



SWASHBUCKLERS
OF THE 7 SKIES

by Chad Underkoffler

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How to Use This Book

Chapters 1, 2, 3, and 4: *The 7 Skies Setting*, discussing the World, the major Cloud-Islands, the mystical and religious aspects of the World, and the details of skysailing.

Chapters 5 and 6: *Character Rules and Challenges & Duels*; the game mechanics of S7S.

Chapter 7: *Gamemastering S7S*, a wide-ranging discussion about how to run S7S games.

Chapter 8: *The Swashbuckling Genre*, a general discussion of what “swashbuckling” means, especially for RPGs.

Introduction

I love swashbuckling stories. Be they books or movies, I am *there*. Add in some mysticism, monsters, and magic, and I am even *more there*.

While I cut my teeth on Oz, Narnia, and Middle-Earth, when I hit my teens I was all about Neverland, Newhon, Melnibone, Florin & Guilder, and France (two flavors: *Sun King* and *Revolutionary*).

My tastes in swashbuckling action are fairly catholic—in that nearly any expression of stylish heroism gets filed in my mental rolodex as “swashbuckling.” D’Artagnan is swashbuckling. Luke Skywalker is swashbuckling. The Gray Mouser And Indiana Jones are swashbuckling. Sinbad and Wong Fei-hung are swashbuckling. Batman, Zorro, and Scaramouche are swashbuckling. Jack Burton and Flash Gordon are swashbuckling. And, yes, Malcolm Reynolds is swashbuckling.

Swashbuckling is all about style, drive, and wonder: swords flashing, witty quips tumbling from one’s lips, heroic and villainous actions on a large scale. Strike that: on a *widescreen* scale.

Swashbucklers of the 7 Skies (S7S) is my love-letter to every single book, film, or game that has given me that swashbuckling vibe. It’s a cinematic, storytelling game rather than a historical/reality-simulating game. It’s about the stories—the films and books. It is fat-packed with magical and exotic stuff. It is weird and wondrous and idiosyncratic.

I hope you dig it as much as I do.

ConvolutEd S7S History

The 7 Skies have been living in my head for a long time.

Swashbucklers of the 7 Skies (S7S) was intended to be the very first ASMP game published, as I dipped my toes into the small-press publishing pool. I started the playtesting of the first version of the game on the S7S Yahoo Group back in 2003 (not counting the proto-campaign that I ran under *GURPS* back in 1998), and started acquiring concept art.

Unfortunately, life intervened.

What was supposed to be the *first* ASMP game will now be the *fifth*.