

COMBAT COMPENDIUM

REVENANT FORUM'S SCHOOLS OF STYLE AND MÊLÉE IN 7TH SEA



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COMPILED BY:
F.C. WESEL (RAVENSHADOW)

*"Men sleep peacefully in their beds at night because rough men
stand ready to do violence on their behalf."*

-George Orwell

INTRODUCTION

This is a collection of various Schools of Combat for the 7th Sea Roleplaying Game.

They are all of them fan-made by members of the Revenant Forum Community using the original Role & Keep rules-set. This booklet is designed to be built upon so that more schools and traditions and styles of combat and warfare can be added; each school getting a solid page of space, so that as more sheets and booklets are released, the printed pages can easily be slipped together into alphabetical order. (Hence, why there's no index or page numbers.)

Each of the schools presented should be fairly well balanced when compared to the 'sanctioned' schools presented by AEG within the various works of the 7th Sea game line.

<http://revenants7thsea.aimoo.com>

AXTPISTOLE

Originally Contributed/Conceived By: F.C.Wesel (Ravenshadow)

ORIGIN: Freiburg, Eisen

DESCRIPTION: This unique and newly formed school is based around the use of a rather unique weapon, a firearm that is also an axe: This weapon first saw true action in Freiburg in 1668, during the Battle of Freiburg, which lasted the better part of a week when Eisenfürst Posen laid siege and battle to the city to gain possession of it and Eisenfürst Trägue's stores of Dracheneisen. The campaign was not a success, but Posen is rumored to have secured a few thousand units of Dracheneisen for her departure from the field.

The school literally formed its core style and maneuvers in a matter of days in the middle of the battles and skirmishes of the Battle of Freiburg and has in the following days, weeks and months since smoothed itself out into a consistent fighting technique.

Gwendolin Lugersdottir, an Eisen/Vendel weaponsmith, Guild member and citizen of Freiburg, crafted several of these as something of a novelty collectible to rich merchants, nobles and others who collected such things. By happenstance she had nearly two-dozen of the weapons crafted for a Vendel merchant in Kirk when Posen showed up with her army and surrounded the city.

As the battle for the city started one thing led to another and before she knew it a group of 20 or so ex-soldiers (veterans of the War of the Cross mainly) entered her shop looking for weapons and grabbed up what they could find: which was basically her "axe-gun". To their and her surprise the axe-gun worked very well, especially so in the street-to-street, house-to-house fighting that nearly consumed the entire city. At the end of the War only a handful of the original twenty men still lived, but they had picked up a few others along the way. Their brutal fighting and Gwendolin's finely crafted weapon had not won the war, but it had definitely saved the local area from falling to Posen's men, and in the aftermath, to looters and other rouge elements. As a reward for their bravery Gwendolin let the men keep the weapons and has become a patron and "sister" to the men.

The style's base involves the dual handed use of two axe-gunnes. In essence it is a hand-axe style of combat in which the firearm is used in two basic ways; either before closing into hand-to-hand combat or as part of a vicious attack in which the attacker impales his foe on the point of the axe and then discharges the firearm. The main strength of the style revolves around the solid hand-to-hand aspect of the dual-axes. An Axtpistolet warrior has a solid defense with the strong weapon and the weight of the weapon aids in ensuring a hard hitting and bone rendering type damage.

The weakness of the style is that the axe-gun can fire off unwontedly when a heavy blow is landed and that the Axtpistolet must always be aware of the sometimes fragile nature of the firearm within the axe itself. This can sometimes bring about pulled blows or slight pauses to make sure the weapon is positioned carefully, but still maintain its effectiveness.



AXTPISTOLE

BASIC SKILLS: Firearm, Hand-Axe

SCHOOL KNACKS: Trick Shooting, Lunge, Double Parry (Axe-Gunne/Axe-Gunne), Exploit Weakness (Axtpistolet)

GUILD STATUS: Unsanctioned

SPECIAL: Treat "Reload (Firearm)" as a Basic Knack and gain 1 free Rank; no Guild Membership.

MASTERY LEVELS:

Apprentice: The Apprentice trains extensively with the use of axe-gunnes in matched pairs, and even at the beginning of their training, they have a reputation for standing their ground and firing with deadly aim, even as their enemies charge to meet them. The Axtpistolet can use an axe-gunne in their off-hand without penalty. Add +1k0 to Attack (Firearm) checks against targets that are within point blank range (basically 10').

Journeyman: Constant movement and attention to one's surroundings as well as the unusual nature of the weapons offer an advantage to the Axtpistolet defensively; +5 to all their TNs (Passive and Active) to be hit so long as they are armed in theme with the school.

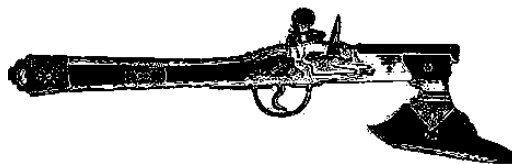
Master: A Master can attempt to give his target a "Gwendolin's Kiss". The attack is when the Master drives his axe tip into his foe and then quickly discharges the firearm all in one smooth continuous motion, sometimes also called a "gore & bore maneuver." This causes horrendous damage to its victim, as one might expect. The attack is made as a single hand-axe attack roll with two raises (for effect) that does BRAWN+4k4 damage. Add to that the possible "two weapons use" adding a Raise for effect and a Kept Die to damage (BRAWN+5k5).

**AXE-GUNNE STATISTICS:**

Hand-Axe (Hatchet): Damage: Brawn+2k2, Range (Thrown): 4 yards + Brawn,
Short Range: no modifier, Long Range: -5 modifier.

Pistol (Firearm): Damage: 4k3, Range: 25 yards, Short Range: -10 modifier, Long
Range: -15 modifier, Reload: 20 Actions.

Axe-Gunne Quirk: When a player rolls more 1's than anything else on an Attack roll with the axe-gun the Gamemaster may spend a Drama Die to cause a mishap or malfunction with the weapon. This can basically anything from a premature firing of the weapon to case of simple breakage (i.e. non-permanent), in which the weapon will need a TN 20 repair roll and a good hour's worth of work to fix.



REYNALDO

Originally Contributed/Conceived By: (Rakshasha)

ORIGIN: Vodacce

DESCRIPTION: The Reynaldo Swordsman School was developed by people with no concept of how to fight in order to win fights. This style of combat involves large amounts of sitting down, the preparation of a small glass of sherry, and the eventual ditching of all subtlety in favor of having an accomplice smash a bottle over the opponent's head while the opponent is not looking. It was developed by noted Vodacce Intriguist Guido Reynaldo, who was famous throughout Vodacce for his slapdash and lazy plans, unlike every other Vodacce in the world.

The school's main weakness is the ingrained instinct of the practitioners to bellow "ATTACK NOW!" at the tops of their voices before the accomplice strikes. This is an essential part of the training which they can't, for some reason known only to themselves, stop doing. Also, they get stiff from the sitting around.



REYNALDO

BASIC SKILLS: Dirty Fighting, Performer

SCHOOL KNACKS: Sincerity, Attack (Improvised Weapon), Ambush, Exploit Weakness (Reynaldo)

GUILD STATUS: Unsanctioned

SPECIAL: Instead of Swordsman Guild Membership, the Reynaldo learner gains a free Rank in Sincerity.

MASTERY LEVELS:

Apprentice: At this level of training, you receive a free raise to all uses of the Ambush knack provided you can sit your opponent down in a comfortable chair in a warm room and have a nice chat with them first.

Journeyman: Journeymen have mastered the Contest of Wills. When talking to a foe, you may make a contested Wits roll. If you win, your opponent will be completely distracted when you strike, reducing their TN to be hit to 5. If you lose, you inadvertently blurt out your entire shoddy plan to your opponent. They may beat you up at will.

Master: The Reynaldo Master is capable of striking with fierce precision and almost never shouts "ATTACK NOW!" when preparing an attack. If their attack inflicts a Dramatic Wound, they may spend 3 drama dice to have the target fall unconscious and slump to the floor like a sack of spuds. If the attack fails to inflict a dramatic wound, the Master's TN to be hit is reduced to 5, and he may not actively defend for the rest of the round.

SALAMANCA

Originally Contributed/Conceived By: C. MacLeod (Sidhe_Shadow)

ORIGIN: Castille. Founded in Altamira, with an additional R&C training facility recently established at Krugerannd Manor in Freiburg; Knights of the Rose and Cross may also take the school for 25 HP.

DESCRIPTION: The Salamanca school was established by Rodrigo Salamanca, a Knight of the Rose and Cross, after he lost his older brother in the War of the Cross and swore that he would come to the aid of any person whose brother was not there to protect him. On occasion, this has forced Rodrigo to draw his blade against good friends who have found themselves at odds with someone who falls under Rodrigo's sworn protection. While he loves his friends dearly, Rodrigo cannot allow them to harm an individual who may be at an unfair disadvantage, and has designed a school to protect himself without seriously injuring an opponent. (The technique has also been useful when Rodrigo finds himself confronted by an angry husband asking his intentions towards the man's wife.) Rodrigo's style has begun to gain popularity with young, romantic swordsmen and with his fellow Knights, who admire his dedication to preserving life.

A Salamanca swordsman is trained to protect himself while attempting to disarm his opponent or otherwise persuade him to resolve the conflict peacefully. Most of his duels are fought until the opponent is disarmed, or occasionally to first blood. He will never accept a duel to the death unless there is absolutely no alternative. Even then, a Salamanca swordsman will punctuate his swordplay with conversation, and always offer quarter to an opponent who seeks it.

The primary weakness of the school lies in its strict code of ethics. Anyone trained in Salamanca is taught to respect life, and instinctively eases back against an injured opponent. By feigning an injury, a crafty opponent can lure the Salamanca swordsman into a compromising position. Even though the students of the school have come to expect this tactic, they are nevertheless bound by honor to hold back against an opponent who seems to be in distress: better to let a hundred villains exploit this weakness than to unnecessarily end the life of one legitimately injured opponent.



SALAMANCA

BASIC SKILLS: Courtier, Fencing

SCHOOL KNACKS: Bind (Fencing), Disarm (Fencing), Feint (Fencing), Exploit Weakness (Salamanca)

GUILD STATUS: Unsanctioned

SPECIAL: Rodrigo has not yet found the time to display his technique to the Guildmasters in Kirk, so students receive a free Rank in one of their Swordsman Knacks instead of membership. Should he have the chance to apply for and receive sanction in the future the standard benefit of Guild membership will apply to new students.

MASTERY LEVELS:

Apprentice: Students of Salamanca are known for feeling out their opponents at length while attempting to reason with them. If that fails, they strike quickly in an attempt to incapacitate their opponents before anyone is seriously hurt. The values of their Held Action Dice automatically increase to the value of the current Phase as the Round progresses. Thus, if a Swordsman Holds an Action from Phase 1, it will increase to 2 in Phase 2, 3 in Phase 3, etc. until it is used. Furthermore, students of Salamanca are trained to be persuasive in avoiding bloodshed and receive two free Ranks in their Oratory Knack.

Journeyman: A Salamanca Journeyman has learned that if an opponent cannot be reasoned with, perhaps he can be intimidated through superior skill and forced to surrender. Once per Round, a Salamanca Journeyman can designate one Action-either a Bind, Disarm, Feint, or Active Defense (Parry)-as a particularly impressive display of ability and declare any number of Raises (in addition to Raises required to perform the ability) before the roll is made. If the roll is successful, the opponent loses one Unkept die per extra Raise from any action attempted directly against the Salamanca swordsman until the end of the Scene. This ability may be used once per Mastery Level in any Scene.

Master: Once per Scene, after a Salamanca Master makes a successful Feint, he may choose not to inflict damage. Instead, he places the tip of his weapon at an opponent's heart, throat, or some other vital area and offers the opportunity to yield. At any point thereafter, he may spend a Drama Die to inflict an automatic Dramatic Wound on his opponent (presumably if the opportunity to surrender is refused).

VESYA ARCHER

Originally Contributed/Conceived By: F.C.Wesel (Ravenshadow)

ORIGIN: Ussura

DESCRIPTION: While the men and women of Avalon are considered the "greatest of archers" few possess the will and steadiness of an Ussuran Vesya. These archers are called upon from some of the most gifted and naturally talented men and women that Ussura has to offer. Some, it is said, have the favour of the north winds themselves in guiding their arrows home. In times of peace Vesya are hunters and providers of food, guides and town guards and obtainers of raw furs, often made into clothes to be worn during the harsh winters. In times of conflict they are saboteurs, scouts and most importantly assassins of great accuracy and cunning skill.

Most recently, during Montague's invasion Vesya hunters would often sit in ambush and wreak deadly fire upon their foe, then be off before a true retaliation could ensue.

The accuracy and distance obtained by the Vesya is fairly amazing. While they often craft their own bows and arrows, they are not tied to their weapons as the Avalon is. Undoubtedly they would see the Goodfellows as tricksters and fools, though there is little doubt that they would respect the bows made by them.

The main weakness of the style is that once the archer is closed into melee combat with an opponent, his training as an archer will do him little good.



VESYA ARCHER

BASIC SKILLS: Archer, Hunter or Guide (Player's Choice with GM's Approval)

SCHOOL KNACKS: Arc, Trick Shooting, Precision (Bow), Exploit Weakness (Vesya)

GUILD STATUS: Unsanctioned

SPECIAL: The Vesya Archer does not receive the free membership in the Swordsman Guild for obvious reasons. Instead, they receive a free Rank 1 in one of the school's Swordsman Knacks.

MASTERY LEVELS:

Apprentice: The Vesya train long and hard. Between their days as hunters in times of peace and times as slayers and assassins in days of war the Vesya have learned where and how to strike their foes. They add their WITS in dice to their bow's damage roll in the same manner that BRAUN dice are added to melee weapon attacks.

Journeyman: A Vesya may add his Mastery Level x2 to any roll in any Knack in his Basic Curriculum skills as well as his Swordsman Knacks.

Master: When failing a wound check from a Master Vesya's bowshot the defender takes one Dramatic Wound plus and additional one for every 10 points they missed the roll by, staging damage as if they'd been hurt by a firearm.

ST. GEORGE STAFF SCHOOL

Originally Contributed/Conceived By: P. Parrish

ORIGIN: Avalon

DESCRIPTION: The Order of Saint George has been established in Avalon since the earliest days of Montaigne occupation. Vaticine monks travel the countryside, spreading the word of the Prophets and ministering to the needs of the local folk. However, the Vaticine church has never been held in particularly high regard in the Triple Kingdom, and priests have often had to deal with ruffians, rakes, and the occasional angry mob. The Order knew that it needed to protect its members, but felt that heavily armed priests or monks escorted by guards would do little to improve the reputation of Vaticines in Avalon.

In the year 1545, a monk by the name of Brother Bartholomew was waylaid by a group of brigands intent on bloodshed. Bartholomew was unarmed, save for his heavy walking stick. As the brigands circled him, Bartholomew decided to teach these hooligans a lesson. Whirling like a dervish, the monk laid into the ruffians with his staff, striking one and spinning away before the enemy could counterattack. Bartholomew won the day, though he believed it to be more luck than skill. Still, the idea of defending himself with his staff stuck with him, and he began to practice his new "style." He eventually developed a defensive, non-lethal combat style that could be taught to the monks. As his style was formalized through trial and error, the heads of the Order took notice. Soon, many of the monks of St. George began receiving training in the use of the staff. The training caught on, and beaten and bloodied monks were soon replaced by dazed and bruised ruffians on the side of the road.

With the rise of Objectionism and the formation of the Church of Avalon, the Order of St. George has waned in passing years, and fewer and fewer members are taught the style any more. However, enough people remember Bartholomew's Lesson that a humble priest carrying nothing more than a simple oak staff can still travel the highways and byways of Avalon relatively unmolested.

The primary weakness of the school is its wide, spinning form. If a Georgian fighter is trapped in a confined area, he is severely hampered by what he can manage.



ST. GEORGE STAFF SCHOOL ("BARTHOLOMEW'S LESSON")

BASIC SKILLS: Dirty Fighting, Staff

SCHOOL KNACKS: Rap, Staff Kick, Whirl, Exploit Weakness (St. George)

GUILD STATUS:

SPECIAL: In lieu of Guild Membership, gain a free Rank in a School Knack.

MASTERY LEVELS:

Apprentice: At the Apprentice level, the Georgian learns to stay moving, keeping his staff constantly in motion and between him and his opponent. As a result, the Georgian receives a Free Raise to all Active Defenses with Parry (Staff) and Footwork.

Journeyman: As the Georgian fighter matures, he begins to use his spinning style to confuse and confound his enemy. At the beginning of each Round, he may decide to add his ranks in Whirl to either his Passive and Active Defense with Parry (Staff) or his attack rolls with his staff (Attack, Haymaker, and Rap). For example, Brother Martin has four ranks in Whirl. Each Round, he can increase either Defenses or his attack

rolls by 4. Please note, this does NOT effect projectile weapons such as crossbows or bows, or firearms. It DOES effect hurled weapons.

Master: At the Master level, the Georgian's staff is a blur. He may spend one Action die to launch two seperate attacks (which must be Attack (Staff), Haymaker, or - if attacked - Rap) against the same target. Each attack suffers a -2 unkept die penalty.

RENARD DU MARAIS

Originally Contributed/Conceived By: P. Parrish (Thwak)
Additional Material/Completion by: F.C.Wesel (Ravensshadow)

ORIGIN: Montaigne

DESCRIPTION: Renard du Marais developed over time as much a result of its environment as anything else. Born in the swamps and mountains of the Weissbergen as well as the many various colonial holdings of the Montaigne crown. This school has nothing to do with 'honorable combat' and everything to do with the brutality of survival, especially in those cases where a rapier, broadsword, claymores would be less useful in the tight thickets and heavy vegetation of the swamps and woodlands, such as Lockhorn Forest.

While it was not developed by or for the military, eventually, the Montaigne military's various scouting forces adopted the school. During the War of the Cross, when the Montaigne and Castillian forces invaded Eisen to help quell the war, the school got its first 'field test.' Some years later, with the Montaigne invasion of Ussura, Renard du Marais found itself tested in bloody skirmish after another in the dark and chaotic wild lands of Ussura.

The strength and limitations of Renard du Marais is its weaponry. On one hand, their limited reach requires a fighter to get in close, something that can hard to do. On the other hand their light weight and small size allow for rapid parries and strikes.



RENARD DU MARAIS

BASIC SKILLS: Hand Axe (as per Ussura, page 96), Knife

SCHOOL KNACKS: Corps-a-corps, Double Parry (Knife/Hand-Axe), Wall of Steel (Knife/Hand-Axe), Exploit Weakness (Renard du Marais)

GUILD STATUS: None.

SPECIAL: In lieu of Guild membership, gain the Hunter Skill (with 1 free Rank in a Basic Skill) for free

MASTERY LEVELS:

Apprentice: Renard du Marais train to fight with two weapons, thus negating their off-hand penalty with either a knife or a hand axe. They also gain a Free Raise when using one of these weapons for an Active Parry. This Free Raise does not apply to Double Parry.

Journeyman: Renard du Marais eventually learn to hold for the exact moment to strike (or they die - horribly, usually in the jaws of something big and mean...). Once per Round, a Renard du Marais may use a Held Action or an Interrupt Action to use one of his various offensive Knacks (Attack (knife or axe), Throw (knife or axe), et. al.).

Master: By the Master level, a Renard du Marais's knife and axe move as one. If a Master Renard du Marais hits with one of his weapons, he may lower his next highest Action Die to the current Phase for an Attack only. The attack must come from the second weapon. For example, if Nathaniel hits an opponent with his axe and still has an action available this Round, he may immediately attack that opponent with his knife, sacrificing his next highest Action Die to do so.

LEMUEL

Originally Contributed/Conceived By: (Mark Now Official)

ORIGIN: Pirate

DESCRIPTION: This School was developed by Lemuel, a sailor out of Marcina with the Brotherhood of the Coast. He is considered one of the best boarders on the waves, and didn't realize he had developed a unique style of fighting until crewmembers started asking if he would teach them. Lemuel focuses on shipboard combat and uses the boarding axe (a hand axe with a curved spike set at the head, opposite the axe blade) as the main weapon. The axe is a useful tool at sea and a deadly weapon in the right hands.

The most unusual aspect of the school is that the axe is typically held in the off-hand, while the fighter's main hand is empty or holds a sword, pistol, or a second axe.

The school is aggressive and fast, but lacks finesse. Practitioners often fall for more subtle tactics.



LEMUEL

BASIC SKILLS: Hand Axe, Sailor

SCHOOL KNACKS: Beat (Hand Axe), Corp-a-corps, Disarm (Hand Axe), Exploit Weakness (Lemuel)

GUILD STATUS: None.

SPECIAL: In lieu of Guild membership, gain a Free Rank in one of the School Knacks.

MASTERY LEVELS:

Apprentice: You see no reason to let the other guy keep his weapon to use on you. You may use Disarm without waiting for your opponent to miss. This action is at -10. Failure lowers your PD to 5 for this phase and the next. No off-hand penalty when wielding an axe, and can switch an axe between hands as a Free Action.

Journeyman: You know the best tricks for facing a large number of opponents, and taking them down quickly. When attacking a Brute Squad, you may attack two extra members per Raise (instead of one). You also get one free raise per mastery level on climbing rolls when using your axe.

Master: Your parries are so strong that they rattle your opponent's teeth. Whenever you make a successful Active Defense (Parry), you may make a free Beat action in the same phase.