A SONG OF ICE AND FIRE

CYOA

YOU ARE NOW GOING TO THE WORLD OF
A SONG OF ICE AND FIRE
THIS WORLD IS NOT TOO DISSIMILAR FROM THE HISTORY OF
YOUR OWN. THERE ARE HEROES, VILLAINS, WARS, RELIGION
AND A GREAT DEAL OF POLITICS.
MAGIC IS RARE BUT POWERFUL. YOU WILL BEGIN IN WESTEROS,
ESSOS OR PERHAPS EVEN THE WILDER PARTS OF THE KNOWN
WORLD.
YOU WILL SPEND THE NEXT 10 YEARS IN THIS WORLD.

YOU HAVE 1000 CP TO SPEND

SECTION ONE
REGION

You may choose any starting location for 50 CP (including options not explicitly stated) or Roll 1d10 for free.

You may choose a specific location of your starting region as a starting point.

I: THE NORTH

A cold, vast and sparsely populated land and the northernmost of the historical Seven Kingdoms. The southern section of the Neck is covered in dense and dangerous bogs while the rest is made up of pine forests, hills and snow-capped mountains. The winters are terrible. To the north is the Wall and the Night's Watch.

II: THE RIVERLANDS

The Riverlands are situated to the immediate south of the North. The climate is generally fair and the lands are fertile, rich and prosperous. It has no natural boundaries and as such has been contested throughout the centuries and has frequently been a battleground. It is dominated by large rivers. It is not considered one of the traditional Seven Kingdoms.

III: THE VALE

The Vale is situated to the east of the Riverlands. It is a land of extremely fertile valleys and large mountain ranges. Its surrounding mountains make it extremely difficult to invade. The winters are harsh and the uncivilised mountain clans are troublesome.

IV: THE WESTERLANDS

The Westerlands are situated to the west of the Riverlands. The richest region of Westeros due to the vast amount of gold and silver situated beneath its many hills. Dotted with mines from which the region derives its vast wealth. Reasonably fertile and easily defensible.

V: THE IRON ISLANDS

The Iron Islands lie to the west of the Riverlands and the north of the Westerlands. They are relatively small, rocky and barren. The Ironman tradition is one of reaving and plundering the west coast of Westeros proper. There is little wealth to be had from honest work.

VI: THE REACH

The Reach is a large province to the south of the Riverlands and situated in the centre and south-west of Westeros. It is extremely fertile, populous and rich. It is the home of chivalry in Westeros as well as a major source of production for food and wine.

VII: THE STORMLANDS

The Stormlands lie to the east of the Reach. They are so-named for the savage and frequent storms that batter the coast. It is one of the smaller regions of Westeros and is covered by stony shores, harsh mountains and large verdant forests. Rains are common and the land is reasonably fertile.

VIII: DORNE

Dorne is a varied peninsula situated to the south of the Reach and the Stormlands. It is the hottest region in Westeros consisting of an arid desert, a rocky mountain range and a vast coastline. In-land water can be more precious than gold and a large proportion of the relatively small population live on the east coast or in the cooler north.

IX: THE FREE CITIES

The free cities are a group of nine city-states on the large eastern continent of Essos. They share common ancestry in Valyria, are known for trade and hire mercenaries frequently to do battle with one another. You may choose one of the following: Pentos, Braavos, Lys, Qohor, Norvos, Myr, Tyrosh, Volantis or Lorath.

X: FREE CHOICE

You may choose any area of the known world as a starting region. Quality of life is likely to vary considerably depending on where you choose.

TIMELINE

You may choose any point in time to arrive in this world. The default is 298 AC (the beginning of A Game of Thrones). Some dates of interest include: 2BC-1 AC (Aegon's Conquest), 195-196 AC (The Blackfyre Rebellion), 282-283 AC (Roberts Rebellion), 298-300 AC (War of the Five Kings).

SECTION TWO
IDENTITY

You must choose an **Identity** that dictates your history in this world.

You may choose to change gender for 50 CP.

You may choose your age for free.

You gain racial traits appropriate to your starting region unless you choose Drop In.

DROP IN:

+ You have no set of memories interfering with your actions or dispositions.
- You have no friends or history in this land and no memories that would be otherwise helpful.

You wake up in your starting location. Any locals are likely to see you as a stranger in their midst or as just another visitor depending on how common such an occurrence is.

FREE

SMALLFOLK:

+ You have local allies and a history in the realm.
- You have limited resources, no formal education and no martial training.

You are a member of the smallfolk in your starting area. You are well known and well liked in the area and you are seen (amongst fellow commoners) as a pillar of the community.

FREE

SWORN SWORD:

+ You have martial training, paying work and friends in the area.
- You have no land, formal education and limited wealth.

You are a tried and tested warrior currently in the service of some person of influence. Your contract has expired however and while you may remain in your master's service there is no longer a reason you must. You are a mercenary or a not entirely convincing hedgeknight.

50 CP

NOBLE:

+ Formal and martial education, some wealth and influence.
- Sheltered upbringing.

You are a member of the nobility in your area, perhaps a landed knight or member of some lesser house. You have a reasonable amount of coin and influence on a local level. You may choose specific parents (if appropriately aged) as your own and, along with them, a specific house to belong to. No Great Houses.

100 CP

SECTION THREE
SKILLS

DISCOUNTED COST 50% OF FULL PRICE

GREAT HOUSE
(Noble Only)

You may choose any house or family to belong to from your starting region and any appropriately aged parents.

50 CP

WEAPON PROFICIENCY
(Free Sworn Sword and Noble)

You are capable with most common weaponry found in this world and truly exceptional with one specific type. Alternatively you may be extremely good at needlework and other womanly pursuits.

100 CP

PRINCE IN EXILE
(Discount Drop In)

People will welcome you as a prince from a foreign land and be amused at your alien ways and customs. You will be welcomed at most courts as a curiosity.

200 CP

WORKER
(Discount Smallfolk)

You are willing to push yourself far beyond the normal limits with physical or tedious work. You will continue to do such tasks to the best of your ability without soon tiring.

200 CP

DIRTY FIGHTER
(Free Sworn Sword)

You have picked up a lot of tricks in tavern brawls and are very capable at fighting cleverly (dirty). This will give you a significant edge against more honourable opponents.

200 CP

A QUIET PEOPLE
(Discount Noble)

You find that the people under your authority are remarkably unlikely to cause you trouble. While not necessarily truly loyal they are exceptionally unlikely to rebel.

200 CP

MINE BY RIGHT
(Free Noble)

You are generally given more consideration than others. People consider your rights and desires as generally more important than those of other people.

200 CP

BOLD
(Discount Sworn Sword)

You are brave without recklessness. You can keep your cool in even the most heated situations and you will not balk at a dangerous challenge.

200 CP

LARGE
(Discount Sworn Sword)

You are unusually tall and proportionally well built. This makes you physically very intimidating and your added strength and reach gives you a real edge in a fight.

200 CP

LEADS FROM THE REAR
(Discount Noble)

Men under your command will happily throw themselves at an enemy regardless of your position as though you were leading them yourself heroically in the charge (although they still retain the ability to fight smart if they ever had it).

300 CP

GREEN DREAMS
(Discount Drop-In)

You will occasionally dream entirely in green. These dreams are prophetic and of important events but difficult to decipher. You can effect the prophesised future.

300 CP

THE BUILDER
(Discount Drop-In)

You are an exemplary architect and have preternatural skill when it comes to the construction of buildings and fortifications. Immensely large structures take far less time to make than they should. This is particularly noticeable when a structure is built to keep a specific foe at bay.

300 CP

SCHEMER
(Discount Drop-In)

You are a talented schemer and plotter. You easily understand how people are moved and ways to subtly move them. You have a keen insight into the ambitions of others.

400 CP

PYROMANCER
(Discount Drop In)

You have the recipe for wildfire and the means to make more. You can make it very cheaply and in vast quantities. It's extremely dangerous but powerful. It also has a tendency of vaguely spreading in the direction you want it to.

400 CP

GLAMOUR
(Discount Smallfolk)

You can change your face to resemble other people and copy their mannerisms. This is extremely convincing if you have an object of the person you are impersonating.

400 CP

TOO LOWBORN
(Discount Smallfolk)

People will very rarely consider you a threat. As long as you do nothing overtly threatening people will expect no harm from your direction.

400 CP

OBLIVIOUS
(Discount Small Folk)

Trouble just seems to avoid you. If a war is going on that spans most of the country, you will likely be in one of the very few peaceful villages. This effect wears off when you look for trouble.

400 CP

QUICK AS A SNAKE
(Discount Sworn Sword)

Your reflexes are inhumanly quick and you have exceptional speed in small bursts. When under attack it seems as though everything around you has slowed down very slightly.

400 CP

FLAMING WEAPON
(Discount Sworn Sword)

You can use your blood to set alight your weapon. Such fire blazes incredibly hot and is unnaturally intimidating to your enemies and heartening to your allies but will ruin ordinary steel.

400 CP

SHADOWBINDER
(Discount Drop In)

Once a week you may produce a shadow. Such a shadow will obey your command to assassinate someone. Highly effective but must have surfaces to walk on. Ineffective against magical targets.

600 CP

RABBLEROUSER
(Discount Smallfolk)

You have an uncommon ability to mobilise the masses. Whether for religion, gold or bread you find it reasonably easy to instigate a full massive revolt against all but the most beloved of rulers.

600 CP

MYSTERY KNIGHT
(Discount Sworn Sword)

When your opponent does not know your identity and your face is fully concealed your combat prowess improves drastically, their morale is greatly reduced and fortune is more likely to swing your way in battle.

600 CP

WARG
(Discount Noble)

You can slip into the skin of animals. This allows you to effectively possess them. Animals will serve you loyally once you have bonded with them. No overtly magical animals (e.g. dragons).

600 CP

GREGARIOUS
(Discount Noble)

You are significantly more charming. You make friends easily and, most remarkably, you have the uncanny ability of turning defeated enemies into very loyal allies and supporters.

600 CP

SECTION FOUR
GEAR

DISCOUNTED GEAR COST 50% OF FULL PRICE
YOU CAN PURCHASE GEAR MULTIPLE TIMES

HERALDRY AND WORDS

The heraldry and words of your design. They are inextricably associated with you and give the impression and feeling you'd like to get across with them (within reason). Nobles begin with a cape and standard of the finest quality displaying their arms and motto, everyone else starts with their emblem and words crudely painted on a bedsheet.

FREE

CASTLE FORGED STEEL

(Free Sworn Sword and Noble)

A well made set of steel plate and chain as well as a single, finely made, steel weapon of choice.

(Sworn Sword's free armour is slightly rusted and dinted)

25 CP

POUCH OF GOLD

(Free Noble)

A pouch of golden coins.

Around 100 Golden Dragons worth.
May be taken multiple times.

25 CP

FINE CLOTHES

(Free Noble)

A very fine and ornate set of clothing. The equivalent of the finest you could expect to get in your starting region.

25 CP

DRAGONGLASS CACHE

(Free Think of the Children)

A black cloak with a few obsidian daggers, arrowheads and spearheads.

25 CP

HORSE

(Free Dothraki)

A fast, intelligent and loyal horse (or an equivalent found in your region). Another turns up if this one dies. 25% more likely to die if you name it.

50 CP

SHIP

(Discount Ironborn and Braavosi)

A ship of roughly your design. Tough and seaworthy. Perhaps a longship, a small galley or a swanship. You may import a vehicle to grant it the appearance of a ship.

100 CP

LAND DEED

(Free Noble)

A deed to an area of land close by in your chosen region. It will be accepted by all authorities as rightfully yours. This updates each jump but is generally not a particularly large plot of land elsewhere.

100 CP

PET

(Discount Warg)

An unshakably loyal animal. Whether this is a dire wolf, shadowcat, lizardlion, hrakkar, mammoth, snow bear or perhaps even a small kraken it is a peculiarly strong example of it's kind and it will follow you to the seven hells and back. Nothing magical. You may import an existing pet.

100 CP

POISONS

(Discount Schemer)

A woman's weapon to be sure but it can't be beaten for efficacy or in matters of subterfuge. You have a replenishing chest of poisons from around the known world. From vials of the Tears of Lys to Sweetsleep to crystals of the Strangler there's bound to be one to suit your purpose.

100 CP

THRONE

A throne of your design. Anything from a jumbled mess of melted swords to a simple ebony bench. Regardless of what it looks like it gives a commanding aura of authority to you and anyone you have permitted to sit on it. Not uncomfortable unless you want it to be.

100 CP

BRAVE COMPANIONS

You may import (or create) a single companion for 25 CP, up to four for 50 CP and up to 8 for 100 CP granting them an **Identity**, appearance, history and the place of origin of your choice. Each companion receives **300 CP** to spend on Skills and Gear but cannot purchase further ***Brave Companions***. Created companions have a past, appearance and identity of your description and are intensely loyal to you.

25/50/100 CP

HANDS OF GOLD

A golden piece of jewellery with a noticeable hand motif. Anyone other than you who wears it will become preternaturally competent in affairs of state and in the managing of a country.

150 CP

DRAGONBONE BOW

(Discount Sworn Sword & Noble)

An exceptionally strong bow made of Dragonbone. Exceptional power and range. Projectiles fired tend to hit where they'd do the most damage by chance very regularly. May choose type of bow. You may also import any ranged weapon you own to take on the appearance and strengths of the bow.

200 CP

VALYRIAN STEEL WEAPON

(Discount Sworn Sword & Noble)

An excellent weapon of your choice made of Valyrian steel. Light and exceptionally sharp. Serves as symbol of status. Gives an impression of great strength and brings dread to your enemies. You may also import any melee weapon you own to take on the appearance and strengths of the sword.

200 CP

STARFORGED SWORD

(Discount Noble)

A sword made out of the remnants of a fallen star. Milky white and intensely shiny. Around as sharp and light as Valyrian Steel. Gives a strong impression of chivalry and honour. You may also import any melee weapon you own to take on the appearance and strengths of the sword.

200 CP

HORN OF JORUMAN

(Discount North of the Wall)

A large, ornate and legendary hunting horn capable of massive destruction to even the largest of structures. Can only be used on a weekly basis but can bring practically any building (or Wall) tumbling down when blown.

500 CP

DRAGON EGG

(Discount Targaryen, Old Valyrian)

A dragon egg. It will hatch naturally in around a week. Your dragon will be loyal and take basic instructions but ferocious. Young dragons are vulnerable but can grow to be incredibly large, durable and breath a fire far hotter than even wildfire fully capable of melting stout stone towers into twisted wrecks.

500 CP

SECTION FIVE
QUESTS

You may choose a single optional **Quests**. This removes the 10 years limit and replaces it with a victory condition that must be completed in order for you to be presented with the choice found in **Flaws & Future**. **Quests** have requirements that must be filled in order to be chosen.

USURPED

Requirements: House Targaryen + Prince in Exile + 298 AC
Boon: You become incredibly lucky when trying to take anything that rightfully belongs to you.

You are a child of the Mad King Aerys II Targaryen and fled into exile from the usurper Robert Baratheon's hired knives as a child. You are currently in the care of Illyrio Mopatis in Pentos with your siblings Daenerys and Viserys.

Victory Condition: Take the Iron Throne for House Targaryen and rule for 20 years.

THE BLACK DRAGON

Requirements: House Targaryen + Bastard + Valyrian Steel Weapon + 182 AC

Boon: You become almost inhumanly beautiful and a truly brilliant warrior.

It is your 12th birthday and after defeating everyone else in a squires tourney King Aegon the Unworthy reveals himself to be your father and gives you the sword of Aegon the Conqueror - Blackfyre. You take the name Blackfyre for your house and desire to make it great.

Victory Condition: Take the Iron Throne for House Blackfyre and rule for 20 years.

VALAR MORGHULIS

Requirements: None

Boon: You know how to cut the faces from dead bodies and replace your own with them. You also know how to store them hygienically and without them decaying.

You are an acolyte of the Many-Faced God - Death. You were taken as a child and raised by the Faceless Men and you are the god's instrument. You will be given missions to kill those whose deaths have been earnestly prayed and sacrificed for and you must make it look like you have done nothing at all.

Victory Condition: 100 lives legitimately taken for the God.

THINK OF THE CHILDREN

Requirements: Beyond the Wall OR ca. –5000. No Large.

Boon: Enhanced lifespan, night-vision, preternatural skill at hiding and quicker reflexes.

You are one of the last Singers of the Song of Earth. You are small, the size of a human child, slight, have cat-like slits for pupils, have dappled skin reminiscent of a deer and have 3 fingers with pointed black nails on each hand. It is up to you to reverse the fortunes of your people and make sure they thrive again.

Victory Condition: Population of Children of the Forest reaches 5000.

LAST OF THE GIANTS

Requirements: Beyond the Wall + Large + 298 AC

Boon: You are 14 feet tall and inhumanly strong and durable and can withstand extremely cold temperatures and hostile environments.

There are only a few hundred giants left, you are one of them.You are 14 feet of muscle, sinew and hair and part of an extremely primitive culture, humans are ever encroaching on your lands and the Others are rising. Only you can stop your people from dying out.

Victory Condition: Giant population reaches 5000.

BEST DYNASTY EVER

Requirements: None

Boon: The gods smile on your family. Anyone directly related to you tends to be blessed with peace, plenty and a happy life.

Whether noble or not you certainly intend to be, you cannot stand the idea of anyone being above you and covet the throne of this land for you and yours.

Victory Condition: Take the Iron Throne for your house and hold it within your family for 300 years.

FIRST AMONG NINE

Requirements: None

Boon: You attain an uncanny ability for accumulating wealth and trading and mercenaries under your command tend to be unusually loyal.

You are a resident of a free city and you are extremely ambitious. Your goal is to gain sovereignty in your native city and turn the free cities and disputed land into what they always threatened to be - an empire and a true successor to Valyria.

Victory Condition: You must gain control of your free city of origin and come to control each of the 8 others.

R'HLLORGIOUS FANATICISM

Requirements: Flaming Weapon OR Shadowbinder

Boon: You are immune to all poisons and can slightly control the direction of fire.

You are a red priest (one of the clergy of R'hllor - the god of fire and life) and it is for you to make sure his fiery message is heard. You must make sure that R'hllor's message spreads across the world and it becomes more powerful than any other. The night is dark and full of terrors.

Victory Condition: 50% of people in the world worship R'hllor and there are still over 10 million people in the world.

Should you die of old age in any of these Quests you will take the place of your eldest legitimate heir should you have one.

SECTION SIX
FLAWS AND FUTURE

YOU MAY TAKE UP TO 600 CP WORTH OF FLAWS

MAEGI (Drop-In Only):
Whenever you do or say something people don't understand they will suspect you are doing magic. The superstitious who see this will naturally hate and fear you as a result.

+ 100 CP

COMMON TONGUE (Smallfolk Only):
You speak in a folksy, common manner that marks you as one of the smallfolk and makes it difficult for nobility to take you seriously.

+ 100 CP

MAD DOG (Sworn Sword Only):
You have a reputation and history of brutality and one or two extremely dangerous and politically influential foes due to your past acts.

+ 100 CP

BASTARD (Noble Only):
You are the baseborn child of your father and everyone knows it. You are unlikely to be treated as well but you were raised alongside any trueborn siblings.

+ 100 CP

STALWART SHIELD:
You are entirely loyal to somebody in this world (although you may choose who that is). You will spend a lot of time working with and for them as their loyal supporter and ally.

+ 100 CP

HONOURABLE:
You are honourable, sometimes to the point of stupidity and often flying in the face of pragmatism. You will live by a code of honour and moral code similar to Ned Stark's.

+ 100 CP

SCARRED:
You are horribly scarred. Perhaps you are missing a nose or covered in horrible burns. No matter what it is you look unpleasant. Alternate forms will not help.

+ 100 CP

CRUEL: (May not be taken with Honourable)
You are naturally cruel and known as such. You will not be able to suppress the urge to torture people from time to time.

+ 200 CP

PARANOID:
You are rather paranoid, particularly politically. You will naturally suspect people are plotting against you and will not rest easily. This will likely cause mistakes on your part.

+ 200 CP

THE UNWORTHY:
Your sexual appetites are astounding and you will sire many a bastard (and you probably already have). This will take up a reasonable amount of your time and your bastards are or will be an extremely troublesome lot.

+ 200 CP

CRAVEN:
You are naturally afraid and no amount of willpower will help. Whether it's fighting or meeting new people you will be consistently terrified and show it.

+ 200 CP

EUNUCH: (May not be taken with The Unworthy)
You have had your genitals removed and have painful memories of the event. You can use the remnants to urinate but little else. Root and stem.

+ 300 CP

GREYSCALE:
In five years the signs of Greyscale will begin to show. It is incurable and will spread. 4 years later you will be entirely stonelike, violent and quite insane.

+ 300 CP

IMP:
You are a very ugly dwarf. Your legs are stunted and sore and you cannot move quickly on them. You may not change form for the duration of your time here.

+ 300 CP

A LONG NIGHT:
A permanent night and winter has fallen and will remain for 10 years. Others and the undead have flood from the northern parts of the world in vast numbers to wipe out all life. They will just keep coming.

+ 300 CP

ONCE YOUR TEN YEARS ARE UP YOU WILL HAVE A CHOICE.

REGARDLESS OF YOUR DECISION YOU WILL RETAIN THE SKILLS AND GEAR YOU ATTAINED HERE AND YOUR DRAWBACKS WILL LEAVE YOU.

GO HOME

You will wake up in your own bed.

OR

STAY

You will stay in this realm for the rest of your life.

OR

MOVE ON

You will move on to another land for another adventure.

NOTES

- **Identities** vary considerably depending on your starting region and time. E.g. Choosing **Noble** in the Free Cities will result in you being in the family of wealthy merchant princes, choosing it North of the Wall (if you pay or get a free pick) will make you a descendant of a former king-beyond-the-wall/ member of an especially prominent clan etc.
- Some **Noble** Houses will require a purchase of a starting region. E.g. being a member of House Targaryen requires you to take **Great House, Noble** and a purchase of the region the **Crownlands** (for the period of history that House Targaryen are in the **Crownlands**).
- **Great Houses** for the purposes of this jump are roughly defined as any family that is currently a royal house, any house in which one of the members is currently Lord Paramount of a region and any house which will become either royal or Lord Paramount within the next 50 years from your starting point in the timeline.
- **Shadowbinder** does not drain your life force.
- Imported companions can take **Flaws** but gain no additional CP for them. They do however benefit from Free options and Discounts.
- Imported weapons, pets and ships can revert to their original form when you will them to.
- You may only take one **Quest.**
- Boons from **Quests** are awarded immediately on selecting the **Quest.**
- For **Drop-Ins** you do not have the history suggested in **Quests** but instead wake up with your **Victory Condition** in mind.
- If you take the **Last of the Giants Quest** you get a discount on **Pet** if you choose a mammoth.
- The reward for the **Last of the Giants Quest** grants both a giant form, increased strength and durability in other forms and an optional increase in size across the board. Giants that take **Large** double this bonus and are the largest of their kind.
- Default character for **Stalwart Shield** is Robert Baratheon.
- Should you choose to start in the era in which the TV show takes place you can use TV show continuity rather than the books. A lot of it doesn't make as much sense though and you should feel bad.
- Cool cats don't trip.