

Advanced Socializing

This article contains a rework of the Alternate Reputation system originally published in the Noblesse Oblige e-book.

Reputation

Reputation is primarily a measure of how famous your character is, but also a measure of trustworthiness. In Théah the use of contracts is fairly uncommon, since people are expected to keep their word, as to do otherwise would give them a bad reputation. And those with bad reputations may find it difficult, if not impossible, to be trusted or even spoken to.

There are 4 Types of Reputation: Moral, Valor, Social and National. Of these only Moral and Valor Rep are rated directly, the other two are categories for similar Rep's. For Social Reputation these are the various Social Circles (*Noble Rep, Clerical Rep, Academical Rep, Martial Rep, Mercantile Rep and Criminal Rep*); for National Reputations these are obviously the Nations (*Avalon Rep, Castille Rep, Crescent Rep, Eisen Rep, Montaigne Rep, Vendel Rep, Vesten Rep, Vodacce Rep and Ussura Rep*).

All Rep's can simultaneously have a positive and a negative value and neither of those values can pass 0. Whenever a character gains Rep, it is the positive Rep that is increased, but when he loses Rep, his negative Rep drops further below 0.

As such Reputation gained and Reputation lost are both kept for ever, so Rep's are best noted as follows: A Rep: +X / -Y.

For example: Avalon Rep: +5 / -0.

As a general rule no single Rep should rise above 100 (*Paragons of Morality, Kings, National Heroes, Guild Leaders, etc...*) and no Rep should drop below -100 (*NOM Villains, Enemies of the state, etc...*). Should a character gain or lose more Rep after reaching these limits, he may reduce opposite Reps by the same amount, as people begin to forgive his past transgressions or forget what little good the character has done.

For example: When a Scoundrel, has become a national hero and would be a subsequent action see his National Rep increased to 103, it remains at 100, but he may choose any negative Rep and have its value diminished by 3. In this case for example turning his -22 Moral Rep in -19.

Moral Rep

How nice does the character behave in public? Does he give money to the poor or does he force them to jump out of his horse's way as he rides into town? Does he keep his word of honor? Moral Rep keeps track of how trustworthy, humble, forgiving and merciful a character is.

The GM may have a character lose Moral Rep if he did an evil thing, even if no one noticed it. Because terrible actions leave something with the character, making people distrust and shy away from them, even if they aren't sure why. The opposite can be done for performing actions of great worth and charity. However, these changes in reputation shouldn't be as large as if the act had been witnessed.

When a character reaches -10 Moral Rep, he gains the Scoundrel advantage (*no extra Rep though*). Should a character ever reach -30 Moral Rep, he will become a Villain NPC.

Valor Rep

Valor Rep is the measure of a character's courage and sense of justice, it is gained by entering risky/dangerous situations and setting right what is wrong. It is lost for chickening out when the character is expected to be bold. Note that as far as fights go the outcome of the fight is not important, merely the character's willingness to enter a fight is judged.

Should a character ever reach -30 Valor Rep he will be considered a coward.

Social Reputations

As soon as a character becomes part of a certain social circle he should become eligible for the reputation gains and losses for that Rep. At the end of this document there is an overview of which advantages and skills make a character eligible to which Social Rep.

Social Rep is mostly gained for rising in social status and/or position. It is therefore the Rep most likely to see large shifts as characters rise and fall within their social circle.

(Note that loss of a position is not rated as a negative Rep, but rather the becoming undone of a positive Rep, as one does not necessarily become a pariah after losing a position)

Should a character ever fall below -30 Social Rep in any Social Reputation, he will become a pariah to that social circle.

Social Class:

- Nobles and High Clergy (*Ordained*) are considered the High Class.
- Those who are not High Class, but eligible for Academical, Clerical, Martial or Mercantile Rep are considered the Middle Class.
- Those without any Social Rep are considered the Common Class (*they are largely ignored*).
- If your Criminal Rep becomes public knowledge you will be considered of the Lower Class.

Social class is mostly used to determine if a character belongs somewhere, certain areas like courts are not open to any and all. Characters who do not belong are usually kept out by guards, so they'll have to sneak in (*and they'd better not get caught*).

Noble Rep

Nobles are held in esteem by their peers for being influential, fashionable and witty.

Clerical Rep

The Clergy expect their fellows to be influential, devout and Church-serving

Academical Rep

The Academia are expected to research and (dis)prove theories, publish works and teach students.

Martial Rep

Duelists and Soldiers are respected strictly for their fighting abilities.

Mercantile Rep

Merchants and Craftsmen expect each other to be wealthy, fashionable and witty.

Criminal Rep

Criminals give respect for being strong, wealthy and witty.

Should a character's Criminal Rep become known by members of an other Social reputation this will reflect badly on his other Social (and possibly National) Reputations.

National Reputations

Each of these Rep's measures the character's lawful behavior within that Nation. However, while turning in criminals in Scises is a positive act in Montaigne, if those criminals were Castillian spies your character will gain negative Rep in Castille at the same time.

Should a character ever fall below -30 Rep in any Nation, he will become outlawed by that nation. Of course even if he did not yet drop under -30 Rep he may become wanted in a small area, but at -30 Rep his face starts showing up on posters all over that nation.

Reputation Rewards

Reputation Dice

For every 10 Rep above 0, that a character has in a specific category, he gains one positive Reputation Die for that Rep. For every 10 Rep below 0, he gains one negative Reputation Die for that Rep.

*For example: A character with **Moral** +10/-19, **Valor** +42/-0, **Noble** +13/-0, **Martial** +25/-2, **Castille** +19/-0 and **Montaigne** +0/-11 will have: +1D/-1D Moral, +4D Valor, +1D Noble, +2D Martial, +1D Castille and -1D Montaigne. Thus totaling at 9 positive and 2 negative Rep Dice.*

Reputation Rank

Reputation Rank is a character's general measure of worth. It is how he is commonly perceived. Each character has a Reputation Rank equal to the sum of his Moral Rep Dice + Valor Rep Dice + highest Social Rep Dice + Highest National Rep Dice + Social Circle/Class.

The negative dice for having bad reputations reduce the positive ones.

The highest Social and National Rep used are noted as well as these are indications of how the character is commonly perceived.

To determine the bonus from Social Circle/Class simply add +2 if the character's highest Social Rep is the same as the rest of the gathering or add +1 if he is eligible to one of the same class (*High Class, Middle Class, Lower Class*) as his current company.

*For example: The character from the example above will have a Reputation Rank of '7 (**Martial & Castille**)' and his Reputation Rank increases by 2 when he is among the Martial inclined and by 1 at other High and Middle Class gatherings.*

Using Reputation Dice

The effects of using Reputation Dice are handled in the Player's Guide p 120.

The changes this system brings is that Reputation Dice are not added to social checks as kept dice (*described under the Impress, Intimidate and Seduce Actions – PG p120*), but instead characters receive a bonus equal to their Reputation Rank to the result of most of their social checks.

As such characters are more likely to be recognized, due to having more Reputation Dice, but can not use them to influence the perception people have of their character.

Negative Reputation Dice

Dice gained from negative Rep do increase the checks of intimidation and courting women (*who all seem to like bad boys*) by +1, when they are applicable, but they reduce the checks of most other social interactions by -2 (*having a bad rep is a serious matter in Théah*).

For example: The character from the example above has a Reputation Rank of 7 (Martial & Castille), but he also has 2 negative Rep Dice. As such he receives a +9 to intimidate/seduce, but only a +3 to his other social checks. This is before bonuses from Social Class.

Automatic Reputation Rewards

The Optional Automatic Reputation Rewards (PG p121):

Higher Wages: This benefits only from those Social Reps that affect the income, Moral Rep and the local National Rep (*Merchants in international shipping apply all relevant National Reps*).

Patron: The sort of patron you attract depends on which Rep bestowed it. Characters with high Martial Rep will find a patron in need of a strong swordsman. Characters with high Moral Rep will find themselves in the service of priests and devout nobles. Character's with low National Rep may attract a patron who opposes that Nation. The GM may even let Scoundrels attract a villainous patron, as they drop to -25 Moral Rep, who tries to coerce the character into doing his bidding, dropping him even lower...

Hangers on: The sum of character's currently relevant reputations is to be considered for this. A Montaigne war hero may find himself surrounded with hangers on in Montaigne, but will likely not be so well received in Castille.

Citation: Only the character's National Rep is to be considered for this reward. It should be rewarded at 40 and 90 Rep (per Nation). These will increase the character's Rep to 50 and 100 respectively.

Menace: All of the character's reputations are added together to determine if he is eligible for this reward. However, neg Moral Rep is not added, instead being used to determine if the character merits the Hero or Scoundrel treatment.

Membership: All of the character's reputations are added together, with negative Reps increasing the result, to determine if he is eligible for this reward.

Gaining/Reducing/Losing Rep

So whenever a character does a significant public action he will gain/lose Rep in one or more categories. For instance, if you win a duel while behaving with great honor you may gain both Martial and Moral Rep, but if you did so while proving to be a homicidal maniac you may gain Martial and lose Moral Rep.

Rep gains and losses tend to stay with a character, but it may happen that a reputation is undone. For example when a character's crimes are pardoned or he loses a court position or when he loses a duel. When choosing between Reputation Loss and Reputation Reduction it is important to consider if the action would cause the character being shunned by his peers, if so than it is a Loss else it is just a Reduction.

To help you decide on which reputation to award, some examples:

Being in (dis)favor – gaining the public attention of a VIP quickly increases a character's Social Rep Dice (but not Rep), the character is considered to have a number of extra Reputation Dice equal to half those of the VIP. This bonus does not travel without the VIP and lasts until he has lost

interest, after each week this permanently increases/decreases the character's **Social Rep** by 1 per die, depending on whether he held the VIP's favor or disfavor when the latter's focus shifted elsewhere.

Duels (*SG p96*):

- Entering a duel entitles a participant to a gain of 1 **Valor Rep**. If the duel is against a more famous duelist (one with more Martial Reputation Dice), this is an act of courage worthy of 2 **Valor Rep**.
- Winning a duel is worth 1 **Martial Rep**. Defeating someone who is a higher ranked member of the guild is worth the difference in Rank (*Black Pins have Rank 0, Bronze Rank 1, Silver Rank 2, Gold Rank 3 and Platinum Pins have Rank 4*) in **Martial Rep**.
- The loser of a duel does not reduce his **Valor Rep** because he showed courage simply by entering. But he does reduce his **Martial Rep** by 1 and extra **Martial Rep** equal to the difference in Rank if defeated by a lower ranked member of the guild.
- If a duel has famous witnesses, then the duelist may attempt to gain **Martial Rep** by displaying his skills. Each Raise he makes (for no other purpose than showing off) gains 1 Reputation point. Only the highest number of Raises on a single check are gained and only if he actually wins the duel.
- Accepting a contract to issue a challenge, to fight as a champion, or to serve as a bodyguard and then breaking that contract is a failure to keep a promise, which causes the Hero to lose **Moral** and **Valor Rep** equal to the sum of his Reputation Rank and the Reputation Rank of the person to whom he made that promise.
- Using a dishonorable weapon such as a ranged weapon or a hidden blade to fight a duel is an act of cowardice. Doing so will cause the Hero to lose **Moral** and **Valor Rep** equal to half his current Reputation Rank. Being caught using poison in a duel is an especially cowardly act, costing the Hero his Reputation Rank in **Moral** and **Valor Rep**. Not to mention that the loss of Guild protection will likely cause the duelist to lose some **National Rep** as well.
- Achieving Master status in a Swordsman School gives both the Hero and his teacher an amount of **Martial** and **National Rep** equal to half of the student's Reputation Rank. Reaching Grand Master status is an even greater achievement, giving the Hero his Reputation Rank in **Martial** and **National Rep**.
- Using magic in a duel causes no loss of Reputation Points if both parties agreed on it beforehand. Otherwise a Reputation Loss can occur. The use of magical effects that give bonuses in combat (*The Green Man, for example*) causes a loss of half the Hero's current Reputation Rank in **Moral** and **Valor Rep**. Using magical effects that directly affect the opponent or his equipment (*Villskap, for instance*) causes the Hero to lose his current Reputation Rank in **Moral** and **Valor Rep** Reputation Points.
- If a Hero's conduct in the duel was cowardly or unchivalrous, he loses an extra **Valor Rep** in addition to the loss of **Valor** or **Noble Rep** for his behavior. There is no shame in being beaten in a duel, even if you are a Grand Master and an Initiate defeats you. The true test of your honorable and courageous nature is entering the duel in the first place.

The GM's guide also has a short guide on awarding reputation (*p187-189*), here is that guide revisited:

Gaining Rep:

Battles - When using the mass combat rules (*GM's guide p176*) the reputation awards are pretty clear. They should usually apply to **Martial** and **Valor Rep**. If this is a battle between Nations, the character gains the same amount of **National Rep** for his army's Nation. The gains listed on the chart are not accumulated over the turns of Battle, but rather the highest amount that the character

reached is applied at the end. So the maximum amount of Rep to a single reputation a character can gain in this manner from any battle equals 10. However 'Heroic Opportunities' may yield additional Rep.

Craftsmanship - The rules for creating items of quality still work as they are in the GM's guide. The award should go to **Mercantile** Rep as they prove you to be talented and useful.

Chivalrous Acts - These acts gain the character mostly **Moral** Rep; **Valor** Rep can be gained if the action was particularly Courageous. However in certain cases **Noble** and **Clerical** Rep may recognize these acts as well.

Marriage - The bride and groom earn each other's reputation rank to their highest **Social** Rep.

Romance - Most of the points awarded for romance will be **Social** Rep. However a chaste and virtuous affair can often earn **Moral** Rep as well.

Keeping your word - Without doubt, **Moral** Rep applies in this instance.

Skill success and performance - Generally this will depend on the skills used. Obviously, uses of Martial Skills will learn **Martial** Rep. Anything else will likely earn the character **Social** Rep.

Vendetta - The award here will depend very much on how the vendetta was dealt with. Finding and facing your enemy with honour can earn Rep in **all** the reputations. However, if (for instance) you get others to actually finish him off, you may lose Valor Rep. If the Vendetta was somehow dishonourable or unfair you may end up losing Moral Rep.

Losing/Reducing Rep:

Breaking a vow - Usually such actions lose **Moral** Rep. If breaking the vow involved backing out of a fight, **Valor** and **Martial** Rep could be lost too.

Breaking things - The reputation loss here is usually **Social**, you clumsy oaf. However, if the objects are holy or sacred in some way you could drop a few **Moral** Rep. So be very careful when fighting your enemies in a cluttered church.

Cowardice - 7th Sea is a game of heroes, so cowardice is treated harshly. Usually the loss will be **Valor** and **Martial** Rep, but circumstances may also force a loss of **National** Rep. If the character should have acted to save others, such as not raising a hand as children are abducted, then his **Moral** Rep will suffer.

Romance - Just as above, **Social** Rep is the first to go in a romance. Getting dumped is not a good way to impress people and would result in reduced Social Rep. However, if you are beating a woman or cheating on your partner or abusing them, then you will actually lose **Moral** Rep.

Unchivalrous acts - Unlike above with chivalrous acts, only the higher eshelons of Society consider the unchivalrous acts to be taboo (*For Gentlemen: striking a lady, public drunkenness, striking a social inferior, unkept/dirty appearance, rudeness*) (*For Ladies: swearing, overt flirting, striking a social inferior, unkept/dirty appearance, rudeness*). As such this Rep is mostly lost in **Noble** and **Clerical** Rep. However in certain cases **Moral** and **Valor** Rep may be penalized as well.

ADVANTAGES

Alchemist: ADD: The character may also become eligible for Academic Rep.

Bogatyr: ADD: The character also becomes eligible for Noble and Martial Rep.

Castillian Education: ADD: The character may also become eligible for Academic and Noble Rep.

Church Guard: ADD: The character may also become eligible for Clerical and Martial Rep.

Citation: CHANGE: The character gains 10 National Rep (in a Nation of his choice).

Cloistered: ADD: The character also becomes eligible for Clerical Rep.

Commission: ADD: The character also becomes eligible for Martial Rep.

Dracheneisen: ADD: The character may also become eligible for Noble Rep.

Elaine's Knight: The character may also become eligible for Noble and Martial Rep. CHANGE: If his Avalon, Noble, Martial or Moral Rep drops below -5, he is stripped of his title and expelled from the Order.

Fencing Academy: ADD: The character may also become eligible for Martial and Mercantile Rep.

Gentry: ADD: The character also becomes eligible for Noble Rep.

Governor: ADD: The character also becomes eligible for Noble Rep.

Iron Guard: ADD: The character also becomes eligible for Martial Rep.

Jarl: ADD: The character also becomes eligible for Martial and Noble Rep.

Lord's Hand: ADD: The character may also become eligible for Noble Rep.

Man of the Cloth: CHANGE: You Gain 5 Moral and 5 Clerical Rep.

Membership – Alchemist's Guild: ADD: The character may also become eligible for Academic Rep and becomes eligible for Mercantile Rep.

Membership – Inquisition: ADD: The character also becomes eligible for Clerical Rep.

Membership – Jenny's Guild: ADD: The character also becomes eligible for Mercantile Rep.

Membership – Razors: ADD: The character also gains 5 Martial Rep.

Membership – Social Club: ADD: The character also gains 5 Noble Rep.

Membership – Swordsman Guild: ADD: The character also becomes eligible for Martial Rep and may become eligible for Mercantile Rep.

Merchant Guild: ADD: The character also becomes eligible for Mercantile Rep. CHANGE: When you reach rank 5 in your chosen knack you gain +10 Mercantile Rep.

Merchant Patron: ADD: The character may also become eligible for Mercantile Rep.

Musketeer: ADD: The character also becomes eligible for Martial Rep.

Noble: ADD: The character also becomes eligible for Noble Rep.

Ordained: ADD: The character also becomes eligible for Clerical Rep.

Published: ADD: The character also becomes eligible for Academic Rep. CHANGE: The character gains 5 Academic Rep per point spent and a bonus of 10g (one time) per point spent.

Roving Don: ADD: The character also becomes eligible for Noble Rep.

Scarovese: CHANGE: Each Negative Rep needs to reach lower before you start suffering from its downside. 1HP: -40 Rep. 3HP: -50 Rep.

Scoundrel: CHANGE: -10 Moral Rep.

Stelets: ADD: The character also becomes eligible for Martial Rep.

Tenure: ADD: The character also becomes eligible for Academic Rep.

Tyomny: ADD: The character also becomes eligible for Martial Rep.

Vendel League Seat: ADD: The character also becomes eligible for Mercantile Rep. CHANGE: +10 Mercantile Rep

SKILLS

Martial Skills

Archer: The character may also become eligible for Martial Rep.

Blowpipe: The character may also become eligible for Criminal Rep.

Bodyguard: The character may also become eligible for Martial Rep.

Captain: The character may also become eligible for Martial Rep.

Commander: The character may also become eligible for Martial Rep.

Waylay: The character may also become eligible for Criminal Rep.

Civil Skills

Archaeologist: The character may also become eligible for Academic Rep.

Alchemy: The character may also become eligible for Academic Rep.

Arson: The character may also become eligible for Criminal Rep.

Bomb-Making: The character may also become eligible for Mercantile and Criminal Rep.

Courtesan: The character may also become eligible for Noble Rep.

Courtier: The character may also become eligible for Noble Rep.

Criminal: The character may also become eligible for Criminal Rep.

Doctor: The character may also become eligible for Academic Rep.

Engineer: The character may also become eligible for Academic Rep.

Fence: The character may also become eligible for Criminal Rep.

Forger: The character may also become eligible for Criminal Rep.

Merchant: The character may also become eligible for Mercantile Rep.

Missionary: The character may also become eligible for Clerical Rep.

Monk: The character may also become eligible for Clerical Rep.

Politician: The character may also become eligible for Noble Rep.

Priest: The character may also become eligible for Clerical Rep.

Rahib: The character may also become eligible for Clerical Rep.

Riverboat Pilot: The character may also become eligible for Mercantile Rep.

Scholar: The character may also become eligible for Academic Rep.

Servant: The character may also become eligible for Mercantile Rep.

Spy: The character may also become eligible for Criminal Rep.

Streetwise: The character may also become eligible for Criminal Rep.

Teacher: The character may also become eligible for Academic Rep.

Urchin: The character may also become eligible for Criminal Rep.