

CHAPTER 5: DESTINY & QUALITIES



Of all the people born, living, and who will eventually die in the Seven Kingdoms, you are different, for you are important, and your story matters. You are distinct, significant, and your life may shape the future of Westeros, even if only in a small way. Your destiny sets you apart. It is the brush to the canvas of your life. It is luck, fate, or maybe divine providence. Regardless of the source, it is what ultimately sets you apart from your fellow men and women.

DESTINY POINTS

Destiny is opportunity, the ability to shape the outcomes of your experiences by subtly altering the story in ways to let you overcome adversity and lift yourself above the fickle fortunes of mere probability. As your character grows older and more accomplished, you may invest your Destiny Points into qualities, which manifest as specific advantages but also ground you, binding you to the fabric of the setting. Each time you acquire a quality, you bring yourself closer to realizing what your destiny shall be. Of course, you might resist, you might flee your fate, but then who's to say that your flight wasn't planned all along?

Your fate lives in **DESTINY POINTS**. Through them, you take control of the story, create opportunities where none exist, escape near-certain death, or use them to advance your own cause. You may use your Destiny Points in one of three ways: spend, burn, or invest. You *spend* a Destiny Point to change the game in a minor way. You *burn* a Destiny Point to change the game in a significant way. Or you *invest* a Des-

tiny Point to acquire a benefit. During character creation, you start the game with a number of Destiny Points determined by your starting age. Younger characters have more Destiny Points, while older characters have less. Your age limits how many Destiny Points you can invest in qualities; younger characters have fewer qualities, and older characters have many options but more flaws. For details, see **CHAPTER 3: CHARACTER CREATION**.

Note not all *SIFRP* characters have Destiny; indeed, most do not. The various smallfolk, hedge knights, merchants, and assorted rabble encountered in the course of the game are not touched by Destiny in the same way as the characters and their major rivals, those who play the game of thrones. They may have some qualities, but not the special favor of fate, not a purpose to fulfill beyond the mere fact of their existence. For more on this, see **Adversaries and Allies** in **CHAPTER 11: THE NARRATOR**.

SPENDING DESTINY POINTS

The easiest and most conservative use of Destiny Points is to spend them. Whenever you spend a Destiny Point, you adjust your circumstances. You might activate an environmental quality, alter the outcome of a test, or assume narrative control over the story in some minor way. Once you spend the Destiny Point, you cannot use it again until you achieve a story goal, the climax of a particular chapter in your character's life. Since you should be able to achieve a story goal in one or two game sessions, you are rarely without your Destiny Points for long.

SPENDING EFFECTS

You can spend a Destiny Point at any time, even when it's not your turn, though it's polite to let other players finish their turns first. You may only spend a single Destiny Point at a time for any one of the following effects.

- ☞ Gain +1B. This die can exceed the normal limits on bonus dice.
- ☞ Convert one bonus die into a test die.
- ☞ Remove -1D.
- ☞ Bestow -1D on opponent.
- ☞ Take an extra Lesser Action.
- ☞ Ignore Armor Penalty for one round.
- ☞ Improve or worsen another character's disposition by one step.
- ☞ Negate another character's use of a spent Destiny Point.
- ☞ Add a minor detail to a scene, such as a shoddy lock, a minor clue, or another useful but small element that can move the story along.
- ☞ Activate environmental quality.
- ☞ Ignore environmental quality.

BURNING DESTINY POINTS

When spending a Destiny Point is not enough, you can always burn a Destiny Point for a much greater effect. Burning a Destiny Point permanently reduces the number of Destiny Points you have. In effect, they function like extra lives, giving you much more control over the dice when they turn against you. Destiny Points are rare and precious commodities, so burn them wisely.

BURNING EFFECTS

As with spending Destiny Points, you may only burn one at a time. A burned Destiny Point can achieve any one of the following results.

- ☞ Convert all bonus dice into test dice.
- ☞ Add +5 to your test result.
- ☞ Automatically succeed on one test as if you had rolled the Difficulty exactly.
- ☞ Remove all damage and injuries (though not wounds).
- ☞ When defeated, decide the consequences of your own defeat.
- ☞ Transform another character's successful test into a failed test.
- ☞ Automatically compel another character in an intrigue.
- ☞ Permanently remove the penalties associated with a negative quality.
- ☞ Negate the effects of another character's burned Destiny Point.
- ☞ Add a significant detail to a scene, such as gaining a major clue, finding a way out of a nasty predicament, or some other significant and useful element that moves the story along in your favor.

- ☞ Avoid certain death. When you use this option, your character is presumed dead and is removed from the story until such time as the Narrator deems it appropriate for the character's return.

GAINING DESTINY POINTS

Once you burn a Destiny Point, it is lost. You may gain additional Destiny Points during game play by spending earned Experience, and the Narrator may award a Destiny Point in addition to Glory and Experience for exceptional play. Alternatively, you may acquire a drawback to gain one Destiny Point, though you must concoct a reasonable explanation for how you gain this negative quality. Do note that drawbacks gained as a consequence of combat, war, or intrigues do *not* grant Destiny Points.

INVESTING DESTINY POINTS

The protagonists in *ASIF* often find themselves on paths not of their own choosing, as if they are working toward some predetermined event that is beyond their understanding, almost as if they were pawns of larger forces at work in the world. Daenerys acquired the dragon eggs, the Stark children found the direwolf pups in the snow, Eddard Stark made that fateful journey to King's Landing to serve as the Hand of the King, and Bran's fall brought about unforeseen consequences: all are key examples of the role destiny plays in the lives of the protagonists. Qualities represent these important developments and offer new ways to interact with the world around you.

Qualities that provide a new ability or advantage are called benefits. Some qualities require just the investment of a Destiny Point, while others may require particular ranks in abilities, roleplaying achievements, and even other qualities. The stricter the quality's requirements, the greater are its benefits. All benefits offer constant advantages, and they always apply, so you never need to spend or burn a Destiny Point to use them. Once you invest in a quality, you need not do so forever. At any time, after completing a story objective, you can withdraw your investment in a benefit (not a drawback) and regain the Destiny Point(s) or reinvest it elsewhere.

DESTINY AND QUALITIES

As you can probably tell, Destiny Points and qualities are closely related. Younger characters have not yet had the time to make their names in the world or gain much experience at all. Thus, they have not had the opportunity to gain qualities. Older characters, however, are grounded in the world and have a more strongly defined place. Thus, they have fewer opportunities to manipulate fate, making their own luck through their knowledge and experience.

QUALITIES

Qualities are special traits and abilities acquired by investing Destiny Points. There are two types of qualities: benefits and drawbacks. In both cases, the quality modifies your character in some way, providing bonus dice, a special ability, or even a piece of equipment. If you opt to withdraw your investment, you lose the quality. Sometimes, when you lose the quality, you can never again regain it.

TABLE 5-1: BENEFITS

QUALITY	REQUIREMENT	EFFECTS
ABILITY QUALITIES		
ARTIST	—	Create works of art.
BEASTFRIEND	—	+1D on Animal Handling tests to Charm or Train.
CONNECTIONS†	<i>STREETWISE 1B</i>	+1D on Knowledge tests in chosen location.
DEXTEROUS	—	Re-roll 1s on Agility tests.
EIDETIC MEMORY	<i>CUNNING 2 (MEMORY 1B)</i>	Memory bonus dice are test dice for you.
EVALUATION	<i>KNOWLEDGE 3</i>	Test Cunning to learn about object.
EXPERTISE†	—	Gain +1D with one specialty.
FACE IN THE CROWD	<i>STEALTH 3 (BLEND IN 1B)</i>	Blend In as Free Action, and add Cunning rank to Blend In test results.
FURTIVE	<i>STEALTH 4 (SNEAK 1B)</i>	Re-roll 1s, and add Agility rank to Sneak test results.
GIFTED ATHLETE†	<i>ATHLETICS 4</i>	Convert half bonus dice to test dice.
GIFTED TEACHER	<i>KNOWLEDGE 4, PERSUASION 3</i>	Grant bonus dice to students.
GREAT HUNTER	<i>SURVIVAL 4</i>	Bonus when fighting, hunting, and tracking animals.
GUTTERSNIPE	—	Re-roll 1s on Thievery tests.
HARDY	<i>ENDURANCE 3 (STAMINA 1B)</i>	Ignore -1 or -1D on Endurance tests to recover from injuries.
HEAD FOR NUMBERS	<i>STATUS 3 (STEWARDSHIP 1B)</i>	Add Cunning rank to Status test result for turn events, and re-roll 1s on Status test to generate coin.
KEEN SENSES	<i>AWARENESS 4</i>	Re-roll 1s on Awareness tests, and add Cunning rank to base Awareness.
KNOWLEDGE FOCUS†	<i>KNOWLEDGE 4</i>	Gain unequaled expertise in a particular area of knowledge.
MIRACLE WORKER	<i>HEALING 4</i>	Diagnose patient to gain significant bonuses.
MUMMER	<i>PERSUASION 3</i>	You can entertain audiences.
POLYGLOT	<i>CUNNING 4 (DECIPHER 1B)</i>	Learn languages easily.
SINISTER	—	You radiate menace.
TALENTED†	—	Add +1 to chosen test result.
TERRAIN SPECIALIST†	<i>SURVIVAL 4</i>	Add Education to Survival results in chosen terrain.
TRADE	—	Learn a trade.
FATE QUALITIES		
ANIMAL COHORT	<i>ANIMAL HANDLING 3 (TRAIN 1B)</i>	Gain service of Animal Cohort.
BROTHER OF THE NIGHT'S WATCH	—	You are a member of the Night's Watch.
CADRE	<i>PERSUASION 5</i>	Gain veteran squad.
COHORT	<i>STATUS 3</i>	Gain service of a devoted ally.
FAMOUS	—	Your fame gives you advantages in intrigues.
GREENSIGHT	<i>CUNNING 5, WILL 4, THIRD EYE</i>	Experience true dreams.
HEAD OF HOUSE	—	You are the highest-ranking member in your noble house.
HEIR	—	You will one day inherit your family's lands and holdings.
HEIRLOOM	<i>HEIR</i>	You gain a Valyrian steel weapon.
LANDED	<i>SPONSOR</i>	You gain lands and holdings.
LUCKY	—	Re-roll one test per day, and take best result.
MAESTER	<i>CUNNING 3, KNOWLEDGE FOCUS (x2)</i>	You are a maester of the Citadel.
MASTER OF RAVENS	<i>ANIMAL HANDLING 3</i>	Dispatch ravens to bear your messages.
MAN OF THE KINGSGUARD	<i>SPONSOR</i>	You are charged with protecting the royal family.
NIGHT EYES	—	See in darkness.
PIOUS	<i>WILL 3 (DEDICATION 1B)</i>	Gain +1D once per day.