

34 Astrologer (Ver 1.0)

The celestial bodies have a definite, if not entirely understood, effect upon the lives of the inhabitants of a DragonQuest world. These Great Powers seem to impose predestination upon all but the strong-willed, and determine the aspect of each being. The Sun, the Moon, and the Planets regularly cause perturbations in the flow of mana; the mighty Stars affect a world across the vast reaches of space by their positions relative to it. The study of the purpose and method of the Powers is the science of astrology.

An astrologer's main talent is a limited ability to predict and shape the future. An astrologer will be able to make clear, general assertions, but will only be able to give obscure clues when asked for specific details.

34.1 Restrictions

An astrologer must be able to read and write in one language at Rank 8 if they wish to advance beyond Rank 0.

An astrologer may not make a general prediction or ask a specific question concerning only themselves.

One must consult another astrologer in these weighty matters.

An astrologer may only try once to answer a particular question or to forecast the outcome of an event.

Once an astrologer has made a reading (i.e. a determination about the future), they may not seek to change or influence the reading through their art. Other astrologers who attempt to read the same future will receive the same information that the first astrologer did. A second astrologer may, however, receive some clarification about the first's reading.

The results of a reading will affect the pertinent course of events.

The GM is expected to modify the outcome of an adventure or happening in their world to conform with a determination made by an astrologer or by an astrologer at the behest of a character. The determination does not preclude the characters' actions from affecting the outcome of the adventure or event: to the contrary, the GM must interpret the reading as they see fit, and alter a few of the random dice-rolls engendered by the characters' actions accordingly.

A prophecy cannot be avoided by the affected character(s) changing their plans. The doom (which may be good) will follow them to the undertaking they substitute for that which was predicted. However, if a character asks a specific question predicated upon a given action, the prophecy will not come to pass unless and until that action is taken.

34.2 Benefits

An astrologer's Rank determines how many beings they can directly affect with a single prediction.

A being is directly affected by an astrologer's art when the GM modifies the result of an action taken by the being due to a prophecy.

An astrologer can directly affect up to $(5 + 10 \times \text{Rank})$ beings with a single prophecy. If an astrologer attempts a prediction which would directly affect more beings than their Rank allows, they receive no answer.

An astrologer may make (and possibly modify) a general prediction during a reading.

When an astrologer wishes to make a general prediction about a particular venture or being, the player (or the GM) actually uses a divinatory technique at their disposal. Such a technique could be reading the tarot, casting the I Ching, or any mutually agreed upon method.

The result of the divination becomes the astrologer's prediction. If the astrologer does not wish to make

the prediction, they may immediately attempt to change it. The GM rolls percentile dice, and if the roll is less than or equal to $(5 \times \text{Willpower} + 4 \times \text{Rank} - 30)$, the astrologer makes a second divination (which may not be changed). If the roll is greater than the success percentage, the astrologer is stuck with their first prediction.

An astrologer may seek to answer up to Rank specific questions per month.

When a being poses a specific question to an astrologer willing to attempt an answer, the GM rolls percentile dice. If the roll is equal to or less than $(6 \times \text{Astrologer's Rank} + 4 \times \text{Astrologer's Perception})$, the astrologer is able to give a correct answer. If the roll is greater than the success percentage, they mutter meaningless gibberish.

All answers given to specific questions must be, at the very least, obscure. The GM may respond with cryptic poetry, much like the Oracle at Delphi, or may choose to have the astrologer supply a riddle (though the Player of the astrologer does not know the answer themselves).

An astrologer can determine the aspect of a being after observing them.

After an astrologer has spent $(60 - \text{Astrologer's Rank})$ consecutive minutes observing a being, the GM informs the astrologer of the being's aspect.

An astrologer expends Fatigue points when practicing their art.

Action	Fatigue
Make general prediction	10
Try to change general prediction	10
Try to answer specific question	17
Determine being's aspect	5