

# 7<sup>th</sup> Sea<sup>TM</sup> Compendium

The secrets of Théah are yours!

This compilation of rules, updates and player information contains details on every aspect of *7th Sea*. For new players, it provides an introductory guide to an exciting world of swordsmen and swashbucklers. For experienced players, it contains all the new material from the *7th Sea* second printing, allowing you to stay caught up on everything. Whether you're a bright-eyed newbie or a grizzled veteran, a salty pirate or a gallant musketeer, this book has what you're looking for.

The *7th Sea Compendium* contains:

- An updated history, expanded details on the Secret Societies, and new information on Objectionism and the Inquisition.
- Expanded details on the mysterious Syrneath, including rules for creating your own artifacts.
- A ship-building system, allowing your players to create new vessels for their Heroes.
- A quick-start Hero creation guide, compiled lists of character abilities, pictures of the powerful Lærdom runes, and more!

This book is free for any *7th Sea* player who owns the first printing of the *7th Sea Player's Guide* or *Game Master's Guide*.

**AEG 7004**



*Alderac Entertainment Group*



# Compendium

*Being a Collection of New and Revised Information  
of Especial Interest to Players and Game Masters  
of the Seventh Sea Role-Playing Game*



## Credits

### Written by

Jennifer Wick & John Wick, Kevin Wilson, Rob Vaux

### Based on a Game System Designed by

Dave Williams and John Wick

### Cover Art

William O'Connor

### Cover Prepress

Brendon Goodyear

### Graphic Design

Cris Dornaus and Steve Hough

### Interior Art

Cris Dornaus, Scott James, Raven Mimura

### Artwork Prepress

Brendon Goodyear

### Editors

D.J. Trindle, Janice Sellers, Rob Vaux



# Table of Contents

<i>Introduction</i> . . . . .	4	The Church . . . . .	22
<i>What's Changed</i> . . . . .	5	The Inquisition . . . . .	22
Rules Changes . . . . .	5	The Objectionist Reform . . . . .	24
System Rules . . . . .	5	Equipment and Starting Wealth . . . . .	25
Wealth . . . . .	6	New Advantage: Specialty . . . . .	25
Swordsman Schools . . . . .	6	Ship Design . . . . .	26
Skills . . . . .	6	Ship Maximums . . . . .	27
Advantages . . . . .	6	Modification List . . . . .	27
Hubrises . . . . .	6	Ship Flaws . . . . .	30
Experience . . . . .	6	Sample Ships . . . . .	32
Sorcery . . . . .	7	The Syrneath . . . . .	33
Text Changes . . . . .	7	Speculation on the Setines . . . . .	34
Players' Guide . . . . .	7	The Syrneath Isles . . . . .	37
Game Masters' Guide . . . . .	7	The Thalussian Isles . . . . .	39
<i>Player's Section</i> . . . . .	8	The Home Front . . . . .	42
Théah . . . . .	8	Black Market Artifacts . . . . .	44
Nations . . . . .	9	New Prospects and Conclusion . . . . .	45
Secret Societies . . . . .	9	<i>GM's Section</i> . . . . .	47
History . . . . .	10	The Inquisition . . . . .	47
Current Events . . . . .	14	The Invisible College . . . . .	47
Calendar . . . . .	17	Sophia's Daughters . . . . .	47
Knowledge . . . . .	17	The Syrneath . . . . .	48
Pirates and Privateers . . . . .	19	Artifacts . . . . .	50
Types of Sailors . . . . .	20	Artifact Creation Rules . . . . .	53
Secret Societies . . . . .	21	<i>Sailor Speech</i> . . . . .	58
Los Vagos . . . . .	21	<i>Lærdom Runes</i> . . . . .	60
Sophia's Daughters . . . . .	21	<i>Charts</i> . . . . .	61
		<i>Character Creation Chart</i> . . . . .	64

## Introduction

Welcome to the *7th Sea Compendium*, a companion volume to the *7th Sea* basic rules. This book sums up a few modifications we've made to the game so that *7th Sea* players can make the most of the product.

You might be asking yourself why a compendium is needed or even desired. During *7th Sea's* initial publication, time constraints and space factors prohibited us from doing everything we would have liked. Certain sections needed developing, while others could have been more smoothly integrated with the rest of the game. While we weren't happy with these gaps, we simply didn't have the option to address them as well as we would like.

Fortunately, the gaming public loved *7th Sea* enough to overlook the shortcomings. The game became a big hit and the rulebooks quickly sold out, which necessitated a second print run. As we sat down to prepare the printing, we realized that we had a chance to improve upon what we had done – correct some of the oversights, develop certain background sections, and make the product better. It was not a “second edition”: our problems were fairly minor, and we didn't want to make any wholesale changes to such a new world. It was merely a tidying up of certain loose ends – adjusting the books more to our satisfaction.

The problem was that so many players had already bought the first printing, and none of them would be able to use the changes without buying another set of books. We didn't want to gouge the readers who had helped make *7th Sea* a

success in the first place, but we couldn't just reprint the same oversights without doing something to correct them.

After debating the problem, we decided to compile all the changes, refinements and cuts made between the first publication and the second into a single volume. Any player who asked for it would receive it for free; that way, everyone would have access to the complete *7th Sea* rules without have to purchase two copies of the basic books. What you hold in your hands is the result of that decision: a “version 1.5” covering all of the changes we have made. It includes revised material on the world of Théah, rules modifications, and material only found on the *7th Sea* website.

The first section notes all of the minor rules which have been changed or modified between the first and second printing. It also cites the textual changes which have been made, such as additional world development and sections which have been moved.

The next section is designed for players and GMs alike. It contains all of the text added to the second printing, subtracted from the first, or otherwise unavailable in either edition. With them, experienced players won't have to purchase another copy of the basic rules, regardless of which one you have. It also includes information on the mysterious Syrne which first appeared in portions of the *Erebus Cross* adventure series.

The third section contains information for GMs only. It includes a brief discussion of the Inquisition and a pair of Secret Societies, and an in-depth look at the Syrne and their powerful artifacts. The Syrne section contains a comprehensive chart for creating your own artifacts, as well as some suggestions on how to give them a personal touch.

Finally, we've included some extra odds and ends: sailor slang cut from the Players' Guide, images of the Lærdom runes, and a fast-start Hero creation section, including lists of all the Swordsman Schools, Sorcery types, Skills, Knacks, Advantages, and Backgrounds – all compiled in one location.

The *Compendium* is not a “stand alone” product. You still need the *7th Sea* basic books to play the game. But for

## What's Changed

completists who wish to have every aspect of the game – and first edition players who want to know more about Théah and its people – it gives you everything you need for no additional charge. We hope you find it useful during your adventures in the world of *7th Sea*.

## What's Changed

## Rules Changes

The following changes have been made to the *7th Sea* system. They are all minor and do not affect the overall mechanics of the game. As with all the rules, you may keep, change, or discard them as you see fit. The GM has the final say as to which rules he or she will use.

### System Rules

- Free Raises now add 5 to your roll, instead of subtracting 5 from your TN.
- When you take a number of Dramatic Wounds equal to your Resolve, instead of suffering a -2 penalty to all rolls, none of your dice (except Drama dice) explode.
- Missile Weapon Ranges are in yards, not feet.
- Firearms suffer no Short Range Modifier when fired at a target less than 10 feet away.

- You are surprised for one entire Round, not one Phase.

### NPC Wounds

- Henchmen can take a number of Dramatic Wounds equal to their Resolve before being Knocked Out.

### Rules for Perception Checks

The GM will call for a Perception Check whenever he wants to see if your Heroes spot something that isn't readily visible, such as a hidden catch, a far-off ship, or a dust-obscured hieroglyph. A Perception Check is a straight Wits roll, only adding dice for Advantages such as Keen Senses which specifically add to Perception Checks.

### The Repartee System

If you successfully Intimidate your target, he or she has a penalty when acting directly against you of one unkept die + one additional die for each Raise you made. This penalty lasts until the end of the Scene.

