 500 Guilders for limb, or 100 Guilders for an eye or finger.

Favor with the Brotherhood

The Brotherhood primarily concerns itself with gold. Politics typically don't interest it, and the machinations of the nations of Théah are only important to it when they involve large amounts of Guilders that Brotherhood ships seek to plunder.

A Hero who belongs to the Brotherhood can earn Favor in the following ways.

- Selling information that leads to a ship the Brotherhood can plunder earns an additional Favor (3 Favor total). The Brotherhood will also share the ship's spoils.
- Aiding an Agent of the Brotherhood of the Coast in capturing a prize (a ship of value, or one that carries significant plunder) earns two shares of the prize, in addition to the normal Favor gains.

A Hero who belongs to the Brotherhood can call upon it for aid in the following ways.

- Smuggle items into or out of a secured area, past an enemy blockade or similar secret action for 4 Favor. Smuggling something or someone only means that the Brotherhood will do what it can to get it to port—once it leaves the Brotherhood's ship, it's no longer its problem. If you want to smuggle something or someone out of a city, the Brotherhood will drop it off at a reasonable next safe port.
- Blockade a sea pass with Brotherhood ships for 7 Favor. Blockading doesn't absolutely guarantee that people and goods can't get through, but it definitely makes it significantly harder and more dangerous to do so. The Brotherhood will blockade an area for approximately a week for this favor, but may be willing to stay longer if the plunder turns out to be worth its while.

The Invisible College

For nearly one thousand years the universities of the Vaticine Church have searched for answers to Theus' riddles. When the recent troubles with the Inquisition began, the push for scientific research fell by the wayside. As the Church reels from the death of the Hierophant and the Cardinals attempt to keep things in order, scientific advancement has never been more vulnerable.

Yet hidden scholars—calling themselves “the Invisible College”—do their best to continue experiments while dodging the discerning Inquisition. Using their own assets and the investments of others to continue their work, they pass data, facts and evidence they gain to other rebellious scholars.

Favor with the Invisible College

The Invisible College concerns itself with scientific discovery and the restoration of the Church.

A Hero who belongs to the Invisible College can earn Favor in the following ways.

- Selling information or secrets is always worth at least 1 additional Favor if the information or secret is related to the Inquisition, their activities or their agents.
- Saving important scientific knowledge from destruction is worth 6 Favor if that knowledge is then shared with the Invisible College.

A Hero who belongs to the Invisible College can call upon it for aid in the following ways.

- Passing a message through the Invisible College's information network costs 1 Favor. A member can reliably get a message—or small package—almost anywhere in Théah.
- Buying a dangerous secret costs 5 Favor. The secrets of the Invisible College are things like the alchemical formula for an advanced and much more explosive form of gunpowder, the recipe for a highly potent poison (and its antidote) or the location of a secret Church library containing a controversial tome that is rumored to be written by the Prophet himself.

Knights of the Rose & Cross

One of Théah's strangest secret societies—chiefly because it is not secret at all—the Knightly Order of the Rose & Cross is a “gentle's society” devoted to meting out justice, righting wrongs and protecting those who cannot protect themselves.

Joining the Order is no easy task. Those with heavy purses may purchase honorary positions, but may not refer to themselves as Knights. Instead, they are called “Benefactors,” though they are treated with high regard by the Knights they support.

Actual Knights must undergo three years of service to the Order, serving the Knighthood without question, venturing on quests and duties that only a madman would undertake. However, if they prove themselves worthy, they are allowed to wear the Seal of the Rose & Cross and call themselves “Knight.”

Favor with the Knights of the Rose & Cross

The Knights of the Rose & Cross primarily concern themselves with acts of derring-do, protecting those who can't protect themselves and acting as a moral example for others.

A Hero who belongs to the Rose & Cross can earn Favor in the following ways.

- Recruiting a new Benefactor to the Rose & Cross is worth 4 Favor. It takes more than just deep pockets to qualify as a Benefactor, however—a prospective candidate must have a sterling reputation for justice.
- Go on a heroic Quest for the Rose & Cross. A Quest is a Story: a task the Order requests from you. If you finish the Quest, in addition to normal Story rewards, you gain Favor equal to the Steps in the Story.

A Hero who belongs to the Rose & Cross can call upon them for aid in the following way.

- Benefactors provide financial or material support. This is not an endless piggy-bank, particularly large sums of money are likely to draw attention and may require the Knight to perform some additional service to keep their Benefactor safe and secure.