

Rogues of Canguine

Character Creation Cheatsheet

Based on 7th Sea Character Handbook by Stephen D'Angelo (dangelo@crystalkeep.com)
with additional content from Andy Aiken and Mark Edwards
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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, Qatih'pi (-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	Pyryem	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/ Vestenmannjavnjjar	Holland/ Norway	+1 Wits	Astrologer Laerdom Sympathetic Healer	Halfdansson 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's 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 Haggling 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 Fhidelì 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	Vesten only 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	Costs 1 HP if Ussuran, Highlander, or Vendel/Vesten 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	Vodacce only. 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	Costs 1 HP for Archipelago characters. +1k0 for skill checks involving your senses.
Large ^{PG 135}	5 HP	Costs 3 HP if Vesten. +1k0 on damage and Intimidation rolls. (<i>You cannot also get the Small advantage.</i>)
Left-Handed ^{PG 135}	3 HP	Costs 1 HP if Vodacce. +1k0 on attack rolls with left hand. Your right hand is your off-hand.
Legendary Trait ^{PG 135}	3 HP	Costs 1 HP if Avalon. 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	Costs 3 HP if Ussuran. 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	Avalon only. See p. 11-12 below for possible advantages.
Small ^{PG 138}	2 HP	Costs 1 HP if Kanu. +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	Cost 3 HP if Ussuran. +1k1 on wound checks.
Unbound ^{VO 99}	15 HP	Male Vodacce only. 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	Costs 1 HP if Archipelago. 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	Crescent only. Your destiny is guided by your sign. March 20 – April 20 = +1 on Vendel/Vesten investment rolls. -1 drama die per story. +5 on TN of attempts to distract you. April 21 – May 21 = +1 on TN of attempts to taunt you. -5 on TN of attempts to charm you. 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. June 23 – July 24 = You complete lengthy tasks in 3/4 time. -5 on TN to taunt you. July 25 – August 25 = +5 on attempts to intimidate others. 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. September 27 – October 26 = Free Commander skill. The Leadership knack is basic for you. October 27 – November 26 = You age slower (33=Middle, 55=Old, 70+2k2=Die). November 27 – December 26 = When crippled, up to one die per roll explodes normally. December 27 – January 20 = +5 on attempts to charm others. January 21 – February 20 = +1 experience and -1 reputation at the end of each story. February 21 – March 19 = +5 on TN to taunt you or others with you. -5 on TN to intimidate you.

Career Advantages (“what you do”)

Advantage	HP Cost	Description
Acalde ^{CA 103}	4 HP	Castille only. You are a member of the Castillian police force (like a sheriff).
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	You may not also have the Ordained advantage. 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.
Commission ^{PG 132, 159 WOB 102} Corporal/Sailor Sergeant/Mate Lieutenant/Petty Officer Captain/Lieutenant	2 HP 4 HP 6 HP 8 HP	-2 HP to cost for Montaigne (minimum of 1 HP). 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). 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).
Elaine's Knights ^{AV 91}	4 HP	Avalon only. All needs are taken care of by the Queen and your fellow Knights are allies. See AV 97-98 for details.
Fencing Academy ^{SG 92}	1-20 HP	Swordsman's Guild member cost is at -1 (minimum 1). You run a combat training academy. See SG 92-93 for details.
Gentry ^{MO 83}	8 HP	Montaigne only. Costs 4 HP if have Sorcery. You are an unlanded noble. You start the game with 10,000g, but you have no income. You get +5 on <i>Mooch</i> knack rolls.
Governor ^{VO 97}	6 HP	Vodacce only. 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.
Iron Guard ^{EN 96}	4 HP	Eisen only. 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
Jarl ^{VV 99}	8 HP	Vesten only. You cannot also take the Thrall advantage. 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
Lord's Hand ^{VO 98}	4 HP	Vodacce only. Requires Wits=3+, Panache=3+, at least 3 martial skills, and at least 10 HP spent on Courtier knacks. You work for a Prince and perform actions in his name. All needs are taken care of by the Prince
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	Costs 1 less if Vendel. 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).

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 Suldan'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). <i>(This advantage can be purchased up to 3 times, each for a different person.)</i>
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. <i>(This advantage can be purchased up to 3 times, each for a different person.)</i>
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	Die Kreuzritter only. 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	Die Kreuzritter only. Only if no Sorcery or Shamanism. All damage dealt to you is reduced by 1 flesh wound.
Nightblade ^{DK 72}	6 HP	Die Kreuzritter only. 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 1/2" 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	Die Kreuzritter only. 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 ^{CA 93}	You are seeking position in a religious order and must abide by complex and possibly severe disciplines.
Amnesia ^{PG 157}	You cannot remember who you are or how you got here.
Animal Animosity ^{US 93}	You angered an important member of an animal special and now all members of that species are hostile to you.
Assassin ^{MO 79}	A political rival hired an assassin to kill you.
Betrothed ^{VO 91}	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 ^{RC 70}	Rose and Cross only. 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 ^{VV 90}	Vesten only. You have sworn a blood oath to do something. You will succeed or die trying.
Code of Honor ^{VO 91}	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 ^{IG 85}	You were raised in an island colony, and are regarded as unrefined and ignorant by mainlanders.
Contentious Theory ^{IC 81}	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 ^{CP 90, EN 83}	You used to be religious but now doubt your beliefs. Do you abandon them or return?
Cursed ^{PG 157}	You may or may not know the curse, and may or may not accept its inevitability. But something bad happens.
Dead to the World ^{DK 69}	You faked your death and are forbidden to let your loved ones and friends know.
Debt ^{PG 158}	You owe money. The more points spent, the more money owed or the more intently they want to collect.
Defeated ^{PG 158}	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 ^{CA 93}	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 ^{EN 83}	Eisen Noble only. 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 ^{LV 82}	Los Vagos only. You have worn the mask of El Vago. This makes you a wanted person.
Exiled ^{PN 97, WOB 105}	You are forbidden to return home. If you go, you could be executed.
Fascination ^{IG 85}	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 ^{PG 158}	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 ^{US 93}	Non-Fhideli only. The Fhideli have an unfavorable opinion of you due to something you did.
Hated Relative ^{VV 90}	Vendel / Vesten only. You have a relative on the other side of the Vendel / Vesten schism. You are feuding with this person.
Heirloom Relic ^{CP 91}	You have a holy relic and are charged with protecting it
Hunted ^{PG 158}	Someone wants to find you. The more points spent, the more intently they are hunting.
Hunting ^{PG 158}	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 ^{SG 83}	You learned your sword school by studying under an infamous teacher. That teacher's reputation and enemies make your life difficult.
Invention ^{IC 81}	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 ^{FT 70}	You feel a deep desire to help others in need, and sometimes doing so means doing morally questionable things.
Loan ^{VV 90}	You have made a loan to someone who disappeared with the money. You want it back.
Lorenzo ^{VO 91}	Vodacce only. You have ancestors in the Lorenzo family. You need to keep this secret or face dishonor and possibly death.
Lost Love ^{PG 159}	Your love left you for a hated enemy, who now wants to ruin you.
Lost Relative ^{PN 97, WOB 105}	A close relative disappeared or was kidnapped. You dedicated your life to finding them.
Memlo ^{US 93}	Fhideli only. You are considered unclean for something that happened to you. It could be your fault or something a Gadjo did.
Mistaken Identity ^{PG 159}	They are convinced you are someone you are not or that you know something you do not.

Background	Description
Mole ^{RI 88}	Requires membership in an organization. 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}	Requires membership in an organization. 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}	Requires membership in an organization. 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.
Qatih'i Target ^{CE 72}	You have provoked the wrath of the Qatih'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}	Requires membership in an organization. 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}	Los Vagos only. 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.

Language you want to know:	Where You Are From														
	Western Theah							Crescent Empire							
	Avalon	Castille	Eisen	Avalon Eisen	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}	This skill is for Explorers' Society and Sophia's Daughters Only. Occult, Research, Society Lore (by society)	Explorers' Society Only. Artifact Evaluation, Synchrony Lore, (Synchrony) Trap Lore Sophia's Daughters Only. Cartography, Cryptography, Direction Sense, (Historian) Trap Lore
Arson ^{RI 82}	Mathematics, Street Navigation	Architecture, Cartography, Conceal, Natural Philosophy
Artist ^{PG 138}	Start at Rank 2 in one Knack. 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}	This skill is for Vodacce women only. Start at Rank 1 in 3 Knacks. 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 ^{PG141}	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}	Start at Rank 1 in 3 Knacks (Street Navigation must be one of them). 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}	Start at Rank 1 in 3 Knacks. 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}	Start at Rank 2 in 1 Knack. 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}	Cannot also have Monk or Priest. Oratory, Philosophy, Survival	Cold Read, Diplomacy, Theology
Monk ^{CP 87}	Cannot also have Missionary or Priest. 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}	Cannot also have Missionary or Monk. 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	Cartography, 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}	This skill is for Vesten only. 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

	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

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

	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 PG 138
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

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

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}

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 ^{PG152}
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.

	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

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+Brawn) yd = -0 to hit	(10+2*Brawn) 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+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	----
Heavy Weapon	3k2	----	----	----
Knife	1k2	(3+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	----
Knife, Throwing VO 101	1k1 ⁸	(3+Brawn) yd = -0 to hit	(5+2*Brawn) 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+Brawn) yd = -0 to hit	(5+2*Brawn) 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).