

Rogues of Canguine

Character Creation Cheatsheet

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This booklet contains a quick-reference to the rules on Character design for the 7th Sea game.

Key to Sourcebooks:

| | |
|--|----------------------------------|
| AH = Arrow of Heaven | LV = Los Vagos |
| AV = Avalon | MO = Montaigne |
| CA = Castille | MR = Montaigne Revolution |
| CE = Crescent Empire | NM# = NOM (issue #) |
| CJE = Cathay, Jewel of the East | PG = Player's Guide |
| CM = 7th Sea Compendium | PN = Pirate Nations |
| CN# = Crow's Nest (issue #) | RC = Knights of the Rose & Cross |
| CP = Church of the Prophets | RoC = Rogues of Canguine |
| DK = Die Kreuzritter | RI = Rilasciare |
| EN = Eisen | SBN = Sidhe Book of Nightmares |
| ES = Explorer's Society | SF = Scoundrel's Folly |
| FR = Freiburg (box set) | SG = Swordsman's Guild |
| FT = The First Tome (Sophia's Daughters Re-imagined) | SH = Strongholds and Hideouts |
| GM = GM's Guide | US = Ussura |
| IC = Invisible College | VK = Villains Kit |
| IG = Islands of Gold | VO = Vodacce |
| KM = Knights and Musketeers | VV = Vendel / Vesten |
| LF = Lady's Favor (GM's Screen) | WEB = 7th Sea Official Website |
| | WOB = Waves of Blood |

Overview of Hero Creation

A standard hero in Rogues of Canguine is created with 130 HP. This book includes all the choices made on how to spend these points, calculate values, and equip the character. The approximate order of events is:

- Choose a nation your character is from.
- Determine initial Traits.
- Decide if / which Sorcery, Shamanism, or Dracheneisen your character has.
- Decide if / which School your character attended.
- Decide if / which Arcana your character has.
- Purchase Advantages, Backgrounds, and Languages for your character.
- Purchase Skills and Knacks for your character.
- Determine starting equipment.

Nations of Theah PG 15

The first choice when making a character is a choice of nationality. The choice of nation affects what sorcery and combat schools your character can use, and gives bonuses on a trait and some advantages.

| Nation | Equivalent | Trait Bonus | Sorcery/Shamanism | Sword Schools | Special Advantages |
|--|--|--|---|---|---|
| Avalon Inismore Highlands | England Ireland Scotland | +1 Resolve | Gesa Glamour | Andrews Donovan Finnegan Goodfellow MacDonald Peecke Robertson | Cold Climate Conditioning (-1) Elaine's Knights (only) Legendary Trait (-2) MacCodrum Heritage (only) MacEachern Heritage (only) Sidhe Ally (only) Sidhe Blood (only) Sidhe Weapon (only) Unseelie Ally (only) |
| Castille | Spain | +1 Finesse | El Fuego Adentro | Aldana Gallegos Gustavo Soldano Torres Zepeda | Acalde (only) Castillian Education (only) Castillian Squire (-1) Extended Family (only) Roving Don (only) University (-2) |
| Crescent Empire Aldiz'ahali Atlar'vahir Jadur'rihad Kurta'kir Ruzgar'hala Yilan'bazlik | Middle East | <i>By clan</i> +1 Wits +1 Resolve +1 Panache +1 Brawn +1 Finesse +1 Wits | <i>By clan</i> Takim'aldiz (<i>Star</i>) Khel'kalb (<i>Horse</i>) Sharkici (<i>Chanting</i>) Duman'kir (<i>Wolf</i>) Ruzgar'canli (<i>Spirit</i>) Rimal (<i>Sand</i>) Sulimaq (<i>Water</i>) | <i>By clan</i> Daphan Vahiy Yael Marikk Sersemlik None | Crescent Servant (-1) Membership, Eyes of the Peacock (only) Khel-kalb (only) Acurate Slinger (-1) Membership, Qatihl'i (-1) |
| Eisen | Germany | +1 Brawn | None | Drexel Durchsetzungburg Eisenfaust Gelingen Hopken Loring Posen | Academy (-2) Dracheneisen (only) Eisen Bodyguard (-1) Iron Guard (only) Nibelung (only) Rucken (-2) |
| Midnight Archipelago Kanuba Marcina | Caribbean | +1 Brawn | Opah Erego Medicine | Nahgem | Keen Senses (-1) Warm Climate Conditioning (-1) Accurate Spear Thrower (-1) Small (-1) |
| Montaigne | France | +1 Panache | Porté | Boucher Gaulle Rois et Reines Tout Pres Valroux | Close Family Member (only) Commision (-2) Gentry (only) Montaigne Servant (only) Musketeers (only) Puzzle Sword (only) |
| Ussura | Russia | +1 Resolve | Pryem | Bogatyr Buslayevich Dobrynya | Accurate Archer (-1) Animal Affinity (-1) Cold Climate Conditioning (-1) Pain Tolerance (-1) Stelets (only) Tyomny (only) Toughness (-2) |

| Nation | Equivalent | Trait Bonus | Sorcery/Shamanism | Sword Schools | Special Advantages |
|------------------------------|--------------------|-------------|---|--|---|
| Vendel/ Vestenmannjavnjär | Holland/ Norway | +1 Wits | Astrologer Laerdom Sympathetic Healer | Halfdansseon Kjemper Larsen Leegstra Rasmussen Siggursdottir Snedig Swanson Urostifter | Astrologer (Vendel only) Bearsark (Vesten only) Bodyguard (Vendel -1) Bought Weapon (Vendel only) Cold Climate Conditioning (-1) Drago (Vendel -1) Jarl (Vesten only) Large (Vesten -2) Linguist (Vendel -1) Merchant Patron (Vendel -1) Old Name (Vesten only) Rune Weapon (Vesten only) Sympathetic Healer (Vesten only) Thrall (Vesten only) Vendel League Seat (Vendel -1) Vesten Bought-Man (Vesten -1) |
| Vodacce | Italy | +1 Wits | Sorté | Ambrogia Bernoulli Cappuntina Lucani Villanova | Governor (only) Left-Handed (-2) Lord's Hand (only) Unbound (only) Vodacce Valet (-1) |

Special Notes:

Archipelago Characters^{IG}

Each island in the Midnight Archipelago has its own language. Archipelago characters speak their island’s language for free. They cannot start with more non-native languages than their Wits, unless they are Acquaintance or Pidgin versions.

Sidhe-Blooded Characters^{SBN 37}

Sidhe Blooded characters follow all the rules as if they were human, except that they may take halfblooded Glamour sorcery for 18HP and have access to Sidhe-Blood advantages.

Traits^{PG 16}

A character's traits define how good he or she is at doing things. Traits are very important in this game, since almost every die roll you keep a number of dice equal to a trait.

| Trait Name | HP Cost | XP Cost | Basic Description | Combat Description |
|------------|------------|------------|---------------------------------|--|
| Brawn | 8 HP/Point | 5*New Rank | Strength | Wound Check = (B)k(B) Damage = (B+weapon)k(weapon) |
| Finesse | 8 HP/Point | 5*New Rank | Manual Dexterity | To Hit = (F+knack)k(F) |
| Wits | 8 HP/Point | 5*New Rank | Intelligence and Quick Thinking | Parry = (W+knack)k(W) |
| Resolve | 8 HP/Point | 5*New Rank | Constitution and Willpower | Dramatic Wounds Received =R, Crippled Dramatic Wounds Received = 2*R, Knocked Out |
| Panache | 8 HP/Point | 5*New Rank | Charisma and Personal Style | #of Actions/Round = P |

Characters start with Rank 1 in all traits, plus their nation bonus (so one trait is at Rank 2).
The maximum starting value for a trait is Rank 3 before your nation bonus (Rank 4 after the bonus).
The maximum value for a trait during play is normally Rank 5. It is possible to get Rank 6 through the use of advantages (For example **Legendary Trait**).

Sorcery^{PG 200}

Sorcery is something a character is born with, so it cannot be purchased later. The actual details on the various kinds of sorcery are given in the Sorcery book. This is just an overview.

| Level of Sorcery | Cost | Description |
|------------------|-------|--|
| Full Blooded | 40 HP | 7 Sorcery Points to spend during Character Creation. Maximum Sorcery Knack Rank =5 |
| Half Blooded | 20 HP | 3 Sorcery Points to spend during Character Creation. Maximum Sorcery Knack Rank =3 |
| Twice Blooded | 40 HP | You are considered to be Half Blooded in two different Sorceries. |

Purchasing any kind of sorcery (not shamanism) gives a -5 cost to purchasing the Noble advantage.
RAW does not allow the purchase of additional ranks in Sorcery knacks during hero creation. However, you may do so in **RoC** by treating Sorcerous Knacks the same as any other Advanced Knack.
You cannot have both a Shaman and Sorcery advantage at the same time.
For more details see the ***RoC Sorcery Cheatsheet***.

Only Characters from **Eisen** can purchase *Dracheneisen*.

| Level of Nobility | Cost | Description |
|-------------------|-------|---|
| Full Nobility | 40 HP | May purchase 16 points worth of <i>Dracheneisen</i> |
| Minor Nobility | 20 HP | May purchase 6 points worth of <i>Dracheneisen</i> |
| Petty Nobility | 10 HP | May purchase 3 points worth of <i>Dracheneisen</i> |

Purchasing any kind of *Dracheneisen* gives a -5 cost to purchasing the **Noble** advantage and/or the **Posen** school.

The following items can be purchased with Dracheneisen points and the effects of armor are described on the right:

| Item | Cost | Effect | Armor Points | Modifier |
|-------------------------|------|---|--------------|------------------------------------|
| Armguard | 2 | 2 armor points (<i>may purchase twice</i>) | 1-6 | -1 on attacker's kept dice |
| Boots | 2 | 1 armor point (<i>may purchase twice</i>) | 7-12 | +5 TN, -1 on attacker's kept dice |
| Breastplate | 6 | 6 armor points | 13-18 | +5 TN, -2 on attacker's kept dice |
| Buckler | 4 | 1k1 buckler. +1 unkept die with Buckler knacks. | 19-24 | +10 TN, -2 on attacker's kept dice |
| Gauntlet | 2 | 2 armor points | | |
| Helmet | 3 | 3 armor points | | |
| Leg Guard | 2 | 2 armor points (<i>may purchase twice</i>) | | |
| Panzerhand | 6 | 3 armor points. +1 unkept die with Panzerhand knacks. (<i>See modifications below</i>) | | |
| Crossbow | 4 | -5 on opponent TN. +20 yd range. | | |
| Knife | 2 | 1k2 knife. +1 unkept die using Knife knacks | | |
| Fencing Weapon | 3 | 2k2 fencing weapon. +1 unkept die with Fencing knacks | | |
| Heavy Weapon | 4 | 3k2 heavy weapon. +1 unkept die with Heavy Weapon knacks. | | |
| Musket | 7 | -5 to opponent's TN. +20 yd on range | | |
| Pistol | 5 | -5 to opponent's TN. +20 yd on range | | |
| Polearm | 5 | 3k2 polearm. +1 unkept die with Polearm knacks. | | |
| Zweihander | 6 | 3k3 Zweihander. +1 unkept die with Zweihander knacks. | | |
| Raw <i>Dracheneisen</i> | 2 | 3 units of Dracheneisen for use with Nibelung advantage. | | |
| Lock | 2 | An unbreakable padlock | | |

The following are modifications that can be purchased (with Hero Points) for a *Dracheneisen* panzerhand:

| Modification | Cost | Description |
|-------------------|------|--|
| Built-in Pistol | 5 HP | First successful hit also fires pistol for a combined (4+ <i>Brawn</i>)k3 damage |
| Locking Grip | 3 HP | When use Bind or Disarm attack successfully, locks shut until a key and 3 actions are used to unlock it. |
| Mounted Crossbow | 4 HP | Small crossbow that does 1k3 damage |
| Spikes | 2 HP | Damage of hand is 2k2 instead of 2k1 |
| Weighted Knuckles | 1 HP | Damage of hand is 2k2 instead of 2k1, but hand is fused into a fist formation |

Sword Schools

Schools provide your character with expert training in a combat (usually a weapon). Refer to the **RoC Sword School Cheatsheet** for more details.

| | Cost | Modifiers |
|---|-------|---|
| Hero Points to Apprentice a School | 25 HP | +10 HP if Character and School are not from the same Nation Rank 1 in all School Knacks, and access to the School's Apprentice Ability. |
| Experience Points to Apprentice a School | 50 XP | +30 XP if Character and School are not from the same Nation You must already have the Skills required by the School ^{CM 6} Rank 1 in all School Knacks, and access to the School's Apprentice Ability. |
| Experience Points to Initiate in a School | 20 XP | +30 XP if Character and School are not from the same Nation Gain Rank 1 in all School Knacks, but no access to the School's Apprentice Ability. To advance to Apprentice, pay the difference in Experience Points |

Grand Mastery

Characters that master two or more combat schools may achieve Grand Mastery and thereby use both (all) the schools' abilities at once.

| Number of Schools | Cost | Modifiers |
|--------------------------------|--------|--|
| Grand Mastery of Two Schools | 80 XP | +10 XP for each sword knack (other than Exploit Weakness) they don't have in common. -20 XP if one school explicitly gives a discount to the other. |
| Grand Mastery of Three Schools | 75 XP | Must have Grand Mastery of each two-school combination (all 3 of them) as a pre-requisite. |
| Grand Mastery of Four Schools | 150 XP | Must have Grand Mastery of each two-school combination (all 6 of them) as a pre-requisite. |

An arcana is a guiding force behind your character's personality. Arcanas can only be chosen at character creation. A positive arcana is called a **Virtue** and costs 10 HP. A negative arcana is called a **Hubris** and gives you 10 HP.

| Virtue | Sorté Card | Effect (Activated by spending a Drama Die) |
|-----------------|-------------------|--|
| Adaptable | 13. Death | Cancel effects of Surprise on self. |
| Altruistic | 12. Hanged Man | Reroll a failed test you attempted for helping someone else. (<i>Only once per test</i>). |
| Comforting | 3. Empress | Cancel effects of one level of Fear on party until end of Scene. |
| Commanding | 4. Imperator | Gain a Fear Rating of 1 for one Scene. |
| Courageous | 8. Strength | Reflect the effects of Fear back from yourself to one of your opponents. |
| Creative | 5. Hierophant | Get a hint/idea from the GM. (<i>Intended for beginner players</i>). |
| Exemplary | 11. Justice | Allow the rest of your group to use one of your Knack Ranks in a shared activity. |
| Focused | 9. Hermit | Transfer one Rank from one Trait to another for duration of Scene. (<i>Once per Scene</i>). |
| Fortunate | 10. Fortune | Reroll any failed test whose TN is 20 or less. (<i>Once per test</i>). |
| Friendly | 19. Sun | Gain a Connection at some point within Scene. (<i>Cost 2 Drama Dice</i>) |
| Insightful | 20. Judgment | Determine which Arcana another Hero or NPC possesses. |
| Inspirational | 17. Star | +1 kept die to any other Hero's action. |
| Intuitive | 2. High Priestess | Get a hint/information from the GM. (<i>Activation is 1 XP. Activated only by GM. Get +2 XP per adventure</i>) |
| Passionate | 6. Lovers | Double the number of kept dice for any one Action when saving life of loved one or friend. |
| Perceptive | 18. Moon | Automatically succeed any Perception check |
| Perspicacious | 15. Legion* | Predict what a Villain or Henchmen's next Action will be. |
| Propitious | 0. Fool | Lucky escape from current Scene. Affects whole party. (<i>Permanently reduces Drama Dice by one</i>). |
| Self-Controlled | 14. Temperance | Cause any use of Repartee system against you to automatically fail. |
| Uncanny | 16. Tower | Receive warning just before the next time your GM springs an awful surprise on you. |
| Victorious | 7. Chariot | Automatically score a Dramatic Wound. Use after hitting, but prior to Damage roll. |
| Willful | 1. Magician | Prevent NPC's from using Drama dice when they are facing you in combat until end of Scene. |
| Worldly | 21. Terra | You have one Rank in any Knack you do not have a Rank in until end of Scene. |

| Hubris | Sorté Card | Effect (Stop activation by spending a Drama Die) |
|---------------|-------------------|---|
| Ambitious | 1. Magician | You chase after power even if it's risky. |
| Arrogant | 16. Tower | You show contempt or disdain for someone else. |
| Cowardly | 8. Strength | You avoid or escape from doing something dangerous. |
| Envious | 14. Temperance | You covet something belonging to someone else and should attempt to get it. |
| Greedy | 21. Terra | You try to get as much money as possible when divvying up loot, getting a bribe, etc. |
| Hedonistic | 2. High Priestess | You relax your guard and have a good time |
| Hot-Headed | 4. Imperator | You fly off the handle and lose your temper. |
| Inattentive | 18. Moon | You fail a Perception check, or get a -2 dice penalty to a Surprise check. |
| Indecisive | 12. Hanged Man | Discard an Action die from Initiative Pool during a time-sensitive moment. |
| Judgmental | 11. Justice | You jump to conclusions and form an unsubstantiated opinion of someone you've just met. |
| Lecherous | 3. Empress | You give in to temptation. |
| Loyal | 15. Legion* | You go back for a fallen comrade, or avoid leaving their side and you never renege on a deal. |
| Misfortunate | 10. Fortune | Reroll a successful test whose TN was 25 or higher. (<i>Only once per test</i>). |
| Overconfident | 7. Chariot | You don't have any doubts about your capabilities. |
| Overzealous | 9. Hermit | You strongly defend one or your opinions, no matter how inappropriate the time and place. |
| Proud | 19. Sun | You refuse an offer of aid. |
| Rash | 0. Fool | You investigate something unusual even if it looks dangerous. |
| Reckless | 13. Death | You ignore any nagging feelings of worry or hesitation when confronted with danger. |
| Righteous | 20. Judgment | You don't have any doubts about the moral justifiability of your actions. |
| Star-Crossed | 6. Lovers | You are shot with Cupid's arrow...again. |
| Stubborn | 17. Star | You refuse to change your mind. |
| Trusting | 5. Hierophant | You lose any doubts about another person |

* 15. Legion is the only card which is inverted for the **Virtue**, and right side up for the **Hubris**.

Advantages

Advantages are physical, mental, or social aspects of your character. Most advantages can only be purchased at character creation. If you can work out with your GM a reason why your character would acquire the advantage during game play, it would normally cost XP equal to 3 times the HP cost, but the GM may alter this cost or deny access to the advantage.

Advantages that Affect HP expenditure

| Advantage | HP Cost | Description |
|--|---------|---|
| Academy ^{PG 130} | 4 HP | Costs 2 HP if Eisen Martial Skills Cost 1 HP (instead of 2 HP) each when first making the character. |
| Castillian Education ^{PG 131} | 10 HP | Castille only Civil Advanced Knacks cost 1 HP (instead of 3 HP) per rank when first making the character. You can speak and read/write the Thean language. (-5 to the cost of the Noble advantage). |
| Linguist ^{PG 136} | 2 HP | Costs 1 HP if Vendel Languages cost 1 HP less (or 3 XP less) (Minimum cost 1 HP (or 3 XP) unless starting cost is 0) |
| University ^{PG 138} | 4 HP | Costs 2 HP if Castille Civil skills cost 1HP (instead of 2 HP) each when first making the character. |

Knowledge Advantages (“What You Know”)

| Advantage | HP Cost | Description |
|--|-----------|---|
| Accurate Archer ^{US 100} | 3 HP | Costs 2 HP if Ussuran You get +5 on all attacks made with a bow |
| Accurate Slinger ^{CE 81} | 3 HP | You get +5 on all attacks made with a sling |
| Accurate Spear Thrower ^{IG 79} | 3 HP | Costs 2 HP if Kanu You get +5 on all attacks made with a spear |
| Ajedrez Master ^{CE 81} | 1 HP | You receive +5 on Gaming and Cheating rolls made when playing the game ajedrez. |
| Animal Affinity ^{US 100} | 2 HP | Costs 1 HP if Ussuran You get +5 on Animal Training rolls |
| Architectural Awareness ^{SH 95} | 1 HP | +1k0 for noticing concealed doors |
| Area Knowledge ^{LV 82} | 3 HP | +1k0 on Ambush checks made in the area you know well. +5 on Chase rolls made there also |
| Barterer ^{US 100} | 1 HP | You get +5 on Hagglng rolls. |
| Debater ^{RI 86} | 2 HP | +5 on Oratory rolls for contested social rolls or verbal arguments. |
| Faith ^{PG 133} | 5 HP | You're not sure what this does. Have Faith! |
| Island Hideaway ^{WOB 103} | 2-3 HP | You know an island that does not appear on anyone else's charts. If you spend 3 HP, then it has a reef you know but others don't. (They must make a Wits+Pilot TN 30 to get through.) |
| MacEachern Heritage ^{AV 91} | 10 HP | Avalon only As a member of the MacEacheron family, you know how to kill the Sidhe. But they want you dead. |
| Nibelung ^{EN 98} | 20 HP | Eisen only. You know how to forge and how to destroy Dracheneisen and have much power in Eisen. You begin with a 3k2 hammer. |
| Night Trained ^{MO 85} | 4 HP | Lose only 1k1 (rather than 2k2) in dim light. Lose only 2k2 (rather than 4k4) in total darkness. |
| Pirate Trick ^{PN 96} | 3 HP | For each 3 HP, learn one Pirate Trick <ul style="list-style-type: none"> • Against the Rails: +5 using Corps-a-Corps when opponent uses Balance • Belay That!: +1k1 dam and no off-hand penalty when using a Belaying Pin • Dagger Ride: Use your dagger on a sail and attack target below using Finesse + Balance, damage is 1k1 for each level you drop. • Death from Above: Swing down onto a lower target using Panache + Swinging. If you hit, target takes 3k1 and is prone. If you fail, roll Panache + Swinging (TN 15) or you become prone. • Hold Your Liquor: Gain Able Drinker and +5 to hit using beer mug (0k1 dam). • Kick Up: Grab sword off the ground and attack as 1 Action. Sword has to be at your feet. • Over the Side!: Boarding Rolls on your side are +1, stacks with others (Maximum of +3) • Quick Draw: May draw and fire a pistol as 1 Action. • Sea Legs: +1k0 with all Balance Rolls (Including Active Defense). • Sidearm: No off-hand penalty using a pistol. |
| Showmanship ^{US 102} | 5 HP | 3 HP if Fhideli You have great timing and ability to work crowds. Public actions that would gain Reputation, gain an additional point. If you succeed in a Repartee roll, success acts as if you gained a free Raise. |
| Specialty ^{PG 138} | 1 or 3 HP | Gain Rank 1 in a Knack <u>not</u> in any skill you have. Costs 1 HP for Basic Knacks, 3 HP for Advanced Knacks (May be purchased up to 3 times) |

Physical Advantages (“what you are”)

| Advantage | HP Cost | Description |
|--|-----------------|--|
| Able Drinker ^{PG 130} | 1 HP | Liquor consumption does not affect your die rolls. |
| Appearance: Above Average ^{PG 131} Stunning ^{PG 131} | 5 HP 10 HP | +1k0 on all social rolls (<i>You cannot also take an Unnerving Countenance advantage.</i>) +2k0 on all social rolls (<i>You cannot also take an Unnerving Countenance advantage.</i>) |
| Bearsark ^{VV 98} | 15 HP | <i>Vesten only</i> You are immune to fear at all times. Prior to a battle, you may spend a Drama Die to go berserk. You enter a mindless rage that will not stop until all enemies are down. The rest applies while you are berserk... You froth at the mouth. You feel no pain and are immune to the effects of being Crippled (<i>you can still be knocked out or killed</i>). Your Wits is reduced to 0. You gain +5 on all Brawn rolls (<i>including wound checks and damage rolls</i>). You increase your Fear Rating to 1/3 your Panache (round up). It takes a Wits check TN 5 to identify friend from foe in combat. You age a week for every round of combat you are berserk. |
| Cold Climate Conditioning ^{US 100} | 2 HP | <i>Costs 1 HP if Ussuran, Highlander, or Vendel/Vesten</i> You take -1k0 wounds due to cold weather, but take +1k0 wounds due to hot weather. |
| Combat Reflexes ^{PG 131} | 3 HP | May re-roll 1 Initiative die per round (<i>You must keep the new roll</i>). |
| Dangerous Beauty ^{PG 132} | 3 HP | +2k0 to Seduction rolls. |
| Eagle Eyes ^{PN 95} | 2 HP | +10 to Perception rolls at a distance. |
| Firm Grip ^{SG 98} | 2 HP | +5 to Brawn rolls to determining if you can hold onto something. This includes grapple, bind, and resisting a disarm. |
| Guardian Angel ^{CP 88} | 4 HP | You may spend a Drama Die to force an opponent to re-roll a successful attack on you or to re-roll an active defense against a trap or other hazard. |
| Guardian Family ^{KM 67} | 2 HP | <i>Vodacce only.</i> You have a resistance to Sorté magic. +5 to the TN of any Sorté effect used against you. |
| Indomitable Will ^{PG 134} | 3 HP | +2k0 on contested social rolls. |
| Keen Senses ^{PG 134} | 2 HP | <i>Costs 1 HP for Archipelago characters.</i> +1k0 for skill checks involving your senses. |
| Large ^{PG 135} | 5 HP | <i>Costs 3 HP if Vesten.</i> +1k0 on damage and Intimidation rolls. (<i>You cannot also get the Small advantage.</i>) |
| Left-Handed ^{PG 135} | 3 HP | <i>Costs 1 HP if Vodacce.</i> +1k0 on attack rolls with left hand. Your right hand is your off-hand. |
| Legendary Trait ^{PG 135} | 3 HP | <i>Costs 1 HP if Avalon.</i> You may raise one Trait to 6 by spending experience. (<i>You can only get this for one trait.</i>) |
| Lightning Reflexes ^{SG 92} | 4 HP | When using an interrupt action for an Active Defense, it costs one less action die (<i>Minimum 1</i>). |
| (Wo)Man of Will ^{EN 96} | 25 HP | You are immune to mind-altering magic (Sorté, Runes, Sidhe, etc.), effects of the Repartee system, Sophia’s Daughters’ elixirs, and effects of Fear. You have no penalties when Crippled. You cannot have a Hubris, but may take a virtue for 5 HP. (<i>Characters with any magical abilities cannot take this.</i>) |
| Miracle Worker ^{CA 103, CP 88} | 5, 10, or 15 HP | For each 5 HP, get 1 Miracle die per story. At end of story, get 2 XP for each unspent die. GM spends the dice to give benefits to the character. Examples of benefits are on CA 103 -104. |
| Pain Tolerance ^{US 102} | 4 HP | <i>Costs 3 HP if Ussuran.</i> You can take one additional dramatic wound before becoming crippled. This does not change the number of wounds to become unconscious. You also get +5 to resist interrogation based on torture. |
| Poison Immunity ^{VO 98} | 1 HP | You may ignore effects of a single type of poison. You may purchase this advantage as many times as you like for different poison types. |
| Sensitive Bones ^{US 102} | 2 HP | +1k1 on Weather rolls. |
| Sidhe Blood ^{AV 91, SBN 38} | 1-8 HP | <i>Avalon only.</i> See p. 11-12 below for possible advantages. |
| Small ^{PG 138} | 2 HP | <i>Costs 1 HP if Kanu.</i> +1k0 on Stealth and Shadowing rolls. -1k0 on first damage roll each combat. (<i>You cannot also get the Large advantage.</i>) |
| Toughness ^{PG 138} | 5 HP | <i>Cost 3 HP if Ussuran.</i> +1k1 on wound checks. |
| Unbound ^{VO 99} | 15 HP | <i>Male Vodacce only.</i> All your strands are court cards, so Fate Witches cannot affect you. You have Fear Rating of 2 when facing them. |
| Unnerving Countenance: Below Average ^{SBN 38} | 2 HP | -1k0 on all social rolls except those that benefit from looking unpleasant (in which case it is +1k1 instead). (<i>You cannot also take an Appearance advantage.</i>) |
| Warm Climate Conditioning ^{CE 90} | 2 HP | <i>Costs 1 HP if Archipelago.</i> You take -1k0 wounds due to warm weather, but take +1k0 wounds due to cold weather. |

| Advantage | HP Cost | Description |
|------------------------------|---------|--|
| Zodiac Sign ^{CE 90} | 2 HP | <p>Crescent only.</p> <p>Your destiny is guided by your sign.</p> <p>March 20 – April 20 = +1 on Vendel/Vesten investment rolls. -1 drama die per story. +5 on TN of attempts to distract you.</p> <p>April 21 – May 21 = +1 on TN of attempts to taunt you. -5 on TN of attempts to charm you.</p> <p>May 22 – June 22 = -2 cost on Faith advantage. +5 on TN to intimidate you. You must always declare a raise for extra damage when attacking.</p> <p>June 23 – July 24 = You complete lengthy tasks in 3/4 time. -5 on TN to taunt you.</p> <p>July 25 – August 25 = +5 on attempts to intimidate others.</p> <p>August 26 – September 26 = Once per scene you may roll any number of drama dice. Odd dice are lost. Even dice grant you an extra drama die.</p> <p>September 27 – October 26 = Free Commander skill. The Leadership knack is basic for you.</p> <p>October 27 – November 26 = You age slower (33=Middle, 55=Old, 70+2k2=Die).</p> <p>November 27 – December 26 = When crippled, up to one die per roll explodes normally.</p> <p>December 27 – January 20 = +5 on attempts to charm others.</p> <p>January 21 – February 20 = +1 experience and -1 reputation at the end of each story.</p> <p>February 21 – March 19 = +5 on TN to taunt you or others with you. -5 on TN to intimidate you.</p> |

Career Advantages (“what you do”)

| Advantage | HP Cost | Description |
|---|------------------------------|--|
| Acalde ^{CA 103} | 4 HP | <p>Castille only.</p> <p>You are a member of the Castillian police force (like a sheriff).</p> |
| Church Guard ^{CP 88} | 2 HP | To take this advantage, you must have Wits 2+, Resolve 2+, be either a Rossini or Swords of Solomon swordsman, have the Wrestling skill, rank 3 or better Attack and Parry for your school's weapon, and a 2+ point Vow (To defend the church.) All your needs are taken care of. You can claim sanctuary in any Vatacine church. |
| Cloistered ^{CP 87} | 4 HP | <p>You may not also have the Ordained advantage.</p> <p>You grew up in a monastery or nunnery. You took a vow to abstain from one of the 7 deadly sins (typically poverty, chastity, and humility). You get Monk skill for free. You get +10 on rolls to resist breaking your vow. You get no extra income but you start with 30g.</p> |
| Commission ^{PG 132, 159 WOB 102} Corporal/ Sailor Sergeant/ Mate Lieutenant/ Petty Officer Captain/ Lieutenant | 2 HP 4 HP 6 HP 8 HP | <p>-2 HP to cost for Montaigne(minimum of 1 HP).</p> <p>Military members have allies in the military, are well equipped, and have influence in their country. Navy members have a revenue stream of: 10g/month (2 HP), 25g/month (4 HP), 60g/month (6 HP), 90g/month (8HP). Army members have a revenue stream of: 8/month (2 HP), 20g/month (4 HP), 50g/month (6 HP), 75g/month (8HP).</p> <p>For +1 HP, you can get a special commission in Castillian Navy (get Sailor skill free), Mercenary Company, Merchant Marine (Merchant Guild membership), Montaigne Navy (get Courtier skill free), Sea Dogs (+5 on repartee actions in Avalon), Vodacce (Spy skill free).</p> |
| Elaine's Knights ^{AV 91} | 4 HP | <p>Avalon only.</p> <p>All needs are taken care of by the Queen and your fellow Knights are allies. See AV 97-98 for details.</p> |
| Fencing Academy ^{SG 92} | 1-20 HP | <p>Swordsman's Guild member cost is at -1 (minimum 1).</p> <p>You run a combat training academy. See SG 92-93 for details.</p> |
| Gentry ^{MO 83} | 8 HP | <p>Montaigne only. Costs 4 HP if have Sorcery.</p> <p>You are an unlanded noble. You start the game with 10,000g, but you have no income.</p> <p>You get +5 on <i>Mooch</i> knack rolls.</p> |
| Governor ^{VO 97} | 6 HP | <p>Vodacce only.</p> <p>You control a portion of the Vodacce mainland. You start the game with 1,000g and have a 50g/month income. You may attempt to embezzle with Wits+Accounting against a TN of 5 + 5 per 50g embezzled.</p> |
| Iron Guard ^{EN 96} | 4 HP | <p>Eisen only.</p> <p>You are a member of an Eisenfurst's Iron Guard. Your needs are taken care of and you are paid 20g/month. See EN 96-98 for requirements and other details</p> |
| Jarl ^{VV 99} | 8 HP | <p>Vesten only. You cannot also take the Thrall advantage.</p> <p>You are an unlanded, untitled member of the warrior caste. You hold a rank similar to a lieutenant. You start the game with 500 g and have a monthly income of 100 g</p> |
| Lord's Hand ^{VO 98} | 4 HP | <p>Vodacce only. Requires Wits=3+, Panache=3+, at least 3 martial skills, and at least 10 HP spent on Courtier knacks.</p> <p>You work for a Prince and perform actions in his name. All needs are taken care of by the Prince</p> |
| Merchant Guild ^{PG 136} | 4 HP | You are a Journeyman (above apprentice) with your own shop and revenue (of professional rank in dice keep 2 each month). You can join several guilds, but you gain income from only one per month. |
| Merchant Patron ^{VV 99} | 1-5 HP | <p>Costs 1 less if Vendel.</p> <p>You are part owner in a merchant enterprise. You put money in regularly and earn profits. You earn 5g/month (1 HP), 10g/month (2 HP), 20g/month (3HP), 32g/month (4 HP), 40g/month (5HP).</p> |

| Advantage | HP Cost | Description |
|-------------------------------|---------|---|
| Musketeers ^{PG 136} | 4 HP | Montaigne only. All needs are taken care of by L'Empereur. Your fellow musketeers are allies. |
| Noble ^{PG 137} | 10 HP | Costs 5 HP if have Sorcery, Dracheneisen, or Castillian Education. Your family is not only of noble blood, but is in good standing. You have a manor house, one seneschal, 10 staff, and small population of serfs. You have a revenue of 500g/month. |
| Ordained ^{PG 137} | 4 HP | You are a priest in the Church of the Prophets. You get the <i>Scholar</i> skill for free. You get +5 on social rolls with adherents to your faith. You have a revenue of 30g/month. |
| Patron ^{PG 137} | 2-8 HP | You have a patron who provides you a revenue stream of: 10g/month (2 HP), 20g/month (3 HP), 40g/month (4 HP), 80g/month (6 HP), or 160g/month (8 HP). |
| Patron Saint ^{CP 89} | 3 HP | As long as you properly honor a specific saint, you gain the benefits that saint grants. See CP 90 for sample saints. |
| Roving Don ^{CA 104} | 6 HP | Castille only. Take this instead of Noble. You start with 6,000 g, but have no monthly income and spend 50g /week to maintain your lifestyle. You become a full noble if your lands are reclaimed. |
| Stelets ^{US 101} | 4 HP | Ussura only. You are one of the Gaius' elite guards. You must have Brawn 3+, Resolve 3+, Survival knack 2+, at least 3 martial skills, and 10+ HP spent on Hunter knacks. Your needs are taken care of and you have a 20g/month income |
| Thrall ^{VV 100} | 1 HP | Vesten only. You cannot also take the Jarl advantage. You are a free man of the Thrall class. You gain the <i>Servant</i> skill for free and start the game with 5 g. |
| Tyomny ^{US 101} | 2 HP | You are one of the Ussuran province of Somojez's Dark Guards and your role is to protect the province and the orthodox church. You must have Wits 2+, Resolve 2+, <i>Ordained</i> advantage, Attack(Fencing) 3+, Parry(Fencing) 3+. Your needs are taken care of. |
| Yenicer'i ^{CE 81} | 3-9 HP | Crescent only. The cost of this advantage is one higher than the equivalent Commission advantage for the same rank. You have rank in the Suldán's personal bodyguard. In addition to rank, you gain one free martial skill. |

Social Group Advantages (“who you know.”)

| Advantage | HP Cost | Description |
|--|---------|---|
| Close Family Member ^{MO 83} | 1-10 HP | Montaigne only. You can call on a close family member once every 3 months for assistance. Scholar (1 HP), Priest / Sorcerer (2 HP), Courtier / Skilled / Society Member / Merchant (3 HP), Duelist (4 HP), Commander (5 HP), Head of Family (10 HP). (This advantage can be purchased up to 3 times, each for a different person.) |
| Connection ^{PG 131} | 1-3 HP | You may have a number of connections equal to your Panache. <i>Informant</i> (1 HP) = A person who will help if paid. <i>Confidant</i> (2 HP) = A person you trust, but would not risk their life for you. <i>Ally</i> (3 HP) = A close friend who would walk through fire for you. You may also purchase these for 2 XP per HP. For +2 HP, the connection owes you a favor, money, or their life. |
| Cymbr Connection ^{VO 97} | 3 HP | You have earned the trust and friendship of the wandering Cymbr people (in Vodacce). You know the locations they can be located at and the signs used to communicate. |
| Extended Family ^{CA 103} | 5 HP | Castille only. You have family spread around. Roll less than target number on 1 die to find a relative nearby. If you fail, must travel 100 miles before trying again. 10=Home Castillian province, 9=Other Castillian province, 8=Vodacce, 7=Eisen Vaticine province, 6=Eisen Objectionist province, 5=Avalon, 4=Vendel/Vesten, 3=Montaigne, 2=Crescent Empire, 1=Ussura. |
| Eyes of the Peacock ^{CE 86} | 4 HP | Crescent only. You are a member of the sultan's spy network. |
| Fhideli Connection ^{US 100} | 3-5 HP | You have spent time in Ussura and were adopted by the Fhideli. The points spent equate to the trust level: 3=A trusted friend, 4= Adopted into a family and learned Fhideli ways, 5= Adopted into a family and learned the deep secrets. |
| Friend at Court ^{MO 83} | 1-3 HP | Works like a <i>Connection</i> , but gives 3 "like" or "usefulness" points in court per HP spent. (This advantage can be purchased up to 3 times, each for a different person.) |
| Qatihl'i Membership ^{CE 86} | 5 HP | Crescent NPC only. Cost is 4 HP for Yilan-bazlik. You belong to the Qatihl'i assassins. The sorcery Ad'a is available to you. You receive -10 reputation. |
| Razors ^{SG 92} | 5 HP | You must master 1+ sanctioned sword schools and be in good standing with the Guild. You may purchase Exploit Weakness(School) knacks at -1 XP per rank (cumulative with other bonuses). |
| Rose and Cross Patron ^{RC 28, 76} | --- | No XP cost, but you must pay 5,000g/year for patron status and the protection that comes with it. As a patron, the Rose and Cross will protect you, but you must aid them as well |

| Advantage | HP Cost | Description |
|---|---------|--|
| Secret Society Membership PG136 <i>Die Kreuzritter</i> <i>The Explorers' Society</i> <i>The Invisible College</i> <i>Los Vagos</i> <i>The Rilasciare</i> <i>Knights of the Rose and Cross</i> <i>Sophia's Daughters</i> <i>Vendel League</i> | 5 HP | Die Kreuzritter: PG 84, GM 127-128, VK 4 Explorers: PG 84, GM 126 -127, LF 46 -64, SF 52-63, AH 54 -63, VK 4 Invisible College: PG 81-82, VK 4, IC 1-128 Los Vagos: GM 126, CM 21, LV 1-128, VK 5 Rilasciare: PG 83-84, GM 128-129, VK 5 Rose and Cross: PG 82 -83, GM 127, RC 1-128, VK 4 Sophia's Daughters: FT 62 Vendel League: CN0 3, VK 5 |
| Sidhe Ally ^{AV 91} | 2 HP | Avalon only. You have an ally in the Seelie court. You can count on them, but they'll count on you and their troubles can be bigger. |
| Social Club ^{MO 86} <i>Venerable Order of</i> <i>Esteemed Gentlemen</i> <i>Mod du Lac</i> | 3 HP | Member of a special social club. VOEG: Wealthy people who gamble a lot. Minimum income of 200g/month and savings of 10,000g Mode du Lac: Fashion dictatorship of Montaigne. Minimum 3 Panache, 3 Fashion, 100g/month income or 5,000g savings. +10 on Fashion rolls |
| Swordsman's Guild ^{PG 136} | 3 HP | Free to many members of a Swordsman school. You can legally challenge someone to a duel. You have rank 0 in all Exploit Weakness (<i>School</i>) knacks, and you can improve your rank. The cost -1 XP per rank if the school is sanctioned |
| Unseelie Ally ^{SBN 39} | 2 HP | Avalon only. You have an ally in the Unseelie court. You have one fewer reputation dice when dealing with Seelie. |

Social Advantages

| Advantage | HP Cost | Description |
|---------------------------------------|-----------|--|
| Citation ^{PG 131} | 4 HP | +10 Reputation (<i>You cannot also have the Scoundrel Advantage</i>) |
| Evil Reputation ^{PN 95} | 13 HP | For villains only. May spend 1 drama die for a +2 Fear Rating or -20 reputation until end of scene. |
| Foul Weather Jack ^{PG 133} | 5 HP | One free 4 HP background. If it is resolved, you get another one for free. |
| Gesa ^{AV 94} | 3 or 6 HP | You are under the effect of a lesser (3 HP) or greater (6 HP) Gesa, that gives an +1 XP per story as long as you follow the requirement. See: AV 98-100 for details. |
| Home Neighborhood ^{FR 93} | 2 HP | You have a home neighborhood in a specific city. You get +5 on social rolls in this area and have <i>Streetwise</i> knacks at rank 5 while in this area. |
| Local Hero ^{FR 93} | 2 HP | You receive +1 reputation die while in a specific city due to an action performed there in the past. |
| (Wo)Man of the Cloth ^{CP 88} | 2 HP | You must have either the Ordained or Cloistered advantage. You gain 5 reputation points. You are known for your piety and wisdom. |
| Old Name ^{VV100} | 2 HP | Vesten only. You have an honored name among the Vesten. You gain 6 reputation (or lose 6 reputation if you have the <i>Scoundrel</i> advantage). |
| Past Services ^{KM 67} | 3 HP | Costs 2 HP for members. You have performed some noteworthy service for an organization with a Membership advantage. When dealing with that organization your Reputation is 20 points higher. |
| Scarovese ^{VO 99} | 1 or 3 HP | You have studied the works of Cristoforo Scarovese so you can manipulate politics. 1 HP = your reputation can drop to -40 without becoming an NPC. 3 HP = your reputation can drop to -50 without becoming an NPC. |
| Scoundrel ^{PG 137} | 3 HP | -10 reputation points. You get the <i>Streetwise</i> skill for free. (<i>You cannot also get the Citation advantage.</i>) |
| Vendel League Seat ^{VV100} | 8 HP | Costs 5 HP if Vendel. You secured a voting Seat in the Vendel League. You gain 10 reputation and have a 100 g/week income while you have this seat |

Item Advantages (“what you have”)

| Advantage | HP Cost | Description |
|------------------------------------|---------|--|
| Bought Weapon ^{VV99} | +2 HP | Vendel only. You can purchase other nation's special weapons (<u>not</u> Dracheneisen). The cost is 2 HP more than the normal cost for that weapon. |
| Castillian Blade ^{CA 102} | 2-6 HP | All are 2k2 fencing weapon. Cost reduced by 1 HP for a blade from a Castillian's home province. <i>Aldana</i> (6 HP) = Lower one action die by 1 at the start of each round. <i>Gallegos</i> (3 HP) = +2 to attack rolls. +5 TN to resist breaking the blade. <i>Soldano</i> (6 HP) = +2 to all fencing die rolls. +5 TN to resist breaking. <i>Torres</i> (3 HP) = +3 to damage rolls. <i>Zepeda</i> (2 HP) = +1 to attack and damage rolls. |

| Advantage | HP Cost | Description |
|------------------------------------|------------------|---|
| Inheritance ^{PG 134} | 1-10 HP | 500g per HP spent. Alternately, you may get an item (see PG 134). |
| MacEachern Weapon ^{AV 91} | 5 HP | You have a MacEachern blade (any from knife to claymore). It can kill Sidhe, but it also makes you a target. |
| Personal Relic ^{CP 90} | 3 HP | A relic has passed into your possession. Once per scene you may invoke it to add one unkept die to a die roll. You can do this twice per scene if you have the <i>Faith</i> advantage. |
| Property ^{FR 93} | Varies | You own property somewhere. This costs 1 HP for every 5,000g of value |
| Puzzle Sword ^{MO 86} | 2-10 HP | Montaigne only. Swords begin in MO 93. For Rogues of Canguine, simply chose the blade you wish and pay the cost. |
| Rune Weapon ^{VV100} | 1-8 HP | Vesten only. You have a weapon inscribed with a rune. The cost is 4 HP for one that adds dice or 1HP + 1HP per raise on ones that affect weather. This is for a single use rune. Permanent runes cost 2x. |
| Ship ^{PG 194} | 10, 15, or 20 HP | Multiple characters may chip in for a combined advantage. You have a ship built with the specified number of points (10, 15 or 20). |
| Sidhe Weapon ^{AV 94} | 2-5 HP | Avalon only. -1 HP cost if have Sidhe Blood with Good Standing. <i>Dagger</i> (2 HP): 2k2 damage (1k2 away from Avalon) and lower one action die by 1 each round. <i>Sword</i> (4 HP): 4k2 damage (3k2 away from Avalon) and lower one action die by 1 each round. <i>Bow & Arrows</i> (3 HP): Bow string never breaks and the 6 arrows can always be retrieved. Those struck a killing blow go to sleep for 1 day to 100 years. <i>Spear</i> (5 HP): 6k2 damage (5k2 away from Avalon); uses Polearm skill. |
| Syrneth Artifact ^{PN 96} | 1-5 HP | You get one artifact. Samples on PN 96-97 |
| Trained Spider ^{VO 100} | 2 HP | Costs 1 HP for Fate Witch. You have a trained spider (Brute with threat rating 1). See VO 100-101 for samples. |
| Twisted Blade ^{VO 99} | 2-10 HP | You have a weapon with 1 destiny die granted to it by a Fate Witch. You can purchase this multiple times and up to 5 times for a single weapon. Destiny dice may be added before any roll with the weapon to add 1 kept die to the roll. For RoC, they refresh at the start of each adventure. |

Sidhe Blood Advantage ^{AV 91, SBN 38}

You can buy Sidhe blessings and curses with HP. Blessings cost HP, Curses give you HP back.

| Blessing | HP Cost | Description |
|--------------------|---------|---|
| Existing Advantage | Varies | You can take one and only one of the following advantages: <i>Appearance (Above Average)</i> : 4HP <i>Appearance (Stunning)</i> : 8HP <i>Appearance (Intimidating)</i> : 12HP +3k0 on all social rolls (<i>You cannot also have Unnerving Countenance advantage.</i>) <i>Appearance (Blessed Beauty)</i> : 16HP +4k0 on all social rolls (<i>You cannot also have Unnerving Countenance advantage.</i>) <i>Dangerous Beauty</i> : 2HP <i>Keen Senses</i> : 1HP <i>Large</i> : 4HP <i>Small</i> : 1HP <i>Unnerving Countenance (Below Average)</i> : 1HP <i>Unnerving Countenance (Ugly)</i> : 3HP -2k0 on all social rolls except those that benefit from looking unpleasant (in which case it is +2k2 instead). (<i>You cannot also have an Appearance advantage.</i>) <i>Unnerving Countenance (Hideous)</i> : 5HP -3k0 on all social rolls except those that benefit from looking unpleasant (in which case it is +3k3 instead). (<i>You cannot also take an Appearance advantage.</i>) |
| Child of the Earth | 2 HP | You can sense impending earthquakes. Falling damage is treated as being one category softer. |
| Child of the Sea | 3 HP | You can sense impending storms. When drowning, your Resolve is 3 higher than normal. |
| Child of the Sky | 3 HP | Once per act you may use a Glamour knack without paying a DD. |
| Good Standing | 2 HP | You have +1 reputation die when dealing with the Sidhe court. You may purchase the <i>Sidhe Weapon</i> advantage at a 1HP discount |

| Blessing | HP Cost | Description |
|----------------------------------|---------|---|
| Slow Aging & Immunity to Disease | 2 HP | You age at half the normal rate, and are immune to all diseases (including the White Plague) |
| Smell Glamour | 3 HP | You smell a distinctive odor when someone uses a Glamour knack within 30ft |
| Variable Features | 3 HP | You may spend a DD to alter your facial features; make a Panache roll, the result of which is the TN for others to recognize you. You cannot imitate a specific person, disguise your scent or voice, or create or eliminate scars, birthmarks or missing body parts. |

| Curse | HP Cost | Description |
|---------------------|---------|---|
| Cold Hearted | 2 HP | You may never experience True Love; any romances in which you get involved must end by the beginning of the next story. Each completed romance lowers your Reputation by 3, and you begin with a 2-point Lost Love background, from which you never receive XP. |
| Diurnal | 2 HP | While not in direct sunlight, your rolls are at -2k0. <i>You cannot take the Nocturnal curse.</i> |
| Gifts | 2 HP | You must repay all gifts you accept asap. For each day you do not, your rolls are at -1k0. |
| Huge Appetite | 1 HP | You eat twice as much as normal, and to turn down food you must make a Resolve check <i>Snack:</i> TN 5 <i>Small meal or drink:</i> TN 10 <i>Medium size meal:</i> TN 15 <i>Large meal:</i> TN 20 <i>Feast:</i> TN 25 |
| Iron Susceptibility | 1 HP | Cold Iron weapons do +1k0 damage to you. MacEachern weapons do +1k1. |
| Iron Vulnerability | 2 HP | You are at a penalty of -1k0 to all rolls when touching Cold Iron until the end of the Scene. Cold Iron weapons do +1k1 damage to you. (for RoC) MacEachern weapons kill on contact. |
| Mischievous | 2 HP | If you do not play at least one prank a day, your rolls are at -1k0 per day since you played a prank |
| Nocturnal | 1 HP | While in direct sunlight, your rolls are at -1k0. <i>You cannot take the Diurnal curse.</i> |
| Running Water | 1 HP | You cannot cross running water without a bridge |
| Sea Bound | 2 HP | When you are more than 10 miles from a body of salt water, your rolls are at a -2k0. |

Examples

| Advantage | HP Cost | Description |
|-------------------------------------|---------|---|
| MacCodrum Heritage ^{AV 93} | 5 HP | Blessings: Appearance (Stunning), Child of the Sea, Slow Aging and Immunity to Disease Curses: Cold-Hearted, Iron Vulnerability, Sea Bound |
| Pooka Blood | 2 HP | Blessings: Slow Aging and Immunity to Disease, Variable Features Curses: Mischievous |

Secret Society Advantages

7th Sea has many different Secret Societies. However, only three (*Die Kreuzritter*, *The Rilasciare*, and *Sophia's Daughters*) will be available during the *Rogues of Canguine* Living Campaign.

Die Kreuzritter

If you join this secret society, the following advantages are available to you.

| Advantage | HP Cost | Description |
|--------------------------------|---------|---|
| DK Membership ^{DK 74} | 5 HP | You get 100g at the start of any mission for the order. You get one special item from “bag of tricks” (DK 76) at start of any mission. You may get access to areas sealed by the church. May act as ordained priests. +2 unkept dice on resisting torture or interrogation. Faction advantage depends on faction: <i>Assassins:</i> -2 cost on Nightblade advantage. <i>Phantom Guard:</i> -2 cost on Nacht sorcery. <i>Town Guardians:</i> -2 cost on Acolyte advantage. <i>Vigilants:</i> -2 cost on Blessing advantage. |
| Acolyte ^{DK 71} | 3 HP | <i>Die Kreuzritter only.</i> You are training a loyal 60 HP henchman. Accumulates XP at the same rate as you. Can try a solo mission to become a knight (DK 72). |
| Blessing ^{DK 72} | 3 HP | <i>Die Kreuzritter only. Only if no Sorcery or Shamanism.</i> All damage dealt to you is reduced by 1 flesh wound. |
| Nightblade ^{DK 72} | 6 HP | <i>Die Kreuzritter only.</i> You can call forth a stiletto (0k2 knife with +1 unkept die on attack) made of shadow that cannot be parried or used to parry with. You can dispel it at will but cannot throw it. You lose the blade for 1 hour if it is touched by sunlight. You have a ½” diameter black spot on your palm. Acquiring this advantage causes loss of all Sorcery other than <i>Nacht</i> . <i>This advantage can be cancelled by things that cancel Sorcery.</i> |
| Sanctuary ^{DK 72} | 1-10 HP | <i>Die Kreuzritter only.</i> You have founded your own Sanctuary. See DK72 -74 for details. |

The Rilasciare

If you join this secret society, the following advantages are available to you.

| Advantage | HP Cost | Description |
|---|---------|---|
| Ril Membership ^{RI 76} | 5 HP | You may add +1K0 to a Resolve roll once per adventure. You can acquire normal personal weapons without cost. You may use the courier network to move messages with absolute secrecy. Free 2 HP <i>Connection</i> advantage with another cell member. Faction advantage depends on faction: <i>Freeman</i> : Spend a drama die to know how to humiliate a villain or henchman after observing them for a day (1/scene). <i>Freethought</i> : Free read/write native language plus -1 HP on another language. <i>Liberation Guild</i> : If buy <i>Criminal</i> skill, start with <i>Lockpicking</i> at rank 1. <i>Couriers</i> : Always receive traveling money to cover expenses. |
| The Bargainers' Secret ^{RI 86} | 4 HP | Rilasciare only. You know the secret behind sorcery. Sorcery directed at you have a +5 TN |
| Rilasciare Cell ^{RI 88} | 10 HP | Rilasciare only. You have your own Rilasciare Cell. See RI 88 -90 for details. |
| Safehouse ^{RI 86} | 3 HP | Rilasciare only. You know the location of a safehouse. See RI 80-83 for details. |
| Uppmann's Coat ^{RI 87} | 2 HP | Rilasciare only. You have a trick coat. See RI 87 for options. |

Sophia's Daughters

If you join this secret society, the following advantages are available to you.

| Advantage | HP Cost | Description |
|---------------------------------|----------------|--|
| SD Membership ^{FT 62} | 5 HP | You are a member of Sophia's Daughters, as such you, <ul style="list-style-type: none"> Understand all SD codes and communication methods Remember the names and locations of members you joined with Know the names and locations of members you can rely on Know the coloring and type of birds owned by all the above women Know the location and contents of a nearby Storehouse Have the ability to find a Storehouse in a strange city. Have Natural Philosophy as a basic knack when you have has any skill which has it. (Optional) +1HP to be a member of a High Council. |
| Elixir Brewing ^{FT 63} | 10 or 20 HP | Sophia's Daughters Only (Both) <ul style="list-style-type: none"> Gain Herbalist Skill +1 Rank in Compounds and Poisons Know how to make all Basic Elixirs Know formula to 1 Advanced Elixir (GM's Choice) May brew both Special Elixirs if Storehouse has the formula (20 HP) <ul style="list-style-type: none"> Know formulas for 4 additional Advanced Elixirs Player can choose 3, GM chooses 1. |
| Elixirs ^{FT 63} | 3 HP (9 XP) | Sophia's Daughters and Elixir Brewing advantage Only Elixirs are created by a Wits + Compounds/Poisons roll (TN depends on Elixir complexity, Basic is TN 15, Advanced and Special are TN 20). Raises can add to affect Frequency, Duration, and Effect (see FT 64-65 for more information). Basic Elixirs <ul style="list-style-type: none"> Antidote (+1k0 to resist Poison/ 1 Roll/ Permanent) Cure (+1k0 to overcome disease/ Every Hour/ 6 Hours) Salve (Removes all Flesh Wounds due to burns/ 1 Roll/ 1 Hour) Poison (Varies according to type, see GM 184-186) Advanced Elixirs <ul style="list-style-type: none"> Awareness (Confers Keen Senses or +1k0 if the user already has it/ 1 Roll/ 5 Minutes) Calm (-2k2 to Wits checks and Social Rolls to resist compliance/ Every Hour/ 3 Hours) Coloring (Can change hair, eye, skin coloring/ 1 Roll/ Several Days) Disguise (Sculpting Roll replaces Disguise TN/ 1 Roll/ 3 Hours) |

| | | |
|---------------------------------|---------|--|
| Elixirs <i>cont.</i> | | <ul style="list-style-type: none"> Flying (-2k0 to All Social Rolls, Wits + Keen Senses, TN 20 reveals the correct answer to various Yes/No questions, See Sample Questions FT 65/ 1 Roll/ 1 Hour) Forgetfulness (- 4k4 to remember events which occurred while under its influence/ Every Hour/ 12 Hours) Healing (+1 Dramatic Wound recovery in addition to other care/ 1 Roll/ 12 Hours) Love/Hate (Relationship strength +/- 1-3, (See Tugging Strands, PG 222.)/ 1 Roll/ 3 Hours) Luck <ul style="list-style-type: none"> Bad (-1k0 to all known skill rolls, Will Roll, (TN 15) to do anything unskilled/ 1 Roll/ 1 Hour). Good (+1k0 to all skills with 3+ Ranks, -1k0 to Unskilled Rolls. Will Roll (TN 15) to not make one unskilled roll per round/ 1 Roll/ 1 Hour) Lust (-1k1 to resist Social and Seduction Rolls/ 1 Roll/ 2 Hours) Memory Boost (+4k4 for the last day, +3k3 for the last month, +2k2 for the past year, +1k1 for before that/ 1 Roll/ 3 Hours) Pain Relief (User is immune to being Crippled, or Knocked Out, GM 183/ 1 Roll/ 1 Scene) Paralysis (Users cannot move but are completely aware/ Every Minute/ 1 Hour) Resistance (Confers Cold/ Warm Climate Conditioning and +1k1 to resist torture/ 1 Roll/ One Day). Sleep (-2k2 to resist going to sleep, or getting up before the duration ends/ Every Hour/ 6 Hours) <p>Special Elixirs</p> <ul style="list-style-type: none"> The Breath of Life (see FT 66-67) The White Plague Elixir (+1k1 to resist the White Plague, -1k0 to all Sorcerous Skill Rolls/ 1 time only/ One Day) |
| Matriarch ^{FT 67} | 5 HP | <p>Sophia's Daughters Only</p> <p>Gain 1pt. Background as another Daughter needs your help; gain another when you resolve it. Once per adventure you may call on a Daughter or ally who has a useful skill (use a skill you don't have or +1k0 to a skill you already have).</p> |
| The Pilgrimage ^{FT 67} | 5 HP | <p>Sophia's Daughters Only</p> <p>May raise one Trait to 6 by spending XP. (You can only get this for one trait, and it cannot be the same one as for Legendary Trait.)</p> |
| Storehouse ^{FT 67} | 1-10 HP | <p>Sophia's Daughters Only</p> <p>You've built your own Storehouse. See TF 67-69</p> |
| Trained Bird ^{FT 69} | 1 HP | <p>Sophia's Daughters Only</p> <p>You have a bird that can transmit The Birdsong Code. Different birds can do different things, See TF 69-70.</p> |

Backgrounds PG 125-126 and elsewhere.

Backgrounds cost 1 HP, 2HP, or 3 HP (3 XP, 6 XP, or 9 XP). The more that is spent on the Background, the more frequently it will come up. You can have a maximum of 4 HP in backgrounds to start the game. Whenever your background shows up in a story, you get 1 bonus XP (2 to 6 XP if it is the focus of the story). You may have a maximum number of backgrounds equal to your Panache.

| Background | Description |
|---|---|
| Acolyte Vows <small>CA 93</small> | You are seeking position in a religious order and must abide by complex and possibly severe disciplines. |
| Amnesia <small>PG 157</small> | You cannot remember who you are or how you got here. |
| Animal Animosity <small>US 93</small> | You angered an important member of an animal special and now all members of that species are hostile to you. |
| Assassin <small>MO 79</small> | A political rival hired an assassin to kill you. |
| Betrothed <small>VO 91</small> | Your marriage has been arranged by family. You may not even know or have met the person. You are expected to follow through when the time comes. |
| Black Stone Veteran <small>RC 70</small> | <i>Rose and Cross only.</i> You killed on behalf of the order and are haunted by the experience. You feel impure. You may re-roll one Resolve check per session, but the GM may make you re-roll one Panache check per session. |
| Bloodsworn <small>VV 90</small> | <i>Vesten only.</i> You have sworn a blood oath to do something. You will succeed or die trying. |
| Code of Honor <small>VO 91</small> | For each point spent on this, pick a rule of honor that you cannot break (you lose a drama die if you do break it). (<i>Some Vodacce rules are on page VO 91.</i>) |
| Colonial <small>IG 85</small> | You were raised in an island colony, and are regarded as unrefined and ignorant by mainlanders. |
| Contentious Theory <small>IC 81</small> | You discovered something and brought it public. Unfortunately the public was not ready for this and have scorned your or worse. Your idea may or may not be correct. |
| Crisis of Faith <small>CP 90, EN 83</small> | You used to be religious but now doubt your beliefs. Do you abandon them or return? |
| Cursed <small>PG 157</small> | You may or may not know the curse, and may or may not accept its inevitability. But something bad happens. |
| Dead to the World <small>DK 69</small> | You faked your death and are forbidden to let your loved ones and friends know. |
| Debt <small>PG 158</small> | You owe money. The more points spent, the more money owed or the more intently they want to collect. |
| Defeated <small>PG 158</small> | You were defeated and live with that shame. You force yourself into situations like it hoping to do what you should have done the first time. |
| Dispossessed <small>CA 93</small> | Someone has taken your home and lands and you want them back. Amount spent indicates size/value of lands and strength of those holding them. You lose 1/2 of your monthly income to personal upkeep until this is resolved. |
| Dracheneisen Heir <small>EN 83</small> | <i>Eisen Noble only.</i> You are next in line to receive a Dracheneisen item from a relative. You get XP for this background whenever that relative figures into a story. When get XP equal to 3 times the item's cost, you get the item. |
| El Vago <small>LV 82</small> | <i>Los Vagos only.</i> You have worn the mask of El Vago. This makes you a wanted person. |
| Exiled <small>PN 97, WOB 105</small> | You are forbidden to return home. If you go, you could be executed. |
| Fascination <small>IG 85</small> | You led a sheltered existence as a youth, and when you met strangers you became fascinated by something about them (such as perfume or an accent). |
| Fear <small>PG 158</small> | You are terrified of something. You lose a number of actions each round equal to the HP cost or must spend them defending yourself from your fear. |
| Gadjo <small>US 93</small> | <i>Non-Fhideli only.</i> The Fhideli have an unfavorable opinion of you due to something you did. |
| Hated Relative <small>VV 90</small> | <i>Vendel / Vesten only.</i> You have a relative on the other side of the Vendel / Vesten schism. You are feuding with this person. |
| Heirloom Relic <small>CP 91</small> | You have a holy relic and are charged with protecting it |
| Hunted <small>PG 158</small> | Someone wants to find you. The more points spent, the more intently they are hunting. |
| Hunting <small>PG 158</small> | You lost something or someone you must get back. The more points spent, the more important it is or the more dangerous it will be to recover. |
| Infamous Teacher <small>SG 83</small> | You learned your sword school by studying under an infamous teacher. That teacher's reputation and enemies make your life difficult. |
| Invention <small>IC 81</small> | You invented something. You think it would improve life for people so you want to publicize it, but it may make you hunted by the Inquisition. You struggle with this choice. |
| Liberated <small>FT 70</small> | You feel a deep desire to help others in need, and sometimes doing so means doing morally questionable things. |
| Loan <small>VV 90</small> | You have made a loan to someone who disappeared with the money. You want it back. |
| Lorenzo <small>VO 91</small> | <i>Vodacce only.</i> You have ancestors in the Lorenzo family. You need to keep this secret or face dishonor and possibly death. |
| Lost Love <small>PG 159</small> | Your love left you for a hated enemy, who now wants to ruin you. |
| Lost Relative <small>PN 97, WOB 105</small> | A close relative disappeared or was kidnapped. You dedicated your life to finding them. |
| Memlo <small>US 93</small> | <i>Fhideli only.</i> You are considered unclean for something that happened to you. It could be your fault or something a Gadjo did. |
| Mistaken Identity <small>PG 159</small> | They are convinced you are someone you are not or that you know something you do not. |

| Background | Description |
|--|---|
| Mole ^{RI 88} | <i>Requires membership in an organization.</i> You belong to another organization and spy on it for your group. |
| Moment of Awe ^{PN 97, WOB 106} | You saw something so incredible that you've dedicated your life to finding it again. A person, the 7th Sea, an uncharted island, what have you. |
| Nemesis ^{PG 159} | Someone out there hates you and wants to ruin your life (not simply kill you). |
| Obligation ^{PG 159} | You owe somebody something and must repay the favor. |
| On the Streets ^{FR 93} | You have no home and must pay for your living expenses (unlike other heroes). |
| Orphaned ^{EN 83} | Separated from your family. You won't rest until you find out what happened. |
| Ousted ^{KM 67} | You used to be a member of an organization, but your membership has now been revoked. You cannot regain membership while you have this background. |
| Predecessor ^{KM 67} | <i>Requires membership in an organization.</i> You are following in the footsteps of an older relative who was also a member of this organization, and you keep getting caught up in their reputation and enemies. |
| Pressed into Service ^{PN 98, WOB 106} | You are currently serving someone unwillingly and are waiting for a chance to escape. |
| Probation ^{KM 67} | <i>Requires membership in an organization.</i> Your membership in this organization is at risk due to some misdeed on your part. Other members of the organization are keeping a close eye on you, and the slightest mistake could cause you to lose your membership. |
| Qatihl'i Target ^{CE 72} | You have provoked the wrath of the Qatihl'i. |
| Prophetic Dreams ^{FT 70} | Some of your dreams come true, but the consequences of them are often dire. |
| Ridiculed ^{MO 79} | A courtier has made a career out of ridiculing you. Points spent make them wittier and more powerful. |
| Rivalry ^{PG 159} | Someone else wants something you want. Friend or enemy, you both want it really badly. |
| Romance ^{PG 159} | You have won the hand of a lover, but they need your help, assistance, time, to have rivals scared off, and so on. |
| Sect Adversary ^{RI 88} | <i>Requires membership in an organization.</i> A fellow member doesn't like you and while they won't attack you, they'll snipe at and discredit you. |
| Sidhe Lover ^{AV 94} | You have a romance with a Sidhe, but must keep it secret. Also, your lover may put restrictions on you. |
| Traitor ^{CA 93} | You had a moment of weakness and betrayed someone. You're trying to keep this hidden, but someone may blackmail you or find out. You start with +500 g. |
| Treasure Map ^{PN 98, WOB 106} | You have a map to something great. Points spent make it better and more dangerous to acquire. |
| True Identity ^{PG 160} | You did something in the past you want to hide and took on a new identity. You must strive to keep that old identity hidden. |
| Unsanctioned ^{SG 83} | You learned a sword school without permission and members of the school resent and even attack you if you use it. If your school would grant Swordsman's Guild membership, you instead get one free rank in a school knack. |
| Vaticine Relative ^{LV 82} | <i>Los Vagos only.</i> Someone very close to you is a member of the Vaticine church and they will be vulnerable if you are discovered and they may betray you. |
| Vendetta ^{PG 160} | There is someone you hate so much you want to make them suffer, even if it hurts you on the way. |
| Vow ^{PG 160} | You have made a promise you won't break, even if it costs your life. |
| Waisen Dependent ^{EN 83} | A relative or lover is a <i>Waisen</i> (see EN 41) which makes them hard to care for. |
| Wanted ^{PN 98, WOB 106} | There is a price on your head. |

The table below shows the base cost in HP for learning to speak a language. The cost in XP is three times the given number.

| | Where You Are From | | | | | | | | | | | | | | | |
|----------------------------|--------------------------|----------|-------|-----------|-----------|--------|---------|--------------------------|-----------------|-------------|-------------|-------------|-----------|-------------|--------------|---|
| | Western Theah | | | | | | | | Crescent Empire | | | | | | | |
| Language you want to know: | Avalon | Castille | Eisen | Avonmarch | Montaigne | Ussura | Fhideli | Vendel/Vestenmannjavnjar | Vodacce | Aldiz'ahali | Atlar'vahir | Judur'rihad | Kurta'kir | Ruzgar'hala | Yilan'bazlik | |
| | Avalon | Castille | Eisen | Avonmarch | Montaigne | Ussura | Fhideli | Vendel/Vestenmannjavnjar | Vodacce | Aldiz'ahali | Atlar'vahir | Judur'rihad | Kurta'kir | Ruzgar'hala | Yilan'bazlik | |
| | Avalon | 0 | 2 | 1 | 2 | 2 | 2 | 2 | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 3 |
| | Cymric | 1 | 3 | 2 | 3 | 3 | 3 | 3 | 2 | 3 | - | - | - | - | - | - |
| | Inish | 1 | 3 | 2 | 3 | 3 | 3 | 3 | 2 | 3 | - | - | - | - | - | - |
| | Castille | 2 | 0 | 2 | 3 | 1 | 3 | 3 | 2 | 1 | 2 | 2 | 2 | 2 | 2 | 2 |
| | Eisen | 1 | 2 | 0 | 1 | 2 | 2 | 2 | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 3 |
| | High Eisen | 2 | 3 | 1 | 2 | 3 | 3 | 3 | 2 | 3 | 5 | 5 | 5 | 5 | 5 | 5 |
| | Midnight Archipelago | 3 | 2 | 2 | 0 | 4 | 4 | 4 | 3 | 4 | 3 | 3 | 3 | 3 | 3 | 3 |
| | Montaigne | 2 | 1 | 2 | 3 | 0 | 2 | 2 | 2 | 1 | 4 | 4 | 4 | 4 | 4 | 4 |
| | Thean | 3 | 2 | 3 | 4 | 2 | 4 | 4 | 3 | 2 | 3 | 3 | 4 | 3 | 2 | 4 |
| | Ussuran | 2 | 3 | 2 | 3 | 3 | 0 | 0 | 2 | 3 | 3 | 2 | 3 | 2 | 3 | 3 |
| | Fhideli | 4 | 4 | 4 | 4 | 4 | 4 | 2 | 4 | 4 | - | - | - | - | - | - |
| | Nadati | - | - | - | - | - | - | 2 | - | - | - | - | - | - | - | - |
| | Teodoran | 3 | 4 | 3 | 4 | 4 | 1 | 1 | 3 | 4 | 3 | 2 | 3 | 1 | 3 | 3 |
| | Vendel/Vestenmannjavnjar | 1 | 2 | 1 | 2 | 2 | 2 | 2 | 0 | 2 | 3 | 3 | 3 | 3 | 3 | 3 |
| | Vodacce | 2 | 1 | 2 | 3 | 1 | 3 | 3 | 2 | 0 | 4 | 4 | 4 | 4 | 2 | 4 |
| | Aldiz'ahali | 4 | 2 | 4 | 5 | 5 | 3 | 3 | 3 | 4 | 0 | 2 | 3 | 2 | 2 | 3 |
| | Atlar'vahir | 4 | 3 | 5 | 6 | 6 | 2 | 2 | 4 | 4 | 2 | 0 | 2 | 2 | 2 | 2 |
| | Judur'rihad | 4 | 4 | 5 | 6 | 6 | 3 | 3 | 5 | 6 | 2 | 2 | 0 | 2 | 3 | 2 |
| Kurta'kir | 4 | 3 | 5 | 6 | 6 | 2 | 2 | 4 | 5 | 2 | 1 | 2 | 0 | 2 | 2 | |
| Ruzgar'hala | 3 | 2 | 4 | 5 | 4 | 4 | 4 | 4 | 3 | 2 | 2 | 2 | 1 | 0 | 2 | |
| Yilan'bazlik | 5 | 2 | 4 | 5 | 6 | 4 | 4 | 5 | 4 | 3 | 2 | 2 | 2 | 2 | 0 | |
| Tikaret (Trade) | 3 | 2 | 3 | 4 | 4 | 2 | 2 | 3 | 4 | 0 | 0 | 0 | 0 | 0 | 0 | |
| Tikat (Religious) | 5 | 4 | 5 | 6 | 6 | 3 | 3 | 5 | 6 | 4 | 3 | 2 | 3 | 4 | 2 | |
| Tirala (Government) | 4 | 3 | 4 | 5 | 6 | 1 | 1 | 4 | 5 | 1 | 2 | 3 | 1 | 2 | 2 | |

Cymric ^{AV 31} – Native tongue of Avalon before Montaigne invasion. Rarely spoken now.

Fhideli ^{US 101} – Used by Fhideli (Roma). Written form is very complex.

High Eisen ^{PG 163} – An Eisen language kept by the nobility to talk in front of foreigners.

Inish ^{AV 44} – Native tongue of Inismore. Rarely spoken now.

Nadati ^{US 101} – Only Fhideli may learn this. It is their old language. There is no written form.

Teodoran ^{PG 163} – Ancient Ussuran language. Mostly spoken by scholars now.

Thean ^{PG 163} – Language of the old republic. Texts of the Church of the Prophets are written in this.

| Language Modifiers | HP Cost | Description |
|--|-------------|--|
| Linguist ^{PG 163} | 2 HP | Costs 1 HP if Vendel. All languages cost 1 HP less (or 3 XP less) to purchase. Minimum cost is 1 HP (or 3 XP) unless the initial cost is 0. |
| Literacy ^{PG 163} | +1 HP | You can read and write one Language (<i>May be purchased for any number of languages</i>) |
| Language Acquaintance ^{PN 98} | -2 HP* | You can understand only basic spoken concepts in the language. (<i>Add (ACQ) to represent</i>) |
| Pidgin ^{PN 98} | -3 HP each* | You understand a minimal amount of a mish-mash of two different languages (your choice of the two). To see if you understand roll 1d (<i>5 or less indicates you do</i>). (<i>Add (PD) to represent</i>) |

*Minimum Cost 1 HP.

Because Language costs can be confusing the following is an example to help determine costs. In this case we have an Avalon who intends to learn Both Castillian and Eisen. Without any modifiers, the cost would be 3HP (2HP for Castille and 1HP for Eisen). If our Avalon wished to Read and Write all three languages, the cost would then be 6HP (+1HP each for Avalon, Castille, and Eisen).

Now with the Linguist advantage, things get a bit more complex. The cost to get Castillian and Eisen becomes 2HP (1HP for Castille (because Linguist affects any language that costs more than 1), and 1HP for Eisen). If the Avalon wished to Read and Write all three, then it would look like this. Avalon costs 1HP (Initial cost 0HP, +1 for Read/Write which isn't affected by Linguist), Castillian costs 2HP (2 for the language, +1 for Read/Write, -1HP for Linguist). And finally, Eisen would cost 1HP (1 for the language, +1 for Read/Write, now because the cost is 2, -1 because of Linguist).

Skills

Skills define what your character knows. The following table describes the cost to acquire skills and knacks.

| Type of Skill | HP Cost | XP Cost | Description |
|--------------------------|---------|-----------------|---|
| New Skill | 2 HP | 10 XP | Get Rank 1 in all Basic Knacks (<i>unless otherwise noted</i>). |
| +1 Rank (Basic Knack) | 1 HP | (2*New Rank) XP | Add 1 Rank in one Basic Knack (<i>max 5</i>) |
| +1 Rank (Advanced Knack) | 3 HP | (2*New Rank) XP | Add 1 Rank in one Advanced Knack (<i>max 5</i>) |

Martial Skills

| Skill | Basic Knacks | Advanced Knacks |
|-----------------------------------|---|--|
| Archer ^{PG 150} | Attack (Bow), Fletcher | Horse Archery, Snapshot (Bow), Trick Shooting (Bow) |
| Athlete ^{PG 150} | Climbing, Footwork, Sprinting, Throwing | Break Fall, Leaping, Lifting, Long Distance Running, Rolling, Side-step, Swimming, Swinging |
| Blowpipe ^{CJE 91} | Attack (blowpipe), Fletcher (darts) | Trick Shooting (Blowpipe), Poison |
| Bodyguard ^{SH 93} | Interpose, Shadowing, Unobtrusive | Ambush, Cold Read, Conceal, Menace |
| Buckler ^{PG 152} | Parry (Buckler) | Attack (Buckler) |
| Captain ^{PN 99, WOB 106} | Strategy, Tactics | Ambush, Bribery, Cartography, Diplomacy, Gunnery, Incitation, Leadership, Logistics |
| Cloak ^{CA 95} | Parry (Cloak) | Entangle |
| Commander ^{PG 152} | Strategy, Tactics | Ambush, Artillery, Cartography, Diplomacy, Gunnery, Incitation, Leadership, Logistics |
| Crossbow ^{PG 153} | Attack (Crossbow), Fletcher | Reload (Crossbow) |
| Dirty Fighting ^{PG 153} | Attack (Dirty Fighting) | Attack (Improvised Weapon), Eye-gouge, Kick, Parry (Improvised Weapon), Throat Strike, Throw (Improvised Weapon) |
| Fencing ^{PG 154, CE 74} | Attack (Fencing), Parry (Fencing) | Cavalry Attack |
| Firearms ^{PG 154} | Attack (Firearms) | Reload (Firearms) |
| Hand Axe ^{US 96} | Attack (Hand Axe), Parry (Hand Axe) | Throw (Hand Axe) |
| Heavy Weapon ^{PG 155} | Attack (Heavy Weapon), Parry (Heavy Weapon) | |
| Knife ^{PG 155} | Attack (Knife), Parry (Knife) | Throw (Knife) |
| Panzerhand ^{PG 155} | Attack (Panzerhand), Parry (Panzerhand) | Uppercut |
| Polearm ^{PG155} | Attack (Polearm), Parry (Polearm) | Set Defense |
| Pugilism ^{PG 156} | Attack (Pugilism), Footwork, Jab | Ear Clap, Uppercut |
| Rider ^{PG 156} | Ride (Horse) | Animal Training, Mounting, Trick Riding |
| Sentry ^{SH 94} | Etiquette, Stand Watch, Unobtrusive | Ambush, Hand Signs, Menace |
| Shield ^{US 96} | Parry (Shield) | Attack (Shield) |
| Sling ^{CE 74} | Attack (Sling) | Snapshot(Sling), Trick Shooting(Sling) |
| Staff ^{SBN 29} | Attack (Staff), Parry (Staff) | Haymaker |
| Waylay ^{LV 81} | Lie in Wait, Set Traps, Shadowing | Ambush, Camouflage, Land on Target, Snatch and Grab |
| Whip ^{CA 95} | Attack (Whip) | |
| Wrestling ^{PG 156} | Grapple | Bear Hug, Break, Escape, Head Butt |

Civil Skills

| Skill | Basic Knacks | Advanced Knacks |
|---------------------------------------|--|---|
| Acrobat ^{US 93} | Balance, Footwork | Break Fall, Circus, Contortion, Juggling, Leaping, Lifting, Rolling, Stunt, Swinging |
| Archaeologist ^{AH 60, FT 71} | <i>This skill is for Explorers' Society and Sophia's Daughters Only.</i> Occult, Research, Society Lore (by society) | <i>Explorers' Society Only.</i> Artifact Evaluation, Synchrony Lore, (Synchrony) Trap Lore <i>Sophia's Daughters Only.</i> Cartography, Cryptography, Direction Sense, (Historian) Trap Lore |
| Arson ^{RI 82} | Mathematics, Street Navigation | Architecture, Cartography, Conceal, Natural Philosophy |
| Artist ^{PG 138} | <i>Start at Rank 2 in one Knack.</i> Composer, Drawing, Musician (instrument), Sculpting, Singing, Writing | |
| Bard ^{AV 95} | Etiquette, History, Oratory, Singing | Diplomacy, Herb Lore, Riddles, Sidhe Lore |
| Bomb-Making ^{RI 83} | Blacksmith, Cooper, Mathematics | Fuses, Natural Philosophy, Poison |
| Courtesan ^{VO 92} | <i>This skill is for Vodacce women only. Start at Rank 1 in 3 Knacks.</i> Acting, Dancing, Etiquette, Fashion, Jenny, Masseur, Unobtrusive | Cold Read, Conceal, Gossip, Mooch, Poison, Politics, Seduction, Sincerity |
| Courtier ^{PG 139} | Dancing, Etiquette, Fashion, Oratory | Diplomacy, Gaming, Gossip, Lip Reading, Memorizing, Mooch, Politics, Scheming, Seduction, Sincerity |
| Criminal ^{PG 140} | Gambling, Shadowing, Stealth | Ambush, Cheating, Lockpicking, Pickpocket, Prestidigitation, Quack, Scrounging |

| Skill | Basic Knacks | Advanced Knacks |
|--|---|--|
| Doctor ^{PG 141} | Diagnosis, First Aid | Dentist, Examiner, Quack, Surgery, Veterinarian |
| Engineer ^{CA 93} | Architecture, Drafting, Mathematics | Accounting, Cannonsmithing, Natural Philosophy |
| Falconer ^{US 94} | Bird Handling | Animal Training |
| Fence ^{RI 84} | Appraising, Socializing | Haggling, Shopping, Underworld Lore |
| Forger ^{RI 85} | Calligrapher, Forgery, Paper Maker, Research | Conceal, Cryptography |
| Fortune Telling ^{US 95} | Oratory, Palm Reading | Bones, Card Reading, Cold Read, I Ching, Haggling, Occult, Omens, Other Divination (<i>specify</i>) |
| Guide ^{VO 93} | <i>Start at Rank 1 in 3 Knacks (Street Navigation must be one of them).</i> Climbing, Ride, Stealth, Street Navigation, Survival, Tracking, Trail Signs. | Ambush, Cartography, Direction Sense, Navigation, Swimming. |
| Herbalist ^{FT 72} | Cooking, Diagnosis, First Aid, Flora | Compounds, Poison, Quack |
| Hunter ^{PG 142} | <i>Start at Rank 1 in 3 Knacks.</i> Fishing, Skinning, Stealth, Survival, Tracking, Trail Signs, Traps | Ambush, Animal Training |
| Medicine Man ^{IG 79} | Diagnosis, First Aid, Flora, Religious Lore (<i>own religion</i>) | Compounds, Quack, Storytelling |
| Merchant ^{PG 143, PN 100, VO 94, VV 93} | <i>Start at Rank 2 in 1 Knack.</i> Apothecary, Baker, Barber, Blacksmith, Brewer, Butcher, Calligrapher, Carpenter, Ceramics, Chandler, Cobbler, Confectioner, Cooking, Cooper, Distiller, Dying, Embalmer, Fletcher, Florist, Furrier, Gardener, Glassblower, Gunsmith, Hatter, Innkeeper, Jenny, Jeweler, Mason, Masseur, Miller, Paper Maker, Perfumer, Potter, Printer, Sail Maker, Scribe, Seamstress, Shipwright, Spinner, Steward, Tailor, Vintner, Weaver, Wigmaker | Accounting, Appraising, Architecture, Bartending, Haggling, Tinker |
| Missionary ^{CP 86} | <i>Cannot also have Monk or Priest.</i> Oratory, Philosophy, Survival | Cold Read, Diplomacy, Theology |
| Monk ^{CP 87} | <i>Cannot also have Missionary or Priest.</i> Calligraphy, Menial Tasks, Philosophy, Writing | Compounds, Seneschal, Theology |
| Performer ^{PG 145, US 96} | Acting, Dancing, Oratory, Singing | Animal Training, Circus, Cold Read, Disguise, Juggling, Memorizing, Prestidigitation, Shill, Storytelling |
| Politician ^{MR 119} | Etiquette, Oratory, Socializing | Diplomacy, Incitation, Politics, Rabble-rousing, Scheming, Sincerity |
| Priest ^{CA 94, CP 85} | <i>Cannot also have Missionary or Monk.</i> Oratory, Philosophy, Religious Lore (<i>own religion</i>), Writing | Diplomacy, Mooch, Theology |
| Professor ^{IC 80} | Oratory, Research, Writing | Law, Mooch, Natural Philosophy, Occult, Politics, Theology, Tinker |
| Rahib (Priest) ^{CE 73} | Calligraphy, Chanting, History, Menial Tasks, Philosophy, Unobtrusive, Writing | Diplomacy, Mooch, Occult, Scrounging, Storytelling, Theology |
| Riverboat Pilot ^{EN 83} | Balance, Knotwork, Rigging, River Navigation | Ambush, Bribery, Cartography, Diplomacy, Pilot, Swimming, Weather |
| Sailor ^{PG 146} | Balance, Climbing, Knotwork, Rigging | Cart ography, Leaping, Navigation, Pilot, Sea Lore, Swimming, Weather |
| Scholar ^{PG 146, CE 74} | History, Mathematics, Philosophy, Research | Astronomy, Calculus, Law, Natural Philosophy, Occult, Theology |
| Servant ^{PG 147, US 95} | Etiquette, Fashion, Menial Tasks, Unobtrusive | Accounting, Drive Carriage, Drive Sleigh, Gossip, Haggling, Seneschal, Valet |
| Shirbaz ^{CE 72} (Magician) | Etiquette, Fashion, Oratory | Cold Read, Pickpocket, Prestidigitation, Sincerity |
| Skald ^{VV 90} | <i>This skill is for Vesten only.</i> History, Oratory, Singing, Writing | Diplomacy, Incitation, Riddles, Rune Lore, Storytelling, Theology |
| Spy ^{PG 148, US 96} | Shadowing, Stealth | Bribery, Conceal, Cryptography, Disguise, Forgery, Hand Signs, Interrogation, Lip Reading, Memorizing, Poison, Sincerity |

| Skill | Basic Knacks | Advanced Knacks |
|--|--------------------------------------|---|
| Streetwise ^{PG 149} | Socializing, Street Navigation | Scrounging, Shopping, Underworld Lore |
| Teacher ^{SG 83} | Oratory, Research, Writing | Cold Read, Incitation, Leadership, Storytelling, Training |
| Urchin ^{EN 84} | Stealth, Street Navigation, Survival | Conceal, Pickpocket, Scrounging, Sincerity |
| Whaler ^{PN 100, VV 91, WOB 107} | Balance, Knotwork, Throw (Harpoon) | Leaping, Poison, Sea Lore, Swimming, Weather |

Rank 6

Knacks are normally limited to rank 5, but in some cases this is raised to rank 6. The cost to increase a knack from 5 to 6 is 25 XP (not 12 XP as might be expected).

Die Kreuzritter have one person who can train specific knacks to rank 6. (DK 69) He is:

- Ambush = Kazi, at Altamira
- Stealth = Kazi, at Altamira
- Tracking = Kazi, at Altamira

The Rilasciare have three people who can train specific knacks to rank 6. (RI 77-78) They are:

- Lockpicking = Gabriel Menendez de Altamira, Altamira
- Logistics = Nolan Chaucer, at Kirk
- Oratory = Boris Nicholeivich Sokolov, at Pavtlow

Sophia's Daughters have three people who can train specific knacks to rank 6. (FT 63) They are:

- Compounds = Giada Bencivenni, near Monti Lepini
- Natural Philosophy = Ranya Ihsan Samara, Alexia
- Socializing = Anne Duboise du Arrent, Muguet

The Swordsman's Guild have three people who can train specific knacks to rank 6. (SG 82) They are:

- Attack(Heavy Weapon) = Hrodgeir, Viddenheim
- Footwork = Linnae Knute, Kirk
- Parry(Knife) = Sebastien Valroux de Martise, Echine

In addition, several combat schools allow members to increase certain knacks to rank 6.

Skill Rolls

You normally roll "(Trait+Knack) k (Trait)". If you do not have the skill for a given knack (being at rank 0 of a knack in a skill you do have offers no penalty), you roll "(Trait)k(Trait)" but none of your dice explode.

The maximum number of dice you can roll is 10. If you have more than 10 unkept dice, they become kept dice. If you have more than 10 kept dice, turn each extra into a +10 on your roll. So "12k11" becomes "10k13" becomes "10k10+30"

| Knack | Skill |
|----------------------------|--|
| Accounting | Engineer* CA 93 Merchant* PG 143 Servant* PG 147 |
| Acting | Courtesan VO 92 Performer PG 145 |
| Ambush | Bodyguard * SH 93 Captain* PN 97 Commander* PG 152 Criminal* PG 140 Guide* VO 94 Hunter* PG 142 Riverboat Pilot* EN 84 Sentry * SH 94 Waylay * LV 81 |
| Animal Training | Falconer* US 94 Hunter* PG 142 Performer* PG 145 Rider* PG 156 |
| Apothecary | Merchant PG 143 |
| Appraising | Fence RI 84 Merchant* PG 143 |
| Architecture | Arson* RI 82 Engineer CA 93 Merchant* PG 143 |
| Artifact Evaluation | Archaeologist* AH 60 |
| Artillery | Commander* PG 152 |
| Astronomy | Scholar* PG 146 |
| Attack (Blowpipe) | Blowpipe CJE 91 |
| Attack (Bow) | Archer PG 150 |
| Attack (Buckler) | Buckler* PG 152 |
| Attack (Crossbow) | Crossbow PG 153 |
| Attack (Dirty Fighting) | Dirty Fighting PG 153 |
| Attack (Fencing) | Fencing PG 154 |
| Attack (Firearms) | Firearms PG 154 |
| Attack (Hand Axe) | Hand Axe US 96 |
| Attack (Heavy Weapon) | Heavy Weapon PG 155 |
| Attack (Improvised Weapon) | Dirty Fighting* PG 153 |
| Attack (Knife) | Knife PG 155 |
| Attack (Panzerhand) | Panzerhand PG 155 |
| Attack (Polearm) | Polearm PG 155 |
| Attack (Pugilism) | Pugilism PG 156 |
| Attack (Shield) | Shield* US 96 |
| Attack (Sling) | Sling CE 74 |
| Attack (Staff) | Staff SBN 29 |
| Attack (Whip) | Whip CA 95 |
| Baker | Merchant PG 143 |
| Balance | Acrobat US 93 Riverboat Pilot EN 83 Sailor PG 146 Whaler PN 100 |
| Barber | Merchant PG 143 |
| Bartending | Merchant* PG 143 |
| Bear Hug | Wrestling* PG 156 |
| Bird Handling | Falconer US 94 |

| | |
|-----------------------|---|
| Blacksmith | Bomb-making RI 83 Merchant PG 143 |
| Bones | Fortune Telling* US 95 |
| Break | Wrestling* PG 156 |
| Break Fall | Acrobat* US 93 Athlete* PG 150 |
| Brewer | Merchant PG 143 |
| Bribery | Captain* PN 99 Riverboat Pilot* EN 83 Spy* PG 148 |
| Butcher | Merchant PG 143 |
| Calculus ¹ | Scholar CE 74 |
| Calligrapher | Forger RI 85 Merchant PG 143 Monk CP 87 Rahib CE 73 |
| Camouflage | Waylay* LV 81 |
| Cannonsmithing | Engineer* CA 83 |
| Card Reading | Fortune Telling* US 95 |
| Carpenter | Merchant PG 143 |
| Cartography | Arson* RI 82 Captain* PN 99 Commander* PG 152 Guide* VO 93 Riverboat Pilot* EN 83 Sailor* PG 146 |
| Cavalry Attack | Fencing* CE 74 |
| Ceramics | Merchant PG 143 |
| Chandler | Merchant PG 143 |
| Chanting | Rahib CE 73 |
| Cheating | Criminal* PG 140 |
| Circus | Acrobat* US 93 Performer* PG 145 |
| Climbing | Athlete PG 150 Guide VO 93 Sailor PG 146 |
| Cobbler | Merchant PG 143 |
| Cold Read | Bodyguard * SH 93 Courtesan* VO 92 Fortune Telling* US 95 Missionary * CP 86 Performer * PG 145 Shirbaz * CE 72 Teacher * SG 83 |
| Composer | Artist PG 138 |
| Compounds | Herbalist* FT 72 Medicine Man* IG 79 Monk* CP 87 |
| Conceal | Arson * RI 82 Bodyguard * SH 93 Courtesan* VO 92 Forger* RI 85 |

¹ Your rank in this skill may not exceed your Mathematics rank. Non-Crescent characters cannot start with a rank in this knack

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|-----------------|---|
| | Spy* PG 148 Urchin* EN84 |
| Confectioner | Merchant PG 143 |
| Contortion | Acrobat* US 93 |
| Cooking | Herbalist FT 72 Merchant PG 143 |
| Cooper | Bomb-making RI 83 Merchant PG 143 |
| Cryptography | Forger* RI 85 Spy* PG 148 |
| Dancing | Courtesan VO 92 Courtier PG 139 Performer PG 145 |
| Dentist | Doctor* PG 141 |
| Diagnosis | Doctor PG 141 Herbalist FT 72 Medicine Man IG 79 |
| Diplomacy | Bard* AV 95 Captain* PN 99 Commander* PG 152 Courtier* PG 139 Missionary * CP 86 Politician * MR 119 Priest* CP 85 Rahib* CE 73 Riverboat Pilot* EN 83 Skald * VV 90 |
| Direction Sense | Guide* VO 93 |
| Disguise | Performer* PG 145 Spy* PG 148 |
| Distiller | Merchant PG 143 |
| Drafting | Engineer CA 93 |
| Drawing | Artist PG 138 |
| Drive Carriage | Servant* PG 147 |
| Drive Sleigh | Servant* US 95 |
| Dying | Merchant PG 143 |
| Ear Clap | Pugilism* PG 156 |
| Embalmer | Merchant PG 143 |
| Entangle | Cloak* CA 95 |
| Escape | Wrestling* PG 156 |
| Etiquette | Bard AV 95 Courtesan VO 92 Courtier PG 139 Politician MR 119 Sentry SH 94 Servant PG 147 Shirbaz CE 72 |
| Examiner | Doctor* PG 141 |
| Eye-gouge | Dirty Fighting* PG 153 |
| Fashion | Courtesan VO 92 Courtier PG 139 Servant PG 147 Shirbaz CE 72 |
| First Aid | Doctor PG 141 Herbalist FT 72 Medicine Man IG 79 |
| Fishing | Hunter PG 142 |
| Fletcher | Archer PG 150 Blowpipe CJE 91 Crossbow PG 153 Merchant PG 143 |

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|----------------|--|
| Flora | Herbalist FT 72 Medicine Man IG 70 |
| Florist | Merchant PG 143 |
| Footwork | Acrobat US 93 Athlete PG 150 Pugilism PG 156 |
| Forgery | Forger RI 85 Spy* PG 148 |
| Furrier | Merchant PG 143 |
| Fuses | Bomb-making RI 83 |
| Gambling | Criminal PG 140 |
| Gaming | Courtier* PG 139 |
| Gardner | Merchant PG 143 |
| Glassblower | Merchant PG 143 |
| Gossip | Courtesan* VO 92 Courtier* PG 139 Servant* PG 147 |
| Grapple | Wrestling PG 156 |
| Gunnery | Captain* PN 99 Commander* PG 152 |
| Gunsmith | Merchant PG 143 |
| Haggling | Fence * RI 84 Fortune Telling * US 95 Merchant * PG 143 Servant * PG 147 |
| Hand Signs | Sentry* SH 94 Spy* PG 148 |
| Hatter | Merchant PG 143 |
| Haymaker | Staff* SBN 29 |
| Head Butt | Wrestling* PG 156 |
| Herb Lore | Bard* AV 95 |
| History | Bard AV 95 Rahib CE 73 Scholar PG 146 Skald VV 90 |
| Horse Archery | Archer* PG 150 |
| Incitation | Captain * PN 99 Commander * PG 152 Politician * MR 119 Skald * VV 90 Teacher * SG 83 |
| Innkeeper | Merchant PG 143 |
| Interpose | Bodyguard SH 93 |
| Interrogation | Spy* PG 148 |
| Jab | Pugilism PG 156 |
| Jenny | Courtesan VO 92 Merchant PG 143 |
| Jeweler | Merchant PG 143 |
| Juggling | Acrobat* US 93 Performer* PG 145 |
| Kick | Dirty Fighting* PG 153 |
| Knotwork | Riverboat Pilot EN 83 Sailor PG 146 Whaler PN 100 |
| Land on Target | Waylay LV 81 |
| Law | Professor* IC 80 Scholar* PG 146 |
| Leadership | Captain* PN 99 Commander* PG 152 Teacher* SG 83 |
| Leaping | Acrobat* US 93 |

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|----------------------------|---|
| | Athlete* PG 150 Sailor* PG 146 Whaler* PN 100 |
| Lie in Wait | Waylay LV 81 |
| Lifting | Acrobat* US 93 Athlete* PG 150 |
| Lip Reading | Courtier* PG 139 Spy* PG 148 |
| Lockpicking | Criminal* PG 140 |
| Logistics | Captain* PN 99 Commander* PG 152 |
| Long Distance Running | Athlete* PG 150 |
| Mason | Merchant PG 143 |
| Masseur | Courtesan VO 92 Merchant PG 143 |
| Mathematics | Arson RI 82 Bomb-making RI 83 Engineer CA 93 Scholar PG 146 |
| Memorizing | Courtier* PG 139 Performer* PG 145 Spy* PG 148 |
| Menace | Bodyguard * SH 93 Sentry * SH 94 |
| Menial Tasks | Monk CP 87 Rahib CE 73 Servant PG 147 |
| Miller | Merchant PG 143 |
| Mooch | Courtesan* VO 92 Courtier* PG 139 Priest * CA 94 Professor* IC 80 Rahib * CE 73 |
| Mounting | Rider* PG 156 |
| Musician (Instrument) | Artist PG138 |
| Natural Philosophy | Arson* RI 82 Bomb-making* RI 83 Engineer* CA 93 Professor* IC 80 Scholar* PG 146 |
| Navigation | Guide* VO 93 Sailor* PG 146 |
| Occult | Archaeologist * AH 60, FT 71 Fortune Telling* US 95 Professor* IC 80 Rahib* CE 73 Scholar* PG 146 |
| Omens | Fortune Telling* US 95 |
| Oratory | Bard AV 95 Courtier PG 139 Fortune Telling US 95 Missionary CP 86 Performer PG 145 Politician MR 119 Priest CA 94 Professor IC 80 Shirbaz CE 72 Skald VV 90 Teacher SG 83 |
| Other Divination (specify) | Fortune Telling* US 95 |

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|---------------------------|---|
| Palm Reading | Fortune Telling US 95 |
| Paper Maker | Forger RI 85 Merchant PG 143 |
| Parry (Buckler) | Buckler PG 152 |
| Parry (Cloak) | Cloak CA 95 |
| Parry (Fencing) | Fencing PG 154 |
| Parry (Hand Axe) | Hand Axe US 96 |
| Parry (Heavy Weapon) | Heavy Weapon PG 155 |
| Parry (Improvised Weapon) | Dirty Fighting* PG 153 |
| Parry (Knife) | Knife PG 155 |
| Parry (Panzerhand) | Panzerhand PG 155 |
| Parry (Polearm) | Polearm PG 155 |
| Parry (Shield) | Shield US 96 |
| Parry (Staff) | Staff SBN 29 |
| Perfumer | Merchant PG 143 |
| Philosophy | Missionary CP 86 Monk CP 87 Priest CA 94 Rahib CE 73 Scholar PG 146 |
| Pickpocket | Criminal* PG 140 Shirbaz* CE 72 Urchin* EN 84 |
| Pilot | Riverboat Pilot* EN 83 Sailor* PG 146 |
| Poison | Blowpipe * CJE 91 Bomb-making* RI 83 Courtesan* VO 92 Herbalist * FT 72 Spy* PG 148 Whaler* PN 100 |
| Politics | Courtesan* VO 92 Courtier* PG 139 Politician* MR 119 Professor* IC 80 |
| Potter | Merchant PG 143 |
| Prestidigitation | Criminal* PG 140 Performer* PG 145 Shirbaz * CE 72 |
| Printer | Merchant PG 143 |
| Quack | Criminal* PG 140 Doctor* PG 141 Herbalist* FT 72 Medicine Man* IG 79 |
| Rabble-Rousing | Politician* MR 119 |
| Religious Lore | Medicine Man IG 79 Priest CA 94 |
| Reload (Crossbow) | Crossbow* PG 153 |
| Reload (Firearms) | Firearms* PG 154 |
| Research | Archaeologist AH 60, FT 71 Forger RI 85 Professor IC 80 Scholar PG 146 Teacher SG 83 |
| Riddles | Bard* AV 95 Skald* VV 90 |
| Ride (Horse) | Guide VO 93 Rider PG 156 |
| Rigging | Riverboat Pilot EN 83 Sailor PG 146 |

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| River Navigation | Riverboat Pilot ^{EN 83} |
| Rolling | Acrobat* US 93 Athlete* PG 150 |
| Rune Lore | Skald* VV 90 |
| Sail Maker | Merchant PG 143 |
| Scheming | Courtier* PG 139 Politician* MR 119 |
| Scribe | Merchant PG 143 |
| Scrounging | Criminal* PG 140 Rahib ^{CE 73} Streetwise* PG 149 Urchin* EN 84 |
| Sculpting | Artist PG 138 |
| Sea Lore | Sailor* PG 146 Whaler* PN 100 |
| Seamstress | Merchant PG 143 |
| Seduction | Courtesan* VO 92 Courtier* PG 139 |
| Seneschal | Monk* CP 87 Servant* PG 147 |
| Set Defense | Polearm* PG 155 |
| Set Traps | Waylay LV 81 |
| Shadowing | Bodyguard ^{SH 93} Criminal PG 140 Spy PG 148 Waylay LV 81 |
| Shill | Performer* PG 145 |
| Shipwright | Merchant PG 143 |
| Shopping | Fence* RI 84 Streetwise* PG 149 |
| Side-step | Athlete* PG 150 |
| Sidhe Lore | Bard* AV 95 |
| Sincerity | Courtesan* VO 92 Courtier* PG 139 Shirbaz * CE 72 Spy* PG 148 Urchin* EN 84 |
| Singing | Artist PG 138 Bard AV 95 Performer PG 145 Skald VV 90 |
| Skinning | Hunter PG 142 |
| Snapshot (Bow) | Archer* PG 150 |
| Snapshot (Sling) | Sling* CE 74 |
| Snatch and Grab | Waylay* LV 81 |
| Socializing | Fence ^{RI 84} Politician MR 119 Streetwise PG 149 |
| Society Lore (Explorers ²) | Archaeologist ^{AH 60} |
| Society Lore (Sophia's Daughters) ² | Archaeologist ^{FT 71} |
| Spinner | Merchant PG 143 |
| Sprinting | Athlete PG 150 |
| Stand Watch | Sentry ^{SH 94} |
| Stealth | Criminal PG 140 Guide VO 93 Hunter PG 142 Spy PG 148 Urchin EN 84 |

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|---------------------------|--|
| Steward | Merchant PG 143 |
| Storytelling | Medicine Man* IG 79 Performer* PG 145 Rahib* CE 73 Skald* VV 90 Teacher* SG 83 |
| Strategy | Captain PN 99 Commander PG 152 |
| Street Navigation | Arson ^{RI 82} Guide VO 93 Streetwise PG 149 Urchin EN 84 |
| Stunt | Acrobat* US 93 |
| Surgery | Doctor* PG 141 |
| Survival | Guide VO 93 Hunter PG 142 Missionary CP 86 Urchin EN 84 |
| Swimming | Athlete* PG 150 Guide* VO 93 Riverboat Pilot* EN 83 Sailor* PG 146 Whaler* PN 100 |
| Syrneth Lore | Archaeologist* AH 60 |
| Tactics | Captain PN 99 Commander PG 152 |
| Tailor | Merchant PG 143 |
| Theology | Missionary* CP 86 Monk* CP 87 Priest* CA 94 Professor* IC 80 Rahib ^{CE 73} Scholar* PG 146 Skald* VV 90 |
| Throat Strike | Dirty Fighting* PG 153 |
| Throw (Hand Axe) | Hand Axe* US 96 |
| Throw (Harpoon) | Whaler PN 100 |
| Throw (Improvised Weapon) | Dirty Fighting* PG 153 |
| Throw (Knife) | Knife PG 155 |
| Throwing | Athlete PG 150 |
| Tinker | Merchant* PG 143 Professor* IC 80 |
| Tracking | Guide VO 93 Hunter PG 142 |
| Trail Signs | Guide VO 93 Hunter PG 142 |
| Training | Teacher* SG 83 |
| Trick Riding | Rider* PG 156 |
| Trick Shooting (Blowpipe) | Blowpipe* CJE 91 |
| Trick Shooting (Bow) | Archer* PG 150 |
| Trick Shooting (Sling) | Sling* CE 74 |
| Underworld Lore | Fence* RI 84 Streetwise* PG 149 |
| Unobtrusive | Bodyguard ^{SH 93} Courtesan VO 92 Rahib ^{CE 73} Sentry ^{SH 94} Servant PG 147 |
| Uppercut | Panzerhand* PG 155 |

² The same skill as Society Lore (ES), just for SD.

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| | Pugilism* PG 156 |
| Valet | Servant* PG 147 |
| Veterinarian | Doctor* PG 141 |
| Vintner | Merchant PG 143 |
| Weather | Riverboat Pilot* EN 83 Sailor* PG 146 Whaler* PN 100 |
| Weaver | Merchant PG 143 |

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|----------|---|
| Wigmaker | Merchant PG 143 |
| Writing | Artist PG 138 Monk CP 87 Priest CA 94 Professor IC 80 Rahib CE 73 Skald VV 90 Teacher SG 83 |

Combat Mechanics

Weapon Stats PG 24, 194, KM 67-68

| Weapon | Damage | Short Range | Long Range | Reload |
|-----------------------------------|--------------------------------------|-----------------------------------|--------------------------------------|------------|
| Fist | 0k1 | ----- | ----- | ----- |
| Arquebus ³ KM 67 | 5k3 | 3 to 35 yd = -10 to hit | 70 yd = -15 to hit | 30 actions |
| Axe, Battle | 3k2 | ----- | ----- | ----- |
| Axe, Hand US 103 | 2k2 | (5+ <i>Brawn</i>) yd = -0 to hit | (10+2* <i>Brawn</i>) yd = -5 to hit | ----- |
| Bayonet | 3k2 | ----- | ----- | ----- |
| Blunderbuss ⁴ KM 68 | 1 yd: 5k4 Short: 5k3 Long: 3k2 | 3 to 10 yd = -0 to hit | 20 yd = -20 to hit | 25 actions |
| Bow, Standard | 2k2 | 75 yd = -5 to hit | 150 yd = -10 to hit | 1 action |
| Bow, Long ^{AV} 94 | 2k2 | 100 yd = -5 to hit | 200 yd = -10 to hit | 1 action |
| Broadsword | 3k2 | ----- | ----- | ----- |
| Buckler | 1k1 | ----- | ----- | ----- |
| Carbine KM 68 | 4k3 | 3 to 30 yd = -10 to hit | 60 yd = -15 to hit | 25 actions |
| Claymore ^{AV} 94 | 4k2 ⁵ | ----- | ----- | ----- |
| Crossbow | 2k3 | 50 yd = -5 to hit | 100 yd = -10 to hit | 6 actions |
| Cutlass PN 101 | 3k2 ⁶ | ----- | ----- | ----- |
| Fencing Sword | 2k2 | ----- | ----- | ----- |
| Harpoon PN 102 | 3k2 ⁷ | (3+ <i>Brawn</i>) yd = -0 to hit | (5+2* <i>Brawn</i>) yd = -5 to hit | ----- |
| Heavy Weapon | 3k2 | ----- | ----- | ----- |
| Knife | 1k2 | (3+ <i>Brawn</i>) yd = -0 to hit | (5+2* <i>Brawn</i>) yd = -5 to hit | ----- |
| Knife, Throwing ^{VO} 101 | 1k1 ⁸ | (3+ <i>Brawn</i>) yd = -0 to hit | (5+2* <i>Brawn</i>) yd = -5 to hit | - |
| Main-gauche | 1k2 | ----- | ----- | ----- |
| Musket | 5k3 | 3 to 40 yd = -10 to hit | 80 yd = -15 to hit | 30 actions |
| Panzerhand | 0k2 | ----- | ----- | ----- |
| Pistol | 4k3 | 3 to 15 yd = -10 to hit | 30 yd = -15 to hit | 20 actions |
| Pole-arm | 2k2 | ----- | ----- | ----- |
| Shield US 103 | 1k1 | ----- | ----- | ----- |
| Sling CE 93 | 1k2 | 60 yd = -5 to hit | 120 yd = -10 to hit | 1 actions |
| Spear IG 90 | 3k2 | (3+ <i>Brawn</i>) yd = -0 to hit | (5+2* <i>Brawn</i>) yd = -5 to hit | - |
| Spear, Boar EN 99 | 1k2 | ----- | ----- | ----- |
| Staff | 2k2 | ----- | ----- | ----- |
| Stiletto RI 91 | 0k2 ⁹ | ----- | ----- | ----- |
| Whip CA 105 | 0k1 ¹⁰ | ----- | ----- | ----- |
| Zweihander EN 100 | 3k3 | ----- | ----- | ----- |

³ When firing, roll on the Weather Table; a roll of over 15 means the match has gone out and must be relit (1 action)

⁴ At long range and when fired by Brutes, no firearm damage is considered to have been done. Can be used to attack whole Brute Squads.

⁵ -1k0 to hit

⁶ -1k0 to hit

⁷ 3k3 vs. Whales

⁸ +5 to hit

⁹ +1k0 to hit

¹⁰ -1 to action die for attacking, +5 to initiative total

Passive Defense ^{PG 20}

During combat, when someone tries to hit your character, they roll against your passive defense target number (TN). Generally, your TN depends on your rank in the appropriate athletic knack. The Default defense is used when on your feet. Other defenses are used when doing specific actions. When not prone and not under a non-default activity, you may use your rank in a Parry knack for your passive defense get a TN=5+(Parry*5).

Regardless of your defense, you may make an Active Defense using the same knack as was used for your Passive Defense (you cannot use a different knack for the Active Defense). For example, if you used Parry for passive, you must use it for Active. If you used Riding for your Passive Defense, you must use it for Active.

| Activity | Passive Defense | Activity | Passive Defense | Activity | Passive Defense |
|----------|-----------------|----------|-----------------|-------------------|-----------------|
| Default | 5 +(Footwork*5) | Riding | 5 +(Riding*5) | Swinging | 5 +(Swinging*5) |
| Climbing | 5 +(Climbing*5) | Rolling | 5 +(Rolling*5) | Swimming | 5 +(Swimming*5) |
| Leaping | 5 +(Leaping*5) | Running | 5 +(Running*5) | Unstable Surfaces | 5 +(Balance*5) |

Wounds ^{PG 21}

Flesh Wounds are taken when your character takes damage. Each time the character takes damage, you need to make a Wounds Check. This roll is (Brawn)k(Brawn). If this roll is less than your number of flesh wounds, you take a Dramatic Wound. If you have the Toughness advantage, you get 1 extra unkept die on this roll. If a character takes (Resolve) Dramatic Wounds, the character is Crippled and your dice do not explode. If a character takes 2*(Resolve) Dramatic Wounds, they are Knocked Out.

Drama Dice ^{PG 22}

Drama dice can be used *at any time* to add 1k1 to any die roll (but not any effect roll)... after you see whether the roll was successful or not! You can also use them to activate a hubris in an NPC, to activate your virtue, for sorcery, or to prevent being knocked out. In RoC we calculate beginning drama dice by taking the lowest whole average of your dice (so Total of Traits added together/5, round down).