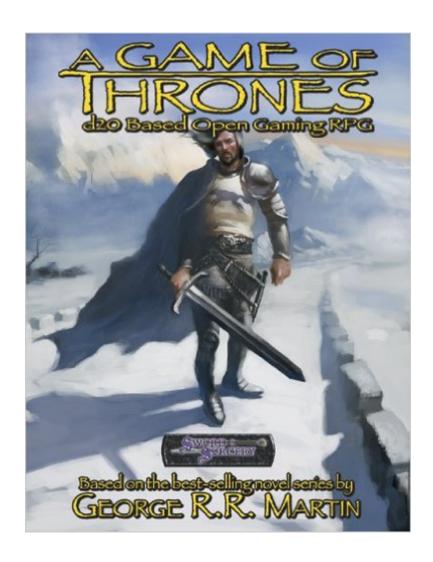# A Game Of Thrones: D20-Based Open Gaming RPG

Synopsis

This beautiful and hefty 496-page book features:Rich color printing on premium-quality paper. Stunning artwork and graphic design by a team of exceptionally talented artists. Poster-sized color pull-out map of the Westeros continent. Durable Smyth sewn binding that lets the book lay open flat on any page. Compatibility with the world's largest fantasy RPG. Exclusive never-before-revealed information about the kingdoms of Westeros from Martin's personal notes. Eight new core classes: Artisan, Godsworn, Hunter, Knave, Maester, Man-at-arms, Noble, Raider. Eight new prestige classes: Bloodrider, Brother of the Kingsguard, Commander, Knight, Night's Watch Ranger, Night's Watch Steward, Spy, Water Dancer. New character creation option, including Backgrounds, House Affiliations, Background and Legendary Feats, and Defects.New d20 rules and adaptations that reflect the grittiness and majesty of the novel series. Innovative social interaction mechanics using Reputation and Influence ratings. Extensive equipment options, player advice, and GMing suggestions. Exhaustive and comprehensive resource section about the world as presented in A Game of Thrones, including historical notes, Noble house analysis, character profiles, and setting details.

Book Information

Hardcover: 495 pages

Publisher: White Wolf Publishing (November 7, 2005)

Language: English

ISBN-10: 1588469425

ISBN-13: 978-1588469427

Product Dimensions: 8.7 x 1.4 x 11.3 inches

Shipping Weight: 4.4 pounds

Average Customer Review: 5.0 out of 5 stars See all reviews (9 customer reviews)

Best Sellers Rank: #1,381,391 in Books (See Top 100 in Books)   #234 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

I haven't gamed in more than 10 years, and don't really plan on starting again - but this book is worth buying for ANY fan of Song of Ice & Fire series.Gorgeous artwork & fascinating bios of the characters of George R.R. Martin's books are the main highlights of the book for non-gamers - but the more you delve into the mechanics of the game, the more insights into the world it reveals.And another pleasant surprise - an introduction including a very detailed & impressive overview of the

history of fanstasy writing. Given me lots of new (to me) writers to check out.

This is a great RPG for Game of Thrones fans and gamers who love the Ice & Fire stories by George R.R. Martin. The only catch is that this game is based on Dungeon & Dragons 3.0. Given that, it can easily be modified (rules) for D&D 3.5 & Pathfinder. Interesting parts are that it's unsaid, but expected, for players to go into multi-classing. Interesting character creation specific for A Game of Thrones game is the regional or "blood-line" starting feats, specific feats for those from the North (The First Men) and the Iron Islands (Ironborn) for example. There are also in addition to the "usual" character classes, other classes specific to the regions in Westeros, again mostly from The North & the Iron Islands. I compare this game to the other attempts to bring works of literature & film to life: The Wheel of Time series by Robert Jordan, Conan by Robert Howard (this is published by the same company, Mongoose Publishing), Firefly/Serenity, Star Wars and the other Game of Thrones game published by Green Ronin Publishing. Compared to the other game, there is less emphasis on politics but greater coverage of rules for role playing in general. Overall I do recommend this to gamers & lovers of the Ice & Fire series by George R.R. Martin. Just keep in mind it was made with D&D 3.0 in mind.

I'm giving this 5 stars because I love it. Just so you know. It is not because it is particularly well done, complete, or incredibly necessary. It has some fun stats on characters from the first three books. A good DM could put together this campaign with a map and by intentionally limiting the scope of D&D. The writers tried to shake up the D20 system. Some of the things are cool, "house rules" style changes that make sense. Some of it is useless. The classes are not at all balanced out. By version 3.0, the folks over at Wizards had really done a great job making a young priest or thief feel useful when standing next to a fighter. Be ready to make a lot of your own amendments and house rules if you try to use this (if you don't already have a DMG, Monster Manual, or Player's guide for D&D, pick those up as supplemental resources). Hit points are scarce, defense is terrible, DR is excessive, and it is hard to kill anyone but oh SO easy to DIE. Which fits, given the constant death in these stories.I've been playing D&D for 14 years. I don't LIKE to DIE. So, get a crossbow, get a buckler, and stand the heck back from your too aggressive fighter-friends. Make sure you pick up their sword and find some excuse to give it to the next character they have to roll up.

There is only one thing you have to know: no Spellcraft skill because magic is a legend or it is a dead.I redesign the character sheet (the one it came with sucked which is the only complaint I have

about it) and it brought a tear to my eye not having to worry about spell slots or any of that sort of mess.No magic, magic items, Power Word: Kills or some god coming down to smite you. It is just you, the enemy and the ground in-between. You make your own in this world, you forge your way through either might or wisdom, sword or diplomacy.Like a great man, a Giant of a man some might say, once said, "It is not so much what we do as why we do it." When you could run away in fear for your life but you chose to stand and regain your honour, right your wrongs and possible make your world a better place to be even it it meant losing your own life, then you know you have struck gold when it comes to a roleplaying campaign.Sure it has all the levels, skills points and the like but to be honest, I never cared about the levels in this game. I think whatever age or level we start off with is fine by me.If you are a D20 vet and wanting to try this, take time to learn how Reputation and Influence works. It is a little different but it adds a lot to the world.If for nothing else, my brother, "Mister Casual About All Things Gaming", can't stop talking about the game. That is for the first time in 15 years. That is the greatness of A Song of Ice and Fire.

well done d20 version of GoTh. details seem to have been translatee and it appears to be a good system.

A Game of Thrones: D20-Based Open Gaming RPG Game Of Thrones: 10 Most Memorable moments from Game of thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT Season 5 Will understand (Game of Thrones Secrets) Game Of Thrones: 69 Facts about Game Of Thrones you didn't know George R. R. Martin's A Game of Thrones 5-Book Boxed Set (Song of Ice and Fire Series): A Game of Thrones, A Clash of Kings, A Storm of Swords, A Feast for Crows, and A Dance with Dragons The RPG Maker VX Ace Help Guide for Beginners: Tips and Tricks You Can Use For Your Very Own RPG Beckett Collectible Gaming Almanac 2011: A Comprehensive Price Guide to Gaming and Non-sports Cards Beckett Collectible Gaming Almanac 2015: A Comprehensive Price Guide to Gaming and Non-Sports Cards Beckett Collectible Gaming Almanac: A Comprehensive Price Guide to Gaming and Non-Sports Cards, 2013 Edition Surgery Open Heart: A Surgical Nurse Guides You Through Open Heart Surgery (Open Heart Surgery, Aortic Valve / Mitral Valve Replacement, Coronary Artery Bypass, Aortic Aneurysm, Myxoma) Game of Thrones: In Memoriam Winning the Game of Thrones: The Host of Characters and their Agendas Game of Thrones: A Binge Guide to Season 4: An Unofficial Viewer's Guide to HBO's Award-Winning Television Epic Symbols in Game of Thrones: The Deeper Meanings of Animals, Colors, Seasons, Food, and Much More Game of Thrones Psychology: The Mind is Dark

and Full of Terrors It Pays to Win on Defense: A game-based soccer approach to developing highly effective defenders (Game-based Soccer Training) (Volume 2) The Wheel of Time Roleplaying Game (d20 3.0 Fantasy Roleplaying) Home Based Business Escape Plan: How To Make $10,000 Per Month With Your Own Part-Time, Online Lifestyle Business: Home Based Business Ideas (Home Based Business Opportunities) On Thrones of Gold: Three Javanese Shadow Plays Polyamory: The Practical Dater's Guide to the Pursuit and Maintenance of Open Relationships **FREE BONUS BOOK** (Polyamory, Polyamorous, Relationship, ... Polyamory Dating, Open Relationships) Nessus Network Auditing: Jay Beale Open Source Security Series (Jay Beale's Open Source Security)