

7th Sea Reference Sheet

Risks

Step 1: Setting the Stage

- The GM describes the situation

Step 2: Approach

- Describe what are you hoping to accomplish? How?

Step 3: Gather Dice

- The GM tells you which Trait+Skill to use.
- Add any dice from Advantages, Hero Points, etc.

Step 4: Consequences & Opportunities

- The GM will tell you:
 - Why this is a Risk.
 - The Consequences of the Risk (always at least one).
 - The Opportunities the Risk may offer (may be 0).
- If you end up with unused dice, the GM may buy them from you for 1 Hero Point each (but he gains 1 Danger Point).

Step 5: Rolls & Raises

- Roll the dice
- Gather the results to create sets of 10. Each set of 10 is called a "Raise."

Step 6: Using Raises

- 1 Raise may be spent to take an Action you set out to do—your Hero succeeds.
- Raises may be spent to overcome the Consequences as detailed by the GM
- Raises may be spent to take advantage of the Opportunities as detailed by the GM
- Raises may be spent to create a new Opportunity for a fellow Hero
- Raises may be spent to Inflict Wounds (1 Raise=1 Wound) to a character within reach
- Raises may be spent to avoid Wounds (not Dramatic Wounds). 1 Raise may be used to avoid 1 Wound outside of turn order.

Using Multiple Raises for a Single Action

Players may choose to spend more than 1 Raise on an Action. For example—if competing for the same thing with a Villain, whoever spends the most Raises, gets it. But it must be spent all at once, at the beginning of the Action.

Improvising, Unskilled, and No Raises

Improvising

- An additional Raise may be spent on an Action that falls outside the scope of the original approach.

Unskilled

- If an Action would be tied to a Skill a Hero doesn't have, an additional Raise must be spent *over and above* the Raise spent for the Action or the Improvised Action.

No Raises

- If you do not roll any Raises, your Hero suffers any and all Consequences, misses all the Opportunities AND something "interesting" happens in the narrative...

Flair

- Every time you use a **unique** Skill in the Scene, you gain 1 Bonus Die (includes the skill 1st used in the scene).
- If you describe your Action, make a clever quip, interact with the scenery, or add to the Scene in a fun way, you gain a Bonus Die.
- These two Bonuses (unique Skill and describing the action) are not mutually exclusive.

Pressure

- This is when you use a Skill to coerce, lure, seduce, or influence another character's actions.
- The character applying Pressure chooses a specific Action ("Run away") and spends a Raise.
- The next time the Hero's target chooses to do anything other than that Action, he must spend an additional Raise.
- Villains may apply Pressure to an entire group of Heroes by applying a Danger Point.



Hero Points

All Heroes start the game with 1 Hero Point.

Gaining Hero Points:

- She or the GM activates the Hero's Hubris
- She chooses to say "My Hero Fails"—she does not roll dice and accepts all Consequences and misses all Opportunities.
- She acts in a way dictated by her Quirks (1 per session).
- The GM buys unused dice not used by a Raise

Using Hero Points

- Add one Bonus d10 to the roll before a Risk. A player may spend multiple Hero Points before a single Risk.
- Add three bonus d10s to another Hero's roll before a Risk. A Hero can only accept help from one Hero at a time.
- Activate a special ability on her Hero Sheet. A player may spend multiple Hero Points on different special abilities on a single Risk.
- Take an Action while Helpless. A player may spend multiple Raises on this Action, just as if they were not Helpless.

Firearms

Anyone shot by a firearm by a Hero or Villain takes 1 Dramatic Wound in addition to all normal effects from the attack. If you shoot another character with 2 Raises, you inflict 2 Wounds and 1 Dramatic Wound. The target cannot use Raises to negate the Dramatic Wound from a firearm—you can minimize damage, but not dodge a bullet.

Taking Another Hero's Wounds

Before another character takes Wounds, you may spend your Raises to take the Wounds instead. This may be done out of order. But you **MUST** describe how you do this in dramatically appropriate fashion.

Healing Wounds

- At the end of a Scene, all Wounds are healed.
- Dramatic Wounds remain until the end of the Episode, or until dealt with in the course of play.
- Mundane healing doesn't come cheap (1 Wealth and several hours of uninterrupted treatment to heal 1 Dramatic Wound).

Action Sequence

Step 1: Approach

- Everyone announces their Approach for the Round.
- The GM tells each player which Trait+Skill is needed for their Risk.
- Players Gather Dice for their Risk.

Step 2: Consequences & Opportunities

- The GM tells everyone what their Consequences and Opportunities will be and when they will occur (some may have time limits).

Step 3: Roll & Raises

- Roll dice and count Raises

Step 4: Actions

- The Player with the most Raises describes their Action and spends one or more Raises on that Action.
- After that Action resolves, the character with the most Raises at this point takes the next Action.
 - If two Players are tied—they decide who goes next.
 - Villains always go first in a tie.

Step 5: End of Round

- When a Hero is out of Raises, they can no longer take Actions in the Round (this goes also for Villains).
- When everyone has resolved their actions, then go back to Step One OR end the Action Sequence.

Helpless

A Helpless character is prone and cannot get to his feet.

- Can still roll dice for Risks, but must spend a Hero Point to take an Action
- A Villain may Murder a Helpless Hero...
- To save them, ANY Hero may spend all their Raises and a Hero Point

