

Inga Danziger

The Fearless Master of the Tops...with a Dark Secret

Regardless of nationality, every ship needs a good topman and Inga Danziger is one of the best. This friendly Eisen sailor has traveled across most of Théah on ships of every nation, usually only staying with a ship for a short time and then moving on. Despite this, long experience has made her a Master of the Tops and one of the most skilled riggers to sail the seas. Combined with her willingness to face any odds, her skills make her a welcome sight to any captain.

When she was only eight years old, she signed on as a cabin girl onboard a Guild ship for several years. While in Kirk, she witnessed a battle between a pair of Eisen noblemen and several muggers in an alley. When one of the nobles fell in battle, she leapt upon the muggers from behind and scattered them, despite her size. Impressed with her courage and agility, the surviving noble sponsored her in the Academy in Tannen. She remained for only a few years before the lure of the sea drew her back.

Today, Inga is a short, blonde woman of twenty who wears her long hair in braids to keep it out of her eyes and always dresses in sailor's clothing. She is always willing to lend a hand to those less fortunate than herself and often literally throws herself into danger without thought for her own well-being.

She has few enemies and only one rival worth mentioning. Once while serving on the Crystal Cutlass, under the command of Vincenzo di Lucca, a storm brewed up. Despite the danger, Inga insisted on lowering the sails to prevent their destruction, and a tall red-haired Avalon topman named Meg remained aloft to help her. Amidst torrential rains and timber-shattering lightning strikes, they completed their tasks. Meg is the only sailor to ever match her fearlessness and Inga longs to best her.

However, the Eisen Master of the Tops is more than she seems. The nobleman she assisted as a child was actually a member of die Kreuzritter fighting against an Outsider and his minions. Seeing potential in the diminutive girl, he recruited her into his organization. Now she primarily serves as a courier and a spy for the Order, keeping her eye on the numerous ships and ports across Théah and searching for any

signs of Outsiders. Her Nacht sorcery is extremely dangerous to use at sea, so she rarely relies on it.

Plot Hooks

- Ten years ago, Invar Anderson was a simple woodsman in a small village near Kirk. Several witnesses, including his daughter Anna, saw him murder his wife, hack her apart with an axe, and then disappear into the night-covered woods. The villagers gathered about the house and prepared to track him down when he emerged from the woods covered in blood. Despite the witnesses, he claimed he had only just returned from a hunting trip. When questioned about the blood, he claimed that it was from a deer he had abandoned when he heard the villagers shouting.

The villagers seized him and the traders managed to convince the others to sentence him to La Bucca. Invar is now a member of the Brotherhood of the Coast, but he still insists on his innocence and he is looking for someone to prove it, although a dark cloaked figure has warned him to simply let the matter drop.

- Die Kreuzritter know that within the Dark Paths, manmade structures like ships are not solid and water does not exist, which makes any naval expeditions very dangerous. Despite this, Hans Grub believes that some of the tales of sea serpents and other creatures are actually based upon Outsiders. He claims to have discovered a tear in the Barrier a mile north of Eisen beneath the waves of the Trade Sea. He plans to take a group of Nacht-gifted Knights there to destroy the tear despite the danger of prolonged presence in the Dark Paths.
- Reports of a number of murdered noblemen have reached die Kreuzritter, all killed with a double bladed sword. This matches a puzzle sword last seen in the hands of François du Mar, a knight lost within the Shadowrealm. They believe he may have gone insane and is now killing every nobleman he can find in a



twisted effort to destroy their sorcerous bloodlines. Unfortunately, the killer has used Nacht on several occasions and he must be stopped before the secret of this sorcery is exposed.

- In the city of Zafara in the Crescent Empire, a series of murders in the city has the city in turmoil. There have been five deaths over the past two weeks. All of the deaths are members of the city guard and they cannot find any trace of the killer. Why would anyone want the city guard dead?
- Also in Zafara, one of the city's mosques has a new leader who mounted a large gem upon the top spire of his mosque last week. He found the gem in the depths of the mosque's tombs where it should have stayed. While it is exposed to sunlight, the gem emits a strange invisible energy that slowly saps the life force from everyone within a few blocks. The city is concerned about the strange wasting disease afflicting one section of the city though no one has died yet. Several members of die Kreuzritter are also missing, since the debilitating energy is far faster within the Dark Paths. In desperation, the city turns to a young doctor just arrived in the city and his companions to find a cure.

Credits

7th Sea System Creation

John Wick, Jennifer Wick and Kevin Wilson

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Inga Danziger, Hero (7th Sea™)

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

Arcana: Reckless

Reputation: 12

Background: Rivalry 2

Advantages: Eisen (R/W), Montaigne (R/W), Théan (R/W);

Commission: Master of the Tops (Petty Officer); Academy;

Membership: die Kreuzritter, Nacht Sorcery; Short

Hunter: Ambush 2, Fishing 2, Stealth 3, Survival 2,

Sailor: Balance 4, Cartography 3, Climbing 4, Knotwork

4, Rigging 4, Leaping 5, Navigation 3, Pilot 3, Sea Lore 4,

Swimming 2, Weather 5

Spy: Bribery 1, Conceal 2, Cryptography 2, Hand Signs 1,

Interrogation 1, Lip Reading 1, Shadowing 3, Sincerity 2,

Stealth 3

Streetwise: Socializing 2, Street Navigation 2, Scrounging 2,

Shopping 2, Underworld Lore 2

Athlete: Break Fall 3, Climbing 4, Footwork 2, Sprinting 2,

Throwing 2

Leaping 4, Lifting 3, Rolling 4, Swimming 2, Sidestep 2

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

Inga Danziger (d20™)

Pirate 3/Topman 2/Nacht 1; CR 6; SZ M (humanoid); HD

3d10+3+2d6+2+1d10+1; hp 40; Init +2 (Dex); Spd 30 ft; AC 18

(+2 Dex +1 Canny Defense +5 Unarmored Defense Proficiency

(beginner)); Atks: Cutlass +6 melee (1d6+2) or pistol +6 (1d10);

SA Ambidexterity, Two Weapon Fighting, Seasoned, Eagle

Eye, Canny Defense, Sneak attack +1d6, The Dark Paths; SV

Fort +8, Ref +8, Will +6; Str 14, Dex 15, Con 12, Int 14, Wis

12, Char 11; AL NG; Skills: Balance +8, Climb +8, Gather

Information +3, Intuit Direction +5, Jump +6, Move Silently

+6, Performer (Acrobatics) +4, Profession (Sailor) +10, Sense

Motive +3, Spot +8, Swim +4, Use Ropes +8; Feats: Reckless,

Exotic Weapon Proficiency (Firearms), Pirate Trick (Death from

Above), Lightning Reflexes, Membership (die Kreuzritter), Skill

Focus (Profession: Sailor), Unarmored Defense Proficiency

(beginner).