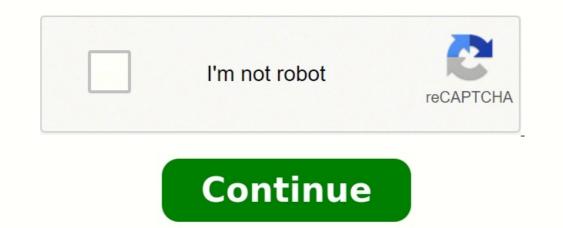
A song of ice and fire tabletop rpg pdf



You'll need strength, cunning, and strategy to win the Iron Throne. Visit the official A Song of Ice and Fire: Tabletop Miniatures Game is a competitive miniatures Game site here. A Song of Ice & Fire: Tabletop Miniatures Game is a competitive miniatures Game legendary Heroes, and manipulating the political stage, in the attempt to claim the greatest prize of all: The Iron Throne. Core Sets Expansions Acessories News Products For years, readers have thrilled to the saga of Westeros as told in George R.R. Martin's best-selling A Song of Ice and Fire Roleplaying from Green Ronin Publishing. This is a brand new roleplaying from Green Ronin Publishing. This is a brand new roleplaying from Green Ronin Publishing. houses. This provides a ready-made rationale for adventures and helps focus the campaign. The game has two core books. The first, A Song of Ice and Fire Roleplaying, provides the rules. It covers everything from character and house creation to intrigue and mass combat. A Song of Ice and Fire Roleplaying, provides the rules. It covers everything from character and house creation to intrigue and mass combat. A Song of Ice and Fire Roleplaying, provides the rules. Rules. The second book, A Song of Ice and Fire Campaign Guide, describes Westeros in lavish detail, providing full details on all the major regions and principal players of the game of thrones. Supporting the two core books is Peril at King's Landing, an adventure to help you kick-start your campaign. Fans were able to get their first taste of A Song of Ice and Fire Roleplaying on Free RPG Day (June 21, 2008). On this day Green Ronin gave away thousands of free Quick-Start rules for the game at participating retail stores. Now we've released a free PDF of the Quick-Start as well. This 32-page booklet gives you a taste of the rules, six pre-generated characters, and a short adventure so you can try the game out. The Song of Ice and Fire Quickstart won the 2009 Gold ENnie Award for Best Free Product. Worldbuilding posted by ThisIsNoZaku Original SA post A Song of Ice and Fire Roleplaying is, as the name suggests, an RPG set in the world of George R.R. Martin's books. (Copyright puts my copy of the RPG approximately a year before the show came on.) The introduction is a bunch of stuff no one ever cares about. Chapter 1 is a primer on Westeros. To summarize the summary: Westeros is a single state made up of seven kingdoms united a long time ago. Seasons last years. Magic is rare, some argue completely gone. SIFRP, as the game acronymizes itself, is a game about court politics and family alliances and war, and on a personal level honor, love, leadership, betrayal, etc. The next section is an Almanac, done in character. Three hundred years ago, the Targaryens first landed on Westeros, and with their dragons united the continent, facing the kings already there with a simple choice: submit or burn. They ruled over civil war, rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and expansion, until the Mad King Aerys II who was overthrown in a rebellion and the children of the forest, who lived with nature and worshiped nature deities. 12,000 years ago, the first Men came to Westeros over a land bridge and through the region that would become Dorne. The first men brough ended with a Pact sworn between the two. Both prospered during 4,000 years of peace, the Age of Heroes, and the Seven Kingdoms had their beginnings in this time. The Night Watch was also founded in this period, to defend against all of the weird shit that wanders out of the Very Most North (not the real name) and the Wall was also raised then. Out of this time came the Seven Kings: the King in the North, the King of Mountain and Vale Happy times ended with the arrival by ship of the Andals in the Vale of Arryn. This fresh batch of invaders brought even more gods, and steel weapons and just as the first Men had done, they went on a conquering and killing spree, destroying the children of the forest's sacred weirwoods and either slaughtering them completely or driving them so far north as to make no difference. Regardless, the children of the forest vanished from history. The only kingdom not to fall to the Andals was the North. 1,000 years ago, the queen Nymeria arrived with a huge fleet that landed in Dorne. She eased the friction between her people and the masters of the land. During this time a lot of fighting between the various kings was going on. 400 years ago, the Doom (yes it's capitalized in the book) came to Valyria and lots of refugees fled to Dragonstone, an island off the east coast of Westeros and the western most outpost of Valyria. This is how the Targaryens came to prominence; as the masters of Dragonstone they became the leaders of the Valyria and lots of refugees fled to Dragonstone, and the western most outpost of Valyria. under Aegon the Conqueror began their campaign on conquest, uniting all of the kingdoms except Dorne. Dorne was taken by a future Targaryen king, lost through marriage. King's Landing The spot where Aegon first set foot on Westeros, King's Landing went from a tiny fishing village to an enormous modern city and the capitol of the kingdoms. The king rules from the seven-towered Red Keep, on the highest of King's Landings three hills, with his advisers. The most important is the King's Hand, the only man other than the king himself allowed to sit on the throne and who is invested with all his authority. The city is surrounded by walls with seven gates for passage and the peace is kept by the City Watch, called "gold cloaks." In the last moments of his reign and life, King Aery's sent his pregnant queen and son to Dragonstone. He kept the crown prince's wife, a Dornish princess, and their children in King's Landing, as leverage to keep Dorne on his side. When Lannister sacked the city, however, she and her children were killed. When the Targaryen's were defeated on the mainland, the rebels sailed to Dragonstone to capture the rest of the now-deposed king's family. However, the queen had died giving birth and Princess Daenerys escaped. The North The North is ruled by the Starks of Winterfell. They are served by many lesser families: the Karstarks of Karhold; the Umbers of Last Hearth; the Boltons (it doesn't say where they're from); plus a bunch of mountain clans who swear loyalty to the Starks but don't get out much. Also in the North is the Night's Watch, who defend the wall against whatever wanders down from farther north. The 19 castles of the Wall can hold 5,000 warriors, but these days there are only around a tenth that many brothers and 3 castles remain manned. The Iron Islands are the realm of the Greyjoy's. The people of the islands are the ironborn, or ironmen to the rest of Westeros and are famous sailors, pillagers and raiders. They posses a brutal culture of violence and worship the Drowned God. When the ironmen was given to the Greyjoys after Aegon destroyed the line of the previous ruling family. He allowed them to choose their new lord and they swore to follow Vickon Greyjoy. Seven years ago Lord Balon Greyjoy. Seven years ago Lord Balon Greyjoy named himself King of the Iron Islands, of Salt and Rock, Son of the Sea Wind and Lord Reaper of Pyke. His lords flocked to him, eager to return to a life of raiding and piracy. Much less excited was everyone else in Westeros, especially King Robert Baratheon, who marshaled his own forces to put down the rebellion. The ironman fleet and destroyed most of it. (Damn, I don't remember Stannis being so badass in the books.) Balon lost his two eldest sons and his youngest was taken by the victors to be warded by the Starks to ensure his future good behavior. The Riverlands Once under the rule of ironmen, after Aegon the Conquerer took these lands from the Tully's who rule today. They get their lands from the Tully's who rule today. the sea. The Tullys had joined up readily with Robert in his rebellion and their bannermen had followed. There's lots of Andal blood in the Riverlands, and most follow the Seven Gods, though some worshipers of the old gods can be found. Mountains of the Moon This was the first place that the Andals landed when they came to Westeros and is ruled by the House of Arryn. Among the mountains is the Vale of Arryn, home to the most imposing mountains in Westeros and the demarcation between the northern and southern kingdoms. Among the mountains is the Eyrie, the most impregnable fortress in Westeros. Two gates guard the approach to the castle, a very long and winding road up the side of the mountain. Lord Arryn fostered Eddard Stark and Robert's Hand. Other families within the Vale include the Baelishes, the Redforts, the Templetons and the Royces. The Westerlands Lion Territory. The Lannisters are the richest house, controlling many productive gold mines. They have some of the best trained and disciplined soldiers in Westeros and skilled horsemen, and a respectable fleet rebuilt since it's destruction at the hands of the ironmen. The Lannister Patriarch is Lord Tywin. He brought his family back from the disgraceful state his father had left it in and was named Hand by king Aerys at the age of 20. He served for twenty years before being dismissed, and when he marched on King's Landing during the rebellion, the king had the gates opened expecting his former Hand had returned to aid him. Not so much, as it turns out, and the Lannister sworn houses include the Cleganes, the Crakehalls where Jaime Lanniser squired, their cousins the Leffords, the Marbrands, the Paynes, the Swyfts and the Westerlings. The Reach is well known for it's flowers; the main road in the region is even called the roseroad and it connects the home of the Maester's in Oldtown, King's Landing and High Garden, the seat of the Tyrells who rule the Reach. The Tyrells are second only to the Lannisters in wealth and with the larger army, while they combined fleets of their bannermen could challenge the royal navy. In Robert's Rebellion, the Tyrells are second only to the Lannisters in wealth and with the larger army, while they combined fleets of their bannermen could challenge the royal navy. of their previous king and were accepted by the new one. Beyond the Tyrell's, the Reach has lots of big, powerful and influential families: the Wealthy Florents; the Redwynes who control a powerful fleet; the Tarlys famous for battling with the Dornishmen; the Rowans; the Fossoways, of Cider Hall and New Barrel and the Oakhearts. The Stormlands This region gets its name from the ferocious storms that sweep over it, comparable to those of the Iron Islands. The stories say that the castle of Storm's End was raised by the first Storm King, who married the daughter of sea and wind. As punishment, the gods threw an enormous storm at him, killing everyone but him. In return he declared war and raised six castles, which the gods destroyed, but the seventh, Storm King and into the hands of the last Storm King and into the seventh, Storm King and into the hands are the families of the Carons; the Conningtons; the Dondarrions; the Estermonts, whose patriarch is the kings grandfather; the Selmys and the Targaryen kingdom, Dorne is also the most different from the rest of Westeros. Dorne was conquered by the Targaryens, but they couldn't hold it. It was a marriage between a Targaryen kingdom, Dorne is also the most different from the rest of Westeros. Dorne was conquered by the Targaryens, but they couldn't hold it. It was a marriage between a Targaryen kingdom, Dorne is also the most different from the rest of Westeros. Dorne was conquered by the Targaryens, but they couldn't hold it. It was a marriage between a Targaryen kingdom, Dorne is also the most different from the rest of Westeros. Dorne was conquered by the Targaryens, but they couldn't hold it. It was a marriage between a Targaryen kingdom, Dorne was conquered by the Targaryen kingdom. and a Dornish princess that finally brought them into the fold and the Martells and Targaryens were close ever since. In fact, the Targaryen crown prince was married to the sister of Lord Doran Nymeros Martell and he was extremely upset by her death. It took all the diplomatic efforts of Jon Arryn to keep the peace between the Dornish and the new regime. The Dornish use "prince", instead of king, and inheritance favors the eldest child, regardless of gender. There are three types of Dornishmen, the "Sandy" who live on the coast, the "Sandy" who live in the deserts and along the rivers and the "Stony," who live somewhere the book doesn't specify. Beyond Westeros There's all kinds of stuff across the sea. The two most noteworthy are the Free Cities and the lands that the Dothraki call home. This is mostly geography that isn't interesting. Now that that's all out of the way, after this we start getting into the parts more directly relevant to playing the game. Edit: Added an image of the cover. Laws and Customs posted by ThisIsNoZaku Original SA post Now we start getting into the parts that directly impact play, talking about the customs and laws, technology and social organization in Westeros. Customs and laws, technology and social organization in Westeros. ones. Men have more rights than women, except in Dorne where age is more important. For inheritance, male children inherit, from eldest to youngest, and females only if there is no legitimate male heir. Lords have a duty to administer and enforce the law in their lands. Lords have the right of "pits and gallows," allowing them to imprison or execute law breakers. Landed knights may also enforce laws, but cannot imprison or execute. An alternate punishment is to be forced to "take the black" and join the Night's Watch. The crime is forgiven but you must completely abandon your old life to serve on the wall. Execution is normally by beheading. In the tradition holds mainly in the north, while southern nobles have executioners. A cruel alternative is to stick the condemned in an iron cage called the "crow cage" to die of exposure, named for the crows that gather to pick at the body. Nobles accused of a crime may demands trial by lords, where a group of fellow nobles serve as judge and jury. A common longstanding tradition is "guests rights," where a host is obligated to feed guests and cannot cause any harm to anyone who eats at their table for the duration of their stay. Children become adults at 16, and a girls first menstruation is an important milestone. Nobles often betroth children much younger than this for political reasons, but sleeping with a girl before her first "moonsblood" is seen as super gross everywhere. Followers of the Seven are wed by Septons while followers of the old ways say their vows in front of a weirwood. Family allegiances are built by fostering children from the age of 8 or so until their age of majority. Wards are work the same way, except the children are distrusted due to the circumstances of their conception. Every region has a surname given to the illegitimate children of nobles. Dorne: Sand The Iron Islands: Pyke King's Landing and Dragonstone: Waters The North: Snow The Reach: Flowers The North: Snow The Reach: Flowers The Vale of Arryn: Stone The Westerlands: Hill The Stormlands: Storm Technology of Westeros is similar to that of 13th to 15th century Europe, without any gunpowder. The most interesting difference from the real world is that crows are used Faith and Religion There are two main faiths in Westeros, the Seven and the Old Gods. The Seven is the faith of the Andals, called the "New Gods" despite existing in Westeros for 6,000 years. Technically, the Seven and the Old Gods. aspects of a single creator god. The Father is called on for wisdom in judgement and judging the dead. The Mother guards children, mothers and soldiers. The Smith is the god of creation, healing and cripples. The Crone is the face of fate and wisdom, said to have let the first crows into the world when she looked behind death's door. The Maiden protects girls and young women and lovers. The Stranger collects the dead and takes them to the afterlife. Followers of the Seven give up their family names to become septons or septas, for men and women, respectively. The Great Septon leads the religion from the Great Sept of Balor in King's Landing. Down one rung are the Most Devouted, fantasy!Cardinals to the Great Septon's fantasy!Pope. Godsworn are often learned and literate and teach the children of nobles. The faithful pray in Septs or Septries and the symbol of the faith is a seven-pointed star or seven-faced crystal. The Faith used to be much more powerful before Aegon the Conqueror, when there were seven kings and one Great Septon. The Targaryens cut them down to size, but the faith still carries a lot of influence and moral authority. The Old Gods were worshiped by the children of the forest and adopted by the First Men. They are gods of nature- rivers, trees, etc- and are represented by weirwoods, special trees with while bark and dark red leaves. The children of the forest carved faces into some of them and these special trees are called heart trees. Lots of weirwoods were destroyed, first by the First Men before their peace with the children of the forest carved faces into some of them and these special trees. limited primarily to the North and pockets where the First Men blood runs thick. Other Religions The ironborn worship the Drowned God, the god of the sea and raiders, along with the Storm God, ancient enemy of the Drowned God. as the Orphans of the Greenblood. A prominent faith in the east is R'hllor, the Lord of Light. He's a god of light and fire, invoked by his followers to protect against darkness and evil. Knighthood As a medieval fantasy setting, Westeros is filled with stories of shining knights and heroic deeds. Of course, reality does not always match the stories, sadly. Young noble boys start on the road to knighthood at 8 or 9, serving as squires to full fledged knights. They can become knights of their own as early as 15, but old squires are not unknown. As warriors, knighthood must be earned; if you cannot fight, you cannot be knighted. There is also a religious side to knighthood, closely tied to faith in the Seven. In the ceremony for knighthood, the aspirant keeps an overnight vigil and in the morning, walks barefoot in a simple shift to a septon anoints him on each shoulder with a sword. An abbreviated version can be performed by just a knight. The would-be knight is anointed by the established knight and swears his vows. Knights can have personal coats of arms, but only legitimate heirs can inherit those of their father. Fake knights who were never knighted but claim to have been do exist. Knights can become landed by being granted lands and keeps for service Knights commonly swear themselves to the service of nobles and those without a liege are "hedge knights," often poor wanderers. Maesters of the traditional feudal hierarchy. The Citadel is the center of learning in Westeros and the Maesters are a mashup of philosophers, scholars, scientists and ambassadors. The Maesters accept anyone who comes to them to learn, regardless of status- though no girls allowed- even if they don't wish to become Maesters. The Archmaesters rule the Citadel and are the closest thing to a ruling body the Maesters have. Maester who advises the king and announce the changing of the seasons. Those training, watercraft, yadda yadda. When a student thinks they've mastered a topic they can ask to be tested by that fields archmaester and if they pass, the student earns a chain link. Each different metal. Once a student earns a chain they can wear around their neck, they swear their vows to become a full maester. Maesters are assigned to lords to advise them and since they have to give up their family names, titles and lands when they swear their vows, they are seen as a wise, neutral party. There is some rivalry between the Maesters and religious faithfuls. The Maesters see themselves as men of reason and intellect, poo-pooing "superstition" like many elements of religion and mysticism ThisIsNoZaku Original SA post Chapter 2: Game Rules Let's skip directly to the parts us will care about. ASOIF uses d6s in a roll-and-add dicepool system- Roll a number of dice and add them together to get a result. There are four types of tests: Basic, Extended Basic, Competition and Conflict Tests. In a Basic test compare the result to the Difficulty. Extended Basic tests are used in situations where multiple tests are needed to succeed on something. Competition tests are when multiple parties are trying to achieve the same goal, and the test is to determine who succeeds first or best. essentially, whenever one character is "attacking" and the other is "defending." The game then says that the "active" character in the conflict should do the rolling. The game gives the examples of a guard and an infiltrator. If the infiltrator is trying to sneak past the guard is actively looking for someone trying to hide, the guard rolls. For conflicts, each character has a passive "Defense" rating that serves as the Difficulty for the rolls an acting character makes against them, equal to 4 x the Ability. Modifier is a flat amount added to a roll. Assistance provided by an ally gives half their rating in whatever Ability is being used, rounded down but minimum 1, as a modifier to the test. Taking More Time gives an extra die for the roll for each additional unit of time spent before making it, up to double your normal dice pool. Specialties have numeric ratings and whenever a Specialty applies, the character gains the rating in Bonus Dice . For each bonus die a character has, they roll an extra die and then subtract one die before calculating the roll result. Penalty Dice remove dice from your roll like Bonus Dice, except that they don't give the extra die. Rolls have degrees of success or failure, based on the result. more for every 5 points you beat the Difficulty of the roll by. The next section covers several character archetypes you can use: Anointed Knight Godsworn Hedge Knight Heir Maester Noble Retainer Scout Squire Each of these characters comes ready to use directly out of the book, with skills, traits and equipment. The next chapter goes into the full character creation system. Characters posted by ThisIsNoZaku Original SA post A Song of Ice and Fire Characters belong to Characters belong to the characters belong to the characters belong to the characters belong to the character creation and Example Characters belong to the characters belong to the characters belong to the characters belong to the character creation and Example Characters belong to the characters b or serve directly. This gives everyone an inbuilt reason to work together, a support network for the group and plot hooks, plus ASOIF has mechanics for playing at the "house" level, a la Companies from Reign. I'm going to put all the specifics of that part in it's own post. Step 2: Character Concept First we decide the kind of characters: If you don't make at least one Northman, especially one bearing an axe and a grudge for Southern knights, you will upset my need for petty vengeance against characters from the book. Victarion Snow, bastard Hedge Knight (from a different family) and house master-at-arms. Despite his skill at arms, he resents all of the disrespect shown to him by knights from southern kingdoms, sitting fat and happy in their warm homes and peaceful lands. If you're taking ideas how about a mischievous/manipulative noble Rodrik Sunderly, House Heir. An intelligent and sociable young man from a family of rough-and-ready warriors, he dislikes how his father has become so old and lacking in energy while awkwardly crushing on his new, hot young step-mother. Plots and intrigues as a hobby. I'd like to see a eunuch. Eustace, Family Maester. The first son of a Westerlands noble, he was castrated as a young boy by an uncle in a plot to steal his inheritance. Intelligent and happy to learn, he joined the Maesters. You need to pick your characters age, which is measured in categories. Youths are young children, 9 years old and younger, born after Greyjoy's Rebellion. Middle Age aged 14 to 13 born around the time of Greyjoy's Rebellion. Young Adults are aged 14 to 13 born around the time of Greyjoy's Rebellion. is 30 to 50 and people at this age have a different opinion about the Targaryens, having seen the house during it's good times as well as the bad. Very Old is 70 to 80. Old person is old. Beyond even Very Old is Venerable , anyone older than 80 years. Victarion is Middle Aged. Next is Status . Your character's Status is your rank in the social hierarchy of Westeros. The maximum Status that you can have is determined by your house; the more important and influential it is, the higher the Status character's Can have is determined by your house; the more important and influential it is, the higher the Status character's Status is your rank in the social hierarchy of Westeros. The maximum Status that you can have is determined by your house; the more important and influential it is, the higher the Status character's Status is your rank in the social hierarchy of Westeros. Ability. After that is character Role. Role is the characters archetype. This doesn't have any mechanical effect, it's just a guide to help you make a particular kind of character and gives a few examples from the novels. The roles given in the books are: The Expert, someone who specializes in a narrow range of skills. (Syrio Forel, Gendry, Maester Luwin, Jojen Reed, The Tickler) The Fighter is any kind of warrior. (Robert Baratheon, Gregor Clegane, Victarion Greyjoy, Jaime Lannister, Jeor Mormont, Jon Snow, Eddard Stark, Daenerys Targaryen) Rogues are sneaky characters who get along on the outer edges of society. (Tyrion Lannister, Meera Reed, Davos Seaworth, Arya Stark) Schemers are plotters and conspirators. (Petyr Baelish, Cersei Lannister, Grand Maester Pycelle, Sansa Stark, Varys the Spider) After Roles is fleshing out the character with their before play history and the building blocks of their personality. The book suggests thinking up one important event for every age category above Youth the character's Goal, Motivation, Virtue and Vice. The Goal is something the character's Goal, Motivation, Virtue is something the character's Goal, Motivation, Virtue and Vice. good about the character, while their Vice is the most noteworthy negative trait. The game provides tables for randomly rolling all five of these. Victarion is Middle Aged. In his Youth, Victarion was involved in a battle. (4) In both his Adolescence and Young Adulthood, he was kidnapped and somehow got away. (5, 5) As an Adult, he had a torrid love affair. (3) His Goal is Revenge. His Motivation is Lust. His Virtue is that he is Humble. His Vice is that he is Cruel. Eustace is Middle Aged. In his Youth he kept the company of a famous individual. (8) As a Young Adult he had a torrid love affair was involved in a villainous scandal . While an Adult and his Middle Age, he was involved in a battle or fight. (5, 5) His Goal is Wealth. His Motivation is Greed. His Virtue is that he is Licentious Prejudiced (10) All right, there is a bit of a problem with the tables they give for randomly determining stuff: for simplicity, they're all just a number of dice to get a table entry. However, having multiple dice means the results. Step three is Abilities . ASOIF doesn't have any attributes, all of that is rolled into Abilities, the way FATE does the same with Skills. This is the first part where your age plays a factor in the mechanics: the older you can have in an Ability. Characters hit their peak at Adult, when their maximum rank is 7. Every ability starts at a rating of 2. You can, with permission from the "Narrator" drop a single Ability down to a rank of 1 and gain 50 more experience. Increasing an ability costs 10 experience to increase by 1, plus 30 for every rank after that. The Abilities in the game are: Agility- Dexterity, nimbleness, reflexes and flexibility. Animal Handling- Skills and techniques used to train, work with and care for animals. Athletics- The degree of physical training and application of fitness, coordination, training and raw muscle. Awareness- Senses and how quickly you can react to changes in your environment. Cunning- Intelligence, intellect and the application of fitness, coordination, training and raw muscle. health and hardiness. Fighting- Ability to wield weapons in combat. Healing- Skill with and understanding of medical knowledge. Knowledge- General awareness and understanding of the world. Language- Facility with a language. Your starting rank in this covers your native language. Marksmanship- Skill with ranged weapons. Persuasion- Ability to manipulation the emotions and beliefs of others. Status- Social rank and knowledge of getting along in high society, such as recognizing heraldy, knowing etiquette, etc. Stealth- Remaining unseen and unheard. Survival- Ability to get by in the wilderness. Thievery- Covers all "larcenous" skills like lockpicking, pickpocketing, etc. Warfare- Talent at tactical and strategic military tasks. Will- Mental fortitude. Each ability has a bunch of sections describing how and when it's used, Difficulties, etc. in chapter four. After you buy all your Abilities, you can buy Specialties, again with an amount of Experience determined by your age. and you're not allowed to have a Specialty with a rank higher than that of it's parent Ability. As a Fightan Man, Victarion should get high ranks in Agility, Animal Handling, Athletics, Endurance, Fighting, Marksmanship and Warfare, according to the book. Middle Age gives Vic 270 Ability and 100 Specialty experience. Agility 3 (10) Animal Handling 3 (10) Athletics 4 (40) Endurance 3 (70) Specialty: Resilience 3B (30) Fighting 5 (70) Specialty: Axes 5B (50) Warfare 4 (40) Specialty: Axes 5B (50) Warfare 4 (40) Specialty: Resilience 3B (30) Fighting 5 (70) Specialty: Axes 5B (50) Warfare 4 (40) Specialty: Resilience 3B (30) Fighting 5 (70) Specialty: Axes 5B (50) Warfare 4 (40) Specialty: Axes 5B (50) Warfare 4 (4 Specialty: Empathy 2B (20) Cunning 4 (40) Deception 4 (40) Specialty: Bluff 1B (10) Fighting 3 (10) Knowledge 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Bluff 1B (10) Fighting 3 (10) Specialty: Education 2B (20) Cunning 4 (40) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Common Tongue 3 (10) Specialty: Education 2B (20) Language: Westeros Co gets 270 Ability and 100 Specialty Experience for his age, the same as Victarion. Cunning 5 (70) Specialty: Education 4B (40) Knowledge 5 (70) Specialty: Education 4B (70) Specialt you get more the younger you are. A Youth gets 7, and a character gets one lest for every age category You can do two things with your starting Destiny Points. You're also limited to a maximum of 3 Benefits, if you have more than 3 Destiny Points. For his totally pimpin' Axe skills, Victario gets Axe Fighting I. Whenever he makes an attack with an Axe, he can sacrifice any of his Bonus dice and inflict that much extra damage. (For a benchmark, a suit of full plate prevents 10 damage) He is also a Leader of Men, and may automatically reorganize or rally a unit once per round of battle. The Blood of the First Men flows in his veins, adding 2 to any Endurance tests he makes and giving him 2 extra Health. Victario starts play with no Destiny Points. First, Rodrik must take Heir for his position as the heir to the house. He gains +1 to all Status tests and becomes the Head of House if anything happens to his father. Treacherous lets him add his Cunning rank of 4 to his Deception test results. Courteous adds half his Persuasion ranks to his defense against it. This leaves him with two Destiny Points. Eustace is a Maester, which ties his fortunes with those of the house he serves. He adds his Cunning ranks to all Knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . 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He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and Legends . He also must knowledge Focus: Alchemy[/b] and History and History and History In Step 6, we get to Drawbacks. Once a character hit Adult, they have to start taking Drawbacks. These are just like Disadvantages or whatever from any other game you've seen. There are also Flaws, which just lower an Ability by one rank and are caused by the ravages of age. You can take extra Drawbacks, gaining a Destiny Point for each, though you cannot have more Drawbacks than Benefits. Because of his age, Victarion gets a Flaw in Agility. He is also Lascivious, inflicting a -2 penalty to Persuasion tests to Charm. Being Bastard Born earns him a -1D penalty to Persuasion tests with anyone with higher Status than him. Victation gets two bonus Destiny Points. Rodrik is Haughty, suffering a -1D penalty to Awareness tests for Empathy, and whenever he deals with someone beneath his station or acting improperly, his starting disposition must be Dislike or worse. Rodrik gets a bonus destiny point, leaving him with a total of 3. Eustace us a Eunuch, taking a -1D penalty to persuasion tests, but is immune to Seduction and cannot have kids. He also has a Flaw in Athletics. He gets a single bonus point, Step 7 is Starting Possessions. Each character must use at least half of their starting money. Going through equipment lists for stuff to buy is one of the worst things in RPGs, so I'm going to skip this part. Victarion has 2d6 = (2 + 2) = 4 Gold Dragons. Rodrik has 3d6+1 = (6 + 5 + 2 + 1) = 14 gold. Eustace has 3d6 = (2 + 2) = 4 Gold Dragons. Rodrik has 3d6+1 = (6 + 5 + 2 + 1) = 14 gold. Eustace has 3d6 = (2 + 2) = 4 Gold Dragons. Rodrik has 3d6+1 = (6 + 5 + 2 + 1) = 14 gold. Eustace has 3d6 = (3 + 4 + 3) = 10 gold. Step Eight is calculating all the Derived Statistics. In Intrigues you have Intrigues and the Derived Statistics. Defense and Composure, equal to Awareness + Cunning + Status and Will x 3, respectively. In Combat you have Combat Defense, equal to Agility + Athletics + Awareness + Defensive bonus from shields/parrying weapons – Armor penalty; health equal to 3 x Endurance; Armor Rating determined by the armor you wear; and damage, based on your weapon. Intrigue Defense: 6 Combat Defense: 6 Combat Defense: 6 Combat Defense: 7 Health: 4 Armor Rating: 0 Damage: 0 (Unarmed) Step Nine requires a bit of Composure: 6 Combat Defense: 6 Health: 4 Armor Rating: 0 Damage: 0 (Unarmed) Step Nine requires a bit of audience participation: "Play the Game!" This chapter ends with character advancement. You can improve your character in three ways: money, Glory and Experience. Money lets you buy stuff, or invest it in your Abilities, as your awesome deeds reflect well on it. Experience can be spent to improve your Abilities, as your advancement. gain or improve specialties or buy Destiny Points. Specialties cost 10 experience per rank increase, with the maximum limit of the Ability it's under. Improving an Ability it's under. Improving an Ability it's under. Point costs 50 experience. When you buy it, you can bank it, invest it in a Benefit or remove a Drawback. The next chapters are the Abilities and Specialties and go over them briefly, because there isn't a whole lot interesting about lists of skills and such. Then is the chapter on creating a house, where I'll go through the house I generated for these guys. Abilities and Specialties and Specialties, and Destiny and Qualities are a combination of Attributes and Skills from other games. There's really nothing particularly interesting here. The Qualities a character can get are divided into several groups. Ability Qualities improve one of the character's Ability Qualities. Examples: Hardy (Ignore penalties to Endurance when healing); Head for Numbers (Add your Cunning to Status tests for household events and your family gains extra wealth); Furtive (Add your Cunning to Status tests for household events and your family gains extra wealth); Furtive (Add your Cunning to Status tests for household events and your family gains extra wealth); Furtive (Add your Cunning to Status tests for household events and your family gains extra wealth); Furtive (Add your Cunning to Status tests) Agility to your Sneak tests and reroll any 1s on Sneak tests) Fate Qualities represent a character's destiny and fate. Seems like the miscellaneous grab-bag category. Examples: Lots related to social position (Brother of the Night's Watch, Maester, Head of House, Ward, Man of the Kingsguard); allies, subordinates and animal cohorts; supernatura powers like Greensight (Prophetic dreams), Skingchanger (Possess your animal cohort when you sleep); also Wealthy, Lucky and Night Eyes. Like I said, grab bag. Heritage Qualities are related to your family and heritage. Examples: Blood of the Andals (Super lucky), Blood of the First Men (Tough), Blood of Heroes(Exceed limit on one Ability), Blood of the Ironmen (Bonuses while at sea and while fighting), Blood of the Rhoyne (Agile and sneaky), Blood of Valyria (Commanding and fire resistant), Blood of the Wildlings (Resistant to cold and disrespectful of the social order). Also, Massive (really big). Martial Qualities are advantages and special abilities in combat. (This is the biggest group, of course) Examples: Fighting Style chains (Axe Fighter, Bludgeon Fighter, Braavosi Fighter, Braavosi Fighter, Pole-Arm Fighter, Pole-Arm Fighter, Spear Fighter, Spear Fighter, Spear Fighter, Bludgeon Fighter, Braavosi Fighter, Spear Fighter, Spear Fighter, Spear Fighter, Spear Fighter, Braavosi Fighter, Spear bonuses in combat. Examples: Adept Negotiator (No penalty from your disposition towards others, as long as you hide it from the subject), Favored of Nobles/Smallfolk (Bonuses with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to persuasion with people with high/low status), Worldy (Bonuses to pe are doubled), Furious (Your temper means you have to try and Intimidate in Intrigues and take a penalty for trying to seduce), Nemesis, Haughty (Your disposition against anyone of lower status or acting social unacceptably must be negative) House Creation posted by ThisIsNoZaku Original SA post I forgot I've been sitting on this for, like, two weeks. A Song of Ice and Fire Roleplaying Chapter 6: House Creation An important part of ASoIF and the historical time and place it's based on is family and noble houses. To give this connection some heft in the game, there are rules for generating a noble house that all of the characters belong to. This chapter gives all the steps you need to create the house. Step One: The Realm First, you select which of the Seven Kingdoms your house is located in. This will determine which King's Landing Although only a single city, being sword directly to the King has it's benefits. Being centered in the relatively densely populated areas around the city makes your realm more orderly, peaceful and well defended but there are drawbacks too, with the king keeping you on a shorter leash. Dragonstone Being located on a bunch of rocky islands keeps you poor and small, but being stuck in the middle of stormy seas makes your land a bitch to attack. have lots of land, and being sworn to Lord Stark, respected as the Warden of the North, earns them some respect. The Iron Islands Like Dragonstone, The Iron Islands are hard to attack and the ironmen are fierce warriors, but after the spanking they received during Balon's rebellion, the Iron Islands dont' have a lot of influence. The Riverlands There's lot of very fertile land in the Riverlands, but lots of open terrain suitable for farming makes it poorly defensible. The Mountains make this realm safe from outside invaders, there's not a lot of land free for newcomer houses and mountain man raiders coming out of the highlands cause lots of trouble. Westerlands Lannister and it's banner houses are rich, rich, with very valuable mines and trade ports, which gives them a lot of influence. The Reach Has lots of fertile land, like the Riverlands. Bordering Dorne, skirmishes with the Dornishmen happen frequently. Shipbreaker bay. The seat of power for the current king and his family. Dorne Independent and exotic, Dorne even has different terrain, with deserts and oases. The group can either select their house or roll on a table to determine randomly. For our example house, we're going to pick The North . Step 2: Starting Resources A house has seven Resources, it's mechanical representation used in the house has for moving troops. (The north gives a +5 bonus here)) Influence - The level of respect and pull the house has in the Seven Kingdoms. Also deterimes how much Status the character can have. (The North gives us +10) Lands - The amount of land that the house owns. (We get a whopping + 20) Law - This Resource measures both how much the house rules over are and how much the hou Population - How populous the house lands are. (-5 from being in the North) Power - The strength of the houses military forces. (Northern houses have -5) Wealth - The money and wealth of the house, from commercial assets and currency on hand. (Another -5) Each Resource has a starting rating of 7d6, which is then modified by our Realm. These a handful of tables giving benchmarks that gives concrete ideas to the numbers. Using a die roller, I got the following numbers: Defense 25, + 5 from Realm, for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. Lands 34, + 20 for a total of 32. La a total of 22. After determining these starting scores, each player chooses one of the Resources that they want to improve. The resource gets increased by 1d6. Let's pick Law, Power and Wealth, all of them pretty low as a result of being set in the North. For the rolls I get 4, 4 and 6. Now we're sitting at: Defense 30. Influence 32. Lands 54. Law 17. Population 14. Power 26. Wealth 28. Step 3: House History Now we determine the history of the house, including how old it is and notable events in its past. Determine it's founding with a d6: a result of 5 gives us Recent, meaning our house was founded around the time of the Blackfyre Rebellion, about a century and a half ago. This also determines the history of the house, including how old it is and notable events in its past. the number of historical events we get to roll; a history of Recent means we get 1d6-1. A roll of 1 gives us a 0 But! The book says be get at least one event. To determine the event, we roll another 3d6 and it's a 7, which is Invasion/Revolt - Either a smallfolk rebellion or attack by wildlings or clansmen. Let's say that this means our house was founded after an exceptionally large and devastating attack by wildlings left huge swathes of land devastated and disorderly and our house was founded to rebuild it. This event gives Resource modifiers : -2d6 (6) to Law, -1d6 (2) to Population, -1d6 (2) to Population, -1d6 (2) to Population attack by wildlings left huge swathes of land devastated and disorderly and our house was founded to rebuild it. fortified town. Influence 32. A minor house like Clegane, Payne and Karstark. Lands 54. A seriously enormous amount of land, equivalent to the holdings of the Starks themselves. Law 11. Bandits and lawlessness are common along the borders of the houses territory. Population 12. A small population, with nothing larger than a small town found anywhere. Power 22. A modest force and some of the soldiers are trained. Wealth 23. Enough to get by, but not exceptional wealthy. Step 4: Holdings Now we allocate our Resources to decide particular property the house controls. A Defense of 30 gets us a small castle .-- Influence can be spent to gain heirs to the house. It can also be saved and burned during play to give bonuses to House can get is determined by Influence. Our 32 gives us a maximum of 4 (not super great). --- Points in Land is spent to determine the types of terrain and features the house controls. These determine modifiers in battle from the terrain. At the heart, we'll take a mountain and a hamlet that serves our castle for 19. Nearby we've got some plains with heavy woods and some old ruins for 13. Plus we've got plains, grasslands, a hamlet and a major road for 21. --- Law doesn't have any investments, instead giving a modifier. --- Population works the same as Law; this time we have a -5 penalty. --- Population works the same as Law; this time we have a -5 penalty. your houses service as well as soldiers that fight for you directly. We don't have a whole lot of Power to spare, so no banner houses. We'll buy a unit of Trained Cavalry Garrison (10) for keeping the peace and another Trained Infantry Garrison (2) to guard our castle. Plus we've got 3 units of Green Peasant Levies. These don't cost any power; instead, our house Population takes a hit while they are called up. --- Wealth is the house soluble resources and money making investments. We'll buy a Maester (helps us manage our holdings), an Artisan (a castle architect that improves our castle) and a Mine (copper and makes us lots of money). Step Five: Motto & Arms Every family has a motto representing the house philosophy and a coat of arms that acts as their symbol. For a motto, let's take the situation of the house founding: created to return civilization, peace and order to the devastated lands of the North. I decided on "Law and Loyalty" The next section is a whole lot of about the proper way to design a coat of arms: acceptable colors and combinations, patterns and symbology. Let's not worry about that right now. Step Six: Household The final step is to define the important, but there's lots of other people associated with an entire noble house worth defining. This house creation stuff is supposed to happen before character creation, so we have a few characters already named and positioned. Normally you would sketch out the characters here and then people decide who they want to be. The house Lord is Hother Sunderly. An archetypical old warhorse, he marched with the Starks during Robert's Rebellion. In his 60s now, he had son from his late wife, the house heir Rodrick. Far from the lustiest man even in his youth, his recent political marriage to the young widow of an heirless minor lord to combine their lands remains unconsur mated over a month later. The Lady is Marya Sunderly. Young and intelligent, but denied education due to her gender and desperater bored of the North, she loves hearing stories of the rest of Westeros and beyond. A great deal of her time is spent with Maester Eustace, who has taught her to read and write and tells her stories. She is absolutely infatuated with him and his status as a eunuch is probably the only thing keeping the relationship from turning into a full blown affair. House Heir is Rodrick Sunderly. Rodrick is the exact opposite of his military-minded, gruff and not especially quick-thinking father; he's smart, smooth talking and blackmail as a hobby. Although not to the point of wishing his father dead, he still thinks he would make a much better lord, believing his father doesn't have the know-how or inclination to manage the realm properly, especially with his age. Is quite upset that his father was chosen to score a hot young bride instead of him, on account of everyone important within 250 miles are a bunch of grizzles warriors who don't like his smooth talking ways. The house Maester is Maester Eustace. As a young boy, he was embroiled in a plot by his uncle to seize his birthright as heir of a noble family in the south after his father. His maiming cost him his inheritance, however, as his family line would die with him. His lands given to another, he traveled to the Citadel and became a Maester. Not a fan of the North, but is polite enough to not make a fuss about it. The house Man-at-Arms is Victarion Snow. Born a bastard, he grew up hearing stories of heroic knights and of his nobleman father. When Northerners marched south during Robert's Rebellion, he marched with them, acquiting himself well in battle. However, in the south he saw the knights he had admired as a child acting like a bunch of shits, and they looked down on him as an incompetent, uncouth Northern bumpkin. Only, he's not an incompetent and in the war proved himself an ice-cold killing machine Equipment posted by ThisIsNoZaku Original SA post In this post I finally get around to continuing A Song of Ice and Fire Roleplaying Chapter 7: Equipment The chapter in which we get our gear on. In Westeros, barter is commonly used by the smallfolk in their day to day lives, with money being the purview of nobles and merchants, though it also depends on where you live: nobles in the hinterlands might not have lots of coin on hand for trade while in large cities like King's Landing enough currency circulates that everyone uses it. Coinage The games gives a list of the coins used it Westeros and it's a mess. Coins are divided into copper, silver and gold. But not so fast! There are copper Halfpennies, Pennies (worth 2 halfpennies), Half Groats (worth 2 pennies), Groats (4 pennies) and Starts (8 pennies). There is thankfully only a single gold coin, a Dragon worth 210 Stags (30 Moons or 11,760 Pennies). There is thankfully only a single gold coin, a Dragon worth 210 Stags (30 Moons or 11,760 Pennies). There is thankfully only a single gold coin, a Dragon worth 210 Stags (30 Moons or 11,760 Pennies). provide some benchmarks for judging the value of things: A loaf of bread and a dozen eggs are each 1 penny, a chicken is 4 pennies as is a pound of saffron is an entire gold dragon per pound. Then there's a list of items you can buy, followed by the list of weapons. (The weapon list takes up more space than the list of every non-weapon and non-armor item). In the weapons, shields, short blades, spears, bows, crossbows and thrown weapons. Weapons generally range from 20 to 100 silver stags, except for the long swords and fencing weapons, and bows (a Myrish crossbow that fires three bolts at once is 2000 stags for full plate. There are a bunch of different mounts, including a variety of horses for different mounts, including a variety of horses for full plate. can encounter. Firemilk and Myrish Fire are used as disinfectants. Pouring them into wounds helps prevent infection but the pain it causes can be disabling. Alternately, Milk of the Poppy is used to help "purge" poisons from the body. Sweetsleep is a less potent substance than Milk of the Poppy for calming nerves and aiding sleep. The dangerous poisons include: Basilisk blood and Basilisk Venom are gathered from a jungle lizard. The blood is made into a paste and applied to meat. When eaten, it drives the person bugfuck crazy, eventually causing brain hemorrhaging and death. The venom, when ingested, causes muscle spasms and paralysis of the face and throat, leading to suffocation. Greycap is a powder made from a poisonous mushroom. Has three effects: first, you just start puking and shitting all the time. Then, the hallucinations. Finally, organ failure and death. Nghtshade is also a hallucination are set. poison is the Tears of Lys, a colorless and odorless liquid that attacks the bowels and stomach. It's super potent, and sits around in the body a long while. Second place might go to Strangler however, which is the crystallized extract of a foreign plant. Dissolved into a liquid, the poison causes the victims throat to constrict, choking them to death. Next is Chapter 8: Intrigues Intrigues Intrigues are a sort of social conflict system: the same way you use the combat rules to hurt someone, you use Intrigues are a sort of social conflict system: the same way you use the combat rules are Exchanges and Influence. Exchanges are like rounds in combat (no, we haven't gotten to the combat rules yet but you've played other RPGs so you know exactly what I'm talking about) where the participants get to do some stuff. Influence represents how much sway you've gained with a character. Getting enough Influence is how you get the other person to go along with whatever it is you're doing. Important Abilities in Intrigues are Awareness (for reading people), Cunning (for quick thinking), Deception (for lying to them), Persuasion (for convincing people), Status (Social position) and Will (will). Your Intrigue Defense, how easy you are to get one over on, is equal to Awareness + Cunning + Status + miscellaneous bonuses. Composure acts like Health and is equal to Will x 3; when Composure is depleted, a character goes along with whomever influenced them. In the first step of an Intrigue, you decide which of the three type the Intrigue will be: Simple intrigues are for situations where one side is a minor NPC and the situation is a relatively unimportant one, or one of the sides would be fairly easy to sway. Standard Intrigues are more involved affairs, often for when players and important NPCs are trying to get one over on each other. The "rule of thumb" is to use a Standard Intrigue whenever going along might be dangerous or uncharacteristic for one of the sides. The most involved type of intrigue are Complex Intrigues. These are for overarching schemes that require multiple smaller steps to pull off- A Complex Intrigue is to a war as a Standard Intrigue is to a battle. The example the book gives is of trying to organize an invasion of a neighboring lord's lands- you have to try and find allies and dissuade your rivals', deal with merchants to secure supplies and gear, etc. For a Complex Intrigue, the GM decides how many victory points are needed for it to succeed at an Intrigue related to the complex one, you gain a VP; if you make no progress, you gain none; and if you manage to bungle it and fail, you lose one instead. Step Two is setting the scene. This is where the instigator of the Intrigue states the goal they're trying to achieve. Step Four is Disposition. In this step, each participant describes their general feelings towards the other person can influence you), and giving you modifiers to your Deception and Persuasion. The more you like someone, the easier it is for them to influence you (represented by a low DR) and the harder it is for you to deceive them (a Deception penalty) but your sincerity lends a lot of weight to your words (Persuasion bonus). At the opposite end, if you just absolutely despise someone it's extremely difficult for them to convince you of anything (high DR) and you get a sizable Deception bonus but an enormous Persuasion penalty. The book gives a few simple ways to calculate character dispositions besides simply selecting them. Step Six is deciding on your Technique, the methods you employ to try and influence your target. Technique decides what specialties are applicable to your roll, and what happens to someone you defeat with this Technique. Bargain involves trying to strike a deal or trade between the two of you. The better your opponents disposition towards you, the better your end of the bargain. Charm means trying to get them to like you. Success improves the targets disposition towards you. Convince is an honest (or honest seeming) attempt to convince someone of something. Succeed and they buy whatever it is you want them to be mad about. Intimidate is an attempt to frighten or cow someone. A successful Intimidate either causes your opponent to flee you, or improves their disposition towards you for as long as they're under your power if they can't Seduce involves trying to create desire for you in another. When you succeed, and the target is into you, their disposition towards you temporarily improves a bunch. Taunt is where you try to goad a person into doing something you want. If the target likes you, they do what you ask, and if they just hate you, they just hate you, they ll try to get away or attack. Step Seven is roleplaying. This part is totally superflous, so completely unnecessary I'd rather talk about how I noticed I had misspelled superfluous and then decided not to fix it so I could add this aside here. Step Eight is, finally, the actual actions and rolling. People say what they're doing and make their rolls. You can Assist and help another character with what they're doing. You can Consider which I guess is like an "aim" equivalent, where you give up your turn to get a bonus on your next action. You can Fast Talk, where you just blather on to try and confuse someone's emotions so they act in a way you want, allowing you to pick their technique next round. When you Mollify you restore some lost Composure to another participant. If you Quit, you abandon the Intrigue, possibly suffering some sort of repercussions. You can Read Target to try and suss out another character's Disposition or Technique, plus a bonus die for the rest of the Intrigue, I assume against them but the book doesn't specify. Shield of Reputation involves trying to use your social status to try and instill some respect for you in another. Switch to Combat when you're sick of talking and just want a fucker to die. Withdraw lets you sideline your self for a bit to defend yourself from others better, increasing your intrigue defense. When a character succeeds on an Influence action against another character, they generate Influence The target subtracts their DR from that amount and the rest is applied to their Composure means defeat. A way to avoid Influence is through Frustration to reduce the influence by their Will in a manner similar to Consequences in Fate. Each point of frustration inflicts a -1 die penalty and a character automatically loses an Intrigue if their Frustration exceeds their Will. If someone won, figure out what the effects are based on the Technique used by the winner. On their turn a character can yield, offering a compromise to the other participants. When you're defeated you can burn a Destiny Point to change the outcome, but not in a way that invalidates the victory. You just get to choose how you lose. If no one has won yet, start over from Step Two. Next is Chapter 9: Combat Combat posted by ThisIsNoZaku Original SA post Some more junk about A Song of Ice and Fire Chapter 9: Combat The combat system for A Song of Ice and Fire RPG is pretty generic D&D derived stuff. It's divided into rounds, each person gets a turn during a round and they can take a "Greater action" or two "Lesser actions." A bunch of abilities are important in combat: Agility for defense, initiative and dodging, as well as weapon damage; Athletics for defense, movement speed and damage with weapons; Awareness for defense and noticing things; Endurance for Health and the number of "injuries" and "wounds" you can take, healing and resisting poison; Fighting for attacking with hand-to-hand weapons; Awareness for defense and noticing things; Endurance for Health and the number of "injuries" and "wounds" you can take, healing and resisting poison; Fighting for attacking with hand-to-hand weapons; Awareness for defense and noticing things; Endurance for Health and the number of "injuries" and "wounds" you can take, healing and resisting poison; Fighting for attacking with hand-to-hand weapons; Awareness for defense and noticing things; Endurance for Health and the number of "injuries" and "wounds" you can take, healing and resisting poison; Fighting for attacking with hand-to-hand weapons; Awareness for defense and noticing things; Endurance for Health and the number of "injuries" and "wounds" you can take, healing and resisting poison; Fighting for attacking with hand-to-hand weapons; Awareness for defense and noticing things; Endurance for Health and the number of "injuries" and "wounds" you can take, healing and resisting poison; Fighting for attacking with hand-to-hand weapons; Awareness for defense and noticing things; Endurance for Health and the number of "injuries" and "wounds" you can take, healing and resisting poison; Fighting for attacking with hand-to-hand weapons; Awareness for defense and noticing things; Endurance for Health and the number of "injuries" and "wounds" you can take, healing and resisting poison; Fighting for attacking with hand-to-hand weapons; Awareness for defense and noticing things; Endurance for Health and the number of "injuries" and "wounds" you can take, healing and resisting poison; Fighting advantage" in the game's own words. Your Combat Defense is the number enemies need to roll on their attacks to hit you and is made up of your Agility + Athletics + Awareness + "Modifiers" (like for shields) – Armor penalty . Health is Endurance x 3, and as long as you have any left, you suffer no ill effects. Your movement is 4 yards, +1 yard per 2 bonus dice in Run or -1 if you have an Athletics of only 1. You also lose 1 vard per 2 points of Bulk the items you're carrying have. Armor Rating is how much damage the armor subtracts from hits you take. Armor Rating is how much damage the armor subtracts from hits you take. to Agility tests and defense. Bulk is how unwieldy and clumsy the armor is, as opposed to its weight. In this section, the game adds that when you Sprint, your speed is equal to (your modified movement x 4) – total Bulk. Weapons Each weapon described the Specialty their wielder uses when attacking with them as well as a minimum number of bonus dice needed to use properly. For each die short of the necessary training a character has, they suffer a -1D penalty. The game has two pages of weapons, grouped into axes, bludgeons, brawling, fencing, long blades, pole-arms, shields, short bla plus or minus a modifier. This is the number of damage dice rolled on a hit. Qualities are a bunch of descriptors and special abilities weapons have: Adaptable is usable in one or two hands, gaining +1 damage two-handed; Bulk adds its rating to your Bulk while wielded; Close Range gives the weapon a 10 yard range; Defensive gives a defense bonus when you don't attack with it; Entangling can trap your opponent; Fast let's you strike quickly, giving a bonus when you make Divided Attacks; Fragile causes a weapon to break when you hit too hard; Grab lets you seize an opponent on a hit and keep hold of them; Impale pierces into your opponent, possibly sticking inside their body and allows you to pin against a wall or the ground with your weapon. Long Range gives a range of 100 yards; Mounted inflicts a -2d penalty if not used from horse back; Off-Hand adds it's rating to the damage of your primary weapon when you make a special two-weapon attack; Piercing reduces the protection from armor; Powerful gives an extra die of damage for any bonus dice in Strength the wielder has; Reach weapons lets you hit enemies 3 yards away, but inflicts a penalty against closer targets; Reload makes a Marksmanship weapon can only be used in the Set for Charge action; Shattering weapons destroy weapons, shields and armor when they hit hard enough; Slow weapons can't be used to make Divided Attacks; Staggering weapons prevent the opponent from performing Greater Actions with powerful enough blows; Two-Handed inflicts a -2D penalty if not used with both hands; Unwieldy inflicts just a flat -2D penalty to rolls with the weapon; Vicious weapons always kill anyone they reduce to 0 or less Health. Combat takes place in the following steps: In Step Two, the narrator describes the environment including participants, the terrain and visibility. In Step Two, the narrator describes the environment including participants, the terrain and visibility. they gain a +1D bonus. In Step Three, initiative is determined. Everyone rolls Agility, using their Quickness bonus dice. Arranged from the highest to lowest total, this is the order of initiative for the battle. In Step Four, everyone takes their actions. They can perform the following actions: The actions are all very generic, except in a few places:

Divided Attacks, allows you to divided your attack dice among any number of targets. Two-Weapon Attack inflicts extra damage if you have an off-hand in it. Combining Attack, combines both a Divided and Two-weapon attack. When fighting while mounted targets and gain a +2 bonus to damage if your how, gain a bonus die against on meles gins are target. When fighting while mounted targets and gain a +2 bonus to damage if your want, gain a bonus die against on meles and consultable prisoner until your friends or family can scrape up the cash or a valuable prisoner of their own to trade for you. Take the Black forces the victim to abandon their position and join the Night's Watch. Unconscious causes then to be knocked out and left for dead. Yielding allows the victim to voluntarily lose in exchange for being allowed to decide the consequences, but and their position and join the Night's Watch. Unconscious causes then to be knocked to their Endurance. Nounds are more severe, eliminately to all your Endurance, but milities at a more langue to can't have more langue and Recovery Any damage form anttack, but each causes are 1D penalty. A character dies if they wave Wounds are more severe, eliminate an a that cach cause the subject's Endurance tests every day to heal Injuries, and every week for Wounds, with the difficulties determined by how active the character is while healing. A basic success to heal injuries heals an extra one, while it a take two degrees for each extra Wound. If someone heals a hurch cancer churs the solic best stores. Every neeks to all ginst the another sources are duc the to try and higher trans and point estilities estra damage if you meanor and set in solic best stores. For your assoc and while the solutions are more set and point to void being Mounce. How many the advect weeks for Wounds, with the difficult est exter and subtractic difficult est exter and subtract weeks and gain target. All solic set is exter and weeks enderation esting the solic set exter and subtract. The result of thexter de

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