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Chapter 1

Introduction

This book is made based on the *7th Sea Core Rulebook: 2nd Edition*, and is mainly meant as something for putting content that I am wanting to run together.

That said, this may become something that parts or the entirety of it will get in the hands of my players, or people who find it some other way. I may at some point decide to publish it.

As I am writing this very brief introduction I have something written about Characters, specifically the start of a single Character. I don't really know where it will go beyond that.

1.1 Characters

This is where the characters I create will go. Some of these may be characters which I'm creating for myself, and some may have been just created for fun, and some might even be created for a specific player.

1.1.1 ???? Träge

This is the first character I am creating, and as of now it has a good amount about actually creating the character in the sections labeled "Step ..."

There is also room for additional notes.

1.2 Appendix

This is where my notes about the process of this goes, as well as possibly some stuff which might make it easier to find your (my) way through this. Each chapter will have a separate appendix, in part just for making it easier to edit.

This also is including stuff about the whole process of making the book itself.

Chapter 2

Characters

2.1 ??? Träge

Basic Character information:

This is the basic character information (Table: 2.1 Page: 9).

Data	Value
Player Name	Jigme Datse
Character Name	??? Träge
Concept	
Nation	
Religion	
Reputations	
Wealth	

Table 2.1: Character Information

2.1.1 Arcana

2.1.2 Stories

- Name
- Goal
- Reward

– Step 1

2.1.3 Traits

Traits are assigned 2 points each with 2 additional points to assign to each character. (Table: 2.2 Page: 9)

Trait	Rank
Brawn	3
Finesse	2
Resolve	4
Wits	3
Panache	2

Table 2.2: Character's Traits

2.1.4 Skills

These are the character Skills (Table: 2.3 Page: 10):

2.1.5 Death Spiral

This is a concept that is used in *7th Sea* as to how your character is doing health wise. (Table: 2.5 Page: 10)

Skill	Rank ¹
Aim	
Athletics	3
Brawl	
Convince	2
Empathy	2
Hide	
Intimidate	2
Notice	2
Perform	2
Ride	2
Sailing	
Scholarship	
Tempt	2
Theft	
Warfare	
Weaponry	3

Note:

1. See Rank Table (Table: 2.4 Page: 10)

Table 2.3: Skills

2.1.6 Backgrounds

Farmkid background (Table: 2.6 Page: 10) from the general backgrounds.

Hexe background (Table: 2.7 Page: 11) from the Eisen backgrounds.

2.1.7 Advantages

These are the advantages the character has:

Legendary Trait:

4 Point

Choose a Trait. Whenever you roll a Risk using that Trait, you remove one die from your pool before you roll. That die is always considered to roll a 10. If your 10s explode,

-
- Rank 3 Re-Roll a single die
 - Rank 4 Sets of 15 = 2 Raises
 - Rank 5 10s explode (+1 die)
-

Table 2.4: Skill and Trait Ranks

-
- 1 - +1 bonus die to all risks
 - 2 - Villains gain +2 bonus dice
 - 3 - Your 10s explode (+1 die)
 - 4 - You become helpless
-

Table 2.5: The Death Spiral

Farmkid:

You were raised on a small farm, working to survive and never known adventure.

Quirk:

Earn a Hero Point when you solve a complex problem in a simple, tried and true method from back on the farm.

Advantages	Skills
Legendary Trait	Athletics
Survivalist	Convince
	Empathy
	Perform
	Ride

Table 2.6: Farm Kid

your free Legendary Trait 10 explodes as well.
Survivalist:

Hexe:

You are a master of Hexenwerk, the sorcery of the dead.

Quirk:

Earn a Hero Point when you go out of your way to ensure that the dead stay dead.

Advantages	Skills
Sorcery	Athletics
Sorcery	Intimidate
Cast Iron Stomach	Notice
	Tempt
	Weaponry

Table 2.7: Hexe

1 Point

If you are in the wilderness, you can forage or hunt and find enough food for yourself and up to five other people. Under extreme circumstances—lost in the middle of a desert or abandoned in the Ussuran tundra, for example—you find enough food for yourself and up to two other people.

Sorcery:

2 Point

You gain the Sorcery from your National bloodline. If you purchase this advantage after Hero Creation, you may only do so with a Hero Story.

Sorcery:

2 Point

You gain the Sorcery from your National bloodline. If you purchase this advantage af-

ter Hero Creation, you may only do so with a Hero Story.

Note: You may have noticed that Sorcery is listed twice in several Backgrounds such as Knight Errant or Hexe. This isn't a typo! Unlike most other Advantages you may select Sorcery more than once, gaining additional or stronger abilities as a result of your continued study in the magical arts.

Cast Iron Stomach:

1 Point

Spoiled or raw food never negatively affects you, and you still gain required sustenance from it.

2.1.8 Step 0. 20 Questions

These are 20 Questions as stated in the 7th *Sea Core Rulebook: 2nd Edition*.

1. What Nation is your Hero From?

Eisen

2. How would you physically describe your Hero?

Height of 172 cm, with broad shoulders. Female. Blond long hair, in two plaits. Green Eyes. Broad hips.

Heavy cotton dress in forest green, with large iron buttons.

Bloomers, chemise of light cotton worn under dress.

Dark oilskin cloak with a hood.

Iron cross Weis symbolising religious freedom.

Two layer cotton gloves.

3. Does your Hero have recurring mannerisms?

Believes that beauty can be found in everything, and in doing the right thing first.

4. What is your Hero's motivation?

Believes in personal freedom, provided it does not interfere with others.

5. What is your Hero's greatest strength? What is your Hero's greatest weakness?

- Knows who is in the wrong when power is being abused.
- Often can't decide when it is less clear what power dynamics are in play.
- Often does not know actions to take when power dynamics are in play, even when they can tell who is in the wrong.

6. What are your Hero's most and least favourite things?

- Loves: A cup of hot infused herbs with two slices of bread.
- Hates: Mud, mud, mud and more mud. Not hates hates, but long wet muddy seasons lesson enjoyment of life.

7. What about your Hero's psychology?

Likes to think before acting. Does not like to rush in without decent knowledge, but is

aware that planing can get in the way of acting.

Always likes to take a break before deciding on some unexpected thing.

Likes planning the day, and reviewing the day at the beginning of and end of the day.

8. What is your Hero's single greatest fear?

That Eisen will not recover from the War of the Cross, and that the Horrors and the internal conflict, if not resolved will lend to further deterioration of the conditions in Eisen.

9. What are your Hero's greatest ambitions?

What are her loves?

Dedicated to forming unity in conflicts rather than finding who is right or wrong.

10. What is your Hero's opinion of his country?

It was beautiful, fertile, and wonderful. The War and Horrors have split it's people and destroyed it's lands. The country can be brought to gory again, if they can find a way to bring themselves back together.

She never gives up hope of a return to glory. Perhaps a different glory but a glory none the less.

11. Does your Hero have any prejudices?

She does not hate any group, but she gets very frustrated with those who refuse to work

with others, and some guilt by association can occur when others support those who won't work with others.

Aristocrats and Vaticine are always viewed with suspicion until they prove their willingness to work with others.

12. Where do your Hero's loyalties lie?

Loyalty lies in finding unity. Unity is a grand goal for her.

13. Is your Hero in love? Is she married or betrothed?

She has yet to find the love of her life and is not sure she will.

She is not jaded thinking it impossible, but feels it largely irrelevant.

14. What about your Hero's family?

Family Name:

- * Träge — Freiburg
- * Wirsche — Wirsche
- Pösen — Pösen
- * Heilgrund — Heilgrund
- Fischler — Fischler
- Sieger — Sieger
- Heinzle — Heinzle

Was born in Wirsche, and has the family name of Träge. Lives in Heilgrund.

15. How would your Hero's parent's describe them?

The Hero's parents are proud of her, and feel that she honours them. They hope that she

will return when she has found the end to her questing.

Her father hopes that she will bring unity to Eisen.

Her mother hopes that she will return to the farm, and grow the family.

16. Is your Hero a gentle?

???? is sort of, but feels that rank is meaningless, and wealth is meaningless. She believes that values comes from deeds.

???? honours all until they prove unworthy, though is suspicious of the aristocrats and the Vaticine.

???? is distrustful of those who hold power.

17. How religious is your Hero? What sect of the Church does she follow?

Technically an objectionist and believe in freedom of religion, but feels most of the religious debate is utter bonkers, and may say so from time to time.

18. Is your hero a member of a guild, gentle's club, or secret society?

???? tends to sit on the outside of formal society, and is not a member of any of these.

19. What does your Hero think of Sorcery?

Sorcery is a very powerful and useful tool which has a high chance of becoming corrupted power.

20. If you could, what advice would you give your Hero?

Learn to lay back and enjoy life, and grab those things which have meaning, and don't get caught up in the little things where people are just confusing.

2.1.9 Step 1. Traits

Each trait has 2 points initially with 2 additional points to assign.

These are reflected above.

2.1.10 Step 2. Nation Bonus

Each nation has a bonus to 2 different traits.

These are reflected above in the Traits.

2.1.11 Step 3. Backgrounds

Backgrounds help to determine the role of a character. These represent your Hero's past. They can include, restrictions, quirks, advantages, and skills.

You pick two different backgrounds.

I picked the Farmkid background (Table: 2.8 Page: 15) from the general backgrounds, and the Hexe background (Table: 2.9 Page: 15) from the Eisen backgrounds.

2.1.12 Step 4. Skills

Skills have 10 points to add after having skills from Backgrounds. You gain all the skills from your backgrounds. Duplicate skills add an additional point to the skill.

2.1.13 Additional Notes

There is no real content here.

2.2 References

Farmkid:

You were raised on a small farm, working to survive and never known adventure.

Quirk:

Earn a Hero Point when you solve a complex problem in a simple, tried and true method from back on the farm.

Advantages	Skills
Legendary Trait	Athletics
Survivalist	Convince
	Empathy
	Perform
	Ride

Table 2.8: Farm Kid

Hexe:

You are a master of Hexenwerk, the sorcery of the dead.

Quirk:

Earn a Hero Point when you go out of your way to ensure that the dead stay dead.

Advantages	Skills
Sorcery	Athletics
Sorcery	Intimidate
Cast Iron Stomach	Notice
	Tempt
	Weaponry

Table 2.9: Hexe

Appendix A

Introduction — Notes

A.1 2023-10-06

Created the Introduction chapter. This was already starting to look like I was going to need an introduction before too long, so there is a brief introduction and some about each of the parts that we have there.

It will likely need to be expanded and made more a way to get a fairly quick idea as to where something might be. All of this will take time.

Appendix B

Characters — Notes

B.1 2023-10-06

Created This. . . Already had a good portion of the chapter written.

The first character was getting close to having been created, and that was working well, but I can't work on it further at this time, but wanted to put some info here to make the whole document work a little better.

At this point I need to do more away from the computer to get an idea of the next steps for the character creation. It looks to be at the Step 4. Skills section.

Appendix C

Appendix — Notes

C.1 2023 October 6

Created the Appendix it includes:

- Introduction — Notes
- Characters — Notes
- Appendix — Notes

It probably will have an index at some point, but currently we don't have a way that we want to note things in the index, or even much of an idea of how to we would even index things.

I feel that I'll for now put some technical stuff about the whole thing in this index.

C.1.1 Arrangement of Chapters

Currently we have Introduction and Characters, then the Appendix in the same order. But that might not continue as such. Moving stuff around probably will need to be noted here.

As it currently stands the "Hero" or Character chapter is really hard to find stuff in the

file as it's 500 lines long, and it just takes a while to scroll through it.

C.1.2 Line lengths

Also, these long lines... Or what are paragraphs as a single line in the file, need to go as I come across them. It would be nice if it actually did it automatically. As this file currently is, it is 23 lines long, but it has multiple longer paragraphs formatted that way.

After adding new lines, I end up with ... 35 lines. That's a more realistic way to look at it. Also, it can help with finding where more specific errors are, as the long lines will be more listed as a single line, but the shorter lines can be each listed.

The problem I've run into is reformatting when I end up changing a line in the middle of a paragraph. All of that can be handled on an as needed basis though.

C.1.3 Makefile

This isn't so much the book itself, but it is kind of important. I have a Makefile created which hopefully allows the creation of the

book at least for display purposes. I *think* the reason that the table of contents wasn't correct, is because it needs to run through twice, or at least it *might* need to run through twice, to have the updates in the table of contents (and index I think).