

USSURA ERRATA

Additional Rules and Resources for the Winter Kingdom

The following are additional supplemental rules and resources for Ussura that were left out of the original sourcebook. This information was originally posted on the 7th Sea website and has been compiled and formatted for your convenience.

History and Culture

Ussaia Pravda: The Law

Ussurans take the issue of law very seriously, and those who commit crimes on Ussuran soil are rarely spared. The Pravda, or laws, of the Ussuran people are simple and straightforward, and are respected in every city, province and douma of the nation. Although the five Knias may have additional laws, or provincial governors may add to this Pravda as in necessary, the basic laws of Ussura are well known, and do not change.

The Pravda of Ussura began in 570, during the first years of the tenure of Gaius Konstantin Lev Novgorov, the second Gaius chosen by Matushka. A stern enforcer of law, he demanded that the five Knias Douma be brought together under a single, regulated system of government, and that the laws of the land be enforced throughout Ussura. The final results of his tenure, and the laws of Ussura today, are known as the Ussaia Pravda, of the Law of the Land:

Article 1

If a man kills a man, the brother is to avenge his brother; the son, his father; or the father, his son; or nephews, their uncles; and if there is no avenger [the murderer pays] forty grivnas fine; if [the killed man] is a boyar, or a member of the family of a boyar, the fine is forty grivnas more. If the [killed man] is a merchant, or a sheriff, or a servant of the Knias, the fine is thirty grivnas more.*

**Note: "grivnas" are an ancient Ussuran currency. While Player's Guide states the Ussurans use the barter system, this was further expanded on in Ussura on page 57.*

Article 2

If a man is bleeding or is blue from bruises, and claims to

have been beaten, he does not need an eyewitness to prove his accused is guilty, but he must produce the weapon so that punishment can be dealt appropriately. If he has no sign [of injury] he must produce an eyewitness; if he cannot, the matter ends there. If the abused cannot avenge himself because of age or infirmity, he is to receive three grivnas, and the physician is to be paid by the accused.

Article 3

Weapons must be peace-sheathed while in Ussuran cities. Anyone in violation of this law who is not provided for by the grant of a Knias (is not a guardsman or other protective official) will immediately and permanently surrender the weapon into the treasury of the local Voevod.

Article 4

If a person strikes another with an unsheathed sword, or with the hilt of a sword, he pays twelve grivnas for the offense.

Article 5

If a person accidentally causes the death of a laborer, and that death will cause the family of that laborer to starve, he must pay the penalty of one year's labor in grivnas, or he must take the position of that laborer, and return his wages to the family of the man he killed.

Article 6

Sorcery will be punished. Those who break the holy laws of Matushka and practice foreign sorcery within Ussuran cities will be hung in the stocks for no less than three days, with only bread and water for their fare.

Note: This article is possibly one of the most commonly ignored in ports with many foreign visitors, but it is often enforced when the Voevod of the city has no other reason to take suspicious individuals into custody.

Article 7

It is against the law to hold slaves in Ussura. However, slaves of foreign countries will be respected as the property of their owners. If it is discovered that an Ussuran has assisted a slave to escape, the Free Ussuran and the slave will both receive ten lashes in public, and no less than three grivnas

will be given to the owner of the slave in penance for the offense. Yet, if any slave of a Kosar, Cathayan or Crescent escapes for three days within Ussuran soil, he is to be considered free.

Article 8

If anyone rides another's horse without the owner's permission, he has to pay three grivnas. If anyone steals another's possessions, and the owner recognizes it within his township, he gets back his property and is paid three grivnas for the offense. If a horse is stolen, the penalty is death by hanging.

Article 9

If a business partner should rightfully demand money from his associate and the latter should refuse, he must be brought to a court of twelve men; and if it should be established that he [the associate] cheated, the partner shall receive his share and three grivnas for the offense.

Article 10

If a slave should hit a free man and then hide in the house of his master, the master should be willing to give him up. If he is not, then the slave may be seized by force and the master must pay twelve grivnas fine; and the offended free man may beat that slave wherever he finds him.

Article 11

If anyone should break [someone's] spear, or shield, or damage his clothes, he must pay for them.

Article 12

Should a bailiff, guardsman of the local boyar, or servant of the Voevod of a city be killed deliberately, the killer must pay fifty grivnas fine; the people are not to pay; and for [the murder of] a Knias's guardsman or messenger, eighty grivnas.

Article 13

If a servant of the Gaius, Knias, Voevod of local Boyar is killed in a highway attack and the people do not search for the killer, the fine will be paid by that locality where the killed official is found.

Article 14

If anyone should abduct someone's son or daughter, he has to pay twelve grivnas for the offense. If the child is killed, the

abductor will likewise be killed, as will a child of his line, if any.

Article 15

And whoever steals either a horse or an ox, or robs a barn or house that is not part of a village, if he is alone he has to pay one grivna and thirty rezas; if there were as many as eighteen thieves, each pays three grivnas and thirty rezas.

Article 16

And if anyone should torture a muzhik without the prince's order, three grivnas for the offense. The muzhik may also choose to inflict the torture that he was given, under the watch of the Knias's guard and the bailiff of the area.

Article 17

Whoever should plough over the property line or destroy a property mark, twelve grivnas for the offense. Only the Voevod of the area, his Knias, or the Gaius himself may adjust property lines. Only an official of the town or city may rightfully mark property lines, or adjust them as commanded by his superiors.

Article 18

If anyone should kill a thief in his own yard, or at the barn, or at the stable, he is [justly] killed; if, however, anyone detains the thief till daylight, he must bring him to the prince's court; and should he [the thief] be killed, and should people see that the thief was bound, the killer must pay for him.

Article 19

Whoever should apprehend a thief receives ten rezas; and a sheriff receives fifteen kunas from three grivnas [of fines collected]; fifteen kunas go to the Church] as tithe; and the prince receives three grivnas. And from twelve grivnas of theft, the apprehender of the thief will receive seventy kunas; [the Church] two grivnas as tithe; and the prince ten grivnas.

Article 20

If anyone should unlawfully cut wood in the Azov or Gallenian forests, they must pay a fine of nine kunas, and must further plant one tree for each cord of wood removed from the forest.

Article 21

If a merchant falsely sells wares that are stolen; sells wares that are useless or lies about the quality of his wares, he



must refund the money he has taken, and an additional three grivnas. Further, any merchant who falsely sells items that claim to be of Cathayan origin and are not will be lashed three marks for each offense.

Article 22

The following is the tax collecting custom: the collectors [during their journey] should receive seven buckets of malt, a ram or some other meat or two nogatas; and on Wednesday one rezana or cheese; the same on Redi and as much bread and millet as they can eat; and two chickens per day; and shelter for four of their horses and feed for them, as much as they can eat; the collectors should [collect] sixty grivnas, ten rezanas, twelve veveritsas, and a grivna in advance; and during Thundermas, collectors should receive fish and should get seven rezanas for fish; during a week they should receive fifteen kunas and food as much as they can eat; tax collectors should complete their task in one week; such is the lawful decree.

Article 23

No animal with Pyeryem eyes shall be hunted, trapped or killed. To do so is punishable by a torturous death at the hands of the local Voevod.

Article 24

Any foreign ambassador on Ussuran soil will abide by the laws of the Pravda, and will obey the customs of the Orthodox Church. Those who fail to recognize the supremacy of the First Prophet and of Matushka's immortal divinity while upon Ussuran soil will be immediately exiled from Ussura unless given leave by the Gaius to remain.

Note: Typically, fanatical foreign missionaries are targeted by this article; foreign ambassadors are not, and are allowed to remain in the courts of the Knias with a writ from the Gaius. Such a writ is fairly easily obtained by the Knias; more difficult to obtain by a Voevod or local authority. However, typically, no muzhik will ask your religion unless you are showing flagrant signs of disrespect toward the Orthodox Church, so travel through Ussura is rarely disrupted by this article.

Article 25

All Knias will support the rule of the True Gaius. All Voevod will support the rule of the Knias, and through them, the True Gaius. All Boyar shall support the Voevod, and through

them, the Voevod, and through them, the Knias, and the True Gaius. All Bogatyr shall support the Boyar, and through them, the Voevod, and through them, the True Gaius. All muzhik shall serve the land, and through the land, Matushka and the True Gaius, not forgetting the rule of the Boyar, Voevod, and Knias Douma.

Article 26

All Ussurans, both muzhik and boyar, shall be given opportunity to learn to read and scribe, and all Ussurans shall study the Holy Canon of the First Prophet, that his words shall bless our nation and that Matushka will be well pleased with her faithful children.

Article 27

In times of war, all command and taxation shall be placed at the direct command of the Gaius, overruling even the Douma of the Knias. When peace is obtained, this command shall immediately revert to the Knias Douma and their rightful councilor.

Article 28

It shall be illegal for any muzik to move his family outside his douma, save with the permission of the Knias to whom he owes allegiance. The Knias must be petitioned personally for a muzhik to gain permission to permanently move abroad.

Likewise, large quantities of gold or other precious metals must be approved for transfer by the Gaius before they may be removed from Ussuran soil.

Article 29

All offenses of rape, treason, and sacrilege shall be punished by a torturous death in fire or by consuming hot coals. Matushka's law defends the faith, trust, and security of the nation, and will not be forgotten by her people.

Thus reads the law of Ussura, written and sealed upon Rurik land, and enacted at a meeting of Gaius Konstantin Lev Novgorov, with Princes Iziaslav v'Novgorov, Vsevolod v'Riasanova, Iaroslav Vladimirovich, Salya v'Pscov the Tabularius and Koshchei Pietrov, and their noble boyar and bogatyr advisors Kosniachko, Pereneg, Nikifor of Siev, Chudin and Mikula.

Fhideli Lexicon

The following are terms used exclusively by the nomadic Fhideli people who move through Ussura, Eisen and northern Vodacce.

Angirasa - An ancient race, possibly Syneth, mentioned in some Fhideli legends.

atsincani - Seer or one who can see the future. Sometimes used in reference to Sorte Strega.

baro fhi - An alternate term for vadin.

Basulde - The largest caravan on Thea, wandering in Ussura, occasionally in Eisen. They are famous for their musicians.

benga - An evil spirit or demon.

bulibasha - An alternate term for vadin

captain - An alternate term for vadin, used only among gadjo.

count - An alternate term for vadin, used only among gadjo (often to purposely confuse them).

Curara - A caravan that once wandered in Eisen, but fled to Ussura during the War of the Cross. Their blacksmiths are well-known for their skill.

devi - A gadjo noble.

Fhideli - The name the Tibesti call themselves.

gadjo - Outsiders; anyone who is not Fhideli.

grand kris - Bi-annual gathering of all caravans within a nation.

Haimati - The Fhideli name for Matushka.

jivanti - Vayu practitioner, plural or feminine form.

jiven - Vayu practitioner, singular or masculine form.

kris - A judgment called for when a dispute arises between Fhideli. Used rarely to prosecute serious crimes.

memlo - Defiled or impure.

mulangaro - A recently deceased person, the subject of a pacheeve.

mulo - A ghost.

mulorasa - A haunting.

Munit - A caravan wandering Ussura and other nations. They are most famous for being mysterious.

Naditi - Free. Name given to several newcomers to the Vitzi Basulde.

Narpana - A minor caravan specializing in repair work. They travel in Ussura, and occasionally to Montaigne.

pacheeve - Death feast. A funeral celebration.

Prastlo - Dishonor, usually in defiance of Vayu.

Raemya - A minor caravan specializing in lace making. They travel in southern Ussura, and occasionally to Vodacce.

Sabhaya - A minor caravan specializing in instrument making. They travel in Ussura, and occasionally to Avalon.

sanat - Ancient one. The wise woman who guides the caravan.

Shakti - A minor caravan specializing in wood carving. They travel in western Ussura.

shero fhi - An alternate term for vadin.

Shradda - A minor caravan specializing in horse-trading. They travel in Ussura, and occasionally to Castille.

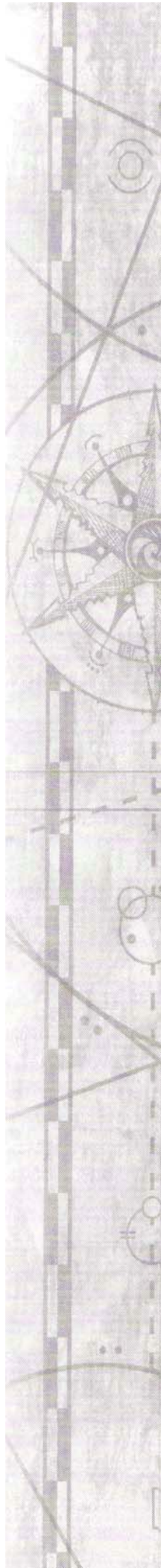
Talajit - A minor caravan specializing in fur trading. They travel in northern Ussura, and occasionally to Vendel.

Tanda - King of the Angirasa. Once worshipped as a god.

Tibesti - Name given to the Fhideli by gadjo.

Ursari - A caravan wandering in Ussura. Famous for their animal trainers.

vadin - The leader, or speaker, of a caravan.



Vairocana - Rebellious demon-king of legend.

Vayu - Tradition, or “The Way.” The Fhidel belief system.

vitzi - A caravan or clan.

vojvoda - An alternate term for vadin.

New Rules

Regional Advantages

Gallenia

The peoples of Gallenia are nomadic, with thousands of miles of open country that has remained unchanged for centuries, to call their home. They are traditionally open and welcoming of travelers, even so far as giving them their own bed to sleep. The Gallenia are very horse-wise and many say that they are all but born on the saddle of a horse.

7th Sea:

Must take Background: Traditions 2 or spend 4 HP not to have it.

Roll percentile dice (%) or choose with GM’s permission.

Roll	Season	Results
01-25	Winter	May take the Buslayevich Bowman School for 5 HP less than normal
26-50	Spring	Gain Ride skill for free
51-75	Summer	You are an exceptional rider, whenever you use the Ride, Mounting or Trick Ride knacks, you get a Free Raise.
76-100	Autumn	You have a well-trained horse, even among your people; gain a free unkept die (+1k0) when working with it.

d20:

Favored Classes: Fighters, Noble, Rangers

Typical Prestige Classes: Buslayevich Bowman, Pyeryem, Stelet

Class Skill: Ride

Automatic Language: Ussuran

Bonus Languages: Fhidel, Crescent, Cathayan, Kosars

Molhyna

The homeland of immortal Koshchei, Molhyna is remote, even for Ussura, and its crops and fishing industry are its only real ties to the rest of Matushka’s domain. As of late, Molhyna has suffered greatly under ill born tyranny and Kosars raids. Most recently the revolt of the Kosar has brought about even more hostility, tension and outright war to the region.

7th Sea:

Lose one Reputation Die when interacting with the world outside of Molhyna. You may purchase the Worldly Arcana, but at the cost of 12 HP

Roll percentile dice (%) or choose with GM’s permission:

Roll	Season	Results
01-25	Winter	Receive Cold Climate Conditioning for free and 1 free Rank in the Survival Knack even if you do not have a Skill that has it.
26-50	Spring	Gain Hunter Skill for free with one additional free Rank in Fishing
51-75	Summer	If you purchase Spy you gain 1 free Rank in Sincerity.
76-100	Autumn	Kosar raids have made you wary; gain Heavy Weapon or Archer for free

d20:

Favored Classes: Ranger, Fighters, Noble, Spy

Typical Prestige Classes: Bogatyr Hatchet Fighter, Dobrynya Wrestler, Pyeryem, Stelets

Class Skill: Profession (farmer) or Profession (fisherman)

Automatic Language: Ussura

Bonus Languages: Fhidel, Kosars

Pavtlow

The jewel of Ussura, Pavtlow is the social and cultural epicenter of Matushka’s domain. It is a city of great architectural achievement, cobbled streets and political intrigues the likes of which would be unimagined by the Montaigne.

7th Sea:

When dealing with any foreign Court (save Vesten) you have a +5 penalty to your TN due to their perceived notion of your backwardness. Also when dealing with any overtly “rural situation” you have a +5 penalty to your TN as your urban upbringing is of little use.

Roll percentile dice (%) or choose with GM’s permission:

Roll	Season	Results
01-25	Winter	Gain Courtier Skill for free
26-50	Spring	Any time someone tries to pull something over on you because they perceive you as backwards, you know how to deal with it. Gain a free unkept die (+1k0) to resist social manipulations and Repartee.
51-75	Summer	Any time someone tries to pull something over on you because they perceive you as backwards, you know how to deal with it. Gain a free unkept die (+1k0) to resist social manipulations and Repartee.
76-100	Autumn	University Costs 1 HP for you.

d20:

Favored Classes: Bards, Cleric (Ussura Orthodox), Courtier, Noble, Rogue, Spy

Typical Prestige Classes: Bogatyr Hatchet Fighter, Pyeryem, Stelets

Class Skill: Diplomacy or Bluff

Automatic Language: Ussuran

Bonus Languages: Avalon, Eisen, Montaigne, Théan

Rurik

This grand province was, until the recent march of Montague’s army, one of the richest and most prosperous of the Knias Douma. It has the best access to the Trade Sea and secures ambassadors (and trade) from Avalon, Eisen and Vendel alike. Taxes are high, but Rurik peasants secure about twice the yearly wealth of their counterparts in other Douma do.

7th Sea:

If you take Arrogant, Greedy, Proud or Righteous Hubris you only receive 6 HP. Taking the Altruistic, Fortunate, Passionate and Victorious Virtues cost you 14 HP.

Roll percentile dice (%) or choose with GM’s permission:

Roll	Season	Results
01-25	Winter	You receive either the Merchant or the Servant Skill for free and you gain 1 free Rank in Drive Sleigh. (If you get both during Character Generation, you only get the free rank for one of them.)
26-50	Spring	You receive either the Merchant or the Servant Skill for free and you gain 1 free Rank in Drive Sleigh. (If you get both during Character Generation, you only get the free rank for one of them.)
51-75	Summer	Receive 4 HP to be spent on Languages; gain Falconer Skill for free.
76-100	Autumn	Receive half again your monthly income and starting funds.

d20:

Favored Classes: Courtier, Fighter, Noble

Typical Prestige Classes: Bogatyr Hatchet Fighter,

Buslayevich Bowman, Pyeryem, Saboteur, Stelets

Class Skill: Appraise or Speak Language

Automatic Language: Ussura

Bonus Languages: Avalon, Eisen, Montaigne, Vendel

Somojez

Somojez, the “Wall of Ussura,” is a land composed nearly completely of mountains, whether it is the Drachenburg Mountains or the Bolshoi Mountains. The people of Somojez are a hardy and stoic people who have a formidable trust in the Ussuran Orthodoxy tenants.

7th Sea:

The people of Somojez are, in general, the most adamant about their faith in Ussuran Orthodoxy. You receive one

less die (-1k0) when dealing with members of the Vaticine Church and the Objectionist Church as well as with the Church of Avalon in any social manner, including Repartee.

Roll percentile dice (%) or choose with GM's permission:

Roll	Season	Results
01-25	Winter	Gain the Guide Skill and 1 free Rank in Climb
26-50	Spring	You gain the Sensitive Bones Advantage and a free Rank in any one of the Hunter Skill's Basic Knacks if you purchase the Skill. Note that this cannot raise your starting Knacks above the 3 Rank-Limit rule
51-75	Summer	You speak Eisen and Crescent for free
76-100	Autumn	You are wise in the ways of the Bushka Gora and Gora Bolshoi and receive a Free Raise when dealing with or within these specific mountain ranges. The GM may decide whether this bonus is appropriate under special circumstances.

d20:

Favored Classes: Clerics (Ussura Orthodox), Fighters, Nobles, Rangers,

Typical Prestige Classes: Bogatyr Hatchet Fighter, Pyeryem, Stelets, Tyomny Swordsmen

Class Skill: Climb or Diplomacy

Automatic Language: Ussura

Bonus Languages: Crescent, Eisen, Théan, Teodoran

Veche

The lands of Veche seem to be nothing less than the physical representative of nature's (perhaps even Matushka's) dark and predatory temperament. Veche still bleeds under the sword and presence of dark tyranny and is an unkind land filled with Kosar raids, sadistic overlords, and bloodfeasts.

7th Sea:

The dark and tyrannical evil that has blanketed the lands has all but smothered the Heroic qualities of Man in Veche.

You must spend 13 HP to gain a Virtue. Should you take the Cowardly Hubris you only receive 7HP.

Roll percentile dice (%) or choose with GM's permission:

Roll	Season	Results
01-25	Winter	You may take the Dobrynya School for 5 HP less
26-50	Spring	If you take Rash (with the caveat that you must spend 2 Drama dice to trump the GM when he activates your Rash Arcana) you get 15 HP for it instead of 10.
51-75	Summer	You may take the Cursed, Fear or Lost Love Background at 3 for free.
76-100	Autumn	You may take Foul Weather Jack for 2 HP instead of the normal cost if 5 HP.

d20:

Favored Classes: Clerics (Ussura Orthodox), Fighters, Nobles, Rangers, Rogues

Typical Prestige Classes: Bogatyr Hatchet Fighter, Dobrynya Wrestler, Pyeryem, Stelets

Class Skill: Spot or Wilderness Lore

Automatic Language: Ussura

Bonus Languages: Crescent, Fhideli, Teodoran

Fhideli

The Tibesti are a fiercely independent wanderer-people who are known as Fhideli by the Ussuran. They travel about Ussura (and sometimes Eisen, when the "Iron Land" is not embroiled in a thirty year war) in brightly colored wagons. They are known for their festive music, daring acrobatics as well as their trickster hearts. Lands other than Ussura nearly always view them with scorn and treat them like the criminals they view them to be. It is said, however, that Matushka favors the Tibesti and often comes to them and shares their fires.

7th Sea:

You must take the Scoundrel Advantage. When you interact with anyone outside of Ussura you receive +10 to the TN. This is due to the fact that most everyone has an ill view of your people. If the GM feels that the specific person or

people you are dealing with know you and will judge what you say based on you, he may allow a reduction in this penalty or offer no penalty at all, but this is a situation-by-situation call.

You may not take the Courtier Skill under any circumstance during character generation (you may take it after character generation with the GM's approval, of course) and you must spend at least 4 HP on any assortment of the following Skills: Acrobat, Artist, Criminal or Performer Skill.

Select your Vitzi (clan) and select from one of the two possible options. You might also be granted a minor favor from Matushka.

Basulade

Roll percentile dice (%) or choose with GM's permission:

Roll	Results
01-50	Gain 1 free Rank in Musician if either the Artist or Performer Skill is taken and gain the Musical Ear Advantage for free.
51-100	Gain 1 free Rank in Drive Carriage if either the Servant or Merchant Skill is taken and gain the Barter Advantage for free.

If you are a Pyerym Sorcerer you also have the following minor favor from Matushka:

- Once per scene you may re-roll a failed attempt to transform into or out of the spirit skin of a Cat.

Curara

Roll percentile dice (%) or choose with GM's permission:

Roll	Results
01-50	Gain the Fencing or Heavy Weapons Skill for free and receive a superbly crafted sword of your tribe's making (a -2 HP on the Castillian Blade Advantage, see <i>Castille</i> ™, page 102). Note, that this is not a Castillian blade; the use of Castillian Blade is to for mechanics purposes only.
51-100	You may take the Dracheneisen Advantage. (This will likely have repercussions should you go into Eisen.) You may not purchase Eisen Nobility at Character Generation.

If you are a Pyerym Sorcerer you also have the following minor favor from Matushka:

- Once per scene you may re-roll a failed attempt to transform into or out of the spirit skin of a Bear.

Munit

Roll percentile dice (%) or choose with GM's permission:

Roll	Results
01-50	You may purchase the Adaptable, Intuitive Perceptive or Uncanny Arcana for 6 HP.
51-100	You gain Fortune Teller for free as well as 1 free Rank in Cold Read.

If you are a Pyerym Sorcerer you also have the following minor favor from Matushka:

- Once per scene you may re-roll a failed attempt to transform into or out of the spirit skin of an Eagle.

Ursari

Roll percentile dice (%) or choose with GM's permission:

Roll	Results
01-50	Gain 1 free Rank in Animal Training either the Falconer or Performer Skill is taken and gain the Animal Affinity Advantage for free. Perceptive or Uncanny Arcana for 6 HP.
51-100	You may purchase the Pyeryem Sorcery for 5 HP less then normal.

If you are a Pyerym Sorcerer you also have the following minor favor from Matushka:

- Once per scene you may re-roll a failed attempt to transform into or out of the spirit skin of a Wolf.

d20:

Favored Classes: Bards, Fighters, Rogues, Wanderer, Witch

Typical Prestige Classes: Daring Fool, Pyeryem

Class Skill: Bluff

Automatic Language: Fhidel and Ussura

Bonus Languages: Crescent, Eisen, Kosar

Kosar

These brigands and marauders of mainly Cathayan ancestry give their loyalty only to themselves and do not bow knee

or neck to the Gaius or the Knias Douma. The Kosars are a dangerous, self-reliant people who rarely travel outside Molhyna. Although few would dare say so, to many Ussuran the Kosar are worse than even the lowliest slave.

7th Sea:

Kosars rarely travel from their homeland, so you must get your GM's approval before selecting a Kosar Hero. Matushka does not hold your people in favor and her blessing (Pyeryem Sorcery) can only be allowed with your GM's approval.

You must take the Scoundrel Advantage. You receive +10 to the TN to interact favorably (for you) with anyone outside the Kosar people who does not like or trust you (which is everyone). If the GM feels that the specific person or people you are dealing with know you and will judge what you say on you, he may allow a reduction in the penalty or offer no penalty, but this is a situation-by-situation call.

Roll percentile dice (%) or choose with GM's permission:

Roll	Results
01-20	You have Indomitable Will at no cost
21-40	You have Combat Reflexes at no cost
41-60	You have Legendary Trait at no cost
61-80	You have a trusted friend among the Fhideli people (Fhideli Connection 3)
51-100	You have Pain Tolerance at no cost

d20:

Favored Classes: Barbarians, Fighters, Rangers, Rogues

Typical Prestige Classes:

Class Skill: Intimidate

Automatic Language: Kosar, Ussura

Bonus Languages: Fhideli

New Background

Traditions (7th Sea™)

Following the Old Ways of offering food, shelter and friendship is not some archaic foolery to be bandied about by the old women of the people, it is the right and truthful Wwy of things. You will follow the tradition of the Old Ways, offering food, shelter, friendship, and even your tent to the strangest of wanderers, welcoming them with a warm smile and generosity. The number of points you invest in this

background determines how far (no matter how strange or undesirable the person might be) you are willing to go along with the Old Ways.

New Advantage

Musical Ear

7th Sea:

(2 pt. Advantage)

Two free raises to all checks involving the composition of music or the playing, from memory, of pieces before heard. Also one free raise to determine any pattern or unnatural influence (Sorte, Invisible College Code, etc.) in the music heard.

d20:

+4 competence bonus to Perform checks involving playing music and +2 competence bonus to attempts to discern code(s), etc. hidden in the music.

Credits

Writing

Rob Vaux, Mark Stanton Woodward, and Floyd Wesel

Line Development

Mark Stanton Woodward

7th Sea System Creation

John Wick, Jennifer Wick, and Kevin Wilson

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