

7th Sea Character Generation Cheat Sheet

Hero Creation

Step 0: Concept:

- What kind of Hero do you want to play? There are 20 questions about your character. You don't have to answer them all, but you'll have a good idea of who your character is.

Step 1: Traits

- Every Hero begins with their Traits at 2. You have 2 points to spend on Traits:

Step 2: Nation

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

Step 3: Background

- Choose 2 Backgrounds for your Hero. Gain all the Advantages and Skills (Rank 1) from your Backgrounds.

Step 4: Skills

- You get 10 Skill Points to increase your Background Skills or to add non-Background Skills. No Skill may rise above 3 when creating a Hero.

Step 5: Advantages

- You have 5 points to acquire new Advantages. You may only acquire Advantages for which you qualify.

Step 6: Arcana

- Pick one Virtue and one Hubris.

Step 7: Pick a Story

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

Step 8: Finishing Touches

- Do you have a Reputation? Add Languages spoken. Do you want to join a Secret Society? What about Wealth? Finishing details will round out your character.

Traits

Brawn: Strength and Physical power

Finesse: Coordination and agility

Resolve: Willpower and endurance

Wits: How quickly a Hero thinks on their feet

Panache: Charm and personal magnetism

Nation Bonuses

Avalon	+1 Panache or +1 Resolve
Inismore	+1 Panache or +1 Wits
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	+Finesse or +1 Resolve

Skills

Aim	Perform
Athletics	Ride
Brawl	Sailing
Convince	Scholarship
Empathy	Tempt
Hide	Theft
Intimidate	Warfare
Notice	Weaponry



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Concept Questions

1. What Nation is your Hero from?
2. How would you physically describe your Hero?
3. Does your Hero have recurring mannerisms?
4. What is your Hero's main motivation?
5. What is your Hero's greatest strength? Weakness?
6. What are your Hero's most and least favorite things?
7. What about your Hero's psychology?
8. What is your Hero's single greatest fear?
9. What are your Hero's highest ambitions? Her greatest love?
10. What is your Hero's opinion of his country?
11. Does your Hero have any prejudices?
12. Where do your Hero's loyalties lie?
13. Is your Hero in love? Is she/he married or betrothed?
14. What about your Hero's family?
15. How would your Hero's parents describe her?
16. Is your Hero a 'gentle'?
17. How religious is your Hero? What sect of the Church does she follow?
18. Is your Hero a member of a guild, gentle's club, or secret society?
19. What does your Hero think of sorcery?
20. If you could, what advice would you give your Hero?

General Backgrounds

Achaeologist	Jenny	Soldier
Aristocrat	Mercenary	Spy
Army Officer	Merchant	
Artist	Naval Officer	
Assassin	Orphan	
Cavalry	Performer	
Courtier	Pirate	
Crafter	Priest	
Criminal	Professor	
Doctor	Pugilist	
Duelist	Quartermaster	
Engineer	Sailor	
Explorer	Scholar	
Farmkid	Servant	
Hunter	Ship Captain	

Nation-Specific Backgrounds

Glamour Isles

Bard
Knight Errant
Privateer
Unification Agent

Avalon

Puritan

Inismore

Saoi (Wise One)

Highland Marches

Seanchaidh (Warrior-Poet)

Castille

Alquimista
Antropólogo
Diestro
Mirabilis (Priest)

Eisen

Hexe
Krieger (Warrior)
Ungetümjäger (Monster Hunter)
Vitalienbruder (Pirate)

Montaigne

L'Ami Du Roi (Courtier)
Mousquetaire
Révolutionnaire
Sorcier Porté

Sarmatian

Posel (Envoy)
Tremtis (Expatriate)
Winged Hussar
Žynys (Soothsayer)

Ussura

Cossack
Progressivist
Touched by Matushka
Whaler

Vestenmennavenjar

Bearsark
Guildmästaren
Sjørøver (Pirate)
Skald

Vodacce

Bravo
Consigliere
Esploratore
Sorte Strega

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Advantages

1-Point Advantages

Able Drinker	Linguist
Cast Iron Stomach	Sea Legs
Direction Sense	Small (I)
Foreign Born (I)	Survivalist
Large (I)	Time Sense

2-Point Advantages

Barterer (1 pt. if Glamour Islander)	Married to the Sea
Come Hither	Perfect Balance
Connection	Poison Immunity (1 if Vodacce)
Disarming Smile	Psst, Over Here
Eagle Eyes	Reckless Takedown
Extended Family (1pt. if Ussuran)	Reputation
Fascinate	Second Story Work
Friend at Court	Slip Free
Got it!	Sorcery
Handy	Staredown (1 if Eisen)
Indomitable Will	Streetwise
Inspire Generosity	Team Player
Leadership (1 if Sarmatian)	Valiant Spirit

3-Point Advantages

An Honest Misunderstanding	Masterpiece Crafter (2 if Vesten)
Bar Fighter	Opportunist
Boxer	Ordained (2 if Castillian)
Bruiser	Patron
Brush Pass	Quick Reflexes
Camaraderie (2 if Montaigne)	Rich
Deadeye	Signature Item
Dynamic Approach	Sniper
Fencer	Tenure
Foul Weather Jack	Virtuoso

4-Point Advantages

Academy (I)
Alchemist (Castillian only)
Hard to Kill
Legendary Trait
Lyceum (I)
Miracle Worker
Riot Breaker
Seidr (Vesten Only)
Specialist
Trusted Companion
University (I)

5-Point Advantages

Duelist Academy
I Won't Die Here (3 if Eisen)
I'm Taking You With Me (3 if Vesten)
Joie de Vivre (3 if Montaigne)
Spark of Genius (3 if Castillian)
Strength of Ten (3 of Ussuran)
The Devil's Own Luck (3 if Glamour Islander)
Together We Are Strong (3 if Sarmatian)
We're Not So Different... (3 if Vodacce)

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Arcana

The Fool

Virtue: Wily

Hubris: Curious

The Witch

Virtue: Intuitive

Hubris: Manipulative

Reunion

Virtue: Exemplary

Hubris: Bitterness

The Road

Virtue: Friendly

Hubris: Underconfident

The War

Virtue: Victorious

Hubris: Loyal

The Hero

Virtue: Courageous

Hubris: Foolhardy

The Magician

Virtue: Willful

Hubris: Ambitious

The Hanged Man

Virtue: Altruistic

Hubris: Indecisive

The Glyph

Virtue: Temperate

Hubris: Superstitious

The Lovers

Virtue: Passionate

Hubris: Star-Crossed

Coins (for the Ferryman)

Virtue: Adaptable

Hubris: Relentless

The Emperor

Virtue: Commanding

Hubris: Hot-Headed

The Wheel

Virtue: Fortunate

Hubris: Unfortunate

The Thrones

Virtue: Comforting

Hubris: Stubborn

The Devil

Virtue: Astute

Hubris: Trusting

The Moonless Night

Virtue: Subtle

Hubris: Confusion

The Tower

Virtue: Humble

Hubris: Arrogant

The Sun

Virtue: Glorious

Hubris: Proud

The Beggar

Virtue: Insightful

Hubris: Envious

The Prophet

Virtue: Illuminating

Hubris: Overzealous

Reputation

If you purchased a Reputation Advantage...

- Use a one-word descriptor to describe your reputation
- What one word would your friend use to describe you?
- “Duelist” doesn’t work. “Ruthless” is better. “Scoundrel” would work too.

Languages

Your Hero can speak a number of languages equal to her Wits score.

- Since every Hero starts with at least 2 Wits, every Hero starts with Old Théan and their native language.
- Most business is conducted in Old Théan and it is a language that most everybody knows.

Secret Societies

Your Hero can be a member of a Secret Society (pg. 258). It costs nothing and you gain 2 Favor with your Society—but your brethren may also make demands of you.

Brotherhood of the Coast: Pirates that seek freedom, liberty, and a profit from those that would exploit the weak and vulnerable.

Die Kreutzritter: Clandestine warriors who battle Monsters and protect others from Horrors unleashed by Villains.

The Explorer’s Society: Scholars and adventurers seeking out ruins and secrets of an ancient race.

The Invisible College: Band of clergy hoping to topple the Inquisition and restore the Church from within.

Knights of the Rose & Cross: Knights-errant wandering Théah, righting wrongs and meting justice through Heroic quests.

Los Vagabundos: Clandestine cabal set to protect the virtuous nobles of Théah and overthrow the unworthy.

Močiutės Skara: Rising from the ashes of the War of the Cross, the “Grandmother’s Shawl” seeks to end war and restore peace across Théah once and for all.

The Rilasciare: Free-thinkers who seek to fight the two great corruptions of the world: the monarchy and the Church.

Sophia’s Daughters: A sect of the Rilasciare, these women seek to liberate Fate Witches and undermine the Merchant Princes of Vodacce.

Wealth

A Hero can always afford the basic necessities in life (if they are available). Wealth allows you to buy the **extras**.

Unless you have an Advantage or some other way to start with Wealth Points, you begin every session with zero (0) Wealth.

To generate wealth, you take up a Profession. This is represented by a Skill. Perform can be used to be an actor, singer, or musician. Weaponry can be used to be a bodyguard. The GM will make the ruling.

Assuming you have the opportunity to do the work, you will begin the session with a number of Wealth Points equal to the Skill.

In general, unless the GM makes an exception, Wealth is lost between game sessions.

Spending Wealth Guidelines

- If in social Risk where money could make a difference, spend Wealth to make bribes, etc. 1 Wealth Point = 1 d10
- 1 Wealth Point = High quality items (excellent sword or trust-worthy horse)
- 3 Wealth Points = hires Strength 5 Brute Squad for a scene
- 5 Wealth Points = something non-unique that isn’t readily available or illegal
- 8-10 Wealth Points = a business, a house, a ship, etc.

If Heroes are paid in Wealth for their deeds, they will receive their Wealth at the beginning of the following session.