

7TH SEA RULES 2 $\frac{1}{2}$

SYNOPSIS

Following rules act as a bridge between first and second edition of 7th Sea. Main intention is to bring back original R&K mechanics while keeping most of rules from 2nd edition intact.

HEROES, VILLAINS AND OTHER ACTORS

Heroes, Villains, brute squads and any other actors use rules described in 2nd edition.

HERO PROGRESSION

To improve Trait/Skill or gain new skills Hero must complete Story as in 2nd edition.

RISKS

RULE OF THUMB

Only a risk requires a dice roll.

RESOLVING SINGLE RISKS

Before resolving a risk, the GM needs to describe the situation and the Difficulty Level (DL) of the risk. To resolve a risk, the Hero describes their approach. Based on this approach, the GM decides which Trait and Skill to use. Gather a number of dice equal to the sum of the levels in the given Trait and Skill. Roll and keep a number of dice equal to the Trait level. If the sum of the kept dice is equal to or greater than the DL, the test is passed; otherwise, it fails. When the result is known, the GM describes what happens next.

RAISES

When presented with the DL, the Hero can choose to modify the result of an action, making it more difficult to achieve. The GM decides how much to increase the

DL. The increase is always a multiple of 5. Each successful raise earns the Hero one Hero Point per level of the raise.

DUELS

A duel is in fact a sequence of risks.

To determine who acts first, at the beginning of each Round the Hero rolls a number of dice equal to their Wits, and the Villain rolls a number of dice equal to their Influence. The character with the higher result acts first; the Villain acts first in case of a tie.

In a Round, the Hero has a number of Actions equal to their level in Finesse. The Villain has a number of actions equal to their Strength.

Before taking an action, the Hero describes their approach and follows the same rules as for a single risk. The Villain can defend by using an action and rolling a number of dice equal to their Strength.

Similarly, when the Hero is being attacked, the Villain rolls a number of dice equal to their Strength. The Hero can defend by using an available action. To do so, describe how you defend. The GM decides which Trait and Skill apply. Roll a number of dice equal to the sum of those two and keep a number equal to your Trait level. If the sum of your kept dice is greater than what the attacker rolled, the defense is successful.

For each 5 points above the defensive roll, one additional wound is inflicted. For example, if no defensive action is taken and the attacker rolls 13, 2 wounds are inflicted.

Play as many rounds until no risk is present.

BATTLES

Duels and battles use the same rules; the only difference is the number of actors. New actors entering a battle act last in the round's action order.

AMBUSH

The ambusher acts first. The defender cannot avoid or mitigate this action's effects. After the first action, establish the action order normally.

PRESSURE

A Hero can apply pressure using a Hero Point.

A Villain can apply pressure using a Danger Point.

To overcome a pressure one need to use Hero/Danger Point or declare breaking a spell and receiving one dramatic wound.

TIME PRESSURE

To apply time pressure GM decides on fixed amount of rounds before something happens.

HERO POINTS

Players may use Hero Points for the following benefits:

- Add one bonus d10 to his roll before a Risk. A player may spend multiple Hero Points in this fashion on a single Risk.
- Add three bonus d10s to another Hero's roll before a Risk. This represents the first Hero helping the second in some way, even if it is only moral support; a Hero can only accept help from one other Hero at a time.
- Activate a special ability on his Hero Sheet. A player may spend multiple Hero Points on different special abilities on a single Risk.
- Take an Action while Helpless. A player may use his actions on this Round, just as if they were not Helpless.
- Apply or overcome pressure
- Act in any moment in the round

DANGER POINTS

The GM may use Danger Points from her pool to:

- Increase the total needed for a DL test by 5 for a Risk or Round. This affects all Heroes in the Scene.
- Add two dice to any Villain's die pool.
- Activate a Brute Squad's special ability.
- Activate a Villain's special ability.
- Murder. If a Hero becomes helpless, a Villain can spend a Danger Point to murder that character.

OPPORTUNITIES & CONSEQUENCES

An Opportunity is a risk like any other, and a Consequence is the result of a test.

ADVANTAGES

TEAM PLAYER

You can pass owned Hero Points to any other player.

DYNAMIC APPROACH (K)

Not Applicable.

OPPORTUNIST (K)

Not Applicable.

QUICK REFLEXES

Gain additional d10 when rolling for round order.

RIOT BREAKER

You're used to your opponents coming in double digits. When taking defensive action from a Brute Squad, add extra d10 to your roll equal to your Resolve level.

SPECIALIST

Not applicable.

SPARK OF GENIUS (K) (3 IF CASTIL- LIAN)

Choose a specific field of academic study (astronomy, mathematics, architecture, history, etc). When you make a Risk and call on your specialized field of study, spend a Hero Point to gain additional d10 equal to your Wits.

TOGETHER WE ARE STRONG (K) (3 IF SARMATIAN)

Spend a Hero Point to give any number of your actions to another Hero in the same round, as long as they can see or hear you. If you act last in the round, those actions carry over to the next round.

SKILLS

Achieving certain Ranks in Skills grants your Hero additional bonuses beyond dice.

- At 3 Ranks, you gain the ability to reroll any single die when you take a Risk using that Skill.
- At 4 Ranks, you gain the ability to reroll any two dies when you take a Risk using that Skill.
- At 5 Ranks, all dice that roll a 10 explode, allowing you to roll an additional die and add it to your total.

DUELIST STYLES

VERONICA'S GUILÉ

When wielding a dagger in your right hand and a fencing sword (such as a rapier or cutlass) in your left, you gain an ability called Veronica's Guile. When you roll for Weaponry as a Skill, you may use either your Finesse or Wits. If you spend a Hero Point, you may use both.

BOUCHER STEP

When wielding a dagger or knife in one hand with nothing in the other—or a dagger or knife in each hand—you gain an ability called Boucher Step. Boucher Step allows you to perform two Maneuvers in one action before your opponent can react. All other rules for Maneuvers still apply—you cannot perform the same Maneuver twice in a row, for example. You can only use Boucher Step once per Round.

DONOVAN'S BULWARK

When you wield a heavy weapon (a longsword, mace, etc.) in one hand and nothing in the other, your Parry Maneuver is replaced by Donovan's Bulwark. Donovan's Bulwark prevents Wounds dealt to you or an ally within your reach equal to your Ranks in Weaponry. Additionally, when you perform the Donovan's Bulwark Maneuver, you can spend a Hero Point to lock weapons with your opponent. Both you and your opponent lose all of your remaining Actions and can take no more Actions this Round.

DREXEL STANCES

When you wield a heavy weapon in two hands, you can choose a Stance:

- Bittner Stance (Forward): Maneuvers that prevent Wounds prevent additional Wounds equal to your Resolve, but you cannot perform the Slash Maneuver—although you can still use Action to deal Wounds as a non-Duelist would.

- Metzger Stance (Back): Add number of d10 equal to your Finesse when rolling Wits at the beginning of a Round. You cannot perform the Parry Maneuver—although you can still use your Action to prevent Wounds as a non-Duelist would.
- Gerbeck Stance (High): Deduct 1 d10 from your Wits roll at the beginning of a Round (minimum 1). Maneuvers that deal Wounds deal 1 additional Wound.

You select your Stance at the beginning of each Round. If you wish to change your Stance during a Round, you must spend 1 Action to do so.

SABAT GAMBIT

When you wield a heavy weapon (typically a heavy curved saber) in one hand, your Lunge is replaced by the Sabat Gambit. Sabat Gambit deals a number of Wounds equal to your Ranks in Weaponry + your Finesse + the number of additional Actions you decide to use.

VALROUX PRESS

When you wield a fencing sword in your right hand and a dagger in the left, you can perform a special Maneuver called Valroux Cross. Valroux Cross prevents Wounds equal to your Weaponry, and you choose a Maneuver you know your opponent can perform on her next Action. Performing any other Maneuver costs your opponent an additional Action. You can only perform Valroux Cross once per Round, immediately following the Maneuver that caused your Wounds.

ACTION OR DRAMA

A side effect of approach above is no division for action and drama sequences. You can easily play scenes which are mix of two.

HOW TO DETERMINE DL

Use probability table at the next page. It is the same probability table as the one in the 1st edition GM book. Keep in mind that in 1st ed Heroes were starting with Traits at level 1. In 2nd ed they start at level 2. Although they can exchange Trait points to increase other Trait at the cost of another you should start at higher DL.

Probability table

Trait	Skill	DL10	DL15	DL20	DL25	DL30	DL35	DL40
1	0	9%	5%	<5%
1	1	19%	12%	<5%
1	2	27%	17%	<5%
1	3	34%	21%	<5%
1	4	41%	26%	<5%
2	0	46%	29%	8%	<5%	<5%	<5%	<5%
2	1	84%	48%	16%	6%	<5%	<5%	<5%
2	2	93%	61%	20%	11%	<5%	<5%	<5%
2	3	95%	72%	25%	14%	<5%	<5%	<5%
2	4	>95%	81%	28%	17%	11%	<5%	<5%
3	0	>95%	67%	37%	16%	9%	6%	<5%
3	1	>95%	81%	44%	24%	14%	10%	<5%
3	2	>95%	88%	54%	32%	24%	16%	10%
3	3	>95%	92%	64%	46%	35%	24%	16%
3	4	>95%	95%	70%	54%	41%	28%	22%
4	0	>95%	>95%	70%	42%	24%	11%	<5%
4	1	>95%	>95%	84%	54%	35%	17%	<5%
4	2	>95%	>95%	86%	66%	46%	24%	10%
4	3	>95%	>95%	92%	77%	60%	41%	22%
4	4	...	>95%	94%	81%	64%	46%	28%
5	0	>95%	>95%	89%	70%	48%	30%	16%
5	1	>95%	>95%	90%	83%	60%	36%	17%
5	2	...	>95%	94%	84%	70%	41%	19%
5	3	92%	86%	60%	27%
5	4	90%	77%	37%
6	0	...	>95%	95%	95%	74%	53%	34%
6	1	>95%	87%	70%	36%
6	2	94%	81%	65%
6	3	94%	81%
6	4	94%	81%