7th Sea™

TM

Target Number Chart

5	Mundane
10	Easy
15	Average (This is the default Target Number)
20	Hard
25	Very Hard
30	Heroic
35	Never Done Before
40	Never To Be Done Again

The Simple Roll

• Step One: The player declares an action and the GM determines which Trait is appropriate for that action. Then he assigns a *Target Number* (TN) for that action.

• Step Two: The player rolls a number of dice equal to the character's appropriate Trait and adds them together.

• Step Three: Compare the total generated by the dice with the TN. If the character's roll is equal to or greater than the TN, then the action is successful. If the roll is less than the TN, the action fails.

The Contested Roll

Contested Rolls are a little different from Simple Rolls. A Hero makes a Contested Roll when he's trying to use his Action against another character. The GM tells him to roll a number of dice equal to the appropriate Trait, just like a Simple Roll, but:

• The TN for a Contested Roll is equal to the opposed Trait times 5.

• Both the Acting and Opposing characters make rolls, and the success of the action is determined by their rolls.

In a Contested Roll, one of three results can occur:

1) If only one contestant rolls successfully (Opposing Trait x 5), then he succeeds, and his opponent fails.

2) If both contestants roll successfully, the one who rolled higher wins.

3) If neither contestant rolls successfully, the Action continues until one or both of them can make a successful roll.

Arcana for Villains

Arcana	Flaw	Wile
0 Fool	Rash	Ruthless
1 Magician	Ambitious	Willful
2 High Priestess	Extravagant	Prudent
3 Empress	Lecherous	Regal
4 Imperator	Hot-headed	Commanding
5 Hierophant	Merciful	Brilliant
6 Lovers	Squeamish	Seductive
7 Chariot	Overconfident	Victorious
8 Strength	Cowardly	Hateful
9 Hermit	Cruel	Focused
10 Fortune	Misfortunate	Fortunate
11 Justice	Paranoid	Honorable
12 Hanged Man	Scheming	Fanatical
13 Death	Talkative	Adaptable
14 Temperance	Envious	Self-controlled
15 Legion	Megalomaniacal	Charismatic
16 Tower	Arrogant	Uncanny
17 Star	Stubborn	Careful
18 Moon	Careless	Deceitful
19 Sun	Proud	Beguiling
20 Judgment	Misled	Resourceful
21 Terra	Greedy	Recurring

"A + B": Roll and Keep

Here's a little formula that should keep Rolling and Keeping easy. Whenever we refer to a combination of dice (Trait + Knack, for instance), the first value refers to the number of dice you Keep, while the second value is just additional unkept dice you roll. In other words, whenever we refer to Trait + Knack, you roll a number of dice equal to your Trait + Knack, but keep a number of dice equal to your Trait.

Raises in Combat

Additional Wounds

For each raise the Hero may roll one additional unkept die when he rolls for damage.

Called Shots

Called Shot to	# of Raises
Arms/Legs	2
Chest	2
Face	4
Feet	3
Hands	3

Weapons Table

Weapon	Damage	Range	Short Range	Long Range	Reload
Bow	2k2	150	−5 to hit	−10 to hit	1 Action
Crossbow	2k3	100	−5 to hit	−10 to hit	6 Actions
Fencing Sword	2k2	N/A	N/A	N/A	N/A
Heavy Weapon	3k2	N/A	N/A	N/A	N/A
Knife	1k2	5+2*Brawn	−0 to hit	−5 to hit	N/A
Musket	5k3	80	−10 to hit	−15 to hit	30 Actions
Panzerhand	0k2	N/A	N/A	N/A	N/A
Pistol	4k3	30	−10 to hit	−15 to hit	20 Actions

Defense Knack Table

Defense Knack	When Used
Footwork	At any time, unless overruled by another Knack.
Parry (Weapon)	**May** only be used when holding the appropriate weapon.
Balance	**Must** be used when fighting on an unstable surface such as gravel, a ship, or a moving carriage.
Climbing	**Must** be used when climbing.
Leaping	**Must** be used when leaping.
Riding	**Must** be used when riding an animal.
Rolling	**Must** be used when rolling or sliding.
Sprinting	**Must** be used when running.
Swimming	**Must** be used when swimming.
Swinging	**Must** be used when swinging.

Movement During Combat

The maps that you find in 7th Sea products have numbers on them that represent the different heights of the depicted areas. Each different number represents a Level on the map, and corresponds to one die of falling damage.

How a Hero may move:

• As part of any other Action, you can move anywhere on the map that is either on the same Level or one Level down from your current position.

• If you want to go up one Level, that costs one Action.

• You can drop down more than one Level at a time with one Action, but if you don't have the Break Fall Knack, you'll have to take falling damage in order to do so.

Exchange Rates

Avalon:
1 Pound = 20 Shillings
1 Guilder = 1 Shilling

Castille:
1 Doubloon = 100 Maravedi
1 Guilder = 20 Maravedi

Eisen:
1 Mark = 10 Florins
1 Florin = 10 Pfennigs
1 Guilder = 4 Marks

Montaigne:
1 Sol = 12 Pistoles
1 Guilder = 2 Pistoles

Ussura:
Barter
1 Guilder = 1 chicken or equivalent

Vendel:
1 Guilder = 100 Cents

Vodacce:
1 Guilder = 3 Senators
1 Senator = 5 Seats

Explosions

Rating	Damage	TN	Radius	Example
1	1 die	5	5 feet	Misfiring Pistol
2	2 dice	10	10 feet	Sack of Gunpowder
3	3 dice	15	15 feet	Small Keg of Gunpowder
4	4 dice	20	20 feet	Medium Keg of Gunpowder
5	5 dice	25	25 feet	Large Keg of Gunpowder
6	6 dice	30	30 feet	Crate of Gunpowder Sacks
7	7 dice	35	35 feet	Barrel of Gunpowder
8	8 dice	40	40 feet	Stack of Gunpowder Kegs
9	9 dice	45	45 feet	Fully Loaded Gunpowder Wagon
10	10 dice	50	50 feet	Ship's Powder Room

Brute Squads

Brutes come in groups of up to six.

Threat Rating (1–4)

Squad's Panache is equal to its Threat Rating.

When acting Roll # of dice equal to number; Keep dice equal to Threat Rating.

TN to be Hit

Equal to the Brutes' Threat Rating + 1, multiplied by 5.

Each additional Brute the Heroes wish to Knock Out with a single Action, they must make one Raise.

When the Brute Squad uses a Knack from their Knack List, roll their Threat Rating + Knack, and Keep their Threat Rating.

When they attack, they inflict one "Hit" plus an additional "Hit" for every 5 by which they beat their target's TN.

Usual Weapon (Damage from successful Hit)

Small Weapons (Knives, Belaying Pins): 3
Medium Weapons (Clubs, Fencing Weapons): 6
Large Weapons (Broadswords, Battle Axes): 9
Very Large Weapons (Two-handed Swords): 12
Firearms (Pistols or Muskets): 15

Healing and First Aid

At the end of each battle, erase all Flesh Wounds (but not Dramatic Wounds).

All Dramatic Wounds heal between Stories.

The TN for *First Aid* is the number of Flesh Wounds the patient has suffered. Success eliminates all current Flesh Wounds. First Aid requires one Action to use and may not be used more than once per patient, per Scene. Heroes with First Aid may use it on themselves, with the same restrictions, but they will need to make one Raise because of the difficulty of bandaging themselves.

Heroes with *Surgery* may heal another Hero's Dramatic Wounds with a successful Wits + Surgery roll. The TN is 10 times the total number of Dramatic Wounds the Hero has acquired (a successful *Diagnosis* roll reduces this TN to 5 times the total number of Dramatic Wounds). Success heals one Dramatic Wound, plus one for every two Raises the Hero succeeds with. You may only perform Surgery on a patient once per Act.

Quick Reference Table