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## **A Few Guilders More**

by

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with special thanks to

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### **CONTENTS**

Tips for Running

Background

Act I – The Ransom

Act II – Journey to Eisen

Act III – Ambushed!

Act IV – Final Confrontation with de Roucy

Major NPCs

Pre-generated Characters and Backgrounds

### **Tips for Running**

You will need a copy of the 7<sup>th</sup> *Sea Player's Guide* and 7<sup>th</sup> *Sea Game Master's Guide* to use this adventure. (Since the final section of the story takes place in Freiburg, the *Freiburg* boxed set will be very helpful, but is not required.) Like *A Fistful of Guilders*, this is intended to be “high adventure.” Encourage cinematic “over the top” stunts and roleplaying. Once again, Alain de Roucy is the villain, and he’s out for blood this time. Try to impress upon the players that innocent lives are at stake, and any mistake on their part will have dire consequences. Again, this is only a brief outline of the story. The GM should read through the adventure before playing and decide what parts he wants to “flesh out.” Playtested as is, the game runs approximately 3 ½ hours.

### **Background**

After the events of *A Fistful of Guilders*, Capitaine Alain de Roucy was captured by the Montaigne forces and charged with treason and desertion. He was returned to Charouse for trial and execution. Before he could be put to death, his lover Sabine, a powerful Porté sorceress, rescued him. The two fled to Eisen, where they lived as exiles. During this time, de Roucy began gathering information on the group who had foiled him in Rancho Torres. These people had become quite the heroes.

The Montaigne sent spies into Castille, and occasionally traveled there himself to gain more information. Soon, he had a plan for revenge and the restoration of his lost fortunes. He began to gather his forces. Many of his most loyal Dragoons had deserted after the loss of the Las Alquérias [las awl-care-EE-as>> fortune and the capture of their captain, and many were living in Eisen as mercenaries. Soon, de Roucy had a platoon of loyal soldiers, and a plan. Sabine had found Bertrand Dumont, a former sergeant in de Roucy’s command. Roucy eventually made contact with Dumont, as well as the Vendel assassin named Grimm.

Meanwhile, in Castille, the six companions have become local heroes. After the Montaigne Revolution, Rancho Torres was liberated. Doña Elodia Avila del Torres de Castillo now technically rules the province, although her son-in-law Javier Gallegos del Guzman is serving as regent while

she mourns the loss of so many of her family. Many people suspect that the loss of her husband and sons broke Elodia. The Torres region is beginning to prosper once again, albeit slowly, and the people are happy to be free again. Javier's wife Elvia gave birth to a son early this spring, who she named Fernando after her father, the former don. Life in Rancho Torres is improving day by day. In fact, things have improved enough that Javier is holding a huge ball to honor the men and women who fought so bravely to liberate Castille from the Montaigne.

### **Act I – The Ransom**

The heroes are gathered at the estate of Doña Elodia Avila del Torres de Castillo, ruler of Rancho Torres, for a celebration to honor them. Most of the local nobles are in attendance, and everyone seems to be having a wonderful time. Javier Gallegos de Guzman and his lovely wife Elvia are present, and in fact, Elvia is more the hostess than her mother is. Allow the characters a few minutes to bask in the limelight as various nobles remind them again and again that they are heroes of the highest order. After the party is well under way, a nurse bursts into the ballroom. She is wounded, bleeding profusely from a scalp wound.

“The babies!” she screams hysterically. “Señor Guzman, they’ve taken the babies!”

Javier rushes to the nursery, where he finds the other nurse dead and his young son Fernando missing. Also missing are the young children of two visiting dons. He orders the guards to search the grounds, then look expectantly to the heroes. If they don't immediately offer to help, he dismisses them with a scowl. The surviving nurse says she was struck from behind and never saw the attackers. The second nurse was stabbed through the heart (and thus unable to give any information.) A successful Wits + Examiner Roll (TN 20) reveals that she was stabbed with a heavy bladed instrument, like a large knife or a bayonet. A careful search of the grounds (Perception check - TN 25) turns up the only clue to the identity of the kidnappers: a scrap of green wool caught in the branches of a shrub near the north wall. Any of the heroes who makes a Perception check (TN 15) recognize the fabric as the material from de Roucy's Dragoons' uniforms.

After the grounds have been searched, several servants from nearby estates arrive. The youngest children from a dozen prominent families have been taken, twenty-two babies and children in all. Several servants are dead.

By dawn, the city guard is tearing Barcino apart. Unfortunately, the kidnappings are doing nothing to ease tensions between the Castillians and the Montaigne garrison in Barcino. The Montaigne commander, Capitaine Armand Sebastien de Sauvigny, is a decent man and offers his assistance if asked, but Javier may not think to ask for it. A thorough search of the town turns up nothing until sunset the next day, when a local woman reports having seen a group of six Montaigne men heading into an abandoned one-story house on the outskirts of town. As the city guard approaches the house, a hail of musket and pistol fire cuts them down. Soon, the house is surrounded, but the guards cannot approach or return fire for fear of hitting the children.

Eventually, a voice calls out in heavily accented Castillian, asking for one of the heroes by name. If the pre-generated characters are used, they will ask to speak to Doña Luisa Ramirez de Soldano del Castillo, using her full name and title. She is to step forward, alone and unarmed, to discuss the terms for the surrender of the children.

When the character steps forward, a tall, thin man appears in the doorway, waving her (or him) into the house. Once inside, the character notices that the small house appears to be empty, except for the tall man and a beautiful Montaigne woman. No gunmen and no babies present. If the character asks how they knew about the heroes, the tall man replies, “My employer knows a great deal about you.”

The tall man is Mister Grimm and the woman is Sabine Praise du Rachietisse (*see Major NPCs below*). They have stayed behind to deliver a message to the heroes. Grimm hands the message

(Player Handout #1 below) to the character, then steps away. As soon as the hero takes the note, Sabine uses her sorcerous powers to open a portal for her and Grimm to escape. Unless the hero tries to interfere, Grimm and Sabine exit, leaving the heroes to read the letter. (If any of your players are not aware of the dangers of stepping into a Porté hole, find a way to prevent them from dying this early in the scenario!)

The note is from Capitaine Alain de Roucy, the disgraced Montaigne cavalry officer from *A Fistful of Guilders*. It is addressed to all the heroes (assume that everyone here was part of the first adventure). De Roucy has taken the children to Eisen and is demanding a ransom of 500,000 Guilders for their return. The money must be delivered to the Eisen city of Freiburg within 30 days, and the heroes must be the ones to deliver it. They are to travel to Freiburg to Heinrich's Tavern where they will receive further instruction. Delivery by anyone else, or failure to arrive within 30 days, will be treated as non-compliance and the children will be killed.

Once Javier and the dons hear the demands, they launch into a heated debate. While most of the dons want nothing more than the return of their children, a few say that a half-million Guilders would cripple Rancho Torres. Others feel that by giving in to de Roucy's demands, they are setting an unhealthy precedent. After an hour or so (unless the PCs involve themselves), Doña Elodia barges in, hysterical. She demands that the dons do everything in their power to insure the return of the children. Seeing their leader so obviously distraught galvanizes the dons into action. They are able to assemble the money by the next morning. Javier approaches the characters.

"This is most certainly a trap, my friends," he begins, looking each of the heroes in the eye. "I cannot order you into harm's way again. This choice must be your own. May Theus guide you to make the right decision."

Everything from here on assumes the heroes agree to take the money north. If they refuse, the children will be found outside of Barcino a month later, all dead. The heroes' names will be reviled, and they should probably consider moving out of Castille. If they agree, however, they are given passage on a riverboat, as well as a detachment of Castillian soldiers who are to escort them to the Eisen city of Starke. They are also entrusted with two chests (about 100 pounds each) containing 500,000 Guilders in gold coins. Now they just have to get it to Eisen.

## **Act II – Journey to Eisen**

Javier has arranged for riverboat transportation from Barcino to Starke, which should take about three days by boat. The party, travelling with a squad of Castillian soldiers, should have no difficulty in reaching Starke. Once they arrive in Starke, the characters will need to arrange transportation to Freiburg and Javier has ensured that they have enough money to do so. (The chests containing the money will require a wagon or at least a pack mule.) Once they've secured transportation, they have to choose their route.

The most direct route is almost straight north through Stahlfort and Gottkirchen. This route is about 640 miles, and will take the heroes about 22 days on horseback, barring any interruptions. Of course, this route runs along the base of the Weissbergen Mountains and around the dreaded Schwarzen Wald, one of the most feared places in Théah. The other route, through Tannen and Seeufer, is much safer, but about 800 miles (28 days – putting the heroes in Freiburg one day late, assuming no interruptions). It is possible to ride harder, but to do so risks injury to the horses and falling even further behind.

The players can get supplied and leave Starke on the morning after they arrive. If they take the Tannen route, they will be able to travel unmolested until they get about a day out of Freiburg. Dumont has several agents along the course (in Tannen and Seeufer), and they will have gotten word to him of the heroes' arrival. This event will be detailed in the next section. If they decide to brave the Schwarzen Wald, they will travel along its edge for two nights. Both nights, they will hear

rustling and a soft murmuring that sounds uncomfortably like voices. If anyone goes to investigate, they find nothing. After midnight on the second night, whoever is on watch can see small, man-shaped forms moving in the gloom, slowly creeping forward. After a few minutes of being observed, the lurking forms attack, revealing themselves as a pack of kobolds, looking for food. Any sleeping characters (i.e., any character not on watch or specifically staying awake) will take one entire Round to rouse themselves. During that Round, they will have a TN of 5 to be hit. However, it will take the kobolds two Actions to tear their way into any type of tent. The kobolds are ravenous, and will not retreat until beaten.

Once this pack is defeated, the Schwarzen Wald offers no further threats, and the party can proceed to Act III unmolested.

**NPCs:** Kobolds, lots of Kobolds

**Kobolds (7<sup>th</sup> Sea™)**

<b>Brute Squad</b>	<b>#1</b>	<b>#2</b>	<b>#3</b>	<b>#4</b>
	O O O O O O			
Threat	3	3	3	3
TN to Hit	20	20	20	20
Weapons	Claws & teeth	Claws & teeth	Claws & teeth	Claws & teeth
Skills	Footwork 3 Tracking 3 Ambush 3			
Action Dice	3	3	3	3

**Act III – Ambushed!**

Regardless of the way the heroes come to Freiburg (Tannen or Stahlfort), Dumont has spies in place to observe them. His agents send word to him via Porté mages, and he sets an ambush along the route the heroes will be following. He intends to waylay the party and take the money, cutting de Roucy out of the plan. The ambush occurs place along a wooded stretch of road the day before the heroes arrive in Freiburg. Dumont and his men hide along the sides of the road. It’s important to note that Dumont doesn’t fight like your typical Montaigne; he doesn’t taunt or provoke the characters. He waits until they walk into his ambush and shoots them.

If the characters take any precautions at all, they can make a Wits + Ambush Roll (TN 25) to spot something amiss. If they fail to notice the ambush, Dumont and all his men get one free Action to fire a musket volley into the party. All party members have a TN 5 for this one Action, as they are caught flat-footed and are in an ambush. After the initial volley (or if the players spot the ambush), roll Initiative as normal. If the heroes manage to drop more than half of his Brutes without taking any serious casualties, Dumont breaks off the attack. Should he be able to separate the heroes from the money, he breaks off the attack. The players will need to track him down and recover the loot. He can be tracked to a warehouse in Freiburg, where he is preparing to flee to Vendel. If he is beaten back, he will return to Freiburg to assist de Roucy in the final battle. Better part of something than all of nothing.

**NPCs:** Dumont, Gabriel du Paix (see below)

### **Brute Squad (7<sup>th</sup> Sea™)**

Brute Squad	#1	#2	#3	#4	#5	#6
	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
Threat	3	3	2	2	3	3
TN to Hit	20	20	15**	15	15	15
Weapons	Muskets, rapier***	Muskets, rapier	Pistols, rapiers	Pistols, rapiers	Axes (Large weapons)	Axes (Large weapons)
Skills	Ambush +1 Firearms +1	Ambush +1 Firearms +1	Ambush +1	Ambush +1	Grapple +1	Grapple +1
Action Dice	4*	4	2	2	2	2

\*Montaigne Brutes receive one extra Action Die each Round.

\*\*Eisen Brutes require TWO hits each to eliminate them.

\*\*\*Muskets, pistols = firearms (15 points per hit)

### **Act IV – Final Confrontation with de Roucy**

Once the heroes make their way to Freiburg, it's fairly easy to find Heinrich's Tavern. De Roucy has provided the owner, Heinrich Smalls, with descriptions of the heroes and instructed him to deliver a written message to them. Heinrich has other plans, though. Heinrich maintains a stone boxing ring, and wants one of the heroes to square off against one of his bouncers. He tells the characters that he's not to give them the note until one of them can "prove himself" in the ring. He believes the fight should be entertaining and he always makes good money on the side betting.

### **Heinrich's Tavern**

This large alehouse serves tolerable swill and even has a few bottles of wine available for the asking. Owner Heinrich Smalls tries to keep things clean for the occasional tourist who wanders in. A large boxing ring etched into the stone of the floor takes up the rear of the building. Three nights of a week, pugilists come to test their skills against each other while Heinrich takes bets from onlookers. There are no rules to Heinrich's fights: the first boxer to concede or be knocked unconscious loses. Winners receive free drinks for a week plus a small cut of any bets made on their particular fights.

### **Heinrich Smalls (Scoundrel) (7<sup>th</sup> Sea™)**

*Brawn: 2, Finesse: 2, Wits: 2, Resolve: 3, Panache: 2*

*Reputation: -5*

*Advantages: Eisen (R/W), Connections*

*Merchant: Accounting 3, Bartending 3, Hagglng 3, Steward 2*

*Dirty Fighting: Attack 3, Parry Improvised Weapon 1*

At first, Heinrich is quite adamant about the heroes fighting, but if a character can intimidate him (TN 15), he will give up the fight without a fight. He can also be bribed, if the players really don't want to fight. Should someone decide to fight for the note, he or she is escorted into the ring to fight

Rolf, the house champion. The fight is unarmed and the rules are simple: the fight continues until someone gives up or can't fight any more.

***Rolf (Henchman) (7<sup>th</sup> Sea™)***

*Brawn: 4, Finesse: 3, Wits: 3, Resolve: 3, Panache: 2*

*Pugilism: Attack 3, Footwork 3, Jab 4, Uppercut 3*

*Athlete: Climb 3, Footwork 3, Leaping 3*

*Merchant: Appraise 3, Haggle 3, Brewer 3*

Rolf will fight until he receives two Dramatic Wounds at which point he surrenders.

After the fight, win or lose, Heinrich turns the note over to the players. If they win, he is rather brusque, as he just lost a lot of money. If Rolf wins, Heinrich offers to buy the heroes a drink before they leave. Whichever way, the players now know where to find de Roucy and the missing children.

De Roucy has rented a two-story townhouse near the Bell Bridge in Freiburg's upscale neighborhood. All the homes in this area have small fenced yards and the tenants often compete with each other for flower arrangements, lawn growth, and other horticultural trivialities. These homes run for 5G-100G per month, and the more expensive ones come with at least groundskeeper.

**NOTE TO DAVE LEPORE: INCLUDE "FREIBURG TOWNHOUSE" MAP AS PART OF THE HANDOUT – I DON'T HAVE A SCANNER HANDY OR I WOULD HAVE INCLUDED IT.**

Use the attached map with the following changes:

- The floors are reversed (the map labeled First Floor is actually the Second Floor, and vice versa).
- The room marked *Second Floor Landing* is actually the *Entry Hall*.
- The room marked *Entry Hall* is actually a *Reception Room*.

De Roucy has stationed a few Brute Squads in hiding around the estate (Perception check, TN 20 to spot). There are 3 hidden Brute Squads surrounding the townhouse's yards, and two Brute Squads in the yard proper. Another 3 Brute Squads are on the first floor within the townhouse, waiting orders to attack the heroes.

The children are on the Second Floor, in the Reception Room (labeled Entry Hall on the map.) Sabine is there as well, looking after the children. Another Brute Squad stands guard in the Gallery, and a final Squad is on the roof, looking for intruders. Grimm is on the first floor, waiting in the ballroom.

If Dumont was not captured or killed in Act III, he is in the First Floor Reception Room, along with Gabriel and a Brute Squad. The other two Brute Squads in the house start in the Entry Hall (labeled Second Floor Landing). De Roucy starts in the Entry Hall also.

It should be painfully obvious to the players that de Roucy doesn't plan to let them leave unmolested. Clever players will probably try to sneak into the town home. At night, it is possible to slip over the wall and into the house (Finesse + Stealth, TN 35) . A trellis leads up to the second floor (Finesse + Climbing, TN 15) to the balcony outside the Reception Room where the children are kept. Opening the balcony door requires a Brawn check (TN 15, and the guards are alerted) or a

Finesse + Lockpicking Roll (TN 20). Access to the house can also be gained via the roof. A Brawn + Leaping Roll (TN 25) will clear the alley between the townhouse and the house to the south, placing the heroes on the roof.

Of course, there is also Brute Squad. Once the roof is secure, access can be gained via skylights into Reception Room (the room the children are in) and through the stained glass dome over the ballroom. It is a 50-foot fall to a firm surface (5k5, with one additional Dramatic Wound for every 20 points by which the player missed his Brawn check) from the roof to the ground.

A player who falls through the skylight about the ballroom falls 50 feet to a hard surface (5k5, with one additional Dramatic Wound for every 10 points by which the player missed his Brawn check) . Once the alarm is sounded, the Brutes will move toward the heroes' location, except for the Brutes in the Gallery. Sabine will gather the children, and will threaten to kill them if anyone she doesn't know and trust approaches.

Once a battle begins, De Roucy moves to the Second Floor. If he makes it to the room with the children and Sabine, he orders the Brutes to kill the hostages. He and Sabine join the fighting until it appears that they cannot win, at which point she open a Portal, allowing the two of them to escape.

**NPCs:** De Roucy, Sabine, Grimm, Dumont and Gabriel (if not dead or captured)

**Brute Squad (7<sup>th</sup> Sea™)**

Brute Squad	#1	#2	#3	#4	#5
	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
Threat	3	3	3	3	3
TN to Hit	20	20	20	20	30
Weapons	Pistols, rapier*	Pistols, rapier	Pistols, rapier	Pistols, rapiers	Pistols, rapiers
Action Dice	4**	4	4	4	4

Brute Squad	#6	#7	#8	#9	#10
	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
Threat	2	2	2	3	3
TN to Hit	15	15	15	15	15
Weapons	Muskets, bayonets***	Pistols, rapier	Pistols, rapier	Pistols, rapier	Pistols, rapiers
Action Dice	3	3	3	3	3

\* Rapiers = Medium weapons (6 points per hit)

\*\* All Brutes are Montaigne, and thus roll & keep one extra Action Die

\*\*\* Bayonets = Large weapons (9 points per hit)

Brute Squads #1 to #3 are on the First Floor, Brute Squad #4 is in the Gallery, and Brute Squad #5 is on the roof. Brute Squads 6 and 7 are in the front yard, and squads #8 to #10 are hidden across the street.

The ideal plan involves eliminating Sabine first, then rescuing the children. If the players try to storm the house, let a character make a Wits + Tactics Roll (TN 15) <<Wis check, DC 15, +4 competence bonus to characters with Leadership feat>> to figure this out. Grimm covers de Roucy's escape, focusing his attention on the best fighter in the group. If the battle goes poorly, Dumont flees, never to be seen again.

Hopefully, the battle ends with the heroes triumphant and the children rescued. They return to Rancho Torres as heroes once again, and are all awarded medals and honorary titles. There is great rejoicing and much happiness. Roll credits. End of story.

## MAJOR NPCs

### ***Capitaine Alain de Roucy (Villain)(7<sup>th</sup> Sea™) [ah-LAN duh ROO-see]***

*Brawn: 2, Finesse: 4, Wits: 3, Resolve: 3, Panache: 6*

*Reputation: -50*

*Background: None*

*Arcana: Arrogant*

*Advantages: Castille (R/W), Eisen, Montaigne (R/W), Vodacce (R/W); Academy, Dangerous*

*Beauty, Montaigne Accent (Paix), Puzzle Sword*

*Athlete: Climbing 1, Footwork 4, Leaping 3, Sprinting 2, Swinging 2, Throwing 1*

*Commander: Ambush 2, Strategy 2, Tactics 2*

*Courtier: Dancing 2, Etiquette 2, Fashion 2, Oratory 2, Scheming 2, Seduction 2*

*Fencing: Attack (Fencing) 5, Parry (Fencing) 3*

*Firearms: Attack (Firearms) 4*

*Knife: Attack (Knife) 2, Parry (Knife) 5*

*Pugilism: Attack (Pugilism) 3, Ear Clap 1, Footwork 4, Jab 2*

*Rider: Riding 3, Trick Riding 2*

*Spy: Ambush 2, Interrogation 2, Shadowing 1, Stealth 3*

*Valroux School (Master): Double Parry (Fencing/Knife) 5, Feint (Fencing) 5, Tagging (Fencing) 5,*

*Exploit Weakness (Valroux) 5*

*Equipment: Loup Puzzle Sword, Main Gauche, Blooded Locket, 2 Pistols*

#### Notes:

- Puzzle sword – Loup dagger hilt (may use Attack (Knife) even when sword is in a Bind).
- Valroux – NOHP with dagger or main gauche. FR w/ Parry (Knife), enemy must match raises on any successful attack

### ***Background***

Capitaine Alain de Roucy nearly died a year ago because of the party. After they foiled his attempt to steal the Castillian gold hidden in Las Alquérias, he was arrested by the Montaigne army and sent back to Montaigne for trial and execution for treason and desertion. The night before his execution, his Porté-wielding lover Sabine rescued him. They fled to Eisen, where de Roucy made contact with some of the survivors of his old regiment, led by Sergeant Dumont. The two began to plot, looking for a way to reverse their ill fortune and get revenge. Enlisting the aid of a Vendel assassin named Mister Grimm, they have launched an audacious plan, which, if successful, will get them the money they need and the revenge they desire.

Capitaine de Roucy is a tall, slim man with white-blond hair, gray eyes and fine features. His skin is very fair and he usually wears a broad-brimmed hat when outside to keep from burning. Since his expulsion from the Montaigne army, he tends to wear a dark green suit reminiscent of his military uniform.

Roleplaying Hints: You are bitter and hateful following your defeat and subsequent expulsion from the guard. Your primary motivation is the humiliation and eventual deaths of the Heroes responsible for your losses. To that end, everyone you meet is a tool for your vengeance. You've planned your revenge for nearly a year, and now that vengeance is within your grasp, you will stop at nothing to achieve it.



***Sabine Praise du Rachietisse (Villain)(7<sup>th</sup> Sea™) [sah-BEEN prays doo rah-shee-TEESS]***

*Brawn 1, Finesse 3, Wits 4, Resolve 4, Panache 4*

*Reputation: -40*

*Background: None*

*Arcana: Fanatical*

*Advantages: Castille, Eisen, Montaigne (R/W); Above Average Appearance, Dangerous Beauty, Montaigne Accent (South), Toughness*

*Athlete: Climbing 1, Footwork 3, Sprinting 1, Throwing 1*

*Courtier: Dancing 2, Etiquette 3, Fashion 2, Oratory 2, Sincerity 3, Seduction 3*

*Fencing: Attack (Fencing) 3, Parry (Fencing) 4*

*Knife: Attack (Knife) 2, Parry (Knife) 2, Throw (Knife) 2*

*Spy: Conceal 2, Sincerity 3, Shadowing 3, Stealth 3*

*Porté: Attunement 5, Bleeding 5, Bring 5, Catch 5, Walk 5*

*Equipment: Rapier, 5 Throwing Knives*

Notes: Blooded Items – Rapier (2 Raises), Locket (4 Raises – carried by de Roucy), Hair Comb (2 Raises – in townhouse in Freiburg), 5 Throwing Knives (1 Raise each), 1 Stone (3 Raises – hidden on a cave on an island in the Midnight Archipelago)

***Background***

Sabine Praise du Rachietisse is the only daughter of a powerful noble living in Charouse before the Revolution. She was her father's most valued asset and he made sure she lived in pampered luxury. During a ball being held to honor l'Empereur, she met Capitaine Alain de Roucy, a Montaigne cavalry officer who soon won her attentions. They soon began a secret affair, which nearly ended in tragedy when Alain was tried for treason and sentenced to death. Sabine had a servant sneak a locket into de Roucy, and tore open a Portal into his room in the middle of the night. After breaking de Roucy out of jail, Sabine ran away with him to Eisen, where they lived as fugitives for several months. Their brief exile was ended when the peasants revolted across Montaigne. Unfortunately, the climate in the new Montaigne government was such that Sabine, a known Porte mage, could never return. Now without a country, she and de Roucy concocted a plan to gain revenge on the Castillians who disgraced. Once Alain has his revenge and his wealth, Sabine is convinced he will help "teach the rabble a lesson."

Sabine is just over 5 feet tall, and very well proportioned. She has long blonde hair and brown eyes. When not expecting trouble, she dresses much as she did when a courtier, though her clothes are not as fine as she would like. When in the field, she is dressed in men's clothing, though it is usually cut to be form fitting and to accent her feminine form.

Roleplaying Hints: You are totally devoted to your lover Alain. He loves you for the woman you are, and doesn't treat you like a pawn. You will do *anything* you can to help him, and fight to the death to defend him.

**“Mister Grimm” (Henchman) (7<sup>th</sup> Sea™)**

*Brawn:* 2, *Finesse:* 4, *Wits:* 3, *Resolve:* 3, *Panache:* 4

*Reputation:* -30

*Background:* None

*Arcana:* Focused

*Advantages:* Castille, Eisen (R/W), Montaigne (R/W), Vendel (R/W); Night Trained, Vendel Accent (Vendel)

*Athlete:* Break Fall 2, Climbing 2, Footwork 4, Leaping 2, Sprinting 2, Throwing 1

*Courtier:* Dancing 1, Etiquette 3, Fashion 1, Oratory 1

*Firearms:* Attack (Firearms) 5, Reload (Firearms) 5

*Pugilism:* Attack (Pugilism) 3, Footwork (5), Jab 3

*Spy:* Ambush 1, Conceal 2, Shadowing 3, Stealth 3

*Rasmussen School:* Pommel Strike (Pistol) 4, Reload (Firearms) 5, Trick Shooting (Pistol) 4, Exploit Weakness 4

*Equipment:* 2 bandoleers of pistols (4 in each), 2 muskets, powder horn, shot

Notes: Rasmussen – NOHP with pistols, may draw and fire pistols as one Action, reduce short range penalty by 10, may use 1 Interrupt Action (2 Action Dice) to fire a pistol (3 Dice to draw and fire).

***Background***

Mister Grimm hails from the Vendel League. He doesn't speak of his past, or of much of anything else. He is very quiet and reserved, and if he has to speak, he is quite polite and refined. The only thing about him that most people know is that he will try to kill anyone if the price is right, and so far, he's been successful. To date, Grimm has slain twelve Swordsmen. De Roucy sent Dumont to Kirk to find and recruit Grimm as part of their plan to regain their honor and the money they lost.

Grimm is almost six feet tall, but painfully thin. He wears a broad-brimmed hat and long coat, both dark, and keeps his head and face clean-shaven. Several small scars crisscross his face, scalp, and hands.

Roleplaying Hints: Never smile, never laugh, never shout. Never, ever show any signs of emotion. Approach everything with unnerving dispassion. During a fight, target the best Swordsman in the group and attempt to bring him down as quickly as possible.

***Sergeant Bertrand Dumont (Villain) (7<sup>th</sup> Sea™) [sar-zhaunt bear-trahn do-MONT]***

*Brawn: 3, Finesse: 4, Wits: 2, Resolve: 3, Panache: 3*

*Reputation: -25*

*Background: None*

*Arcana: None*

*Advantages: Castille, Montaigne (R/W); Commission (Sergeant), Montaigne Accent (North)*

*Athlete: Break Fall 1, Climbing 2, Footwork 2, Leaping 1, Sprinting 1, Throwing 1*

*Fencing: Attack (Fencing) 6, Parry (Fencing) 5*

*Firearms: Attack (Firearms) 4*

*Dirty Fighting: Attack (Dirty Fighting) 2, Attack (Improvised Weapon) 1*

*Rider: Riding 3, Trick Riding 1*

*Servant: Drive Carriage 1, Etiquette 2, Fashion 1, Menial Tasks 1, Unobtrusive 2*

*Spy: Shadowing 1, Stealth 2*

*Tout Près (Apprentice): Corps-à-corps 3, Double Parry (Fencing/Improvised Weapon) 3, Tagging (Improvised Weapon) 1, Exploit Weakness (Tout Près) 1*

Notes: Tout Près: NOHP w/ Improvised Weapon, FR/ Parry (Improvised Weapon)

*Equipment: Musket, 4 pistols, rapier, dagger, 4 hand grenades*

***Grenades (7<sup>th</sup> Sea™)***

Rank 4 explosion; shrapnel causes heroes who fail their Wound Checks to take one Dramatic Would plus one more for every 5 by which they failed the check. It takes one Action to light the fuse and another Action to throw the grenade.

When the character lights the fuse, have him roll 1 d10 for number of Phases before it explodes. Unfortunately, on a 0, the grenade goes off immediately with no chance to avoid the explosion.

***Background***

Left for dead after the Las Alquérias debacle, Bertrand Dumont recovered enough to escape capture by either Montaigne or Castillian forces. Fleeing north into Eisen, Dumont recovered from his injuries, and eventually hired himself out as a mercenary. Soon after the Montaigne Revolution, a woman who claimed to know his former captain, Alain de Roucy, approached him. She told Dumont that de Roucy had a plan for revenge that would make both men very rich. De Roucy and Dumont were reunited, and began to gather their forces. Soon, they had gathered a few dozen men, most of them former Montaigne military and members of de Roucy's Dragoons. However, unknown to de Roucy, Dumont blames him as much as the Castillians for Dumont's problems. Dumont already has a plan in motion to double-cross de Roucy and bring him down. To this end, Dumont has secured the loyalties of the Montaigne Gabriel du Paix. When the time is right, and all of the pieces are in position, they will eliminate de Roucy and his henchman Grimm and take the money themselves.

Dumont is average height, and moves with the quiet precision of a professional soldier. He is soft-spoken when not issuing orders to his men, but his voice always carries an air of authority.

Roleplaying Hints: Until the time is just right, you are a loyal follower of de Roucy. Follow your orders to the letter. You are a professional, and you don't often make mistakes. However, if you see de Roucy in a sticky situation that you could exploit, you'll take it... but only if you're sure.

***Gabriel du Paix (Henchman) (7<sup>th</sup> Sea™) [gab-ree-EL doo pay]***

*Brawn: 2, Finesse: 3, Wits: 3, Resolve: 2, Panache: 4*

*Reputation: -20*

*Background: None*

*Arcana: Greedy*

*Advantages: Avalon, Castille, Eisen, Montaigne, Vendel, Vodacce; Dangerous Beauty, Montaigne Accent (Paix), Specialty (Balance 4)*

*Athlete: Break Fall 1, Climbing 3, Footwork 3, Leaping 2, Sprinting 3, Swinging 2, Throwing 1*

*Criminal: Ambush 2, Gambling 1, Lockpicking 3, Pickpocket 2, Shadowing 3, Stealth 3*

*Knife: Attack (Knife) 4, Parry (Knife) 4, Throw (Knife) 3*

*Boucher School (Journeyman): Double Attack (Knives) 4, Double Parry (Knives) 4, Riposte (Knife) 4, Exploit Weakness (Boucher) 4*

Notes: Boucher – NOHP with knife, add current Phase to initiative total, opponent must take 2 Raises to Actively Defend.

### ***Background***

Gabriel du Paix is a professional knife-fighter and assassin. Dumont hired him because he wanted a man who wouldn't betray him over ideology, or hesitate to do certain things to ensure that the mission gets done. He has a reputation as a cold-blooded murderer, and it is not entirely unjustified. Du Paix is the one who led the mission to kidnap the children.

Short and thin, with dark hair and eyes, Gabriel looks like a Vodacce. He moves with a catlike grace and his eyes are constantly moving, assessing everyone and everything he sees.

Roleplaying Hints: Look everyone over as you meet them. Assume everyone is a potential threat. Speak in a soft whisper, and make everything you say sound like a threat. When in combat, move to eliminate an opponent as quickly as possible.

## PRE-GENERATED CHARACTERS AND BACKGROUNDS

**Alejandro Benicio** (7<sup>th</sup> Sea™) [ah-lay-HAN-dro ben-EE-see-oh]

*Brawn:* 2, *Finesse:* 3, *Wits:* 3, *Resolve:* 2, *Panache:* 2

*Reputation:* None

*Background:* El Vago

*Arcana:* Focused

*Advantages:* Castillian (R/W), Montaigne (ACQ); Castillian Accent (Torres), Friend of the People, Membership (Los Vagos)

*Athlete:* Climbing 1, Footwork 2, Sprinting 1, Swinging 1, Throwing 1

*Courtier:* Dancing 2, Diplomacy 1, Etiquette 2, Fashion 1, Oratory 3

*Fencing:* Attack (Fencing) 2, Parry (Fencing) 3

*Knife:* Attack (Knife) 2, Parry (Knife) 1

*Spy:* Interrogation 2, Shadowing 2, Stealth 2

*Streetwise:* Socializing 2, Street Navigation 2, Underworld Lore 1

*El Puñal Occulto* (Apprentice): Bind (Fencing) 2, Corps-à-Corps 1, Pommel Strike 2, Exploit Weakness (El Puñal Occulto) 1

Notes: El Puñal Occulto – NOPH w/ puñal, FR when attacking with puñal [poon-YAL]

**Arcana:** *Focused:* You may activate your Virtue to transfer one Rank in any of your Traits to any other Trait for the Duration of the Scene. You may exceed your normal maximum Trait Rank with this Virtue. This transfer lasts until the end of the scene, and cannot be canceled prematurely. This Virtue may be used only once per Scene

**El Puñal Occulto** (Apprentice): You suffer no off-handed penalties when using a puñal and you get a Free Raise when attacking with a puñal.

*Bind:* A Bind is only usable against an opponent's fencing weapon. It locks your sword (or buckler, or panzerhand) and his sword together. To use this attack, you declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item.

To try to break your hold, your opponent spends 1 Action die (remembering the rules on Interrupt and Held Actions) and then rolls a Contested Roll of his Brawn + Parry (in the weapon you bound) versus your Brawn + Bind. If he wins, the hold is broken; otherwise, it holds fast. You, on the other hand, may spend Action dice (remembering the rules on Interrupt and Held Actions) to improve your hold. Each Action die you spend gives you one free Raise from now on when your opponent tries to break your hold. If your opponent wishes, he may simply release his weapon, but that would leave it in your hands.

*Corps-à-corps:* Corps-à-corps is the art of close, or body against body, fencing. You declare that you are using this Knack instead of the Attack Knack. If your attack gets through, you inflict a 0K1 barehanded attack, and your opponent then falls down and becomes prone.

*Disarm:* You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

## ***Background***

Growing up in the politics of Castille was never easy. As the fifth son of a landowner, you had to carve out a space for yourself. Your family was helpful, of course, but in the end, it came down to you.

You'd always heard stories of El Vago, the people's hero, and his daring exploits against those who would act unjustly with the populous of Castille. You found yourself wishing to emulate that heroism, and more than once you ended the night in an alley somewhere, defending people against brigands and the like. One particular night, you defended a lovely doña who, in her gratitude, told you about a tavern in a nearby town where you might find more of what you seek.

The tavern turned out to be a recruiting space for Los Vagos, the organization dedicated to the ideals of El Vago. Impressed by your courage and natural abilities, Los Vagos began to train you in their ways, particularly their fighting style, El Puñal Occulto. You continued to ride the range for them, especially when the Montaigne invasion began. After a while, though, you found yourself behind enemy lines.

A year or so ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. You also performed a great service to your country by helping to perform a sabotage mission against a great Dracheneisen "super cannon" funded by the Montaigne. Since then, Castille has been liberated, and the Montaigne invaders have fled. Your part in the guerilla movement has not gone unrecognized, and you have impressed the members of the local Los Vagos cell.

While the mask is still a secret you hold, your swashbuckling lifestyle has made you something of a celebrity locally, and you find yourself being invited to parties and toasted by the re-landed Dons quite often.

**Salvador Delaga [sal-va-DOOR day-LA-gah]**

*Brawn:* 2, *Finesse:* 3, *Wits:* 3, *Resolve:* 2, *Panache:* 3

*Reputation:* None

*Background:* None

*Arcana:* None

*Advantages:* Castillian (R/W), Montaigne; Castillian Accent (Torres), Membership (Invisible College)

*Athlete:* Climbing 1, Footwork 3, Sprinting 2, Throwing 1

*Doctor:* Diagnosis 2, First Aid 1

*Fencing:* Attack (Fencing) 3, Parry (Fencing) 3

*Pugilism:* Attack (Pugilism) 2, Footwork 3, Jab 1

*Rider:* Ride 1

*Bonita School (Apprentice):* Bind (Fencing) 1, Disarm (Fencing) 1, Wall of Steel 2, Exploit Weakness (Bonita)

Notes: Bonita – FR w/ Parry (Fencing), when Holding Action, increase Action Die by one at end of Phase

**Bonita School** (Apprentice): You have learned to play a waiting game, watching for attacks and opportunities to escape. You receive one Free Raise when Parrying with a Fencing Weapon. In addition, when you Hold an Action, increase the Phase showing on that Action Die by one at the end of the Phase.

*Bind:* A Bind is only usable against an opponent's fencing weapon. It locks your sword (or buckler, or panzerhand) and his sword together. To use this attack, you declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item.

To try to break your hold, your opponent spends 1 Action die (remembering the rules on Interrupt and Held Actions) and then rolls a Contested Roll of his Brawn + Parry (in the weapon you bound) versus your Brawn + Bind. If he wins, the hold is broken; otherwise, it holds fast. You, on the other hand, may spend Action dice (remembering the rules on Interrupt and Held Actions) to improve your hold. Each Action die you spend gives you one free Raise from now on when your opponent tries to break your hold. If your opponent wishes, he may simply release his weapon, but that would leave it in your hands.

*Disarm:* You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

*Wall of Steel:* Your sword is an ever-moving blocking device, parrying one blow after another. You use it like a tortoise uses its shell. If you have not attacked yet this Round, then each Rank in this Knack raises your TN to be hit by 2 if you use Parry (Fencing) to determine your Passive Defense.

**Background**

You spent your youth at your father's side, learning about how to properly use a sword. Your father was a swordsman, a professional duelist. He had high hopes that you, too, would one day carry on his tradition. Fate, however, would intervene.

When you were a young man, your father was killed in a duel with a Montaigne swordsman. The duel was completely legal, and thus you had little recourse. You fell a bit heavily into the bottle, but it didn't last long. One night you helped defend the local doctor against a group of brigands, and in order to show his appreciation for this act, the doctor introduced you to some of his friends in an organization called 'The Invisible College'. It was from them that you began to learn some doctor skills, which you continue to pursue. You also learned the organization's fighting style, the primarily defensive 'Bonita' school. You've since used it on several occasions to frustrate and thwart those who would do wrong.

When the Montaigne invasion began, you found yourself behind enemy lines, in an area that you used to call home. You did what you could to help the resistance, but your meager doctor skills were only of so much use.

One night, however, you were contacted by a group of freedom fighters who had decided to harass the local Montaigne in a guerilla fashion. You most heartily agreed, and have since been one of the prime combatants of the 'brotherhood'.

A year or so ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. You also performed a great service to your country by helping to perform a sabotage mission created by your 'brothers' at the Invisible College against a great Dracheneisen "super cannon" funded by the Montaigne. Since then, Castille has been liberated, and the Montaigne invaders have fled. Your part in the guerilla movement has not gone unrecognized, and the members of the Invisible College have been notably impressed by you. You have become something of a celebrity locally, and you find yourself being invited to parties and toasted by the re-landed Dons quite often.

***Hector Zayas [HECK-tor ZEYE-ahs]***

*Brawn: 3, Finesse: 3, Wits: 2, Resolve: 2, Panache: 2*

*Reputation: None*

*Background: None*

*Arcana: Victorious*

*Advantages: Castillian (R/W); Academy, Castillian Accent (Aldana), Commission (Corporal),  
Extended Family*

*Athlete: Climbing 1, Footwork 2, Sprinting 1, Throwing 1*

*Commander: Strategy 1, Tactics 2*

*Courtier: Dancing 1, Etiquette 2, Fashion 1, Oratory 1*

*Dirty Fighting: Attack (Dirty Fighting) 1*

*Fencing: Attack (Fencing) 3, Parry (Fencing) 3*

*Firearms: Attack (Firearms) 3*

*Knife: Attack (Knife) 2, Parry (Knife) 1*

*Polearm: Attack (Polearm) 2, Parry (Polearm) 2*

*Streetwise: Socializing 2, Street Navigation 1*

**Arcana:** *Victorious:* You may activate your Virtue after you hit your opponent, but before you roll for Damage. Do not roll for Damage; you automatically score a Dramatic Wound.

***Background***

You are a Castillian military man like your father and his father before him. You're the first in line that has made Corporal rank, though, and that has always filled you with pride. You've taken your part in the Castillian military very seriously and never more so than recently.

When the Montaigne invaded Castille, you were quick on the counteroffensive, but you and your men were overpowered. Cut off and alone, you found yourself behind enemy lines against an army that seemed very ready to stay entrenched in your homeland. Your savvy for tactics and strategy made you realize that, singly, you could not make much of a difference. However, you quickly found the local guerilla cell and signed on as something of a "military mind." Most of your plans have gone well, and the Montaigne have remained singly frustrated in the area. It is not simply the planning that works well; it is the multi-talents of your "brotherhood," not to mention the fact that you, yourself, are an extremely effective combatant.

A year or so ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. You also performed a great service to your country by helping to perform a sabotage mission against a great Dracheneisen "super cannon" funded by the Montaigne. Since then, Castille has been liberated, and the Montaigne invaders have fled. Your part in the guerilla movement has not gone unrecognized, and many members of the Castillian military look at you as something of a local legend. You find yourself being invited to parties and toasted by the re-landed Dons quite often.

***Catalina Lopez de Torres [cah-tah-LEE-na day tor-REZ]***

*Brawn: 2, Finesse: 3, Wits: 2, Resolve: 2, Panache: 3*

*Reputation: None*

*Background: None*

*Arcana: Reckless*

*Advantages: Castillian (R/W), Montaigne; Castillian Accent (Torres), Castillian Blade (Torres), Lightning Reflexes*

*Athlete: Climbing 1, Footwork 3, Leaping 1, Sprinting 1, Throwing 1*

*Cloak: Parry (Cloak) 3, Entangle 1*

*Courtier: Dancing 1, Etiquette 2, Fashion 1, Oratory 1*

*Fencing: Attack (Fencing) 3, Parry (Fencing) 2*

*Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 1*

*Rider: Ride 2, Trick Riding 1*

*Streetwise: Socializing 2, Street Navigation 1*

*Torres School (Apprentice): Double Parry (Fencing/Cloak) 1, Side Step 3, Tagging (Fencing) 2, Exploit Weakness (Torres) 1*

Notes: Torres School – NOHP when using a cloak. Side Step may affect 1 extra AD per ML. Torres Blade - +3 to any Damage Rolls

**Arcana:** *Reckless:* The GM can activate your Hubris in order to get you to ignore any nagging feelings of worry or hesitation you may have when confronted with a potentially dangerous environment.

**Torres School** (Apprentice) You suffer no off-hand penalties when using a cloak. Also, your Side-Step Knack can now affect one Action Die per Mastery Level (1 at Apprentice).

*Double-parry:* A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

*Side-Step:* Whenever you use an Active Defense successfully, you may lower your next upcoming Action Die by your Rank in this Knack. You may not take the Action Die lower than the current Phase.

*Tagging:* Tagging, a particularly flashy piece of showing off with your weapon, is designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

***Background***

In the days before the Montaigne invasion of Castille, you seemed to have your hands full all the time. Female duelists were rare enough, but one from the actual Torres family who could wield a family blade -- well, that always sent a specific message. You were often hired to show either a great deal of respect to your opponent, or to show that the employer could afford to hire such an unusual fighter.

The bottom dropped out of the market, however, after the invasion. Invaders took over the area where you made your home, and while carrying a weapon was not technically illegal for a Castillian, actually drawing it would arouse bad suspicions. Drawing it on a Montaigne would be patently illegal. Still, you shouldered on, but the contracts stopped coming. People began to fear settling differences the old-fashioned way, and would only appeal to the Montaigne “justice,” which was usually inordinately unjust to the Castillians, and lenient to the Montaigne.

Frustrated, you took to quietly finding ways to pick fights with single Montaigne soldiers. One night, however, you bit off more than you could chew, and found yourself badly wounded in an alley. Luckily, a doctor found you. Even more luckily, you found that he was of a like mind as yours, and inducted you into a local “brotherhood” of resistance fighters who were working against the Montaigne in secrecy. You joined up without any hesitation.

A year or so ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. You also performed a great service to your country by helping to perform a sabotage mission against a great Dracheneisen “super cannon” funded by the Montaigne. Since then, Castille has been liberated, and the Montaigne invaders have fled. Your part in the guerilla movement has not gone unrecognized, and your swashbuckling lifestyle has made you something of a celebrity locally. You find yourself being invited to parties and toasted by the re-landed Dons quite often.

***Doña Luisa Ramirez de Soldano del Castillo [doan-YAH loo-EE-sah rah-MEER-ez day soul-DAH-no dell cah-STEE-oh]***

*Brawn: 2, Finesse: 3, Wits: 2, Resolve: 2, Panache: 2*

*Reputation: None*

*Background: None*

*Arcana: Overconfident*

*Advantages: Castillian (R/W), Vodacce (R/W), Théan (R/W); Castillian Accent (Soldano), Castillian Education, Castillian Blade (Soldano), Noble*

*Athlete: Climbing 1, Footwork 1, Sprinting 1, Throwing 1*

*Courtier: Dancing 1, Etiquette 2, Fashion 1, Gossip 1, Oratory 1, Scheming 1, Sincerity 2*

*Criminal: Ambush 2, Gambling 1, Lockpicking 1, Pickpocket 1, Shadowing 3, Stealth 2*

*Fencing: Attack (Fencing) 3, Parry (Fencing) 3*

*Spy: Conceal 2, Interrogation 1, Shadowing 3, Stealth 2*

*Waylay: Ambush 2, Camouflage 1, Land on Target 1, Lie In Wait 1, Set Traps 2, Shadowing 3*

*Soldano School (Apprentice): Double Parry (Fencing) 1, Tagging (Fencing) 1, Whirl 1, Exploit*

*Weakness (Soldano) 1*

*Notes: Soldano Blade - +2 to all rolls using sword, Soldano School – NOHP with fencing weapon; get ML in DD at beginning of battle, lose same at end.*

**Arcana: *Overconfident:*** The GM can activate your Hubris to squash any doubts you have about your own abilities.

**Soldano School** (Apprentice) You suffer no off-hand penalties when fighting with a fencing weapon in each hand. You also receive a number of Drama Dice at the beginning of the battle equal to your Mastery Level. These Dice, if unused, go away at the end of the battle.

*Double-parry:* A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

*Tagging:* Tagging, a particularly flashy piece of showing off with your weapon, is designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

*Whirl:* Whirl is a spinning attack used to take out several unskilled opponents at once. For each Rank you have in this Knack, you may add 2 to your Attack Roll when attacking Brutes.

## ***Background***

Being part of the noble Soldano family line has taught you the basics of the family fighting style, and allowed you access to one of the fine blades of the family, but while you are schooled in swordplay, it is elsewhere you excel.

Since you were young, you've always been fascinated with the secrets of others. Often would be the time you'd sneak away from some boring party and find out who was having trysts with who, or

who was stabbing whom in the back with their conversations. You became quite good at the game of following people without their knowledge – but all that changed after the invasion.

The Montaigne give parties, of course, but you don't speak their language so making sense of overheard conversations became a bit harder. Still, you found that by following them, you could learn all sorts of things, and as you were still, technically, nobility, you were still invited to some of the parties.

A year or so ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. You also performed a great service to your country by helping to perform a sabotage mission against a great Dracheneisen “super cannon” funded by the Montaigne. Since then, Castille has been liberated, and the Montaigne invaders have fled. Your part in the guerilla movement has not gone unrecognized, and your swashbuckling lifestyle has made you something of a celebrity locally. You find yourself being invited to parties and toasted by the re-landed Dons quite often, as well as being visited by several young nobles who are interested in courting

***Tómas Acedo de Torres (7<sup>th</sup> Sea™) [toe-MAHS AH-say-doh day TOR-rez]***

*Brawn: 2, Finesse: 3, Wits: 3, Resolve: 2, Panache: 2*

*Reputation: None*

*Background: None*

*Arcana: Overzealous*

*Advantages: Castillian (R/W), Montaigne (R/W), Théan (R/W); Castillian Accent (Zepeda), Castillian Education, University*

*Arson: Architecture 1, Cartography 2, Conceal 2, Mathematics 3, Natural Philosophy 2, Street Navigation 2*

*Athlete: Climbing 2, Footwork 3, Sprinting 2, Throwing 1*

*Bomb Making: Blacksmithing 1, Cooper 1, Fuses 2m Mathematics 3, Natural Philosophy 2, Poison 1*

*Doctor: Diagnosis 2, Examiner 1, First Aid 1, Surgery 2*

*Engineer: Architecture 1, Cannon smithing 1, Drafting 1, Mathematics 3, Natural Philosophy 2*

*Firearms: Attack (Firearms) 2*

*Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 2*

*Scholar: History 1, Mathematics 3, Natural Philosophy 2, Philosophy 1, Research 1*

*Servant: Drive Carriage 2, Etiquette 1, Fashion 1, Hagglng 2, Menial Tasks 1, Unobtrusive 2*

*Spy: Bribery 1, Conceal 2, Forgery 1, Shadowing 1, Sincerity 2, Stealth 1*

*Streetwise: Scrounging 2, Socializing 1, Street Navigation 2*

**Arcana:** *Overzealous* The GM can activate your Hubris in order to get you to strongly defend one of your opinions, no matter how inappropriate the time and place.

***Background***

You write a paper here, you write a paper there, you watch what happens. Sometimes, things get explosive.

You were educated in the schools of Castille, and were rightly proud of your knowledge, so much so that you joined a group of “thinkers” that were in defiance of the Inquisition's edict against scientific progress. You had a knack for keeping yourself out of sight, usually, and along with your friends, you thought that the strong arm of the Vaticine Church would be your only worry.

Would that it had been so.

When the Montaigne invasion occurred, you and your companions were caught off-guard. On the upside, you didn't have to worry as much about the Inquisition any further. On the downside, you now had to worry about an invading nation who seemed to hate not just you, but all Castillians.

You realized you had to do something, and you began to plot. With your knowledge of natural philosophy and architecture, you began to make plans for destruction of the Montaigne army. A few times certain fortifications would detonate in the middle of the night, and usually you'd be far away when it happened. Usually.

One night you were not so lucky. A pair of soldiers detained you, and things looked bad. However, at that moment, El Vago, the people's hero, came and rescued you! In gratitude, you told him you would do whatever you could to aid his cause. He introduced you to members of a “brotherhood” of guerilla fighters, who would come to rely on your skills, not only as a bomb-maker, but as a doctor as well.

A year or so ago, you were instrumental in the defeat of Capitaine Alain de Roucy, a green-coated Montaigne militia man who made off with a cache of almost half a million guilders, which had been used to fund the guerilla movement in Castille. De Roucy escaped, but the money was recovered. You also performed a great service to your country by helping to perform a sabotage

mission created by your “brothers” at the Invisible College against a great Dracheneisen “super cannon” funded by the Montaigne. Since then, Castille has been liberated, and the Montaigne invaders have fled. Your part in the guerilla movement has not gone unrecognized, and you have impressed the members of the Invisible College. You have become something of a celebrity locally, and you find yourself being invited to parties and toasted by the re-landed Dons quite often.