

# A SONG OF ICE AND FIRE – GENESYS CONVERSION

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### 1. Character Origins (Backgrounds)

These replace standard Genesys “Species.” Each gives +1 to two characteristics , plus starting skills and a special ability.

#### Castleborn

*Raised in a great keep or small holdfast – familiar with lords, knights, heraldry, and stone walls.*

- Characteristics: +1 Brawn, +1 Presence
- Skills: Cool, Leadership, Horse Riding
- Special Ability: Stone Halls – Once per session, when making a Knowledge Check (Noble House, Heraldry) or Negotiation check, you may reroll one die.

#### City Born

*From Oldtown, King’s Landing, Gulltown, or the Free Cities – crowded streets, trade, and secrets.*

- Characteristics: +1 Cunning, +1 Intellect
- Skills: Skulduggery or Stealth, Perception, Streetwise,
- Special Ability: Crowded Streets – Gain 2 Advantage on any Stealth or Skulduggery /Perception check made in a city or large town.

#### Wilderness-Born

*Grew up in forests, mountains, or the frozen North – tracker, hunter, survivor.*

- Characteristics: +1 Brawn, +1 Agility,
- Skills: Survival, Perception, Athletics
- Special Ability: Old Ways – Ignore one setback die from harsh weather or difficult terrain, reroll one die on perception or survival rolls in the Wilderness.

## Waterborn

Fisherfolk, ironborn, riverlanders, or sailors of the Narrow Sea.

- Characteristics: +1 Agility, +1 Brawn or +1 Willpower
- Skills: Athletics, Resilience, Sail/Row Boat (as Steer Vehicle)
- Special Ability: Salt & Current – Gain +1 Boost die on swimming, sailing, or balance checks on a moving ship.

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## 2. Archetypes (Careers)

Each archetype gives 8 career skills and a unique talent at character creation. You still spend starting XP to purchase career skills as per Genesys Ruleset.(Genesys standard: 100 XP). Archetype Talent comes for free.

Archetype Talent: Costs 5 XP to buy if not your starting archetype.

### Warrior

*Knight, sellsword, man-at-arms, hedge knight.*

- Career Skills: Athletics, Brawl, Melee (Heavy & Light), Ranged, Resilience, Vigilance
- Archetype Talent: Battle Focus – Once per round, before making a combat check, suffer 2 strain to add 1 Advantage to the roll / OR: Knight of Summer (only for Knight Characters)
- Jouster - Reroll one Riding Die per skillcheck on Jousting./ OR: Ironskin: -10 on Injury Roll/

### Scholar

*Maester, alchemist, lore-keeper, merchant prince, Diplomat, Spy, Courtier*

- Career Skills: Alchemy, Knowledge (Any 4), Medicine, Negotiation, Research, Vigilance
- Archetype Talent: Eidetic Memory – You may reroll any Knowledge check once per session/ or Healer: Reroll any Medicine Roll once per Session/ or Alchemist: Reroll any Alchemy roll once per session

### Ranger

*Scout, huntsman, ranger of the Night's Watch, outlaw in the woods.*

- Career Skills: Coordination, Perception, Ranged, Stealth, Survival, Tracking
- Archetype Talent: Pathfinder – Ignore one setback die from environmental concealment when making Ranged or Stealth checks / or Scout: reroll one die once per session on Stealth or Track Roles.

### Priest

*Septon, septa, red priest, drowned man, woodswitch, Warg of the Old Gods*

- Career Skills: Cool, Discipline, Knowledge (Religion), Leadership, Medicine, Negotiation
- Archetype Talent: Blessing of the Faith– Once per session, when you or an ally within short range makes a check, you may spend 2 strain to remove one despair (or upgrade difficulty once for opponent )./ or From the Ashes/Waters: Reanimate Dead Ally once per Session for 4 Strain and 4 Wounds (one permanent wound) (only for Red Priests and Drowned Men)/ or Warg: Take control of a Familiar for 5 minutes per 1 Strain (very rare and only after conferring with the group and ok from the Gamemaster)

### Sorcerer

Very rare – warlock, shadowbinder, greenseer, maegi.

- Career Skills: Discipline, Knowledge (Magic), Lore, Medicine, Perception, Vigilance
- Archetype Talent: Blood & Fire – You may learn spells (see Magic section) but suffer 1 wound per spell rank when casting.

- Starting spell: Choose one – Candle Visions (scry in flame), Ravenspeak (messenger bird), Minor Hex (setback on one target's next check).

#### Noble

*Lord, lady, heir, landed knight, highborn scion.*

- Career Skills: Charm, Cool, Knowledge (Noble Houses), Leadership, Negotiation, Riding, Melee (Light or Heavy) or Ranged

- Archetype Talent: Birthright – Once per session, invoke your house name to gain 2 automatic successes on a single Charm, Leadership, or Negotiation check with someone who respects nobility or to gain 1 automatic success on an intimidation roll vs a non noble /or OR: Knight of Summer (only for Knight Characters) Jousting - Reroll one Riding Die per skillcheck on Jousting./

#### Rogue

Thief, spy, faceless man acolyte, brothel owner, mummer.

- Career Skills: Deception, Perception, Skulduggery, Stealth, Streetwise, Vigilance, Brawl or Melee (Light)

- Archetype Talent: Quick Fingers – Once per round, you may perform a free maneuver that involves picking a pocket, hiding a small object, or drawing a hidden weapon / or Master of Disguise: Add an automatic success to stealth tests while in disguise vs. Any opposing faction until discovery.

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### 3. New Skills & Specializations

- Alchemy (Intellect) – Create wildfire, Milk of the Poppy, poisons, moon tea, or medicinal poultices.

- Tracking (Cunning) – Follow prints, read broken branches, hunt beasts or men.

- Riding (Agility) – Control horses, fight from saddle, carriage driving.

- Knowledge (Magic) (Intellect) – Rare. Recognizes wargs, greenseers, shadowbinders, and ancient legends.

- Animal Handling (Presence) – Calm, train, or command beasts.

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### 4. Magic in Westeros (Very Low Magic)

No default Genesys magic. Instead, sorcerers learn rituals (spells) as talents. Each spell is a tier 1–3 talent. Casting requires a Discipline vs. Difficulty check (difficulty = spell tier).

Consequences: On failure, suffer 1–3 additional wounds (per spell tier). Despair = something terrible (shadow binding backfires, attracts attention of something inhuman).

Sample Spells more to come

#### Tier 1:

- Glamor– Change your face for 10 minutes.

- Warg Sight – See through a nearby animal's eyes for 1 round.

- Fire Gaze – See visions in flames (GM-controlled).

- Enchant Weapon I, give weapon the enchanted Trait (Piercing vs Supernatural like Wights, White Walkers, Dragons etc.), give superior Quality to Weapon per Fight.

#### Tier 2:

- Shadow Baby – Deal 4 wounds to one target in short range, plus 1 Wound per each additional success.

- Weirwood Dream – Send a prophetic dream or message via dream.

- Enchant weapon II Same as enchanted Weapon additionally 1 additional damage to Supernaturals and give Piercing to Weapon Trait,

Tier 3:

- Fireball deal 5 damage on any target within sight, splash damage 2 to surrounding targets within melee distance and cause burning
- Suffocate deal 4 damage per round plus 1 damage for each additional success. Invisible for Observers.
- Enchant Weapon III, additionally plus 3 additional damage to Supernaturals and plus Vicious to Weapon Trait

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## 5. Drawbacks & Boons

Every character must take 1–2 Drawbacks at creation and may choose 1 Boon.

Drawbacks (Disadvantages)

Second Drawback grants +5 XP (2). Cannot take more than 2.\*

### A) Fears & Phobias

Drawback	Effect	Trigger
Pyrophobia	+2 Setback near open flame	Roll Fear (Hard) or flee
Hydrophobia	Cannot swim; +2 Setback near deep water	Cannot board ships willingly
Blood Phobia	Seeing serious wounds: Discipline (Avg) or Staggered 1 round	First blood each combat
Cynophobia	Fear of dogs/wolves; +1 Setback near any canine	Direwolf howl = automatic Staggered
Claustrophobia	+2 Setback in dungeons/crypts; 1 strain/round	Cannot sleep underground without aid

Any other Phobias can be created by the same method as above and in accordance with the Gamemaster.

### B) Addictions & Vices

Drawback	Effect	Trigger
Wine-Sot	Without wine: 1 strain/hour; drunk: +1 Setback Agility/Intellect	Discipline (Hard) to refuse drink
Milk of the Poppy Dependence	Without dose: 1 wound/day + 2 strain/hour	Overdose risk on two doses within 6h
Gambler	Must roll Discipline (Avg) or lose 1d10 silver near games	GM can force a plot-relevant bet
Whoremonger	In towns: Discipline (Hard) or disappear 1d4h + lose 1d10 silver	May be blackmailed or catch pox
The Thirst for Glory	Cannot refuse a duel or boast	+1 Setback to Deception/Stealth when humiliated

Any other Addiction and Vices can be created by the same method in accordance with the Gamemaster.

### C) Mental & Social Flaws

Drawback	Effect	Trigger
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Flaw	Effect	Trigger
Haunted	+1 Setback to See/speak to a dead person in mirrors/fire/silence	Once/session: lose your maneuver
Oathbreaker	+1 Setback to Charm/Leadership/Negotiation with those who know your reputation	Cannot earn trust without major favor
Cruel	Choosing mercy costs 2 strain; torture grants 1 Story Point	Locals fear you; children run away
Naive	+2 Setback to Skulduggery/Streetwise; easily tricked	GM may upgrade Deception against you once/session
Wanted*	Someone powerful wants you dead	Guards may recognize you in large towns
Crippling Vow	Broken vow = 3 strain + lose 1 Story Point	Vow complicates everyday life

Any other Mental and Social Flaws can be created by the same method in accordance with the Gamemaster.

#### D) Physical Drawbacks

Drawback	Effect	Trigger
Old Wound	+1 Setback to Athletics/Riding/checks using that limb	Rain/cold: +1 additional Setback
One-Eyed	+2 Setback to Ranged and distance-judging checks	+1 Setback to Charm (can't read faces)
Lame	Move one range band slower; cannot run; custom saddle needed	Climbing impossible without help
Trembling Hand	+1 Setback to Melee/Ranged/fine manipulation	Stress: +1 additional Setback for 1 round
Disfigured	+2 Setback to Charm, +1 Boost to Intimidation	Children scream; nobles whisper
Dwarf	+2 Setback to Charm, +1 Boost to Stealth	Children scream; nobles whisper

Any other Physical Drawback can be created by the same method in accordance with the Gamemaster.

#### Boons (Advantages)

Each player chooses 1 Boon at creation. Costs no XP. Cannot be bought later.

##### A) Combat Boons

Boon	Effect
Veteran	Start each session with 1 free Story Point (does not count against max)
Duelist	When fighting a single human opponent in melee, reroll one Melee check per encounter
Iron Wil	+2 Boost to any Fear or Coercion resistance check
Second Wind	Once/session, when reduced to 0 wounds, spend a Story Point to stay conscious at 1 wound
Giantblood	+1 to Brawn and +1 Boost to Intimidation   Armour costs + 10 percent to Costs, except Shields, One Setback Die on Stealth Rolls

Any other Combatboon can be created by the same method in accordance with the Gamemaster.

##### B) Social & Cunning Boons

Boon	Effect
Lucky Once/session, reroll any one check (yours or ally within short range) after seeing result	
Animal Friend	Animals do not attack without reason; +2 Boost to Animal Handling
Cunning	Once/session, ask GM: "What is the lie here?" They answer truthfully about one deception
Silver Tongue	When you fail Charm/Negotiation, suffer 2 strain to turn failure into 1 threat instead of despair

#### C) Mystical & Rare Boons

Boon	Effect
Greensight	Prophetic dreams (GM visions once per arc); +1 Boost to Knowledge (Magic or Lore)
Blood of Old Valyria	+1 Boost to Charm with those who respect dragonlords; +1 Setback with common folk who fear sorcery
Faceless Training (Incomplete)	Change face for 1 hour, once per week. Requires 1 hour ritual + a human face
Blessed by the Seven	Once/session, when you roll despair on a non-combat check, ignore it (despair → blank)

Any other Mystical or Rare Boons can be created by the same method in accordance with the Gamemaster.

#### D) House & Wealth Boons

Boon	Effect
Noble Bastard	High lord parent; 100 silver stags yearly income; a bastard name (Snow, Rivers, Stone, etc.)
Hidden Cache	50 gold dragons worth of goods/weapons buried somewhere (GM decides location)
Old Nan's Wisdom	Know one obscure truth about the Long Night, Others, or Children of the Forest
Brotherhood	Belong to a loose group (hedge knights, thieves' guild, etc.). Call on them once per campaign
Heirloom	One Artifact of Superior Quality such as a Valyrian Dagger, Observation Glas, Horn of Magic etc.

Any other House and Wealth Boons can be created by the same method in accordance with the Gamemaster.

#### Optional Rule: Dark Bargain

For a third Drawback (+15 XP total), player must also take a second Boon – but the second boon has a hidden cost (GM decides). Example: Animal Friend – but the animal is a crow that repeats your secrets. Delete or Alter this rule?

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## JOUSTING & HORSEBACK FIGHTING RULESET

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### 1. Riding Skill Refresher

Riding (Agility) – Control horses, fight from saddle, carriage driving, and jousting.

Typical Checks:

- Stay mounted after being hit: Riding vs. Average (PP)
- Charge in combat: Riding vs. Hard (PPP)
- Joust (attack roll): Riding vs. Difficulty based on opponent's skill
- Calm a spooked horse: Riding vs. Average (PP) – requires maneuver

Failure Consequences: Lose your next maneuver, fall prone, or horse bolts (GM discretion).

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### 2. Mount Statistics

Use these simplified stats for horses in jousting and combat.

Common Horse Types

Horse Type	Brawn	Agility	Wound Threshold	Soak	Speed	Special
Rouncy(common)	3	2	10	2	3	None
Palfrey (riding)	2	3	8	1	4	+1 Boost to Riding for travel
Destrier(warhorse)	4	2	14	3	3	+1 Boost to Ride checks in combat
Garron (Northern)	3	2	12	2	2	Ignore 1 Setback from snow/ice
Sand Steed (Dornish)	2	4	9	1	5	+1 Boost to Ride in desert heat

Mount Actions (Rider's Turn)

- Maneuver: Move one range band, change facing, or dismount (Average Riding).
- Action – Attack from horseback: Use Melee or Ranged as normal. Add +1 Boost if moving at speed. An according Riding roll is necessary in several circumstances: Charge, Joust, Horseback Archery on galloping horse, Horse Maneuver and taking a critical wound, Spur Horse etc.If the Horse is static and the player hits or shoots from the only slightly moving horse e.g. in the Middle of a Melee all Characters with the Riding Skill do not need to take additional riding rolls.
- Action – Trample: Horse attacks (Brawl: 1 wound + 2 strain, Knockdown).
- Incidental: Spur horse (suffer 1 strain, horse moves 1 additional range band this turn).

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### 3. Jousting (Tournament Rules)

Setup

- Two riders, lances, separate lists (tilt barrier).
- Range: Start at Long range, close to Short at impact.
- Lance: Melee (Heavy), Damage 7, Critical 3, Inaccurate 1, Cumbersome 3.

## Jousting Sequence (One Pass)

### 1. Approach (Opposed Riding)

- Both roll Riding vs. Riding (Difficulty = opponent's Riding ranks, minimum Average).
- Winner gains\*+1 Boost on the attack roll.

### 2. Attack (Opposed Riding + Lance)

- Primary roll: Riding + Lance damage vs. Opponent's Riding (defense).
- If attacker succeeds: hit. If attacker succeeds with 2+ Advantage: unhorse chance.

### 3. Resolution

- Hit only: Roll damage (soak applies). Normal wounding.
- Hit + Unhorse (2+ Advantage): Opponent must roll Riding (Hard) or fall.
- Triumph: Automatic unhorse + lance may shatter (adds +10 to Injury roll).

Optional: Jousting Injury (When Unhorsed), This can also be a storytelling sequence for Tilts at a Tournament without further rolls. War Jousting or Jousting a villain opponent like Gregor Clegane should apply this rule.

Roll on the Jousting Injury Table (from previous section) using fall modifier:

- Falling at speed (gallop): +10 to roll
- Horse falls on rider: +20
- Trampled afterward: +30

If the rider takes a Critical Injury from damage \*before\* falling, resolve that first, then the fall.

## Jousting Example

Ser Rodrik (Riding 4) vs. **The Mystery Knight** (Riding 3)

- Approach: Rodrik rolls 4 successes vs. 2 successes → Rodrik gains +1 Boost.
- Attack: Rodrik rolls Riding (4) + Lance + Boost = 3 successes, 2 Advantage.
- Hit: Deals 7 damage + 3 successes = 10 damage. Opponent Soak 3 → 7 wounds.
- Unhorse (2 Advantage): Mystery Knight rolls Riding (Hard) = failure. Falls.
- Fall Injury: Roll 1d100 +10 (gallop) = 67 → Helmet Crushed. Then roll main Injury Table +30 = 82 → *The Bloody Flux*.

The Mystery Knight is likely dead. Ser Rodrik wins the tilt.

## Jousting Rounds

A standard tournament joust is best of 3 passes (or 5 for finals). Between passes:

- Heal 1 wound (attention of maesters)
- Replace broken lances
- Roll Cool (Average) to regain 2 strain

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## 4. Horseback Combat (Battlefield Rules)

For skirmishes, charges, and melee on horseback.

## Mounted Combat Modifiers

Situation	Modifier
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Attacking from horseback (melee)	+1 Boost
Attacking from horseback (ranged)	+1 Setback (horse movement)
Defender on foot vs. mounted attacker	Defender adds +1 Setback
Charging (moved 2+ range bands this turn)	+1 Boost to melee damage (+2 if lance)
Attacking a mounted defender	No modifier
Firing a bow from galloping horse	Upgrade difficulty once (PP→PPP)

### Special Mounted Actions

#### Charge (Action)

- Move at least 2 range bands in a straight line, then make a single melee attack.
- Bonus: Add +2 damage (or +4 with lance).
- Risk: If you miss, you must pass a Riding (Hard) check or be Staggered next turn.

#### Trample (Action)

- Horse attacks all enemies in engaged range.
- Check: Horse's Brawl (use rider's Riding instead of skill) vs. enemy's Melee or Athletics.
- Success: 1 wound + 2 strain + Knockdown (enemy falls prone).

#### Disengage (Maneuver)

- Move out of engaged range without provoking free attack.
- Requires \*\*Riding (Average)\*\* check. Failure = free attack from one adjacent enemy.

#### Dismount (Maneuver)

- Jump off horse.
- Riding (Easy) to land on feet. Failure = prone + 1 wound.

### Horseback Combat Example

Lyra Snow (Riding 3) on a garron charges a wildling footman.

- Move: 2 range bands (Speed 2 garron → Medium to Engaged).
- Charge Action: Melee (Light) + Riding = 2 successes, 1 Advantage.
- Damage: Dagger (2) + 2 successes + charge bonus (+2) = 6 wounds. Wildling Soak 2 → 4 wounds.
- Advantage: Gains 1 Boost on next turn.

Wildling tries to attack Lyra's horse. He rolls Melee vs. Horse's Soak 2. Deals 3 wounds to the garron (WT 12 → now 9).

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### 5. Mount Injuries & Death

Horses can be injured or killed in jousting or combat.

#### Mount Critical Injury Table (Roll 1d10)

Roll	Injury	Effect
1-3	Spooked	Horse bolts. Rider must pass Riding (Hard) or be dragged 1 range band.
4-5	Leg Cut	Speed reduced by 1 for the rest of the encounter.
6-7	Throw Rider	Rider falls (roll Jousting Injury fall +0). Horse flees 2 range bands.
8	Broken Leg	Horse falls. Rider rolls fall +10. Horse must be put down.
9	Impaled	Horse dies instantly. Rider rolls fall +20.
10	Crushed	Horse falls on rider. Rider rolls fall +30. Horse dead.

## Healing Mounts

- Veterinary Medicine (Intellect): Heal 1 wound per day with rest.
- Critical Injuries on horses require a week of rest and a \*\*Hard (PPP)\*\* Medicine check.

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## 6. Sample Talents & Boon Interactions

### New Talents

Talent	Tier	Effect
----- ----- -----		
Horsemaster	1	Ignore 1 Setback on all Riding checks.
Lance Specialist	2	When jousting, add +1 damage per success (instead of normal).
Warhorse Bond	2	Your horse gains +2 Wound Threshold. You may spend a Story Point to negate one Mount Critical Injury.
Cavalier*	3	When charging, you may reroll one melee attack die per encounter.

### Boon Interactions

- Animal Friend: Your horse never spooks without supernatural cause. +2 Boost to calm panicked horses nearby.
- Veteran: Start each jousting pass with 1 free Advantage (narrative: crowd cheers for you).
- Lucky: Reroll a failed Riding check to stay mounted.
- Blood of Old Valyria: Opponents may hesitate (+1 Setback to their attack) when facing your Valyrian steel lance (if you have one).

### Drawback Interactions

- Old Wound (arm): +1 Setback to Lance attacks.
- One-Eyed: +2 Setback to Jousting attack rolls (no depth perception).
- The Thirst for Glory: Cannot refuse a jousting challenge, even against a clearly superior opponent.

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### Quick Reference: Jousting in 4 Steps

1. Approach: Opposed Riding → winner gets +1 Boost.
2. Attack: Opposed Riding + Lance damage.
3. Unhorse: If 2+ Advantage on hit, defender rolls Riding (Hard) or falls.
4. Injury: Roll Jousting Injury Table + fall modifier.

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### Quick Reference: Horseback Combat Modifiers

Action	Check	Difficulty
----- ----- -----		
Stay mounted after hit	Riding	Average (PP)
Charge	Riding + Melee	Opponent's Defense
Trample	Riding vs. enemy Athletics	Average (PP)
Dismount safely	Riding	Easy (P)
Calm spooked horse	Riding	Average (PP)

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This ruleset integrates with your existing Injury Tables, Riding skill, and the Jousting Injury Variant. Would you like me to add a **\*\*sample tournament bracket\*\*** with NPC jousters (stats and personalities) or **\*\*rules for melee tournaments\*\*** (foot combat free-for-all)?

## 6. Injury & Maiming Table

When a character suffers a Critical Injury, roll 1d100 + Critical Rating of the attack +5 per previous Critical this encounter\*\*.

Roll	Injury	Effect	Healing
01–05	Staggering Blow*	Staggered for 1 round.	Recover after encounter.
06–10	Gashed Brow	Blood in eyes: +1 Setback to Perception/Brawl/Melee for 24h.	1 day.
11–15	Broken Nose	Disfigured; +1 Setback to Charm.	1 week.
16–20	Cracked Rib	1 strain per maneuver for 1 week.	2 weeks.
21–25	Deep Gash	1 wound at start of each round for 3 rounds.	Needs stitches; 1 week.
26–30	Pierced Lung	Cannot perform more than 1 maneuver per turn; -1 Brawn for 1 month.	1 month bed rest.
31–35	Shattered Finger	Lose one finger. -1 Agility for fine manipulation.	Permanent.
36–40	Lame Leg	Movement reduced by 1 range band permanently; -1 Agility for running/climbing.	Permanent.
41–45	Gut Wound	1 wound per hour until treated; infection likely (Resilience vs. Hard).	2 months; scars.
46–50	Ear Lopped Off	+1 Setback to Perception (hearing); cosmetic.	Permanent.
51–55	Eye Gouged	Blinded in one eye. +1 Setback to Ranged and Perception.	Permanent.
56–60	Sword Hand (Lamed)	Cannot use primary hand for combat/tools for 1 month; after that, -1 Brawn for that hand.	1 month + permanent penalty.
61–65	Sword Hand (Lost*)	Hand severed. Must retrain fighting with off-hand (20 XP).	Permanent.
66–70	Foot Chopped Off	Cannot run; movement halved; custom saddle needed.	Permanent.
71–75	Horn of Skulls	Skull fracture. -1 Intellect permanently; random seizures (GM fiat).	Permanent.
76–80	Spine Cracked	Paralyzed from waist down; -2 Brawn for physical actions.	Permanent (miracles only).
81–85	The Bloody Flux	Wound rots. Lose 1 wound/day until magically healed or dead.	Rare survival (Resilience vs. Daunting).
86–90	Throat Cut*	Cannot speak; choking. Suffocate in 3 rounds unless healed (Daunting Medicine).	If survives: mute permanently.
91–95	The Red Harvest	Artery severed. Lose 1 wound/round. Dead in 5 rounds without cauterization.	Rare survival.
96–98	Head Split	Instant unconsciousness. Dead in 1 hour unless miraculous intervention.	Nearly always fatal.
99–100	Murdere*	Instant death.	Dead.
101+	Obliterated	Body destroyed. No recovery.	Dead.

### Optional Rule: Grim Realism

- Any Critical also inflicts 1 permanent wound (reduces max wound threshold by 1).
- Medicine checks to treat Criticals are Hard (PPP) instead of Average.
- No "recovery" after encounter – wounds heal 1 per day of full rest. Bonus recovery with Heal oder Medicine Throw and Certain Medicines. Once per 3 days.
- Infection: If wound not cleaned (Survival/Medicine, Average), roll d10. On 1–2, infected – 1 wound/day until treated.

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## 7. Jousting Injury Variant

When unhorsed or failing a Riding check during a joust or fall from a galloping horse, roll 1d100 + fall height modifier:

- Fall from standing horse: +0
- Gallop + unseated: +10
- Horse falls on rider: +20
- Trampled afterward: +30

| Roll | Injury | Effect | Healing |

|-----|-----|-----|-----|

01–10	Wind Knocked Out	Staggered 1 round; cannot act next turn.	Encounter end.
11–20	Sprained Wrist	Cannot wield lance or two-handed weapon for 1 week.	1 week.
21–30	Cracked Tailbone	Cannot ride for 2 weeks; sitting causes 1 strain/hour.	2 weeks.
31–35	Broken Collarbone	Cannot lift shield/heavy weapon for 1 month; -1 Brawn for arm use.	1 month.
36–40	Shattered Elbow	Arm useless; -2 Agility for that arm.	2 months; permanent -1 Brawn.
41–45	Stomped by Horse	2–4 broken ribs; 1 wound/maneuver for 1 month.	1 month.
46–50	Facial Disfigurement	Roll Battle Scars table twice; keep both.	Permanent.
51–55	Lance Through Shoulder\*	Hole through; -1 Brawn permanently; cannot raise arm above head.	Permanent.
56–60	Back Broken (Low)	Paralyzed waist down.	Permanent.
61–65	Neck Cracked	-1 Agility permanently; constant pain (1 strain/hour activity).	Permanent.
66–70	Helmet Crushed	Roll main Injury Table +30.	As main table.
71–75	Spine Severed	Paralyzed neck down.	Permanent.
76–80	Horse Falls on Rider	Main Injury Table +20 + crush damage (5 wounds, ignore soak).	As main table.
81–85	Trampled (Head)	Skull caved; unconscious, dead in 1 hour without miracle.	Nearly always fatal.
86–90	Impaled on Broken Lance	Wood through gut. Roll \*The Red Harvest\*.	Rare survival.
91–95	Neck Broken	Instant death.	Dead.
96–100	Crushed Under Horse	Body flattened.	Dead.
101+	Obliterated	Rider and horse dead.	Dead.

Special Rule: The Jousting Knight's Fate

If a character dies, choose one instead of death:

- The Crippled Knight: Retire from combat. Gain 1 Story Point/session as tragic advisor.
- The Silent Sister / The Wall: Take the black or join holy order. Old character becomes NPC.
- The Miracle: Saved by the Gods – lose 1 Brawn or Agility permanently, owe terrible debt.

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## 8. Battle Scars (Cosmetic, Roleplay-Only)

Use when a Critical Injury occurs but you want survival without mechanical penalties – or as extra flavor on minor Criticals (roll 01–25). \*\*Roll 1d100.\*\*

| Roll | Scar | Roleplay Hook |

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| 01–05 | Cheek Slice | Thin line ear to mouth. Assumed duelist or murderer. |  
| 06–10 | Foreword Cross | Two scars on forehead. Superstitious folk cross themselves. |

11–15	Burn Scar (Face)	Melted wax skin. Hide with hood or wear proudly.
16–20	Notched Ear	Chunk missing. Survived a hanging, some say.
21–25	Split Lip	Slight sneer; ale dribbles.
26–30	Knuckle Ruin	Hands knotted. Clench without realizing.
31–35	Arrow Graze (Neck)	Pale line below jaw. Touch when nervous.
36–40	Cleaved Brow	One eyebrow split. Perpetual skepticism.
41–45	Brand Mark	Deliberate burn. Never explain it.
46–50	Gut Seam	Long puckered scar navel to ribs. Aches in rain.
51–55	Missing Tooth	Whistle on certain words. Children laugh.
56–60	Tongue Split	Lisp slightly. People lean in to hear.
61–65	Scalp Scar	Bald streak. Helmets fit poorly.
66–70	Acid Splash	Pockmarked skin. Flinch near candles.
71–75	Flayed Patch	Thin translucent scar. Never roll up that sleeve.
76–80	Collar Scar	Rope burn. Survived a hanging.
81–85	Broken Nose (Crooked)	Whistle while sleeping.
86–90	Glass in Face	Tiny glittering scars. Sad constellation.
91–95	Bite Scar	Human teeth marks. Fight pit survivor.
96–100	The Mark of the Stranger	Seven-pointed star ritual scar. Septons uneasy.

Using Battle Scars: No mechanical penalty. Grant +1 Boost on Intimidation against superstitious foes (GM discretion). Grant +1 Setback on Charm with highborn lords who value "pretty faces."

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## 9. Multipurpose Hazard Table

Use for travel, dungeons, sieges, shipwrecks, or plague outbreaks. Roll 1d100. Add modifiers:

- +10 in the North or Iron Islands
- +20 in Riverlands during wartime
- -10 in the Reach or Dorne

Roll	Hazard	Category	Effect	Avoid/Mitigate
01–05	Sudden Downpour	Weather	Ranged +2 Setback; flames extinguished.	Survival (Avg) shelter.
06–10	Dense Fog	Weather	Visibility short range; +2 Setback Perception/Ranged.	Vigilance (Hard) avoid ambush.
11–15	Icy Ground	Terrain	Move faster than walk: Coordination (Avg) or fall prone.	Athletics (Easy) brace.
16–20	Rat Swarm	Animals	1 wound (soak applies) + 1 strain each.	Survival (Avg) avoid nest.
21–25	Stagnant Water	Sickness	Drink: Resilience (Hard) or *Bloody Flux* (1 wound/day).	Survival (Hard) find clean source.
26–30	Collapsed Bridge	Structural	Detour 1d4h or Climbing (Hard); fall = 1d10 wounds.	Vigilance (Avg) spot earlier.
31–35	Quicksand/Bog	Terrain	Brawn (Hard) escape; failure = sink 1d3 rounds → suffocation.	Perception (Avg) notice.
36–40	Wolf Pack	Animals	2d4 wolves attack at night.	Survival (Hard) scare with fire.
41–45	Poisoned Well	Poison	Drink: Resilience (Daunting) or 2 wounds + 2 strain/hour for 6h.	Medicine (Hard) detect.
46–50	Rotting Food	Sickness	Lose 1d4 days rations.	Survival (Avg) salvage some.
51–55	Landslide	Terrain	Coordination (Hard) or 3 wounds + buried (rescue needed).	Vigilance (Hard) hear coming.
56–60	Fever Mosquitoes	Animals	No sleep: 2 strain + Resilience (Hard) or *Shaking Fever* (-1 Agility 1 week).	Survival (Avg) smoke out.

61–65	Bandit Ambush	Structural	1d6+2 bandits attack. Want coin/horses.	Vigilance (Hard) spot trap.
66–70	Cave-In	Structural	Coordination (Daunting) or 4 wounds + trapped (1d4h dig out).	Perception (Hard) see weak ceiling.
71–75	Plague Village	Sickness	Enter: Resilience (Daunting) or \*Grey Pox\* (1 wound/day, -1 Brawn until cured).	Medicine (Hard) avoid infection.
76–80	Wildfire Residue	Poison	Touch green glow: 2 wounds (ignore soak) + catch fire (1 wound/round 1d3 rounds).	Knowledge (Alchemy) (Hard) identify.
81–85	Enraged Crows	Animals	2d20 crows attack eyes. Vigilance (Hard) or 1 wound (eye) + +2 Setback Ranged 1 day.	Survival (Avg) scare.
86–90	Sinkhole	Terrain	Opens under random character. Fall 2d10 feet = wounds + broken leg (Injury Table).	Perception (Daunting) notice cracks.
91–95	Weirwood Grove (Haunted)	Supernatural	Sleep nearby: 1 strain, no rest. Discipline (Hard) or paranoia 1 day.	Knowledge (Lore) (Hard) avoid area.
96–99	Skinchanger's Beast	Supernatural	Wolf/bear/eagle attacks with +2 Boost. Killing it angers hidden skinchanger.	Survival (Daunting) sense wrongness.
100	Ghost of Harrenhal	Supernatural	One character targeted. Discipline (Daunting) or 3 wounds + 3 strain + \*Haunted\* (temporary 1 week).	No avoidance.

#### Short Hazard Table (1d20, Quick Roll)

1d20	Hazard	Quick Effect
1	Rainstorm	Ranged +2 Setback
2	Dense Fog	Visibility short range
3	Icy Ground	Move slow or fall
4	Rat Swarm	1 wound + 1 strain
5	Stagnant Water	Resilience or sickness
6	Broken Bridge	Detour or climb
7	Quicksand	Brawn to escape
8	Wolf Pack	Fight 2d4 wolves
9	Poisoned Well	Resilience or poison
10	Rotting Food	Lose 1d4 rations
11	Landslide	Coordination or 3 wounds
12	Fever Bugs	2 strain + possible sickness
13	Bandits	1d6+2 bandits attack
14	Cave-In	Coordination or trapped
15	Plague Village	Resilience or Grey Pox
16	Wildfire	2 wounds + fire
17	Angry Crows	Eye wound + Ranged setback
18	Sinkhole	Fall + broken leg
19	Weirwood Grove	Nightmares + madness
20	Skinchanger Beast	Supernatural animal attack

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#### 10. Reputation & House Rules (Optional, need more work))

Add House Standing ( starting 1-5) for each minor house or region from the books and (starting 5–10) for each major house or region from the books, depending on timeline.

- Influence (new skill, Presence) – Roll to leverage reputation, favors, rumors.
- Gain Reputation: Completing tasks increases Standing.
- Lose Reputation: Breaking oaths, treason, cowardice.

Standing 5+: +1 Boost to Negotiation/Leadership in that region.

Standing 2–: +1 Setback.

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#### 11. Warfare (Mass Combat – Simplified, need more work)

- Battle (new skill, Brawn, Willpower or Cunning) – Command men, read terrain, skirmish.
- Each unit has: Morale, Strength, Maneuver.
- Players make Battle checks each round; advantage = inflict casualties, threat = lose morale.
- Triumph = break enemy line; Despair = rout or commander wounded.

#### 12. Trappings, Weapons, Gear

Focus on Milk of the Poppy, Valyrian Steel Weapons, Messenger Ravens