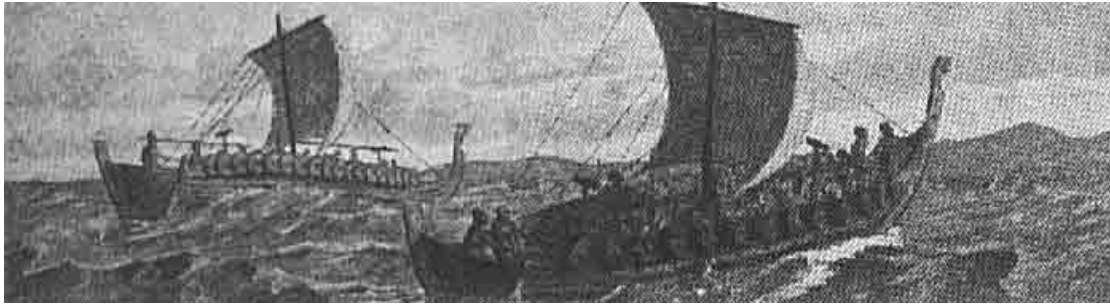


# SAKKO GAMES

PRESENTS:



## VIKINGS RPG

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- Chapter 3: Equipment**
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## Playtesters

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*I would like to thank my good gaming buddies for their support, their input and for helping me playtest the Vikings RPG.*

Trond Arild Bryntesen  
Bjørgulf Haukelidseter  
Ole Kallevik  
Magne Sexe  
Monika Schrøder Solaas

*Thanks for all the good times, my friends! May there be many more.*

## Disclaimer

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Although I, the author of this book, have done extensive research to keep this book as true as possible to Norse history and mythology, this is not a textbook. This is a game rulebook, which needs to be precise and conclusive. That means that in some instances (not all that many though) where the historians and archeologists say, “This is how we believe it were”, I have said “In the Midgard campaign setting, this is how it is”. In other cases I have chosen to simplify things a little, simply because going into full detail would take up a disproportionate amount of space and make things more complicated than they should be for gaming purposes.

As for the Scandinavian mythology and folklore that is the basis for the fantasy elements of the **Vikings** game, there are sometimes different interpretations of the same sagas, and the folklore has often varied from place to place. In such cases, I have

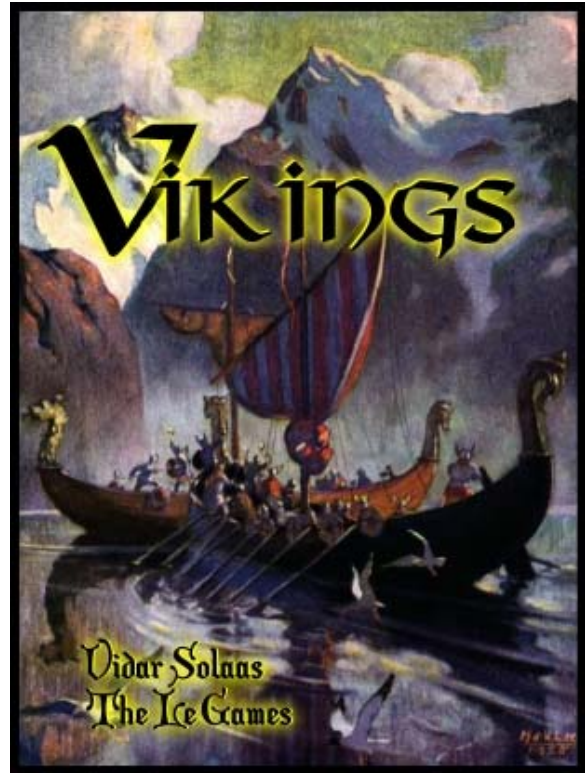
## About the Author

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I was born 1968, in the midst of Viking history, and grew up around boats and ships. I was born and raised in the Avaldsnes skipreid. From the house where I grew up, I could see the site of Harald Fairhair’s hall just across Nordvegen.

At age one I got my first fishing rod, which immediately became my most treasured possession. Although it was only a bamboo stick with a few feet of line and a hook, I spent many a happy summer’s day with it; fishing from my granddad’s boat around Moster. By the time I was ten I had learned to navigate. While in my teens, I earned some extra pocket money by fishing crabs around Laughing Skerrit and Fairhair’s old harbor.

With this background it was probably inevitable that I should become interested in Viking history. At age ten, I was eagerly reading the works of Snorre Sturlason.



had to choose which version is the “true” one for purpose of the Midgard campaign setting. There are also some (but very few) fantastic elements the sagas do not give a sufficient explanation of, which I needed to make up an explanation for in order to make a functional game world suited for a fantasy roleplaying game.

Enjoy!

**Vidar Solaas**

I got hooked on roleplaying games when Dungeons & Dragons 3<sup>rd</sup> edition came out. (Thank you Trond, for introducing me to the game!) It didn’t take long before I started fantasizing about running a Viking campaign, but I figured the rules needed a few small tweaks and adjustments. However, since I was always busy planning the next gaming session or expanding on my homebrew setting, I never got around to making that little set of Viking house rules I wanted.

Finally, when I ended the campaign I’d been running for the last few years and which had gone on into ridiculously high levels (by the end of it, the players were spending more time with Deities & Demi-gods than with the Epic Level Handbook when they got a level up), I told my group I needed a break from DMing. I was simply burnt out.

One of the other guys assumed the DM role and I

got to be a player again. It didn't take too long before I started missing the creative side of roleplaying though, so I figured I could perhaps start to tinker with those Viking rules that I'd had in the back of my mind for so long...

Once I got going, things started to escalate a bit. There was just *so* much cool stuff that could so easily be adapted into an RPG, and I just couldn't leave it out. Eventually, the handful of pages of house rules I had imagined became *this*; 230 pages of Viking RPG. And this is just the beginning!

Today I'm married and have two daughters, two cats and a dog. (I must say a big 'thank you' to my wife for being so patient and understanding during all those nights I've spent working on this project!) We all live happily in the Leirang skipreid, just down the road from old the chieftain's farm. I still love the sea, and go fishing on the Boknafjord whenever I feel the need for some quiet time for myself.

Right now I'm thrilled to finally have completed this book, and I certainly hope you will enjoy it. At last I can start concentrating on writing the next few **Vikings** books!

Vidar Solaas;  
Leirang, March 2007.

## LAST WORDS

Last but not least, I must thank my publisher; The Le from The Le Games, for his support and patience, for helping me find illustrations and for his work as editor of this book. His website is [www.TheLeGames.com](http://www.TheLeGames.com)

You can visit Sakko Games on <http://sakkogames.com/> for more Viking fun. You can reach the author at Vidar@Sakko.no if you have questions about the **Vikings** RPG or want to share tales of your Viking experiences.

To the right: final cover image.

