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# A WORLD OF ICE AND FIRE

ASOIAF hack for AW by Amit Moshe

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Version 1.0

Welcome, m'lords.

A World of Ice and Fire is a fangame adaptation (hack) of the ingenious [Apocalypse World game system by Vincent Baker](#) for the captivating setting and atmosphere of [A Song of Ice and Fire books by G. R. R. Martin](#).

This hack was created solely for recreational non-commercial use.

Many thanks to my invincible RPG group who were also the first play-testers and commentators: Alon Elkin, Eli Levinger, Ada Elkin, Assaf Elron, and Milana Finkel.

**Play to find out!**

For feedback, comments, ideas, and questions email me at [amit@rowlr.com](mailto:amit@rowlr.com).

## THE ARCHETYPES

The archetypes in A World of Ice and Fire represent common character types appearing in the books:

**The Lord or Lady** is a character focused on her responsibilities as the chief authority of a land, whether the character is a king, a warden, a lord/lady, or a mere landed knight. An exemplar of this archetype is Eddard Stark. This archetype is based largely the Hardholder sheet.

**The Voice of Reason** is a Measter's character, specializing in investigation, knowledge, and discovery. This archetype was inspired by all the Masters in the books, as well as Samwell Tarley and Qyburn. It draws some elements from the Savvyhead sheet.

**The Tainted Noble** is a character built around the gap between her highborn status and her taint, whether physical, social, or both. Tyrion Lannister, Jon Snow, and later Theon Greyjoy are all good examples of this archetype. It takes some elements from the Touchstone sheet.

**The Legend To Be** is a character who is defined by her unfolding destiny, shaped by her bond with some greater mysterious power. Bran Stark is the definitive Legend To Be, although Arya Stark and Daenerys Targarian were also inspirations. This archetypes focuses on discovery and therefore relies heavily on custom moves created by the Bard.

**The Sworn Sword** is the classic knight or mercenary character, as depicted in the books. Jaime Lannister, Sandor Clegane, Bronn, and Barristan Selmy are good examples. It is based on the Gunlugger sheet.

**The Plotter** is a character involved in backstage scheming and manoeuvring, such as Varys, Littlefinger, and Illyrio Mopatis.

**The Beauty** is a character who uses her appearance and social skills to survive and manipulate others, knowingly or unknowingly. Sansa Stark and Margary Tyrell were the main inspirations, although Cersei Lannister and Loras Tyrell also came to mind. This archetype is based mostly on the Skinner sheet.

**The Baseborn of Interest** is a character of low birth who became involved with the highborn. While her trade carries some weight, this character is focused on her relationship with the nobles around her. Examples include Davos Seaworth, Shae, and Marillion the singer.

**The Tail** is a second-class noble serving as a page, a ward, a squire, a steward, etc. for a more important noble. This archetype centers on the lesser noble's attempt to gain her liege's favour and the temptation to use her closeness to betray her liege. Theon Greyjoy, Kevan Lannister, and even Egg (from the Hedge Knight) are good examples. This archetype is built on the Operator sheet.

**The Forest Man** is the ranger or scout, accustomed to long ventures into the wild, or even life in the wild. The wildlings, the Night Watch rangers, the mountain clans, and House Reed all have good examples.

**The Slave of R'hllor** is the red priest or priestess character. Melisandre and Thoros of Myr are the chief examples for this archetype. It is partially based on the Hocus sheet.

## THE BARD

In this hack, the MC/gamemaster is referred to as the Bard.

# BASIC MOVES

## SHOW STEEL

When you **draw arms and threaten to do someone harm**, roll+arms. On a 10+, they have to choose: resist you and pay the price, or surrender and do what you want. On a 7–9, they can instead choose 1:

- allow your safe passage
- fortify themselves in
- give you something they think you want
- retreat while you have a good view of them
- tell you what you want to know (or what you want to hear)

## SEIZE BY FORCE

When you try to **seize something by force**, or to secure your hold on something, roll+arms. On a hit, choose options. On a 10+, choose 3. On a 7–9, choose 2:

- you take definite hold of it
- you suffer little harm
- you inflict terrible harm
- you impress, dismay or frighten your enemy

## COMMAND

When you **use your authority to force someone's hand**, roll+tongue for NPCs or roll+past for PCs. On 10+, they have to choose: follow your command, or openly betray you and face the dire consequences (e.g., execution or the Wall). On 7-9, your authority is somewhat undermined, and they find a reasonable excuse. They can instead choose 1:

- Follow your order, but protect their own interests first
- Defy your order, with some excuse to lessen consequences

For PCs: on a hit, they also mark +1past with you.

# BASIC MOVES

## MAKE AN OFFER

When you **offer someone benefit, real or feigned**, name your price and roll+tongue. For NPCs: On a 10+, they believe you entirely and will take your offer if they can. Take +1 forward on them. On 7-9, the Bard chooses one:

- They question the benefit, needing some proof of its substance.
- They question the price, seeking alternative means to gain the benefit.
- They first want to know what you *really* gain from of it.

For PCs: On a 7-9, if they don't take your offer, they're going against odds. On a +10, the same, and if they take your offer you take +1 forward on them.

## GLEAN THE TRUTH

When you **converse with someone trying to gain information**, roll+tongue. On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- is your character telling the truth?
- what is your character really feeling?
- what does your character intend to do?
- what does your character wish I would do?
- what does your character wish to hide from me?
- how could I get your character to \_\_\_\_?

## OBSERVE THE BATTLEFIELD

When you **observe a potential conflict - physical, martial, interpersonal, or political** - roll+wits. On a hit, you can ask the Bard questions. Whenever you act on one of the Bard's answers, take +1. On a 10+, ask 3. On a 7–9, ask 1:

- where is my best escape route / way in / way past?
- which foe is most vulnerable to me?
- which foe is the greatest threat?
- what should I be alert to?
- what is my foe's true position?
- who has the power here?

# BASIC MOVES

## ACT DISCREETLY

When you **do something discreetly, avoiding nearby eyes and ears**, roll+feet. On a hit, you're the only one who knows you did it. On 7-9, it got complicated. Choose 1:

- Someone unimportant sees you do it, but that just made them important, no?
- You do it hurriedly. The result is messy, partial, or not entirely satisfactory.

If you do it and it gives you an advantage, you gain +1forward.

## GO AGAINST ODDS

When you **go against all odds**, roll+fate. On a 10+, you somehow do it. On a 7–9, you flinch, hesitate, or stall: the Bard can offer you a worse outcome, a hard bargain, or an ugly choice.

## A SONG OF ICE AND FIRE

When **calamity is about to strike and all hope is lost**, roll+fate. On a hit, you're time has not come yet; the Bard will offer you an unlikely way out. On 10+, you have some greater role to play. Ask the Bard one question about your rescuer or miraculous change of luck. On 7-9, you are a part of someone else's plan – they offer you a way out for a price, take it or leave it. On a miss, calamity strikes true.

## HELP OR INTERFERE

When you **help or interfere with someone who is making a roll**, roll+past. On a hit, they take +1 (help) or -2 (interfere) now. On a 7–9, you also expose yourself to harm, danger, retribution or cost.

## SESSION END

**At the end of every session**, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their past with you on their sheet. If this brings them to past+4, they reset to past+1 (and therefore mark experience).

## BENEFITS & POSSESSIONS

Some benefits and possessions that character can have in the game, notably characters' income, are described using the following ranks:

King  
Prince  
Lord  
Nobleman  
Knight  
Squire/Steward  
Peasant  
Beggar

Hence, one might have a King's income, a Prince's income, a Lord's income and so forth down to a Beggar's income. The ranks may also be used to describe size and quality, such as a King's feast, a Lord's feast, a beggar's feast, etc.

## INCOME MOVES

### EXPEND

When you **purchase goods with your coin or valuables**, if what you are buying is...

- ... far above your income (3 ranks above or higher), you cannot imaginably afford it.
- ... quite above your income (2 ranks above), you can afford it once by permanently taking your income down one rank.
- ... above your income (1 rank above), you can afford it once by taking your income down one rank until the next session.
- ... at your income, you can afford it once per session with no effect, but a second expense at that rank takes your income down one rank until next session.
- ... below your income (1 rank below), you can afford it several times per session, but more than that takes your income down one rank until next session.
- ... quite below your income (2 ranks below), you can afford it numerous times before it takes your income down one rank until next session.
- ... far below your income (3 ranks below or lower), you can afford it as much as you like.

### REWARD

When you **offer someone coin for a service or benefit**, you are making an offer, but instead of roll+tongue you may roll+[rank difference between their income and what you are offering](max +3). If the deal is accepted, it counts as expending what you are offering.

## HARM

Harm works just like in Apocalypse World, but with different hours on the dial:

3:00 is Dusk  
6:00 is Moonrise  
9:00 is Owl  
12:00 is Wolf

All rules for suffering harm, healing harm, and recovering from harm apply. For example, when you heal someone from harm you gain +1past with them.

## COMPANIES & ARMIES

Companies of men-at-arms and armies function just like gangs in Apocalypse World, but with a different set of sizes.

For companies, which represent small groups, the same sizes remain: a few men, a small company, a medium company, a large company.

For armies, which represent forces greater in number, use the possessions' scale: a beggar's army, a peasant's army, a squire's army, a knight's army, a nobleman's army, a lord's army, a prince's army, a king's army.

Companies fighting a smaller company do +1harm and take -1harm for every rank of size difference.

Armies fighting a smaller army (or company) do +2harm and take -2harm for every rank of size difference.

The leader of a company or army can:

- ... **seize by force**, using the company or army as a weapon;
- ... **show steel**, using the company or army to threaten another army (with the same modifier as you would for harm due to size differences).
- ... **command** the company or army should they question his/her leadership;
- ... **observe the battlefield** to gain advantage or outmanoeuvre the enemy;
- ... **act discreetly** to travel and take action undetected.

## 🏹 MALE GIVEN NAMES 🏹

Addam, Aegon, Aemon, Aenys, Aeron, Aerys, Albar, Alester, Alfyn, Alyn, Ambrose, Amory, Andrew, Ardrian, Arlan, Armen, Arnolf, Aron, Arryk, Arthur, Arwood, Aubrey, Aurane, Axell, Baelor, Balon, Barristan, Bayard, Bedwyck, Ben, Benfred, Benjen, Beric, Betharios, Blane, Bodger, Boros, Bowen, Bran, Brandon, Bryan, Bryce, Brynden, Byron, Calon, Castos, Cayn, Cedric, Cerrick, Clarence, Clement, Cleon, Cleos, Cley, Clifford, Colin, Conn, Cotter, Cregan, Daemon, Daeron, Dagon, Daryn, Del, Denestan, Denys, Desmond, Dickon, Dolf, Donal, Doran, Dudley, Dunk, Eddard, Edmund, Edric, Elbert, Elwood, Elyas, Erik, Ethan, Euron, Farlen, Flement, Franklyn, Frenken, Galbart, Gareth, Garth, Gawen, Gendry, Gerald, Gillam, Gilwood, Godric, Goodwin, Gregor, Greydon, Griffin, Gulian, Gunthor, Gyles, Halder, Hallis, Harlan, Harys, Henk, Henly, Heward, Horas, Hoster, Howland, Hugh, Hugo, Humfrey, Ilyn, Jaehaerys, Jaime, Janos, Jason, Jeffory, Jon, Jorah, Joss, Karl, Karyl, Kedge, Kevan, Kirby, Kyle, Lambert, Lancel, Lark, Leobald, Lewyn, Loras, Lothor, Lucan, Lucas, Lyle, Mace, Maegor, Maekar, Mallor, Manfred, Mark, Marlon, Martyn, Mathis, Melwyn, Morgan, Morton, Mycah, Myles, Obery, Olyvar, Orland, Orys, Osmund, Othell, Owen, Pate, Patrek, Pearse, Petyr, Podrick, Pycelle, Qarl, Quentyn, Rafford, Ralf, Ramsay, Randyll, Raymar, Raymun, Red, Renly, Rhaegar, Rickard, Rickon, Robar, Robb, Robert, Rodrik, Roger, Roland, Ronnel, Roose, Royce, Rufus, Rupert, Russell, Samwell, Sandor, Sigfry, Simon, Stannis, Steffon, Terrance, Theobald, Theon, Thoren, Tom, Tommen, Torrhen, Tristifer, Trystane, Tybolt, Tyrek, Tyrion, Tytos, Tywin, Ulf, Ulrick, Urron, Uthor, Vardis, Varly, Vickon, Victarion, Viserys, Walder, Wallace, Warren, Wendel, Will, Willem, Wylis, Yohn, Zachery

## 🏹 FEMALE GIVEN NAMES 🏹

Alannys, Alia, Allyria, Alyce, Alys, Alysane, Amabel, Anya, Arianne, Arwyn, Arya, Asha, Assadora, Barba, Barra, Belandra, Bella, Beony, Bessa, Beth, Bethany, Brienne, Cassana, Catelyn, Cedra, Cersei, Corenna, Cynthea, Dacey, Daenerys, Danelle, Deana, Delena, Dorea, Eddara, Eleanor, Elinor, Elyana, Fern, Ferny, Gretchel, Gwin, Gwynesse, Hostella, Janyce, Jayde, Jenny, Jeyne, Joanna, Jocelyn, Joy, Kella, Kyra, Lanna, Larra, Layna, Leona, Lyanna, Lyra, Lysa, Maddy, Maggy, Malora, Margaery, Margot, Marianne, Marissa, Marya, Masha, Matrice, Meera, Meg, Mela, Melessa, Meliana, Meralyn, Meredyth, Mina, Mya, Mylessa, Myranda, Myrcella, Myria, Nella, Nymeria, Obara, Olene, Perra, Pia, Rhaenys, Rhonda, Rohanne, Rosamund, Rosey, Roslin, Sansa, Sarella, Sarra, Sarya, Selyse, Shiera, Sybelle, Sylva, Taena, Tansy, Tyana, Umma, Victaria, Violet, Walda, Willow, Wynafryd, Yna

## 🏹 THE NOBLE HOUSES 🏹

### Royal (-)

**Targaryen**, Blount, Boggs, Brune, Buckwell, Byrch, Bywater, Cave, Chelsted, Chuttering, Crabb, Cressey, Edgerton, Farring, Follard, Gaunt, Hardy, Harte, Hayford, Hogg, Hollard, Kettleblack, Langward, Mallery, Manning, Massey, Pyle, Pyne, Rambton, Rollingford, Rosby, Rykker, Slynt, Staunton, Stokeworth, Thorne, Wendwater

### North (Snow)

**Stark**, Bolton, Cassel, Cerwyn, Condon, Dustin, Fenn, Flint, Glover, Hornwood, Ironsmith, Karstark, Lake, Lightfoot, Locke, Manderley, Marsh, Mollen, Mormont, Moss, Overton, Poole, Reed, Ryswell, Slate, Stour, Tallhart, Umber, Waterman, Wells, Whitehill, Woolfield

Mountains: Burley, Harclay, Knott, Liddle, Norrey, Wull

### Iron Isles (-)

**Greyjoy**, Blacktyde, Botley, Codd, Drumm, Farwynd, Goodbrother, Humble, Kenning, Merlyn, Myre, Netley, Orkwood, Saltcliffe, Sharp, Shepherd, Sparr, Stonehouse, Stonetree, Sunderly, Tawney, Volmark, Weaver, Wynch

### Riverlands (Rivers)

**Tully**, Baelish, Blackwood, Blanetree, Bracken, Charlton, Darry, Deddings, Erenford, Fisher, Frey, Goodbrook, Grell, Gaigh, Harroway, Hawick, Justman, Keath, Lolliston, Lychester, Mallister, Mooton, Mudd, Paege, Piper, Qoherys, Roote, Ryger, Shawney, Smallwood, Strong, teague, Terrick, Towers, Vance, Vypren, Wayne, Whent

### Vale (Stone)

**Arryn**, Baelish, Belmore, Borrell, Coldwater, Corbray, Donniger, Egen, Elesham, Grafton, Hardyng, Hersy, Hunter, Longthorpe, Lynderly, Malcolm, Moore, Pryor, Redfort, Royce, Rutherford, Shett, Sunderland, Templeton, Tollet, Torrent, Upcliff, Waxley, Waynwood, Wydman

## 🏹 THE NOBLE HOUSES 🏹

### Westerlands (Hill)

**Lannister**, Algood, Banefort, Bettley, Brax, Broom, Clegane, Crakehall, Doggett, Drox, Estren, Falwell, Farman, Ferren, Foote, Garner, Greenfield, Hamell, Hawthorne, Hetherspoon, Jast, Kenning, Lefford, Lorch, Lydden, Marbrand, Moreland, Myatt, Payne, Peckledon, Plumm, Prester, Ruttiger, Sarsfield, Serrett, Spicer, stackspear, Swyft, Turnbetty, Vikary, Westerling, Yarwyck, Yew

### Reach (Flowers)

**Tyrell**, Ambrose, Appleton, Ashford, Ball, Beesbyry, Blackbar, Bridges, Bulwer, Bushy, Casewell, Chester, Cockshaw, Conklyn, Cordwayner, Costayne, Crane, Cuy, Dunn, Durwell, Florent, Footly, Fossoway, Graceford, Graves, Grimm, Hastwyck, Hewett, Hightower, Hunt, Hutcheson, Inchfield, Kidwell, Leygood, Lowther, Lyberr, Meadows, Merryweather, Middlebury, Mullendore, Norcross, Norridge, Oakheart, Oldflowers, Orme, Osgrey, Peake, Pommingham, Redding, Redwyne, Rhysling, Riskey, Rowan, Roxton, Serry, Shermer, Sloane, Stackhouse, Tarly, Uffering, Varner, Vyrwel, Webber, Westbrook, Willum, Woodwright, Wythers, Yelshire

### Stormlands (Storm)

**Baratheon**, Bolling, Buckler, Cafferren, Caron, Connington, Dondarrion, Errol, Estermont, Fell, Gower, Grandison, Hsty, Herston, Hopre, Kellington, Lonmouth, Mertyns, Morrigen, Musgood, Peasebury, Penrose, Rogers, Seaworth, Selmy, Staedmon, Swann, Swygert, Tarth, Trant, Tudbury, Wagstaff, Wensington, Wylde

### Dorne (Sands)

**Martell**, Allyrion, Blackmont, Dalt, Dayne, Drinkwater, Fowler, Gargalen, Jordayne, Ladybright, Manwoofy, Qorgule, Santagar, Toland, Uller, Vaith, Wells, Wyl, Yronwood

## YOUR LORDSHIP

Choose your lordship (with the Bard):

- Landed knight or a small lord:** a strip of land, with a village, and a tower (rank: Nobleman)
- Bannerman:** extensive lands, with a town, and a keep (rank: Lord)
- Warden:** an entire province, with a city, and a castle (rank: Prince)
- King:** a land, with a number of cities and castles (rank: King)

Your **holding(s) and lands** generate income at your rank and trouble: vassalage (you must serve your superiors and keep your subordinates happy), also at your rank (e.g., to pay for such trouble is an expense at your rank).

Your **stronghold** provides +2armour to anyone fighting from behind its walls. You can cram up to half the local holding's population into it, adding trouble: +hunger.

Choose 3:

- Your holding is richer than normal (income +1rank) because (choose 1):
  - It is a thriving trade center. Trouble: +crime.
  - Your lands are rich in some precious resource. Trouble: +envy.
  - Your people raid nearby lands. Trouble: +retribution.
- Your vassals seek out your favour. You gain +1rank for your army, trouble: +promises.
- Your lands are far-removed from the center of power. Trouble: wild instead of trouble: vassalage.
- Your main holding is walled (+1armour when defending it)
- Your stronghold is large and can hold the entire population of your main holding. You still add trouble: +hunger when you use this option.
- Your stronghold is well-stocked and can endure a long siege. Remove stronghold trouble when protecting population.
- Your stronghold is impregnable (due to its location, armies greater than a Peasant's army cannot reach it).
- Your holding is ancient, built to withstand dark forces (+magic).

Choose 2:

- Your lands are poor and/or barren. Income -1rank.
- Your lands are difficult to control. Trouble: +outlaws
- Your subjects hate you for things you have done or are said to have done, or simply for who you are. Trouble: +rebellion
- Your land recently emerged from conflict. Trouble: +raiding.
- Your liege wishes to remove you from power. Trouble: +supposition.
- Your enemies obtained significant military power. Trouble: +invasion
- A religious order has marked your lands as its next mission. Trouble: +fanatics.
- Your stronghold is made of wood, loose stones, etc. When fighting from behind its walls, your army gains only +1armour.
- Your army is really just a local militia (trained troops gain +untrained).
- Your lands are harrowed by forces of natures, or worse. Choose 1 trouble: +floods +draught +firestorms +storms +blizzards +beasts +others or as appropriate.

## Introducing

## ✎ THE LORD OR LADY ✎

Whatever way it happened, you are now the ruler of your house. Your family, court, and smallfolk look to you to decide their fate. Kings and lords demand your service. Power is your birthright, your duty, and your noose. In everything you do, you play the game of thrones. And when you play the game of thrones, you either win or die.

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## A Character Playbook for A WORLD OF ICE AND FIRE

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### YOUR ARMY

You have at your immediate disposal **trained troops** (2-harm 1-armour), befitting your rank:

- ... a landed knight or small lord – a few men.
- ... a lord – a small company.
- ... a warden – a medium company.
- ... a king – a large company.

You may, in under an hour, summon your **reserve troops**, to form a company one size greater. However, if you summon your reserve troops alone, they make a company of the same size as your trained troops, but gain +untrained.

When you go to war and draft every able-bodied fighter, you can recruit within a few days,

- ... if none or few of your bannerman support you, an army at two ranks lower than yours.
- ... if some or most of your bannermen support you, an army at one rank lower than yours.
- ... if all your bannermen support you, an army at your rank.

# The Lord or Lady

## CREATING A LORD OR LADY

To create your lord/lady, choose name, appearance, qualities, moves, personal effects, and past.

### NAME & TITLE

Aegon, Arnolf, Brynden, Dareon, Eddard, Godric, Myles, Pearse, Rickard, Russel, Tybolt, Victarion, Wallace

Alysane, Belandra, Catelyn, Delena, Elinor, Joanna, Larra, Leona, Lysa, Marelyn, Sarya, Sybelle, Walda

You also choose a Noble House.

### APPEARANCE

Man, woman, obscure.

Long body, stout body, well-fed body, proud body, frail body.

Tasteful garb, austere garb, gem-studded garb, comfort garb, fraying and faded garb.

Stern face, haughty face, kindly face, fearful face, puffy face.

Judging eyes, suspicious eyes, warm eyes, weary eyes.

### QUALITIES

Choose one set:

- Arms +2 Tongue +2 Feet -2 Wits 0 Fate 0
- Arms +1 Tongue +2 Feet -1 Wits +1 Fate 0
- Arms +1 Tongue +2 Feet +1 Wits 0 Fate -1
- Arms -1 Tongue +2 Feet -1 Wits +1 Fate +1

### MOVES

You get all the basic moves. You get The Burden of Power and one more Lord/Lady move.

### PERSONAL EFFECTS

You usually have on your person:

- Attire suitable to your stature and current activity, at your option a garment worth 1-armor or armour worth 2-armor (you detail).
- An unusual family heirloom which may or may not be a weapon (you detail).
- Any single non-specialized weapon at your choice.

Your income is provided by your lands and holding.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn, choose 1 or both:

- One of them once witnessed you pass out harsh judgement. Tell that player past+2.
  - One of them had something you desired, for yourself, your land, or your people. Tell that player past+2.
- Tell everyone else past+1. You are a well-known figure in the region.

On the others' turns:

- Choose one character you think might threaten your lordship, people, or land. Whatever number that player tells you, ignore it and write past+3 next to the character's name.
- Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Past on your sheet. Ask that player which of your qualities is most interesting, and highlight it. The Bard will have you highlight a second quality too.

Name -

Appearance
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## Qualities & Basic Moves

Arms	show steel; seize by force  <input type="radio"/> highlight	Past Help or interfere; session end
Tongue	command; offer; glean  <input type="radio"/> highlight	
Feet	act discreetly  <input type="radio"/> highlight	Lord/Lady's Secret  If you and another character have sex, roll+feet. On a 10+, you have your privacy. On 7-9, some vague details of it find their way out and become rumours. Tell all the other characters past+1. On a miss, you're disgraced – unwanted pregnancy, suspicions of infertility, accusations of fornication, etc.
Wits	observe the battlefield  <input type="radio"/> highlight	
Fate	go against odds  <input type="radio"/> highlight	

### HARM

countdown



stabilized

- maimed (-1Arms)
- crippled (-1Feet)
- humbled (-1Tongue)
- addled (-1Wits)

### IMPROVEMENT

experience

>IMPROVEMENT

- \_\_\_ gain +1Arms (max Arms+2)
- \_\_\_ gain +1Wits (max Wits+2)
- \_\_\_ gain +1Feet (max Feet+2)
- \_\_\_ gain +1Fate (max Fate+2)
- \_\_\_ gain a new lord/lady move
- \_\_\_ choose an option for your holding
- \_\_\_ choose an option for your holding
- \_\_\_ remove an option from your holding
- \_\_\_ gain an animal companion or steed
- \_\_\_ gain a move from another playbook
- \_\_\_ gain a move from another playbook
- \_\_\_ gain +1 to any quality (max +3)
- \_\_\_ allow your character die honourably
- \_\_\_ create a second character to play
- \_\_\_ change your character to a new type
- \_\_\_ choose 3 basic moves and advance
- \_\_\_ advance 3 more basic moves

## LORD or LADY MOVES

- **The burden of power:** so long as your lands are safe and your rule is unchallenged, at the beginning of the session, roll+tongue. On a 10+, your lands have generated income at your rank, available immediately. On 7-9, you have income at your rank but choose 1 trouble in addition. On a miss, or if your lands are compromised or your rule contested, your lands are harrowed by trouble.
- **Into battle:** when you personally lead your army or company into battle, it functions as one size larger.
- **Small council:** when you hold council and attempt to observe the battlefield with your advisers, roll+tongue instead of roll+wits.
- **Winter is coming:** when you put your holding to work in order to build something, tell the bard what it is. The Bard will say, "by all means, but..." and then tell you 1 to 4 of the following:
  - it will take hours/days/weeks/months/years of work;
  - first you will have to obtain/build/fix/understand \_\_\_;
  - you will need \_\_\_ to help you with it;
  - it will cost you a significant amount of \_\_\_;
  - the best you'll be able to do is \_\_\_;
  - it will require exposing your workers (and possibly yourself) to grave danger;
  - you will have to add \_\_\_ to your holding first;
  - it will take several/dozens/hundreds of tries;
  - you will have to unmake \_\_\_ to do it.

## HOLDING & LANDS

Holding's Name:	
Village / Town / City	<input type="radio"/> Walled (+rarmor)
Trouble:	<b>INCOME</b>
Stronghold:	

## NOTES

(HOLD, PERSONAL EFFECTS)

## MAESTER'S CHAIN MOVES

Whenever you can choose a Voice of Reason move, you can choose moves related to your metals instead (also at character creation).

- **Care & Treatment (silver):** you may speed the recovery of someone injured up to Dusk to 3 days' rest, or up to Moonrise to 1 week's rest.
- **Disease & Poison (silver):** when you try to cure someone from poison or disease or poison them, roll+wits. On a hit, you've made progress, but the Bard will choose 1 (on 10+) or 2 (on 7-9):
  - *the cure/poison is temporary; the affliction will resume/end within \_\_\_*
  - *they must be somehow harmed to be cured/poisoned (e.g., leeches)*
  - *you can only treat/apply this affliction in your chambers*
  - *they'll be bedridden/unaffected for \_\_\_*
  - *they're carrying some residual affliction (-1 ongoing until cured)*
- **Raven mastery (black iron):** when you send out a raven carrying a message to another holding, roll+wits. On a 7-9, choose 1:
  - *at least one raven will reach its destination*
  - *only the person you wish read the message will be able to decipher it*On 10+, you get both.
- **Snow! Corn! Dead! (black iron):** you can teach your ravens to speak simple messages of up to three words to people they recognize. When you send out a raven to find a person and deliver the message, it's the same as Raven Mastery, but the second option is *only the recipient of the message hears or understands it.*
- **Stargazer (bronze):** you are able to understand the movements of the celestial bodies and their relations to actions and events on earth. You gain Prophecy.
- **Accountancy (yellow gold):** you gain the Plotter move Master of Coin.
- **Strategist (iron):** when you advise lords on how to utilize their army in a large-scale martial conflict, you roll+wits for Show Steel and Act Discreetly with their army.
- **Tactician (iron):** when you advise your lord on how to utilize their army in a large-scale martial conflict, you roll+wits when you Seize By Force with their army.
- **Versed in the Mysteries (Valyrian steel):** when you Observe the Battlefield, you may also ask the Bard the following questions:
  - *what kind of sorcery is at work here?*
  - *what is the source of the magic acting here?*
  - *how may this sorcery be dispelled?*
- **Dark arts (Valyrian steel):** when you work on something (or someone) in your chambers, you can imbue it with an occult influence.

## Introducing

### ✂ THE VOICE OF REASON ✂

Ignorance is commonplace in this age. Reason is weak when men are all too absorbed in their cocks and swords. Those few who see the value of understanding stand against a tide of darkness. If they cannot discover the path of wisdom and show it to those in power, blindness will prevail and the chaos of ages past will rule once more.

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## A Character Playbook for A WORLD OF ICE AND FIRE

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### YOUR CHAMBERS

In your chambers, you have the following (choose 3): a library, a torture rack, a cabinet of healing salves and ointments, an alchemy lab, a rookery, an observatory, something from another land, a chest of poisons, the holdings' records, a small workshop, a furnace.

When you go into your chambers looking for answers or trying to make something, tell the Bard what it is. The Bard will say, "by all means, but..." and then tell you 1 to 4 of the following:

- it's going to take hours/days/weeks/months of research;
- first you'll have to obtain/build/fix/understand \_\_\_;
- you're going to need \_\_\_ to help you with it;
- it's going to cost you a significant amount of \_\_\_;
- the best you'll be able to do is a meagre substitute, weak and unreliable;
- it's going to require exposing yourself (and colleagues) to grave danger;
- you're going to have to add \_\_\_ to your chambers first;
- it's going to take several/dozens/hundreds of tries;
- you're going to have to unmake \_\_\_ to do it.

The Bard may connect these with 'and's and 'or's. Once you have accomplished the requirements, the Bard will give you the information you sought or provide you with details about your creation.

# The Voice of Reason

## CREATING A VOICE OF REASON

To create your voice of reason, choose name, appearance, qualities, moves, personal effects, and past.

### NAME & TITLE

Bedwyck, Betharios, Denestan, Elwood, Franklyn, Gyles, Lucan, Olyvar, Pycelle, Samwell, Terrance

Cassana, Cynthea, Eddara, Marianne, Meredyth, Olene, Rosamund, Sarella, Selyse, Taena, Wynaftryd

### APPEARANCE

Man, woman, obscure.

Spindly body, fat body, shivering body, small body, stiff body.

Swishing robes, dirty robes, perfumed robes, size-too-big robes, rattling and clanking robes.

Wizened face, severe face, aged face, pointy face, shadowed face.

Inquisitive eyes, restless eyes, dreamy eyes, piercing eyes, fascinated eyes.

### QUALITIES

Choose one set:

- Arms -2 Tongue +2 Feet 0 Wits +2 Fate 0
- Arms -1 Tongue +1 Feet +1 Wits +2 Fate 0
- Arms +1 Tongue -1 Feet +1 Wits +2 Fate 0
- Arms 0 Tongue +1 Feet +1 Wits +2 Fate -1

### MOVES

You get all the basic moves and Maester's Chain. Choose 2 Voice of Reason moves or Maester's Chain moves.

### PERSONAL EFFECTS

You usually have on your person:

- Robes suitable to your appearance (you detail).
- Potions, ointments, powders, and other tools required for your moves.

You have a Steward's income at your disposal.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn:

- You once gave one of them some very good advice that saved them from a horrible fate. Tell that player past+2.
- Tell everyone else past-1 if you are a recluse, or past+1 if you meddle in everyone's business.

On the others' turns:

- Choose one character that fascinates you academically. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Choose one character that makes you act irrationally or emotionally (out of fear, lust, love, etc.) for. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Past on your sheet. Ask that player which of your qualities is most interesting, and highlight it. The Bard will have you highlight a second quality too.

Name -

Appearance
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## Qualities & Basic Moves

Arms	show steel; seize by force  <input type="radio"/> highlight	Past Help or interfere; session end
Tongue	command; offer; glean  <input type="radio"/> highlight	
Feet	act discreetly  <input type="radio"/> highlight	Voice of Reason's Secret If you and another character have sex, roll+wits. On a +10, it was a necessity or a convenience, nothing more. On 7-9, you're attached. Tell that character +1past. On a miss, you're infatuated, at risk of losing your objectivity. Take -1ongoing until you rid yourself of the distraction.
Wits	observe the battlefield  <input type="radio"/> highlight	
Fate	go against odds  <input type="radio"/> highlight	

**HARM**

countdown

wolf

moonrise

stabilized

maimed (-1Arms)

crippled (-1Feet)

humbled (-1Tongue)

addled (-1Wits)

## IMPROVEMENT

experience

- >IMPROVEMENT
- \_\_ gain +1Wits (max Wits+3)
  - \_\_ gain +1Tongue (max Tongue+2)
  - \_\_ gain +1Feet (max Feet+2)
  - \_\_ gain +1Fate (max Fate+2)
  - \_\_ gain a new Voice of Reason move
  - \_\_ gain a new Voice of Reason move
  - \_\_ gain a new Voice of Reason move
  - \_\_ gain an apprentice or a protégé
  - \_\_ gain a new feature to your chambers
  - \_\_ gain a move from another playbook
  - \_\_ gain a move from another playbook
- 
- \_\_ gain a Maester's Chain move from a metal you didn't choose
  - \_\_ gain +1 to any quality (max +3)
  - \_\_ allow your character die honourably
  - \_\_ create a second character to play
  - \_\_ change your character to a new type
  - \_\_ choose 3 basic moves and advance
  - \_\_ advance 3 more basic moves

## VOICE OF REASON MOVES

- **Maester's Chain:** you are a Maester of the Citadel, sworn to serve the holding you were sent to, regardless of its current lord or inner politics. During your training, you obtained the links of your Maester's Chain. Choose 2 metals:
  - Silver (healing)
  - Black iron (ravenry)
  - Bronze (astronomy)
  - Yellow gold (economics)
  - Iron (warcraft)
  - Valyrian steel (occult)
 Whenever you can choose a Voice of Reason move, you can choose moves related to your metals instead (also at character creation).
- **Wise counsel:** when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the process, and you mark experience (once).
- **Watching for patterns:** when you act discreetly, roll+wits instead of roll+feet.

## NOTES

(INCOME, HOLD, PERSONAL EFFECTS)

## YOUR TAINT

Choose 1:

- You are a natural son or daughter of a noble (bastard).
- You have put your house to unforgivable shame (e.g. betrayal)
- You are crippled or carry a physical defect or disfiguration.
- You contracted an incurable disease or condition, possibly infectious.
- You are craven.
- You are a hostage of another house.
- You are penniless, lost all that your nobility entitled you to.

Describe your taint

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When you **ignore your taint, trying to behave as though you were normal**, you are going against the odds.

When you **emphasize your taint, asking for mercy**, at least one person present will give it to you. If there is only one person, it's up to the Bard.

When you **emphasize your taint, separating yourself from others**, you may ignore commands by superiors (other PCs cannot use Command on you, regardless of their authority). At least one person will remember it and treat you with distrust henceforth.

When you **struggle with your taint, showing nobility**, at least one person present notices you and offers you help, support, backing, or protection. If that character is a PC, they gain +1past with you.

## YOUR BENEFACTOR

A benefactor is someone who wants your favour (or at least appears so), often in exchange to your help or to your role in their plans, for better or for worse.

Choose how you are related: a family member, a childhood friend, a fellow worshipper, a liege, a sister- or brother-in-arms, someone whose life you saved, someone with whom you got into trouble, a stranger.

Choose what they are: a merchant, a commander, a septon/priest, a schemer, an assassin, a lord or lady, one of the smallfolk, a knight, a smuggler, a mistress.

Choose what they usually give you: coin, sex, admiration, affection, knowledge, training, safe passage, hiding place, influence, secrets, martial aid, prestige.

Your benefactor starts with Debt 0.

If you wish your benefactor to be a PC, that player must agree to the terms.

## Introducing

### 👉 THE TAINTED NOBLE 👈

Noble, healthy, brave, trueborn. These are the hallmarks of high birth... which you have fallen short of. For your entire life, they shall scorn you, hate you, even pity you, but they shall *never* love you. Nor will you gain their respect. There is no place for you in this world... not unless you carve it out yourself.

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## A Character Playbook for A WORLD OF ICE AND FIRE

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### BENEFACTOR RULES

When you **ask your benefactor for what they usually give you**:

For an NPC, roll+tngue (for Tainted Noble). On a hit, your wish is granted, if it is reasonably within their power. On 7-9, add +1debt. On a miss, whatever happens, the Bard may also choose to have you add +1debt.

For a PC: if they deny you, they are going against the odds. If they meet your request, add +1debt.

When **your benefactor asks anything of you**:

For PCs: they can Command you, but roll+debt instead. For NPCs, roll+debt. On a hit, you must choose between doing as your benefactor bids and resetting your debt to 0, or a denying them and a hard move by the Bard. On a 10+, if you choose to deny your benefactor, you also take -1ongoing against them until you pay your debt.

# The Tainted Noble

## CREATING A TAINTED NOBLE

To create your tainted noble, choose name, appearance, qualities, moves, personal effects, and past.

### NAME & TITLE

Addam, Baelor, Bryce, Cregan, Dudley, Edric, Farlan, Gillam, Horas, Kedge, Lyle, Rupert, Simon

Alia, Alyce, Barba, Gretchel, Gwin, Jayde, Malora, Marya, Pia, Shiera, Umma, Violet, Yna

You also choose a Noble House.

### QUALITIES

Choose one set:

- Arms +2 Tongue +2 Feet 0 Wits 0 Fate -2
- Arms +1 Tongue +2 Feet -1 Wits 0 Fate +1
- Arms -1 Tongue +2 Feet -1 Wits +2 Fate 0
- Arms 0 Tongue +2 Feet +1 Wits +1 Fate -1

### APPEARANCE

Man, woman, obscure.

Strong body, dwarf body, sick body, twisted body, young body.

Lordly garb, wanderer's garb, filthy garb, stolen garb, fool's garb, children's garb.

Forlorn face, smirking face, grimacing face, disfigured face, icy face.

Raging eyes, frightened eyes, hopeful eyes, compassionate eyes, dead eyes.

### MOVES

You get all the basic moves. Choose 2 Tainted Noble moves.

### PERSONAL EFFECTS

You usually have on your person:

- Attire suitable to your stature and current activity, at your option a garment worth 1-armor or armour worth 2-armor (you detail).
- A weapon: 2-harm close or 1-harm ranged. The weapon is tailored to any physical limitation you may have.

You start with a benefactor who provides you with a Knight's income. Name them.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn:

- One of them humiliated you in public. Tell that player past-2.
- One of them helped you pick up the pieces on the same occasion. Tell that player past +1.

Tell everyone else past-1. They see you for your taint, not for who you really are.

On the others' turns:

- Choose one character which makes you wish you weren't tainted. Whatever number that player tells you, ignore it and write past+2 next to the character's name.
- Everyone else, whatever number they tell you, add 1 to it and write it next to their character's name. You've been hurt, so you know to keep tabs on people.

At the end, find the character with the highest Past on your sheet. Ask that player which of your qualities is most interesting, and highlight it. The Bard will have you highlight a second quality too.

Name -

Appearance
------------

## Qualities & Basic Moves

Arms	show steel; seize by force  <input type="radio"/> highlight	Past Help or interfere; session end
Tongue	command; offer; glean  <input type="radio"/> highlight	
Feet	act discreetly  <input type="radio"/> highlight	Tainted Noble's Secret If you and another character have sex, if you think they really like you, tell them +1past. If you think they're using you, tell them -1past (min past -3).
Wits	observe the battlefield  <input type="radio"/> highlight	
Fate	go against odds  <input type="radio"/> highlight	
<p><b>HARM</b></p> <p>countdown</p> <p>wolf</p>  <p>moonrise</p> <p><input type="radio"/> stabilized</p> <p><input type="radio"/> maimed (-1Arms)</p> <p><input type="radio"/> crippled (-1Feet)</p> <p><input type="radio"/> humbled (-1Tongue)</p> <p><input type="radio"/> addled (-1Wits)</p>		
<p><b>IMPROVEMENT</b></p> <p>experience</p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> &gt;IMPROVEMENT</p> <p>___ gain +1Wits (max Wits+2)</p> <p>___ gain +1Arms (max Arms+2)</p> <p>___ gain +1Feet (max Feet+2)</p> <p>___ gain +1Fate (max Fate+2)</p> <p>___ gain a new Tainted Noble move</p> <p>___ gain a new Tainted Noble move</p> <p>___ gain an additional taint</p> <p>___ gain a lordship</p> <p>___ gain a new benefactor</p> <p>___ gain a move from another playbook</p> <p>___ gain a move from another playbook</p> <hr/> <p>___ gain +1 to any quality (max +3)</p> <p>___ allow your character die honourably</p> <p>___ create a second character to play</p> <p>___ change your character to a new type</p> <p>___ choose 3 basic moves and advance</p> <p>___ advance 3 more basic moves</p>		

## TAINTED NOBLE MOVES

- Often underestimated:** when you exploit someone's low opinion of you, roll+wits. On 7-9, take +1forward against them. On +10, take +1ongoing against them until they learn to respect you. On a miss, you underestimated them. For NPCs: they prove you wrong in a way that hurts. For PCs: they gain +1ongoing against you on the same terms.
- Last request:** when you go against the odds or use the move 'A Song of Ice and Fire', if you can talk your way out of it, roll+tongue instead of roll+fate.
- Lucky bastard:** you easily catch the attention of powerful persons, so you always have at least one benefactor.
- Beyond the taint:** choose a move from another character's playbook.
- Nothing to lose:** when you show steel, roll+tongue instead of roll+arms.
- Glib-tongued:** gain +1tongue (tongue +3).

## NOTES

(INCOME, HOLD, PERSONAL EFFECTS)

## BENEFACTORS (AND DEBT)

## THE MYSTERY FORCE

### Choose how did it start:

- you started having strange dreams or visions, some of which came true (manifestation: Prophecy).
- you met someone extraordinary and they gave you a \_\_\_\_\_, but you're not sure what it's for (manifestation: ask the Bard)
- people started sensing something otherworldly and threatening about you (manifestation: you can use Command on anyone. Leave the dire consequences unspoken, until they happen, strange and gruesome).
- you received some special training (manifestation: ask the Bard)
- you found a place you weren't supposed to (manifestation: ask the Bard).
- you found/created/met/were given an unusual beast (manifestation: animal companion plus either the *Beast-friend* or the *Skinchanger* moves from the Forest Man playbook).

Whatever it is, tell the Bard how it happened, as detailed as you can.

### Describe the mystery force (choose 3):

eerie, all-pervasive, dark, damp, radiant, inspiring hope, intense, hungry, alien, earthy, insidious, silent, mocking, womb-like, infinite, judgemental, wise, far-seeing, deep-rooted, soulless, cruel, emotional, ethereal, destructive.

### What does the mystery force wants you to do? (choose 1):

- To see, learn, understand, or discover something
- To protect or champion its cause
- To act unseen and further its agenda
- To terrorize and dismay its enemies
- To rise high above all others and lead its new dawn
- To reach your fullest potential and prevail

The Bard will reveal your next manifestation based on that, gradually or unexpectedly.

### Answer the following questions:

- *What thrills your character the most about the mystery force?*

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- *What does your character fear the most about the mystery force?*

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- *What would make your character turn against the mystery force?*

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### Great things hang upon your shoulders.

Whenever you choose an improvement, darken a section of the countdown. When you reach the wolf hour, your destiny will find you.



## Introducing

## 👉 THE LEGEND TO BE 👈

The world is full of shadows, and in those shadows strange forces wait and watch. They wait for the ones who can usher them into the light, the ones who will be their scions. It will start with nothing but a whisper, a daydream. And then, a wish shall sprout, a wish to follow the whisper. And from that wish, the storm of destiny will be unleashed.

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## A Character Playbook for A WORLD OF ICE AND FIRE

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### PROPHECY

When the conditions for your Prophecy apply (dream, nightfire, stargazing, etc.), roll+fate. On a hit, the Bard will tell you what you see about the future. On a 10+, it's specific. On 7-9, it's vague. Interpret it and tell the players.

On a miss, what you see haunts you, but you can't make any sense of it. You are dazed (-1 Wits) until you understand what you saw or something else snaps you out of it.

While there is an unsolved prophecy in the game:

- All subsequent prophecies will show the same, but might add detail.
- When the prophecy is realized, any players instrumental in its realization mark experience.

# The Legend To Be

## CREATING A LEGEND TO BE

To create your legend to be, choose name, appearance, qualities, moves, personal effects, and past.

### NAME & TITLE

Arthur, Bran, Conn, Desmond,  
Ethan, Gawen, Howland, Joss,  
Owen, Tristifer, Wendel

Asha, Beony, Gwin, Lyanna, Meg,  
Myranda, Rosey, Willow

You may also choose a Noble  
House.

### APPEARANCE

Man, woman, obscure.

Sprightly body, brave body, growing  
body, clumsy body.

Training garb, mud-stained garb,  
noble garb, outlandish garb,  
villager's garb.

Radiant face, striking face, angry  
face, dark face, smiling face.

Cheerful eyes, fiery eyes, ominous  
eyes, red eyes, amethyst eyes,  
murky eyes.

### PERSONAL EFFECTS

You usually have on your person:

- Attire suitable to your stature, at your option a garment worth 1- armour (you detail).
- One personal weapon, if it befits your stature and profession.

Personal weapons (choose 1):

- A longsword (2-harm melee sentimental)
- A bow (1-harm far)
- 3 throwing knives (1-harm thrown concealed)
- A warhammer (3-harm melee cumbersome)

Your income may be that of a  
Beggar, Peasant, Steward or Knight,  
depending on your story.

### QUALITIES

Choose one set:

- Arms -1 Tongue 0 Feet +1 Wits +1 Fate +3
- Arms +1 Tongue -1 Feet +1 Wits 0 Fate +3
- Arms 0 Tongue -1 Feet +2 Wits -1 Fate +3
- Arms 0 Tongue +1 Feet -1 Wits +1 Fate +3

### MOVES

You gain all the basic moves. You get both Legend To Be moves and your first Manifestation move.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn:

- One of them has somehow become aware of your relationship to a greater force. Tell that player past+2.
- Tell everyone else past-1. Nobody really knows what you are.

On the others' turns, choose 1 or both:

- Choose one character you see as your guide. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Choose one character you intuitively wish to avoid. Whatever number that player tells you, take 1 from it and write it next to the character's name.

Everyone else, whatever number they tell you, write it next to their character's name.

At the end... (see other sheets)

Name -

Appearance
------------

## Qualities & Basic Moves

Arms	show steel; seize by force  <input type="radio"/> highlight	Past Help or interfere; session end
Tongue	command; offer; glean  <input type="radio"/> highlight	
Feet	act discreetly  <input type="radio"/> highlight	Legend To Be's Secret If you and another character have sex, if you love them, then your love protects them; tell them +1past. If you don't, your mystery triggers on them, the Bard will choose the move for you.
Wits	observe the battlefield  <input type="radio"/> highlight	
Fate	go against odds  <input type="radio"/> highlight	

### HARM

countdown



stabilized

- maimed (-1Arms)
- crippled (-1Feet)
- humbled (-1Tongue)
- addled (-1Wits)

### IMPROVEMENT

experience

- >IMPROVEMENT
- \_\_ gain +1Arms (max Arms+2)
  - \_\_ gain +1Wits (max Wits+2)
  - \_\_ gain +1Tongue (max Tongue+2)
  - \_\_ gain +1Feet (max Feet+2)
  - \_\_ change what the mystery force wants from you (gain a manifestation)
  - \_\_ change what the mystery force wants from you (gain a manifestation)
  - \_\_ change what the mystery force wants from you (gain a manifestation)
  - \_\_ gain an animal companion
  - \_\_ gain a move from another playbook
  - \_\_ gain a move from another playbook
  - \_\_ gain +1 to any quality (max +3)
  - \_\_ allow your character die honourably
  - \_\_ create a second character to play
  - \_\_ change your character to a new type
  - \_\_ choose 3 basic moves and advance
  - \_\_ advance 3 more basic moves

## LEGEND TO BE MOVES

- **Whispers of destiny:** when you open your heart to the whispers of the mystery force and ask it what to do next, it answers, the Bard will say what. If you pursue that goal, take +1 to any rolls you make in the pursuit. If you pursue that goal and accomplish it, you mark experience.
- **Grave responsibility:** when you ask a PC to aid you on your journey to meet your destiny, state what you want from them and roll+past. On 7-9, choose 1. On 10+, you get both:
  - If they help you, they mark experience
  - If they don't help you, they are going against the odds

## MANIFESTATIONS (custom moves)

## NOTES

(INCOME, HOLD, PERSONAL EFFECTS)

## YOUR ARMS & ARMOUR

Choose your melee expertise:

- Greatsword or *arakh* (3-harm melee)
- Longsword (2-harm melee parry)
- Bastard sword (switch between greatsword and longsword, tricky)
- Warhammer (3-harm melee ap cumbersome)
- Battleaxe (4-harm melee messy)
- Morningstar (3-harm melee flail)
- Bravossi Fencing Blade (2-harm melee ap parry)
- Spear or trident (2-harm melee thrown parry)

Choose an additional weapon you carry:

- Short sword or other blade (2-harm melee parry)
- Throwing daggers or axes (2-harm melee thrown)
- Short bow (2-harm medium)
- Javelin (2-harm thrown)
- Net (entangle close)

Choose a feature for your armour:

- Ornate and enamelled (+valuable +recognizable)
- Heavy plate (+1armour +cumbersome)
- Spiked and menacing (+imposing)
- Shield (+parry +cover +cumbersome)

### Some tags explained:

**Parry:** for a trained wielder, +1armour in melee unless your foe has a weapon with *flail*.

**Cover:** +1armour against projectile and thrown weapons.

**Cumbersome:** actions slowed, foe can do more between moves.

## YOUR STEED

Follow the Animal Companion section in The Forest Man sheet to characterize your steed.

Name:		Kind:	
Impressive	Brave	Keen	Quiet
Advantages			
Flaws			

## Introducing

## ✂ THE SWORN SWORD ✂

In Westeros, the only real truth is the sword. Words are wind, but the steel is true. Swords will win you honour, fame, wealth, and justice, even love... or death. Slow, screaming, agonizing death. The life of a Sworn Sword is not for the faint-hearted.

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# The Sworn Sword

### HARM

When you suffer harm, roll +harm suffered (after armour, if you're wearing any).

On a 10+, the Bard can choose 1:

- You're out of action: unconscious, trapped, incoherent or panicked.
- It's worse than it seemed. Take an additional 1-harm.
- Choose 2 from the 7–9 list below.

On a 7–9, the Bard can choose 1:

- You lose your footing.
- You lose your grip on whatever you are holding.
- You lose track of someone or something you are attending to.
- You miss noticing something important.

On a miss, the Bard can nevertheless choose something from the 7–9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

## CREATING A SWORN SWORD

To create your sworn sword, choose name, appearance, qualities, moves, personal effects, and past.

### NAME & TITLE

Ambrose, Axell, Beric, Clifford, Gregor, Gunthor, Hugo, Jorah, Lark, Mycah, Olyvar, Roland, Ulf

Alannys, Arya, Brienne, Cedra, Dacey, Hostella, Jocelyn, Lyra, Maddy, Meera, Mya, Nymeria, Obara

the Bold, the Righteous, the Red, the Mighty, the Swift, Featherstroke, Helmsbane, Goldtooth, the Tiny, Crowfeaster, the Bear, the Tower, the Hunter.

You may also choose a Noble House.

### APPEARANCE

Man, woman, obscure.

Tall body , big body, manly body, muscular body, lean body.

Enamelled armour, good armour, cheap armour, piecemeal armour, bone armour, armour with no heraldry.

Laughing face, steely face, arrogant face, scarred face, old face.

Bright eyes, murderous eyes, berserker eyes, weighing eyes, fierce eyes.

### QUALITIES

Choose one set:

- Arms +2 Tongue +1 Feet +1 Wits -1 Fate 0
- Arms +2 Tongue +2 Feet -2 Wits 0 Fate 0
- Arms +2 Tongue -1 Feet 0 Wits +1 Fate +1
- Arms +2 Tongue 0 Feet +1 Wits +1 Fate -1

### MOVES

You gain all the basic moves. Choose 2 Sworn Sword moves.

### PERSONAL EFFECTS

You usually have on your person:

- The melee weapon you specialize in (see other side of playbook)
- An additional weapon (see other side of playbook)
- Your personal armour, worth 2- armour (you detail)

Your have a Knight's income unless otherwise specified by the Bard.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names. Go around again for past. On your turn, choose 1 or both:

- One of them once fought with you shoulder to shoulder in a hopeless battle. Tell that player past+2.
- One of them you try really hard to impress. Tell that player past+1.

Tell everyone else past=0.

On the others' turns:

- Choose one character to whom you swore your allegiance. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Everyone else, whatever number they tell you, take 1 from it and write it next to their character's name. You're hard to impress.

At the end, find the character with the highest Past on your sheet. Ask that player which of your qualities is most interesting, and highlight it. The Bard will have you highlight a second quality too.

Name -

Appearance
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## Qualities & Basic Moves

Arms	show steel; seize by force  <input type="radio"/> highlight	Past Help or interfere; session end
Tongue	command; offer; glean  <input type="radio"/> highlight	
Feet	act discreetly  <input type="radio"/> highlight	Sworn Sword's Secret If you and another character have sex, you gain +1 forward. At your option, they gain +1 forward too.
Wits	observe the battlefield  <input type="radio"/> highlight	
Fate	go against odds  <input type="radio"/> highlight	
<p><b>HARM</b></p> <p>countdown</p> <p>wolf</p> <p>owl dusk moonrise</p> <p><input type="radio"/> stabilized</p> <p><input type="radio"/> maimed (-1Arms) <input type="radio"/> crippled (-1Feet) <input type="radio"/> humbled (-1Tongue) <input type="radio"/> addled (-1Wits)</p>		<p><b>IMPROVEMENT</b></p> <p>experience</p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> &gt;IMPROVEMENT</p> <p><input type="checkbox"/> gain +1Fate (max Fate+2) <input type="checkbox"/> gain +1Wits (max Wits+2) <input type="checkbox"/> gain +1Tongue (max Tongue+2) <input type="checkbox"/> gain +1Feet (max Feet+2) <input type="checkbox"/> gain a new Sworn Sword move <input type="checkbox"/> gain a new Sworn Sword move <input type="checkbox"/> choose a feature for your armour <input type="checkbox"/> gain a company of men-at-arms <input type="checkbox"/> gain a lordship <input type="checkbox"/> gain a move from another playbook <input type="checkbox"/> gain a move from another playbook</p> <p><input type="checkbox"/> gain +1 to any quality (max +3) <input type="checkbox"/> allow your character die honourably <input type="checkbox"/> create a second character to play <input type="checkbox"/> change your character to a new type <input type="checkbox"/> choose 3 basic moves and advance <input type="checkbox"/> advance 3 more basic moves</p>

## SWORN SWORD MOVES

- Honourable:** when you fight in the name of the person or ideal you pledged your sword to, you fight like a small company. If, however, you take action against that person or ideal, take -1ongoing until you clear your name or conscience.
- Experienced rider:** while you are riding your steed...
  - ... if you use show steel or command, add its Impressive to your roll
  - ... if you make an offer or glean the truth, deduct its Impressive from your roll
  - ... if you seize something by force, add its Brave to your roll
  - ... if you observe the battlefield, add its Keen to your roll
  - ... if you act discreetly, add its Quiet to your roll (usually it's negative so you get a penalty for having your steed come along).
- Battle-hardened:** you gain +1arms (arms +3)
- Seasoned combatant:** when you observe the battlefield in a physical or martial conflict, roll+arms instead of roll+wits.
- Left to die:** when you take harm at or after owl, you automatically stabilize, even without care, and do not suffer additional harm over time.
- Turning the tides:** when you seize by force and choose inflict terrible harm, you do additional +1harm for each harm you've taken after owl.

## NOTES

(INCOME, HOLD, PERSONAL EFFECTS)

## YOUR STRINGS

Choose 5 strings. For each one: name them, choose their type, and outline who they are and why they work for you. As long as all is well, you don't need to use resources to pay for their services (at least not the resources we know about), but note what they generally gain out of it.

Name: \_\_\_\_\_  
 bird  payroll  extorted  assassin  financier  smuggler  saboteur

Outline: \_\_\_\_\_

Name: \_\_\_\_\_  
 bird  payroll  extorted  assassin  financier  smuggler  saboteur

Outline: \_\_\_\_\_

Name: \_\_\_\_\_  
 bird  payroll  extorted  assassin  financier  smuggler  saboteur

Outline: \_\_\_\_\_

Name: \_\_\_\_\_  
 bird  payroll  extorted  assassin  financier  smuggler  saboteur

Outline: \_\_\_\_\_

Name: \_\_\_\_\_  
 bird  payroll  extorted  assassin  financier  smuggler  saboteur

Outline: \_\_\_\_\_

Name: \_\_\_\_\_  
 bird  payroll  extorted  assassin  financier  smuggler  saboteur

Outline: \_\_\_\_\_

Name: \_\_\_\_\_  
 bird  payroll  extorted  assassin  financier  smuggler  saboteur

Outline: \_\_\_\_\_

Name: \_\_\_\_\_  
 bird  payroll  extorted  assassin  financier  smuggler  saboteur

Outline: \_\_\_\_\_

## Introducing

### ✂ THE PLOTTER ✂

A kingdom is not unlike a game of *cynasse*: many pawns, but so very few players. What is done unseen has vastly more gravity than any mummer's farce your fellow players see on the board. And when your secret plans at last sees the light of day... oh how sweet the looks on their faces will be.

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### A Character Playbook for

## A WORLD OF ICE AND FIRE

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Each type of string provides a certain benefit when you pull it, and holds the risk of certain repercussions in case it snaps.

- **bird**: pull: gets information on \_\_\_\_, snap: provides false or misleading information
- **payroll**: pull: promotes your interests at \_\_\_\_, snap: asks for more, or else
- **extorted**: pull: misuses his/her authority for you, snap: tries to eliminate you
- **assassin**: pull: takes someone's life or dies in the attempt, snap: hesitates, shows mercy, exposed
- **financier**: pull: +1 income rank for the session, snap: debt collection, or else
- **smuggler**: pull: gets \_\_ secretly in or out of \_\_\_\_, snap: disappears with the prize
- **saboteur**: pull: fans chaos and panic in a community or breaks something specific, snap: things get out of hand.

# The Plotter

## CREATING A PLOTTER

To create your plotter, choose name, appearance, qualities, moves, personal effects, and past.

### NAME & TITLE

Alester, Blane, Cayn, Lothor, Orys, Petyr, Ramsay, Sigfry, Tyrek, Uthor, Walder

Allyria, Assadora, Belandra, Cassana, Kella, Matrice, Meliana, Rosamund, Sylva, Victoria, Walda

the Wasp, Many-eyes, the Sniffer, Cloakskin, the Shadow, the Raven, Goldnipple, the Snake, Venomblood, the Black, the Dark.

### APPEARANCE

Man, woman, obscure.

Wiry body, short body, plump body, thin body.

Court garb, merchant's garb, garb smelling of fish, luxurious garb, mummer's garb, stealthy garb.

Frozen face, theatrical face, honest face, plain face, poker face.

Knowing eyes, seeking eyes, cunning eyes, empty eyes, color-changing eyes.

### QUALITIES

Choose one set:

- Arms -1 Tongue +1 Feet +2 Wits +1 Fate 0
- Arms +1 Tongue +1 Feet +2 Wits 0 Fate 0
- Arms -2 Tongue +2 Feet +2 Wits 0 Fate 0
- Arms -1 Tongue +1 Feet +2 Wits 0 Fate +1

### MOVES

You get all the basic moves and Pulling the Strings. Choose one more Plotter move.

### PERSONAL EFFECTS

You usually have on your person:

- Attire suitable to your stature and current activity, at your option a garment worth 1-armor (you detail).
- One concealed weapon.

Concealed weapons (choose 1):

- kitchen knife (1-harm melee concealed)
- throwing knife (1-harm thrown concealed)
- string (s-harm melee concealed)
- poppy dust (s-harm thrown concealed)

By default you have the income of a Nobleman.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn:

- One of them is a crucial pawn in your schemes. Tell that player past-2.
- Tell everyone else past-1. Your secrets are your own.

On the others' turns:

- Choose one character who once caught you in the act. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Choose one character who you think is the most powerful. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Everyone else, whatever number they tell you, write it next to their character's name.

At the end... (see other sheets)

Name -

<p>Appearance</p>
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## Qualities & Basic Moves

<p>Arms</p> <p>show steel; seize by force</p> <p><input type="radio"/> highlight</p>	<p>Past</p> <p>Help or interfere; session end</p>
<p>Tongue</p> <p>command; offer; glean</p> <p><input type="radio"/> highlight</p>	
<p>Feet</p> <p>act discreetly</p> <p><input type="radio"/> highlight</p>	<p>Plotter's Secret</p> <p>If you and another character have sex, you automatically <b>glean the truth</b> from them. Hold 3 and spend as in the move. You also gain +1past with them.</p>
<p>Wits</p> <p>observe the battlefield</p> <p><input type="radio"/> highlight</p>	
<p>Fate</p> <p>go against odds</p> <p><input type="radio"/> highlight</p>	
<div style="text-align: center;"> <h3>HARM</h3> <p>countdown</p> <p>wolf</p> <p>moonrise</p> <p><input type="radio"/> stabilized</p> <p><input type="radio"/> maimed (-1Arms)</p> <p><input type="radio"/> crippled (-1Feet)</p> <p><input type="radio"/> humbled (-1Tongue)</p> <p><input type="radio"/> addled (-1Wits)</p> </div>	
<h3>IMPROVEMENT</h3> <p>experience</p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> &gt;IMPROVEMENT</p> <p>__ gain +1Arms (max Arms+2)</p> <p>__ gain +1Wits (max Wits+2)</p> <p>__ gain +1Tongue (max Tongue+2)</p> <p>__ gain a new Plotter move</p> <p>__ gain a new Plotter move</p> <p>__ gain a new Plotter move</p> <p>__ gain 2 more Strings</p> <p>__ gain a company of bodyguards</p> <p>__ gain a land, a stronghold, a holding</p> <p>__ gain a move from another playbook</p> <p>__ gain a move from another playbook</p> <hr/> <p>__ gain +1 to any quality (max +3)</p> <p>__ allow your character die honourably</p> <p>__ create a second character to play</p> <p>__ change your character to a new type</p> <p>__ choose 3 basic moves and advance</p> <p>__ advance 3 more basic moves</p>	

## PLOTTER MOVES

- **Pulling the strings:** at the beginning of each session, decide which strings you pulled since the last session and which to keep handy. Roll for the ones you use now, for the others when you use them. Roll+feet. On a 10+, all your strings work as they should and you gain their benefit. On 7-9, if you only used one string, it works. If you used more, one of your strings failed you, but you won't know which until it's too late. On a miss, someone starts figuring out your scheme, and pulls back.
- **Everywhere:** name an NPC in a scene where you are not present and roll+feet. On 10+, make that NPC a String instead of one of your existing Strings. Tell the Bard why they work for you. On 7-9, you have an agreement, but it's rocky and requires you to first make good on your promises in return to favours. On a miss, some birds in your flock chirp too much. The Bard will ask you some questions – answer them truthfully.
- **Master of coin:** when you mysteriously produce coin in a time of need, roll+wits. On a hit, you can pay for a single expense at whatever income level you have at your disposal (yours or your lord's), without using that income. On a 10+, choose 2. On a 7-9, choose 1:
  - You can handle an even greater expense (rank+1)
  - You can handle several expenses
  - Nobody will come to claim the mysterious coin later on
 On a miss, whatever the Bard says, he can also tell you to take your income down one rank, until the end of the session or permanently.
- **Hidden ways:** when you need to disappear to elsewhere, roll+feet. On 10+, you're gone, nobody knows where or how. On 7-9, you can stay or go, but if you go it comes with a price: take something or leave something behind, the Bard will tell you. On a miss, your mysterious escape flounders and you are left exposed.
- **Pounce from the shadows:** when you seize something by force from an unsuspecting target, roll+feet instead of roll+arms. You do +1harm.
- **Weaving the net:** when you make an offer and take +1forward on someone, take +2forward instead.
- **Spider:** gain +1 Feet (feet+3)

## NOTES

(INCOME, HOLD, PERSONAL EFFECTS)

## YOUR PRETENCES

Pretences are social postures that you learned to assume as a noble woman or man. Choose 3 pretences:

- Innocent**  
You gain +1feet when acting discreetly
- Courteous**  
You gain +1tongue when dealing with lords
- Pious**  
You gain +1tongue when dealing with septons / priests.
- Dangerous**  
You gain +1arms when showing steel
- Trustworthy**  
You gain +1tongue when gleaning the truth
- Powerful**  
You gain +1tongue when commanding
- Seductive**  
You gain +1tongue when making offers of a sexual nature.
- Aloof**  
You gain +1feet for using Queen of Love and Beauty

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## HOLD

(PERSONS YOU HAVE CHARMED AND BEDAZZLED)

## Introducing

## ✂ THE BEAUTY ✂

To be a woman in Westeros is to be the object of men's lust and cruelty. To be a lady is to deftly navigate the two. Many horrid fates await the maiden whose wits are too slow: the loss of her station, humiliation, rape, and torture. Marriage to an old ugly oaf... perhaps that she can handle.

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A Character Playbook for

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ICE AND FIRE

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The  
Beauty

## CREATING A BEAUTY

To create your beauty, choose name, appearance, qualities, moves, personal effects, and past.

### NAME & TITLE

Adrian, Aurane, Bayard, Ben, Cedric, Goodwin, Harlan, Hugh, Lancel, Red, Tommen, Warren, Zachary

Amabel, Anya, Arwyn, Bella, Elyana, Gwynesse, Kyra, Mylessa, Rhaenys, Roslin, Sansa

You may also choose a Noble House.

### APPEARANCE

Man, woman, obscure.

Youthful body, alluring body, maiden's body, plain body, weak body.

Religious garb, spectacular garb, modest garb, revealing garb, rich garb.

Fair face, loving face, exotic face, expressive face, pale face, vicious face.

Sad eyes, happy eyes, innocent eyes, power-hungry eyes, bedroom eyes.

### QUALITIES

Choose one set:

- Arms -2 Tongue 0 Feet +2 Wits 0 Fate +2
- Arms 0 Tongue -1 Feet +2 Wits +1 Fate +1
- Arms -1 Tongue +1 Feet +2 Wits +1 Fate 0
- Arms -1 Tongue +1 Feet +2 Wits 0 Fate +1

### MOVES

You gain all the basic moves. You also gain Mummer's Farce. Choose another Beauty move.

### PERSONAL EFFECTS

You usually have on your person:

- Attire suitable to your stature and current activity.
- A concealable grooming pouch with ointments, herbs, and powders
- At your option a small knife or other concealable weapon (1-harm melee concealed)

Choose your income rank with the Bard, based on your story.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn, choose 1, 2 or all 3:

- You fancy one of them. Tell that player past+1.
  - You find one of them repulsive. Tell that player past+1.
  - One of them once treated as more than just an object. Tell that player past+2.
- Tell everyone else past=0.

On the others' turns:

- Choose one character who has the most power over you. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Past on your sheet. Ask that player which of your qualities is most interesting, and highlight it. The Bard will have you highlight a second quality too.

Name -

Appearance
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## Qualities & Basic Moves

Arms	show steel; seize by force  <input type="radio"/> highlight	Past Help or interfere; session end
Tongue	command; offer; glean  <input type="radio"/> highlight	
Feet	act discreetly  <input type="radio"/> highlight	
Wits	observe the battlefield  <input type="radio"/> highlight	
Fate	go against odds  <input type="radio"/> highlight	Beauty's Secret  If you and another character have sex, roll+past for a PC or roll+fate for an NPC. On 7-9, choose 1. On 10+, both: • you gain +1ongoing for your Beauty moves against that character • other PCs cannot interfere with your beauty moves against that character On a miss, you cannot use Beauty moves against that character. All effects last until you have sex again.
<h3>HARM</h3> <p>countdown</p> <p>wolf</p>  <p>moonrise</p> <p><input type="radio"/> stabilized</p> <p><input type="radio"/> maimed (-1Arms)</p> <p><input type="radio"/> crippled (-1Feet)</p> <p><input type="radio"/> humbled (-1Tongue)</p> <p><input type="radio"/> addled (-1Wits)</p>		
<h3>IMPROVEMENT</h3> <p>experience</p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> &gt;IMPROVEMENT</p> <p>___ gain +1Arms (max Arms+2)</p> <p>___ gain +1Wits (max Wits+2)</p> <p>___ gain +1Tongue (max Tongue+2)</p> <p>___ gain +1Fate (max Fate+2)</p> <p>___ gain a new Beauty move</p> <p>___ gain a new Beauty move</p> <p>___ gain a lordship</p> <p>___ gain a loyal bodyguard</p> <p>___ choose 3 more pretences</p> <p>___ gain a move from another playbook</p> <p>___ gain a move from another playbook</p> <hr/> <p>___ gain +1 to any quality (max +3)</p> <p>___ allow your character die honourably</p> <p>___ create a second character to play</p> <p>___ change your character to a new type</p> <p>___ choose 3 basic moves and advance</p> <p>___ advance 3 more basic moves</p>		

## BEAUTY MOVES

- **Mummer's Farce:** when you put on one of your pretences for someone, roll+feet. On 10+, hold 3. On 7-9, hold 1. Spend your hold 1 for 1 to gain the benefit of that pretence against that person or audience. On a miss, your pretence is exposed.
- **Queen of Love and Beauty:** when you make a public appearance, roll+feet. On 10+, spend 3. On 7-9, spend 1. Spend 1 to name an NPC onlooker and choose one:
  - *this person must meet me*
  - *this person must have me*
  - *this person loves me*
  - *this person must give me a gift*
  - *this person must seek the favour of my liege*
- **Bonds of friendship:** when you spend time in private with someone, they become infatuated or attached to you. Roll+feet. On 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:
  - giving you something you want
  - acting as your eyes and ears
  - fighting to protect you
  - doing something you tell them to do

For NPCs, while you have hold over them, they can't act against you. For PCs, instead, any time you wish you can spend your hold, 1 for 1:

  - they distract themselves with the thought of you. They are going against the odds.
  - they inspire themselves with the thought of you. They take +1 right now.

On a miss, they hold 2 over you, on the exact terms.
- **Fierce beauty:** when you try to escape, roll+feet for seize by force and for go against the odds instead of whatever you would roll.
- **Set the scene:** whenever you have time to groom and prepare yourself and your surrounding for a social interaction, take +1forward.

## NOTES

(INCOME, PERSONAL EFFECTS)

## YOUR STORY

Choose your trade: baker, fisherman, fletcher, cupbearer, cook, bedmaid, smith, farmer, miller, seamstress, beggar, freerider, servant, outlaw, sumggler, cheesemonger, shepherd, slave.

Choose what makes you interesting to the highborn:

- Your blood:** you are related to a lord/lady
- Your insolence or brass:** you attacked a lord/lady, something of theirs, or some fearsome opponent
- Your deeds:** you did or will do a great service to a lord/lady
- Your love:** you charmed or seduced a lord/lady
- Your uniqueness:** you are something that the lord/lady seeks
- Their secrets:** you know something about a lord/lady

Lord/lady here can mean any highborn person, as in *yes, m'lord*.

The details, in brief:

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## TRADE MOVES

## NOTES

(INCOME, HOLD, PERSONAL EFFECTS)

## Introducing

# 👉 THE BASEBORN OF INTEREST 👈

No, m'lord... yes, m'lord... right away, m'lord. That's about the only words most baseborn churls would ever exchange with a passing high lord. But when a lordling looks twice at you - you know you better run. Whatever it is they want from you, it's like to get you killed.

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## A Character Playbook for A WORLD OF ICE AND FIRE

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### BENEFACTOR RULES

When you ask your benefactor for what they usually give you:

For an NPC, roll+fate (for Baseborn of Interest). On a hit, your wish is granted, if it is reasonably within their power. On 7-9, add +1debt. On a miss, whatever happens, the Bard may also choose to have you add +1debt.

For a PC: if they deny you, they are going against the odds. If they meet your request, add +1debt.

When your benefactor asks anything of you:

For PCs: they can Command you, but roll+debt instead. For NPCs, roll+debt. On a hit, you must choose between doing as your benefactor bids and resetting your debt to 0, or a denying them and a hard move by the Bard. On a 10+, if you choose to deny your benefactor, you also take -1ongoing against them.

BENEFACTOR

Debt

# The Baseborn of Interest

## CREATING A BASEBOR OF INTEREST

To create your baseborn of interest, choose name, appearance, qualities, moves, personal effects, and past.

### NAME

Aron, Bodger, Cley, Conn, Cotter, Dolf, Dunk, Erik, Gendry, Gregor, Karl, Kyle, Othell

Alia, Anya, Beth, Corenna, Cynthea, Danelle, Elinor, Joanna, Kella, Masha, Myria, Nella, Pia, Tansy

### APPEARANCE

Man, woman, obscure.

Ox-like body, swift body, earthy body, weasel body.

Street garb, whore's garb, sailor's garb, craftsman garb, prisoner or slave garb.

Dumb face, hateful face, mocking face, conniving face, bruised face, tattooed face.

Hungry eyes, noble eyes, good eyes, beady eyes.

### QUALITIES

Choose one set:

- Arms +2 Tongue -1 Feet -1 Wits 0 Fate +2
- Arms -1 Tongue +2 Feet 0 Wits -1 Fate +2
- Arms 0 Tongue -2 Feet +2 Wits 0 Fate +2
- Arms +2 Tongue 0 Feet 0 Wits -2 Fate +2

### MOVES

You gain all the basic moves. Choose 2 Baseborn of Interest moves.

### PERSONAL EFFECTS

You usually have on your person:

- Garb suitable for your trade (you detail).
- Tools of the trade that can be carried: hammer, recipe book, dirty red dress, compass, needle thread and thimble, fishing rod, etc.
- At your option, a dagger (1-harm melee)

You have a Beggar's or Peasant's income, you choose.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn:

- One of them took unusual interest in you and that had made all the difference. Tell that player past+2.
- Tell everyone else past-1. You are immaterial to them at best.

On the others' turns, whatever number they tell you:

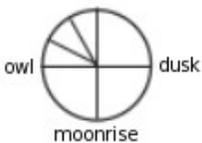
- If you think you need to keep them pleased to stay alive, add 1 to it and write it next to the character's name.
- If you don't, take 1 from it and write it next to the character's name.

At the end, find the character with the highest Past on your sheet. Ask that player which of your qualities is most interesting, and highlight it. The Bard will have you highlight a second quality too.

Name -

Appearance
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### Qualities & Basic Moves

Arms	show steel; seize by force  <input type="radio"/> highlight	Past Help or interfere; session end
Tongue	command; offer; glean  <input type="radio"/> highlight	
Feet	act discreetly  <input type="radio"/> highlight	Baseborn of Interest 's Secret  If you and another character have sex, if they are highborn, treat it as if you rolled 10+ on <i>Play the sad harp</i> against them (even if you don't have that move). If they are lowborn, they hold 3 on you with the same move.
Wits	observe the battlefield  <input type="radio"/> highlight	
Fate	go against odds  <input type="radio"/> highlight	
<p style="text-align: center;"><b>HARM</b></p> <p style="text-align: center;">countdown</p> <p style="text-align: center;">wolf</p>  <p style="text-align: center;">moonrise</p> <p style="text-align: center;"><input type="radio"/> stabilized</p> <p style="text-align: center;"><input type="radio"/> maimed (-1Arms)</p> <p style="text-align: center;"><input type="radio"/> crippled (-1Feet)</p> <p style="text-align: center;"><input type="radio"/> humbled (-1Tongue)</p> <p style="text-align: center;"><input type="radio"/> addled (-1Wits)</p>		

## BASEBORN OF INTEREST MOVES

- **Flea Bottom child:** when in the smallfolk-occupied parts of a village, town, or city, take +1 whenever you...
  - ... show steel
  - ... make an offer
  - ... observe the battlefield
  - ... act discreetly
- **The talk of the day:** when you meet with other commoners, asking questions about a certain lordly individual, roll+tongue. On a hit, you can ask the Bard questions. On 10+, ask 3. On a 7-9, ask 1:
  - where are they currently? How are they?
  - what are they plotting? How is that faring?
  - with whom does their allegiance lie?
  - who is their closest friend?
  - how can I contact them?
- **Play the sad harp:** when you present your story to a highborn person, trying to win their favour, dropping names, glossing over the dull facts, and so forth, roll+fate. On a hit, you impress them or catch their attention. On 10+, hold 3. On 7-9, hold 1. Spend your hold, 1 for 1, to make them:
  - overlook something you've done or will do
  - give you some assistance, in coin, men, or means
  - become your benefactor
  - tell you something valuable
- **Homely face:** when you try to act discreetly, pretending to be yet another innocent lowborn scum, roll+fate instead of roll+feet.
- **Troublemaker:** when you expose shocking information in the presence of the highborn, turning them against one another, roll+fate. On a hit, a fight will ensue (if the lords are PCs, their men will fight regardless). On 10+, choose which party will come out on top.
- **Best in the trade:** get the Bard to write a custom move for your trade.
- **Up and leave:** when you decide to leave town, assuming you are not physically restrained, roll+fate. On a hit, you're gone yesterday, nobody knows where or how, nobody even remembers you. On 10+, you can take something or someone important with you, and they are gone too.

## YOUR DUTY

Whom do you serve? \_\_\_\_\_

Choose your station: a squire, a steward, a captain, an advisor, a companion, a ward, a bodyguard.

Choose 1, 2 or 3 formal duties (favour/blunder):

- Attend to a lord/lady, dress, groom, etc. (1favour / meddling)
- Tend to the horses (1favour / horse missing)
- Train or study with lordlings (1favour / grudge)
- Oversee kitchen or cook (1favour / bad food, poisoning)
- Entertain guests (1favour / scorned, ridiculed)
- Herald (1favour / disgrace)
- Guard (1favour / overwhelmed)
- Bring a person to court (1favour / resistance)
- Deliver message (1favour / intercepted, lost, taken)
- Teach the lordlings (2favour / lack of talent)
- Envoy (2favour / outwitted)
- Honour guard (3favour / overwhelmed)
- Lead an army (3favour / defeat)
- Bodyguard (5favour / lord injured, killed or taken)
- 
- 

Choose 1 unspoken duty:

- Charm or distract (1favour / fooled)
- Torture (1favour / exposed, mercy)
- Service in bed (2favour / complications)
- Pillage, raze and wreak havoc (2favour / resistance, captured)
- Spy (2favour / discovered)
- Steal (2favour / caught in the act)
- Get rid of someone (3favour / runaway)
- 

## YOUR LORD'S FAVOUR

You may spend your lord's Favour for the following benefits, 1 for 1:

- Use your lord's funds to make an expense at your income rank+1 (in his absence and limited by his income)
- Make a command in your lord's name (in his absence)
- Take +1forward against your lord (max +3)

Should your lord's Favour ever drop below 0, take -1ongoing until you redeem yourself in his eyes (i.e. until it is 0 or more again).

The Bard may tell you -1Favour or more on his moves.

Favour

## Introducing

## THE TAIL

There are lords and there are lords. While the truly highborn wage their wars and stuff their faces with delicacies, someone must do the dirty work: help them dress, fetch the Maester, state the obvious so the lord can dispense wisdom, save them in battle - all in hope of gaining favour. But, in time, one does get tired of wiping a lord's arse. And then one sees how close to their lord one has come... and how easy betrayal could be.

### A Character Playbook for

### A WORLD OF

### ICE AND FIRE

#### DUTIES IN THE STORY

Formal duties in the story:

- **Favour:** the Bard can choose whether to come in at the end of a formal duty well done or to let it pass without much remark.
- **Blunder:** the Bard can come in at the moment the duty goes awry, or you can summarize the duty going awry and come in on the aftermath.
- **Neglected:** a neglected formal duty is an opportunity for the Bard.

Unspoken duties in the story:

- **Favour:** the Bard can choose whether to summarize the deed briefly or come in at the end of the duty.
- **Blunder:** the Bard should come in at the moment the unspoken duty goes awry, as a rule.
- **Neglected:** a neglected unspoken duty is noted, no more.

# The Tail

## CREATING A TAIL

To create your tail, choose name, appearance, qualities, moves, personal effects, and past.

### NAME & TITLE

Albar, Alyn, Benfred, Cleon, Daryn, Elyas, Gareth, Henk, Lambert, Patrek, Podrick, Rufus, Steffon

Arianne, Barra, Bessa, Beth, Delena, Fern, Jenny, Jeyne, Maggy, Margot, Mina, Perra, Shiera

You also choose a Noble House, but do not choose one of the great houses.

### APPEARANCE

Man, woman, obscure.

Lanky body, round body, disproportionate body, huge body.

Steward's garb, battlefield garb, flamboyant garb, functional garb.

Ugly face, ordinary face, smug face, cold face,

Slinking eyes, lowered eyes, attentive eyes, awed eyes, vengeful eyes.

### PERSONAL EFFECTS

You usually have on your person:

- Attire suitable to your stature and current activity, at your option a garment worth 1-armor (you detail).
- A squire weapon of your choice.

Squire weapons (choose 1):

- Short sword (1-harm melee)
- Javelin (1-harm thrown melee clumsy)
- Mace (2-harm melee messy)
- Hatchet (1-harm melee thrown messy)
- Hunting bow (1-harm medium)
- Sling (s-harm close)

You have the income of a Steward.

### QUALITIES

Choose one set:

- Arms +1 Tongue -1 Feet +1 Wits +2 Fate 0
- Arms 0 Tongue +1 Feet -1 Wits +2 Fate +1
- Arms +1 Tongue +1 Feet -1 Wits +2 Fate 0
- Arms +2 Tongue -2 Feet 0 Wits +2 Fate 0

### MOVES

You gain all the basic moves. You gain *Valar dohaeris*. Choose another Tail move.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn:

- You once told one of them about your dreams and aspirations. Tell that player past+1.
- Tell everyone else past-1. They don't really notice you.

On the others' turns:

- Choose one character whose favour you most wish to gain. Whatever number that player tells you, ignore it and write past+3 next to the character's name.
- Choose one characters that you think the character from the first point should be most wary of. Whatever number that player tells you, ignore it and write past+2 next to the character's name.
- Everyone else, whatever number they tell you, write it next to their character's name.

Name -

Appearance
------------

### Qualities & Basic Moves

Arms	show steel; seize by force <input type="radio"/> highlight	Past Help or interfere; session end
Tongue	command; offer; glean <input type="radio"/> highlight	
Feet	act discreetly <input type="radio"/> highlight	Tail's Secret If you and another character have sex, if your lord would approve and it becomes known, you gain 1favour. Otherwise, if your lord would not approve and it becomes known, you lose 1favour.
Wits	observe the battlefield <input type="radio"/> highlight	
Fate	go against odds <input type="radio"/> highlight	
<p><b>HARM</b></p> <p>countdown</p> <p>wolf</p> <p>moonrise</p> <p><input type="radio"/> stabilized</p> <p><input type="radio"/> maimed (-1Arms)</p> <p><input type="radio"/> crippled (-1Feet)</p> <p><input type="radio"/> humbled (-1Tongue)</p> <p><input type="radio"/> addled (-1Wits)</p>		<p><b>IMPROVEMENT</b></p> <p>experience</p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> &gt;IMPROVEMENT</p> <p>__ gain +1Arms (max Arms+2)</p> <p>__ gain +1Fate (max Fate+2)</p> <p>__ gain +1Tongue (max Tongue+2)</p> <p>__ gain +1Feet (max Feet+2)</p> <p>__ gain a new Tail move</p> <p>__ gain a new Tail move</p> <p>__ gain, remove, or change a duty</p> <p>__ gain, remove, or change a duty</p> <p>__ gain a steed or animal companion</p> <p>__ gain a move from another playbook</p> <p>__ gain a move from another playbook</p> <p>__ gain +1 to any quality (max +3)</p> <p>__ allow your character die honourably</p> <p>__ create a second character to play</p> <p>__ change your character to a new type</p> <p>__ choose 3 basic moves and advance</p> <p>__ advance 3 more basic moves</p>

## TAIL MOVES

- **Valar dohaeris:** whenever there is a stretch of downtime in play or between sessions, choose a number of formal duties to perform. The Bard will tell you if there are unspoken duties at hand. Roll+wits. On 10+, you gain favour from all the duties you performed. On 7-9, you gain favour from at least 1; if you chose more, the Bard chooses 1 blunder and you gain favour from the rest. On a miss, you blunder all your duties. When you do not perform your duties you neither gain favour nor blunder them, but your lord might like to know why!
- **Eager to serve:** at the beginning of the session, roll+wits. On a 10+, hold 1+1. On 7-9, hold 1. At any time, either your or the Bard can spend your hold to have you already be there, ready to assist, with or without a clear explanation why. If your hold was 1+1, take +1forward. On a miss, the Bard holds 1 and can spend it to have you already be there, but in trouble, taken captive, or distracted.
- **A sense of familiarity:** when you help or interfere, roll+wits instead of roll+past.
- **Think ahead:** when you go against the odds, roll+wits instead of roll+fate.
- **Opportunist:** when you observe the battlefield, if you act according to what the Bard says, take +2 instead of +1.
- **Vantage point:** you gain +1 wits (Wits +3)

## NOTES

(INCOME, HOLD, PERSONAL EFFECTS)

## YOUR ANIMAL COMPANION

Choose its kind:

Horse, stag, badger, bear, fox, wolf, direwolf, monkey, lizard-lion, shadowcat, squirrel, frog, snake, otter, hound / dog, raven, crow, eagle, heron.

Divvy up 5 points between how Impressive, Brave, Keen (starting at 0, max +2) and Quiet (starting at -2, max 0) it is and its Advantages. Make it so it makes sense for your animal.

Choose as many advantages as you allocated points for:  
Flying, strong, 1-armour, venomous, clever.

Choose its flaw or flaws:

Riding animal (must ride to gain bonuses), small, bloodthirsty, gregarious, huge, filthy, distracted, horny, starved, fearful, weak spot, blind area, blind, infamous, scary.

Name:		Kind:	
Impressive	Brave	Keen	Quiet
Advantages			
Flaws			

Name:		Kind:	
Impressive	Brave	Keen	Quiet
Advantages			
Flaws			

## Introducing

### 👉 THE FOREST MAN 👈

Westeros men are strong in their fortresses and their cities. But how many could survive a night in the shivering forests of the North, the mountains of Dorne, or the crawling swamplands in the Neck? No, when they need eyes in the wild, the lordlings call upon the service of a man who has abandoned the safety of stone walls. That one, with hair full of leaves and the senses of a beast... and whose allegiances are as unknown as the dark of the deep forest.

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## A Character Playbook for A WORLD OF ICE AND FIRE

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# The FOREST MAN

### PROPHECY

When the conditions for your Prophecy apply (dream, nightfire, stargazing, etc.), roll+fate. On a hit, the Bard will tell you what you see about the future. On a 10+, it's specific. On 7-9, it's vague. Interpret it and tell the players. On a miss, what you see haunts you, but you can't make any sense of it. You are Dazed (-1 Wits) until you understand what you saw or something else snaps you out of it.

While there is an unsolved prophecy in the game:

- All subsequent prophecies will show the same, but might add detail.
- When the prophecy is realized, any players instrumental in its realization mark experience.

## CREATING A FOREST MAN

To create your forest man, choose name, appearance, qualities, moves, personal effects, and past.

### NAME

Ulrick, Armen, Benjen, Bryan, Clifford, Gareth, Harys, Mathis, Morgan, Orland, Ulrick

Arya, Asha, Lyra, Meera, Meg, Mela, Rohanne, Shiera, Umma, Yna

### APPEARANCE

Man, woman, obscure.

Small body, agile body, brawny body.

Muddy garb, painted concealment garb, animal skins and furs, crannogmen garb, nightwatch garb.

Weather-worn face, wary face, hewn face, bitter face.

Deep eyes, wild eyes, animal eyes, quiet eyes.

### PERSONAL EFFECTS

You usually have on your person:  
 • Attire suitable to your profession, at your option a garment worth 1-armor (you detail).

Hunting weapon (choose 1):  
 • shortbow (1-harm medium small)  
 • longbow (1-harm far)  
 • crossbow (2-harm close reload)  
 • javelin (3-harm thrown)  
 • blowgun (1-harm close poison)

Skirmish blade (choose 1):  
 • axe (3-harm melee messy)  
 • longsword (2-harm melee)

Hunting blade (choose 1):  
 • throwing axe (1-harm thrown)  
 • paring knife (1-harm melee)

You can live off the land and sell hides, earning yourself a Peasant's income.

### QUALITIES

Choose one set:

- Arms +2 Tongue -1 Feet +1 Wits 0 Fate +1
- Arms +2 Tongue -1 Feet +1 Wits +1 Fate 0
- Arms +2 Tongue -2 Feet 0 Wits 0 Fate +2
- Arms +2 Tongue 0 Feet +1 Wits +1 Fate -1

### MOVES

You gain all the basic moves. You gain an animal companion of your choice. Choose 2 Forest Man moves.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn, tell everyone past-1. You keep to yourself, in the woods.

On the others' turns:

- Choose one character that smells wrong to you. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Past on your sheet. Ask that player which of your qualities is most interesting, and highlight it. The Bard will have you highlight a second quality too.

Name -

<p>Appearance</p>
-------------------

### Qualities & Basic Moves

<p>Arms</p> <p>show steel; seize by force</p> <p><input type="radio"/> highlight</p>	<p>Past</p> <p>Help or interfere; session end</p>		
<p>Tongue</p> <p>command; offer; glean</p> <p><input type="radio"/> highlight</p>			
<p>Feet</p> <p>act discreetly</p> <p><input type="radio"/> highlight</p>			
<p>Wits</p> <p>observe the battlefield</p> <p><input type="radio"/> highlight</p>			
<p>Fate</p> <p>go against odds</p> <p><input type="radio"/> highlight</p>	<p>Forest Man's Secret</p> <p>If you and another character have sex, cancel the other character's special move. It isn't complicated, simply your natural drives.</p>		
<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p style="text-align: center;"><b>HARM</b></p> <p style="text-align: center;">countdown</p> <p style="text-align: center;">wolf</p> <div style="text-align: center;"> </div> <p style="text-align: center;">moonrise</p> <p style="text-align: center;"><input type="radio"/> stabilized</p> <p><input type="radio"/> maimed (-1Arms)</p> <p><input type="radio"/> crippled (-1Feet)</p> <p><input type="radio"/> humbled (-1Tongue)</p> <p><input type="radio"/> addled (-1Wits)</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p style="text-align: center;"><b>IMPROVEMENT</b></p> <p>experience</p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> &gt;IMPROVEMENT</p> <p><input type="checkbox"/> gain +1Fate (max Arms+2)</p> <p><input type="checkbox"/> gain +1Wits (max Wits+2)</p> <p><input type="checkbox"/> gain +1Tongue (max Tongue+2)</p> <p><input type="checkbox"/> gain +1Feet (max Feet+2)</p> <p><input type="checkbox"/> gain a new Forest Man move</p> <p><input type="checkbox"/> gain a new Forest Man move</p> <p><input type="checkbox"/> gain another animal companion</p> <p><input type="checkbox"/> improve your animal by 2 points</p> <p><input type="checkbox"/> gain a move from another playbook</p> <p><input type="checkbox"/> gain a move from another playbook</p> <hr/> <p><input type="checkbox"/> gain +1 to any quality (max +3)</p> <p><input type="checkbox"/> allow your character die honourably</p> <p><input type="checkbox"/> create a second character to play</p> <p><input type="checkbox"/> change your character to a new type</p> <p><input type="checkbox"/> choose 3 basic moves and advance</p> <p><input type="checkbox"/> advance 3 more basic moves</p> </td> </tr> </table>		<p style="text-align: center;"><b>HARM</b></p> <p style="text-align: center;">countdown</p> <p style="text-align: center;">wolf</p> <div style="text-align: center;"> </div> <p style="text-align: center;">moonrise</p> <p style="text-align: center;"><input type="radio"/> stabilized</p> <p><input type="radio"/> maimed (-1Arms)</p> <p><input type="radio"/> crippled (-1Feet)</p> <p><input type="radio"/> humbled (-1Tongue)</p> <p><input type="radio"/> addled (-1Wits)</p>	<p style="text-align: center;"><b>IMPROVEMENT</b></p> <p>experience</p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> &gt;IMPROVEMENT</p> <p><input type="checkbox"/> gain +1Fate (max Arms+2)</p> <p><input type="checkbox"/> gain +1Wits (max Wits+2)</p> <p><input type="checkbox"/> gain +1Tongue (max Tongue+2)</p> <p><input type="checkbox"/> gain +1Feet (max Feet+2)</p> <p><input type="checkbox"/> gain a new Forest Man move</p> <p><input type="checkbox"/> gain a new Forest Man move</p> <p><input type="checkbox"/> gain another animal companion</p> <p><input type="checkbox"/> improve your animal by 2 points</p> <p><input type="checkbox"/> gain a move from another playbook</p> <p><input type="checkbox"/> gain a move from another playbook</p> <hr/> <p><input type="checkbox"/> gain +1 to any quality (max +3)</p> <p><input type="checkbox"/> allow your character die honourably</p> <p><input type="checkbox"/> create a second character to play</p> <p><input type="checkbox"/> change your character to a new type</p> <p><input type="checkbox"/> choose 3 basic moves and advance</p> <p><input type="checkbox"/> advance 3 more basic moves</p>
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## FOREST MAN MOVES

- **Catch the scent:** whenever you survey a tract of wilderness, roll+wits. On a hit, ask the Bard questions. On 10+, ask 3. On 7-9, ask 1:
  - Who was here before me?
  - Where are they now?
  - Where did they come from?
  - How many / how strong are they?
  - What is the most eminent danger here?
  - What happened here?
 On a miss, the Bard will ask you questions.
- **Beast-friend:** when your animal is with you...
  - ... if you show steel or command, add its Impressive to your roll
  - ... if you make an offer or glean the truth, deduct its Impressive from your roll
  - ... if you seize something by force, add its Brave to your roll
  - ... if you observe the battlefield or catch the scent, add its Keen to your roll
  - ... if you act discreetly, add its Quiet to your roll (usually it's negative so you gain a penalty for having your animal come along).
- **Bog-devil:** when you act discreetly, roll+arms instead of roll+feet.
- **A wood with no banners:** when you guide a party through the wilderness, you may use Command on anyone in your party, no matter their rank. If you do, roll+arms instead of roll+tongue or roll+past. On a 10+, you choose the dire consequences.
- **Skinchanger:** you have the blood of the First Men, and occasionally you slip into your animal's skin. When you attempt to do so intentionally, roll+fate. On 10+, hold 3. On 7-9, hold 1. You may spend your hold to make a basic move with your animal, but using your qualities, 1 to 1. On a miss, the Bard holds 3, and may force a skin change on you at the time and place of their choice.
- **Ferocious:** when you inflict harm, inflict +1harm.
- **Greendreams:** you gain Prophecy.

## NOTES

(INCOME, HOLD, PERSONAL EFFECTS)

## YOUR RED SORCERY

Your red sorcery spells are (blood cost in brackets):

- **Gaze into flames:** gain a Prophecy or learn of any danger to you or those near you (blood cost 1)
- **Set ablaze:** enchant weapon to do +1-harm or cause anything to burn (blood cost 1)
- **Restore:** heal injuries (blood cost 1 per 2 harm)
- **Fire cleanses:** cure disease or poison (blood cost 2)
- **Glamour:** change the appearance of one person (blood cost 3)

When you choose improvements, you can choose **Ritual Spells:**

- **Shadow marauder:** kill an NPC (blood cost 5)
- **Raise the dead:** but they're not the same (blood cost 5)

## YOUR SHADOW

Your red sorcery casts a Shadow. At the beginning of each session, roll+shadow (max+3). On a hit, the time to pay has come. On a 10+, you must pay for all your shadow until the next sunrise or suffer punishment. On 7-9, you only need to pay something, not everything. On a miss, R'hllor is only watching.

SHADOW

To pay, sacrifice harm, yours or another's, for shadow, 1 for 1. If you sacrifice a life, reset your shadow to 0. If you sacrifice a king's life, reset to -3.

If you suffer punishment instead, the Bard will choose one:

- inflict harm on you or those dear or important to you, 1 for 1.
- reduce your Fire, 1 for 1
- turn your spells against you, 1 for 1 according to their blood cost

The Bard won't tell you when punishment will strike, until it does.

## YOUR FOLLOWING

Some of the local population attends your nightfire rituals regularly, and seeks out your spiritual guidance.

Define them:

○the highborn ○the holy ○the lowborn ○the cruel ○the sufferers

Choose two:

- they are loyal to you, to the point of betraying their liege
- they are generous towards you, eager to meet your demands
- they fear you like death itself, or worse
- they are fanatics, witch-hunting and lynching in your name
- they are bored, and find your sorcery entertaining

## Introducing

## ☞ THE SLAVE OF R'HLLOR ☞

When, for the first time, you gaze something in the flames, everything else burns. Blood-ties, fortune, glory... all of it means nothing against the terror of the great battle of the two: the Lord of Light and the *other*, whose name may not be spoken. For this, all must come to accept the Lord of Light and bathe in his fire... or else, be consumed in it.

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## A Character Playbook for A WORLD OF ICE AND FIRE

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# The Slave of R'hllor

## CREATING A SLAVE OF R'HLLOR

To create your Slave of R'hllor, choose name, appearance, qualities, moves, personal effects, and past.

### NAME

Amory, Aubrey, Clement, Clarence, Flement, Lucas, Martyn, Melwyn, Quentyn, Rafford, Jago, Motakko, Thoros

Allyria, Assadora, Cassandra, Cynthea, Dorea, Elyana, Jayde, Malora, Meliana, Rhonda, Liathe, Shirri, Niama

### APPEARANCE

Man, woman, obscure.

Towering body, heat-emitting body, skulking body, attractive body.

Hooded robes, seductive robes, embroidered robes, smoking robes.

Gaunt face, welcoming face, harsh face, burnt face, masked face.

Bright eyes, devouring eyes, shadowy eyes, mysterious eyes.

### PERSONAL EFFECTS

You usually have on your person:

- Red garments suitable to your appearance (you detail).
- A red weapon of your choice.

Red weapons (choose 1):

- A twisted dagger with a ruby on its hilt (2-harm melee small)
- A glowing longsword, handle bound in red leather (2-harm melee light-source)
- A strange glossy red mask of horror, horrible to behold (s-harm close)
- A ring of polished red metal with which you can create and cast fireballs (2-harm far)

Your following takes care of all your needs and provides you with a Knight's income.

### QUALITIES

Choose one set:

- Arms 0 Tongue +2 Feet -2 Wits 0 Fate +2
- Arms +1 Tongue -2 Feet +1 Wits +1 Fate +2
- Arms -1 Tongue +1 Feet 0 Wits +1 Fate +2
- Arms +1 Tongue +1 Feet 0 Wits -1 Fate +2

### MOVES

You gain all the basic moves. You gain Red Priest of R'hllor and Sorcerous. Choose one more Slave of R'hllor move.

### PAST

Everyone introduces their characters by name, appearance, and outlook. Take your turn.

List the other characters' names.

Go around again for past. On your turn:

- Any one of them who attend your nightfires, tell their players past+1.
- One of them saw one of your sorceries fail or succeed, your call. Tell that player past+2. Tell everyone else past=0.

On the others' turns, whatever number they tell you:

- If you think they are believers, write that number next to the character's name.
- If you think they are unbelievers, add 1 to it and write it next to the character's name.

At the end, find the character with the highest Past on your sheet. Ask that player which of your qualities is most interesting, and highlight it. The Bard will have you highlight a second quality too.

Name -

Appearance
------------

## Qualities & Basic Moves

Arms	show steel; seize by force <input type="radio"/> highlight	Past Help or interfere; session end
Tongue	command; offer; glean <input type="radio"/> highlight	
Feet	act discreetly <input type="radio"/> highlight	Slave of R'hllor's Secret If you and another character have sex, if they gave you their virginity, you gain -3Shadow. Otherwise, you can attempt to spoil their fertility, feeding on the seeds of life within them. Roll+fire. On a hit, -3Shadow. On 10+, you do it and they don't know. On 7-9, you do it, but they know. On a miss, they know before it happens, and break free.
Wits	observe the battlefield <input type="radio"/> highlight	
Fate	go against odds <input type="radio"/> highlight	
<p><b>HARM</b></p> <p>countdown</p> <p>wolf</p> <p>moonrise</p> <p><input type="radio"/> stabilized</p> <p><input type="radio"/> maimed (-1Arms) <input type="radio"/> crippled (-1Feet) <input type="radio"/> humbled (-1Tongue) <input type="radio"/> addled (-1Wits)</p>		<p><b>IMPROVEMENT</b></p> <p>experience</p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> &gt;IMPROVEMENT</p> <p>___ gain +1Arms (max Arms+2) ___ gain +1Wits (max Wits+2) ___ gain +1Tongue (max Tongue+2) ___ gain +1Feet (max Feet+2) ___ gain a new Slave of R'hllor move ___ gain a new Slave of R'hllor move ___ gain a ritual spell ___ gain a ritual spell ___ gain a move from another playbook ___ gain a move from another playbook</p> <p>___ gain +1 to any quality (max +3) ___ allow your character die honourably ___ create a second character to play ___ change your character to a new type ___ choose 3 basic moves and advance ___ advance 3 more basic moves</p>

## SLAVE OF R'HLLOR MOVES

- **Red Priest of R'hllor:** scratch the attribute Fate on your page and write Fire instead (yes, I could have done it, but I want you to feel it). Whenever a move tells you to roll+fate, roll+fire instead. It can be highlighted like Fate. Whenever you serve R'hllor well, the bard might tell you +1 Fire. This could be when you...
  - ...expose unbelievers and bring them to justice
  - ...significantly promote the power of the red priests
  - ...follow his Prophecy through to realization
  - ...achieve martial victory over R'hllor's enemies
  - ...strengthen the faith of his true followers
 When adding +1 Fire would bring you to Fire+4, reset to Fire+1 and mark experience.
- **Sorcerous:** whenever you perform your red sorcery, choose your spell and roll+fire. On a 10+, the sacrifices of your past are enough to please R'hllor. On 7-9, choose 1:
  - add the blood cost of your spell to your Shadow
  - pay the blood cost of your spell now in harm, yours or another's (it can't be distributed). If you do harm to someone with your sorcery, that's blood cost too. Blood is blood. On a miss, the Bard chooses for you, and your spell gutters out without any effect.
- **Preach the truth:** when you preach R'hllor's truth to an audience, roll+fire. On a 10+, choose 2. On 7-9, choose 1:
  - bring unbelievers forward and deliver them to the fire (+1 fire)
  - bring forward a donation (+1 income rank until next session)
  - fight for you as a company (2-harm 0-armour size appropriate)
  - quietly go home to their lives (+1 shadow)
 On a miss, you lose control of your audience and the Bard chooses 1 for you.
- **Born of the womb of shadow:** when you act discreetly, roll+fire instead of roll+feet.
- **Chosen of R'hllor:** R'hllor protects you, granting you 1-armour (it doesn't add up with the crude armour suits of unbelievers).

## NOTES

(INCOME, HOLD, PERSONAL EFFECTS)

# HOUSE MOVES

You may trade any of your archetype moves and move improvements (new archetype move or move from another playbook) for one of your house moves, including at character creation.

## TARGARYIAN

**Blood of the Dragon:** you are immune to fire.

**Dragon rider:** you can use the Command move on dragons, but roll+fate instead of roll+tongue.

## STARK

**Headstrong:** when you seize something by force and choose to suffer little harm, you suffer -2harm instead of -1harm.

**Direwolf:** gain a direwolf as an animal companion (as in Forest Man playbook).

**Blood of the first men:** you gain the Forest Man move *Greendreams*.

**Warg:** you gain the Forest Man move *Skinchanger*.

## LANNISTER

**A Lannister always pays his debt:** when you offer an NPC a reward, they cannot question the benefit. When someone betrays you, gain +1ongoing for all your actions against them until you pay your debt.

**Shits gold:** gain +1income rank.

## TYRELL

**Object of adoration:** gain the Beauty move *Queen of love and beauty*.

## BARATHEON

**Storm:** when you seize something by force and choose to inflict terrible harm, you inflict +2harm instead of +1harm.

## TULLY

**Loyalty above all:** whenever your family is under threat, take +1ongoing to all actions you take in order to protect it and secure its safety.

## MARTELL

**Forked-tongue:** gain +1tongue (max +3).

**Poison expert:** when you inflict harm with a weapon you've poisoned, roll+wits. On 10+, choose one. On 7-9, the Bard chooses one:

- your foe(s) takes +1harm
- your foe(s) faints or falls into deep sleep
- your foe(s) becomes paralysed, but remains awake
- your foe(s) loses their wits and bearings

This also applies to harm inflicted by your company or army if they are members of your house.

## BOLTON

**Flay:** when you spend a few hours with a restrained prisoner and a paring knife, you gain the effects of the Beauty move *Bonds of Friendship*, but roll+tongue instead of roll+feet.

## REED

**Poison expert:** as in House Martell.

**Blood of the first men:** you gain the Forest Man move *Greendreams*.

**Warg:** you gain the Forest Man move *Skinchanger*.

## GREYJOY

**We do not sow:** companies and armies you lead count as one size bigger in marine or coastline battles.

# BASIC MOVES ADVANCEMENTS

## SHOW STEEL

On 12+, you overwhelm your foes; they surrender immediately and do as you bid them.

## SEIZE BY FORCE

On 12+, you gain the effects of all options and choose one for double effect.

## COMMAND

On 12+, your authority is unquestionable, breaking the will of your subordinates and forcing them to serve. They must follow your orders. You gain +1 forward for your next Command.

## MAKE AN OFFER

On 12+, in addition to 10+ effects, you make a deep impression on them: you may also choose to make them your Benefactor.

## GLEAN THE TRUTH

On 12+, hold 3 but you may ask any question, not limited to the list.

## OBSERVE THE BATTLEFIELD

On 12+, hold 3 but you may ask any question, not limited to the list.

## ACT DISCREETLY

On 12+, nobody sees you do it, and you can choose what they think they saw instead.

## GO AGAINST THE ODDS

On 12+, something or someone greater interferes in your favour. Ask the Bard one question about this person or force.