Astromancer

Role-playing in the English Civil War

Contents

Chapter 4 Astromancy...27

Appendix A – Character Sheet 35

Preface

I have used the following ingredients from the second RPGnet challenge to create this game: -

Talking Animals, Alternative History, Unique Style of Magic and Astrological Signs.

The game is partially inspired by the Dark Materials Trilogy books by Phillip Pullman in that the souls of the characters in the game are talking animals that maintain their form after the age of twelve. I have added my own twists to the setting making it set in an alternative Civil War era with magic based on astrological signs. The Civil War era has not been well covered by traditional RPGs and is a period of history that has a rich vein that can be mined.

Characters in the game are Astromancers who are involved in the Civil War, normally on the side of the Royalists, though it is possible that players can play Astromancers on the side of the Parliamentarians.

Throughout the rules I have coloured important rules and tables in a tan and orange to ensure that they stand out. Examples of the rules are given in light yellow boxes to try and ensure that the rules can be clearly understood.

The cover artwork was drawn by the fabulous Storn Cook in this RPG and is used under the creative commons license.

Chapter 1   Setting

The Freedom of the Soul

The whole history of the world changed with the discovery of Farocca by Francis Drake (Aquarius) on his voyages of discovery to the New World in 1577. Drake met the Native Americans on the eastern seaboard of what is now known as Maine. The Native Americans greeted Drake and he was surprised to see that each of his hosts had an animal beside him. They gestured for him to join them in peace and invited him to smoke the Farocca plant with them. As he smoked the sweet scented weed, Drake found himself going dizzy and something pulling out of him. Drake's crew drew their pistols on the natives, but they sat calmly awaiting the completion of the transformation as an Albatross came from within Drake and began circling around him. To the astonishment of his crew the Albatross spoke to them as Drake awakened.

"I Roshov, the soul of Drake have at long been freed," it said aloud.

The remainder of his crew partook of the weed and freed their own souls, each with their own animal soul that reflected their inner being. The souls formed the subconscious of the people they came from and the inner voice would often speak and give them advice.

When they returned to England in 1578, Drake brought the Farocca plant to Queen Elizabeth I (Virgo) and after he had demonstrated the effects on a servant, the Queen also smoked the weed. The Queen's soul emerged as a monkey, something rarely seen in Britain. From there many of the upper classes wanted to free their souls, and a trade from the new world was soon built up in amongst ships of Britain.

The Discovery of Astromancy

In 1585 an English astrologer by the name of Sir Joshua Hempleman discovered the predictive works of the French apothecary Michel de Nostradamus, and noted one particular prediction that the Frenchman had made. The omnibus edition of Nostradumus quatrains published in 1568 contained the words (as translated from the original).

"And so the knowledge of the heavens will come to bear upon the people of the Earth once they have been freed, and all that embrace this shall have great power."

Sir Joshua who had freed his soul some years earlier took this to mean that the freeing of people's souls using Farocca would open them to Astrological power. He began experimenting and using his own charts he was able to use it to perform extra-ordinary things. Further research showed that different people had different abilities and Sir Joshua was able to correlate this to the person's birth sign. Sir Joshua spent the next two years documenting his discovery and presented his findings to the Queen.

The Spanish Armada

In 1588 Phillip II of Spain angry at the policies of the English Queen Elizabeth decided to launch a massive invasion of England with one of the largest fleets of ships ever-assembled containing over 8000 sailors. The fleet arrived near Plymouth on the English coast and was met by the English fleet under Charles Howard, Earl of Nottingham, and Sir Francis Drake. The English sailors however had been prepared and those trained as Astromancers in the water and air signs whipped up a storm, sinking much of the Spanish fleet.

The Papal Blessing

More and more nobility freed their souls and over time many of the enlightened thinkers and even the Church theologians began to experiment with the new found freedom. The knowledge of Astromancy spread through Europe. The Pope issued a Papal Bull declaring that the abilities were a gift from God and stating that by revealing their soul a person could show their true faith. The blessing of the Pope gave rise to more of the nobility using the Farocca, which was still an expensive commodity. Indeed even the Pope Sixtus V took forth and smoked the Farocca, freeing his soul as a Hermit Crab.

Issues of Separation

It soon became apparent that if the animal soul was killed before the body, then only a zombie like husk was left of the person that behaved in a cruel animalistic way. If the body was killed then usually the soul would dissipate but occasionally the animal soul would hang around and essentially haunt the area of the person's death.

King James I concerned with the problem of the Unsouled people who roamed the countryside after the death of their soul formed a special force called the Knights of True Death. The Knights travelled the country hunting down the Unsouled from reports given to them by the local people. A very of the Knights of True Death still exists today during the war, but most of them have chosen to stay neutral in the fight.

The Rise of Puritanism

A number of Puritans in England and Germany proclaimed that if God had meant to separate our soul then Jesus would have instructed us so. The Puritan objections increased in numbers through the later part of the reign of King James I and by the time that his son came to the throne they were a force to be reckoned with in Parliament.

King Charles I (a Swan) ascended the throne in 1625 and immediately set upon a path of united England, Ireland and Scotland making one United Kingdom. Those with a separated soul would rule this Kingdom, as they were closer to the divine. As King he was the closest to the divine. He therefore had a divine right to rule the country.

The Puritans refused to accept this and indeed declared that the practice of Astromancy was an affront to God. Charles failed interventions in Europe during the 30 years war meant that he needed money, and the only way to raise it was through parliament. Afraid of Charles' marriage to a Catholic, the Puritans in Parliament refused the King.

The Start of War

Charles dismissed Parliament for 11 years and ruled alone until he was forced to summon the parliament back in 1640. He failed to agree twice with Parliament on his demands for money to put down a rebellion in Scotland. Parliament arrested the King's man Thomas Wentworth, 1st Earl of Stratford on a charge of treason and executed both him and his soul spirit on 3rd May 1641.

Tension increased until the Charles tried and failed to arrest 5 prominent Parliamentarians in January 1642. Fearing for his life Charles I fled London and began rallying his troops. Many prominent Astromancers joined his cause although a number did not and refused to fight for the King.

This was the start of the Civil War, and now the country is divided down the middle. Some families are fighting amongst themselves, and times have become difficult. Bands of fighting men and ghoul like creatures have ravaged the countryside. Food is thus getting harder to come by. The great and the good of the country, the Astromancers, lead the masses to wipe out the opposition.

Divides in Society

In general most of the nobility has freed their souls and many have come out in support of the King. There is a minority of the nobility that sympathises with the Puritans cause. Some of these have freed their souls and others have not, and there is an uneasy truce between the two groups within the Parliamentarian camp.

The commercial classes are split down the middle with some who can afford the very expensive Farocca having freed their soul. Others have not either because they cannot afford to buy the Farocca or because they are Puritan and would not do so. In general the commercial classes are more likely to support the Puritans, as they tend to view that the King's policies have not been good for conducting business.

The lower classes have almost universally not freed their souls and in general fight for their local Lord.

Travel Advances

As the knowledge of Astromancy expanded more, so did its many applications. The primary advance was in sailing where air and water signed Astromancers found they were able to control the winds and the currents around the ship to ensure that they made good time. As a result travel times on ship have become shorter and much more reliable than previously.

Parliament and the New Model Army

The forces of Parliament are made up of a three distinct factions held together in an uneasy alliance. The warmongers are mainly Puritans who object to the whole principle of Astromancy and King Charles reverence to high Anglicanism that they feel is akin to bringing back Catholicism. The peace mongers are those who see King Charles rule as misguided and seek to get him to change his policies through more peaceful means. Many of these are Astromancer nobles who have fallen out of favour with the King due to their opposition to his policies. The final faction is the middle group who are the key parliamentarians who oppose the King and want to take powers away from the monarchy. This group contains a mixture of Astromancers and non-Astromancers and currently is the leading group.

Parliament had in secret been preparing it's own army in defence against the King. The New Model Army was based on a person's ability rather than their social rank. As such the Parliamentarian army is much better lead than the Royalist forces and Parliamentarian training is strict. Puritanism was encouraged in the ranks and the Parliamentarians can frequently be heard signing Psalms and seen crossing themselves when they see an Astromancer.

The Royalists

King Charles leads the Royalists and there is a in-crowd of nobles who hold favour with the King. Their primary goal is to maintain the status quo and force through money raising measures in Parliament to fund the wars of the past 20 years. Nearly all the Royalists are Astromancers and many are seeking advancement through honours from the King.

Non Player Characters

Historical Figures

The following is a list of some major NPCs that exist during the Civil Wars, their birth dates and if they are Astromancers their soul animal. There are many nobles that fought during the war on both sides and it is impossible to include all of them.

King Charles I
(19th November 1600) – Scorpio – Swan
Bdy 3, Agi 2, Int 4, Will 5, Aura 3, Per 2.
Sword (2), Pistol (3), Orate (4), Politics (6), Dance (4), Speak French (3), Speak Spanish (2), Write (3).
❑❑❑❑❑ / ❑❑❑ / ❑❑ / ❑ / ❑
Calm (1), Spirit Heal (1-3), Nullify (1-2), Soul Bubble (1-2), Purification (1), Charm (1), Reflex (1).
King Charles Stuart is King of the United Kingdom of England, Scotland, Wales and Ireland. He leads the Royalist side in the war.

Henry Wilmot, 1st Earl of Rochester
(26th October 1612) – Scorpio – Scorpion
Bdy 4, Agi 4, Int 3, Will 2, Aura 3, Per 2.
Riding (6), Sword (7), Pistol (3), Orate (4), Politics (2), Dance (3), Spot (3). , Write (2).
❑❑❑❑❑ / ❑❑❑ / ❑❑❑ / ❑❑ / ❑
Defence (1-2), Quicken (1), Soul Bubble (1-2), Spirit Heal (1), Calm (2).
Henry Wilmot is the Commissary General of Horse in command of a cavalry force for the King. He is not very religious and is a noted for his carousing.

Lord Jacob Astley, 1ˢᵗ Baron Astley of Reading
26ᵗʰ February 1579 – Pisces - Seal
Bdy 3, Agi 5, Int 2, Will 3, Aura 4, Per 2.
Riding (2), Sword (4), Pistol (5), Orate (2),
Tactics (5), Leadership (4), Write (3), Spot (2).
☐☐☐☐☐ / ☐☐☐ / ☐☐ / ☐ / ☐
Quicken (1-2), Heal (1-2), Defence (1), Calm (1)
Lord Jacob Astley is an experienced soldier and
is Major General of the Foot (Infantry) for the
Royalist Army.

James, Duke of Hamilton
16ᵗʰ June 1606 – Gemini – Eagle
Bdy 4, Agi 3, Int 4, Will 2, Aura 3, Per 3.
Sword (4), Tactics (4), Leadership (3), Pistol (6),
Politics (3), Ride (1), Write (3).
☐☐☐☐☐ / ☐☐☐ / ☐☐☐ / ☐☐ / ☐
Reflex (1-3), Far-Eyes (1-2), Charm (1),
Charisma (1), Nullify (1-2), Aggression (1).
James was the Commander of the King's forces
in Scotland, though he had a number of rivals in
Scotland who wanted to replace him.

James Stanley, 7ᵗʰ Earl of Derby
31ˢᵗ January 1607 – Aquarius – Hummingbird
Bdy 3, Agi 3, Int 3, Will 4, Aura 4, Per 2.
Sword (5), Tactics (3), Leadership (2), Spot (4),
Politics (2), Pistol (2), Riding (3), Write (4).
☐☐☐☐☐ / ☐☐☐ / ☐☐ / ☐ / ☐
Reflex (1-2), Charm (1-2), Lash Out (1-2), Soul
Heal (1), Soul Bubble (1), Stimulation (1).
The Earl of Derby was in command of the
Royalist forces in the North West.

Prince Rupert
17ᵗʰ December 1619 – Sagittarius – Horse
Bdy 5, Agi 3, Int 2, Will 4, Aura 3, Per 2.
Tactics (6), Sword (6), Leadership (2), Spot (3),
Pistol (2), Riding (5), English (2), German (4),
French (2), Spanish (2), Write (3).
☐☐☐☐☐☐/ ☐☐☐☐/ ☐☐☐/ ☐☐/ ☐
Dominate (1), Charisma (1-2), Lash Out (1-2),
Aggression (1).
Prince Rupert is the King's nephew who was
born and raised in Holland. He has a particular
interest in the military and read many military
books whilst held captive. He is Commander of
the King's Cavalry. Although charismatic, he is a
bit of a maverick and prone to arrogance.

John Pym
8ᵗʰ December 1584 – Sagittarius
Bdy 2, Agi 3, Int 4, Will 3, Aura 3, Per 4
Politics (6), Debate (6), Law (4), Bargain (3),
Sword (2), Pistol (2), Write (4).
☐☐☐☐ / ☐☐ / ☐☐ / ☐ / ☐
John Pym was the leader of the opposition to
Charles I in Parliament. He was part of the
middle group who sought balance between the
Puritanical warmongers and those that sought
conciliation with the King.

Sir Thomas Fairfax
17ᵗʰ January 1612 – Capricorn – Meer Kat
Bdy 3, Agi 3, Int 3, Will 3, Aura 4, Per 3
Tactics (3), Leadership (3), Sword (4), Spot (3),
Astrology (3), Write (4).
☐☐☐☐☐ / ☐☐☐ / ☐☐ / ☐ / ☐
Re-invigorate (1-2), Tough (1-2), Heal (1-2),
Tough Skin (1-2).
Sir Thomas Fairfax sided with parliament and
commands the Parliamentary forces in Yorkshire.

Robert Devereux, 3ʳᵈ Earl of Essex
14ᵗʰ Sept 1591 – Virgo - Wolf
Bdy 4, Agi 4, Int 3, Will 3, Aura 2, Per 3.
Leadership (5), Pistol (5), Sword (3), Tactics (3),
Dance (3), Astrology (2), Tracking (3), Write (3).
☐☐☐☐☐ / ☐☐☐ / ☐☐☐ / ☐☐ / ☐
Stamina (1-2), Pain Release (1), Dominate (1),
Heal (1-2), Tough Skin (1), Steady Aim (1-2).
The Earl was made Captain General of the
parliamentarian forces in 1642 after voting
against the King in the House of Lords.

Oliver Cromwell
25ᵗʰ April 1599 - Taurus
Bdy 2, Agi 3, Int 4, Will 5, Aura 2, Per 3.
Tactics (7), Theology (4), Spot (3), Debate (4),
Leadership (3), Write (3), Law (4).
☐☐☐☐ / ☐☐ / ☐☐ / ☐ / ☐
Oliver Cromwell was a Cambridgeshire member
of parliament who led a group of 200 volunteers
against the Royalists in the early stages of the
war. Cromwell is a very devout puritan who has
felt it his duty to raise arms against the King. He
has recently been promoted to Colonel in the
Eastern Association.

Standard Troops

The characters will come into contact with troops of both sides of the conflict both Royalists (Cavaliers) and Parliamentarians (Roundheads). This section details a standard set of attributes for random troops that they may meet during their adventures or in battles. In other games these would be called mooks or red shirts.

Pike men
Bdy 3, Agi 2, Int 2, Will 2, Aura 2, Per 2.
Pike (3), Spot (2), Listen (2), Fists (3).
❑❑❑❑❑ / ❑❑❑ / ❑❑ / ❑ / ❑

Cavalrymen
Bdy 3, Agi 3, Int 2, Will 2, Aura 1, Per 3.
Riding (4), Pistol (3), Sword (3), Spot (2), Search (3), Listen (2).
❑❑❑❑❑ / ❑❑❑ / ❑❑ / ❑ / ❑

Musketeers
Bdy 2, Agi 3, Int 2, Will 2, Aura 2, Per 3.
Musket (3), Spot (2), Listen (2).
❑❑❑❑ / ❑❑ / ❑❑ / ❑ / ❑

Longbow Archers
Bdy 3, Agi 3, Int 2, Will 2, Aura 2, Per 2.
Longbow (3), Spot (4), Listen (2).
❑❑❑❑❑ / ❑❑❑ / ❑❑ / ❑ / ❑

Castle Guard
Bdy 3, Agi 2, Int 2, Will 3, Aura 2, Per 2
Sword (3), Spot (2), Listen (2),
Fisticuffs (2), Cards (2).
❑❑❑❑❑ / ❑❑❑ / ❑❑ / ❑ / ❑

Chapter 2 Character Generation

Players generate characters in this game that are Astromancers who have freed their souls and gained access to their inner Astromantic fed powers. Characters in the game will be involved in fighting for either the Royalists (Cavaliers) or the Parliamentarians (Roundheads) in the English Civil Wars. It is suggested strongly that all the characters are fighting on the same side in the war, though it is possible to have characters from either side. The one key difference to other role-playing games is that the characters birth date takes on a much greater importance.

The system uses a pool of chips from the characters base statistics to boost up the skills and abilities of the character in play. This represents the characters physical, mental and spiritual strength that they gradually use during the course of play. These pools refresh after rest, so players must judge when and how much of a pool to use when trying to use a skill or ability.

Statistics

The game has three main statistics that help define the physical, mental and spiritual abilities of your character. These are the innate abilities that describe all characters and are split into sub abilities that are rated on a 1-5 scale. The statistics are detailed below.

Physical
[Body] represents the physical prowess, strength and fitness of the character. It also represents both the physical fatigue that a character has as well as their resistance to diseases and poisons.

[Agility] represents the speed and quickness of reaction of the character. It represents how quickly you can physically react and how dextrous the character is in fiddly situations that require a steady hand.

Mental
[Intellect] represents the raw intelligence of the character representing his knowledge and capacity to think up innovative solutions.

[Will] represents a measure of the mental determination to succeed as well as the mental endurance of the character.

Spirit
[Perception] represents the characters ability to sense the world around him or her and is the ability to notice things out of the ordinary either as the soul spirit or directly as the character.

[Aura] represents the characters strength of soul and their personality. It also represents the strength of the character's animal soul and how much damage it can take before it is wiped out.

Chip Pools

Statistics are divided into physical statistics, mental statistics and spiritual statistics which give rise to a separate chip pool for each. It is suggested that a different colour chip is used for each different type of chip in the game so that they can be easily identified and not confused. The Games master should indicate which coloured chips represent which pool type before the game starts. The physical chip pool is equal to the total of the characters physical statistics +2 and represents the characters physical energy in performing above the normal. The mental chip pool is equal to the total of the characters mental statistics +2 and represents the mental stamina the character has in performing outstanding mental feats. The spiritual pool is equal to the sum of the spiritual statistics +2 and is used for perception, social and spiritual feats.

Physical Chip Pool = 2+[Body] + [Agility]
Mental Chip Pool = 2+[Intellect] + [Will]
Spiritual Chip Pool = 2+[Aura] + [Perception]

Assigning Character Points

You have fourteen points to put into your initial statistics that can be spread in any way between the six sub statistics with the restrictions that you must have a minimum of one point in each statistic and a maximum of four. A statistic can never go beyond five under normal means.

Gary decides that his character Sir Wilfred Hammond is a rugged nobleman with a well-developed soul and decides to allocate his fourteen points in the following way.

> Body   2 points
> Agility   2 points
> Intellect   2 point
> Will   2 points
> Perception   2 points
> Aura   4 point

Eric will have a physical chip pool of 6, a mental chip pool of 6 and a spiritual chip pool of 8.

Example
Gary decides that Sir Wilfred is a big bear of a man who in his youth and was very religious. He decides to spend his skill points for his character Sir Wilfred Hammond in the following way:

Sir Wilfred is a expert swordsman (6)
Sir Wilfred is an experienced musketeer (4)
Sir Wilfred is experienced at noticing things (4)
Sir Wilfred is knowledgeable in Christian theology (2)
Sir Wilfred is an amateur Astrologer (2)
Sir Wilfred is a competent at writing (2)
Sir Wilfred knows the basics of heraldry (1)
Sir Wilfred is a beginner at playing cards (1)
Sir Wilfred knows the basics of bargaining (1)
Sir Wilfred knows the basics at climbing (1)

Skills

Characters describe their skills in the game by describing exactly what they are good at and how good they are at it in words. These descriptors are useful to give you an idea of exactly how capable your character is, but they also relate to a numeric value for the skill that is used in game to determine the start value for the skill. These values go from 0 (no skill) to 7 (foremost expert) and the levels of skill are defined in the table below.

Skill Level	Descriptors	Examples
7	Foremost Expert / World Class	I am one of the foremost experts in I am a world class
6	Expert / Seasoned Professional	I am a expert in I am a seasoned professional
5	Master / Professional	I am a master I am a professional
4	Knowledgeable / Experienced	I am a knowledgeable I am an experienced
3	Competent / Proficient	I am a competent I am proficient at
2	Amateur / Trainee	I am a trainee I am an amateur
1	Basics / Beginner	I know the basics of I am a beginner at

Characters choose one skill at level 6, two skills at level 4 and three at level 2. They can finally learn four skills at level at level 1. Characters do not know how to read and write unless it is chosen as a skill.

Sun Signs

The most important decision for a player to make for their character is their birth date. This will affect the type of animal that their soul manifests, as well as the innate ability the Astromancer has.

An Astromancer will have differing abilities depending on their Astrological sun sign. Each sun sign has a number of animals that are associated with it, and it is the form of the animal that determines the ability. A list of sun signs, the birth dates and their associated animal types are given below. The list of animals is not exhaustive and GMs and players can mutually agree new animals and abilities.

Aries (Fire Sign) Υ
(Mar 21 - Apr 20)

Characters born under the sign of Aries are considered to have self-confidence, courage and be impatient and impulsive. They can be both leaders and generous but also be prone to being stubborn.

Ram – Astromancers with the ram soul animal are the most determined of all and gain a free 3 chips when making an opposed will challenge.

Bear – The Astromancer born with the soul of a Bear can withstand great pain before they are inhibited in combat. Bear Astromancers receive a wound penalty to actions at two levels lower than normal. Hence a bear Astromancer with a serious Injury would only suffer a penalty for a minor injury.

Ferret – An Astromancer with the soul of a Ferret is able to add a free physical chip to all melee attacks. The Ferret Astromancer no longer gets this free chip once they have run out of their physical pool.

Taurus (Earth Sign) ♉
(Apr 21 – May 22)

Characters born under the sign of Taurus are personified as loving, patient, slow to anger, cautious and sometimes can be possessive and over indulge. They are known to take their time, sometimes being over cautious.

Bull – Astromancers with the a Bull soul do not loose any physical skill ability even after having run out of physical pool for some time. Their physical skills will remain at their default level 1 day for up to a day after running out of physical pool.

Tortoise – Astromancers with the soul of a tortoise can withstand more damage when hit than normal. A Tortoise Astromancer subtracts 2 from any margin of success that is achieved against them.

Squirrel – Astromancers born with the soul of a Squirrel are able to store more chips than they could normally have in their physical pool. A Squirrel Astromancer can store four more chips than their physical pool would normally allow.

Gemini (Air Sign) ♊
(May 22 – Jun 23)

Characters born under the sign Gemini are thought to be creative, charming and clever. They can be two-faced and prone to vanity and indulging in stimulating their senses.

Peacock – An Astromancer with the soul of a Peacock can appear to be convincing and charming. Peacock Astromancers get a +3 bonus on any attempt to orate or persuade someone to their point of view.

Butterfly – An Astromancer with the soul of a Butterfly can generate a shield around their soul animal that will reduce any damage against them by making the damage one level lower. Hence if the animal spirit receives a serious injury, it will merely be a wound. This ability needs to be activated by spending a chip from the Spiritual pool and lasts for an hour.

Eagle – An Astromancer with the soul of an Eagle does not get any range penalties on a ranged attack. They still cannot fire beyond the normal range of a weapon however.

Cancer (Water Sign) ♋
(Jun 23 – Jul – 23)

Characters born under the sign of Cancer are described as tenacious, generous and resourceful. However they can also be devious, clingy and introverted at times.

Crab – An Astromancer with a crab soul can use any chip from any of their pools to be a chip from a different pool. If however one of their pools runs out then they still suffer the penalty for this.

Heron – An Astromancer with the soul of a Heron is able to absorb the excess spiritual energy from a highly charged environment. When within 30 foot of a conflict with five or more Spiritual chips present the Heron Astromancer can regain one chip. They cannot go above their maximum spiritual pool however.

Frog – An Astromancer with the soul of a frog is able to perform quick acrobatic moves. Whenever the frog Astromancer is trying to perform some type of acrobatics then they will receive 3 free physical chips for the attempt. This includes performing acrobatic manoeuvres during combat to move past people, but does not act as a dodge ability.

Leo (Fire Sign) ♌
(Jul 23 – Aug 23)

Characters born under the sign of Leo are believed to be ardent, passionate and loyal. They make good leaders but can also be bossy, egotistical and pushy.

Lion – An Astromancer with the soul of a Lion will be able to motivate another person to get a job done. To do this, the Lion Astromancer must have time to motivate the person to do the job well and then they can donate chips from a single one of his pools (up to a maximum of 3 chips) to the other character completing the task. For instance before going into battle the Lion Astromancer could make a motivational speech and could then donate 3 of his chips from a single pool per troop for a single attack that he has motivated in this way.

Tiger – An Astromancer with the soul of a Tiger can perform a particularly mighty blow that will deal additional damage in melee combat (N.B. ranged combat does not apply). An Astromancer Tiger can use one Spiritual Pool chip when making an attack. They can then add up to 3 Physical chips that will be used to shift the damage one column to the right for the given weapon for each physical chip used. If the attack does not hit, then the shifting of the damage does not occur.

Panther – A Panther souled Astromancer can ready a weapon without the normal round penalty to have to do this. So for instance, an Astromancer with a Panther soul who was disarmed one turn, but had a second weapon in their belt, would be able to draw into their second weapon on the next round and attack.

Virgo (Earth Sign) ♍
(Aug 23 – Sep 23)

Characters born under the sign of Virgo are described as analytical, precise and shrewd. They can be perfectionists and can be reserved and diffident at times.

Wolf – An Astromancer with a wolf soul is able to heal at a much-advanced rate to normal humans. Wolf Astromancers will heal at a rate of their one wound per hour (taking their most serious wound first) and do not need to save against the potential for an infection.

Monkey – An Astromancer with the soul of a monkey can pay a spiritual chip from their pool to prevent an opponent from adding further chips to a skill contest after the initial chips have been played. Note this ability also applies to combat but does not prevent an Astromancer from using their innate animal ability.

Fox - An Astromancer with the soul of a Fox can perform a effective deceptive feint manoeuvre in Combat. The ability allows the Astromancer to pay one from his Spiritual pool and have the current combat round re-run. This is particularly useful if an opponent has used up many chips or a particular ability in the round, since all the chips used on the round so far are discarded

Libra (Air Sign) ♎
(Sep 23 – Oct 23)

Characters born under the sign of Libra are thought to be gentle, diplomatic, sensitive, fair and kind. They can be self-indulgent, gullible and frivolous at times however.

Bee-An Astromancer with a Bee soul has the ability to detect different tastes easily. A Bee Astromancer with can sense a pill hidden in another food substance for instance and gets real pleasure out of good food. Any attempt to detect any taste in a food or smell a scent will receive a bonus of 4 free chips.

Nightingale - An Astromancer with the soul of a Nightingale can see the aura of another being. The aura is displayed as a multicoloured glow around the person and reflects both the current mood of the person as well is their innate spiritual tendencies. The aura will glow with the intensity of the current spiritual pool, therefore a person with a high Aura who has used up their current pool will appear as a very dim glow.

Owl – An Astromancer with the soul of an Owl will remember events and details of something they were briefly shown and allowed to memorize a long time in the future. The Astromancer with the soul of an Owl can recall the details of something they have seen in the past may pay one mental chip and the GM will relate everything they saw.

Scorpio (Water Sign) ♏
(Oct 24 – Nov 22)

Characters born under the sign of Scorpio are said to be ambitious, intense and strong willed. They are passionate and extremely sexual. However they can also be secretive, wilful and brooding at times.

Scorpion – An Astromancer with a soul of a Scorpion can react very quickly in combat. This means that the Astromancer will always get 1 free chip when dealing with initiative. Thus Astromancers with a Scorpion soul can react to a situation when another character gains surprise.

Swan – An Astromancer with the soul of a Swan is able to heal soul spirits by expending their own Spiritual Pool. For every Spiritual chip spent they can heal a soul Spirit of the highest level wound they have. Note that a Swan Astromancer must spend two Spiritual chips to heal a soul spirit of an Astromancer from a Fire Sign. Any Astromancer of the opposite sex healed in this way will be more susceptible to seduction by the Swan Astromancer and for the next week will get a +4 bonus to any such attempt.

Snake - An Astromancer with the soul of a Snake can launch an effective retaliatory strike in combat by gaining positional advantage. Instead of getting a +1 bonus when attacking after getting positional advantage the Snake Astromancer gains a +4 bonus.

Sagittarius (Fire Sign) ♐
(Nov 22 – Dec 21)

Characters born under the sign of Sagittarius are known to be positive, energetic and versatile. They are adventurous and sympathetic people.

However they can also be idealistic, impulsive and indiscreet.

Horse – An Astromancer born with the soul of a horse can absorb physical energy from a highly charged environment. Whenever the Astromancer is within 30 foot of a challenge involving six or more physical chips, the Astromancer can absorb one of those physical chips for his own pool at the end of the conflict. The Astromancer can never go above their physical pool limit.

Coyote - An Astromancer with the soul of a Coyote is a good adapter and can have a good go at any skill, even if they don't know it. The Astromancer has an effective skill of 1 in anything they attempt, although they will still need to pay points to get a skill to that level or beyond.

Ox - An Astromancer with the soul of an Ox can regenerate a physical chip each hour of non-strenuous activity, and they do not need to be asleep for this gain. This allows Ox Astromancers to physically keep going much longer than any other Astromancer.

Capricorn (Earth Sign) ♑
(Dec 22 – Jan 20)

Characters born under the sign of Capricorn are known to be serious, prudent, responsible and hard working. However they can also be aloof, self critical, and not good as thinking outside traditional lines.

Goat – An Astromancer with the soul of a goat is supernaturally good at a particular non combat physical skill. The player should nominate the skill on gaining this ability and they will gain a bonus of 3 free chips when attempting to use this skill.

Meer Kat – An Astromancer with the soul of a Meer Kat can sense when danger is coming. The GM will tell the Astromancer that they sense danger when something is about to happen, but not specifically what the danger is.

Dog – An Astromancer with the soul of a dog can follow trails much more easily. A Dog Astromancer gains 3 free chips when attempting to make a tracking check.

Aquarius (Air Sign) ♒
(Jan 20 – Feb 19)

Characters born under the sign of Aquarius are said by Astrologers to be intuitive, tolerant, far-sighted and progressive. However they can also be temperamental, unpredictable and unemotional.

Albatross – An Astromancer with an Albatross soul has particularly sharp senses and gives two free Spiritual Chips to the Astromancer when making a perception skill check.

Bat – An Astromancer with the soul of a Bat can see well in low light levels. The Astromancer cannot see in complete darkness, but can attempt to spot something in near darkness or fight in combat without any penalties.

Hummingbird - An Astromancer with the soul of a Hummingbird does not get mentally tired even after their mental chip pool runs out. They can go three days without sleep and this not have an effect on their mental abilities.

Pisces (Water Sign) ♓
(Feb 19 – Mar 21)

Characters born under the sign of Pisces are known to be good-natured, compassionate, imaginative, and spiritual. They can be dreamy, impractical and impressionable at times.

Seal – An Astromancer with the soul of a seal can look at the soul of a person and will be able to see their soul as a representation of a star sign. This will give a bonus when using Astromantic abilities directly on that person. For an Astromancer it is often easy to tell their sign as their animals will often relate to their sign, but for non Astromancers it is otherwise much more difficult.

Chameleon – An Astromancer with the soul of a Chameleon can hide more easily. As a result they gain 3 free physical chips for an attempt to hide themselves from people trying to find them.

Otter – An Astromancer with the soul of an otter gets prophetic dreams that will give the Astromancer glimpses into the potential future. Before sleeping the Otter Astromancer can concentrate on a particular subject and spend two spiritual chips. They will then dream of the subject, however often the dream is either vague or cryptic as dreams often are, but may provide insight to the Astromancer on the solution to the problem.

> **Example**
> *Gary decides that Sir Wilfred is born on the 27th February 1604, making him 38 years old. This makes him a Pisces and Gary decides that Sir Wilfred's soul animal is an Otter giving him the dream prophecy ability that goes with the Otter Astromancer.*

Births on the Cusp

Characters that are born on the cusp between signs often exhibit traits of both signs. Whilst they can often access both elements, they can only do so at half effectiveness of each. Astromancers born on the cusp often have unusual soul animals and abilities. The GM should discuss these separately with the player, but note these are very rare.

Soul Animals

The soul animal of an Astromancer can talk as their subconscious and has a physical presence. The player directs how his soul animal talks, but sometimes the GM may pass the player notes to give them hints at what their subconscious is thinking.

The Astromancer must protect their soul animal since the soul animal can be physically damaged and killed. The soul animal has a wound level equal to the characters Aura. This gives wound levels on the following chart: -

Aura Score	1	2	3	4	5
Minor Injury [M]	2	2	3	3	4
Wound [W]	1	2	2	3	3
Serious Injury [S]	1	1	1	2	2
Dying [D]	1	1	1	1	1

Soul animals can move a distance away from their hosts, but the further away they get the more that the host and soul animal will suffer. If a soul animal is more than ½ mile from the Astromancer they get a –2 penalty on all actions. For every additional ½ mile they are away from the Astromancer they will get an additional –2 on all actions. Astromancers that are a long way away from their soul animal feel the distance and suffer as a result.

Astromantic Abilities

Astromancers can learn additional Astromantic abilities beyond their innate animal abilities. A starting character has six points to spend on such abilities. Details of the abilities they can choose are given in Chapter 4, which details the rules on Astromancy.

Wound Levels

An Astromancer can only take a certain number of injuries before they die. Wounds are divided up into different levels of severity of wounds, and the number of each type of wound is defined by the Astromancer's body score.

Body Score	1	2	3	4	5
Cut [C]	3	4	5	5	6
Minor Injury [M]	2	2	3	3	4
Wound [W]	1	2	2	3	3
Serious Injury [S]	1	1	1	2	2
Dying [D]	1	1	1	1	1

If a character fills up all the wounds on one level and then takes another wound at that level, then the wound becomes more serious and goes into the next free space on the next level up.

An Astromancer with a dying wound will die within ½ hour unless some major Astromantic healing is performed on them.

Equipment

In general Astromancers are the nobility of the United Kingdom of Great Britain and Ireland and as such can have the best equipment that money can buy. There is obviously a sensible limit on what the character can carry and this will be left to the GM's discretion.

Money & Status

Most Astromancer characters will be nobles fighting on one side or another of the civil war. As a result money should not be a problem for them. Astromancers will have a small estate and a satellite population from which they can raise up to 30 troops.

Coin Name	Metal	Value
Triple Unite	Gold	30 shillings
Unite (Pound)	Gold	20 shillings
Double Crown	Gold	10 Shillings
Crown	Silver	5 Shillings
Half Crown	Silver	2 Shillings 6 pence
Shilling	Silver	12 pence
Sixpence	Silver	6 pence
Half Groat	Silver	2 pence
Penny	Silver	1 pence
Halfpenny	Silver	½ pence
Farthing	Copper	¼ pence

The major reason for money in this game is for ransom should the other side capture the noble. It is possible that the noble would be

ransomed and freed on the condition that they no longer participate in the war on pain of death.

Coinage is minted with Charles I head in the Royal mint and comes in the following denominations.

A character's money and associated ransom can be calculated from the noble's rank and their Aura (Importance).

Rank	Yearly Income	Ransom
Duke	2500 pounds	Aura x 400
Baron	1100 pounds	Aura x 200
Lord	820 pounds	Aura x 150
Knight (Sir)	450 pounds	Aura x 75

Background

The player should write up a background for his character giving the GM an idea of who the character is, what they did before the Civil War started and why they decided to join the side that they did. The more character hooks that the player can provide in their background the better. This will enable the GM can fit these into the overall story and integrate the character more easily.

Chapter 3   System

Like many role-playing games, the Astromancer system uses dice to help randomly determine outcomes. The Astromancer system also relies on the extra energy (chips) that the characters can choose to exert to try and succeed. Additionally the Astromancer's daily horoscope (see Chapter 4) will play a role in determining whether an Astromantic spell succeeds. This section describes the system for skills, combat, healing and other ways the characters can be hurt.

Skill Checks

There are two types of skill checks used in the game – a simple skill check against a difficulty factor and skill checks where two characters are in direct opposition to each other.

Unopposed Skill checks

An Astromancer making an unopposed skill check does so by comparing their skill level against the difficulty of the task that they are trying to achieve. They may boost up their skill by using chips from the appropriate pool on a level of 1 chip being an extra skill point. Then they roll one six sided dice and add it to their skill. If the skill level is equal to or greater than the difficulty level then the character has succeeded. The GM will mentally assign in secret a difficulty for a roll between 4 and 18 and will give the player a rough guide about how difficult they think the skill is. An approximate guide to difficulty levels are as follows: -

Easy	4
Moderate	6
Hard	8
Very Hard	11
Super Human	14
Heroic	16
Impossible	18

The GM has his own pool of chips that he can use to boost up the environment where he wants to make something challenging, representing an unexpected difficulty. These chips are rarely used for unopposed tests however, and are normally used to bolster up specific NPCs. The GM chip pool amounts to 25 Physical, 25 Mental and 25 Spiritual chips (for 5 players) - though the numbers may need to be adjusted for different numbers of players. This GM chip pool will totally refresh automatically after each session unless a session ends in the midst of a combat. In such a case the GM pool will not refresh until after that particular scene has ended.

Opposed Skill Roles

When two characters are involved against each other or an Astromancer is involved against an NPC an opposed skill rolls is required. When using an opposed skill roll each protagonist involved compares his or her skills levels against each other. The active character ("attacker") must get more than the skill level of the passive character ("defender") to be able to succeed. If skill levels are equal then the defender will be deemed to be the winner of the test.

A character can use chips both before the roll is made and after the roll. Each skill will relate to a particular pool, although it is possible that a skill might relate to two different pools. Only chips from the correct pool can be used to boost up a skill test. Where there are two pools relating to a skill only chips from a single pool relating to the skill can be used. Before a roll occurs the defender announces how many chips they are adding and the attacker then may announce how many they are adding. When using chips before a roll occurs the character announces how many they are adding to the skill check and they get a bonus of 1 skill rank per chip used. After the before chips are used the GM announces who is currently winning the test.

The participant can then decide to boost up their skill after the event and it will cost then 3 chips to get a bonus of 1 skill rank. Each participant in an opposed roll can choose to boost up once after the initial declarations with the attacker declaring first and the defender declares

last. The GM will then declare who has won the test.

Example

Sir Wilfred is searching for a Roundhead spy who he has chased but is now hiding. Here Sir Wilfred is deemed the attacker as he is the active character trying to do something and the spy is the defender. The spy's skill in hiding is 4 and he chooses to add 1 chip from his Physical pool (Agility). Sir Wilfred's skill is 4 in Spot and he chooses to add 2 chips from his Spiritual pool (Perception). Sir Wilfred rolls a 3 and the spy rolls a 4.

The GM announces that currently the spy is currently winning, as it is a tie. Desperate to find the spy Sir Wilfred chooses to add an extra 3 chips from his spiritual pool to find him. The spy has run out of physical chips adds none. With Sir Wilfred having 10 ranks to the spy's 9 ranks he is declared the winner and he finds the spy!

Borrowing from the Fates

At times an Astromancer might be on the limit of his endurance but needs to pull off a miraculous feat to ensure that his succeeds in his goals. In such circumstances the Astromancer can call on the fates and trust to luck that all will be well, but such an intervention comes at a cost.

When the skill check is made the player announces his Astromancer will be borrowing chips from the Astrological fates. He announces how many they will be borrowing and how fate is intervening to help his or her Astromancer succeed at what they are doing. The borrowed chips can be of for any pool and they will add to his regular pool. However the more chips that the Astromancer borrows the more that the Astrological fates will crash back down on them either then or in the future. Anyone trying to borrow more than 7 chips from the fates in one go may find that the price they pay is very heavy and could lead to the Astromancer's death.

Once the main skill check has been completed the player, GM and remaining players must decide how the fates swing back into line and restore the balance. The idea here is to have

things that either happen to a character or affect that character to encourage good role-playing based on the future astrological chart of the character. The chart below gives a rough guide to the type of events that could occur to restore the balance of the fates.

Fate Borrowing	Sample Effect
1	Astromancer loses some equipment
2	Astromancer sprains an ankle
3	Astromancer is physically or mentally scarred
4	Astromancer loses his memory for several days
5	Astromancer is captured by the other side
6	Astromancer sees a loved one killed
7	Astromancer dies in achieving their goal

Fatigue

A character that runs out of all their physical chips is fatigued and will be physically tired. A character that runs out of mental chips will be mentally drained and not able to concentrate so well. A character that has run out of spiritual pool will lose their inner spark and will not be so charismatic or able to influence any magical events very readily. All actions with that particular trait will thereby be performed at the base skill level.

When a character is physically, mentally or spiritually exhausted then they must rest to regain the lost physical, mental or spiritual stamina at a rate of one physical, one mental chip and one spiritual chip per hour rest. Sleep will regain 2 physical, mental and spiritual chips lost per hour.

A character that has run out of pool that does not rest will start to degrade their abilities after time. For every 3 hours that a character that has no pool stays awake without rest they will get -1 on all skills associated with the pool that is currently empty.

Combat

Initiative

The character that bids the most chips (From either the physical or mental pools) will go first in the round. If there is a tie then the highest initiative score will win.

Initiative = PER + AGI

If there is still a tie then the characters will act at the same time. The system is designed to emulate a burst of activity that overtakes the normal characters reactions and can lead to normally slow characters taking the initiative.

If a character does not have a weapon drawn then must spend a round drawing their weapon for they can use it to fight with. When discarding a current weapon during a combat, it will still take one round to discard and draw the new weapon.

Surprise

All characters judged by the GM to have gained surprise on the opposition will immediately get five free chips to be used for initiative. All characters not gaining surprise may choose then to use up to 4 chips in their initiative bid. Astromancers with a Scorpion soul who bid 4 chips can then compare their initiative score against the characters who gained surprise.

Combat Resolution

Combat is resolved in a similar way to skill opposed skill resolution with the character winning the initiative being the "attacker" and the other character being the "defender". If the "defender" wins the opposed skill roll then the attack misses. If the "defender" wins by more than 3 then they get a positional advantage on the next attack of +1. If the "attacker" wins then they deal damage equal to the winning margin for the weapon. Any armour will reduce this winning margin. If the defender is wearing light armour this will reduce the winning margin by 2, and if they are wearing heavy armour by 4.

After the Attacker has attacked the defender then has the opportunity to be the attacker and the former attacker becomes the defender. Combat is resolved in the same way as above.

Combat Modifiers

Sometimes a character will gain advantage or be impaired due to position of some other benefit. These are given as modifiers to the attack and are described in the table below. For wounds only the most serious level applies.

Description	Modifier
Attacking Above	+2
Defender in partial cover	-2
Defender in significant cover	-4
Attacking from water	-2
Character has minor injuries	-1
Character has wounds	-2
Character has serious injuries	-4
Character is dying	-8
Attacking in low light	-3
Attacking from horseback	-1

Additional Opponent Rule

For each additional character opposing the character there is a -1 penalty to the character's skill. Therefore if Sir Wilfred was using his sword (Sword 6) fighting three thugs, then if he were to try and hit one of the thugs he would have a -2 penalty and a base chance of 4 plus any chips he chose to add. The thugs would be able to hit at full capacity and the GM could choose to add chips before or after the combat if he wished.

When defending against multiple opponents Sir Wilfred would make has a base ability of 4 (6 minus 2) and could add physical chips if he wishes for his defence. He would then make one defensive roll (adding chips afterwards if desired) and compare it to the three attacking rolls. Since these are thugs and not full blown NPCs it is less likely the GM would choose to add chips in this combat.

Ranged Combat

Ranged combat is an opposed roll with a slight difference. Instead of the defender using their normal weapon skill as a defence, they would instead use their agility score. If the defender is aware of the attack then they may choose to add additional physical chips. If they are unaware of the attack then they cannot add chips either before or after the attack. If they are being shot at by multiple attackers they would make one roll against the defenders, but can only choose to apply chips to a single attack.

Weapons

There was not a great deal of variety of weapons used in the civil war. Discounting the large damage weapons (mortar and the cannon – which took a long time to reload), there were only really five main weapons used.

Musket – The musket had largely replaced the long bow now as the ranged weapon of choice as they were more deadly against armour. The musket could be as long as five feet and had a firing range of up to 300 yards but only really accurate at 50 yards. They take up to 5 combat rounds to reload. Over 50 yards the musketeer has a -2 penalty to hit and over 150 yards a -4 penalty to hit. Musketeers often used the weapon as a club if they had insufficient time to reload. Muskets will misfire when a 1 is rolled when attacking.

Margin	1	2-3	4-6	7+
Musket	1M	2M	1W	1S
As club	1C	2C	3C	1M

Pike – The Pike is one of the most commonly used weapons on the Civil War battlefield. The pike is a long wooden shaft with a steel point on the end. They are very effective in preventing a

cavalry charge and get +3 to hit against charging cavalry. There will be a -3 penalty to turn to face a different opponent.

Margin	1	2-3	4-6	7+
Pike	1C	1M	1W	1S

Pistol – The pistol was used by the cavalry in the civil war as a lighter musket on the charge. The pistol has an effective range of 200 yards. Up to 40 yards there is no penalty on the shot. From 41 yards up to 100 yards there is a -2 penalty to hit, and above that and up to 200 yards there is a -4 penalty to hit. A pistol takes 5 rounds to reload and will misfire when a 1 is rolled.

Margin	1	2-3	4-6	7+
Pistol	1M	1W	1S	2S

Cavalry Sword – Mounted forces had a cavalry sword as a back up to their pistol once they had shot, as there was not time to reload. As a result this was often the main cavalry weapon.

Margin	1	2-3	4-6	7+
Sword	1C	1M	1W	1S

Mortar – this is a small portable one man device for delivering a shell. It is highly inaccurate having a -3 penalty to hit up to 60 yards and -5 beyond that. It has a maximum range of 120 yards, needs 20 rounds to reload and explode of a role of a 1.

Margin	1	2-3	4-6	7+
Mortar	1W	1S	2S	1D

Cannon – The cannon were heavy and difficult to move needing 16 horses to shift them. They had a complex procedure for reloading meaning they would take up to 200 combat rounds to reload. Cannon can fire between 800 and 2200 yards without penalty but were not accurate and get a -5 penalty to hit a particular object.

Margin	1	2-3	4-6	7+
Cannon	1S	2S	1D	1D
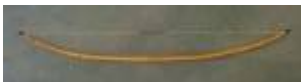
Longbow – The longbow is in the process of being phased out by muskets but there are still some Royalist forces still have longbow archers. Up to 80 yards there is no penalty for range, beyond 80 yards and up to 150 yards there is a -3 penalty on a shot and from 150 to 270 yards there is a -6 penalty. The bow can be fired once per round.

Margin	1	2-3	4-6	7+
Longbow	1C	1M	1W	2W

Brawling – Fighting with hands and fists is a common thing not really for nobles but on occasion does occur. Those involved in hand to hand fighting with either hands or fists would use the following damage table.

Margin	1	2-3	4-6	7+
Fists	1C	2C	2M	1W

Armour

Armour can broadly be classified into light armour (leather surcoat and gloves) and heavy armour (chest plate and steel pot helmet) that was used by Pike men to stop the cavalry charge. An Astromancer wearing light armour must subtract

1 from all physical skills and gains a 2 point reduction in the margin of victory. A character in heavy armour 3 from all physical skills and gains a 4 point reduction in margin of victory.

Medicine and Healing

The rate of healing was very slow and without proper medical care people would often die of infection in the wounds. Wounds will heal normally at the following rates: -

Wound type	Time
Cuts [C]	1 day
Minor injury [M]	3 days
Wounds [W]	1 week
Serious injury [S]	1 month
Dying [D]	6 months

It is for this reason that Astromancers will normally look to get their wounds healed by Astromancy rather than let them heal over naturally. Astromantic healing is covered in Chapter 4.

Any Astromancer who has more than a minor injury stands a chance of infection in the wound. The Astromancer must make a body check against the following difficulty else they will have an infection. Physical chips may be added to the check and the character may also borrow from the fates for this attempt.

Wound type	Target No.
Wounds [W]	6
Serious injury [S]	9
Dying [D]	12

Experience

The experience system used in this campaign is designed to be slow such that characters do not rapidly turn into super beings in the space of one campaign. The cost to raise statistics, skills and Astromantic Abilities are given in experience points in the boxes below.

Stat Cost = 20 Exp per level you are raising it to

Skill Cost = 3 Exp per level you are raising it to

Astromancy = 4 Exp per level you are raising it to

Players can gain experience points through several ways as part of role-playing. The first way is by actually doing something to resolve the ongoing situations presented. Players who sit back and let others deal with all the hard issues will get no points whilst players who are active will get points.

Secondly players who do interesting things as part of role-playing that take the plot and game in new interesting directions will get experience points. This does not mean that spending hours role-playing sorting out your character's collection of matchsticks will net you any points. The role-playing has to be relevant to things going on in the game and not just be a time-waster.

Thirdly some real role-playing that demonstrates a new aspect of the character in a light everyone can understand will generate experience points.

Miscellaneous Hurts

Poison and Drugs

Poisons and drugs work against the defences of the body. An Astromancer trying to resist the effects of a poison or drug must make a body check against the potency of the poison or drug, which is rated as a difficulty level decided by the GM. If the body check is made then the Astromancer has a mild dose and will recover from the effects.

With poisons, if the Astromancer makes the skill check then they will be sick for a number of days. If they fail the check then they will die from the poison unless an Astromancer can purge the system of the poison.

The most common applications of poison in the civil war is for the besiegers to poison the well of a fortification during a siege.

Falling

An Astromancer falling from a height will suffer an injury dependent on the height that the fell from. If the Astromancer makes a successful jump roll, then they can land and roll, reducing the damage down to one less rung on the table below.

Height	Damage
Up to 15 foot	1C
Up to 30 foot	1M
Up to 45 foot	1W
Up to 60 foot	1 S
Each + 20 foot	+1S

Fire Damage

If an Astromancer is set alight from any number of sources then they must make an attempt to put the fire out, else they will take damage from burning. Failure to put the fire out will mean the Astromancer will take 1M per turn until they put the fire out. An attempt to put the fire out will be judged against a difficulty based on the cause of the fire. If it is a simple fire then it would be a moderate check against agility. A flammable material would be a hard check against agility and a very flammable material such as burning pitch would be a Super Human check.

Chapter 4   Astromancy

Introduction to Astromancy

The magic of an Astromancer is very tied to their Sun sign and in particular to the core element of that is associated with the sign. An Astromancer must pay attention to their daily horoscope as the influence of the planets on their day to day activity is very significant. A daily horoscope for a Leo telling him to beware in social situations will mean that any leadership and charismatic magic may not work as well as it usually does.

Many Astromancers employ their own Astrologer to read their daily horoscope for them so that they know how it may affect their magic. Some Astromancers however are also amateur Astrologers and do this daily horoscope ritual themselves.

Horoscopes

In practice this means that the GM needs to do a little preparation for the game. The GM needs to have several days' worth of horoscopes prepared so that if the game runs over a number of days of game time then they have the data for each day. There are a few ways that the GM could perform this preparation and some will be easier to do that others. .

- Collect several days' worth of horoscopes from newspapers or magazines.
- Look at online horoscopes and cut and paste them each day for each sign.
- Make them up in the same style as normal ones.
- Accurately work these out for each character – note this is quite a bit of work and will be very time consuming.

To interpret a horoscope the GM must look at the text and decide which types of Astromantic spells will be affected by the words. Depending on the severity of the text the GM will assign between -3 and +3 to a particular type of spells. Everything not mentioned will get a zero bonus. The best way to show this is through examples.

Example 1

If the daily horoscope for a Gemini was as follows:-

"This is an excellent time to concentrate on project planning, education, publishing or the import-export business. Others may seek your expertise. Start to plan some sort of vacation now for in three or four day's time. This will be the time when energies work in your favour to communicate and deepen relationships. Sometimes the planning is just as much fun as the vacation itself. Independence, as well as anything unusual or different, is valued. A feeling of being at peace and stable on the emotional level comes into prominence at this time. Stability and permanence satisfies a deep emotional need. You may be moved to appreciate and discover new and admirable things about someone you love--perhaps a parent."

Could be interpreted as:

Peace related magic +3
Spiritual related magic +2
Emotion affecting magic +1

The GM can give the player his character's horoscope if the character either does his horoscope or has it done for him in game. The GM does not give the player the associated bonuses as it is up to the player to use it to interpret what types of magic will work better. A second example showing a more negative horoscope is given below.

Example 2

If a daily horoscope for a Taurus was as follows:-

"Maintaining a state of calm might not be easy when you have so, so much to do. News about a work project that really excites you increases high spirits. You might also have something important to say to someone you see as being something of a 'guru': you might need them to know that you've finally understood a game plan they've been trying to share with you."

Could be interpreted as:-

Calm related magic –2
Knowledge related magic +2
Impulsive related magic +2

The Elements

Each sun sign is tied to a particular element (fire, earth, air, water) and the element of your sun sign determines which Astromantic abilities you can easily cast. In general you can cast Astromantic spells associated to your own element very easily and it is difficult to cast Astromantic spells from the opposite element. This relates to the following bonus / penalty system when casting a spell.

	Earth	Air	Fire	Water
Earth	+3	-3	-1	-1
Air	-3	+3	-1	-1
Fire	-1	-1	+3	-3
Water	-1	-1	-3	+3

In addition to learn an Astromantic spell of an opposing element requires triple the normal experience cost. For this reason it is very rare for an Astromancer to have spells in the opposite element.

Character Creation

When a player creates a character they first of all choose their birth date and the related sun sign and animal soul. After that the player will want to add Astromantic spells to the character. A character can have twice their intellect score in Astromantic spells at the game start, and can never know more than that four times their intellect. An Astromancer can learn more spells in the future to increase their capability.

Each Astromantic spell has a level attached to it, which can be 1 (Apprentice), 2 (Master), and 3 (Grand Master). A character with an INT of 4 or 5 can learn Grand Master spells. A character with an INT of 2 or 3 can learn Master spells. All other characters can only learn Apprentice spells. At game setup only spells cost their level in points to purchase. The restriction on this is that to purchase a higher level spell you must have purchased the lower level versions of the spell as well. An Astromancer purchasing a spell in their opposite element must pay three times the points to normal.

Astromantic Spell Casting

Unless otherwise noted all Astromantic spells take one round to cast for each level of the spell and require the expenditure of 1 spiritual chip per level of the spell. So casting a level 2 spell would take two combat rounds and require the expenditure of two spiritual chips from the pool. To cast the spell the Astromancer must made an unopposed skill check on the Astromancer's Will with the difficulty levels of Moderate (6) for a Level 1 spell, Hard (8) for a Level 2 spell and Very Hard (11) for a Level 3 spell.

A person may wish to resist a spell cast on them then they make an opposed roll of the caster's Aura against the defender's Will. If the defender succeeds then the spell will fail, and if the caster succeeds it will be cast.

Fire Sphere

The fire sphere relates to effects that contain aggression, fire, pain tolerance, leadership, impulsiveness, dominance and courage. The following spells are available to the fire sphere:-

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Aggression

Range – Self

Duration – 3 rounds

Level 1 – This spell will give the Astromancer 1 free physical chip for each attack they make. They will gain nothing on defence.

Level 2 – This spell will give the Astromancer 3 free physical chips for each attack they make. They will gain nothing on defence.

Level 3 - This spell will give the Astromancer 5 free physical chips for each attack they make. They will gain nothing on defence.

Charisma
Range – 15/30/50 foot radius
Duration – 10 rounds

Level 1 – This spell allows the Astromancer to inspire other people in battle within a 15 foot radius of them. All people fighting on the side of the Astromancer within that radius get a +1 bonus to attacks.

Level 2 – This spell allows the Astromancer to inspire other people in battle within a 30 foot radius of them. All people fighting on the side of the Astromancer within that radius get a +1 bonus to attacks and do an additional 1C damage if they hit.

Level 3 – This spell allows the Astromancer to inspire other people in battle within a 50 foot radius of them. All people fighting on the side of the Astromancer within that radius get a +1 bonus to attacks and do an additional 1W damage if they hit.

Firemaker
Range – 30 yards
Duration – Instant

Level 1 – This spell will ignite a small area of flammable material within range starting a small fire.

Level 2 – This spell will allow the Astromancer to launch a bolt of fire at a target and must roll a ranged hit roll on the skill Spell Targeting to hit the target. If the spell hits then it will do 1C/1M/1W/2W to the target who will then be on fire and must make a moderate agility check to put it out.

Level 3 - This spell will allow the Astromancer to launch a bolt of fire at a target and must roll a ranged hit roll on the skill Spell Targeting to hit the target. If the spell hits then it will do 1W/2W/1S/2S to the target who will then be on fire, and must make a hard agility check to put it out.

Courageousness
Range – Self / Touch
Duration – 10/20/60 minutes

Level 1 – This spell will give the Astromancer a +2 bonus to defend against attempts to dominate their will or any WIL based defence for the next 10 minutes.

Level 2 – This spell will make the Astromancer immune to any domination attempt and they will be unafraid of anything for the next 20 minutes.

Level 3 – As level 2 with the exception it lasts for 60 minutes and can be cast on other people through touch.

Lash Out
Range – Self
Duration – 2 / 5/ 10 rounds

Level 1 – This spell allows the Astromancer to put an enormous effort into their next blows for the next 2 rounds. If the Astromancer hits then they will add 1 to their hit margin..

Level 2 – This spell allows the Astromancer to put an enormous effort into their next blows for the next five rounds. If the Astromancer hits then they will add 2 to their hit margin..

Level 3 - This spell allows the Astromancer to put an enormous effort into their next blows for the next ten rounds. If the Astromancer hits then they will add 4 to their hit margin.

Dominate
Range – 10 yards
Duration – 10 rounds

Level 1 – This spell allows the Astromancer to attempt to dominate the mind of another (through a successful WIL vrs WIL opposed roll) and if they succeed the opponent can do nothing for the duration of the spell.

Level 2 – As above but the opponent can be made to physically do what the caster wills as long as they are not harming themselves.

Level 3 – As above but with a +2 bonus to the Astromancer's will and no restrictions on what can be done.

Pain Release
Range – Self
Duration – 10 rounds

Level 1 – This spell allows the Astromancer to partially ignore the effects of wound penalties by taking the penalty for the wound level one less than the wound that they have.

Level 2 – This spell allows the Astromancer to partially ignore the effects of wound penalties by taking the penalty for the wound level two less than the wound that they have.

Level 3 - This spell allows the Astromancer to completely ignore the effects of wound penalties.

Earth Sphere

The earth sphere relates to effects that contain healing, toughness, stamina, earth strength, renewal, growing and tracking. The following spells are available to the earth sphere:-

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Earth's Bounty

Range –10 foot radius
Duration – 10 minutes

Level 1 – This spell allows the Astromancer to gain sustenance from any organic material they eat for 10 minutes. So for instance they could eat grass and be fed.

Level 2 – This spell enables the Astromancer to cause forth plants (of the Astromancers desire type) to grow around them and bring forth their fruits. The fruits should be picked immediately as the plants will die once the spell completes.

Level 3 – This spell enables the Astromancer to grow plants (as in level 2) and also command the animals from the area to come to them.

Heal

Range –Touch
Duration – Instant

Level 1 – This spell allows the Astromancer to touch a person and heal them of up to 2C and 2M in damage.

Level 2 – This spell allows the Astromancer to touch a person and heal them of up to 2M and 2W in damage.

Level 3 – This spell allows the Astromancer to touch a person and heal them of up to 2W, 1S and 1D in damage.

Reinvigorate

Range –Self
Duration –Instant

Level 1 – This spell allows the Astromancer to gain back some of their physical pool from the strength of the earth by gaining up to 2 physical chips.

Level 2 – This spell allows the Astromancer to gain back some physical pool from the strength of the earth by gaining up to 4 physical chips.

Level 3 – This spell allows the Astromancer to gain back some physical pool from the strength of the earth by gaining up to 8 physical chips.

Stamina

Range – Self
Duration –10 rounds

Level 1 – This spell allows the Astromancer to add 1 to their body score or physical skill when attempting a physical challenge (not including agility challenges).

Level 2 – This spell allows the Astromancer to add 2 to their body score or physical skill when attempting a physical challenge (not including agility challenges).

Level 3 - This spell allows the Astromancer to add 4 to their body score or physical skill when attempting a physical challenge (not including agility challenges).

Steady Aim

Range –Self
Duration – 3 rounds

Level 1 – This spell allows the Astromancer a +1 bonus to making a ranged attack with a ranged weapon.

Level 2 – This spell allows the Astromancer a +2 bonus to making a ranged attack with a ranged weapon.

Level 3 - This spell allows the Astromancer a +4 bonus to making a ranged attack with a ranged weapon.

Tough Skin

Range – Self
Duration – 10 rounds

Level 1 – This spell allows the Astromancer to have toughed skin to prevent some of the damage they would normally take. The toughened skin will reduce the margin of success of any opponent by 1.

Level 2 – This spell allows the Astromancer to have toughed skin to prevent some of the damage they would normally take. The toughened skin will reduce the margin of success of any opponent by 2.

Level 3 – This spell allows the Astromancer to have toughed skin to prevent some of the damage they would normally take. The toughened skin will reduce the margin of success of any opponent by 4.

Trail
Range –3 /10/ na miles
Duration –1 day

Level 1 – This spell allows the Astromancer to follow the trail of a single person for up to 3 miles. The trail must have a defined start point to be able to follow and the Astromancer will see their footsteps in the Earth.

Level 2 – This spell allows the Astromancer to follow the trail of a single person for up to 10 miles. The Astromancer need only clearly visualise the person that they are seeking and they will see their footsteps in the Earth.

Level 3 – This spell allows the Astromancer to follow the trail of any person the Astromancer thinks of for any distance. The Astromancer need only clearly visualise the person that they are seeking and they will see their footsteps in the Earth.

Air Sphere

The air sphere relates to effects that contain weather control, knowledge, mental healing, charm, meta-magic, far sight and perceptiveness. The following spells are available to the air sphere:-

Charm
Range –20 foot
Duration –10 / 30 / 60 minutes

Level 1 – This spell will give the Astromancer a +1 bonus to any persuasion attempts made on a single target within 20 foot over the next 10 minutes. This bonus will only be applied on the first such attempt.

Level 2 – This spell will give the Astromancer a +3 bonus to any persuasion or seduction attempts to someone within 20 foot over the next 30 minutes. This bonus will only be applied on the first such attempt.

Level 3 - This spell will give the Astromancer a +5 bonus to any persuasion or seduction attempts to someone within 20 foot over the next 60 minutes. If the Astromancer fails then they can retry another attempt without penalty during this time.

Far Eyes
Range –1 / 5 / 15 miles
Duration –5 hours

Level 1 – This spell allows the Astromancer to see with the eyes of his animal soul and allow it to travel up to a mile away without penalty. Once the Astromancer flips back to his eyes the spell is broken.

Level 2 – This spell allows the Astromancer to see with the eyes of his animal soul and allow it to travel up to a 5 miles away without penalty. Once the Astromancer flips back to his eyes the spell is broken.

Level 3 – This spell allows the Astromancer to see with the eyes of his animal soul and allow it to travel up to a 15 miles away without penalty. The Astromancer can flip back and forth between his eyes and those of his animal soul.

Forbidden Knowledge
Range – Touch
Duration –1 / 3 / 6 hours

Level 1 – This spell allows the Astromancer to read one book in a single language that they are unfamiliar for an hour.

Level 2 – This spell allows the Astromancer to read any books in a single language that they are unfamiliar for 3 hours.

Level 3 - This spell allows the Astromancer to read any books in any language (including those in code) that they are unfamiliar for 6 hours.

Nullify Magic
Range – 20 / 40 / 60 yards
Duration –Instant

Level 1 – This spell allows the Astromancer to remove a level 1 spell with a duration that has already been cast by another Astromancer within 20 yards.

Level 2 – This spell allows the Astromancer to remove a level 2 spell with a duration that has already been cast by another Astromancer within 40 yards.

Level 3 – This spell allows the Astromancer to remove a level 3 spell with a duration that has already been cast by another Astromancer within 60 yards.

Reflex

Range –Self
Duration –20 rounds

Level 1 – This spell allows the Astromancer to be able to react faster than normal to a ranged attack. As long as the Astromancer is aware of the attack they get +2 to defend against 1 attack per round.
Level 2 – This spell allows the Astromancer to be able to react faster than normal to a ranged attack. As long as the Astromancer is aware of the attack they get double their agility score to defend against 2 ranged attacks per round.
Level 3 – This spell allows the Astromancer to be able to react faster than normal to a ranged attack. The Astromancer gets double their agility score to defend against all ranged attacks whether they were aware of them or not.

Stimulation

Range – Self
Duration – 10 minutes

Level 1 – This spell gives the Astromancer a +2 bonus on Intellect based skills for the next 10 minutes.
Level 2 – This spell gives the Astromancer a +4 bonus on Intellect based skills for the next 10 minutes.
Level 3 – This spell gives the Astromancer a +6 bonus on Intellect based skills for the next 10 minutes.

Storm Front

Range –3 mile radius
Duration –1 hour

Level 1 – This spell will allow the Astromancer to cause the wind to increase over the next ten minutes and then start blowing over the next hour. The wind will be no stronger than a stiff breeze.
Level 2 – This spell will allow the Astromancer to cause the wind to gradually increase over the next ten minutes and then blow a gale over the next hour.
Level 3 - This spell will allow the Astromancer to gradually increase over the next ten minutes to a hurricane force wind, which will blow for the next hour.

Water Sphere

The water sphere relates to effects that contain calming, spiritual healing, current control, water purification, spiritual protection, defence and quickness. The following spells are available to the Water Sphere:-

Calm

Range -10 / 30 50 yards
Duration –10 rounds

Level 1 – This spell allows the Astromancer to calm down a single animal within 10 yards that is some way spooked or frightened.
Level 2 – This spell will allow the Astromancer to calm the nerves of all animals within 30 yards of the caster.
Level 3 – This spell allows the Astromancer to calm all animals and people within 50 yards. It will prevent them from being frightened and will prevent the need for a check for morale on the battlefield to prevent the troops from fleeing in panic.

Defence

Range - Self
Duration – 4 rounds

Level 1 – This spell will give the Astromancer 2 free physical chips for each defence roll they make against melee attacks. They will gain nothing when attacking.
Level 2 – This spell will give the Astromancer 4 free physical chips for each defence roll they make against melee attacks. They will gain nothing when attacking.
Level 3 – This spell will give the Astromancer 6 free physical chips for each defence roll they make against melee attacks. They will gain nothing when attacking.

Purification

Range – Touch
Duration - Instant

Level 1 – This spell allows the Astromancer to touch a small water source (say a flask) and purify it from normal infections.
Level 2 – This spell allows the Astromancer to purify a large water source (say a well) from all infections and weak poisons (hard difficulty or below).

Level 3 – This spell allows the Astromancer to purify a large water source (say a well) from all infections and poisons no matter their potency.

affording it a 6-point reduction in the margin of victory of any attack. The spell lasts for 30 minutes.

Quicken
Range – Self
Duration –15 / 60 / 120 minutes

Level 1 – This spell allows the Astromancer to react lightning fast to an attack. The spell gives the Astromancer a +2 bonus to initiative for 15 minutes.

Level 2 – This spell allows the Astromancer to react lightning fast to an attack. The spell gives the Astromancer a +4 bonus to initiative for 60 minutes and no penalty to drawing a weapon.

Level 3 – This spell allows the Astromancer to react lightning fast to an attack. The spell gives the Astromancer a +6 bonus to initiative for 120 minutes, no penalty to drawing a weapon and a +3 bonus to attack for gaining positional advantage.

Water Flow
Range –100 yard radius
Duration –2 / 6 / 24 hours

Level 1 – This spells allows the Astromancer to increase the flow of a small stream for 2 hours. This is often used to help propagate watermills when the water levels are low.

Level 2 – This spell allows for a river to build up a sudden surge in speed and flow making it uncrossable at that point.

Level 3 – This spell allows the Astromancer to alter the sea currents around a ship in their favour for the next day.

Spirit Heal
Range – Touch
Duration –Instant

Level 1 – This spell allows the Caster to heal an Astromancer's soul creature. Up to 2M is healed by this spell.

Level 2 – This spell allows the Caster to heal an Astromancer's soul creature. Up to 2W is healed by this spell.

Level 3 – This spell allows the Caster to heal an Astromancer's soul creature. Up to 2S and 1D are healed by this spell.

Soul Bubble
Range – Self
Duration –10 / 20 / 30 minutes

Level 1 – This causes a protective bubble to be generated around the Astromancer's soul animal, affording it a 2 point reduction in the margin of victory of any attack. The spell lasts for 10 minutes.

Level 2 – This causes a protective bubble to be generated around the Astromancer's soul animal, affording it a 4 point reduction in the margin of victory of any attack. The spell lasts for 20 minutes.

Level 3 – This causes a protective bubble to be generated around the Astromancer's soul animal,

Appendix A – Character Sheet

Name		Sex		Birthdate		Age	
Title		Loyalty		Sun Sign		Max Spell	
Residence		Exp Gained		Exp Used		Initiative	

Description	

Physical Pool		Mental Pool		Spiritual Pool		Armour Type	
Body	Agility	Intellect	Will	Perception	Aura		Penalty

Skill	Description	Value

Astromancer Roleplaying Game

Animal Soul	
Name	
Ability	

Weapon	Damage

Wound Type	Penalty	Wounds
Cut [C]		□□□□□□
Minor Injury [M]	-1	□□□□
Wound [W]	-2	□□□
Serious Injury [S]	-4	□□
Dying [D]	-8	□

Wound Type	Penalty	Wounds
Minor Injury [M]	-1	□□□□
Wound [W]	-2	□□□
Serious Injury [S]	-4	□□
Dying [D]	-8	□

Astromantic	Element	Level	Astromantic	Element	Level

Picture

Money	Amount
Shillings	
Pence	
Ransom	

Difficulty	Target No.
Easy	4
Moderate	6
Hard	8
Very Hard	11

Difficulty	Target No.
Super Human	14
Heroic	16
Impossible	18