

## 7<sup>TH</sup> SEA PLAYER CHEAT SHEET (1)

### GETTING BONUS DICE

Use a Skill Once for an Approach for the first time during a Risk

Describe the Action of your Hero before rolling for a Risk

Spend a Hero Point before rolling for a Risk to add 1d10 (This can be done multiple times for the same Risk)

### THE BASICS OF RAISES

**INITIATIVE** Hero with the highest number of Raises remaining goes first. Villains ALWAYS win ties.

**ZERO RAISES** No Raises rolled allows the GM some creative license to affect your Hero.

**BASIC USE** Spend 1 Raise to succeed at your Approach

### WHAT CAN BE DONE WITH RAISES

**ACTIVATE SPECIAL** Spend one Raise to activate an Advantage, Swordsman School Maneuver, or Sorcery

**AVOID CONSEQUENCES** Spend additional Raises to avoid Scene Consequences (For example, you spend one Raise to succeed picking a lock, but you need to spend an additional Raise to avoid setting off the poison trap or to ensure you don't make enough noise to alert a sleeping guard)

**AVOIDING WOUNDS**

- 1) Spend 1 Raise to Avoid 1 Wound. In a scenes, a Hero can spend 1 Raise per Wound to negate all Wounds for ALL Heroes in the Scene. These Wounds are those caused by circumstances in the Scene (i.e. fire, thorns, a wild and uncontrollable mob) and not those caused by Brutes and Villains.
- 2) Spend 1 Raise to Avoid 1 Wound. Wounds caused by Villains and Brutes can be negated by a Raise on a 1 for 1 Basis. Dramatic Wounds gained from gunfire cannot be avoided in this manner.

**CAUSING WOUNDS/  
REDUCING BRUTE SQUAD  
STRENGTH** Spend multiple Raises to increase damage. One Raise = One Wound. When Raises of this sort are spent against a Brute Squad, each Raise reduces the Strength of the Brute Squad on a One for One basis.

**CHANGING APPROACH** Spend an additional Raise when your action would require a different skill than one used in your Approach

**CREATE OPPORTUNITY** Spend one Raise to create an Opportunity for a fellow Hero

**COMPETITION** Spend additional multiple Raises to ensure Victory when in competition for a victory condition (for example: your Hero must get to the door before the Villain)

**TAKING ADVANTAGE OF AN  
OPPORTUNITY** Spend one Raise to take advantage of an Opportunity created by a fellow Hero or the GM.

**UNSKILLED** Spend an additional Raise when performing an action that your Hero is unskilled in. (for example, if your Approach called for a combat skill and your Hero has none, you would, most likely, just roll BRAWN or FINESSE for the approach and spend TWO Raises for every punch or sword thrust your Hero performs in the fight rather than 1 raise if your Hero had the skill).



## 7<sup>TH</sup> SEA PLAYER CHEAT SHEET (2)

### HERO POINTS

#### GAINING

Either the player or the GM activates their Hero's Hubris.

Player has their Hero act in a way as described by their Quirks. A player can earn only 1 Hero Point per session per Quirk.

Raises to overcome Consequences and produce other effects.

The player chooses to say, "My Hero fails." The player does not roll dice and cannot spend any during the Risk

The GM buys any unused dice that aren't part of a Raise. For each die the GM chooses to buy in this fashion, you gain 1 Hero Point...and he gains 1 Danger Point.

#### USING

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 spend multiple Raises on this Action, just as if they were not *Helpless*. See page 181 for more on becoming Helpless.

#### EXAMPLE OF OPPORTUNITIES FOR OTHER HEROES

After throwing a few punches around with a Villain, have the key to the mysterious treasure everyone is hunting get knocked from his pouches and free on the ground for another Hero to pick up. (FUMBLED)

The wheel for the Old Mill gets loose while the Hero and Villain fight atop it (NEW TERRAIN)

A fruit wagon is being pushed into the midst of a chase scene by an unaware merchant hindering the Villain's escape (SHIFT IN THE SCENE)

Provide the means to complete a Step in the Hero's Personal Story:

- LOST LOVE: The Father of the Hero's Lost Love stumbles out of the turmoil right into the path of a runaway cart! (Also, D'artagnan's discovery of Milady's connection to Athos in the Three Musketeers)
- VENDETTA: A document bearing the same insignia that the hero's father described before he died in prison lies atop the Duke's desk and is perilously close to catching fire. (Also think the Princess Bride when Wesley meets Rugen.)
- RIVAL: The man that has caught the obsession of the Hero's rival looks on approvingly as the Hero smoothly destroys the argument the Montaigne Count offered.

#### BEWARE OF (Dun-Dun-DUN!!!!) DANGER POINTS

GMs can complicate your Hero's heroics by spending Danger Points (Dun-Dun-DUN!!!!!!):

- 1) Increase the total needed for a Raise by 5 for a Risk or Round. This affects all Heroes in the Scene.
- 2) Add two dice to any Villain's die pool.
- 3) Activate a Brute Squad's special ability. Activate a Villain's special ability. Murder.
- 4) If a Hero becomes helpless, a Villain can spend a Danger Point to murder that character. See *Helpless* (see page 181).

