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In a roleplaying game, anything is possible. Your character can head off to explore the world, take part in convoluted intrigues, wage war against rival houses, and just about anything else you can come up with. But it is still a game, and as a game, this book has rules, guidelines designed to help players and Narrators tell the stories they wish to tell in a way that’s both consistent and fun. As you make ready to dive into the rest of this rulebook, you should know a few things up front. These basic game concepts should help you along and give you an idea what all the numbers mean.

**The Basics**

*A Song of Ice and Fire Roleplaying* (SIFRP) is a game in which the players take up the roles of notables in Westeros, distinctive personas that have a place and purpose within the larger society that makes up the Seven Kingdoms. These personas are called player characters (PCs) or just characters. In most games, each player creates just one character and uses that character to interact with the imagined setting in structured or unstructured scenarios called stories. The PCs, then, are the principal characters—the protagonists—of the story.

Of course, a story rarely tells itself, and while the players make the decisions about how their characters act and react in response to certain developments in the game, the world does unfold around them, their nemeses still plot and connive in the shadows, and their foes take steps against them. Each player is in charge of his or her particular character, but who, then, is charge of the rest of the world? The Narrator.

The Narrator has the best job of all. It may very well be entertaining to portray a particular character, but the Narrator doesn’t have to settle on just one: the Narrator gets to play them all. The Narrator plays the villains, the minions, and all the other supporting characters who help make up the story. Furthermore, the Narrator also shapes the story, decides on the plot, what happens when, and is clued in on all the things that go on in the background. The Narrator might use a published story from Green Ronin such as *Peril at King’s Landing*, or she might spin out a story of her own.

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A Song of Ice and Fire Roleplaying was first published in 2009 as a full color hardback book. A smaller format black and white softback version, the *Pocket Edition*, was published in 2010 and later offered as the PDF *Tablet Edition*. When stock on the original rulebook started getting low, we had to ready a reprint. By this point the latest novel, *A Dance with Dragons*, had been released to much fanfare and HBO’s *Game of Thrones* TV show had brought Westeros to life on the screen. With interest in *A Song of Ice and Fire* running high, we decided we had to do more than a simple reprint. Thus *A Game of Thrones Edition* was born.

The book in your hands (or on your screen) is essentially a deluxe edition of *A Song of Ice and Fire Roleplaying*. The core rules are the same, so long time players needn’t worry about wholesale changes to the game. We have tried to implement all known errata, so this becomes the definitive version of the rules. We have also added a short introductory adventure that previously appeared in the *Quick-Start Rules* and the entirety of *Peril at King’s Landing*. This is a full length adventure that was originally published separately. We have folded it into the core rulebook so new Narrators can have an example adventure at their fingertips.

*A Game of Thrones Edition* was also a chance to revisit the look and feel of the rulebook. The most obvious change is Michael Komarck’s stunning new cover illustrating the climactic moment of the Battle of the Trident. We’ve also added a dozen new interior illustrations and revised the presentation of stat blocks. Altogether, these changes make *A Game of Thrones Edition* the best looking and most comprehensive version of *A Song of Ice and Fire Roleplaying*. Now get thee to Westeros and begin your adventures!
It’s a big responsibility being the Narrator, but it’s also the most rewarding one of all.

**The Game**

Whether you are a player or a Narrator, everyone uses the same rules in SIFRP. Game rules are an important part of any roleplaying game because they help define what is possible and impossible. They ensure a certain level of fairness that comes from a shared understanding of how things work. Also, they help guide a player and Narrator in making decisions about the characters they portray by presenting meaningful numbers that reveal vital components about a character, such as his ability with social interaction, how well she swings a sword, or how big or small, weak or strong, beautiful or hideous the character is.

But, to cite a cliché, rules are meant to be broken. Unlike other games, roleplaying games are famous for being fluid when it comes to rules, and if a certain rule doesn’t fit with a group, it’s not just okay to dump it, it’s expected! Use the rules in this book to support the stories you tell, not to define them.

**The Game System**

Since rules support the stories you and your friends will tell, you may find there are long stretches when you don’t have to rely on the rules at all, when the interaction of your characters and the dialogue generated between you carries the game without needing dice or flipping through the book. Other times, however, the rules may figure in the game a great deal more than you would expect, especially in combat, tricky negotiations, and other instances of drama that can have serious consequences if the characters fail.

Drama is the key when it comes to the game mechanics. Whenever a player character or the Narrator attempts to do something in which failure has consequences or the outcome is not certain, the rules come into play in the form of a test. A test is simply rolling the dice, adding them up, and comparing them to a number called a Difficulty. If the sum of the dice equals or beats the challenge, the test succeeds. If the sum of the dice is lower than the challenge, the test fails.

**What Next?**

Now that you’ve read the basic concepts, the rest of the book awaits you. From here, you might want to examine the rules in more detail in Chapter 2: Game Rules. Alternatively, you might be intrigued by the role of the Narrator and feel like taking a stab at the best job in the game. If so, you’ll want to read this entire book, paying special attention to Chapter 11: The Narrator. But then, you may just want to create a character and get started. This path is fine too, and honestly, who can blame you! Go ahead and turn to Chapter 3: Character Creation, and you’ll have everything you need to get started.

If you really want to learn the game, start with Chapter 2: Game Rules, and then take a look at the abilities described in Chapter 4: Abilities & Specialties. Once you’ve got that nailed down, have a look at Chapter 9: Combat and then Chapter 8: Intrigue. These chapters should give you enough information to make informed decisions during character creation and to play the game. Remember, this book is something that you’ll likely reference as you play. As you learn more about SIFRP, you’ll rely less and less on the book until you’ve mastered the game completely. Above all, SIFRP is a game, so have some fun, draw your sword, and stab a Lannister. You know you want to.

**What You Need to Play**

Aside from this book, you should have plenty of paper, pencils, a good eraser, and at least ten 6-sided dice, which you can likely find at the same store where you purchased this book. You may also want to print out copies of the character sheet (or photocopy the one at the back of this book). Oh, and you’ll want your imagination, too. Keep that handy.