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Celestial Harmonics

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

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

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:

1st roll	2nd roll	Month	
	1	Hasanpor	start of rainy season
	2	Shapru	
1-3	3	Didom	
	4	Langala	pleasant spring planting
	5	Fesru	hot (90°F)
	6	Drengar	
	1	Firasul	dry, very hot (120° F)
	2	Pardan	
4-6	3	Halir	harvest festival
	4	Trantor	
	5	Lesdrim	
	6	Dohala	coolest month

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 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 planet.

The Heavenly Bodies	
Tuleng (Tékumel's sun)	associated with Hnalla, Lord of Light
Uletl	associated with Sárku, Lord of Decay
Riruchel	associated with Karakan, Lord of Glorious War
Shichel	associated with Avanthé the Mother Goddess
Ziruna	associated with Hru'u, Lord of Darkness
Gayel	associated with Dlamelish, Mistress of Pleasure
Kashi	associated with Vimuhla the Flame God

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

Referring to the diagram on the natal chart, first roll 1-4 (d6, rerolling 5 or 6) to give a position in the range 1°-90°, 91°-180°, 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.

Conjunction (0°, orb of 5°)

If two planets are close together (within 5°) they are in Conjunction. This gives aptitudes -20%, aversions +10%.

Opposition (180°, orb of 5°)

If two planets are 180° apart (within 5°) they are in Opposition. This gives aptitudes -10%, aversions +20%. (A chart with two Oppositions may form a Grand Square; see below.)

Square (90°, orb of 2°)

If two planets are 90° apart (within 2°) they are in Square. This gives aptitudes -10%, aversions +10%. (Two Squares on a chart constitute a Grand Square; see below.)

Major Forms

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.

The Grand Square (90°, orb of 2°)

A square with a planet at each corner (within 2° each way). The Grand Square is a sign of the influence of Thûmis, God of Scholars. Its specific effects are: Research apt -20%, Science apt -10%, Brawling avr +20%. It also gives aptitudes -5% and aversions +5% in all other cases.

The Grand Trine (120°, orb of 4°)

Three planets in an equilateral triangle. This is a sign of the influence of Belkhanu, Lord of the Lands of the Dead. Its specific effects are: Navigation apt -20%, Shield apt -15%, 2H Sword avr +20%, Thrown Weapon avr +10%. It also gives aptitudes -5% and aversions +4% in all other cases.

The T Square

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)	Singing apt -10% and Running avr +10%
Durritlamish (Uletl)	Alertness apt -10% and Bard avr +20%
Chegarra (Riruchel)	Axe apt -15%, Strategy apt -5% and Poisons avr +15%
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%
Chiteng (Kashi)	Interrogation apt -15% and Diplomacy avr +15%

Making the chart

Check the natal chart for alignments. For any that occur, roll twice on the Planetary Qualities table for each planet involved once for aptitude and once for aversion.

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 skills.

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

Festivals

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

Date	Festival	Effects on Chart
22nd Hasanpor	Feast of Murupoi	Any Gayel x1.5
14th Shapru	All Souls Day	History apt -10%
3rd Didom	Descent of the Flame	Kashi apt -10%
25th-27th Pardan	Festival of Lights	Any Tuleng x1.5
1st-10th Halir	Harvest Festival	Shichel apt -10% avr +5%
15th Halir	Renewed Enclosure	Shichel avr x2
29th Halir	Incineration of Remains	Any Kashi x1.5
30th Halir	Perpetuation of the Soil	Any Uletl x1.5
20th Trantor	Cutting of the Silk	Any Riruchel x1.5
29th Lesdrim	Feast of Akana	Tuleng avr +5%
Intercalary Days		(Referee's discretion)

Chart emphasis

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

Interpretation

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

For example, a man with Riruchel and Shichel in Opposition would be described as being caught between Karakan and Avanthé, 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
Tuleng	family	reliable	restless
Uletl	mind (Hlakme)	quiet	moody
Riruchel	spirit (Baletl)	cohesive	inventive
Shichel	society	nurturing	affectionate
Ziruna	unconscious (Chusetl)	open	intuitive
Gayel	body (Bakte)	sensitive	lusty
Kashi	subconscious (Pedhetl)	brave	aggressive

Prediction

The system described above is for preparing natal charts, but the same rules can be used to determine the astrological influences in force on any given day. The aptitude and aversion percentages are then interpreted as modifiers to specific skills on that day.

Planetary Qualities Table			
Planet	D6 Roll	Aptitude	Aversion
Tuleng	1	Detect Lies	Shadowing
	2	Performance	Camouflage
	3	Tracking	Disguise
	4	Naturalist	Fast Talk
	5	Navigation	Stealth
	6	Astrology	Acting
Uletl	1	Ancient Language	Bard
	2	Theology	Running
	3	History	Seamanship
	4	Archaeology	Carousing
	5	Occultism	Leadership
	6	Shadowing	Survival
Riruchel	1	Leadership	Shadowing
	2	Brawling	Disguise
	3	Charge	Acting
	4	Sword	Diplomacy
	5	Sport	Intrigue
	6	Falconry	Stealth
Shichel	1	Area Knowledge	2H Sword
	2	Administration	Armouring
	3	Teaching	Running
	4	Cooking	Acrobatics
	5	Diplomacy	Climbing
	6	Savoir-Faire	Lockpicking
Ziruna	1	Shadowing	Administration
	2	Dancing	Navigation
	3	Diagnosis	Leadership
	4	Meteorology	Sculpting
	5	Tracking	History
	6	Stealth	Research
Gayel	1	Sex Appeal	Administration
	2	Fast Talk	Detect Lies
	3	Gambling	Writing
	4	Erotica (hobby)	Running
	5	Carousing	Armouring
	6	Bard	Archaeology
Kashi	1	Fast Draw	Shield
	2	2 Handed Sword	Fishing
	3	Performance	Diplomacy
	4	Alertness	Fast Talk
	5	Brawling	Stealth
	6	Blacksmith	Poisons

An alternative explanation

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



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Astrological Chart

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