THE EYE OF ALL-SEEING WONDER

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All Tsolyáni have their astrological charts made at birth and will consult them throughout their lives, before any major decision.

How a character's horoscope influences his destiny, by Patrick Brady

This article provides a system for determining a character's aptitudes and aversions, based on the position of the planets at the time of his or her birth. In game-terms the effect is to make some skills cheaper and others

more expensive. It's my birthday

The Tsolyáni year is divided into twelve months of thirty days each, plus five intercalary days. There is approximately a 1% chance of being born during the intercalary period. If not, roll 1d6 twice to find the month

of birth:

Celestial Harmonics

1st roll 2nd roll Month Hasanpor start of rainy season 1

Shapru 2

1-3 Didom 3 pleasant spring planting Langala 4 Fesru hot (90°F) 5

6 Drengar Firasul dry, very hot (120° F) 1 Pardan 2 Halir harvest festival 4-6 3 Trantor 4 Lesdrim 5 coolest month Dohala 6 The day of the month can be determined by rolling 1d3-1 and multiplying by 10 to give a base of 0, 10 or 20. Then add 1d10, to give a final result ranging from 1-30. Heavenly bodies In astrological terms there are seven planets (even though one is a sun and two are moons) and two "specials" (see opposite) There are two other factors to be considered:

The Heavenly Bodies Tuleng (Tékumel's sun) associated with Hnalla, Lord of Light Uletl associated with Sárku, Lord of Decay

associated with Karakan, Lord of Glorious War

associated with Dlamelish, Mistress of Pleasure

associated with Avanthe the Mother Goddess

associated with Hru'u, Lord of Darkness

associated with Vimuhla the Flame God

The Ascendant: The point where the plane of the ecliptic intersects the horizon in the East. Theologically associated with Ksarul. Treat as a planet for positional purposes. In an alignment it doubles the effect of a

Gayel

Conjunction (0°, orb of 5°)

Opposition (180°, orb of 5°)

The Grand Square (90°, orb of 2°)

The Grand Trine (120°, orb of 4°)

Square (90°, orb of 2°)

Major Forms

(A chart with two Oppositions may form a Grand Square; see below.)

Squares on a chart constitute a Grand Square; see below.)

also gives aptitudes -5% and aversions +5% in all other cases.

Dead. Its specific effects are: Navigation apt -20%, Shield apt -15%,

+10%.

Riruchel

Shichel

Ziruna

Kashi

planet.

this system the Mid-Heaven will be inaccurate because I have made no allowance for precise birthplace.) Treat as a planet for positional purposes. In an alignment it multiplies planetary effect by x1.5. Conjunction of the Spheres

The position of the planets at the time of the character's birth is determined randomly. (Devising a computer

program to calculate these data accurately is left as an exercise for the interested reader!)

The Mid-Heaven: The point where the plane of the ecliptic intersects the meridian of the birthplace. (In

Referring to the diagram on the natal chart, first roll 1-4 (d6, rerolling 5 or 6) to give a position in the range 10-900, 910-1800, etc. Then roll 1-90 (percentile dice, rerolling 91-00) to give the exact position. Mark the position of the planet on the chart. Repeat for each planet and also for the Ascendant and the Mid-Heaven. Planetary alignments Planets are only influential if they fall in certain alignments. (Remember that the Ascendant and Mid-Heaven count as planets too.) Some texts give huge numbers of possible combinations; the principal ones are explained below. The aptitudes (apt) and aversions (avr) refer to a reduction or increase in the improvement points required to increase a skill that falls under the influence of important planetary alignments.

If two planets are close together (within 5°) they are in Conjunction. This gives aptitudes -20%, aversions

If two planets are 180° apart (within 5°) they are in Opposition. This gives aptitudes -10%, aversions +20%.

If two planets are 90° apart (within 2°) they are in Square. This gives aptitudes -10%, aversions +10%. (Two

The major forms are unusual combinations of positions. They are normally simple geometric shapes and often have theological implications. The major forms also impose their own aptitudes and aversions as if they were planets in themselves. This is because they are the footprints of the gods.

A square with a planet at each corner (within 2° each way). The Grand Square is a sign of the influence of

Thúmis, God of Scholars. Its specific effects are: Research apt -20%, Science apt -10%, Brawling avr +20%. It

Three planets in an equilateral triangle. This is a sign of the influence of Belkhanu, Lord of the Lands of the

2H Sword avr +20%, Thrown Weapon avr +10%. It also gives aptitudes -5% and aversions +4% in all other

A triangle where two of the planets are in Opposition and the third is at 90° to them (within 2° either way). It gives aptitudes -3%, aversions -5%. The T Square is a sign of the influence of the Cohort of the deity whose planet is perpendicular to the Opposition, and it has specific effects according to the Cohort in question:

Dra (Tuleng)

Durritlamish (Uletl)

Chegarra (Riruchel)

Chiteng (Kashi)

Making the chart

Date

22nd Hasanpor

25th-27th Pardan

1st-10th Halir

15th Halir

29th Halir

30th Halir

20th Trantor

29th Lesdrim

Chart emphasis

Interpretation

Riruchel

Shichel

Ziruna

Gavel

Kashi

Prediction

Planet

Tuleng

Uletl

spirit (Baletl)

body (Bakte)

unconscious (Chusetl)

subconscious (Pedhetl)

society

as modifiers to specific skills on that day.

D6 Roll

1

3

4

5

6

1

2

3

4

5

6

1

2

3

5

5

6

1

2

3

1

2

3

4

5

6

Planetary Qualities Table

Intercalary Days

14th Shapru

3rd Didom

planet involved once for aptitude and once for aversion.

The T Square

cases.

Dilinala (Shichel) Cooking apt -20% and Sex Appeal avr +15% Wuru (Ziruna) Poisons apt -15% and Axe/Mace avr +20% Hrihayal (Gayel) Gambling apt -20% and Strategy avr +15%

Interrogation apt -15% and Diplomacy avr +15%

Axe apt -15%, Strategy apt -5% and Poisons avr +15%

Singing apt -10% and Running avr +10%

Alertness apt -10% and Bard avr +20%

skills. The aptitudes and aversions are cumulative. It is quite possible for effects to cancel out. **Festivals**

Effects on Chart

Any Gayel x1.5

History apt -10%

Kashi apt -10%

Any Tuleng x1.5

Shichel avr x2

Any Kashi x1.5

Any Uletl x1.5

Any Riruchel x1.5

Tuleng avr +5%

(Referee's discretion)

Shichel apt -10% avr +5%

If the character was born on a festival day this will modify the effects of certain planets in the chart:

Festival

Feast of Murupoi

Descent of the Flame

Festival of Lights

Harvest Festival

Renewed Enclosure

Incineration of Remains

Perpetuation of the Soil

Cutting of the Silk

Feast of Akana

on the natal chart; this is considered a general influence on the personality.

Traditionally, Oppositions are signs of conflict whereas Conjunctions represent synthesis.

All Souls Day

Check the natal chart for alignments. For any that occur, roll twice on the Planetary Qualities table for each

Example: A Conjunction of Tuleng and Riruchel gives aptitudes for Tracking and Leadership, aversions for

Disguise and Acting. As it is a Conjunction, the aptitudes are -20% and the aversions +10% to the cost of those

For example, a man with Riruchel and Shichel in Opposition would be described as being caught between Karakan and Avanthe, his aggressive and protective instincts being in conflict. This could also be seen as a conflict between the individual and society. On the other hand, a man with Tuleng and Kashi in Conjunction would be a product of Vimuhla and Hnalla, his background and Pedhetl both driving him in the same direction. **Planet** Association Stability Change reliable restless Tuleng family Uletl mind (Hlakme) quiet moody

The system described above is for preparing natal charts, but the same rules can be used to determine the

Aptitude

Detect Lies

Performance

Tracking

Naturalist

Navigation

Astrology

Theology

History

Archaeology

Occultism

Shadowing

Leadership

Brawling

Charage

Sword

Sport

Falconry

Area Knowledge

Administration

Teaching

Cooking

Diplomacy

Savoir-Faire

Shadowing

Dancing

Diagnosis

Sex Appeal

Fast Talk

Gambling

Carousing

Bard

Erotica (hobby)

Ancient Language

astrological influences in force on any given day. The aptitude and aversion percentages are then interpreted

cohesive

nurturing

sensitive

open

brave

inventive

intuitive

aggressive

lusty

Aversion

Shadowing

Camouflage

Disguise

Fast Talk

Stealth

Acting

Bard

Running

Seamanship

Carousing

Leadership

Shadowing

Diplomacy

Intrigue

Stealth

2H Sword

Armouring

Running

Acrobatics

Climbing

Lockpicking

Administration

Navigation

Leadership

Administration

Detect Lies

Writing

Running

Armouring

Archaeology

Poisons

Disguise

Acting

Survival

affectionate

Traditionally the circle of the heavens is split into two halves, one associated with the Tlokiriqaluyal (0° to 180°) and one with the Tlomitlanyal (180° to 360°). Count the number of planets in these areas and note it

Shichel

Ziruna

Gayel

Riruchel

Meteorology Sculpting 4 Tracking History 5 Stealth Research

Kashi Fast Draw Shield 1 2 Handed Sword Fishing 2 Performance Diplomacy 3 Fast Talk Alertness 4 Brawling Stealth 5 Blacksmith

In a culture that accepts astrology as true, it is. Clans will allocate training and employment on the basis of a

person's horoscope, waiting expectantly for the predicted qualities to emerge. **Astrological Chart** [Return to Top]

An alternative explanation

Astrological Chart [click to enlarge]