

Big Daddy Thwak Productions
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Alderac Entertainment Group
presents

A Fistful of Guilders

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with special thanks to
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Tips for Running

To run this adventure, you will need the *Player’s Guide*[™] and the *Game Master’s Guide*[™]. Copies of the *Castille*[™], *Montaigne*[™], *Invisible College*[™], *Los Vagos*[™], and *Rilasciare*[™] sourcebooks will also be helpful although not required.

This is intended to be a “high adventure” game. Do your best to encourage your players to take advantage of the cinematic nature of the 7th Sea[™] setting to try all the “cool stuff” we see in classic swashbuckling movies. Make it obvious that de Roucy is the villain, and that he enjoys the job. Allow the characters ample time to role-play, especially in Act II, when they should be trying to uncover de Roucy’s master plan in the city of Los Jardines del Paraíso [los jar-deen-ace del pah-rah-EE-so]. Once the characters figure out that de Roucy is trying to get the money to Barcino and then Montaigne, the game becomes a chase as they try to stop a small army from making its way to the Trade River and from there into Eisen.

The following is only a brief outline of the story. The GM should read through the adventure before playing and decide what parts should be expanded. Play-tested as is, the game runs approximately 3 ½ hours in length.

Background

Quartus 1668 - When the Montaigne invaded Castille, they met with almost no resistance and quickly seized many of the Castillian assets in the area, but, as it turns out, not all. Over a half million Guilders in taxes and Church funds was secreted away in the cellars beneath the church in Las Alquerías [las awl-care-EE-as], a small village in the occupied Torres region. The local priest, Father Andreas Alvarez, has kept the money hidden from the Montaigne invaders since then. About six months ago, he made contact with a local resistance cell operating within the region. Once he was convinced of their honesty and desire to free Castille, Father Andreas began using some of the gold to help finance their struggles against the Montaigne. The money has helped buy weapons, food, and medical supplies.

Other than the player characters, only Father Andreas knew about the money until a few weeks ago when a local merchant named Bernardo Calavera discovered the priest's secret. Hoping to parlay the discovery into some sort of personal gain, he contacted the local Montaigne garrison and spoke directly to Capitaine Alain de Roucy [al-ain de roo-see], the commander of a cavalry detachment. De Roucy swore Calavera to secrecy and assured him that he and his family would be "taken care of." The captain then gathered his best men and prepared a plan to seize the money under the guise of returning it to Montaigne and L'Empereur's coffers. Once they have the money in their possession, they plan to smuggle it out of the country and flee to Eisen.

Note: Las Alquérias is about 20 miles southwest of Los Jardines del Paraíso, and Los Jardines is about 50 miles south of Barcino.

Act I – The Gathering of Heroes

The heroes are returning to Las Alquerías after a successful raid on a Montaigne supply depot. As they approach the village (about two miles away) they see thick black smoke. When they arrive, the town has been sacked and many of the residents have been beaten senseless or killed. Most of the surviving population is too shocked to relay any coherent details. It seems that a large group of occupation soldiers in green coats rode into town with two wagons and began to ransack the place. Several soldiers, including their captain, went to the church.

The church was hit the hardest. Father Andreas is lying outside the burning structure, close to death. If the players can make a successful Wits + First Aid Roll (TN 20), they can keep the priest alive long enough to find out who is responsible. He identifies Capitaine de Roucy (the players know of him) as the leader of the men. De Roucy is garrisoned at Los Jardines del Paraíso, along with a hundred troops. If the players cannot help the priest, he dies, but not before he whispers a single name – “Calavera.”

Apparently De Roucy told the priest who sold him out right before he ran Father Andreas through with his rapier. The players know that Bernardo Calavera is a wealthy local merchant who lives outside Las Alquerías. If they investigate, they will find the house under attack by a squad of Montaigne infantry led by Sergeant Bertrand Dumont (*see Major NPCs below*). Dumont has been sent to “take care of” the merchant.

Dumont accosts the players, but if the fight goes poorly, he orders the house torched and sounds the retreat. He is not a coward, but he is not stupid either. He knows that he can always fight the heroes later, when the odds are more in his favor.

If the heroes win the fight, they find Calavera cowering in his basement, pleading for forgiveness and mercy. He will tell them that de Roucy is garrisoned in Los Jardines del Paraíso. That is all that he knows, although he will probably make up more to save his own hide if the heroes seem intent on harming or torturing him. He is a spineless little man, and gives up his information freely.

If the heroes somehow manage to capture Dumont, he will not talk without proper “encouragement.” Have a character make a Wits + Interrogation Roll (TN 15) to loosen his tongue. If properly motivated, he will tell the heroes that the captain is planning to attend a social function to honor the local Montaigne governor tonight, and is leaving for Barcino at first light.

Should the heroes be loosing the fight or decide not to get involved, a gunshot sounds from within the house, and a Montaigne soldier exits in a mad rush. The soldiers retreat, leaving the adventurers to lick their wounds. Any reasonably smart hero can figure out that these soldiers are garrisoned in Los Jardines del Paraíso.

If the players kept the priest alive long enough to get his information, they can beat de Roucy back to Los Jardines by making a Resolve + Riding check (TN 15). If they so choose, they can catch the convoy and try to stop it on the road, but it should be obvious that they are seriously outgunned and have little hope of stopping the Montaigne before Los Jardines. If they had to go to the Calavera home, they arrive in Los Jardines an hour or so after de Roucy gets back to town.

NPCs: Sergeant Dumont (see below), 24 Brutes

Dumont’s Troops

Brute Squad #1	#1	#2	#3	#4
	○○○○○○	○○○○○○	○○○○○○	○○○○○○
Threat	1	1	1	1
TN to Hit	10	10	10	10
Weapons	Musket*,	Musket,	Musket,	Musket,

	Bayonet**	bayonet	bayonet	bayonet
Action Dice	2***	2	2	2

*Musket = Firearms (15 pts per hit)

**Bayonets = Large Weapons (9 pts per hit)

***All Brutes are Montaigne = R&K One extra Action Die

Act II – de Roucy’s Plan

Once the characters get to Los Jardines, they need to find where de Roucy is keeping the money. Several of his men will be at a local tavern that caters to the Montaigne soldiers, El Abrigo de San Martin. Clever players can get soldiers drunk, gamble with them, or even try to seduce them to get the information. Depending on planning and roleplaying, the TN for any roll should be no higher than 20, depending on how well it is role-played or how clever their methods are. The soldiers tell the characters that the captain’s Dragoons have their own barracks near the center of town, complete with a stable, which is where de Roucy took the wagons upon his return.

Six Brute squads armed with firearms and medium weapons guard the Barracks. Two Brute squads patrol the courtyard outside the barracks and one stands watch over the wagons in the stable, while the other three are in the barracks, along with Sous-Lieutenant Guy de Montvert and Sergeant Dumont, if he was not killed or captured in Act I (*see Major NPCs, below*).

Stealthy characters should be able to Sneak into the stable to inspect the wagons; the guards are milling around outside. (Finesse + Stealth and record their scores). Any time they perform an Action that would alert the guards, have the Guards make a Perception check (2k2 exploding dice).

If the guards beat the hero’s score, they come to investigate. If attacked, the guards sound the alarm. The guards in the courtyard arrives at the beginning of the third Round after the fight starts; de Montvert and the rest will arrive at the start of the sixth Round. Due to the general animosity between the Dragoons and the regular infantry, no regular troops show up unless there are major explosions or protracted gun battles. If the heroes get into a long gunfight or attempt to blow the barracks up, hit them with 5 Brute Squads every Round until they run or die. (Remember – they were supposed to be sneaking...)

An investigation of the wagon reveals that the gold has been replaced with 6-pound cannon balls. None of the guards know where the gold actually is because they are not part of the plan. Both de Montvert and Dumont know that the gold was transferred to a warehouse on the outskirts of town, where Lieutenant Ademar de Taillefont and De Roucy’s handpicked group of Dragoons stand guard. Either man can tell the heroes that de Roucy plans to move the gold to a small town on the Trade River. He plans to meet up with an Eisen riverboat captain who will transport him to the Eisen city of Starke; from there, de Roucy plans to pay off his men and move on to Freiburg to live in quiet and comfortable exile. Of course, neither man is going to be in much of a conversational mood if the heroes attack, and both will be rather suspicious of any Castillian who just wants to “talk.”

If anyone tries to tail de Roucy to find the wagons, he is at a party at the local governor’s home in town until about 10 p.m. after which he heads to his private billet at the Dragoon compound. About an hour before sunset, he goes to the warehouse where the gold is being kept.

From there, he heads toward Los Rocas del Rojos [roe-cas dell roe-hoes], a small village about 60 miles due east of Barcino. Should the players feel lucky and try to waylay the captain on his way to the billets, he travels by coach attended by Caporal Jean-Marc Goudreau and two Squads of 6 Brutes. An attack on the governor’s ball is equal to suicide, and an attack on the garrison is described above, along with de Roucy, Goudreau, and the additional guards present.

NPCs: De Roucy, de Montvert, Dumont, Goudreau

Barracks Brutes (36)

Brute Squad	Squad #1	Squad #2	Squad #3	Squad #4	Squad #5	Squad #6
	OOOOOO	OOOOOO	OOOOOO	OOOOOO	OOOOOO	OOOOOO
Threat	2	2	2	2	2	2
TN to Hit	15	15	15	15	15	15
Weapons	Musket w/ bayonet					
Action Dice	3	3	3	3	3	3

De Roucy's Escort

Brute Squad	#1	#2
	OOOOOO	OOOOOO
Threat	3	3
TN to Hit	20	20
Weapons	Pistol, rapier*	Pistol, rapier
Action Dice	4	4

*Rapiers = Medium weapons (6 points per hit)

Act III – The Chase

Once the Montaigne convoy is under way, it takes them two days to get to Los Rocas. The way is fairly straight, with the convoy setting up camp outside a small village located roughly half way along the route. For the most part, the terrain is a mixture of open fields and light woods, making an Ambush difficult if not impossible. If the heroes ride hard, or don't stop for the night, they can a nearly perfect ambush point about 20 miles outside of Los Rocas where a narrow river winds through a narrow canyon. A wooden bridge, guarded by two 6-man Brute Squads of Montaigne soldiers, spans the river. The soldiers have a small campsite near the bridge, and they are supposed to be guarding the bridge for use as an alternate supply route. If the guards could be overpowered, they have five kegs of gunpowder hidden in their camp (TN 10 to find).

Enterprising players have a few options here. They can blow the bridge before the Montaigne can cross it; it's almost 20 miles to the next bridge and that one is very near the frontlines and the fighting. If de Roucy's men were to be stopped by a Montaigne patrol, they could be in serious trouble. They are deserting, after all. They can attempt to ambush the Montaigne while they are on the bridge. Not all of the men can get on the bridge at once, and heroes hiding under the bridge could swoop out to capture the wagon and fight through one side of the bridge or the other. They can also blow the bridge while the convoy is on it, thus dropping the money into the river and depriving both sides of it.

The bridge has a Demolition Rating of 7, and there is enough gunpowder to build an Explosion Rating 5 bomb. If the heroes can make a Wits + Architecture Roll (TN 20), they can find the stress points on the bridge, lowering its Demolition Rating to 5, which is low enough for the bomb to destroy. Otherwise, a Wits + Natural Philosophy Roll (TN 35) or Wits + Mathematics Roll (TN 45) will raise the Explosion Rating to 7. (*See Game Master's Guide*TM, pg. 174 for full rules for Explosives and *Rilasciare*TM, pgs. 91-95.)

De Roucy has a full complement of men, including all the major NPCs listed below who are still alive, as well as 60 Brutes (broken down into squads as noted below.) All the gold has been transferred onto two wagons, each of which has one Brute Squad on it for defense.

De Roucy is a smart enemy. Be sure to roll Perception checks for him and all his men before they walk into any ambush. The Montaigne knows that the bridge is supposed to be guarded, so an absence of guards alerts him to danger. If the battle is going badly and there is to be no hope of escape, de Roucy flees, abandoning his men and the gold. He has no desire to face either a Castillian prison or a Montaigne executioner. His men fight like professional soldiers, pressing every advantage and falling back if all seems lost. The only Montaigne who will act irrationally is de Taillemont, who goes into battle with total abandon, seeking only to kill and maim.

Once the battle is ended, hopefully the heroes have captured the wagon; however, de Roucy has probably have escaped. If not, make sure he dies a “mysterious death” so that his body will not be found on the battlefield. The heroes can either find a new place to hide the gold or manage to get it back into “free” Castille, where it can go to help the war effort.

The scope of this adventure ends here, but the Game Master can feel free to expand onto this story if s/he so chooses.

NPCs: De Roucy, de Taillemont, de Montvert, Dumont, Goudreau (if any of these NPCs were eliminated earlier, do not include them.)

Bridge Brute Squads (7th Sea™)

Brute Squad	#1	#2
	○○○○○○	○○○○○○
Threat	2	2
TN to Hit	15	15
Weapons	Musket/bayonet	Musket, bayonet
Action Dice	3	3

Dragoon Brute Squads (7th Sea™)

Brute Squad	#1	#2	#3	#4	#5	#6
	○○○○○○	○○○○○○	○○○○○○	○○○○○○	○○○○○○	○○○○○○
Threat	4	4	3	3	3	2
TN to Hit	25	25	25	25	25	15
Weapons	Pistols, rapier					
Action Dice	5	5	4	4	4	3

Brute Squad	#7	#8	#9	#10
	○○○○○○	○○○○○○	○○○○○○	○○○○○○
Threat	2	2	1	1
TN to Hit	15	15	10	10
Weapons	Pistols, rapier	Pistols, rapier	Pistols, rapier	Pistols, rapier
Action Dice	3	3	2	2

Dragoon Brute Squads #1-#5 are mounted on horses at the start of the battle <<See *Player's Handbook™*, pg. 138, Mounted Combat. >> Squads #6-#8 are infantry support, marching along side the wagons (one squad on each side, one squad behind). Squads #9 and #10 are riding on the gold wagons, as is de Montvert. The other four Villains and Henchmen are mounted at the beginning of the battle.

Brutes on Horseback

- +1k0 to attack per three Brutes.
- +6 to damage per Brute that hits.
- -5 TN to be hit.

MAJOR NPCs

Capitaine Alain de Roucy (Villain) (7th Sea™)

Brawn: 2, Finesse: 3, Wits: 3, Resolve: 2, Panache: 4

Reputation: -40

Background: None

Arcana: Arrogant

Advantages: Castille (R/W), Montaigne (R/W), Vodacce (R/W); Academy, Commission (Captain – Army), Dangerous Beauty, Montaigne Accent (Paix), Puzzle Sword

Athlete: Climbing 1, Footwork 3, Leaping 2, Sprinting 2, Throwing 1

Commander: Ambush 2, Strategy 2, Tactics 2

Courtier: Dancing 2, Etiquette 2, Fashion 2, Oratory 2, Scheming 2, Seduction 2

Fencing: Attack (Fencing) 4, Parry (Fencing) 2

Firearms: Attack (Firearms) 3

Knife: Attack (Knife) 2, Parry (Knife) 4

Pugilism: Attack (Pugilism) 3, Ear Clap 1, Footwork 3, Jab 2

Rider: Riding 3, Trick Riding 2

Spy: Ambush 2, Interrogation 2, Shadowing 1, Stealth 3

Valroux School (Journeyman): Double Parry (Fencing/Knife) 4, Feint (Fencing) 4, Tagging (Fencing) 4, Exploit Weakness (Valroux) 4

Equipment: 2 pistols, puzzle sword, main gauche

Notes: Puzzle sword – Loup dagger hilt (may use Attack (Knife) even when sword is in a Bind).

Valroux – NOHP with dagger or main gauche. FR w/ Parry (Knife), enemy must match raises on any successful attack

Background

Capitaine Alain de Roucy is one of the local military commanders in Los Jardines del Paraíso. He commands La Première Compagnie du Douzième Régiment de la Cavalerie (1st Company of the 12th Cavalry Regiment) which has been assigned to secure the northern region of the Torres province in occupied Castille. He was assigned to rear echelon security as punishment for some slight against a superior, which denied him the honor and prestige of a combat posting. He has started taking his frustrations out on the locals, punishing any act of defiance without mercy. Recently, de Roucy had heard rumors of a secret store of Castillian gold hidden away during the earliest days of the Montaigne invasion. He has started to search for this hidden treasure, under the pretense of crippling the local resistance. In actuality, de Roucy is intending on stealing the gold, paying off a squad of his most loyal men to escort himself into Eisen to live a life of quiet exile and luxury.

Capitaine de Roucy is a tall, slim man with white-blond hair, gray eyes and fine features. His skin is very fair and he usually wears a broad-brimmed hat when outside to keep from burning. When in uniform, he wears a dark green coat, representative of his position in the Dragoons.

Roleplaying Hints: Most Castillians are below your notice. Make those that get noticed very sorry that they earned your attention. You are cold, aloof and arrogant, showing little or no respect to anyone you consider an inferior.

Lieutenant Ademar de Taillemont (Henchman) (7th Sea™) [ah-DE-mar duh TAL-mont]

Brawn: 3, Finesse: 3, Wits: 2, Resolve: 3, Panache: 3

Reputation: -35

Background: None

Arcana: Resourceful

Advantages: Castille (R/W), Montaigne (R/W); Commission (Lieutenant), Montaigne Accent (Bascone)

Athlete: Break Fall 1, Climbing 1, Footwork 2, Leaping 1, Sprinting 1, Throwing 1

Courtier: Dancing 1, Etiquette 1, Fashion 1, Oratory 1

Firearms: Attack (Firearms) 3

Heavy Weapon: Attack (Heavy Weapon) 3, Parry (Heavy Weapon) 3

Hunter: Ambush 1, Stealth 2, Survival 1, Tracking 2

Knife: Attack (Knife) 2, Parry (Knife) 1

Rider: Riding 2

Rois et Reines: Beat (Heavy Weapon) 1, Lunge (Heavy Weapon) 1, Pommel Strike 1, Exploit Weakness (Rois et Reines) 1

Equipment: 2 Muskets (saddle holsters), 2 pistols, saber, bayonet

Notes: Rois et Reines – NOHP w/ Pistols, +10 yards range to firearms, FR when attacking w/ mounted bayonet

Background

Lieutenant Ademar de Taillemont once served in the Musketeers, before an allegation of cruelty and assault led to his expulsion. Now he is de Sauvigny's right-hand man. He is aware of the captain's mission to find the gold, as well as the captain's true objectives. He has been leading the actual search, and has found a local man named Vargas who has told him about a priest in the town of Las Alquerías, who is hiding something for Los Vagos.

Lieutenant Taillemont is slightly shorter than average, not very broad-shouldered and severe looking. He has dark eyes and black hair. Like his commander, he wears the green coat of the Dragoons when in uniform.

Roleplaying Hints: You are a goon. You like to hurt people. If the opportunity to maim or torture a person comes along, jump on it.

Sous-Lieutenant Guy de Montvert (Hero) (7th Sea™) [gee (hard "g") de mon-ver]

Brawn: 3, *Finesse:* 3, *Wits:* 3, *Resolve:* 3, *Panache:* 3

Reputation: -25

Background: None

Arcana: Proud

Advantages: Montaigne (R/W); Academy, Commission (Lieutenant), Montaigne Accent (South), Specialty (Balance 3)

Athlete: Climbing 2, Footwork 3, Leaping 1, Sprinting 1, Throwing 1

Commander: Ambush 1, Strategy 2, Tactics 1

Dirty Fighting: Attack (Dirty Fighting) 1, Eye Gouge 1, Throat Strike 2

Fencing: Attack (Fencing) 3, Parry (Fencing) 2

Firearms: Attack (Firearms) 3

Knife: Attack (Knife) 2, Parry (Knife) 1

Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 2

Wrestling: Break 1, Grapple 2, Head Butt 1

Equipment: 2 Pistols, rapier, dagger

Background

Sous Lieutenant Guy de Montvert is in command of the infantry detachment assigned to assist de Roucy's Dragoons in finding the money. De Taillemont has told him what they have planned for the money, and has promised the young officer a share if they can get to Eisen unmolested. Although from a poorer family in the Montaigne nobility, Guy is an honorable man, and he is deeply troubled by what he has learned. However, he fears that if he tries to alert anyone in authority, de Roucy will have him killed, and he's probably right.

Young and fresh-faced, Guy looks like a teenager dressing as a soldier. He tends to be quiet and reserved around his elders, but he shows a remarkable amount of spirit when angered or pushed too far.

Roleplaying Hints: You're not sure that you approve of Capitaine Roucy's plan. He is planning on stealing not only from the Castillians, but from the coffers of l'Empereur as well. The lack of honor displayed by de Roucy and his men is appalling to you, but you're not sure who you can trust to report him.

Sergeant Bertrand Dumont (Henchman) (7th Sea™) [sar-zhaunt bear-trahn do-MONT]

Brawn: 2, *Finesse:* 3, *Wits:* 2, *Resolve:* 2, *Panache:* 3

Reputation: -25

Background: None

Arcana: None

Advantages: Castille, Montaigne (R/W); Commission (Sergeant), Montaigne Accent (North)

Athlete: Climbing 2, Footwork 2, Leaping 1, Sprinting 1, Throwing 1

Fencing: Attack (Fencing) 2, Parry (Fencing) 3

Firearms: Attack (Firearms) 3

Dirty Fighting: Attack (Dirty Fighting) 2, Attack (Improvised Weapon) 1

Rider: Riding 3, Trick Riding 1

Servant: Drive Carriage 1, Etiquette 2, Fashion 1, Menial Tasks 1, Unobtrusive 2

Spy: Shadowing 1, Stealth 2

Tout Près (Apprentice): Corps-à-corps 2, Double Parry (Fencing/Improvised Weapon) 1, Tagging (Improvised Weapon) 1, Exploit Weakness (Tout Près) 1

Equipment: 4 pistols, rapier

Notes: Tout Près: NOHP w/ Improvised Weapon, FR/ Parry (Improvised Weapon)

Background

Sergeant Dumont has served with Capitaine de Roucy since the beginning of the Castille campaign. He once believed in the rightness of the Montaigne cause, but having seen how de Roucy and his superiors conduct themselves has jaded him. He no longer feels that he is in Castille to liberate it's people from the tyranny of the Vaticine Church, but merely to line the coffers of l'Empereur and the nobles back home. He is aware of de Roucy's plan, but doesn't really seem to care. What does it matter who steals from the Castillians – Léon or de Roucy?

Dumont is average height, and moves with the quiet precision of a professional soldier. He is soft-spoken when not issuing orders to his men, but his voice always carries an air of authority.

Roleplaying Hints: You have a job to do. Stopping the players is that job. Don't gloat, don't taunt. Do your job quickly and efficiently, then move on.

Caporal Jean-Luc Goudreau (Henchman)(7th Sea™) [cap-oh-RAHL zhan-luke goo-Droe]

Brawn: 3, *Finesse:* 3, *Wits:* 2, *Resolve:* 2, *Panache:* 2

Reputation: -15

Background: None

Arcana: Cowardly

Advantages: Montaigne (R/W); Commission (Corporal), Montaigne Accent (West)

Athlete: Climbing 2, Footwork 2, Sprinting 2, Throwing 1

Fencing: Attack (Fencing) 3, Parry (Fencing) 3

Firearms: Attack (Firearms) 3

Rider: Riding 3

Servant: Etiquette 2, Fashion 1, Menial Tasks 3, Unobtrusive 2

Equipment: 2 pistols, rapier

Background

Caporal Goudreau is the youngest officer in de Roucy's command. He is totally loyal to Montaigne and to de Roucy, and believes that his captain is a good man and a fine commander. He truly believes in the Montaigne cause, and thinks the Castillian people would be better off under Montaigne rule.

Goudreau is a young, sandy-haired man fresh in from Montaigne. He has an innocent look to him, and it's hard to take him seriously when he tries to look serious or intimidating.

Roleplaying hints: You refuse to believe anything ill about Capitaine de Roucy or Sergent Dumont. You have a bit of idol worship for Dumont, and try to emulate his actions whenever possible. You are slightly frightened by Lieutenant de Taillemont, however.

PRE-GENERATED CHARACTERS AND BACKGROUNDS

Alejandro Benicio [ah-lay-HAN-dro ben-EE-see-oh]

Brawn: 2, Finesse: 3, Wits: 3, Resolve: 2, Panache: 2

Reputation: None

Background: El Vago

Arcana: Focused

Advantages: Castillian (R/W), Montaigne (ACQ); Castillian Accent (Torres), Friend of the People, Membership (Los Vagos)

Athlete: Climbing 1, Footwork 2, Sprinting 1, Swinging 1, Throwing 1

Courtier: Dancing 2, Diplomacy 1, Etiquette 2, Fashion 1, Oratory 3

Fencing: Attack (Fencing) 2, Parry (Fencing) 3

Knife: Attack (Knife) 2, Parry (Knife) 1

Spy: Interrogation 2, Shadowing 2, Stealth 2

Streetwise: Socializing 2, Street Navigation 2, Underworld Lore 1

El Puñal Occulto (Apprentice): Bind (Fencing) 2, Corps-à-Corps 1, Pommel Strike 2, Exploit Weakness (El Puñal Occulto) 1

Notes: El Puñal Occulto – NOPH w/ puñal, FR when attacking with puñal [poon-YAL]

Arcana: *Focused:* You may activate your Virtue to transfer one Rank in any of your Traits to any other Trait for the Duration of the Scene. You may exceed your normal maximum Trait Rank with this Virtue. This transfer lasts until the end of the scene, and cannot be canceled prematurely. This Virtue may be used only once per Scene

El Puñal Occulto (Apprentice): You suffer no off-handed penalties when using a puñal and you get a Free Raise when attacking with a puñal.

Bind: A Bind is only usable against an opponent's fencing weapon. It locks your sword (or buckler, or panzerhand) and his sword together. To use this attack, you declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item.

To try to break your hold, your opponent spends 1 Action die (remembering the rules on Interrupt and Held Actions) and then rolls a Contested Roll of his Brawn + Parry (in the weapon you bound) versus your Brawn + Bind. If he wins, the hold is broken; otherwise, it holds fast. You, on the other hand, may spend Action dice (remembering the rules on Interrupt and Held Actions) to improve your hold. Each Action die you spend gives you one free Raise from now on when your opponent tries to break your hold. If your opponent wishes, he may simply release his weapon, but that would leave it in your hands.

Corps-à-corps: Corps-à-corps is the art of close, or body against body, fencing. You declare that you are using this Knack instead of the Attack Knack. If your attack gets through, you inflict a 0K1 barehanded attack, and your opponent then falls down and becomes prone.

Disarm: You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

Background

Growing up in the politics of Castille was never easy. As the fifth son of a landowner, you had to carve out a space for yourself. Your family was helpful, of course, but in the end, it came down to you.

You'd always heard stories of El Vago, the people's hero, and his daring exploits against those who would act unjustly with the populous of Castille. You found yourself wishing to emulate that heroism, and more than once you ended the night in an alley somewhere, defending people against brigands and the like. One particular night, you defended a lovely doña who, in her gratitude, told you about a tavern in a nearby town where you might find more of what you seek.

The tavern turned out to be a recruiting space for Los Vagos, the organization dedicated to the ideals of El Vago. Impressed by your courage and natural abilities, Los Vagos began to train you in their ways, particularly their fighting style, El Puñal Occulto. You continued to ride the range for them, especially when the Montaigne invasion began. After a while, though, you found yourself behind enemy lines. You began to gather a small band of fighters and have been keeping one thing safe - a stash of gold worth some half-million guilders, hidden in a local church. You have been using it to fund your anti-Montaigne activities as of late.

Your part in the local membership is divided. You are definitely a competent fighter, but you also have the courtly and street skills necessary to get information, especially the type that the Montaigne like to keep hidden. You've been trying to keep yourself busy with that, while other members of your 'brotherhood' have taken to harassing the Montaigne in the local countryside.

Salvador Delaga [sal-va-DOOR day-LA-gah]*Brawn: 2, Finesse: 3, Wits: 3, Resolve: 2, Panache: 3**Reputation: None**Background: None**Arcana: None**Advantages: Castillian (R/W), Montaigne; Castillian Accent (Torres), Membership (Invisible College)**Athlete: Climbing 1, Footwork 3, Sprinting 2, Throwing 1**Doctor: Diagnosis 2, First Aid 1**Fencing: Attack (Fencing) 3, Parry (Fencing) 3**Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 1**Rider: Ride 1**Bonita School (Apprentice): Bind (Fencing) 1, Disarm (Fencing) 1, Wall of Steel 2, Exploit Weakness (Bonita)**Notes: Bonita – FR w/ Parry (Fencing), when Holding Action, increase Action Die by one at end of Phase*

Bonita School (Apprentice): You have learned to play a waiting game, watching for attacks and opportunities to escape. You receive one Free Raise when Parrying with a Fencing Weapon. In addition, when you Hold an Action, increase the Phase showing on that Action Die by one at the end of the Phase.

Bind: A Bind is only usable against an opponent's fencing weapon. It locks your sword (or buckler, or panzerhand) and his sword together. To use this attack, you declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item.

To try to break your hold, your opponent spends 1 Action die (remembering the rules on Interrupt and Held Actions) and then rolls a Contested Roll of his Brawn + Parry (in the weapon you bound) versus your Brawn + Bind. If he wins, the hold is broken; otherwise, it holds fast. You, on the other hand, may spend Action dice (remembering the rules on Interrupt and Held Actions) to improve your hold. Each Action die you spend gives you one free Raise from now on when your opponent tries to break your hold. If your opponent wishes, he may simply release his weapon, but that would leave it in your hands.

Disarm: You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

Wall of Steel: Your sword is an ever-moving blocking device, parrying one blow after another. You use it like a tortoise uses its shell. If you have not attacked yet this Round, then each Rank in this Knack raises your TN to be hit by 2 if you use Parry (Fencing) to determine your Passive Defense.

Background

Your youth was spent at your father's side, learning about how to properly use a sword. Your father was a swordsman, a professional duelist. He had high hopes that you, too, would one day carry on his tradition. Fate, however, would intervene.

When you were a young man, your father was killed in a duel with a Montaigne swordsman. The duel was completely legal, and thus you had little recourse. You fell a bit heavily into the bottle, but it didn't last long. One night you helped defend the local doctor against a group of brigands, and in order to show his appreciation for this act, the doctor introduced you to some of his friends in an organization called 'The Invisible College'. It was from them that you began to learn some doctor skills, which you continue to pursue. You also learned the organization's fighting style, the primarily defensive 'Bonita' school. You've since used it on several occasions to frustrate and thwart those who would do wrong.

When the Montaigne invasion began, you found yourself behind enemy lines, in an area that you used to call home. You did what you could to help the resistance, but your meager doctor skills were only of so much use.

One night, however, you were contacted by a group of freedom fighters who had decided to harass the local Montaigne in a guerilla fashion. You most heartily agreed, and have since been one of the prime combatants of the 'brotherhood'. You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times. You've vowed to defend it with your life, if need be.

Hector Zayas [HECK-tor ZEYE-ahs]

Brawn: 3, Finesse: 3, Wits: 2, Resolve: 2, Panache: 2

Reputation: None

Background: None

Arcana: Victorious

*Advantages: Castillian (R/W); Academy, Castillian Accent (Aldana), Commission (Corporal),
Extended Family*

Athlete: Climbing 1, Footwork 2, Sprinting 1, Throwing 1

Commander: Strategy 1, Tactics 2

Courtier: Dancing 1, Etiquette 2, Fashion 1, Oratory 1

Dirty Fighting: Attack (Dirty Fighting) 1

Fencing: Attack (Fencing) 3, Parry (Fencing) 3

Firearms: Attack (Firearms) 3

Knife: Attack (Knife) 2, Parry (Knife) 1

Polearm: Attack (Polearm) 2, Parry (Polearm) 2

Streetwise: Socializing 2, Street Navigation 1

Arcana: *Victorious:* You may activate your Virtue after you hit your opponent, but before you roll for Damage. Do not roll for Damage; you automatically score a Dramatic Wound.

Background

You are a Castillian military man like your father and his father before him. You're the first in line that has made Corporal rank, though, and that has always filled you with pride. You've taken your part in the Castillian military very seriously and never more so than recently.

When the Montaigne invaded Castille, you were quick on the counteroffensive, but you and your men were overpowered. Cut off and alone, you found yourself behind enemy lines against an army that seemed very ready to stay entrenched in your homeland. Your savvy for tactics and strategy made you realize that, singly, you could not make much of a difference. However, you quickly found the local guerilla cell and signed on as something of a 'military mind'. Most of your plans have gone well, and the Montaigne have remained singly frustrated in the area. It is not simply the planning that works well; it is the multi-talents of your "brotherhood," not to mention the fact that you, yourself, are an extremely effective combatant.

You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times. You've vowed to defend it with your life, if need be.

Catalina Lopez de Torres (7th Sea™) [cah-tah-LEE-na day tor-REZ]

Brawn: 2, *Finesse:* 3, *Wits:* 2, *Resolve:* 2, *Panache:* 3

Reputation: None

Background: None

Arcana: Reckless

Advantages: Castillian (R/W), Montaigne; Castillian Accent (Torres), Castillian Blade (Torres), Lightning Reflexes

Athlete: Climbing 1, Footwork 3, Leaping 1, Sprinting 1, Throwing 1

Cloak: Parry (Cloak) 3, Entangle 1

Courtier: Dancing 1, Etiquette 2, Fashion 1, Oratory 1

Fencing: Attack (Fencing) 3, Parry (Fencing) 2

Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 1

Rider: Ride 2, Trick Riding 1

Streetwise: Socializing 2, Street Navigation 1

Torres School (Apprentice): Double Parry (Fencing/Cloak) 1, Side Step 3, Tagging (Fencing) 2, Exploit Weakness (Torres) 1

Notes: Torres School – NOHP when using a cloak. Side Step may affect 1 extra AD per ML. Torres Blade - +3 to any Damage Rolls

Arcana: *Reckless:* The GM can activate your Hubris in order to get you to ignore any nagging feelings of worry or hesitation you may have when confronted with a potentially dangerous environment.

Torres School (Apprentice) You suffer no off-hand penalties when using a cloak. Also, your Side-Step Knack can now affect one Action Die per Mastery Level (1 at Apprentice).

Double-parry: A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

Side-Step: Whenever you use an Active Defense successfully, you may lower your next upcoming Action Die by your Rank in this Knack. You may not take the Action Die lower than the current Phase.

Tagging: Tagging, a particularly flashy piece of showing off with your weapon, is designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

Background

In the days before the Montaigne invasion of Castille, you seemed to have your hands full all the time. Female duelists were rare enough, but one from the actual Torres family who could wield a family blade -- well, that always sent a specific message. You were often hired to show either a

great deal of respect to your opponent, or to show that the employer could afford to hire such an unusual fighter.

The bottom dropped out of the market, however, after the invasion. Invaders took over the area where you made your home, and while carrying a weapon was not technically illegal for a Castillian, actually drawing it would arouse bad suspicions. Drawing it on a Montaigne would be patently illegal. Still, you shouldered on, but the contracts stopped coming. People began to fear settling differences the old-fashioned way, and would only appeal to the Montaigne “justice,” which was usually inordinately unjust to the Castillians, and lenient to the Montaigne.

Frustrated, you took to quietly finding ways to pick fights with single Montaigne soldiers. One night, however, you bit off more than you could chew, and found yourself badly wounded in an alley. Luckily, a doctor found you. Even more luckily, you found that he was of a like mind as yours, and inducted you into a local “brotherhood” of resistance fighters who were working against the Montaigne in secrecy. You joined up without any hesitation.

You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times.

Doña Luisa Ramirez de Soldano del Castillo (7th Sea™)***[doan-YAH loo-EE-sah rah-MEER-eh day soul-DAH-no dell cah-STEE-oh]****Brawn: 2, Finesse: 3, Wits: 2, Resolve: 2, Panache: 2**Reputation: None**Background: None**Arcana: Overconfident**Advantages: Castillian (R/W), Vodacce (R/W), Théan (R/W); Castillian Accent (Soldano), Castillian Education, Castillian Blade (Soldano), Noble**Athlete: Climbing 1, Footwork 1, Sprinting 1, Throwing 1**Courtier: Dancing 1, Etiquette 2, Fashion 1, Gossip 1, Oratory 1, Scheming 1, Sincerity 2**Criminal: Ambush 2, Gambling 1, Lockpicking 1, Pickpocket 1, Shadowing 3, Stealth 2**Fencing: Attack (Fencing) 3, Parry (Fencing) 3**Spy: Conceal 2, Interrogation 1, Shadowing 3, Stealth 2**Waylay: Ambush 2, Camouflage 1, Land on Target 1, Lie In Wait 1, Set Traps 2, Shadowing 3**Soldano School (Apprentice): Double Parry (Fencing) 1, Tagging (Fencing) 1, Whirl 1, Exploit**Weakness (Soldano) 1**Notes: Soldano Blade - +2 to all rolls using sword, Soldano School – NOHP with fencing weapon; get ML in DD at beginning of battle, lose same at end.*

Arcana: *Overconfident:* The GM can activate your Hubris to squash any doubts you have about your own abilities.

Soldano School (Apprentice) You suffer no off-hand penalties when fighting with a fencing weapon in each hand. You also receive a number of Drama Dice at the beginning of the battle equal to your Mastery Level. These Dice, if unused, go away at the end of the battle.

Double-parry: A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

Tagging: Tagging, a particularly flashy piece of showing off with your weapon, is designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt. You must use this Knack instead of your Attack Knack for your Attack Roll. If you successfully hit, the attack causes no damage, but you can cause one of two things to happen. Either your target loses 1 Drama die until the end of the battle (at which point it returns), or you can gain 1 Drama die yourself until the end of the battle (at which point it disappears if still unspent). These Drama dice never become Experience Points, even if the battle was the last thing to happen in the Story.

Whirl: Whirl is a spinning attack used to take out several unskilled opponents at once. For each Rank you have in this Knack, you may add 2 to your Attack Roll when attacking Brutes.

Background

Being part of the noble Soldano family line has taught you the basics of the family fighting style, and allowed you access to one of the fine blades of the family, but while you are schooled in swordplay, it is elsewhere you excel.

Since you were young, you've always been fascinated with the secrets of others. Often would be the time you'd sneak away from some boring party and find out who was having trysts with who, or

who was stabbing whom in the back with their conversations. You became quite good at the game of following people without their knowledge – but all that changed after the invasion.

The Montaigne give parties, of course, but you don't speak their language so making sense of overheard conversations became a bit harder. Still, you found that by following them, you could learn all sorts of things, and as you were still, technically, nobility, you were still invited to some of the parties.

You were secretly contacted a few months ago by an old school friend who inducted you into a “brotherhood” of loyal Castellians loyal who use the resources of the local populous to harass and hinder the occupying Montaigne. This quickly became your new game. You have helped immensely in some of the group's more 'stealthy' missions, and your presence in some of the upper class events locally allows you access that many of the others would not have.

You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times.

Tómas Acedo de Torres (7th Sea™) [toe-MAHS AH-say-doh day TOR-rez]

Brawn: 2, *Finesse:* 3, *Wits:* 3, *Resolve:* 2, *Panache:* 2

Reputation: None

Background: None

Arcana: Overzealous

Advantages: Castillian (R/W), Montaigne (R/W), Théan (R/W); Castillian Accent (Zepeda), Castillian Education, University

Arson: Architecture 1, Cartography 2, Conceal 2, Mathematics 3, Natural Philosophy 2, Street Navigation 2

Athlete: Climbing 2, Footwork 3, Sprinting 2, Throwing 1

Bomb Making: Blacksmithing 1, Cooper 1, Fuses 2, Mathematics 3, Natural Philosophy 2, Poison 1

Doctor: Diagnosis 2, Examiner 1, First Aid 1, Surgery 2

Engineer: Architecture 1, Cannon smithing 1, Drafting 1, Mathematics 3, Natural Philosophy 2

Firearms: Attack (Firearms) 2

Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 2

Scholar: History 1, Mathematics 3, Natural Philosophy 2, Philosophy 1, Research 1

Servant: Drive Carriage 2, Etiquette 1, Fashion 1, Hagglng 2, Menial Tasks 1, Unobtrusive 2

Spy: Bribery 1, Conceal 2, Forgery 1, Shadowing 1, Sincerity 2, Stealth 1

Streetwise: Scrounging 2, Socializing 1, Street Navigation 2

Arcana: *Overzealous* The GM can activate your Hubris in order to get you to strongly defend one of your opinions, no matter how inappropriate the time and place.

Background

You write a paper here, you write a paper there, you watch what happens. Sometimes, things get explosive.

You were educated in the schools of Castille, and were rightly proud of your knowledge, so much so that you joined a group of 'thinkers' that were in defiance of the Inquisition's edict against scientific progress. You had a knack for keeping yourself out of sight, usually, and along with your friends, you thought that the strong arm of the Vaticine Church would be your only worry.

Would that it had been so.

When the Montaigne invasion occurred, you and your companions were caught off-guard. On the upside, you didn't have to worry as much about the Inquisition any further. On the downside, you now had to worry about an invading nation who seemed to hate not just you, but all Castillians.

You realized you had to do something, and you began to plot. With your knowledge of natural philosophy and architecture, you began to make plans for destruction of the Montaigne army. A few times certain fortifications would detonate in the middle of the night, and usually you'd be far away when it happened. Usually.

One night you were not so lucky. A pair of soldiers detained you, and things looked bad. However, at that moment, El Vago, the people's hero, came and rescued you! In gratitude, you told him you would do whatever you could to aid his cause. He introduced you to members of a 'brotherhood' of guerilla fighters, who would come to rely on your skills, not only as a bomb-maker, but as a doctor as well.

You also help defend the group's secret; in a local church, gold worth approximately half a million guilders lies hidden. The funds are currently being used to help your brotherhood in their struggle against the Montaigne, as well as an emergency relief fund for the families of the area who are stuck on hard times.