

A SONG OF ICE & FIRE ROLEPLAYING: A GAME OF THRONES EDITION - ERRATA

CHAPTER TWO

P.38: NOBLE - QUALITIES

Delete Ward from Benefits
Add Ward to Drawbacks

P.39: RETAINER - ARMS & ARMOR

Add "Adaptable" to Battleaxe Qualities

CHAPTER THREE

P.50: STEP SIX, EXAMPLE BOXED TEXT

Change "Fugitive" to "Nemesis"

P.52: TOP LEFT EXAMPLE BOXED TEXT:

Replace the last two sentences with the following:

A small sword deals damage equal to his Agility-1, so his base damage is 2. He also notes the weapon's Fast Quality on his character sheet in the space provided.

CHAPTER FIVE

P.77: ARTIST.

Replace the last sentence of the effect description with:

At the Narrator's discretion, you may gain +1D on Persuasion tests against people aware of and impressed by your work.

P.77: AXE FIGHTER II.

Add this to the end of the effect description:

You must choose which Axe Fighter benefit (if any) applies when you attack with axes.

P.77: AXE FIGHTER III.

Add this to the end of the effect description:

You must choose which Axe Fighter benefit (if any) applies when you attack with axes.

P.78: BLUDGEON FIGHTER III.

Replace entire effect description with:

Whenever you make a Fighting test to attack using a bludgeoning weapon, you can sacrifice all your bonus dice before the test to knock your foe down. On a hit with two or more degrees, the target suffers the following effects until the start of your next turn: it is knocked prone, can only take Lesser Actions, and gains 1 wound. The wound does not reduce damage.

You must choose which Bludgeon Fighter benefit (if any) applies when you attack with bludgeons.

P.80: BROTHER OF THE NIGHT'S WATCH.

Change: "Your Status drops to 2" to "Take -2D on all Status tests."

P.80: COHORT.

Add this to the end of the first paragraph of the effect description:

A cohort earns experience at half the experience you earn.

Replace the entire second paragraph of the effect description with:

While your cohort is adjacent to you, increase your Combat Defense and Intrigue Defense by 2.

P.81: EXPERTISE.

Replace entire effect description with:

Choose one specialty in which you have bonus dice. You gain +1D on all tests related to the selected specialty.

You may select this quality multiple times. Each time, it applies to a new specialty.

P.81: FAMOUS.

Replace entire effect description with:

During an intrigue when you would make a Persuasion test to Charm or Seduce, you treat Charm or Seduce bonus dice as test dice up to a number of bonus dice equal to your Status ranks. However, you always subtract a number from your Stealth test results equal to your Status ranks.

Work with your Narrator to determine what you did to become famous. If you are a young adult or younger, you may only select this quality after you have done something in the game the Narrator deems worthy of fame.

P.82: GIFTED TEACHER.

Add this to the very beginning of the effect description:

You gain a new use for Persuasion. Spend at least one hour instructing another character.

P.82: GREAT HUNTER.

Replace entire effect description with:

When making Fighting tests or Marksmanship tests to attack an animal, you may add a number equal to your Survival ranks to your test results. In addition, you may treat one bonus die as a test die when making Survival tests to hunt.

P.83: HEIR.

Replace entire effect description with:

You receive the full benefits for being next in line to rule your house. Add 1 to all of your Status test results. Should anything happen to the head of house, you exchange this quality for the Head of House quality.

You must secure permission from your Narrator as well as your fellow players before you take this benefit.

P.84: IMPROVED ARMOR MASTERY.

Replace Effect Entry with:

Increase the AR of any armor you wear by 1. Decrease the armor's penalty to Combat Defense by 1. These benefits stack with similar benefits, such as those conferred by Armor Mastery.

P.84: KEEN SENSES.

Replace entire effect description with:

Each time you would test Awareness to notice something, you may reroll a number of 1s equal to the number of bonus dice you possess for the Notice specialty. Also, increase your passive Awareness result by a number equal to your Cunning ranks.

P.84: KNOWLEDGE FOCUS.

Replace entire effect description with:

Choose one area of expertise from the following: alchemy, architecture, astronomy, geography, heraldry, history and legends, magic, nature, religion, or underworld. You treat any bonus dice assigned to the specialty as test dice.

You may select this quality multiple times. Each time, select a new area of expertise.

P.84: LONG BLADE FIGHTER I.

Replace entire effect description with:

Whenever you make a Fighting test to attack using a long blade weapon, you can sacrifice all your bonus dice before the test to gain one extra degree of success on a hit. You also add 1 to your Fighting test results when using a long blade to attack an enemy that does not possess a shield.

P.86: LONG BLADE FIGHTER II.

Add this to the end of the effect description:

You must choose which Long Blade Fighter benefit (if any) applies when you attack with long blades.

P.86: LONG BLADE FIGHTER III.

Add this to the end of the effect description:

You must choose which Long Blade Fighter benefit (if any) applies when you attack with long blades.


P.86: MAESTER.

Replace the second paragraph of the effect description with:

You must have the Narrator's permission to select this quality. Taking this quality results in the loss of all other Fate qualities, though you regain invested Destiny Points for losing the quality.

P.86: MAN OF THE KINGSGUARD.

Replace the last two paragraphs of the effect description with:

 You no longer have ties to your family and cannot derive any benefits from your house's lands or fortunes, though when you gain Glory, you may invest up to one-half (round down, minimum 1) into your former house.

You must have the Narrator's permission to select this quality. Taking this quality results in the loss of all other Fate qualities, though you regain invested Destiny Points for losing the quality.

P.86: MASTER OF RAVENS.

Replace entire effect description with:

You may dispatch ravens to bear messages. When doing so, make an Animal Handling test (bonus dice from Charm apply). The Narrator sets the difficult based on distance, speed, or danger to the bird. Most messages require only a Routine (6) test. The Narrator makes this test in secret on your behalf.

P.87: NIGHT EYES.

Replace entire effect description with:

You never suffer a penalty to tests when attempting them while in areas of low light. You still suffer penalties as normal when in darkness.

P.87: POLE-ARM FIGHTER I.

Replace entire effect description with:

You gain a new combat maneuver. Spend a Greater Action to make a Fighting attack using a pole-arm. Make a Fighting test, but subtract 2 from your test result for each opponent in your reach that you want to hit with this attack. Compare your test result to the Combat Defense of each target. Opponents you hit take normal damage and are knocked to the ground.

P.88: SINISTER.

Replace entire effect description with:

During the first round of every combat or intrigue, you gain a +2 bonus to your Combat Defense and Intrigue Defense.

P.95: LASCIVIOUS.

Replace entire effect description with:

During an intrigue, if your first Persuasion test does not use Seduce, you take a -2 penalty to Intrigue Defense until the end of the scene. You also take a -2D on all Persuasion tests made to Charm.

P.95: MUTE.

Replace the mistaken “ory” with “or” in the flavor text.

P.95: NAIVE.

Replace entire effect description with:

You take a -3 penalty to Intrigue Defense against Deception tests.

P.95: OUTCAST.

Replace entire effect description with:

You take -2D on Status tests.

P.95: THREATENING.

Replace entire effect description with:

During an intrigue, if your first Persuasion test does not use Intimide, you take a -2 penalty to Intrigue Defense until the end of the scene. You also take a -2D on all Persuasion tests made to Charm or Seduce.

CHAPTER SIX**P.112: WEALTH HOLDINGS.**

Add the following sentence to the end of the last paragraph, before the Artisan entry:

Each Land Holding may have up to two Wealth investments.

CHAPTER SEVEN**P.128: WEAPON QUALITY.**

Add the following sentence to the end of the fourth paragraph in this section:

Superior weapons cost twice as much as a common weapon.

CHAPTER NINE**P.155: ARMOR - BULK**

In the second paragraph of the bulk section (right under Table 9-2), change the page reference from 160 to 164.

P.163: STANDARD ATTACK: EXAMPLE 2

Replace the last sentence of this example with the following:

Ordinarily, the sworn sword’s armor would reduce this damage to 6, but because longbows also have the Piercing 1 quality, thus reducing AR by 1, the sworn sword takes 7 points of damage, which is enough to defeat the sworn sword.

P. 175: FATIGUE

Change the word “Gaini” to “Gain” in the fourth bullet point.

CHAPTER TEN**P.178: TABLE 10-2**

Replace the “Athletics +5” entry under Cavalry Fighting Damage with “Animal Handling +5”

CHAPTER ELEVEN**P.214: GREENSIGHT & THIRD EYE**

Delete the term “& Third Eye” from this header

P.216: ASSASSIN

Change Health to 9

P.217: GOLD CLOAKS, KNIGHT, HEDGE KNIGHT, KNIGHT OF QUALITY, KNIGHT OF THE KINGSGUARD

Delete “Piercing 2” from all Longsword entries

Gold Cloak: Spear should be rated “3D+2B”; remove “Two-Handed”

Knight: Shield should be rated “4D”

Hedge Knight: War lance should be rated “4D”; Large shield should be “3D”

Knight of Quality & Knight of the Kingsguard: War lance should be rated “5D+1B”

P.219: BEAR

Change Health to 15

P.221: GARRON

Change Combat Defense to 10

Change Health to 12

Change Natural Armor to AR 0

Change Movement to 6 yards

P.221: MULE & PALFREY

Change Natural Armor to AR 0

CHAPTER THIRTEEN**P.236-237: FATE TAKES A HAND**

Change all references to Third Eye to Green Dreams

P.246: THE GREAT STAG, MAP

The map shows Dag’s Inn (which is also on p.243). Replace with image of the Great Stag Inn. (see the next page of this errata)

