

7th Sea Character Handbook

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This booklet contains a quick-reference to the rules on Character design for the 7th Sea game.

Key to Sourcebooks:

AH	= Arrow of Heaven
AV	= Avalon
CA	= Castille
CE	= Crescent Empire
CM	= 7th Sea Compendium
CN#	= Crow's Nest (issue #)
CP	= Church of the Prophets
DK	= Die Kreuzritter
FR	= Freiburg (box set)
EN	= Eisen
GM	= GM's Guide
IC	= Invisible College
LF	= Lady's Favor (GM's Screen)
LV	= Los Vagos
MO	= Montaigne
MR	= Montaigne Revolution
NM#	= NOM (issue #)
PG	= Player's Guide
PN	= Pirate Nations
RC	= Knights of the Rose & Cross
RI	= Rilasciare
SD	= Sophia's Daughters
SF	= Scoundrel's Folly
SG	= Swordsman's Guild
US	= Ussura
VK	= Villains Kit
VO	= Vodacce
VV	= Vendel / Vesten
WOB	= Waves of Blood

Overview of Hero Creation

A standard hero is created with 100 HP. This book includes all the choices made on how to spend these points, calculate values, and equip the character. The approximate order of events is:

- Choose a nation your character is from.
- Determine initial Traits.
- Decide if/which Sorcery, Shamanism, or Dracheneisen your character has.
- Decide if/which School your character attended.
- Decide if/which Arcana your character has.
- Purchase Advantages, Backgrounds, and Languages for your character.
- Purchase Skills and Knacks for your character.
- Determine starting equipment.

Nations of Theah (PG 119)

The first choice when making a character is a choice of nationality. The choice of nation affects what sorcery and combat schools your character can use, and gives bonuses on a trait and some advantages.

Nation	European Equivalent	Trait Bonus	Sorcery or Shamansism	Combat Schools	Special Advantages
Avalon Insmore Highlands	Great Britain Ireland Scotland	+1 Resolve	Druid (<i>Gesa</i>) Glamour (<i>Legend</i>)	Donovan Finnegan Goodfellow MacDonald	Cold Climate Conditioning (-1) Elaine's Knights (only) Legendary Trait (-2) MacCodrum Heritage (only) MacEachern Heritage (only) Sidhe Ally (only) Sidhe Blood (only) Sidhe Weapon (only)
Castille	Spain	+1 Finesse	El Fuego Adentro (<i>Fire</i>)	Aldana Gallegos Soldano Torres Zepeda	Acalde (only) Castillian Education (only) Castillian Squire (-1) Extended Family (only) Roving Don (only) University (-2)
Crescent Empire	Middle East	(<i>By clan</i>)	(<i>By clan</i>)	(<i>By clan</i>)	Crescent Servant (-1) Membership(Eyes of the Peacock) (only)
Aldiz'ahali		+1 Wits	<i>None</i>	Duphan	
Atlar'vahir		+1 Resolve	<i>None</i>	Vahiy	Khel-kalb (only)
Jadur'rihad		+1 Panache	<i>None</i>	Yael	
Kurta-kir		+1 Brawn	Duman'kir	Marikk	
Ruzgar'hala		+1 Finesse	<i>None</i>	Sesemlik	Acurate Slinger (-1)
Yilan-bazlik		+1 Wits	<i>None</i>	<i>None</i>	Membership(Qatihl'i) (-1)
Eisen	Germany	+1 Brawn	Zerstörung (<i>Disintegration</i>)	Drexel Eisenfaust Gelingen Hopken Posen Steil Unawendbar	Academy (-2) Dracheneisen (only) Eisen Bodyguard (-1) Iron Guard (only) Nibelung (only) Rucken (-2)
Kanu ^(CN04)	Pacific Islands	+1 Brawn	Opah (<i>Weapon</i>)	<i>None</i>	Keen Senses (-1) Small (-1)
Montaigne	France	+1 Panache	Porte (<i>Doorway</i>)	Boucher Rois et Reines Tout Pres Valroux	Close Family Member (only) Commision (-2) Gentry (only) Montaigne Servant (only) Musketeers (only) Puzzle Sword (only)
Ussura	Russia	+1 Resolve	Pyeryem (<i>Shapeshifting</i>)	Bogatyr Buslayevich Dobrynya	Accurate Archer (-1) Animal Affinity (-1) Cold Climate Conditioning (-1) Pain Tolerance (-1) Stelets (only) Tyomny (only) Toughness (-2)
Vendel Vestenmannavnjar	Holland Norway	+1 Wits	Laerdom (<i>Rune</i>)	Halfdansseon Larsen Leegstra Rasmussen Siggursdottir	Astrologer (Vendel only) Bearsark (Vesten only) Bodyguard (Vendel -1) Bought Weapon (Vendel only) Cold Climate Conditioning (-1) Drago (Vendel -1) Jarl (Vesten only) Large (Vesten -2) Linguist (Vendel -1) Merchant Patron (Vendel -1) Old Name (Vesten only) Rune Weapon (Vesten only) Sympathetic Healer (Vesten only) Thrall (Vesten only) Vendel League Seat (Vendel -1) Vesten Bought-Man (Vesten -1)
Vodacce	Italy	+1 Wits	Sorte (<i>Fate</i>)	Ambrogia Bernoulli Cappuntina Villanova	Governor (only) Left-Handed (-2) Lord's Hand (only) Unbound (only) Vodacce Valet (-1)

Traits (PG 119)

A character's traits define how good he or she is at doing things. Traits are *very* important in this game, since will almost every die roll you keep a number of dice equal to a trait.

Trait Name	HP Cost	XP Cost	Basic Description	Combat Description
Brawn	8/pt	5*New Rank	Strength	Wound checks = $(B)k(B)$ Damage = $(B+weapon)k(weapon)$
Finesse	8/pt	5*New Rank	Manual and other dexterity	To hit = $(F+knack)k(F)$
Wits	8/pt	5*New Rank	Intelligence and quick thinking	To parry = $(W+knack)k(W)$
Resolve	8/pt	5*New Rank	Constitution and willpower	Crippled = (R) dramatic wounds Knockout = $(2*R)$ dramatic wounds
Panache	8/pt	5*New Rank	Charisma and personal style	# of actions per round = (P)

Characters start with *Rank 1* in all traits, plus their nation bonus (so one trait is at *Rank 2*).

The maximum starting value for a trait is *Rank 3* before your nation bonus (*Rank 4* after the bonus).

The maximum value for a trait during play is normally *Rank 5*. It is possible to get *Rank 6* through the use of the *Legendary Trait* or the *Rose and Cross Secret* advantages.

Hint! Increase all traits to at least Rank 2 if possible. Your lowest trait determines your number of drama dice.

Recommendation! Keep your traits in line with the rest of the characters in the party. If your traits are much lower, you will be unhappy. A good balance to start with is with two traits at *Rank 3*. This means it is common to spend **48 HP** on traits! Also, *Finesse* and *Panache* seem to have the most return for the cost if your character is in combat, while *Wits* can be the most valuable for a non-combatant.

Sorcery (PG 200)

Sorcery is something a character is born with, so it cannot be purchased later. The actual details on the various kinds of sorcery are given in the Sorcery book. This is just an overview.

Level of Sorcery	Cost	Description
Full Blooded	40 HP	7 Sorcery Points. Maximum Rank = 5.
Half-Blooded	20 HP	3 Sorcery Points. Maximum Rank = 3.
Twice-Blooded	40 HP	Half-Blooded in two kinds of Sorcery.

Purchasing any kind of sorcery (other than Nacht) gives a **-5 cost** on purchasing the **Noble** advantage.

You may not purchase additional ranks in Sorcery knacks using HP during hero creation, but you may do so during game play using XP. ^(CM 7)

The type of sorcery your character can know depends on the nation they are from:

Nation	Sorcery Type	Description
Avalon Insmore Highlands	Glamour (<i>Legend</i>) ^(PG 200)	A magical power that draws on legendary people
Castille	El Fuego Adentro (<i>Fire</i>) ^(CA 98)	Ability to control fire.
Crescent Empire	Duman'kir (Wolf) ^(CE 79)	Wolf and mist magic .
Eisen	Zerstörung (<i>Disintegration</i>) ^(RI 79)	Ability to accelerate effects of time.
Kanu ^(CN0 4)	None	
Montaigne	Porte (<i>Doorway</i>) ^(PG 212)	Teleportation magic.
Ussura	Pyeryem (<i>Shapeshifting</i>) ^(PG 214)	Shapeshifting to and from an animal form.
Vendel Vestenmannavnjar	Laerdom(<i>Rune</i>) ^(PG 203)	The use of viking runes to create magical effects.
Vodacce	Sorte (<i>Fate</i>) ^(PG 219)	The ability to change fate.
Die Kreuzritter	Nacht (<i>Shadow</i>) ^(DK 71)	The ability to move in the shadow world. <i>Characters are not born with this Sorcery.</i>
Qatihl'i	Af'a (<i>Snake</i>) ^(CE 103)	The ability to move through tight spaces.
Sophia's Daughters	Scrying (Female) ^(SD 92)	The ability to see other places and times.
	Scrying (Male) ^(SD 92)	Becoming perfectly physically fit.

Shamanism

A shaman is not a sorcerer, but does have magical powers. You cannot have both a Shaman and Sorcery advantage at the same time.

Nation	Sorcery Type	Cost	Description
Avalon Insmore Highlands	Druid (<i>Gesa</i>) ^(AV 98)	20 HP	The ability to place a Gesa (bonus experience as long as some rule is followed).
Kanu ^(CN0 4)	Opah ^(CN0 4)	10 HP	Weapon magic.

Dracheneisen (PG 160-161, EN 93-95)

Characters from the nation of **Eisen** can purchase *Dracheneisen*.

Level of Nobility	Cost	Description
Full Nobility	40 HP	16 Dracheneisen points.
Minor Nobility	20 HP	6 Dracheneisen points.
Petty Nobility	10 HP	3 Dracheneisen points.

Purchasing any kind of Dracheneisen gives a **-5 cost** on purchasing the **Noble** advantage.

Purchasing any kind of Dracheneisen gives a **-5 cost** on purchasing the **Posen school**.

The following items can be purchased with Dracheneisen points and the effects of armor are described on the right:

Item	Cost	Effect
Arm Guard	2	2 armor points. <i>(may purchase twice)</i>
Boots	2	1 armor point. <i>(may purchase twice)</i>
Breastplate	6	6 armor points.
Buckler	4	1k1 buckler. +1 unkept die with Buckler knacks.
Gauntlet	2	2 armor points.
Helmet	3	3 armor points.
Leg Guard	2	2 armor points. <i>(may purchase twice)</i>
Panzerhand	6	3 armor points. +1 unkept die with Panzerhand knacks. <i>(See options below.)</i>
Crossbow	4	-5 on opponent TN. +20 yd range.
Knife	2	1k2 knife. +1 unkept die using Knife knacks.
Fencing Weapon	3	2k2 fencing weapon. +1 unkept die with Fencing knacks.
Heavy Weapon	4	3k2 heavy weapon. +1 unkept die with Heavy Weapon knacks.
Musket	7	-5 to opponent's TN. +20 yd on range.
Pistol	5	-5 to opponent's TN. +20 yd on range.
Polearm	5	3k2 polearm. +1 unkept die with Polearm knacks.
Zweihander	6	3k3 zweihander. +1 unkept die with Zweihander knacks.
Raw Dracheneisen	2	3 units of Dracheneisen for use with <i>Nibelung</i> advantage.
Lock	2	An unbreakable padlock.

Armor	Modifier
1 - 6	-1 on attacker's kept dice.
7 - 12	+5 TN. -1 on attacker's kept dice.
13 - 18	+5 TN. -2 on attacker's kept dice.
19 - 24	+10 TN. -2 on attacker's kept dice.

(This TN bonus cannot be negated.)

Here are some modifications that can be purchased for a Dracheneisen panzerhand.

Modification	Cost	Description
Built-in Pistol	5 HP	First successful hit also fires pistol for a combined $(4+Brawn)k3$ damage.
Locking Grip	3 HP	When use Bind or Disarm attack successfully, locks shut until a key and 3 actions are used to unlock it.
Mounted Crossbow	4 HP	Small crossbow that does 1k3 damage.
Spikes	2 HP	Damage of hand is 2k2 instead of 2k1.
Weighted Knuckles	1 HP	Damage of hand is 2k2 instead of 2k1, but hand is fused into a fist formation.

Combat Schools

Combat schools provide your character with expert training in a combat (usually a weapon such as a sword).

	Cost	Modifiers
HP Cost to Apprentice	25 HP	+10 HP if from a different nation.
XP Cost to Apprentice	50 XP	+30 XP if from a different nation. -10 XP if you already have the apprentice ability. -5 XP for each school knack you already have. You must already have the skills required by the school. ^(CM 6)
XP Cost to be an Initiate	20 XP	+30 XP if from a different nation.

An apprentice has full access to the school's abilities. An initiate has rank 1 in each knacks, but does not have the apprentice ability. To advance to apprentice level, pay the difference in XP cost.

The combat schools are briefly described here. Refer to the Schools book for more information.

Combat Schools (Part 1 of 2)

Nation	School	Weapon Type	Skills	School Knacks
Avalon Insmore Highlands	Andrews ^(SG 87)	Fencing Sword	Athlete + Fencing	Lunge / Feint / Riposte
	Donovan ^(PG 147)	Short Sword + Buckler	Buckler + Fencing	Bind / Disarm / Riposte
	Finnegan ^(AV 95)	Fist fighting	Pugilism + Wrestling	Bob n' Weave / Corps-a-corps / Disarm
	Goodfellow ^(AV 96)	Bow	Archer + Hunter	Arc / Disarm / Tagging
	MacDonald ^(AV 97)	Claymore	Athlete + Heavy Weapon	Beat / Lunge / Pommel Strike
	Robertson ^(SG 90)	Fencing Sword + Cloak	Cloak + Fencing	Double-parry / Entangle / Feint
Castille	Aldana ^(PG 146)	Fencing Sword	Courtier + Fencing	Feint / Riposte / Tagging
	Gallegos ^(CA 95)	Fencing Sword	Athlete + Fencing	Feint / Riposte / Tagging
	Gustavo ^(LV 80)	Fencing Sword on Horseback	Fencing + Rider	Charge / Cavalry Attack / Trick Riding
	Soldano ^(CA 96)	Two Fencing Swords	Athlete + Fencing	Double-parry / Tagging / Whirl
	Torres ^(CA 97)	Fencing Sword + Cloak	Cloak + Fencing	Double-parry / Side-step / Tagging
	Zepeda ^(CA 97)	Whip	Athlete + Whip	Bind / Disarm / Tagging
Crescent Empire	Daphan ^(CE 75)	Scimitar	Athlete + Fencing	Beat / Lunge / Pommel Strike
	Marikk ^(CE 75)	Two Knives	Athlete + Knife	Double-attack / Lunge / Whirl
	Sersemlik ^(CE 76)	Two-Handed Sword	Athlete + Heavy Weapon	Feint / Tagging / Whirl
	Vihiy ^(CE 77)	(None)	Commander + Rider	Horse Archery / Orders
	Yael ^(CE 78)	Two Scimitars	Fencing + Performer	Disarm / Double-parry / Feint
Eisen	Drexel ^(EN 85)	Zweihander	Dirty Fighting + Heavy Weapon	Disarm / Lunge / Pommel Strike
	Durchsetzungburg ^(SG 88)	Fencing Sword	Fencing + Scholar	Riposte / Tagging / Wall of Steel
	Eisenfaust ^(PG 148)	Broadsword + Panzerhand	Heavy Weapon + Panzerhand	Beat / Bind / Disarm
	Gelingen ^(EN 87)	(None)	Dirty Fighting + Doctor	Exploit Weakness (Monster)
	Hopken ^(EN 88)	Crossbow	Athlete + Crossbow	Arc / Reload / Trick Shooting
	Loring ^(FR 92)	Panzerhand	Athlete + Panzerhand	Bind / Disarm / Hook
	Posen ^(EN 89)	Boar Spear	Polearm + Rider	Beat / Charge / Lance
	Steil ^(EN 90)	(None)	Commander + Courtier	Orders
Unabwendbar ^(EN 92)	(None)	(None)	Commander + Scholar	Orders
Kanu ^(CN 04)	<i>None</i>			
Montaigne	Boucher ^(MO 79)	Two Knives	Criminal + Knife	Double-attack / Double-parry / Riposte
	Gaulle ^(SG 88)	Fencing Sword + Triple Dagger	Fencing + Knife	Double-parry / Bind / Disarm
	Rois et Reines ^(MO 80)	Musket with Bayonet	Firearms + Polearm	Beat / Lunge / Pommel Strike

Combat Schools (Part 2 of 2)

Nation	School	Weapon Type	Skills	School Knacks
<i>Montaige</i> (Continued)	Tout Pres ^(MO81)	Improvised + Fencing Sword	Dirty Fighting + Fencing	Corps-a-corps / Double-parry / Tagging
	Valroux ^(PG149)	Fencing Sword + Main Gauche	Fencing + Knife	Double-parry / Feint / Tagging
Ussura	Bogatyr ^(US97)	Axe	Heavy Weapon + Hunter	Lunge / Pommel Strike / Throw
	Buslayevich ^(US98)	Bow	Archer + Rider	Charge / Horse Archery / Trick Riding
	Dobrynya ^(US99)	Wrestling	Ahtlete + Wrestling	Bear Hug / Disarm / Fortitude
Vendel Vestenmannavnjar	Halfdansson ^(VV93)	Harpoon	Polearm + Whaler	Disarm / Lunge / Pommel Strike
	Kjemper ^(SG89)	Longsword + Shield	Heavy Weapon + Shield	Attack(Shield) / Corps-a-corps / Wall of Steel
	Larsen ^(VV94)	Fencing Sword + Lantern	Fencing + Streetwise	Ambush / Feint / Parry
	Leegstra ^(PG149)	Broadsword or Axe	Heavy Weapon + Wrestling	Beat / Corps-a-corps / Lunge
	Rasmussen ^(VV95)	Pistol	Courtier + Firearms	Pommel Strike / Reload / Trick Shooting
	Siggursdottir ^(VV96)	Hand Axe	Athlete + Hand Axe	Double Attack / Throw / Whirl
	Snedig ^(SG90)	Fencing Sword	Doctor + Fencing	Beat / Feint / Lunge
	Swanson ^(SG90)	Swordcane	Dirty Fighting + Fencing	Conceal / Double-parry / Pommel Strike
	Urostifter ^(SG91)	Two Longswords	Athlete + Heavy Weapon	Beat / Double-parry / Feint
Vodacce	Ambrogia ^(PG147)	Fencing Sword + Main Gauche	Dirty Fighting + Fencing	Feint / Pommel Strike / Riposte
	Bernoulli ^(VO94)	Fencing Sword	Fencing + Pugilism	Beat / Corps-a-corps / Lunge
	Cappuntina ^(VO94)	Throwing Knife	Knife + Performer	Pin / Throw / Trick Shooting
	Lucani ^(SG89)	Broadsword + Fist	Heavy Weapon + Pugilism	Beat / Pommel Strike / Corps-a-corps
	Villanova ^(VO95)	Fencing Sword + Knife	Fencing + Knife	Double-parry / Feint / Stop-thrust
ANY	Rogers ^(PN94)	Fencing Sword	Dirty Fighting + Fencing	Bind / Corps-a-corps / Disarm
<i>Church of the Prophets</i>	The Friars ^(CP91)	Fist / Improvised	Dirty Fighting + Pugilism	Beat / Corps-a-corps / Disarm / Improvised Attack
	Rossini ^(CP92)	Halberd	Polearm + Wrestling	Beat / Disarm / Bind
	Swords of Solomon ^(CP93)	Fencing Sword + Shield	Fencing + Shield	Bind / Disarm / Shield Attack
<i>Die Kreuzritter</i>	Mortis ^(DK69)	Stiletto	Criminal + Knife	Double-attack / Riposte / Throw
<i>Explorer's Society</i>	Shield Man ^(AH60)	Improvised	Athlete + Dirty Fighting	Bind / Corps-a-corps / Riposte
<i>Invisible College</i>	Bonita ^(IC79)	Fencing Sword	Athlete + Fencing	Bind / Disarm / Wall of Steel
<i>Los Vagos</i>	El Punal Occulto ^(LV77)	Fencing Sword	Fencing + Knife	Bind / Corps-a-corps / Pommel Strike
<i>NOM</i>	Quinn ^(NM23)	Knife	Knife + Spy	Beat / Feint / Lunge
<i>Qatihl'i</i>	Qor'qunq ^(CE102)	Knife	Knife + Spy	Lunge / Poison / Throat Strike
<i>Rilasciare</i>	Vipera ex Morsi ^(RI78)	Knife	Dirty Fighting + Knife	Beat / Corps-a-corps / Lunge
<i>Rose and Cross</i>	Desaix ^(RC66)	Fencing Sword + Main Gauche	Fencing + Knife	Double-parry / Feint / Lunge
<i>Sophia's Daughters</i>	Necare ^(SD82)	Knife	Knife + Spy	Conceal / Corps-a-corps / Poison

Characters that master two combat schools may achieve Grand Mastery and thereby use both schools at once.

	Cost	Modifiers
Grand Mastery of Two Schools	80 XP	+10 XP for each sword knack (other than Exploit Weakness) they don't have in common. -20 XP if one school explicitly gives a discount to the other.
Grand Mastery of Three Schools	75 XP	Must have Grand Mastery of each two-school combination (all 3 of them) as a pre-requisite.
Grand Mastery of Four Schools	150 XP	Must have Grand Mastery of each two-school combination (all 6 of them) as a pre-requisite.

Arcana (PG 127 + PG 169)

An arcana is a guiding force behind your character's personality. An arcana can **only** be chosen at the time a character is being created.

A positive arcana is called a **Virtue** and costs 10 HP. A negative arcana is called a **Hubris** and gives you 10 HP.

Virtue	Game effect if activated using a Drama Die
Adaptable	Cancel effects of Surprise on self.
Altruistic	Reroll a failed test you attempted for helping someone else. Only once per test.
Comforting	Cancel effects of one level of Fear on party until end of Scene.
Commanding	Gain a Fear Rating of 1 for one Scene.
Courageous	Reflect the effects of Fear back from yourself to one of your opponents.
Creative	Get a hint/idea from the GM. Intended for beginner players.
Exemplary	Allow the rest of your group to use one of your Knack Ranks in a shared activity.
Focused	Transfer one Rank from one Trait to another for duration of Scene. Once per Scene.
Fortunate	Reroll any failed test whose TN is 20 or less. Once per test.
Friendly	Gain a Connection at some point within Scene. (Cost 2 Drama Dice)
Insightful	Determine which Arcana another Hero or NPC possesses.
Inspirational	+1 kept die to any other Hero's action.
Intuitive	Get a hint/information from the GM. (Activation is 1 XP. Activated only by GM. Get +2 XP per adventure)
Passionate	Double the number of kept dice for any one Action when saving life of loved one or friend.
Perceptive	Automatically succeed any Perception check
Perspicacious	Predict what a Villain or Henchmen's next Action will be.
Propitious	Lucky escape from current Scene. Affects whole party. Permanently reduces Drama by one.
Self-controlled	Cause any use of Repartee system against you to automatically fail.
Uncanny	Receive warning just before the next time your GM springs an awful surprise on you.
Victorious	Automatically score a Dramatic Wound. Use after hitting, but prior to Damage roll.
Willful	Prevent NPC's from using Drama dice when they are facing use in combat until end of Scene.
Worldly	You have one Rank in any Knack you do not have a Rank in until end of Scene.

Hubris	Game effect if activated by the GM using a Drama Die
Ambitious	You chase after power even if it's risky.
Arrogant	You show contempt or disdain for someone else.
Cowardly	You avoid or escape from doing something dangerous.
Envious	You covet something belonging to someone else and should attempt to get it.
Greedy	You try to get as much money as possible when divvying up loot, getting a bribe, etc.
Hedonistic	You relax your guard and have a good time.
Hot-headed	You fly off the handle and lose your temper.
Inattentive	You fail a Perception check, or get a -2 dice penalty to a Surprise check.
Indecisive	Discard an Action die from Initiative Pool during a time-sensitive moment.
Judgmental	You jump to conclusions and form an unsubstantiated opinion of someone you've just met.
Lecherous	You give in to temptation.
Loyal	You go back for a fallen comrade, or avoid leaving their side in the first place.
Misfortunate	Reroll a successful test whose TN was 25 or higher. Cannot be used more than once per test.
Overconfident	You don't have any doubts about your capabilities.
Overzealous	You strongly defend one or your opinions, no matter how inappropriate the time and place.
Proud	You refuse an offer of aid.
Rash	You investigate something unusual even if it looks dangerous.
Reckless	You ignore any nagging feelings of worry or hesitation when confronted with danger.
Righteous	You don't have any doubts about the moral justifiability of your actions.
Star-crossed	You are shot with Cupid's arrow...again.
Stubborn	You are prevented from changing your mind.
Trusting	You lose any doubts about another person.

Advantages

Advantages are physical, mental, or social aspects of your character.

Advantages can normally only be purchased at the time your character is created. If you can work out with your GM a reason why your character would acquire the advantage during game play, it would normally cost XP equal to 3 times the HP cost, but the GM may alter this cost or deny access to the advantage.

Advantages that Affect HP expenditure

Advantage	HP Cost	Description
Academy <small>PG 158</small>	4 HP	Costs 2 HP if Eisen. Martial skills cost 1 HP (instead of 2 HP) each when first making the character.
Castillian Education <small>PG 158</small>	10 HP	Castille only. Civil advanced knacks for 1 HP (instead of 3 HP) per rank when first making the character. You can speak and read/write the Thean language. (Gives a -5 to the cost of the Noble advantage.)
Linguist <small>PG 163</small>	2 HP	Costs 1 HP if Vendel. All languages cost 1 HP less (or 3 XP less) to purchase with a minimum of 1 HP (or 3 XP) unless it starts at a cost of 0.
University <small>PG 166</small>	4 HP	Costs 2 HP if Castille. Civil skills cost 1 HP (instead of 2 HP) each when first making the character.

Knowledge Advantages ("what you know") (Part 1 of 2)

Advantage	HP Cost	Description
Accurate Archer <small>US 100</small>	3 HP	Costs 2 HP if Ussuran. You get +5 on all attacks made with a bow.
Accurate Slinger <small>CE 81</small>	3 HP	Costs 2 HP if Crescent(Ruzgar'hala). You get +5 on all attacks made with a sling.
Ajedrez Master <small>CE 81</small>	1 HP	You receive +5 on Gaming and Cheating rolls made when playing the game ajedrez.
Alchemist <small>IC 82</small>	10 HP	You are studying alchemy. The maximum value of one of your traits increases from 5 to 6.
Animal Affinity <small>US 100</small>	2 HP	Costs 1 HP if Ussuran. You get +5 on Animal Training rolls.
Area Knowledge <small>LV 82</small>	3 HP	You know an area very well. You get an extra unkept die on Ambush checks while in that area. You also get +5 on Chase rolls made in that area.
Astrologer <small>VV 98</small>	10 HP	Vendel only. You may roll Wits+Astronomy with a TN of 15 to help or hinder someone. If you hinder, their mass combat checks this scene are at -2 (minimum 1) and the TN for all their rolls is increased by 3. If you help someone, their mass combat numbers this scene are +2 and the TN for all their rolls is decreased by 3. For +10 TN you can make either last for a whole act. Only one Astrologer can affect a person at a time. To override another Astrologer, you need to make more additional raises (+5 TN) than they did.
Barterer <small>US 100</small>	1 HP	You get +5 on Hagglng rolls.
Debater <small>RI 86</small>	2 HP	+5 on Oratory rolls for contested social rolls or verbal arguments.
Faith <small>PG 161</small>	5 HP	You're not sure what this does. Have faith!
Island Hideaway <small>WOB 103</small>	2-3 HP	You know an island that does not appear on anyone else's charts. If you spend 3 HP, then it has a reef you know but others make a Wits+Pilot TN 30 to get through.
MacEachern Heritage <small>AV 91</small>	10 HP	Avalon only. As a member of the MacEacheron family, you know how to kill Sidhe... but they want you dead.
Nibelung <small>EN 98</small>	20 HP	Eisen only. You know how to forge and how to destroy Dracheneisen and have much power in Eisen. You begin with a 3k2 hammer.
Night Trained <small>MO 85</small>	4 HP	Lose only 1 kept die (instead of 2) in dim light. Lose only 2 kept die (instead of 4) in total darkness.
Pirate Trick <small>PN 96</small>	3 HP	Learn one Pirate Trick (see PN 94-95 for details).
Showmanship <small>US 102</small>	5 HP	3 HP if Fhidelí You have great timing and an ability to work crowds. Any action done in front of an audience that would earn a reputation point, earns an additional point. If a repartee roll succeeds, the success acts as if you had an additional Raise.
Spark of Genius <small>IC 85</small>	2 HP	You have an intuitive understanding of a given field and get +5 on rolls with that knack. Choose a knack with a mental or scholarly aspect, such Accounting, Astronomy, Singing, or Tactics.

Knowledge Advantages ("what you know") (Part 2 of 2)

Advantage	HP Cost	Description
Specialty <small>CM 25</small>	1-3 HP	Gain rank 1 in a knack not in any skill you have. 1 HP for a basic knack. 3 HP for an advanced knack. (May be purchased up to 3 times.)
Sympathetic Healer <small>VV 100</small>	20 HP	Vesten only. You can touch someone and spend a drama die and roll Resolve against TN 10 to transfer their flesh wounds to you. For each +5 TN you can also transfer one dramatic wound. You can touch and spend a drama die (no roll) to transfer one dose of poison or illness to you. You can touch and spend a drama die and roll Resolve against TN 20 to transfer one dose of poison or illness from yourself to another person. You can touch and spend a drama die and roll Resolve against TN 15 to transfer lose one dramatic wound and do 2k2 wounds to another person (these wounds act like a firearm for purposes of extra dramatic wounds).

Physical Advantages ("what you are") (part 1 of 4)

Advantage	HP Cost	Description
Able Drinker <small>PG 158</small>	1 HP	Drinking liquor never affects your die rolls.
Age and Wisdom <small>IC 82</small>	1-2 HP	For 1 HP, your character starts as middle aged, 26 to 40 (-1 for kept dice on physical knacks, +1 on kept dice for mental knacks). For 2 HP, your character starts as old, 41 to 55 (-2 for kept dice on physical knacks, +1 on kept dice for mental knacks).
Appearance: Above Average <small>PG 158</small>	5 HP	+1 unkept die on social rolls.
Appearance: Stunning <small>PG 158</small>	10 HP	+2 unkept dice on social rolls.
Appearance: Intimidating <small>SD 87</small>	15 HP	+3 unkept dice on social rolls.
Appearance: Blessed Beauty <small>SD 87</small>	20 HP	+4 unkept dice on social rolls.
Bearsark <small>VV 98</small>	15 HP	Vesten only. You are immune to fear at all times. Prior to a battle, you may spend a drama die to go berserk. You enter a mindless rage that will not stop until all enemies are down. The rest applies while you are berserk... You froth at the mouth. You feel no pain and are immune to the effects of being Crippled (although you can still be knocked out or killed). Your Wits is reduced to 0. You gain +5 on all Brawn rolls (includes wound checks and damage rolls). You increase your Fear Rating to 1/3 your Panache (round up). It takes a Wits check of TN 5 (remember that Wits is 0) to identify friend from foe in combat. You age a week for every round of combat you are berserk.
Brilliant <small>IC 83</small>	3 HP	You get +1 unkept dice on Conception Checks (as per the Invention rules).
Cold Climate Conditioning <small>US 100</small>	2 HP	Costs 1 HP if Ussuran, Highlander, or Vendel/Vesten. You take 1 less unkept die of wounds due to cold weather, but you take 1 extra unkept die of wounds due to hot weather.
Combat Reflexes <small>PG 159</small>	3 HP	May re-roll one initiative die each combat round.
Dangerous Beauty <small>PG 160</small>	3 HP	+2 unkept dice on seduction rolls.
Eagle Eyes <small>PN 95</small>	2 HP	+10 on perception checks at a distance.
Firm Grip <small>SG 98</small>	2 HP	You receive +5 on rolls involving your Brawn when determining if you can hold onto something. This does include grapple, bind, and resisting a disarm.
Guardian Angel <small>CP 88</small>	4 HP	Someone is looking out for you. You may spend a drama die to force an opponent to re-roll a successful attack on you or to re-roll an active defense against a trap or other hazard.
Handy <small>IC 83</small>	3 HP	You can make things well. You get +5 on Construction Checks (as per the Invention rules).
Keen Senses <small>PG 162</small>	2 HP	+1 unkept die for skill checks involving your senses.
Khel-kalb <small>CE 85</small>	10 HP	Crescent(Altar'vahir) only. You have a special bond one horse. You can communicate with it, and can understand back on a Panache check TN 15. You can add its rank in any trait to any roll made involving that trait while riding it, including adding its Brawn to your damage rolls (for example, +3 for Brawn 3). You similarly add your traits to rolls made by the horse. You can spend a drama die to move a dramatic wound from yourself to the horse or vice versa.
Indomitable Will <small>PG 161</small>	3 HP	Costs 1 HP if Rose and Cross. +2 unkept dice on contested social rolls.
Large <small>PG 162</small>	5 HP	Costs 3 HP if Vesten. +1 unkept die on damage and Intimidation rolls. (You cannot also get the Small advantage.)
Left-Handed <small>PG 162</small>	3 HP	Costs 1 HP if Vodacce. +1 unkept die on attack rolls with left hand. Your right hand is your off-hand.

Physical Advantages ("what you are") (part 2 of 4)

Advantage	HP Cost	Description
Legendary Trait <small>PG 163</small>	3 HP	Costs 1 HP if Avalon. You may raise one trait of your choice to 6 by spending experience. (<i>You can only get this for one trait.</i>)
Lightning Reflexes <small>SG 92</small>	4 GP	When you use an interrupt action to make an Active Defense, it costs you one less action die (minimum 1).
MacCodrum Heritage <small>AV 93</small>	5 HP	Avalon only. Have some Sidhe blood (as per AV 91-93). You have <i>Appearance: Stunning, Child of the Sea, Immunity to Disease, Slow Aging, Sea Bound, Iron Vulnerability, and Cold Hearted.</i>
Man of Will <small>EN 96</small>	25 HP	You are immune to mind-altering magic (sorte, runes, sidhe, etc.), effects of the repartee system, and the effects of fear. You do not take penalties when Crippled. You may not take a Hubris, but you may take a virtue at a cost of 5 HP. (<i>A character with any sort of magical ability cannot take this.</i>)
Miracle Worker <small>CA 103 CP 88</small>	5-15 HP	For each 5 HP, get 1 Miracle die per story. At end of story, get 2 XP for each unspent die. GM spends the dice to give benefits to the character. Examples of benefits are on CA 103-104.
Odd Sleeping Habits <small>IC 83</small>	1 HP	You can sleep at odd times and get by with less sleep. You get +5 on Research knack rolls.
Pain Tolerance <small>US 102</small>	4 HP	Costs 3 HP if Ussuran. You can take an additional dramatic wound before becoming crippled. This does not change the number of wounds necessary to make you unconscious. You also get +5 on rolls to resist interrogation based on torture.
Poison Immunity <small>VO 98 SD 87</small>	1 HP	You may ignore all effects of a single type of poison. You may purchase this advantage as many times as you like for different poison types.
Righteous Wrath <small>CP 95</small>	5 HP	You must also have the Inquisition advantage. You cannot also have the Miracle Worker advantage. Each story you receive 2 miracle dice. These dice can be spent as follows (cannot use any except Vanishing Act on someone with Faith advantage): Silver Tongue = +2 kept dice on one social roll. Gaze into the Abyss = Make a contested resolve check and you get +10. You gain a fear rating against that person of 1 for every 5 you won the check by. Fanatic Strength = +3 Brawn for one action. Piercing the Veil = You automatically detect a lie. Untapped Reserves = When you have no drama dice you can spend a miracle die to get 2 drama dice. Vanishing Act = With a distraction can disappear without a trace.
Rimal <small>CE 87</small>	20 HP	Crescent(Yilan-bazlık) only. You have sand magic. You cannot be harmed by sand. You can fall any distance onto sand without being hurt. Your vision is not impaired by airborne sand. Your breathing is never impaired by sand, even if buried. Sand can impair your ability to move, however. You may spend a drama die and make a Resolve check TN 15 to create a sandstorm. For every +5 TN, you can change the weather one step rougher. Damage from this storm is +2k0 and occurs in phase 10 of each round. You can spend an action die and make a Finesse check to hit the opponent to target an individual with the storm, who cannot use any Parry knacks against this. Damage is (Resolve)k1. Duration of storm is your 2*Panache rounds. You may end the storm early by spending an action die. When you create the storm, you may spend an additional drama die to give the storm a shape (like an image of yourself or a pack of wolves). If you do this, the storm is +1k0 to hit and -1k0 damage.
Ruzgar'canli <small>CE 88</small>	10 HP	Crescent(Ruzgar'hala) only. You have spirit magic. Once per story, you may spend a drama die and make a Resolve check TN 25 to ask the Ghost Wind one question. It can only answer about things exposed to the wind. You can make a Resolve roll TN 15 to have the Ghost Wind carry a message that is one word long. +5 TN per extra word.
Sensitive Bones <small>US 102</small>	2 HP	You get +1 kept die on Weather rolls.
Sharkici <small>CE 88</small>	20 HP	Crescent(Jadur'rihad) only. You get the Rahib skill for free. You get +1 rank in Chanting. Your chanting can affect any supernatural creature. Spend a drama die and make a contested roll of the creature's Resolve versus your (Resolve+Singing)k(Resolve). The one that rolls lower receives a number of flesh wounds equal to the difference between the rolls.
Sidhe Blood <small>AV 91</small>	1-8 HP	Avalon or Sophia's Daughters only. See AV 91-93 or SD 87-89 for possible advantages.
Small <small>PG 165</small>	2 HP	+1 unkept die on Stealth and Shadowing rolls. -1 die on first damage roll each combat. (<i>You cannot also get the Large advantage.</i>)

Physical Advantages ("what you are") (part 3 of 4)

Advantage	HP Cost	Description
Sulimaq <small>CE 88</small>	10 HP	<i>Crescent(Yılan-bazlık) only.</i> You know water magic. You can spend a drama die to dows for water. Make a Panache check TN 5 to find 1 pint of water that can be located in 10 minutes of digging. +5 TN for each additional pint of water. You can summon a rainstorm with Panache+Weather with TN 30. The storm will drop 1/4 inch of rain during the next 24 hours. +5 TN for each additional 1/4 inch. Once you have drunk from an oasis, you may make a Panache+Navigation check TN 20 to get a rough idea of distance and direction to the nearest one you have drunk from. This does not work on lakes, oceans, and rivers.
Takim'aldiz <small>CE 89</small>	10 HP	<i>Crescent(Aldiz'ahali) only.</i> You know star magic. You can see the stars and other celestial bodies regardless of obstruction or time of day. You know the relationship between them as well. You know the time of day, latitude and longitude. You receive +10 on Navigation rolls. You can spend a drama die and look at a person for one round and make a contested roll of Wits against Wits to find out that person's astrological sign. If you succeed, you also gain a Star Die, plus one extra for every -5 you took on your roll. These Star Dice work like Drama dice on rolls made against that person. They disappear at the end of the scene.
Toughness <small>PG 166 CM 6</small>	5 HP	<i>Costs 3 HP if Ussuran.</i> +1 kept die on wound checks.
Unbound <small>VO 99</small>	15 HP	<i>Male Vodacce only.</i> All fate strands attached to you are court cards, so Fate Witches cannot affect you. You have a Fear Rating of 2 when facing Fate Witches.
Undead <small>WOB 103</small>	15 HP	<i>Villains and Henchment only.</i> Get Unnerving Countenance(Ugly) free. The Brawn result on your Wounds checks are multiplied by 2. Immune to exhaustion and poison. Successful attacks on you by someone with Faith causes an automatic dramatic wound. +2 HP = Bloated. When you take dramatic wound, others in melee range make Resolve roll TN 20 or lose next action die. +1 HP = Claws and Fangs. Do 1k2 barehanded damage. +3 HP = Demon Eyes. +1 Fear Rating. +1 HP = Emaciated. Same as Small advantage. +1 HP = Headless. Cannot taste, smell, or talk. +5 on wound checks. +1 HP = Missing Limbs. -10 on rolls using that limb. Can attach a limb for duration of an act, giving +2 Fear Rating. +2 HP = Revolting. Unnerving Countenance(Hideous) for free. Can spend one action each turn to get a +1 Fear Rating that turn. +2 HP = Skeletal. +10 to passive defense. All damage done to you is doubled.
Unnerving Countenance: Below Average <small>SD 89</small>	2 HP	-1 unkept die on all social rolls except those that benefit from looking unpleasant (in which case it is +1k1 instead).
Unnerving Countenance: Ugly <small>SD 90</small>	4 HP	-2 unkept die on all social rolls except those that benefit from looking unpleasant (in which case it is +2k2 instead).
Unnerving Countenance: Hideous <small>SD 90</small>	6 HP	-3 unkept die on all social rolls except those that benefit from looking unpleasant (in which case it is +3k3 instead). You may spend an action to get a +1 Fear Rating (does not compound if you do this again). (You cannot also take an Appearance advantage.)
Warm Climate Conditioning <small>CE 90</small>	2 HP	<i>Costs 1 HP if Crescent.</i> You take 1 less unkept die of wounds due to warm weather, but you take 1 extra unkept die of wounds due to cold weather.

Physical Advantages ("what you are") (part 4 of 4)

Advantage	HP Cost	Description
Zodiac Sign CE 90	2 HP	<p>Crescent only. Your destiny is guided by your sign. March 20 – April 20 = +1 on Vendel/Vesten investment rolls. -1 drama die per story. +5 on TN of attempts to distract you. April 21 – May 21 = +1 on TN of attempts to taunt you. -5 on TN of attempts to charm you. May 22 – June 22 = -2 cost on Faith advantage. +5 on TN to intimidate you. You must always declare a raise for extra damage when attacking. June 23 – July 24 = You complete lengthy tasks in 3/4 time. -5 on TN to taunt you. July 25 – August 25 = +5 on attempts to intimidate others. August 26 – September 26 = Once per scene you may roll any number of drama dice. Odd dice are lost. Even dice grant you an extra drama die. September 27 – October 26 = Free Commander skill. The Leadership knack is basic for you. October 27 – November 26 = You age slower (33=Middle, 55=Old, 70+2k2=Die). November 27 – December 26 = When crippled, up to one die per roll explodes normally. December 27 – January 20 = +5 on attempts to charm others. January 21 – February 20 = +1 experience and -1 reputation at the end of each story. February 21 – March 19 = +5 on TN to taunt you or others with you. -5 on TN to intimidate you.</p>

Career Advantages ("what you do") (1 of 2)

Advantage	HP Cost	Description
Acalde CA 103	4 HP	<p>Castille only. Member of Castillian police force (like a sheriff).</p>
Church Guard CP 88	2 HP	<p>To take this advantage, you must have Wits 2+, Resolve 2+, membership in either the Rossini or Swords of Solomon schools, Wrestling skill, rank 3 or better in each of Attack and Parry for your school's weapon, and at least a 2 point vow background for an oath to defend the church. All your needs are taken care of. You can claim sanctuary in any church.</p>
Cloistered CP 87	4 HP	<p>You may not also have the Ordained advantage. You grew up in a monastery or nunnery. You took a vow to abstain from one of the 7 deadly sins (typically poverty, chastity, and humility). You get <i>Monk</i> skill for free. You get +10 on rolls to resist breaking your vow. You no extra income but you start with 30g.</p>
Commission PG 132 PG 159 WOB 102 <i>Corporal / Sailor</i> <i>Sergeant / Mate</i> <i>Lieutenant / Petty Officer</i> <i>Captain / Lieutenant</i>	2 HP 4 HP 6 HP 8 HP	<p>-2 HP to cost for Montaigne. (minimum of 1 HP) Military members have allies in the military, are well equipped, and have influence in their country. Navy members have a revenue stream of: 10g/month (2 HP), 25g/month (4 HP), 60g/month (6 HP), 90g/month (8HP). Army members have a revenue stream of: 8/month (2 HP), 20g/month (4 HP), 50g/month (6 HP), 75g/month (8HP). For +1 HP, you can get a special commission in Castillian Navy (get Sailor skill free), Crescent Corsairs (welcome in Crescent), Mercenary Company, Merchant Marine (Merchant Guild membership), Montaigne Navy (get Courtier skill free), Sea Dogs (+5 on repartee actions in Avalon), Vodacce (Spy skill free).</p>
Elaine's Knight AV 91	4 HP	<p>Avalon only. All needs are taken care of by the Queen and your fellow Knights are allies. See AV 97-98 for details.</p>
Fencing Academy SG 92	1-20 HP	<p>Swordsman's Guild member cost is at -1 (minimum 1). You run a combat training academy. See SG 92-93 for details.</p>
Gentry MO 83	8 HP	<p>Montaigne only. Costs 4 HP if have Sorcery. You are an unlanded noble. You start the game with 10,000g, but you have no income. You get +5 on <i>Mooch</i> knack rolls.</p>
Governor VO 97	6 HP	<p>Vodacce only. You control a portion of the Vodacce mainland. You start the game with 1,000g and have a 50g/month income. You may attempt to embezzle with Wits+Accounting against a TN of 5 + 5 per 50g embezzled.</p>
Inquisition CP 94	2 HP	<p>GM permission only. You are a member of the inquisition. You receive 100g/month.</p>
Iron Guard EN 96	4 HP	<p>Eisen only. You are a member of an Eisenfurst's Iron Guard. Your needs are taken care of and you are paid 20g/month. See EN 96-98 for requirements and other details.</p>

Career Advantages ("what you do") (2 of 2)

Advantage	HP Cost	Description
Jarl VV 99	8 HP	Vesten only. You cannot also take the Thrall advantage. You are an unlanded, untitled member of the warrior caste. You hold a rank similar to a lieutenant. You start the game with 500 g and have a monthly income of 100 g.
Lord's Hand VO 98	4 HP	Vodacce only. Requires Wits=3+, Panache=3+, at least 3 martial skills, and at least 10 HP spent on Courtier knacks. You work for a Prince and perform actions in his name. All needs are taken care of by the Prince.
Merchant Guild PG 132 PG 164	4 HP	You are a Journeyman (above apprentice) with your own shop and revenue (of professional rank in dice keep 2 each month). You can join multiple guilds, but you gain income from only one each month.
Merchant Patron VV 99	1-5 HP	Costs 1 less if Vendel. You are part owner in a merchant enterprise. You put money in regularly and earn profits. You earn 5g/month (1 HP), 10g/month (2 HP), 20g/month (3HP), 32g/month (4 HP), 40g/month (5HP).
Musketeers PG 164	4 HP	Montaigne only. All needs are taken care of by the Empereur. Your fellow musketeers are allies.
Noble PG 132 PG 164	10 HP	Costs 5 HP if have Sorcery, Dracheneisen, or Castillian Education. Your family is not only of noble blood, but is in good standing. You have a manor house, one seneschal, 10 staff, and small population of serfs. You have a revenue of 500g/month.
Ordained PG 132 PG 164	4 HP	You are a priest in the Church of the Prophets. You get <i>Scholar</i> skill for free. You get +5 on social rolls with adherents to your faith. You have a revenue of 30g/month.
Patron PG 132 PG 165	2 - 8 HP	You have a patron who provides you a revenue stream of: 10g/month (2 HP), 20g/month (3 HP), 40g/month (4 HP), 80g/month (6 HP), or 160g/month (8 HP).
Patron Saint CP 89	3 HP	As long as you properly honor a specific saint, you gain the benefits that saint grants. See the table on CP 90 for sample saints.
Roving Don CA 104	6 HP	Castille only. Take this instead of Noble. You start with 6,000 g, but have no monthly income and spend 50 g/week to maintain your lifestyle. You become a full noble if your lands are reclaimed.
Stelets US 101	4 HP	Ussura only. You are one of the Gaisus' elite guards. You must have Brawn 3+, Resolve 3+, Survival knack 2+, at least 3 martial skills, and 10+ HP spent on Hunter knacks. Your needs are taken care of and you have a 20g/month income.
Tenure IC 85	2 HP	You have a permanent position at a university. You get 15g/month even when on sabbatical. Choose a university. Some are listed on IC 85.
Thrall VV 100	1 HP	Vesten only. You cannot also take the Jarl advantage. You are a free man of the Thrall class. You gain the Servant skill for free and start the game with 5 g.
Tyomny US 101	2 HP	You are one of the Ussuran province of Somojez's Dark Guards and your role is to protect the province and the orthodox church. You must have Wits 2+, Resolve 2+, Ordained advantage, Attack(Fencing) 3+, Parry(Fencing) 3+. Your needs are taken care of.
Yenicer'i CE 81	3-9 HP	Crescent only. The cost of this advantage is one higher than the equivalent Commission advantage for the same rank. You have rank in the Suldans' personal bodyguard. In addition to rank, you gain one free martial skill.

Social Group Advantages ("who you know")

Advantage	HP Cost	Description
Close Family Member <small>MO 83</small>	1-10 HP	Montaigne only. You can call on a close family member once every 3 months for assistance. Scholar (1 HP), Priest/Sorcerer (2 HP), Courtier/Skilled /Society Member/Merchant (3 HP), Duelist (4 HP), Commander (5 HP), Head of Family (10 HP). (This advantage can be purchased up to 3 times, each for a different person.)
Connection <small>PG 159</small>	1-3 HP	You may have a number of connections equal to your Panache. <i>Informant</i> (1 HP) = A person who will help if paid. <i>Confidant</i> (2 HP) = A person you trust, but would not risk their life for you. <i>Ally</i> (3 HP) = A close friend who would walk through fire for you. You may also purchase these for 2 XP per HP. For +2 HP, the connection owes you a favor or money.
Cymbr Connection <small>VO 97</small>	3 HP	You have earned the trust and friendship of the wandering Cymbr people (in Vodacce). You know the locations they can be located at and the signs used to communicate.
Extended Family <small>CA 103</small>	5 HP	Castille only. You have family spread around. Roll less than target number on 1 die to find a relative nearby. If fail, must travel 100 miles before trying again. 10=Home Castillian province, 9=Other Castillian province, 8=Vodacce, 7=Eisen Vaticine province, 6=Eisen Objectionist province, 5=Avalon, 4=Vendel/Vesten, 3=Montaigne, 2=Crescent Empire, 1=Ussura.
Eyes of the Peacock <small>CE 86</small>	4 HP	Crescent only. You are a member of the sultan's spy network.
Fhideli Connection <small>US 100</small>	3-5 HP	You have spent time in Ussura and were adopted by the Fhideli. The points spent equate to the trust level: 3=A trusted friend, 4= Adopted into a family and learned Fhideli ways, 5= Adopted into a family and learned the deep secrets.
Friend at Court <small>MO 83</small>	1-3 HP	Works like a <i>Connection</i> , but gives 3 "like" or "usefulness" points in court per HP spent. (This advantage can be purchased up to 3 times, each for a different person.)
Qatihl'i Membership <small>CE 86</small>	5 HP	Crescent NPC only. Cost is 4 HP for Yilan-bazlik. You are a member of the assassin cult Qatihl'i. The sorcery Ad'a is available to you. You receive -10 reputation.
Razors <small>SG 92</small>	5 HP	You must be a master of at least one sanctioned sword school and be in good standing with the Swordsman's Guild to buy this. Your cost to purchase Exploit Weakness(School) knacks is at -1 XP per rank (cumulative with other bonuses).
Rose and Cross Patron <small>RC 28 RC 76</small>	0 HP	Costs 5,000g/year for patron status and the protection that comes with it. As a patron, the Rose and Cross will protect you, but you must aid them as well.
Secret Society Membership <i>Die Kreuzritter</i> <i>Explorer's Society</i> <i>Invisible College</i> <i>Los Vagos</i> <i>Rilasciare</i> <i>Rose and Cross</i> <i>Sophia's Daughters</i> <i>Vendel League</i> <small>PG 164</small>	5 HP	You can only join one secret society! Die Kreuzritter: PG 84, GM 127-128, VK 4 Explorers: PG 84, GM 126-127, LF 46-64, SF 52-63, AH 54-63, VK 4 Invisible College: PG 81-82, VK 4, IC 1-128 Los Vagos: GM 126, CM 21, LV 1-128, VK 5 Rilasciare: PG 83-84, GM 128-129, VK 5 Rose and Cross: PG 82-83, GM 127, RC 1-128, VK 4 Sophia's Daughters: CN0 3, CM 21, VK 5 Vendel League: CN0 3, VK 5
Sidhe Ally <small>AV 91</small>	2 HP	You have an ally in Sidhe court. You can count on him, but he'll count on you and his troubles can be bigger.
Social Club <small>MO 86</small> <i>Venerable Order of Esteemed Gentlemen</i> <i>Mode du Lac</i>	3 HP	Member of a special social club. <i>VOEG</i> ^(MO 86) = Wealthy people who gamble a lot. Minimum income of 200g/month and savings of 10,000g. <i>Mode du Lac</i> ^(MO 86) = Fashion dictatorship of Montaigne. Minimum 3 Panache, 3 Fashion, 100g/month income or 5,000g savings. +10 on Fashion rolls.
Swordsman Guild <small>PG 164</small>	3 HP	<i>Free to many members of a Swordsman school.</i> You can legally challenge someone to a duel. You have rank 0 in all Exploit Weakness(School) knacks, and you can improve your rank. The cost to increase these knacks is -1 XP per rank if the school is sanctioned.

Social Advantages

Advantage	HP Cost	Description
Citation PG 159	4 HP	+10 reputation points. (You cannot also get the Scoundrel advantage.)
Evil Reputation PN 95	13 HP	For villains only. Once per scene, may spend 1 drama die for a +2 Fear Rating until end of scene, or for -20 reputation until end of scene.
Foul Weather Jack PG 161	5 HP	One free 4 HP background. If it is resolved, you get another one for free.
Gesa AV 94	3-6 HP	You are under the effect of a lesser (3 HP) or greater (6 HP) Gesa, that gives an +1 XP per story as long as you follow the requirement. See AV 98-100.
Home Neighborhood FR 93	2 HP	You have a home neighborhood in a specific city. You get +5 on social rolls in this area and have Streetwise rank 5 while in this area.
Local Hero FR 93	2 HP	You receive one extra reputation die while in a specific city due to an action performed there in the past.
Man of the Cloth CP 88	2 HP	You must have either the Ordained or Cloistered advantage. You gain 5 reputation points. You are known for piety and wisdom.
Old Name VV 100	2 HP	Vesten only. You have an honored name among the Vesten. You gain 6 reputation (or lose 6 reputation if you have the Scoundrel advantage).
Published IC 83	1-2 HP	You have had your work published, which gives you +5 reputation per point spent and a bonus of 10g money (one time) per point spent.
Scarovese VO 99	1-3 HP	You have studied the works of Cristoforo Scarovese so you can manipulate politics. 1 HP = your reputation can drop to -40 without becoming an NPC. 3 HP = your reputation can drop to -50 without becoming an NPC.
Scoundrel PG 165	3 HP	-10 reputation points. You get Streetwise skill for free. (You cannot also get the Citation advantage.)
Vendel League Seat VV 100	8 HP	Costs 5 HP if Vendel. You secured a voting Seat in the Vendel League. You gain 10 reputation and have a 100 g/week income while you have this seat.

Follower Advantages ("who works for you")

Advantage	HP Cost	Description
Bodyguard VV 98	7 HP	Costs 6 HP for Vendel. A 75 HP henchman with a Swordsman School of your choice.
Castillian Squire CA 103	7 HP	Costs 6 HP for Castillians. A henchman with rank 2 in all traits + 20 HP to spend. Has 3 "knacks of expertise" that allow master to act at +1 rank in that knack when assisting.
Crescent Servant CE 85	6 HP	Costs 5 HP for Crescent. A 75 HP henchman with the Linguist advantage and 15 points of languages.
Drago VV 99	6 HP	Costs 5 HP for Vendel. A 75 HP henchman with 3 in all Guide knacks.
Eisen Bodyguard EN 95	6 HP	Costs 5 HP for Eisen. You have a loyal 75 HP henchman with an Eisen swordsman school.
Montaigne Servant MO 85	5+ HP	Montaigne only. Bodyguard = 5 HP (B=2, F=2, W=2, R=2, P=3. Fencing+Knife+Firearms knacks at 3. Plus 25 HP with no civil knack above 2). Lackey = 5 HP (B=2, F=2, W=2, R=2, P=3. Servant knacks at 3. Plus 25 HP with no martial knack above 2). Porte Messenger = 5 HP (B=2, F=2, W=2, R=2, P=3. Half-Blooded Porte with Bring knack at 4). +3 HP = +1 to maximum for martial knacks. +1 HP = Streetwise skill (+1 kept die) and 5 in Socializing. +3 HP = Extremely loyal. +1 HP = Sycophant (worships you). +2 HP = Very organized.
Rucken EN 99	8 HP	Costs 6 HP for Eisen. You have a loyal 100 HP henchman. If you betray him, he becomes a 3 point Nemesis.
Servant(s) PG 165	3 HP	Each time you buy this advantage you get either one Henchman (50 HP character designed by the GM) or six Brutes (at threat level 1).
Vesten Bought-Man VV 102	7 HP	Costs 6 HP for Vesten. You have a totally loyal warrior guard. This is a 75 HP henchman with a Vesten Swordsman school.
Vodacce Valet VO 100	6 HP	Costs 5 HP for Vodacce. You have a 75 HP Henchman who also has 3 in all Criminal knacks. This is a valet who is both servant and knowledgeable in politics.
Windrunner CE 90	3 HP	Crescent only. You have a special horse that acts as a Henchman. See CE 90 for stats.

Item Advantages ("what you have")

Advantage	HP Cost	Description
Bought Weapon <small>VV 99</small>	+2 HP	Vendel only. You can purchase a special weapon of any type other than Dracheneisen. The cost is 2 HP more than the normal cost for that weapon.
Castillian Blade <small>CA 102</small>	2-6 HP	All blades are 2k2 fencing weapon. Cost reduced by 1 HP for a blade from a Castillian's home province. Aldana (6 HP) = Lower one action die by 1 at the start of each round. Gallegos (3 HP) = +2 to attack rolls. +5 TN to resist breaking the blade. Soldano (6 HP) = +2 to all fencing die rolls. +5 TN to resist breaking. Torres (3 HP) = +3 to damage rolls. Zepeda (2 HP) = +1 to attack and damage rolls.
Inheritance <small>PG 161</small>	1-10 HP	500g per HP spent. Alternately, you may get an item (see PG 161).
MacEachern Weapon <small>AV 91</small>	5 HP	You have a MacEachern blade (any from knife to claymore). It can kill Sidhe, but they will want to kill you.
Pattern-Welded Steel Weapon <small>CE 86</small>	5-9 HP	Cost is -1 if also have Noble advantage. Cost is -1 for each previous time you have taken this advantage. You have a pattern-welded weapon that gets +3 on all rolls (attack, damage, parry, sword knacks). It also gets +5 TN to resist breaking. The cost is 6 HP (knife), 7 HP (fencing sword or hand axe), 8 HP (heavy weapon), 9 HP (polearm).
Personal Relic <small>CP 90</small>	3 HP	A relic has passed into your possession. Once per scene you may invoke it to add one unkept die to a die roll. You can do this twice per scene if you have the Faith advantage.
Property <small>FR 93</small>	X HP	You own property somewhere. This costs 1 HP for every 5,000g of value.
Puzzle Sword <small>MO 86</small>	2-10 HP	Montaigne only. Roll on table on MO 93. Sword and cost are random.
Research Library <small>IC 83</small>	1 or 3 HP	You have a small library. Anyone spending a month studying gets 1 XP to spend on a Civil knack. This may be done once per story (no matter how many libraries are visited). The library gives +5 on a Conception Check (as per the Invention rules) if you spend more than half of the invention time in the library. If you only spent 1 HP, there is a 20% chance that you get a -5 instead.
Rune Weapon <small>VV 100</small>	1-8 HP	Vesten only. You have a weapon inscribed with a rune. The cost is 4 HP for one that adds dice or 1HP + 1HP per raise on ones that affect weather. This is for a single use rune. Permanent runes cost twice as much.
Ship <small>CM 26</small>	10 HP 15 HP 20 HP	Multiple characters may chip in for a combined advantage. You have a ship built with the specified number of points (10/15/20).
Sidhe Weapon <small>AV 94</small>	2-4 HP	Avalon only. -1 HP cost if have Sidhe Blood with Good Standing. Dagger (2 HP) = 2k2 weapon (1k2 away from Avalon) and you can lower one action die by 1 each round. Sword (4 HP) = 4k2 weapon (3k2 away from Avalon) and you can lower one action die by 1 each round. Bow & Arrows (3 HP) = Bow string never breaks and the 6 arrows can always be retrieved. Those struck a killing blow go to sleep for 1 day to 100 years.
Syrneth Artifact <small>PN 96</small>	1-5 HP	You get one artifact. Samples on PN 96-97.
Trained Spider <small>VO 100</small>	2 HP	Costs 1 HP for Fate Witch. You have a trained spider (Brute with threat rating 1). It is a pet with a special ability. See VO 100-101 for sample spiders.
Twisted Blade <small>VO 99</small>	2 HP	You have a weapon with 1 destiny die granted to it by a Fate Witch. You can purchase this multiple times and up to 5 times for a single weapon. Destiny dice may be added before any roll with the weapon to add 1 kept die to the roll. They refresh at the start of each act.

Die Kreuzritter Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Die Kreuzritter Membership <small>DK 74</small>	5 HP	You get 100g at the start of any mission for the order. You get one special item from "bag of tricks" (DK 76) at start of any mission. You may get access to areas sealed by the church. May act as ordained priests. +2 unkept dice on resisting torture or interrogation. Faction advantage depends on faction: - <i>Assassins</i> : -2 cost on Nightblade advantage. - <i>Phantom Guard</i> : -2 cost on Nacht sorcery. - <i>Town Guardians</i> : -2 cost on Acolyte advantage. - <i>Vigilants</i> : -2 cost on Blessing advantage.
Acolyte <small>DK 71</small>	3 HP	Die Kreuzritter only. You are training a loyal 60 HP henchman. Accumulates XP at the same rate as the hero. Can try a solo mission to become a knight (DK 72).
Blessing <small>DK 72</small>	3 HP	Die Kreuzritter only. Only if no Sorcery or Shamanism. All damage dealt to you is reduced by 1 flesh wound.
Nightblade <small>DK 72</small>	6 HP	Die Kreuzritter only. You can call forth a stiletto (0k2 knife with +1 unkept die on attack) made of shadow that is not blocked by physical objects, so it cannot be parried or used to parry with. You can dispel it at will. You cannot throw the blade. You lose the blade for 1 hour if it is touched by sunlight. You have a ½" diameter black spot on your palm. Acquiring this advantage causes loss of all Sorcery other than Nacht. This advantage can be cancelled by things that cancel Sorcery.
Sanctuary <small>DK 72</small>	1-10 HP	Die Kreuzritter only. You have founded your own Sanctuary. See DK72-74 for details.

Invisible College Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Invisible College Membership <small>IC 78</small>	5 HP	You get an annual stipend of 10-100g. You start with two free 1-point Connection advantages to your two links in the Chain of Knowledge. You can increase the connection by spending points. You treat the Astronomy and Natural Philosophy knacks in the Scholar skill as if they were basic knacks. You understand and can spot the Math Code and Music Code. You can't translate them without Mathematics(2) or Music(2) and without knowledge of the sender's variation.
Protégé <small>IC 81</small>	2 HP	Invisible College only. You have a 50 point henchman as a student who is assisting your research. This henchman gains experience along with the player and graduates upon when you decide he does or when he has 51 XP.
Secret Laboratory <small>IC 83</small>	1-17 HP	Invisible College only. You have your own secret laboratory. See IC 83-84 for details.

Los Vagos Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
El Corazon (Membership) <small>LV 72</small>	7 HP	You are a leading member of Los Vagos and help set policy. You may request to wear the Mask of El Vago. You can draw upon fellow Los Vagos for support and shelter. You are expected to financially support Los Vagos efforts. You know how to contact one of the Inner Circle members (3 pt Connection) If you have Athlete skill, you get 1 rank of Break Fall and 1 rank of Leaping. When acting for Los Vagos, you get +1 reputation die per story.
Affiliated (Membership) <small>LV 73</small>	5 HP	You are a regular member of Los Vagos. You can draw upon Patrons of Los Vagos for support and shelter. Your expenses are paid for while in Castille via aid from Los Companeros. You know how to contact one of El Corazon (2 pt Connection) If you have Athlete skill, you get 1 rank of Break Fall and 1 rank of Leaping.
Unaffiliated (Membership) <small>LC 73</small>	3 HP	You are a low ranking member of Los Vagos. You can draw upon Patrons of Los Vagos for support and shelter. Your expenses are paid for while in Castille via aid from Los Companeros. You know how to contact one of the Affiliated. If you have Athlete skill, you get 1 rank of Break Fall and 1 rank of Leaping.
Patron (Membership) <small>LV 74</small>	3 HP	You are a Noble patron of Los Vagos. You provide financial support. You can draw upon Los Vagos for support and shelter. You know how to contact one of El Corazon or one Affiliated (2 pt Connection).
Companero (Membership) <small>LV 74</small>	2 HP	You are a quiet supporter of Los Vagos. You help the other members when they need it and receive payment (when you choose to accept it).
Independent Cabal <small>LV 75</small>	1-10 HP	Los Vagos only. You have your own Los Vagos group. See LV 75-77 for details.

Rilasciare Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Rilasciare Membership <small>RI 76</small>	5 HP	You may add +1 unkept die to a Resolve roll once per scenario. You can acquire normal personal weapons without cost. You may use the courier network to move messages with absolute secrecy. Free 2 HP <i>Connection</i> advantage with another cell member. Faction advantage depends on faction: - <i>Freeman</i> : Once per scene you can spend a drama die to know how to humiliate a villain or henchman after observing for one day. - <i>Freethought</i> : Free read/write native language plus -1 HP on another language. - <i>Guerrilla Alliance</i> : Can get <i>Arson</i> and <i>Bomb Making</i> skills for 1 HP each. May add 1 to number of phases on a grenade fuse. - <i>Liberation Guild</i> : If buy <i>Criminal</i> skill, start with Lockpicking at rank 1. - <i>Oppositionists</i> : Can spot sorcerers as if Wits +1. - <i>Couriers</i> : Always receive traveling money to cover expenses.
The Bargainers' Secret <small>RI 86</small>	4 HP	Rilasciare only. You know the secret behind sorcery. Sorcery directed at you have a +5 TN.
Rilasciare Cell <small>RI 88</small>	10 HP	Rilasciare only. You can create your own Rilasciare Cell. See RI 88-90 for details.
Safehouse <small>RI 86</small>	3 HP	Rilasciare only. You know the location of a safehouse. See RI 80-83 for more info.
Uppmann's Coat <small>RI 87</small>	2 HP	Rilasciare only. You have a trick coat. See RI 87 for options.

Rose and Cross Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Rose and Cross Membership <small>RC 70</small>	5 HP	The knight you served under as a Tyro can provide guidance. Sorte sorcery has a +10 TN to affect you. You have access to the chapter houses and libraries. You gain 1 extra reputation die. -2 HP on cost of <i>Indomitable Will</i> advantage.
Chapter House <small>RC 68</small>	1-10 HP	Rose and Cross only. Found your own chapter house. See RC 68-70 for details.
Dietrich Sword <small>RC 68</small>	2 HP	Rose and Cross only. Damage with this sword lets you re-roll any 1's.
The Secret <small>RC 67</small>	5 HP	Rose and Cross only. You may raise one trait of your choice to 6 by spending experience. (<i>You can only get this for one trait, and it cannot be the same one as for Legendary Trait.</i>) (<i>This advantage can be purchased for 15 XP.</i>)
Tyro <small>RC 68</small>	2 HP	Rose and Cross only. You have a 50 HP Henchman who is loyal to you and training under you to become a knight. If your Tyro dies, you cannot get another for a full year. If your Tyro gets 150 XP, he becomes a Knight.
The Vow <small>RC 67</small>	1 HP	Rose and Cross only. If you spend 20 drama dice (total), a vow you make will come to pass. You can only have one vow at a time. This vow may not be against the Rose and Cross beliefs, be impossible, or be something that would lose you reputation.

The following are normally required at each rank: (RC 92)

- Initiate: *Servant skill*
- Poor Knight: *Athlete skill, Fencing skill*
- Wandering Knight: *Two traits at 3. Fencing (Attack) 3, Leaping 3, Surgery 3.*
- Sergeant Knight: *Three traits at 3. Master Swordsman. Leaping 5, Surgery 5.*
- Adept Knight: *Three scholar knacks at 3. Accounting 3.*
- Senior Knight: *Diplomacy 3, Etiquette 3, Law 3, Mathematics 3, Oratory 3.*
- Master Knight: *Diplomacy 5, Etiquette 5, Oratory 5.*

Knights training in different nations emphasize different traits and skills in training. See RC 72-73 for details.

Sophia's Daughters Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Sophia's Daughters Membership <small>SD 80</small>	5 HP	You have the ability to contact the Oracle through a scrying bowl, mirror, or pool. You may ask one question per story. You know three secure locations to hide out. You know a single portal to Bryn Bresail. You have a 1 point Connection advantage with another Daughter. This connection may be strengthened by spending more HP. You have practical knowledge of the Book of Mysteries. You may purchase an additional Panache point when starting for 2 HP less. Your maximum starting Panache is 4.
The Balm <small>SD 87</small>	5+ HP	Female Sophia's Daughters only. For every 5 HP spent, you have lived 50 years longer than your appearance suggests. You are immune to disease. You gain the Scholar skill for free. You gain 1 free point of a Language. For each additional 4 HP spent, you gain 2 points of Language and 2 ranks of History (maximum of 5, then you can spend the 2 points on any other civil skill).
Safe House <small>SD 90</small>	1-10 HP	Sophia's Daughters only. Found your own safe house. See SD 90-91 for details.
Songbird <small>SD 89</small>	1 HP	Sophia's Daughters only. You have a trained Sweetwen that can carry messages back and forth for you to any location it has been.

Backgrounds (PG 125-126)

Backgrounds cost 1 HP, 2HP, or 3 HP (3 XP, 6 XP, or 9 XP). The more that is spent on the Background, the more frequently it will come up. You can have a maximum of 4 HP in backgrounds to start the game. Whenever your background shows up in a story, you get 1 bonus XP (2 to 6 XP if it is the focus of the story).

You may have a maximum number of backgrounds equal to your Panache.

Background		Description
Acolyte Vows	CA 93	You are seeking position in a religious order and must abide by complex and possibly severe disciplines.
Amnesia	PG 166	You cannot remember who you are or how you got here.
Animal Animosity	US 93	You angered an important member of an animal special and now all members of that species is hostile to you.
Assassin	MO 79	A political rival hired an assassin to kill you.
Betrothed	VO 91	Your marriage has been arranged by family. You may not even know or have met the person. You are expected to follow through when the time comes.
Black Stone Veteran	RC 70	Rose and Cross only. You killed on behalf of the order and are haunted by the experience. You feel impure. You may re-roll one Resolve check per session, but the GM may make you re-roll one Panache check per session.
Bloodsworn	VV 90	Vesten only. You have sworn a blood oath to do something. You will succeed or die trying.
Code of Honor	VO 91	For each point spent on this, pick a rule of honor that you cannot break (you lose a drama die if you do break it). (Some Vodacce rules are on page VO 91.)
Contentious Theory	IC 81	You discovered something and brought it public. Either the public or the Invisible College were not ready for this and have scorned your or worse. Your idea may or may not be correct.
Crisis of Faith	CP 90 EN 83	You used to be religious but now doubt your beliefs. Do you abandon them or return?
Cursed	PG 166	You may or may not know the curse, and may or may not accept its inevitability. But something bad happens.
Dead to the World	DK 69	You faked your death and are forbidden to let your loved ones and friends know.
Debt	PG 166	You owe money. The more points spent, the more money owed or the more intently they want to collect from you.
Defeated	PG 166	You were defeated and live with that shame. You force yourself into situations like it hoping to live up to what you should have done.
Dispossessed	CA 93	Someone has taken away your home and lands and you want them back. Amount spent on this indicates size/value of lands and strength of those holding them. You lose 1/2 of your monthly income to personal upkeep until this is resolved.
Dracheneisen Heir	EN 83	Eisen Noble only. You are next in line to receive a Dracheneisen item from a relative. You get XP for this background whenever that relative figures into a story. When get XP equal to 3 times the item's cost, you get the item.
El Vago	LV 82	Los Vagos only. You have worn the mask of El Vago. This makes you a wanted person.
Exiled	PN 97 WOB 105	You are forbidden to return home. If you go, you could be executed.
Fear	PG 167	You are terrified of something. You lose a number of actions each round equal to the HP cost or must spend them defending yourself from your fear.
Gadjo	US 93	Non-Fhideli only. The Fhideli have an unfavorable opinion of you due to something you did.
Hated Relative	VV 90	Vendel/Vesten only. You have a relative who stands on the other side of the Vendel/Vesten schism. You are feuding with this person.
Heirloom Relic	CP 91	You have a holy relic and are charged with protecting it.
Hunted	PG 167	Someone wants you. The more points spent, the more intently they are hunting you.
Hunting	PG 167	You lost something or someone you must get back. The more points spent, the more important it is or the more dangerous it will be to recover.
Infamous Teacher	SG 83	You learned your sword school by studying under an infamous teacher. That teacher's reputation and enemies make your life difficult.
Invention	IC 81	Invisible College only. You invented something. You think it would improve life for people so you want to publicize it, but it may make you hunted by the inquisition. You struggle with this choice.
Loan	VV 90	You have made a loan to someone who disappeared with the money. You want it back.
Lorenzo	VO 91	Vodacce only. Your lineage traces back to the brutal Lorenzo family. You need to keep this secret or face dishonor and possibly death.
Lost Love	PG 167	Your love left you for a hated enemy, who now wants to ruin you.

Backgrounds (part 2 of 2)

Background		Description
Lost Relative	PN 97 WOB 105	A close relative disappeared or was kidnapped. You dedicated your life to finding them.
Memlo	US 93	Fhidelì only. Your people consider you unclean for something that happened to you. It could be your fault or something a Gadjo did.
Mistaken Identity	PG 167	They are convinced you are someone you are not or that you know something you do not.
Mole	RI 88	Rilasciare only. You belong to another organization and spy on it for the Rilasciare.
Moment of Awe	PN 97 WOB 106	You saw something so incredible that you've dedicated your life to finding it again. A woman, the 7th Sea, an uncharted island, ...
Nemesis	PG 167	Someone out there hates you and wants to ruin your life (not simply kill you).
Obligation	PG 168	You owe somebody something and must repay the favor.
On the Streets	FR 93	You have no home and must pay for your living expenses (unlike other heroes).
Orphaned	EN 83	Separated from your family. You won't rest until you find out what happened.
Past Possession	SD 86	Sophia's Daughters only. You have been possessed by a Sidhe spirit to do a service.
Pressed Into Service	PN 98 WOB 106	You are currently serving someone unwillingly and are waiting for a chance to escape.
Qatìhl' I Target	CE 72	You have provoked the wrath of the Qatìhl'i.
Ridiculed	MO 79	A person in court has made a career out of ridiculing you. Points spent make him wittier and more powerful.
Rivalry	PG 168	Someone else wants something you want. It may be a friend or an acquaintance, but you both want it really badly.
Romance	PG 168	You have won the hand of a lover, but they need your help, assistance, time, to have rivals scared off, and so on.
Sect Adversary	RI 88	Rilasciare only. A fellow Rilasciare doesn't like you and while he won't attack you, he'll snipe at you and discredit you.
Sidhe Lover	AV 94	You have a romance with a Sidhe, but must keep it secret. Also, your lover may put restrictions on you.
Traitor	CA 93	You had a moment of weakness and betrayed someone. You're trying to keep this hidden, but someone may blackmail you or find out. You start with +500 g.
Trance	SD 85	Scry sorcerers only. You sometimes fall into epileptic fits whereby you see strange visions of Sidhe. These can be unpleasant.
Treasure Map	PN 98 WOB 106	You have a map to something great. Points spent make it better and more dangerous to acquire.
True Identity	PG 168	You did something in the past you want to hide and took on a new identity. You must strive to keep that old identity hidden.
Unsanctioned	SG 83	You learned a sword school without permission and members of the school will resent you and even attack you if you use it. If your school would grant Swordsman's Guild membership, you instead get one free rank in a school knack.
Vaticine Relative	LV 82	Los Vagos only. Someone very close to you is a member of the Vaticine church and they will be vulnerable if you are discovered and they may betray you.
Vendetta	PG 168	There is someone you hate so much you want to make them suffer, even if it hurts you on the way.
Vow	PG 168	You have made a promise you won't break, even if it costs your life.
Waisen Dependent	EN 83	A relative or lover suffer from the Eisen Waisen which makes them hard to care for.
Wanted	PN 98 WOB 106	There is a price on your head.

Languages (PG 163)

The table below shows the base cost in HP for learning to speak a language. The cost in XP is three times the given number. Across the top of the table is your character's nation.

Languages	Avalon	Castille	Crescent (Aldiz)	Crescent (Altar)	Crescent (Jadur)	Crescent (Kurta)	Crescent (Ruzgar)	Crescent (Yilan)	Eisen	Kanu <small>(CN04)</small>	Montaigne	Ussura	Vendel	Vodacce
Avalon	0	2	3	3	3	3	3	3	1	2	2	2	1	2
Cymric	1	3							2	3	3	3	2	3
Inish	1	3							2	3	3	3	2	3
Castille	2	0	2	2	2	2	2	2	2	3	1	3	2	1
Crescent (Tikaret)	3	2	0	0	0	0	0	0	3	4	4	2	3	4
Aldiz	4	2	0	2	3	2	2	3	4		5	3	3	4
Altar	4	3	2	0	2	2	2	2	5		6	2	4	4
Jadur	4	4	2	2	0	2	3	2	5		6	3	5	6
Kurta	4	3	2	1	2	0	2	2	5		6	2	4	5
Ruzgar	3	2	2	2	2	1	0	2	4		4	4	4	3
Tikaret	5	4	4	3	2	3	4	2	5		6	3	5	6
Tikal	4	3	1	2	3	1	2	2	4		6	1	4	5
Yilan	5	2	3	2	2	2	2	0	4		6	4	5	4
Eisen	1	2	3	3	3	3	3	3	0	1	2	2	1	2
High Eisen	2	3	5	5	5	5	5	5	1	2	3	3	2	3
Kanu	3	2							3	0	4	2	3	4
Montaigne	2	1	4	4	4	4	4	4	2	3	0	3	2	1
Thean	3	2	3	3	4	3	2	4	3	4	2	4	3	2
Ussura	2	3	3	2	3	2	3	3	2	3	3	0	2	3
Fhideli	4	4							4	4	4	4 (2)	4	4
Nadati	-	-							-	-	-	2	-	-
Teodoran	3	4	3	2	3	1	3	3	3	4	4	1	3	4
Vendel	1	2	3	3	3	3	3	3	1	2	2	2	0	2
Vodacce	2	1	4	4	4	4	2	4	2	3	1	3	2	0

Cymric <small>(A 31)</small>	= Native tongue of <i>Avalon</i> before <i>Montaigne</i> invasion. Rarely spoken now.
Fhideli <small>(US 101)</small>	= Used by Fhideli (gypsies). Written form is very complex.
High Eisen <small>(PG 163)</small>	= An <i>Eisen</i> language kept by the nobility to talk in front of foreigners.
Inish <small>(A 44)</small>	= Native tongue of <i>Insmore</i> . Rarely spoken now.
Kanu <small>(CN04)</small>	= Language spoken by natives of the western isles.
Nadati <small>(US 101)</small>	= Only Fhideli may learn this. It is their old language. There is no written form.
Teodoran <small>(PG 163)</small>	= Ancient <i>Ussuran</i> language. Mostly spoken by scholars now.
Thean <small>(PG 163)</small>	= Language of the old republic. Texts of the Church of the Prophets are written in this.
Tikaret <small>(CE 85)</small>	= This is the Crescent trade language.
Tikal <small>(CE 85)</small>	= This is the Crescent religious language.
Tikal <small>(CE 85)</small>	= This is the Crescent government and courts language.

You can also modify your character's understanding of the language as follows:

Level of Understanding	Cost	Description
Acquaintance <small>(PN 98)</small>	-2 HP	You can understand only basic spoken concepts in the language.
Poor Speaker <small>(NEW)</small>	-1 HP	You can understand common words, but cannot follow fluent speakers.
Good Speaker	0 HP	You can understand and follow all conversations.
Native Speaker <small>(NEW)</small>	+1 HP	You can also speak without an accent, as if you were a native speaker.
Read and Write <small>(PG 163)</small>	+1 HP	In addition to speaking, you can also read and write in the language.

Hint! *Linguist* advantage costs 2 HP and makes all languages cost 1 HP less (minimum cost 1 HP unless the starting cost is 0). A great thing to have if you acquire at least 2 languages.

House Rule: The *Accent* rules on CA 101, EI 95, MO 84, and VO 99 do not apply.
The *Pidgin* language rules on PN 98 do not apply.
The two “NEW” levels have been added above.

Skills

Skills define what your character knows. The following table describes the cost to acquire skills and knacks.

	HP Cost	XP Cost	Description
Skill	2 HP	10 XP	Rank 1 in all basic knacks (unless otherwise noted).
+1rank (basic knack)	1 HP	(2*New Rank) XP	Add 1 rank in a basic knack (max 5)
+1rank (advanced knack)	3 HP	(2*New Rank) XP	Add 1 rank in an advanced knack (max 5)

Academy advantage costs 4 HP (2 HP if *Eisen*) and makes Martial skills cost **1 HP** when first making the character.

University advantage costs 4 HP (2 HP if *Castille*) and makes Civil skills cost **1 HP** when first making the character.

House Rule: The core rules state that if you get two skills that grant the same basic knack, you start at Rank 2 in that knack. This rule is not being honored. You only start at Rank 1.

Martial Skills

Skill		Basic Knacks	Advanced Knacks
Archer	PG 151	Attack (Bow), Fletcher	Horse Archery, Snapshot (Bow), Trick Shooting(Bow)
Athlete	PG 152	Climbing, Footwork, Sprinting, Throwing	Break Fall, Leaping, Lifting, Long Distance Running, Rolling, Side-step, Swimming, Swinging
Buckler	PG 152	Parry (Buckler)	Attack (Buckler)
Captain	PN 99 WOB 106	Strategy, Tactics	Ambush, Bribery, Cartography, Diplomacy, Gunnery, Incitation, Leadership, Logistics
Cloak	CA 95	Parry (Cloak)	Entangle
Commander	PG 153	Strategy, Tactics	Ambush, Artillery, Cartography, Diplomacy, Gunnery, Incitation, Leadership, Logistics
Crossbow	PG 153	Attack (Crossbow), Fletcher	Reload (Crossbow)
Dirty Fighting	PG 154	Attack (Dirty Fighting)	Attack (Improvised Weapon), Eye-gouge, Kick, Parry (Improvised Weapon), Throat Strike, Throw (Improvised Weapon)
Fencing	PG 154	Attack (Fencing), Parry (Fencing)	Cavalry Attack
Firearms	PG 155	Attack (Firearms)	Reload (Firearms)
Heavy Weapon	PG 155	Attack (Heavy Weapon), Parry (Heavy Weapon)	
Hand Axe	US 96	Attack (Hand Axe), Parry (Hand Axe)	Throw (Hand Axe)
Knife	PG 155	Attack (Knife), Parry (Knife)	Throw (Knife)
Panzerhand	PG 156	Attack (Panzerhand), Parry (Panzerhand)	Uppercut
Polearm	PG 156	Attack (Polearm), Parry (Polearm)	Set Defense
Pugilism	PG 156	Attack (Pugilism), Footwork, Jab	Ear Clap, Uppercut
Rider	PG 156	Ride (Horse)	Animal Training, Mounting, Trick Riding
Shield	US 96	Parry (Shield)	Attack (Shield)
Sling	CE 74	Attack (Sling)	Snapshot(Sling), Trick Shooting(Sling)
Staff	NEW	Attack (Staff), Parry (Staff)	
Westling	PG 157	Grapple	Bear Hug, Break, Escape, Head Butt
Waylay	LV 81	Lie in Wait, Set Traps, Shadowing	Ambush, Camouflage, Land on Target, Snatch and Grab
Whip	CA 95	Attack (Whip)	

Civil Skills (part 1 of 2)

Skill		Basic Knacks	Advanced Knacks
Acrobat	US 93	Balance, Footwork	Break Fall, Circus, Contortion, Juggling, Leaping, Lifting, Rolling, Stunt, Swinging
Archaeologist	AH 60	Occult, Research, Society Lore (Explorer's)	Artifact Evaluation, Synchrony Lore, Trap Lore
Arson	RI 82	Mathematics, Street Navigation	Architecture, Cartography, Conceal, Natural Philosophy
Alchemy	SD 84	Research	Natural Philosophy, Occult, Poison
Artist	PG 133	Note: Start at rank 2 in one knack. Composer, Drawing, Musician (instrument), Sculpting, Singing, Writing	
Bard	AV 95	Etiquette, History, Oratory, Singing	Diplomacy, Herb Lore, Riddles, Sidhe Lore
Bomb-making	RI 83	Blacksmith, Cooper, Mathematics	Fuses, Natural Philosophy, Poison
Courtesan	VO 92	This skill is for Vodacce women only. Note: Start at rank 1 in 3 knacks. Acting, Dancing, Etiquette, Fashion, Jenny, Masseur, Unobtrusive	Cold Read, Conceal, Gossip, Mooch, Poison, Politics, Seduction, Sincerity
Courtier	PG 133	Dancing, Etiquette, Fashion, Oratory	Diplomacy, Gaming, Gossip, Lip Reading, Memorizing, Mooch, Politics, Scheming, Seduction, Sincerity
Criminal	PG 134 CM 6	Gambling, Shadowing, Stealth	Ambush, Cheating, Lockpicking, Pickpocket, Prestidigitation, Quack, Scrounging
Doctor	PG 135 CM 6	Diagnosis, First Aid	Dentist, Examiner, Quack, Surgery, Veterinarian
Engineer	CA 93	Architecture, Drafting, Mathematics	Accounting, Cannonsmithing, Natural Philosophy
Falconer	US 94	Bird Handling	Animal Training
Fence	RI 84	Appraising, Socializing	Haggling, Shopping, Underworld Lore
Forger	RI 85	Calligrapher, Forgery, Paper Maker, Research	Conceal, Cryptography
Fortune Telling	US 94	Oratory, Palm Reading	Bones, Card Reading, Cold Read, Haggling, Occult, Omens, Other Divination(<i>specify</i>)
Guide	VO 93	Note: Start at rank 1 in 3 knacks (Street Navigation must be one of them). Climbing, Ride, Stealth, Street Navigation, Survival, Tracking, Trail Signs.	Ambush, Cartography, Direction Sense, Navigation, Swimming.
Herbalist	SD 85	Cooking, Diagnosis, First Aid, Flora	Compounds, Poison, Quack
Hunter	PG 136	Note: Start at rank 1 in 3 knacks. Fishing, Skinning, Stealth, Survival, Tracking, Trail Signs, Traps	Ambush, Animal Training
Merchant	PG 137 PN 100 VO 94 VV 93	Note: Start at rank 2 in one knack. Apothecary, Baker, Barber, Blacksmith, Brewer, Butcher, Calligrapher, Carpenter, Ceramics, Chandler, Cobbler, Confectioner, Cooking, Cooper, Distiller, Dying, Embalmer, Fletcher, Florist, Furrier, Gardener, Glassblower, Gunsmith, Hatter, Innkeeper, Jenny, Jeweler, Mason, Masseur, Miller, Paper Maker, Perfumer, Potter, Printer, Sail Maker, Scribe, Seamstress, Shipwright, Spinner, Steward, Tailor, Vintner, Weaver, Wigmaker	Accounting, Appraising, Architecture, Bartending, Haggling, Tinker
Missionary	CP 86	Note: Cannot also have Monk or Priest. Oratory, Philosophy, Survival	Cold Read, Diplomacy, Theology
Monk	CP 87	Note: Cannot also have Missionary or Priest. Calligraphy, Menial Tasks, Philosophy, Writing	Compounds, Seneschal, Theology
Performer	PG 139 US 94 US 96	Acting, Dancing, Oratory, Singing	Animal Training, Circus, Cold Read, Disguise, Juggling, Memorizing, Prestidigitation, Shill, Storytelling
Politician	MR 119	Etiquette, Oratory, Socializing	Diplomacy, Incitation, Politics, Rabble-rousing, Scheming, Sincerity
Priest	CA 94 CP 85	Note: Cannot also have Missionary or Monk. Oratory, Philosophy, Writing	Diplomacy, Mooch, Theology

Civil Skills (part 2 of 2)

Skill		Basic Knacks	Advanced Knacks
Professor	IC 80	Oratory, Research, Writing	Law, Mooch, Natural Philosophy, Occult, Politics, Theology, Tinker
Rahib (Priest)	CE 73	Calligraphy, Chanting, History, Menial Tasks, Philosophy, Unobtrusive, Writing	Diplomacy, Mooch, Occult, Scrounging, Storytelling, Theology
Riverboat Pilot	EN 83	Balance, Knotwork, Rigging, River Navigation	Ambush, Bribery, Cartography, Diplomacy, Pilot, Swimming, Weather
Sailor	PG 140	Balance, Climbing, Knotwork, Rigging	Cartography, Leaping, Navigation, Pilot, Sea Lore, Swimming, Weather
Scholar	PG 141 CE 74	History, Mathematics, Philosophy, Research	Astronomy, Calculus, Law, Natural Philosophy, Occult, Theology
Servant	PG 142	Etiquette, Fashion, Menial Tasks, Unobtrusive	Accounting, Drive Carriage, Drive Sleigh, Gossip, Haggling, Seneschal, Valet
Shirbaz (Magician)	CE 72	Etiquette, Fashion, Oratory	Cold Read, Pickpocket, Prestidigitation, Sincerity
Skald	VV 90	<i>This skill is for Vesten only.</i> History, Oratory, Singing, Writing	Diplomacy, Incitation, Riddles, Rune Lore, Storytelling, Theology
Spy	PG 143 US 96	Shadowing, Stealth	Bribery, Conceal, Cryptography, Disguise, Forgery, Hand Signs, Interrogation, Lip Reading, Memorizing, Poison, Sincerity
Streetwise	PG 144	Socializing, Street Navigation	Scrounging, Shopping, Underworld Lore
Teacher	SG 83	Oratory, Research, Writing	Cold Read, Incitation, Leadership, Storytelling, Training
Urchin	EN 84	Stealth, Street Navigation, Survival	Conceal, Pickpocket, Scrounging, Sincerity
Whaler	PN 100 VV 91 WOB 107	Balance, Knotwork, Throw (Harpoon)	Leaping, Poison, Sea Lore, Swimming, Weather

Skill Notes

Ordained advantage gives the *Scholar* skill for free.

Scoundrel advantage gives the *Streetwise* skill for free.

Your maximum rank in any knack as a starting character is 3.

Recommendations: Acquire all the skills you think your character will ever require when creating the character. This is when skills are the least expensive.

Always get *Athlete* or *Pugilism* skill and increase *Footwork* knack to 3. This is your default passive defense!

Hint! Acquire advanced knacks only using XP. This is when they are the least expensive.

Rank 6

Knacks are normally limited to rank 5, but in some cases this is raised to rank 6. The cost to increase a knack from 5 to 6 is 25 XP (not 12 XP as might be expected).

The *Loring* school allows members to increase Disarm(Panzerhand) to rank 6.

The *Die Kreuzritter* secret society has one person who can train specific knacks to rank 6. ^(DK 69) They are:

Ambush	= Kazi, at Altamira
Stealth	= Kazi, at Altamira
Tracking	= Kazi, at Altamira

The *Invisible College* secret society has three people who can train specific knacks to rank 6. ^(IC 78-79) They are:

Mathematics	= Reimar Derviny, Vestenmannavnjar
Research	= Ravenild Hibbot, Avalon
Natural Philosophy	= Alvara Arciniega, Castille

The *Los Vagos* secret society has three people who can train specific knacks to rank 6. ^(LV 77) They are:

Disguise	= Don Hector Ontiveros
Footwork	= Don Cristian Acedo de Lopez del Torres
Ride	= Dona Ximena de Gallegos

The *Rilasciare* secret society has three people who can train specific knacks to rank 6. ^(RI 77-78) They are:

Lockpicking	= Gabriel Menendez de Altamira, Altamira
Logistics	= Nolan Chaucer, at Kirk
Oratory	= Boris Nicholeivich Sokolov, at Pavtlow

The *Rose and Cross* secret society has three people who can train specific knacks to rank 6. ^(RC 66) They are:

Attack (Fencing)	= Sprague, at The Dungeon
Leaping	= Rachel Mulligan, at Carleon House
Surgery	= Marcos San Filipe, at San Cristobal Library

The *Sophia's Daughters* secret society has three people who can train specific knacks to rank 6. ^(SD 82) They are:

History	= Fidencia Suarez, Rancho Aldana
Natural Philosophy	= Reune Vengasdotter, whereabouts unknown
Seduction	= Madame Lorraine Weller, Kirk

The *Swordsman's Guild* has three people who can train specific knacks to rank 6. ^(SG 82) They are:

Attack(Heavy Weapon)	= Hrodgeir, Viddenheim
Footwork	= Linnae Knute, Kirk
Parry(Knife)	= Sebastien Valroux de Martise, Echine

Skill Rolls

You normally roll "*(Trait+Knack)* k *(Trait)*". If you do not have the skill for a given knack (being at rank 0 of a knack in a skill you do have offers no penalty), you roll "*(Trait)*k*(Trait)*" but none of your dice explode and you roll against a TN that is 5 higher.

The maximum number of dice you can roll is 10. If you have more than 10 unkept dice, they become kept dice. If you have more than 10 kept dice, turn each extra into a +10 on your roll. So "12k11" becomes "10k13" becomes "10k10+30".

Knacks

A character's traits define how good he or she is at doing things. The skill each knack is available in is listed, with a '*' used to indicate that it is an advanced knack in that skill.

Combat Knacks (Part 1 of 2)

Knack		Skill	Description
Artillery	PG 153	<i>Commander*</i>	
Attack (Bow)	PG 151	Archer	
Attack (Buckler)	PG 153	<i>Buckler*</i>	1k1 damage. ^(CM 6)
Attack (Crossbow)	PG 153	Crossbow	
Attack (Dirty Fighting)	PG 154	Dirty Fighting	
Attack (Fencing)	PG 154	Fencing	
Attack (Firearms)	PG 155	Firearms	
Attack (Hand Axe)	US 96	Hand Axe	
Attack (Heavy Weapon)	PG 155	Heavy Weapon	
Attack (Improvised Weapon)	PG 154	<i>Dirty Fighting*</i>	
Attack (Knife)	PG 155	Knife	
Attack (Panzerhand)	PG 156	Panzerhand	
Attack (Polearm)	PG 156	Polearm	Used for bayonets as well.
Attack (Pugilism)	PG 156	Pugilism	
Attack (Shield)	US 96	<i>Shield *</i>	
Attack (Sling)	CE 74	Sling	
Attack (Whip)	CA 95	Whip	
Bear Hug	PG 157	<i>Wrestling*</i>	
Break	PG 157	<i>Wrestling*</i>	
Cavalry Attack	CE 74	<i>Fencing *</i>	
Ear Clap	PG 156	<i>Pugilism*</i>	
Entangle	CA 95	<i>Cloak *</i>	
Escape	PG 157	<i>Wrestling*</i>	
Eye-gouge	PG 154	<i>Dirty Fighting*</i>	
Grapple	PG 157	Wrestling	
Gunnery	PG 153 PN 99	<i>Captain*</i> <i>Commander*</i>	
Head Butt	PG 157	<i>Wrestling*</i>	
Horse Archery	PG 151	<i>Archer*</i>	
Jab	PG 156	Pugilism	
Kick	PG 154	<i>Dirty Fighting*</i>	0k2 damage. ^(CM 6)
Parry (Buckler)	PG 152	Buckler	
Parry (Cloak)	CA 95	Cloak	
Parry (Fencing)	PG 154	Fencing	
Parry (Hand Axe)	US 96	Hand Axe	
Parry (Heavy Weapon)	PG 155	Heavy Weapon	
Parry (Improvised Weapon)	PG 154	<i>Dirty Fighting*</i>	
Parry (Knife)	PG 155	Knife	
Parry (Panzerhand)	PG 156	Panzerhand	
Parry (Polearm)	PG 156	Polearm	
Parry (Shield)	US 96	Shield	
Reload (Crossbow)	PG 154	<i>Crossbow*</i>	
Reload (Firearms)	PG 155	<i>Firearms*</i>	
Set Defense	PG 156	<i>Polearm*</i>	
Snapshot (Bow)	PG 151	<i>Archer*</i>	
Snapshot (Sling)	CE 74	<i>Sling *</i>	

Combat Knacks (Part 2 of 2)

Knack		Skill	Description
Throat Strike	PG 154	<i>Dirty Fighting*</i>	
Throw (Hand Axe)	US 96	<i>Hand Axe*</i>	
Throw (Harpoon)	PN 100 VV 92	Whaler	
Throw (Improvised Weapon)	PG 154	<i>Dirty Fighting*</i>	
Throw (Knife)	PG 155	<i>Knife*</i>	
Trick Shooting (Bow)	PG 152	<i>Archer*</i>	
Trick Shooting (Sling)	CE 74	<i>Sling *</i>	
Uppercut	PG 156 PG 156	<i>Panzerhand*</i> <i>Pugilism*</i>	

Civil Knacks (part 1 of 8)

Knack		Skill	Description
Accounting	CA 93 PG 138 PG 142	<i>Engineer *</i> <i>Merchant*</i> <i>Servant*</i>	
Acting	PG 139 VO 92	Courtesan Performer	
Ambush	EN 84 LV 81 PG 135 PG 137 PG 153 PN 99 VO 94	<i>Captain*</i> <i>Commander*</i> <i>Criminal*</i> <i>Guide*</i> <i>Hunter*</i> <i>Riverboat Pilot*</i> <i>Waylay *</i>	
Animal Training	PG 137 PG 139 PG 157 US 94	<i>Falconer*</i> <i>Hunter*</i> <i>Performer*</i> <i>Rider*</i>	
Apothecary	VV 93	Merchant	
Appraising	PG 138 RI 84	Fence <i>Merchant*</i>	
Architecture	CA 93 VV 93 RI 82	<i>Arson *</i> Engineer <i>Merchant *</i>	
Artifact Evaluation	AH 60	<i>Archaeologist*</i>	
Astronomy	PG 142	<i>Scholar*</i>	
Baker	VV 93	Merchant	
Balance	EN 83 PG 140 PN 100 US 94 VV 91	Acrobat Riverboat Pilot Sailor Whaler	
Barber	PG 137	Merchant	
Bartending	PG 138	<i>Merchant*</i>	
Bird Handling	US 94	Falconer	
Blacksmith	PG 137 RI 83	Bomb-making Merchant	
Bones	US 95	<i>Fortune Telling*</i>	
Break Fall	PG 152 US 94	<i>Acrobat*</i> <i>Athlete*</i>	
Brewer	VV 93	Merchant	
Bribery	EN 84 PG 143 PN 99	<i>Captain*</i> <i>Riverboat Pilot*</i> <i>Spy*</i>	

Civil Knacks (part 2 of 8)

Knack	Skill	Description
Butcher PG 137	Merchant	
Calculus CE 74	Scholar	Your rank in this skill may not exceed your Mathematics rank. Non-Crescent characters cannot start with a rank in this knack.
Calligrapher CE 73 CP 87 PG 137 RI 85	Forger Merchant Monk Rahib	
Camouflage LV 82	Waylay *	
Cannonsmithing CA 93	Engineer *	
Card Reading US 95	Fortune Telling*	
Carpenter PN 100 VV 93	Merchant	
Cartography EN 84 PG 140 PG 153 PN 99 RI 83 VO 94	Arson* Captain* Commander* Guide* Riverboat Pilot* Sailor*	
Ceramics PG 137	Merchant	
Chandler PG 137	Merchant	
Chanting CE 73	Rahib	
Cheating PG 135	Criminal*	
Circus PG 139 US 94	Acrobat* Performer*	
Climbing PG 140 PG 152 VO 93	Athlete Guide Sailor	
Cobbler VV 93	Merchant	
Cold Read CE 72 CP 86 PG 140 SG 83 VO 92 US 95	Courtesan* Fortune Telling* Missionary* Performer* Shirbaz* Teacher*	
Composer PG 133	Artist	
Compounds CP 87 SD 85	Herbalist* Monk*	
Conceal EN 85 PG 143 RI 83 RI 85 VO 92	Arson* Courtesan* Forger* Spy* Urchin*	
Confectioner VV 93	Merchant	
Contortion US 94	Acrobat*	
Cooking PG 138 SD 85	Herbalist Merchant	
Cooper PG 138 RI 83	Bomb-making Merchant	
Cryptography PG 143 RI 85	Forger* Spy*	
Dancing PG 133 PG 139 VO 92	Courtesan Courtier Performer	
Dentist PG 136	Doctor*	

Civil Knacks (part 3 of 8)

Knack		Skill	Description
Diagnosis	PG 136 SD 85	Doctor Herbalist	
Diplomacy	EN 84 CA 94 CE 73 CP 86 MR 120 PG 134 PG 153 PN 99 VV 91	<i>Bard*</i> <i>Captain*</i> <i>Commander*</i> <i>Courtier*</i> <i>Missionary *</i> <i>Politician *</i> <i>Priest *</i> <i>Rahib *</i> <i>Riverboat Pilot*</i> <i>Skald *</i>	
Direction Sense	VO 94	<i>Guide*</i>	
Disguise	PG 140 PG 143	<i>Performer*</i> <i>Spy*</i>	
Distiller	VV 93	Merchant	
Drafting	CA 94	Engineer	
Drawing	PG 133	Artist	
Drive Carriage	PG 142	<i>Servant*</i>	
Drive Sleigh	US 96	<i>Servant*</i>	
Dying	PG 138	Merchant	
Embalmer	PG 138	Merchant	
Etiquette	CE 72 MR 119 PG 133 PG 142 VO 92	Bard Courtesan Courtier Politician Servant Shirbaz	
Examiner	PG 136	<i>Doctor*</i>	
Fashion	CE 72 PG 134 PG 142 VO 92	Courtesan Courtier Servant Shirbaz	
First Aid	PG 136 SD 85	Doctor Herbalist	
Fishing	PG 136	Hunter	
Fletcher	PG 138 PG 151 PG 154	Archer Crossbow Merchant	
Flora	SD 85	Herbalist	
Florist	VV 93	Merchant	
Footwork	PG 152 PG 156 US 94	Acrobat Athlete Pugilism	
Forgery	PG 143 RI 85	Forger <i>Spy*</i>	
Furrier	PG 138	Merchant	
Fuses	RI 84	<i>Bomb-making*</i>	
Gambling	PG 134	Criminal	
Gaming	PG 134	<i>Courtier*</i>	
Gardener	PG 138	Merchant	
Glassblower	PG 138	Merchant	
Gossip	PG 134 PG 142 VO 93	<i>Courtesan*</i> <i>Courtier*</i> <i>Servant*</i>	

Civil Knacks (part 4 of 8)

Knack		Skill	Description
Gunsmith	VV 93	Merchant	
Haggling	PG 138 PG 143 RI 84 US 95	<i>Fence*</i> <i>Fortune Telling*</i> <i>Merchant*</i> <i>Servant*</i>	
Hand Signs	PG 143	<i>Spy*</i>	
Hatter	VV 93	Merchant	
Herb Lore	AV 95	<i>Bard*</i>	
History	CE 73 PG 141 VV 91	Bard Rahib Scholar Skald	
Incitation	MR 119 PG 153 PN 99 SG 84 VV 91	<i>Captain*</i> <i>Commander*</i> <i>Politician *</i> <i>Skald *</i> <i>Teacher *</i>	
Innkeeper	PG 138	Merchant	
Interrogation	PG 143	<i>Spy*</i>	
Jenny	PG 138 VO 92	Courtesan Merchant	
Jeweler	PG 138	Merchant	
Juggling	US 94	<i>Acrobat*</i> <i>Performer*</i>	
Knotwork	EN 83 PG 140 PN 100 VV 92	Riverboat Pilot Sailor Whaler	
Land on Target	LV 82	<i>Waylay *</i>	
Law	IC 80 PG 142	<i>Professor *</i> <i>Scholar *</i>	
Leadership	PG 153 PN 99 SG 84	<i>Captain*</i> <i>Commander*</i> <i>Teacher *</i>	
Leaping	PG 140 PG 152 PN 100 US 94 VV 92	<i>Acrobat*</i> <i>Athlete*</i> <i>Sailor*</i> <i>Whaler*</i>	
Lie in Wait	LV 81	<i>Waylay</i>	
Lifting	PG 152 US 94	<i>Acrobat*</i> <i>Athlete*</i>	
Lip Reading	PG 134 PG 144	<i>Courtier*</i> <i>Spy*</i>	
Lockpicking	PG 135	<i>Criminal*</i>	
Logistics	PG 153 PN 99	<i>Captain*</i> <i>Commander*</i>	
Long Distance Running	PG 152	<i>Athlete*</i>	
Mason	VV 93	Merchant	
Masseur	PG 138 VO 92	Courtesan Merchant	
Mathematics	CA 93 PG 141 RI 82 RI 84	Arson Bomb-making Engineer Scholar	

Civil Knacks (part 5 of 8)

Knack	Skill	Description
Memorizing US 96	<i>Courtier*</i> <i>Performer*</i> <i>Spy*</i>	
Menial Tasks CE 73 CP 87 PG 142	Monk Rahib Servant	
Miller PG 138	Merchant	
Mooch CA 94 CE 73 IC 80 PG 134 VO 93	<i>Courtesan*</i> <i>Courtier*</i> <i>Priest *</i> <i>Professor *</i> <i>Rahib *</i>	
Mounting PG 157	<i>Rider*</i>	
Musician (Instrument) PG 133	Artist	
Natural Philosophy CA 93 IC 80 PG 142 RI 83 RI 84 SD 84	<i>Alchemy *</i> <i>Arson*</i> <i>Bomb-making*</i> <i>Engineer *</i> <i>Professor *</i> <i>Scholar*</i>	
Navigation PG 140 VO 94	<i>Guide*</i> <i>Sailor*</i>	
Occult CE 73 IC 80 PG 142 SD 84 US 95	<i>Alchemy *</i> Archaeologist <i>Fortune Telling*</i> <i>Professor *</i> <i>Rahib *</i> <i>Scholar*</i>	
Omens US 95	<i>Fortune Telling*</i>	
Oratory CA 94 CE 72 CP 86 IC 80 MR 119 PG 134 PG 139 SG 83 US 95 VV 91	Bard Courtier Fortune Telling Missionary Performer Politician Priest Professor Shirbaz Skald Teacher	
Other Divination (<i>specify</i>) US 95	<i>Fortune Telling*</i>	Choose another form of fortune telling.
Palm Reading US 95	Fortune Telling	
Paper Maker PG 138 RI 85	Forger Merchant	
Perfumer VO 94 VV 93	Merchant	
Philosophy CA 94 CE 73 CP 86 PG 141	Missionary Monk Priest Rahib Scholar	
Pickpocket CE 72 EN 85 PG 135	<i>Criminal*</i> <i>Shirbaz *</i> <i>Urchin*</i>	
Pilot EN 84 PG 141	<i>Riverboat Pilot*</i> <i>Sailor*</i>	

Civil Knacks (part 6 of 8)

Knack		Skill	Description
Poison	PG 144 PN 100 RI 84 SD 85 VO 93 VV 92	<i>Alchemy</i> * <i>Bomb-making</i> * <i>Courtesan</i> * <i>Herbalist</i> * <i>Spy</i> * <i>Whaler</i> *	
Politics	PG 134 IC 80 MR 120 VO 93	<i>Courtesan</i> * <i>Courtier</i> * <i>Politician</i> * <i>Professor</i> *	
Potter	PG 138	Merchant	
Prestidigitation	CE 72 PG 135 PG 140	<i>Criminal</i> * <i>Performer</i> * <i>Shirbaz</i> *	
Printer	VV 93	Merchant	
Quack	PG 134 PG 136 SD 85	<i>Criminal</i> * <i>Doctor</i> * <i>Herbalist</i> *	
Rabble-rousing	MR 120	<i>Politician</i> *	
Research	IC 80 PG 141 RI 85 SD 84 SG 83	Alchemy Archaeologist Forger Professor Scholar Teacher	
Riddles	AV 95 VV 91	<i>Bard</i> * <i>Skald</i> *	
Ride (Horse)	PG 157 VO 93	Guide Rider	
Rigging	EN 84 PG 140	Riverboat Pilot Sailor	
River Navigation	EN 84	Riverboat Pilot	
Rolling	PG 152 US 94	<i>Acrobat</i> * <i>Athlete</i> *	
Rune Lore	VV 91	<i>Skald</i> *	
Sail Maker	PG 138	Merchant	
Scheming	MR 119 PG 134	<i>Courtier</i> * <i>Politician</i> *	
Scribe	PG 138	Merchant	
Scrounging	CE 73 EN 85 PG 135 PG 144	<i>Criminal</i> * <i>Rahib</i> * <i>Streetwise</i> * <i>Urchin</i> *	
Sculpting	PG 133	Artist	
Sea Lore	PG 141 PN 100 VV 92	<i>Sailor</i> * <i>Whaler</i> *	
Seamstress	PG 138	Merchant	
Seduction	PG 134 VO 93	<i>Courtesan</i> * <i>Courtier</i> *	
Seneschal	CP 87 PG 143	<i>Monk</i> * <i>Servant</i> *	
Set Traps	LV 81	Waylay	
Shadowing	LC 81 PG 134 PG 143	Criminal Spy Waylay	

Civil Knacks (part 7 of 8)

Knack	Skill	Description
Shill US 96	<i>Performer*</i>	
Shipwright PN 100 VV 93	Merchant	
Shopping PG 144 RI 85	<i>Fence*</i> <i>Streetwise*</i>	
Side-step PG 152	<i>Athlete*</i>	
Sidhe Lore AV 95	<i>Bard*</i>	
Sincerity CE 73 EN 85 PG 134 PG 144 VO 93	<i>Courtesan*</i> <i>Courtier*</i> <i>Shirbaz *</i> <i>Spy*</i> <i>Urchin*</i>	
Singing PG 133 PG 139 VV 91	Artist Bard Performer Skald	
Skinning PG 136	Hunter	
Snatch and Grab LV 82	<i>Waylay *</i>	
Socializing MR 119 PG 144 RI 84	Fence Politician Streetwise	
Society Lore (Explorer's) AH 60	Archaeologist	
Spinner PG 138	Merchant	
Sprinting PG 152	Athlete	
Stealth EN 84 PG 126 PG 135 PG 143 VO 93	Criminal Guide Hunter Spy Urchin	
Steward PG 138	Merchant	
Storytelling CE 73 PG 140 SG 84 VV 91	<i>Performer*</i> <i>Rahib *</i> <i>Skald *</i> <i>Teacher *</i>	
Strategy PG 153 PN 99	Captain Commander	
Street Navigation EN 84 PG 144 RI 82 VO 93	Arson Guide Streetwise Urchin	
Stunt US 94	<i>Acrobat*</i>	
Surgery PG 136	<i>Doctor*</i>	
Survival CP 86 EN 84 PG 136 VO 93	Guide Hunter Missionary Urchin	
Swimming EN 84 PG 141 PG 152 PN 100 VO 94 VV 92	<i>Athlete*</i> <i>Guide*</i> <i>Riverboat Pilot*</i> <i>Sailor*</i> <i>Whaler*</i>	
Swinging PG 152 US 94	<i>Acrobat*</i> <i>Athlete*</i>	
Syrneth Lore AH 60	<i>Archaeologist*</i>	
Tactics PG 153 PN 99	Captain Commander	

Civil Knacks (part 8 of 8)

Knack	Skill	Description
Tailor PG 138	Merchant	
Theology CA 94 CE 73 CP 86 IC 80 PG 142 VV 91	Missionary * Monk * Priest * Professor * Rahib Scholar* Skald *	
Throwing (Object) PG 152	Athlete	May not be used to attack. ^(CM 6)
Tinker IC 80 VV 93	Merchant * Professor *	
Tracking PG 137 VO 93	Guide Hunter	
Trail Signs PG 137 VO 93	Guide Hunter	
Training SG 84	Teacher *	
Trap Lore AH 60	Archaeologist *	
Traps PG 137	Hunter	
Trick Riding PG 157	Rider*	
Underworld Lore PG 144 RI 85	Fence* Streetwise*	
Unobtrusive CE 73 PG 142 VO 92	Courtesan Rahib Servant	
Valet PG 143	Servant*	
Veterinarian PG 136	Doctor*	
Vintner PG 138	Merchant	
Weather EN 84 PG 141 PN 100 VV 92	Riverboat Pilot* Sailor* Whaler*	
Weaver PG 138	Merchant	
Wigmaker VV 93	Merchant	
Writing CP 87 CA 94 CE 73 IC 80 PG 133 SG 83 VV 91	Artist Monk Priest Professor Rahib Skald Teacher	

Equipment

There are many things you can equip your characters with for their journeys.

Weapons (PG 24 + PG194)

Advantage	Cost	Damage	Short Range	Long Range	Reload
<i>Fist</i>	free	0k1	-	-	-
Adaga ^(CE 93)	15 g	1k2 / 2k2	-	-	-
Axe, Battle	8 g	3k2	-	-	-
Bayonet	3 g	3k2	-	-	-
Boar Spear ^(EN 99)	6 g	1k2	-	-	-
Bow, Standard	8 g	2k2	75 yd = -5 to hit	150 yd = -10 to hit	1 action
Bow, Long ^(AV 94)	10 g	2k2	100 yd = -5 to hit	200 yd = -10 to hit	1 action
Broadsword	10 g	3k2	-	-	-
Buckler	4 g	1k1	-	-	-
Claymore ^(AV 94)	12 g	4k2 (-1 die to hit)	-	-	-
Crossbow	12 g	2k3	50 yd = -5 to hit	100 yd = -10 to hit	6 actions
Cutlass ^(PN 101)	10 g	3k2 (-1 die to hit)	-	-	-
Dilmekiri ^(CE 93)	20 g	3k2	-	-	-
Fencing Sword	15 g	2k2	-	-	-
Harpoon ^(PN 102)	8 g	3k2 (3k3 vs Whales)	(3+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	-
Heavy Weapon	8 - 10 g	3k2	-	-	-
Hand Axe ^(US 103)	6 g	2k2	(5+Brawn) yd = -0 to hit	(10+2*Brawn) yd = -5 to hit	-
Katar ^(CE 92)	6 g	2k2 (-1 die to parry) (-2 die thrown)	(3+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	-
Knife	6 g	1k2	(3+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	-
Knife, Throwing ^(VO 101)	6 g	1k1 (+5 to hit)	(3+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	-
Main-gauche	8 g	1k2	-	-	-
Manople ^(CE 93)	20 g	2k2	-	-	-
Musket	20 g	5k3	3 to 40 yd = -10 to hit	80 yd = -15 to hit	30 actions
Panzerhand	5 g	0k2	-	-	-
Pistol	20 g	4k3	3 to 15 yd = -10 to hit	30 yd = -15 to hit	20 actions
Pole-arm	14 g	2k2	-	-	-
Scimitar ^(CE 93)	15 g	2k2 (1k1 to lunge)	-	-	-
Shield ^(US 103)	10 g	1k1	-	-	-
Sling ^(CE 93)	1 g	1k2	60 yd = -5 to hit	120 yd = -10 to hit	1 actions
Stiletto ^(RI 91)	6 g	0k2 (+1 die to hit)	-	-	-
Whip ^(CA 105)	2 g	0k1 (-1 to action die for attacking, +5 to initiative total)	-	-	-
Zweihander ^(EN 100)	20 g	3k3	-	-	-

Weapon Supplies (PG 24)

Item	Cost	Item	Cost	Item	Cost
Arrow or Bolt		Belt for scabbard	0.5 - 2 g	Powder measure	1 g
<i>Normal</i>	0.02 g	Bullet mold	0.9 g	Quiver (20 arrows)	1 g
<i>Grappling</i>	0.40 g	Extra flint	0.10 g	Sheath	
Gunpowder	0.1 g/shot	Powder flask	0.5 g	<i>Plain</i>	1 g
Lead Bullets	0.05 g/shot	(10 shots)		<i>Ornamented</i>	4+ g

Sword Fencing Ring Grip = Gives +5 on Feint attempts but you take 1k1 wounds if disarmed. ^(VO 101)

Clothing (PG 24)

Item		Cost
Belt	<i>Fancy Leather</i>	2+ g 0.50 g
Boots	<i>Fine Plain Riding</i>	5+ g 2 g 3 g
Cloak	<i>Fine Plain</i>	3 g 1 g
Coat	<i>Fancy Plain</i>	5+ g 1 g
Dress	<i>Fancy Plain</i>	5+ g 2 g
Gloves	<i>Cotton Leather Silk</i>	0.10 g 0.20 g 2+ g

Item		Cost
Gown, exotic		7+ g
Jacket	<i>Fancy Plain</i>	3+ g 1 g
Pants	<i>Fancy Plain</i>	2+ g 0.80 g
Shirt	<i>Plain Silk</i>	0.50 g 2+ g
Shoes	<i>Fancy Plain</i>	2+ g 0.50 g
Suit	<i>Plain Silk</i>	1 g 4+ g

Item		Cost
Apron	<i>Cloth Leather</i>	0.08 g 0.80 g
Cape		1 g
Climbing Gloves		2 g
Hat		1g
Mask		0.30+ g
Money Belt		0.40 g
Shoes, snow		2 g
Spectacles		5+ g
Undergarment		1+ g
Tabbard		0.80 g
Veil		0.05 g
Vest		0.40 g
Wig		1 g

Miscellaneous (PG 25)

Item	Cost
Backpack	0.07 g
Balance & Weights	14 g
Bandage	0.30 g
Basket, Whicker	2 g
Beaker, Glass	0.75 g
Bedroll	1.25 g
Blanket	1 g
Book, Blank (100 pg)	1 g
Book, Scholarly	1-10 g
Brazier	25 g
Candle	0.50 g
Chain	1 g/ft
Chalk (12 pieces)	1 g
Chisel	0.50 g
Clock, Pendulum	200 g
Clock, Water	40 g
Compass	1+ g
Crowbar	1 g
Crucible	5 g
Dice (wooden)	0.25 g
File	0.15 g
Flask, Glass	0.40 g
Grappling Hook	2 g
Hammer	0.75 g
Hatchet	1 g

Item	Cost
Hourglass	5 g
Ink	0.60 g
Lamp Oil	0.10 g/hr
Lantern	2 g
Lens, Glass	13 g
Litter	0.25 g
Lock (TN 10)	5 g
Lockpicks	10 g
Mallet	0.50 g
Mattocks	2 g
Map or scroll tube	1 g
Mess Kit	2 g
Mirror, Full Length	25+ g
Mirror, Small	10 g
Mortar & Pestle	3 g
Nails	2 g/lb.
Needle, Sewing	0.30 g
Pavilion (10 man)	40 g
Pen	5 - 15 g
Pick, Climbing	2 g
Pick, Rock	0.75 g
Pillow	0.50 g
Pole (10')	0.01 g
Prism	15 g
Razor	2 g

Item	Cost
Rope (50')	1 g
Saw	3 g
Scissors	4 g
Sextant	5+ g
Shovel	1.50 g
Soap	3 g
Splint set	0.20 g
Spike, Iron	0.20 g
Spike, Wooden	0.10 g
String (50 ft)	0.25 g
Surgical Kit	100 g
Telescope	5+ g
Tent (2 man)	10 g
Thread (10')	0.10 g
Tweezers	0.25 g
Vial, Glass	0.10 g
Wax, Sealing	0.10 g/seal
Whetstone	1 g
Whistle	1 g
Wire, Iron (10')	0.30 g

Transportation (PG 24)

Item	Cost
Cart <i>Large</i>	40 g
<i>Small</i>	25 g
Coach <i>2 Horses</i>	200 g
<i>4 Horses</i>	400 g
<i>6 Horses</i>	800 g
Dog Sled (7 dogs)	70 g
Passage <i>Land</i>	3g/100 mi
<i>Ship</i>	5g/100 mi
Sleigh	50 g
Wagon <i>2 Horses</i>	60 g
<i>4 Horses</i>	80 g

Item	Cost
Donkey	35 g
Horse <i>Draft</i>	50 g
<i>Pony</i>	45 g
<i>Race</i>	1000+ g
<i>Riding</i>	60 g
<i>War</i>	750 g
Mule	40 g
Ox	90 g

Item	Cost
Bit and Bridle	5 g
Harness	75 g
Hobbles	1 g
Horse Blanket	0.50 g
Saddle Bags	5 g
Saddle Blanket	0.50 g
Saddle <i>Pack</i>	10 g
<i>Riding</i>	15 g
<i>Side</i>	15 g
<i>War</i>	30 g
Yoke	1 g

Food (PG 25)

Item	Cost
Ale (quart)	0.03 g
Banquet	1 g/person
Beer (keg)	0.20
Brandy (bottle)	2 g
Cider (jar)	0.03 g
Dinner	0.25 g

Item	Cost
Fruit (1 piece)	0.02 g
Fruit, Citrus	0.10 g
Jerky (1 week)	1 g
Liquor (jigger)	0.10 g
Mead (bottle)	0.15 g
Pork	0.15 g/lb

Item	Cost
Rum (bottle)	0.10 g
Tea	5 g/lb
Wine <i>Average</i>	0.10 g
<i>Fine</i>	1 g
<i>Excellent</i>	5+ g

Other Information

Characters have a number of calculated values and other numbers used during game play. They are described here.

Drama Dice

Your character has a number of Drama Dice equal to their lowest Trait.

Drama dice can be used at any time to add **1 kept die** to any die roll... after you see whether the roll was successful or not! You can also use them to activate a hubris in an NPC, to activate your virtue, for sorcery, or to prevent being knocked out.

Passive Defense (PG 191-192)

During combat, when someone tries to hit your character, they roll against your passive defense target number (TN). Generally, your TN depends on your rank in the appropriate athletic knack. The Default defense is used when on your feet. Other defenses are used when doing specific actions. When not prone and not under a non-default activity, you may use your rank in a Parry knack for your passive defense get a $TN=5+(Parry*5)$.

Regardless of your defense, you may make an Active Defense using the same knack as was used for your Passive Defense (you cannot use a different knack for the Active Defense). For example, if you used Parry for passive, you must use it for Active. If you used Riding for your Passive Defense, you must use it for Active.

Activity	Passive Defense
Default	$5 + (Footwork*5)$
Climbing	$5 + (Climbing*5)$
Leaping	$5 + (Leaping*5)$

Activity	Passive Defense
Riding	$5 + (Riding*5)$
Rolling	$5 + (Rolling*5)$
Running	$5 + (Sprinting*5)$

Activity	Passive Defense
Swinging	$5 + (Swinging*5)$
Swimming	$5 + (Swimming*5)$
Unstable Surface	$5 + (Balance*5)$

Wounds (PG 128-129)

Flesh Wounds are taken when your character takes damage. Each time the character takes damage, you need to make a **Wounds Check**. This roll is **(Brawn)k(Brawn)**. If this roll is less than your number of flesh wounds, you take a Dramatic Wound. If you have the *Toughness* advantage, you get 1 extra unkept die on this roll.

A character can take only so many Dramatic Wounds. If a character takes **(Resolve)** Dramatic Wounds, the character is **Crippled** and **your dice do not explode**.

If a character takes **2*(Resolve)** Dramatic Wounds, they are **Knocked Out**.

Wealth and Income (PG 131-132)

Characters start with 3 months of income, a set of clothes, and a single weapon ^(CM 25). Monthly income is zero unless you purchase one of the advantages which give you an income (some depend on the number of HP spent on the advantage):

Advantage	Description
Commission (Army)	8/month (2 HP), 20g/month (4 HP), 50g/month (6 HP), 75g/month (8HP).
Commission (Navy)	10g/month (2 HP), 25g/month (4 HP), 60g/month (6 HP), 90g/month (8HP).
Gentry	No income, but start with 10,000g.
Governor	50 g/month plus extra if embezzle.
Iron Guard	20 g/month.
Jarl	100 g/month.
Merchant Guild	Your rank in your professional knack in dice <i>keep 2</i> each month.
Merchant Patron	10-40 g/month.
Noble	500g/month.
Ordained	30g/month.
Patron	10g/month (2 HP), 20g/month (3 HP), 40g/month (4 HP), 80g/month (6 HP), or 160g/month (8 HP).
Stelets	20g/month.
Tenure	15g/month.

If you did not purchase any of the above advantages, you can choose to be a servant, and earn your highest ranked basic Servant knack each month. For example, if your highest rank is 2, you get 2g/month. You also start with 10 times this amount (instead of just 3 times). ^(CM 6)

If you have no starting income, you start with 1k1 g.

Note that you do not normally spend money on food, shelter, or to maintain property. Those are assumed to be paid for. The listed income is extra money.

Reputation (PG 129-130)

A character normally starts with zero Reputation Points (but the *Citation* and *Scoundrel* advantages can alter this).

You gain reputation points when you do a heroic deed which is witnessed and talked about. You lose reputation points when you do a dastardly deed.

Every 10 reputation points (round down) earns one Reputation Die. These dice work like Drama Dice (meaning they get used up in a act) and may be used for any social actions (impressing someone, intimidating someone, or seducing someone). These dice can also be rolled alone (and used up) for special reputation actions described below:

A Vendel may purchase temporary reputation points. This costs 250g to generate 10 reputation for one week. Paying more will increase the length of time, not the amount of reputation. This cannot be done for more than 4 weeks in a given area. (VV 103)

Reputation Action	TN	Description
Aid (Major)	30	An NPC will grant you major assistance.
Aid (Minor)	20	An NPC will grant you minor assistance.
Martyr	40	An allied NPC will risk their life for you.
Recognition	15	You are recognized by a stranger.
Rescue	25	Some NPCs work toward your rescue.

Reputation	Effect of reputation reaching this value
-30	At this value, your character becomes an NPC. With the Scarovese advantage, you can drop to -40 or even -50 before becoming an NPC.
25	You get a free Patron advantage.
50	You get a second free Patron, plus some Hangers On (fans who follow you and expect things from you).
75	You get a third free Patron, plus a Citation (such as a knighthood, medal of honor, land, or image in artwork).
100	You get a fourth free Patron, plus a Menace (someone devoted to your downfall).
125	You get a fifth free Patron, plus a Membership is offered in a secret society.
130	This is the maximum value for Reputation.