

SEER DELIGHT

A short guide to becoming a Mystic



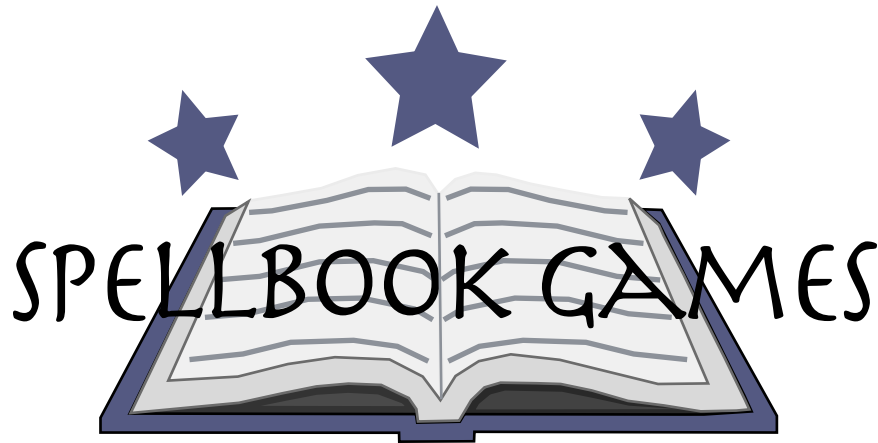
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THE SEER

From time to time, adventurers have good reasons to consult seers and soothsayers, whether in jest or in earnest. This category includes swami's, user's of crystal balls, tarot and other card readers, palmists, horoscope calculators, readers of tea leaves, casters of rune stones, entrail readers, knuckle bone throwers, Ouija Board operators, dream interpreters, meditation practioner, smokers of hallucinogens, spirit channelers or binders, imp summoners, diviners, and the like. A seer can easily be a quest hook entirely controlled by the Game Master or an inconsistent source of information whose answers are based on nothing but random guesswork. No two seers are the same and this product will give you everything you need to generate any number of possible seers, and the sometimes-dubious wisdom they impart.

The characteristic statistics of seers are Intelligence GTET 18, Will GTET 16, and Wisdom Greater Than or Equal To 16; female seers also have Beauty statistics either GTET 16 or Less Than or Equal To 8. Most seers are simply competent at performing the manipulations that go with their chosen fortune telling means and are good at picking up clues about what the customer wants to hear, but an individual has the genuine talent of a seer when the sum of $1d100 + \text{Will} + \text{Wisdom}$ is GTET 128.

The talents of true seers are known to be inconsistent and their individual strengths variable. An individual's skill as a seer is given by a 1d100 roll: (01-50) 1, (51-80) 2, (81-92) 3, (93-98) 4, (99-100) 5. A true seer simply sees the answer to a question on 1d100 rolls GTET $100 - [10 * \text{Skill}]$

The tables below may still provide guidance and inspiration for a ‘true’ reading; when a seer speaks truly about an event in the future the GM should apply a +30% modifier to any roll or situation that might apply in favor of the seer’s predicted outcome for the $1d6*1d12*1d20$ days following the prediction; depending on the prediction, this may not necessarily be in the favor of the person about whom the prediction was made.

Individuals with no genuine seer’s ability (e.g. just faking it) have manipulative (method) skills as given by a $1d100$ roll: (01-44) 1, (45-75) 2, (76-90) 3, (91-97) 4, (98-100) 5. The faker uses the outward trappings of divination to disguise a magical means of divination (e.g. Legend Lore or similar spell) on $1d100$ rolls $GTET\ 115-[Intelligence]-[Level]$. An individual believes the faker’s fortune on $1d100$ rolls $GTET\ 35+(3*Intelligence)$; when the affected person believes in the fortune apply a +20% modifier to any roll or situation where the individual’s belief could influence the outcome in favor of the seer’s prediction for the $1d6*1d10*1d12$ days following the prediction (again, this could be an outcome against the individual).

Representative costs for fortune readings are: (faker) $Skill*1d6*2\ sp$, (true) $Skill*1d8*5\ sp$. Add $1d20\ cp$ if the question is considered more difficult than usual. The following tables give guidance for generating a faker’s answer, depending on the general category of the question (all rolls are $1d100$ unless otherwise noted):

General YES or NO	
(01-43)	Yes
(44-98)	No
(99-100)	Answer cannot be seen

Will we find/obtain the (____)?	
(01-22)	Yes, with ease
(23-30)	No, it has been moved
(31-36)	Yes, in the hidden room
(37-48)	No, it has been hidden
(49-55)	Yes, hidden in furniture
(56-62)	No, your directions are false
(63-76)	Yes, inside the tomb
(77-84)	No, the spell holds
(85-92)	Yes, after breaking the spell
(93-100)	No, the guardian is too powerful

Will the (____) expedition be successful (obtain the mission goal)?	
(01-21)	Yes, with ease
(22-29)	Yes, with injuries
(30-32)	Yes, gain of unexpected treasure
(33)	Yes, with gain of an important ally
(34-35)	Yes, with the help you meet on the way
(36-39)	Yes, with deaths
(40)	Yes, however darker forces will awaken
(41-42)	Yes, however no treasure results
(43)	Yes, however you will lose the (____)
(44-46)	Yes, but one becomes a prisoner
(47-48)	Yes, but Thieves take it later
(49)	Yes, but you cannot return here
(50)	Yes, but the place is destroyed
(51-66)	No, the (____) is already gone
(67-69)	No, you see the (____) but cannot touch it
(70-72)	No, injuries force you to turn back
(73-77)	No, deaths force you to turn back
(78-81)	No, weather prevents your arrival
(82-83)	No, you cannot cross the (____)
(84-88)	No, your foes have hidden allies
(89)	No, you are betrayed by a friend
(90)	No, hidden watchers call the alert
(91-94)	No, your foes are more powerful than you think
(95)	No, you do not find the hidden way
(96)	No, your magic fails at the critical time
(97-100)	No, all die (or are taken prisoner)

Will anyone die if we go into/to the (_____)?	
(01-05)	Yes, soon after arriving
(06-07)	No deaths, but horrible curses
(08-14)	Yes, one to a trap
(08-14)	No deaths, but disease
(15-27)	Yes, more than one to a monster
(29-36)	No deaths, but poison
(37-61)	One becomes as stone
(62-72)	No deaths, but one is transformed
(73-77)	Two enter into un-death
(78-84)	No deaths, but several are paralyzed
(85-86)	One is absorbed
(87-89)	No deaths, but one is sent far away
(90-94)	Two are lost to a spell
(95-100)	There are no major threats


Is (_____) currently alive?	
(01-38)	Yes
(39-70)	No
(71-76)	Yes, living in disguise
(77-78)	Has entered un-death
(79-82)	Yes, has moved away
(83)	Yes, has moved to another Plane
(84-88)	Their life is suspended
(89-91)	Yes, they are in another's body
(92-95)	They are sleeping
(96-97)	Yes, they are in a creature's body
(98-100)	They are stone

Where can (_____) be found?	
(01-02)	Aristocrat's Manor
(03-04)	Barrier Island
(05-07)	Castle
(08-10)	Cave
(11-13)	City
(14-17)	Desert
(18-21)	Dungeon
(22-23)	Forest
(24-25)	Fortress
(26)	Gallery
(27-28)	Glacier
(29-31)	Graveyard
(32-32)	Jungle
(33)	Ice Wilderness
(34)	Lagoon
(35-36)	Lake
(37-39)	Marsh or Swamp
(40-41)	Mine
(42-43)	Moor
(44-45)	Mountain Peak
(46-48)	Ocean Island
(49-50)	Palace
(51-54)	Prairie or Plains
(55-56)	River
(57-60)	Ruin
(61)	School
(62-63)	Sea Coast
(64-65)	Shipwreck
(66-67)	Temple (active)
(68)	Temple Ruin
(69-72)	Tomb
(73-74)	Tower
(75)	Treasury
(76-79)	Underwater
(80-81)	Valley
(82-85)	Village
(86-88)	Volcano
(89-100)	Wilderness

How far is it?	
(01-07)	< 1 day
(08-16)	1-2 days
(17-35)	3-5 days
(36-60)	6-10 days
(61-70)	11-20 days
(71-77)	21-30 days
(76-84)	31-40 days
(85-93)	41-50 days
(94-97)	51-100 days
(98-100)	> 100 days

In what direction is it?	
(01-12)	North
(13-24)	Northeast
(25-36)	East
(37-48)	Southeast
(49-60)	South
(61-72)	Southwest
(73-84)	West
(85-96)	Northwest
(97)	Upward
(98)	Downward
(99-100)	Another Plane

What is it guarded by?	
(01-07)	None
(08-22)	Curse
(23-29)	Disease
(30-40)	Force Field
(41-52)	Hidden
(53-70)	Magic
(71-84)	Monsters
(85-88)	Quicksand
(89-95)	Traps
(96-100)	Roll Twice



If guarded by monsters, what kind? (roll 2d20)	
(2)	Basilisk
(3)	Bears
(4)	Canines
(5)	Centaur
(6)	Cyclops
(7)	Dragon
(8)	Dwarves
(9)	Elementals
(10)	Elves
(11)	Fighting Men
(12)	Ghouls
(13)	Giant
(14)	Goblins
(15)	Griffon
(16)	Harpies
(17)	Hippogriff
(18)	Hydra
(19)	Insects (giant)
(20)	Lions
(21)	Manticore
(22)	Minotaur
(23)	Monks
(24)	Mummy
(25-26)	Ogre
(27)	Priests
(28)	Shaman
(29)	Skeletons
(30)	Snakes (giant)
(31)	Sphinx
(32)	Spiders (giant)
(33)	Tigers
(34-35)	Troll
(36)	Vampires
(37)	Wizard
(38)	Wolves
(39)	Worm
(40)	Zombies

TO PICK AMONG SEVERAL OPTIONS

Two options	
(01-30)	Pick #1
(31-75)	Pick #2
(76-90)	Both are good
(91-97)	Both are bad
(98-100)	Something unexpected will occur

Three options	
(01-20)	Pick #1
(21-40)	Pick #2
(41-58)	Pick #3
(59-62)	All are good
(63-67)	All are bad
(68-75)	Avoid #1
(76-85)	Avoid #2
(86-97)	Avoid #3
(98-100)	There will be another unexpected choice

Four options	
(01-16)	Pick #1
(17-31)	Pick #2
(32-46)	Pick #3
(47-60)	Pick #4
(61-65)	All are good
(66-71)	All are bad
(72-73)	Avoid #1
(74-75)	Avoid #2
(76-77)	Avoid #3
(78-79)	Avoid #4
(80-82)	#1 & #2 good
(83-85)	#2 & #3 good
(86-88)	#3 & #4 good
(89-91)	#1 & #3 good
(92-94)	#1 & #4 good
(95-97)	#2 & #4 good
(98-100)	There will be another unexpected choice

When a player plays the role of a Fortune Teller, the player may write or role-play the contents of the 'fortunes' their character reads, or may use the tables in this article to generate a predication. The non-player character to whom the fortune is given accepts that the PC is a genuine fortune teller (takes the fortune seriously) on 1d100 rolls GTET 40 plus any applicable modifiers from the list below. The NPC 'believes' the prediction on 1d100 rolls GTET 60 when they take the fortune teller seriously, otherwise a roll GTET 85 is required. A player can make a number of gold pieces per day equal to 1d6*1/20th their total modifier from the following list. Also per day a character can find out from his clients 1d4-2 interesting rumors or pieces of information.

Roll Modifiers for Success as a Fortune Teller

Player's Skill with implements (crystal ball, tarot cards, palm, rune stones)	+Skill*4
Similar Skills (Player has related skills, like hypnosis)	+Skill*2
Make Book (Player has reputation of always getting it right)	+ 15
Mystic Skill (Player employs actual spells or enchanted items in their act)	+ 15
Extensive Advertising	+ 10
Mind over Matter (Player has telepathy or empathic reading ability)	+ 10
Player's Beauty (Charisma) 2-6, female only	+ 10
Set the Mood (Player employs lights, smoke, music, etc. to enhance their act)	+ 10
Superstar (Player has the trappings of immense wealth)	+ 10
Swami (Player is thought to rarely be wrong)	+ 10
Coincidence (Prediction has high degree of overlap with subject)	+ 8
Good Intell (Player has extensive research data on the subject)	+ 8
Place of Business is Ostentatious, Superior Quality Materials	+ 8
NPC Wisdom 7 – 12	+ 6
Place of Business is Showy, High Quality Materials	+ 5
Some Advertising	+ 5
Player's Beauty (Charisma) 21+	+ 4
Reaching for Success (Player appears to be prosperous)	+ 4
Good Guesser (Player is thought to be right more often than wrong)	+ 3
Player's Beauty (Charisma) 17 – 20	+ 2
Place of Business is Professional, Good Quality Materials	+ 1
Player's Beauty (Charisma) 13 – 16	+1
NPC Wisdom 13 – 16	- 1
Great Unknown (Player is new to the area or business, no ones knows them)	- 2
Minimal Advertising	- 3
NPC Wisdom 17 – 20	- 3
Place of Business is Meager, Moderate Quality Materials	- 3
Player's Beauty (Charisma) 7 – 12	- 4
NPC Wisdom 21+	- 5
Hit or Miss (Player is thought to be wrong more often than right)	- 6
Down on their Luck (Player appears to be of modest means)	- 7
Place of Business is Shabby, Poor Quality Materials	- 8
Incredulous (prediction has very low degree of overlap with subject)	- 10
Long Shot (Player is thought to rarely be right)	- 15
No Trappings of Success (Player appears poor to very poor)	- 15
Bum's Rap (Player is widely viewed as incompetent or faking)	- 25