



*7TH SEA 3RD EDITION
PREVIEW*



THE PILLARS OF THE 7TH SEA 3E EDITION

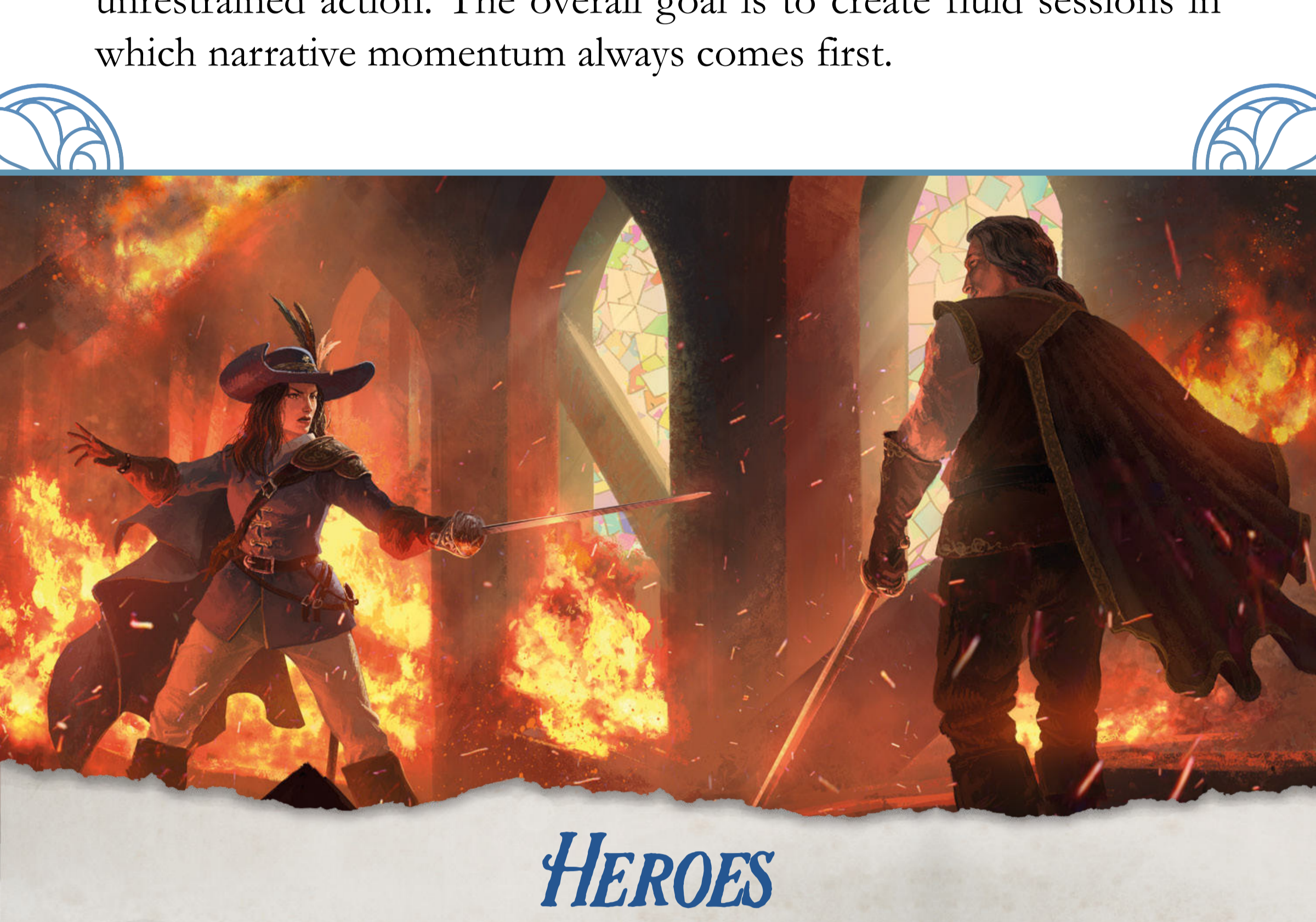
7th Sea 3rd Edition is built around four major pillars that define its identity, atmosphere, and approach to play. These core principles guide the entire line: they shape both the themes explored and the way the game is played, with the aim of delivering an intense, open-ended, swashbuckling adventure experience.

The first of these pillars is **heroism**. *7th Sea* features characters who are able to act upon the world, make bold decisions, and leave a real mark on events. The game celebrates panache, courage, and nobility of spirit, both in its themes and in its mechanics. Heroes are not mere witnesses to history: they become major players in it, even if that means facing danger in order to defend their ideals.

The second pillar is **travel**. This new edition fully embraces exploration as a central part of the experience. Its aim is to open the game to other horizons, other peoples, and other stories. Crossing the seas, discovering unknown lands, encountering new cultures, and confronting the unfamiliar all become essential parts of both the adventure and the line's development.

The third pillar is **secrets**. The third edition gives pride of place to mysteries and to the way they are revealed during play. This approach concerns not only narrative content, but also the very structure of the game: the line offers a modular framework that allows each Game Master to develop their own vision of *7th Sea*, revealing certain aspects while preserving others depending on the desired tone and stakes.

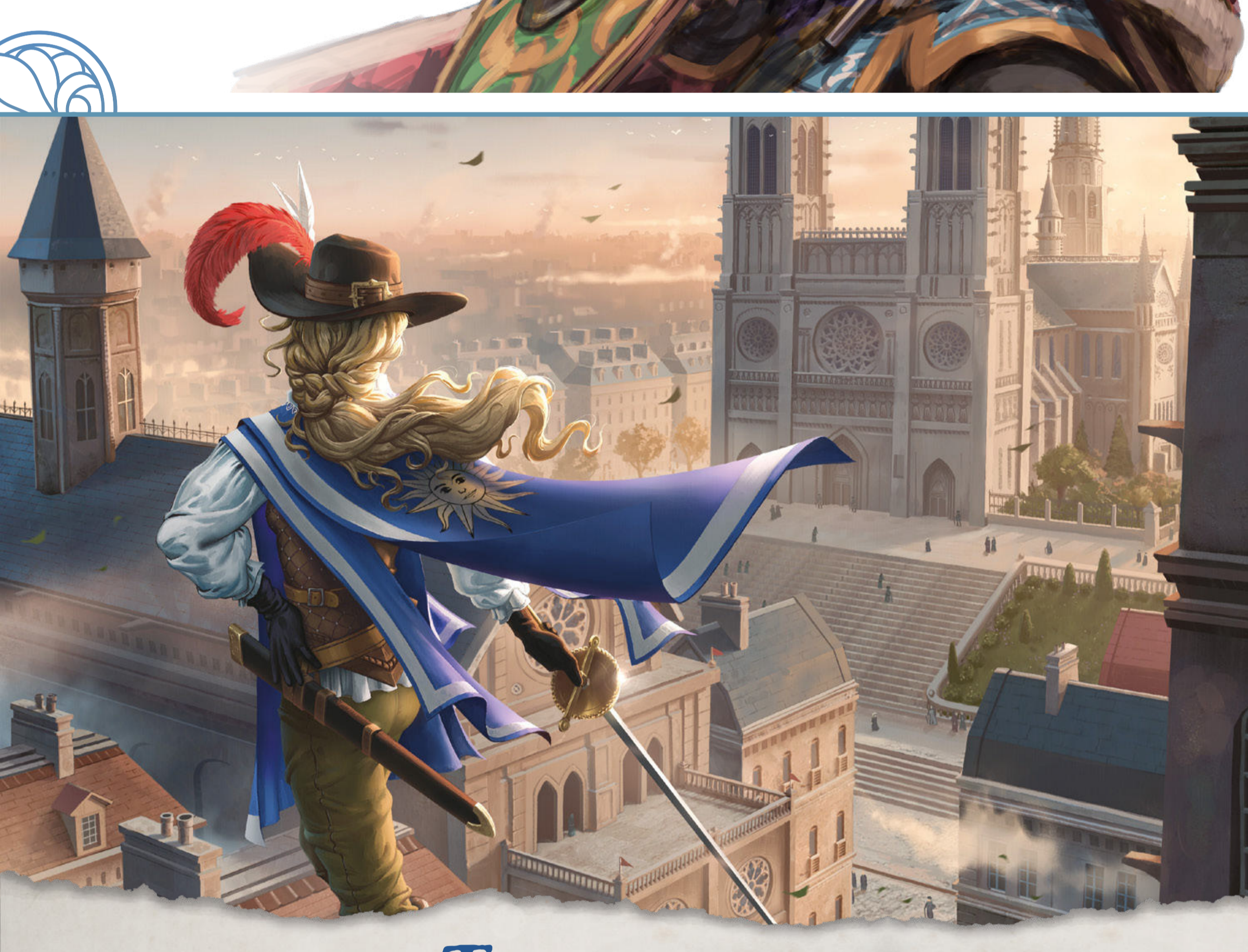
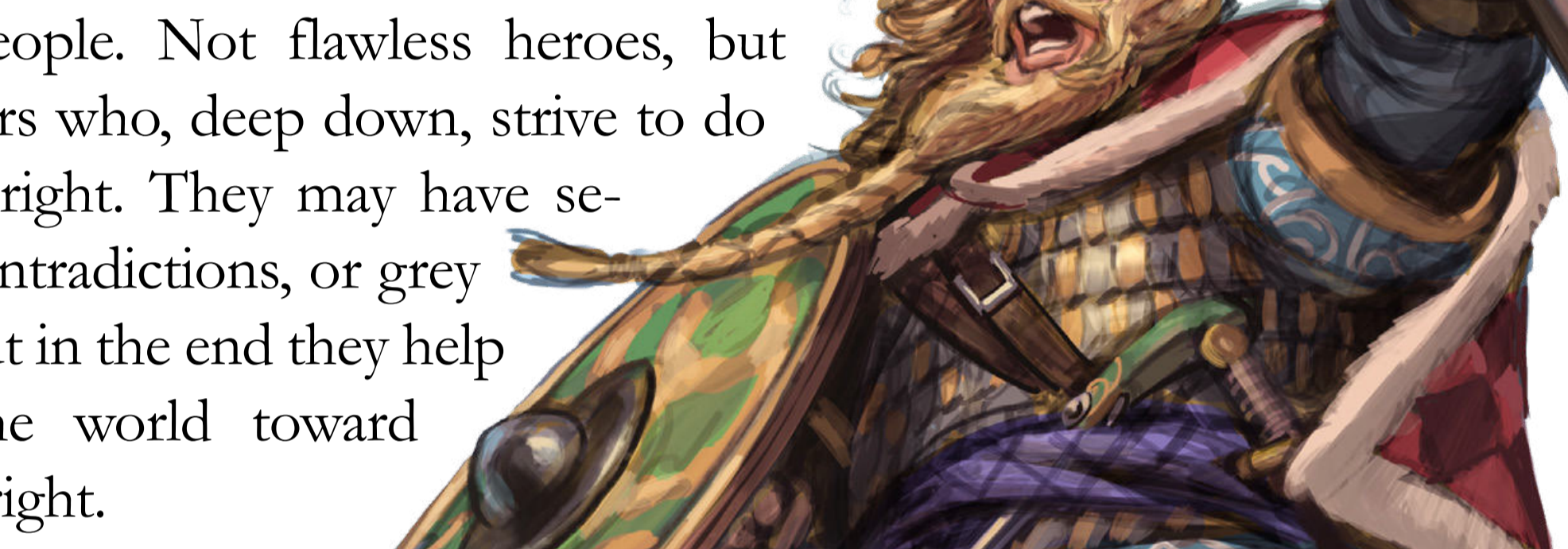
Lastly, *7th Sea* embraces a resolutely **dynamic** style of play. The gaming experience is built around cinematic staging and spectacular sequences. It also relies on streamlined rules designed not to slow the pace or weigh scenes down, while still leaving room for unrestrained action. The overall goal is to create fluid sessions in which narrative momentum always comes first.



HEROES

In *7th Sea*, you do not play ordinary people. You play Heroes: women and men capable of doing what others dare not do: standing up to injustice, defying a tyrant, leaping from rooftop to rooftop to save an innocent, and more. As in the great swashbuckling films, your characters are defined by panache, courage, daring, and that spark which allows them to change the course of events through their choices and determination.

Above all, *7th Sea* is a game about playing good people. Not flawless heroes, but characters who, deep down, strive to do what is right. They may have secrets, contradictions, or grey areas, but in the end they help bend the world toward what is right.



THE SETTING

7th Sea 3rd Edition takes place in a fantasy world inspired by the Europe of classic swashbuckling novels. It is a world of rival nations at war, dazzling capitals full of intrigue, duelists, spies, pirates, and scholars, where history is written as much at the tip of a rapier as in the antechambers of power.

Beneath the surface, secret societies wage invisible wars, myths resurface, and a form of sorcery as seductive as it is dangerous threatens to upset the balance of the world.

In this third edition, your heroes can seize the opportunities of this unstable era to leave a lasting mark on the world.

THEAH

7th Sea takes place on a planet named Terra, and its main action unfolds on a continent called Théah. It is a place similar to 17th-century Europe, ruled by a set of nations whose culture and history are inspired by various European countries. This is not a historical game, but a fictional setting that will nonetheless feel very familiar.

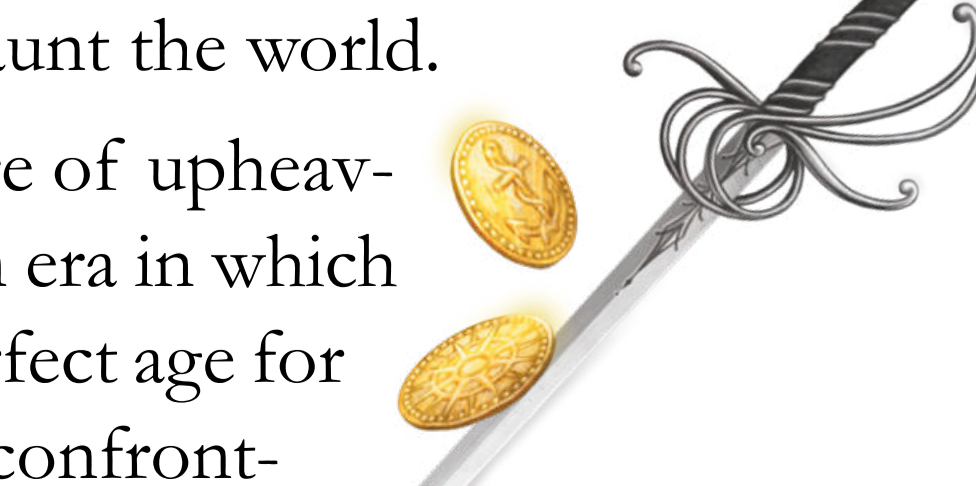
Théah is made up of 11 nations, whose more detailed descriptions can be found in the *7th Sea core book*.

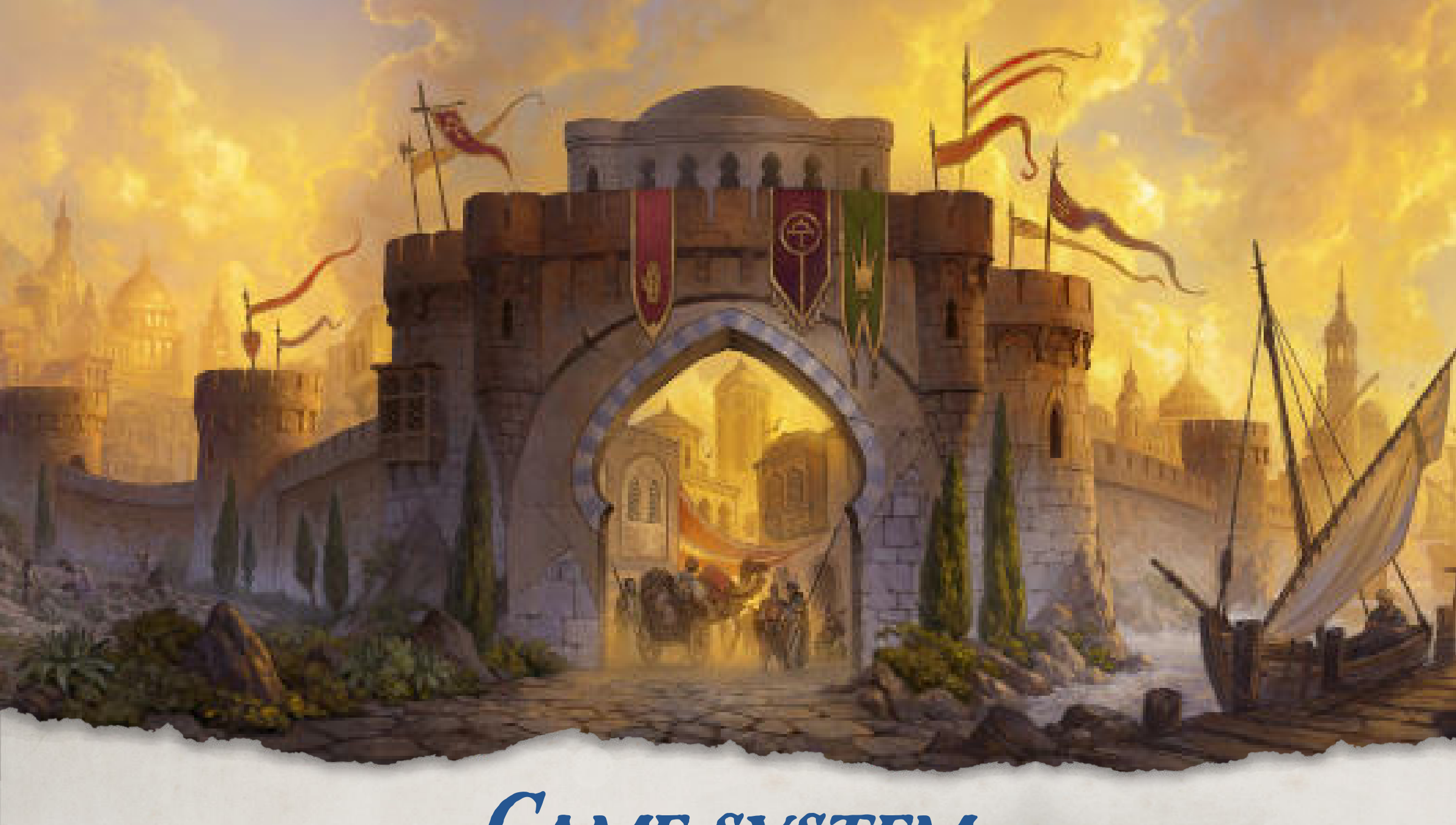
- **Avalon:** the land of mists, knights, and ancestral oaths, an island monarchy where swagger blends with faerie magic, with a taste of Elizabethan England, Arthurian legends, and Shakespearean tales.
- **Castille:** a romantic Spain built on the values of faith, knowledge, and honor, undermined by the scheming of the Inquisition; inspired by Don Quixote's chivalric ideal and Zorro, the masked hero.
- **Eisen:** a land shattered by war, a perfect backdrop for heroism that fights Evil, drawing inspiration from both the Holy Roman Empire and the Thirty Years' War, as well as Faust and the Grimm brothers' tales.
- **Sarmatian Commonwealth:** a great noble power that has recently become the world's first democracy; a nation living through a fragile golden age, inspired by the Polish-Lithuanian Commonwealth and its Golden Liberty.
- **Inismore:** the island of ancient deities and legendary heroes, inspired by a romanticized Ireland where the boundary between the everyday and the mythical remains porous. Between druids and old songs, adventure always tastes like a folktale.
- **Highlands Marches:** a land of clans, oaths, and resistance, a proud culture attached to its lands and traditions, where loyalty must be earned; inspired by landmark works such as *Braveheart*, *Rob Roy*, and *Highlander*.
- **Montaigne:** the nation of style, with luxurious courts, balls, duels, and intrigues, but above all an imperial power cracking under the weight of its ambitions. It is pre-revolutionary France, the France of *The Three Musketeers* and *The Count of Monte Cristo*.
- **Numa:** a nation of jealous city-states with rival ambitions, a land of philosophers, sailors, and tragic heroes, steeped in ancient epics and living myths, with the scent of classical Greece and great legends where the gods are never far away.
- **Ussura:** a vast frozen territory covered in forests, a nation where nature is a character in its own right, and where progress threatens very old balances. It is the land of Baba Yaga, Russian folktales, and eternal tsars.
- **Vestenmennavenjar:** nordic warriors and mercantile elites living side by side in a harsh country, a nation where you can fight with an axe in the morning and sign a trade agreement in the evening, inspired by the Vikings and the golden age of Dutch maritime trade.
- **Vodacce:** the land of masks, plots, and dangerous passions, where the magic of Fate mingles with the power games of wealthy Merchant Princes. Vodacce tastes like Renaissance Italy, crisscrossed on all sides by Borgia-like machinations.

10 YEARS LATER

Ten years have passed since the events of the second edition. Behind the facades of prosperity, plots multiply and institutions begin to crack. Some rulers maintain unity only through fear, while others wear themselves out trying to hold together compromises that are already too fragile. Trade reshapes the balance of power, and this economic war is compounded by military conflicts that push entire nations to the brink. In the shadows, forces that are anything but human return to haunt the world.

It is in this Theah, poised on the edge of upheaval, that *7th Sea 3rd Edition* begins: an era in which the world can still be saved, and a perfect age for swashbuckling heroes capable of confronting soldiers, conspirators, and extraordinary creatures alike—and, through their choices, deciding what story the next ten years will tell.





GAME SYSTEM

The guiding principle here is to follow the community's wishes while remaining faithful to the major pillars of the third edition.

The new game system is an evolution of *7th Sea's* rules, designed to feel close to the first edition while modernizing its core engine and supporting the third edition's defining principles: cinematic, fluid, unrestrained action.

It is a simple system that emphasizes cinematic play without worrying too much about tactical simulation. What matters is that it feels fast-paced and stylish. The system should never hold players back: they should not fail constantly or end up looking ridiculous.

The core rule is simple: dice are rolled only when failure would have an interesting consequence (lost time, a raised alarm, injury, a complication, a missed opportunity, and so on). Otherwise, the action is treated as an automatic success, in order to maintain a strong pace and avoid unnecessary rolls.

When a roll is required, the player builds a pool of d10s by adding together a relevant Trait and Skill. The GM then sets a Difficulty (from D1 to D7), reflecting the action's complexity, from routine to legendary. After the roll, the player keeps only the dice that meet the success threshold. These kept dice count as Successes: if their number is at least equal to the Difficulty, the action succeeds; otherwise, it fails.

Hero Points allow a player to maximize their chances of success by adding dice, activating advantages, or triggering a Legendary Feat. In case of failure, a Hero may Force Fate: the action still succeeds, but the GM gains Villainy Points, which can be used to introduce complications later.

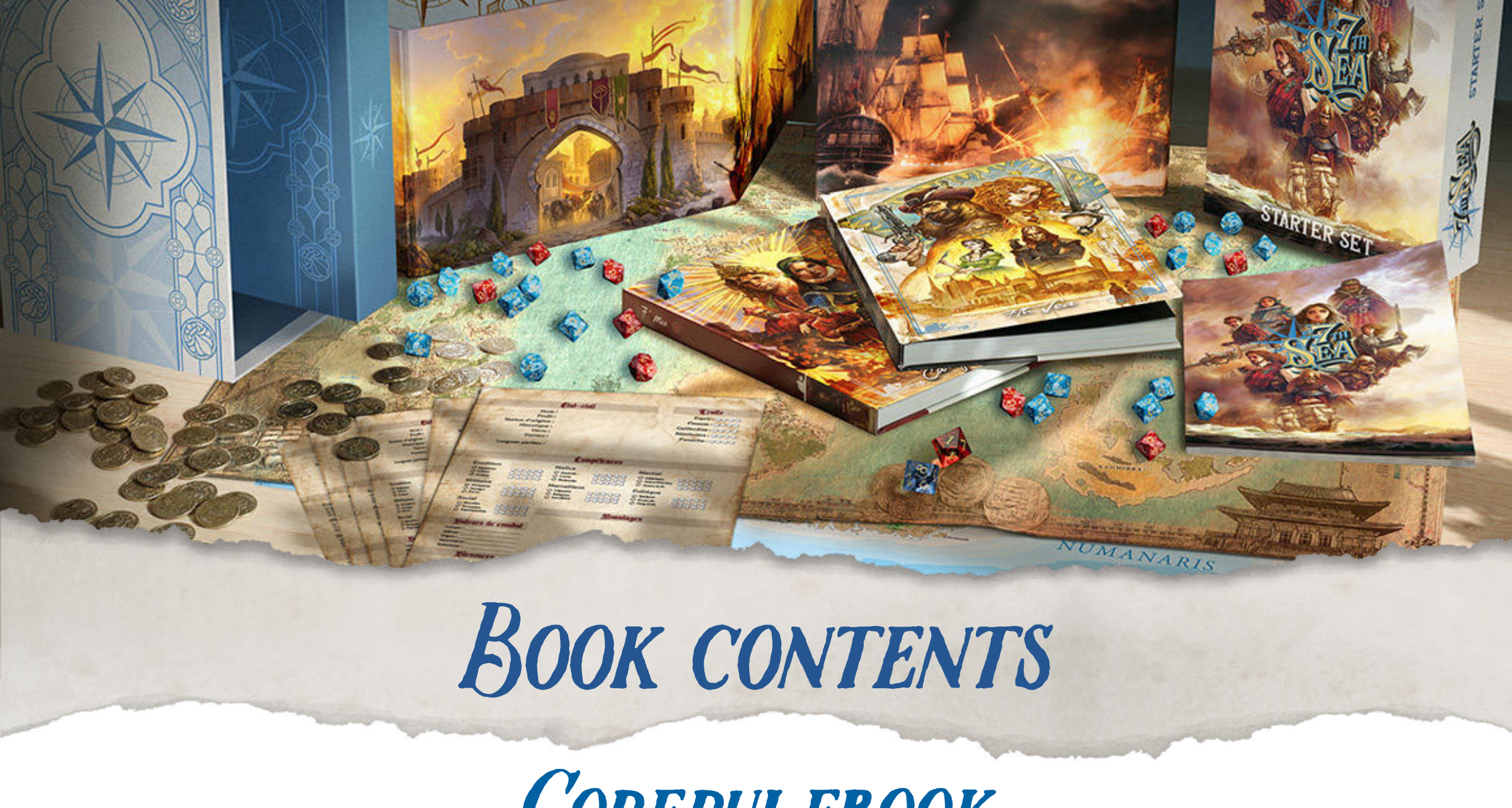
Finally, the system distinguishes between two major types of scenes. Dramatic Scenes (investigations, negotiations, infiltrations, and so on) are resolved through simple Actions. Action Scenes are handled as exchanges: the Hero acts (Action), then adversity strikes back (Reaction). One important feature is that only the players roll dice.



ADVENTURES

7th Sea is designed to tell stories. Each session should feel like an episode of a serial, filled with memorable scenes and dramatic twists.

What we offer are ready-to-play adventures that let you jump straight into the action, along with hooks and tools to help you easily create your own intrigues. Everything is designed to support groups over the long term, with progression suited to long campaigns and to the natural development of characters through their exploits. This growth in power nevertheless remains faithful to the spirit of *7th Sea*: the goal is not optimization, but becoming ever more heroic, more memorable, and more romantic.



BOOK CONTENTS

CORERULEBOOK

The 200-page standalone corerulebook contains everything you need to create Heroes, launch your first adventures, and run a swashbuckling campaign.

The corerulebook opens with an introduction to the setting. It first presents the overall framework of Terra, including its chronology and its great regions—Azatlan, Cathay, the Crescent, Ifri, and above all Theah—before moving on to the

religions, organizations, pirates, secret societies, and monsters that shape the world. A second major section focuses on Theah itself, the heart of the game, detailing its recent history and its various nations. This first half of the book is intended to give both GMs and players a clear vision of the world, its political tensions, its peoples, and its swashbuckling atmosphere.

The other half is devoted to the mechanics. One chapter explains how to create a character: define their concept, nation, and occupation, choose their Traits, Skills, and Advantages, and so on; it also includes ready-to-play characters. The Game System section then presents the rules for handling risks and challenges, Heroism, Villainy, Action Scenes, wounds, healing, and the use of monsters, villains, henchmen, and brute squads.

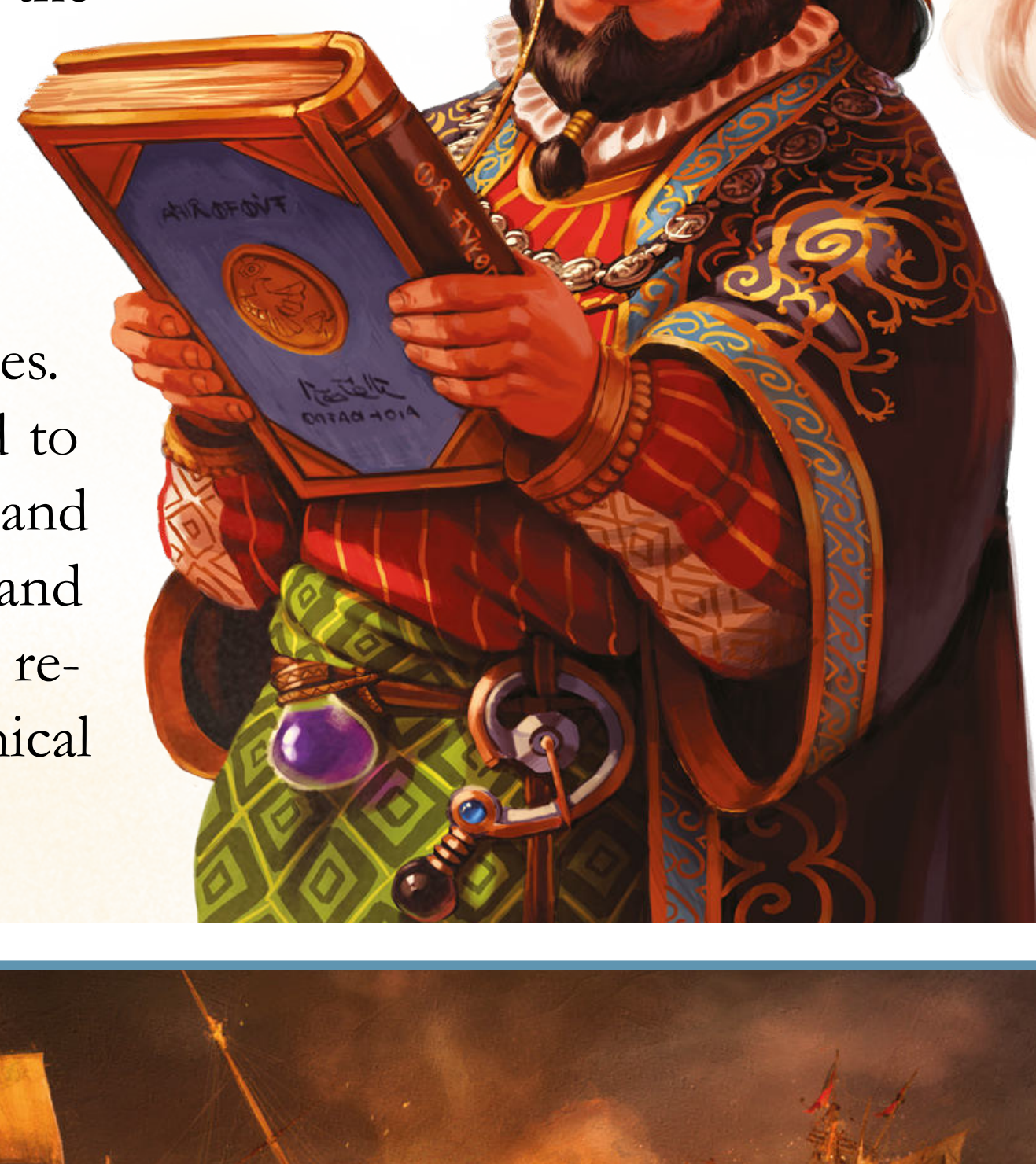
SECRETS OF 7TH SEA

Secrets of 7th Sea is a first supplement that expands the setting. It is not primarily a rules supplement, but rather a lore and preparation tool intended to give greater depth to scenarios, the world's secrets, and *7th Sea* campaigns.

Designed for the Game Master, it revisits the global framework through a detailed chronology, then greatly expands the description of the world by surveying the nations of Terra beyond Theah: the many powers of Azatlan, Cathay, the Crescent, Ifri, and several pirate nations. It then devotes a substantial chapter to the nations of Theah, each receiving much more extensive treatment than in the corerulebook. Where the main book mostly provides an overview, this supplement delves deeper into historical, cultural, political, and geographical detail in order to better understand rivalries, national identities, and adventure opportunities in each region.

The rest of the supplement enriches campaigns with additional factions, mysteries, and threats. It details several powerful organizations, such as the Atabean Trading Company, the Inquisition, the pirates, the Vaticine Church, and the Vendel League, before expanding on a wide range of secret societies, each playing its own role in the world's intrigues.

A section is also devoted to supernatural creatures and monsters, from gods and spirits to Eisen horrors, reinforcing the game's mythical and occult dimension.



THE STARTER SET

The starter set is the simplest and most welcoming way to enter the world of *7th Sea*, whether you are discovering the game for the first time or approaching its third edition without starting with the corerulebook. It has been designed as a true ready-to-play gateway: open the box, choose your character, and the adventure can begin almost immediately. It is the ideal format for becoming familiar with the game's swashbuckling atmosphere.

Inside, you will find an introductory adventure designed to gradually introduce both the setting and the mechanics, ready-to-play characters so you can jump in without prior character creation, and the essential rules needed to learn as you play. The box also includes a GM screen, play aids, and dice, offering a complete experience that is ready to play right away. It is an ideal format for a few evenings of duels, intrigue, travel, fragile alliances, and the heroic choices that make *7th Sea* so distinctive.



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