

the true astrologer

THE CARCASS



a game of post-apocalyptic community by jim pinto

true astrologer

The true astrologer predicts the future through clouds, stars, and the weather. Sometimes he or she may need to read someone's birthdate or do a few hundred calculations to predict a specific event. But. These predictions are based on 'science' rather than faith and therefore not subject to the same scrutiny of a witch. Because of his or her abilities, the true astrologer is a perfect advisor to a true leader. Or a terrifying leader in his or her own right. The true astrologer starts play with two additional drama points.

Who* can predict the future more accurately than you?

Who has nicknamed you 'the charlatan'?

Who is the unpredictable snake?

Who was born under a two-faced moon?

Whose death do you foresee?**

In addition to the two questions above, the true astrologer must answer this question. He or she may choose to answer the question secretly or reveal the answer to the group.

Who was born under the wrong star?

Anytime the true astrologer rolls dice on an action related to predicting the future, he or she rolls on the true astrologer action chart. All other rolls are made on the true astrologer fight chart or general action chart.

Note: The true astrologer is similar in design to the curate. Though not identical, both of them in the same group could essentially step on each other's toes. Before the game, clearly delineate the two characters' spheres of influence.

true astrologer action chart

Roll	Value
2	Failure. Trepidation.
3-4	Failure. Mised.
5-6	Failure. Confused.
7-9	Visions.
10-12	Overwhelming Success.

true astrologer fight chart

Roll	Value
2-4	Failure. Trepidation.
5-6	Failure. Stymied.
7	Minimal Failure.
8-10	Minimal Success.
11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.*
6-7	Minimal Failure.*
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

* Foil may spend one drama point



the carcass: true astrologer

words by jim pinto

art by Michael Phillippi

graphics and doodles by jim pinto

proofing and assistance by Tobie Abad, Diana Kwolkoski Stoll,
Martijn Tolsma

This is an expansion role to *The Carcass* roleplaying game.
The Carcass is Book 4 in the *GMZero* series.

new action results

Visions. The action has lead to a vision that may or may not come true, but that has a resonating affect on the tribe. The character may spend one drama point to narrate his or her own result.