

# Astrology and Character Creation

For use with the Wayfarers Roleplaying Game  
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The potentials and futures of all living things are recorded in the movement of the myriad stars and planets through the firmament. Sages and scholars debate endlessly over the minutia of making predictions based on the position of heavenly bodies during birth and their portents, but the truth is so complex no human science could ever codify it. Still, some generalizations can be inferred from this ancient wisdom.

Each player rolls 1d12 for his sign, 1d12 for his house, and 1d10 for his planet. This affects his future and interaction with others.

## Planet

A character's ruling planet influences a character's destiny, what station in life they aspire to, and the means they will use to get there. The GM is encouraged to work the noted associations into encounters or prophecies involving the character. Characters receive a 5 point discount on the noted Discipline at Grade I. This may make some Disciplines, such as Blindfighting or Savant, free. This discount is one time only, and confers no reduction in the cost of increasing grade or circle at any future time.

- 1: Sun- Rulership, Power- Resilience
- 2: Moon- Blood, The Sea- Blindfighting
- 3: Mercury- Change, Travel- Counterattack
- 4: Venus- Love, Serenity- Savant
- 5: Mars- War, Athletics- Weapon Mastery
- 6: Jupiter- Luck, Beasts- Ritual Magic Potential
- 7: Saturn- Knowledge, Nature- Hermetic Magic Potential
- 8: Uranus- Flight, Revolution- Hedge Magic Potential
- 9: Neptune- Belief, Seclusion- Faith Magic Potential
- 10: Pluto- Wealth, Subterfuge- Backstab

## Sign

A character's astrological sign influences their personal temperament. Though these traits are hardly universal among individual sign-bearers, they are true more often than not. Sign provides a possible role-playing guideline for players and a useful method for creating associations for Non-player characters. While a system of good and bad compatibilities providing modifiers to social skills could have been implemented, the author felt that this would be masochistic not only to write, but to implement.

- 1: Aries- Headstrong
- 2: Gemini- Adaptable
- 3: Leo- Brave
- 4: Libra- Diplomatic
- 5: Sagittarius- Genuine
- 6: Aquarius- Rational
- 7: Taurus- Reliable
- 8: Cancer- Protective
- 9: Virgo- Perfectionist
- 10: Scorpio- Emotional
- 11: Capricorn- Disciplined
- 12: Pisces- Poetic

## House

House influences a character's personal, day-to-day life. As such, individuals with a particular sign can start with Grade II at skill level 1 in the noted proficiency. Their maximum grade is still capped by their level in all future spending of proficiency points.

- 1: Personal- Performance
- 2: Resources- Engineering
- 3: Communications- Inspire
- 4: Home and Family- Healing
- 5: Creativity- Artistic Skill
- 6: Daily Routine- Trade Skill
- 7: One-to-One Relationships- Contacts
- 8: Mysteries- Any Knowledge/Ancient History
- 9: Far Distances- Seamanship
- 10: Career and Reputation- Leadership
- 11: Friends and Acquaintances- Persuasion
- 12: Thoughts- Perception

