

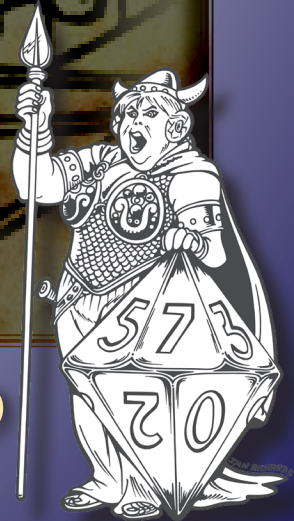
Chivalry and Sorcery™



Rules Supplement

Astrology of Marakush

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ANDERIAN DESIGNS



Astrology in Marakush

Astrology has existed on Marakush even before the “taming” of magic when it was noted by the Tylwyth Hen that the stars in the sky seemed to move around the sky but never changed in relation to each other, except for a few. These exceptions were the planets that were visible on a clear night and seemed to move regularly but independently from the stars. The Tylwyth Hen divided the sky up into twelve segments and named these segments of the sky after patterns that the stars made within them. When humanity came to civilisation they adopted the study of the sky and after a few centuries started to discover that many people exhibited the same traits when born at certain times of the year. These common traits they discovered coincided with the area of the sky that the sun appeared in at the time

of their birth. And so many people decided to adopt the names of the symbolic shapes in the sky as sun signs. It was later discovered that the planets also had an influence on the life of a person of a certain star sign.

The stars have a great effect on the society of Marakush and the dragon reaches, from the prediction of the fate of the greatest empire, to the prediction normally sought after each new birth. Each sun sign has a ruling planet, which may not always be a planet, the sun, Hyandis (the moon) and the hounds of Hyandis (the smaller moonlets) are all classed as planets. The sun signs all have a birthstone and favoured materials such as certain woods, metals, herbs etc. which is particularly useful information to a mage. Also people with a certain sign tend to be better at certain skills, generally these skills are encouraged from a very young age. Hence when the Tylwyth adopted the sign Aziel, which occupies the same region as Aracnus, it was the way the Aziel was treated that made the difference rather than the date of their birth.

Star Sign	Human	Tylwith	Haeflin	Dwarf	Skills
Esterio	01-09	01-07	01-07	01-08	Materia Magicka, any Lore
Dragus	10-17	08-14	08-14	09-16	Combat, Materia Magica
Hyandin	18-24	15-21	15-21	17-24	Combat, Perception
Aracnus	25-31	N/A	22-28	25-32	Thievish, Crafts
Aziel	N/A	22-29	N/A	N/A	Combat, Arts & Entertainment
Pegasar	32-38	30-38	29-35	33-40	Materia Magicka, Materia Medicina
Cressa	39-45	39-47	36-43	41-48	Agricultural, Animal
Hadris	46-52	48-57	44-52	49-56	Charismatic, Cooking & Inn Keeping
Khazan	53-60	58-66	53-61	57-64	Crafts & Trades, Metalworking
Gohan	61-69	67-75	62-71	65-72	Combat, Outdoors
Skenn	70-78	76-83	72-80	73-80	Combat, Mental Fortitude
Hadrin	79-88	84-90	81-89	81-88	Athletic, Agricultural
Tempes	89-97	91-97	90-97	89-96	Seamanship, Outdoors
Choose Any	98-00	98-00	98-00	97-00	

Please note that different races have different gestation periods and are more inclined to conceive at different times of the year. This table replaces the astrology table in the main C&S rulebook and is only applicable to those from Marakush.

Star sign	Symbol	Element	Birthstone	Drago Calendar		Urtish calendar	
				Start	End	Start	End
Estero	Pentacle	Fire	Ruby	1st Hare	15th Fox	1st Inarr	45th Inarr
Dragus	Dragon	Fire	Diamond	16th Fox	30th Hawk	1st Chefror	45th Chefror
Hyandin	Wolf	Water	Moonstone	1st Stag	15th Eagle	1st Maruth	45th Maruth
Aracnus	Spider	Water	Chrysocolla	16th Eagle	30th Horse	1st Ebrild	45th Ebrild
Aziel	Elf	Water	Jade	16th Eagle	30th Horse	1st Ebrild	45th Ebrild
Pegasar	Pegasus	Air	Sphene	1st Trout	15th Storm	1st Maid	45th Maid
Cressa	Sickle	Earth	Green Jasper	16th Storm	30th Dragon	1st Mehelin	45th Mehelin
Hadris	Lady	Air	Mottled Jasper	1st Bear	15th Deer	1st Gorrfriend	45th Gorrfriend
Khazan	Mountain	Earth	Emerald	16th Deer	30th Boar	1st Asut	45th Asut
Gohan	Gosut lion	Earth	Cats-eye	1st Wolf	15th Troll	1st Medi	45th Medi
Skenn	Sword	Air	Aventurine	16th Troll	30th Frost	1st Hydrek	45th Hydrek
Hadrin	Man	Fire	Agate	1st Snow	15th Ice	1st Tached	45th Tached
Tempes	Rain	Water	Quartz	16th Ice	30th Death	1st Ragfym	45th Ragfym

The Sun Signs

Each of the sun signs represents a different constellation that can be seen in sky, this also represents a certain outlook on life that can effect the way a person born under the sun sign acts and what they achieve in life. This is represented by the skills given under the sun sign showing in which areas the character is naturally talented at. And the keywords given in the description represents the outlook and behavior of someone belonging to that sun sign is likely to have, however due to the complex nature of astrology a personality may well be vastly different to that described here. These descriptions should be regarded as guidelines for an average person born under a particular sun sign, not to replace a person's concept for the personality of their character. Please note that what is commonly referred to as a star sign is in fact called a sun sign (the only star used in astrology is the sun, the constellations are only used as markers for specific areas of the sky).

Estero

Ruling Planet: Zagar

Birth Stone: Ruby

Other Materials: Rowan, Lodestone

Keywords: .. Mysterious, Inquisitive, Studious, and Tactless

Best Marriages: Dragus, Pegasar

Skills: Materia Magicka, any Lore skills

Colours: Red, blue, silver and yellow

Element: Fire

Sanctuary: High, man made places such as a tower or building on a hill

Estero's always seem to be searching for a higher meaning to life, often they may appear to be mysterious to others, this is mainly due to them not knowing what they want from life. Many Estero's are insecure in life, knowing that most of the forces that effect them are beyond their control but struggle constantly against those forces. Many an Estero has been known to show a lack of tact this is due to their view that most things are inconsequential, this trait is generally more significant of those born late in the month when the influence of Dragus begins to show through.

The symbol of Estero is the pentacle surrounded by a protective circle representing the desire to understand and contain dangerous powers.

Lucky days are on the 29th Fox (Drago), 14th Chefror (Urtish) when the violent influence of Drago is at its peak (+5 PSF% to combat skills). And the 22nd Ice (Drago), 7th Ragfym (Urtish) where general good luck will fall on the Esteros all day (+3 to all PSF's and a 10% chance of an unusual beneficial event happening.)

The day of the 18th Ice (Drago), 18th Tached (Urtish) brings ill fortune for Esteros (reduce all PSF's by 3, 25% chance of an unusual bad event happening this bad event will normally (70% chance) be the making of a new enemy). Also on the 30th death (Drago), 45th Ragfym (Urtish) magic will become difficult to control (-5 PSF's to all methods of magic).

Dragus

Ruling Planet: Sun
Birth Stone: Diamond
Other Materials: Gold, dragons blood, snap dragon
Keywords: Violent, Ignorant, Cold, Uncaring
Best Marriages: Estero, Aziel
Skills: Combat, Materia Magicka
Colours: Orange, black
Element: Fire
Sanctuary: Lonely places either mountainous (if born in the latter half of the month) or underground (first half of the month)

Dragus is the most violent sign, being unjust this sign opposes Skenn but supports the more even tempered Estero. Dragos spend life in conflict with many, be this professionally or in combat a Dragus will try to better themselves but always learn from their mistakes. It may seem unusual for such a violent sign but Dragos may have an artistic flare which is driven by their quest for self improvement.

The symbol for Dragus is the simple representation of a flying dragon readying for an attack, the body curved into a backwards C shape with wings protruding from the back.

Lucky days are the 10th of fox (Drago), 40th Inarr (Urtish) when the energies of the stars focuses on Dragus (add 10 to all methods of magic PSF's). And the 1st of wolf (Drago), 1st Medi (Urtish) when fortune in general shines on the Drago in important tasks (add +7 to any PSF's up to five times during daylight hours.)

Unlucky days for Dragus are the 10th deer (Drago), 40th Gorrfriend (Urtish) when the energies of magic drain away from Dragus (-10 to all method's PSF's). And the 18th eagle (Drago), 4th of Ebrild when the temper of a Drago may get the better of him (20% chance to go berserk in combat or heated situation as the talent, or double the effects if already beserking. The GM may need to enforce this temper at his/her judgement.)

Hyandin

Ruling Planet: Hyandis
Birth Stone: Moonstone
Other Materials: Mercury, Horehound, Pine
Keywords: Predatory, Seeks Company, Tactful, Practical
Best Marriages: Gohan, Aziel
Skills: Combat, Perception
Colours: Brown, silvers and greys
Element: Water

Sanctuary: Busy places amongst friends or family

Hyandins seek the company of those similar to them selves and feel vulnerable when alone. They work well in small groups if there is a definite leader, if not they will soon seek to establish themselves as high in the pecking order as they can. Whilst a Hyandin can be an extraordinary faithful companion or servant they tend to be unfriendly and distrustful of strangers and those significantly different of themselves. After these barriers have been broken however a long lasting friendship normally follows.

The symbol of Hyandin is a triangle pointing down representing the face of a wolf.

Lucky days are the 21st wolf (Drago), 21st Medi (Urtish) where good luck will shine during moonlit hours (+5PSF to all skills if the moon is in view.). Also on the 7th Eagle (Drago), 37th Maruth (Urtish) the Hyandin will enjoy benefits when working as part of a group (+5 PSF's on all tasks when working as a group of 3 or more).

Unlucky days are the 27th stag (Drago), 27th Maruth (Urtish) where the Hyandin will be hampered in all that they do in daylight (-3 PSF's when exposed to sunlight). And the 13th Fox (Drago), 43rd Inarr when the Hyandin will be unable to utilise their full talent (-10 to all attribute AR rolls).

Aracnus

Ruling Planet:Pailin (Hyandis I)
Birth Stone:Chryocolla
Other Materials:Silk, silver fur, Sandalwood
Keywords: Sneaky, Productive, Patient, and Greedy
Best Marriages: Khazan, Cressa
Skills: Thievish, Crafts
Colours:Greys, white
Element: Water

Sanctuary: Lonely hidden places

Aracans can be a tricky sign to work out, many believe Aracans are stupid and insecure, this however is not true. An Aracnus will do their utmost to protect themselves and their family yet may seem to be a poor father mother or spouse due to an inability to effectively communicate, this is due to their lonely nature. An Aracnus makes a wonderful worker when left to their own devices, when in a group there is a tendency too sneakily grab the glory. Sabotaging the plans of rivals is not above the Aracnus.

The cross over a circle represents the Aracnus.

Lucky days for the Aracnus are on the 23rd of boar (Dragus), 38th Asut (Urtish) where any crafts are greatly aided by the influence of Khazan (+7 to all

craft PSF's and any other skill used for producing items or artifacts, where work would carry on over a period of several days work must start on this day). On the 3rd of fox (Drago), 33rd Inarr (Urtish) good fortune is enjoyed by the Aracnus (+3 to all PSF's).

Days of ill fortune are the days of 13th wolf (Drago), 13th Medi (Urtish) and the 2nd horse (Drago), 17th Ebrild (Urtish) where on both days the Aracnus will be beset by ill fortune (-3 to all PSF's).

Aziel

Ruling Planet:Lorkury
 Birth Stone:Jade
 Other Materials:None
 Keywords:Kind, Just and Arrogant
 Best Marriages:Dragus, Hyandin
 Skills:Combat, Arts & Entertainment
 Colours:Blue, purple
 Element:Water
Sanctuary:Dangerous places

The Great hero of the Tylwyth Teg was adopted by all of the elves, except the Du, out of respect for his deeds, many Tylwyth Teg believe that the consolation of Aziel was formed after his death, many scholars dispute this. The Aziel will sacrifice much to help others. They form the cornerstone of the elven community with an Aziel birth being even more celebrated than the birth of an elf from any other sun sign. Their can be a tendency for Aziel's to become self important and arrogant although often used as diplomats they rarely make good ones, this has lead to many deals being bungled which hasn't helped the Tylwyth's current poor circumstances.

The symbol of Aziel is a circle ascending to the stars.

Lucky days for the Aziel are the 12th Stag (Drago), 12th Maruth (Urtish) where the Aziel can enjoy a greater success with an important task (upgrade one success to a critical success during the day, assume a ten was rolled on the Crit Die). The 29th Ice (Drago), 14th Ragfyrn (Urtish) is a day of great fortune (add +3PSF's to all skills).

Unlucky days are the 2nd Deer (Drago), 32nd Gorrfriend (Urtish) where an Aziel's arrogance is exaggerated to a massive proportion (-15 PSF% to all charismatic skills). The 12th of deer (Drago), 42nd Gorrfriend (Urtish) is a time when magical forces twist and bend for the Aziel uncontrollably (-10 PSF% on all methods of magic, also apply a -1 to the Crit Die for all methods of magic).

Pegasar

Ruling Planet:Padrik
 Birth Stone:Sphene
 Other Materials:Feathers, diamond
 Keywords:Generous, Incorruptible, Suspicious
 Best Marriages:Estero, Skenn
 Skills:Materia Magicka, Materia Medicina
 Colours:White, blue
 Element:Air
Sanctuary: High places or places associated with good

Often concerned with good and freedom the Pegasar will often intervene on behalf of those oppressed. Pegasar serfs are the most likely to run away or lead a revolt, and the noble's know this. Many Pegasar's are innately suspicious of most people seeing corruption everywhere they look. A Pegasar is naturally inclined to make generous donations to good causes but may sometimes seek to discover if a cause is as good as it seems on the surface.

The symbol of Pegasar is a simple T shape representing the wings of a Pegasus about to take flight.

Lucky days are the 7th of death (Drago), 22nd Ragfyrn (Urtish) where any selfless act will be easier (+10 PSF% to any skills where there is no direct reward, at the GM's discretion). And the 3rd of Stag (Drago), 3rd Maruth (Urtish) where good fortune shall remain with the Pegasar all day (+3 to all PSF's).

Unlucky days are the 9th Eagle (Drago), 39th Maruth (Urtish) where poor fortune will be a hindrance (-3 to all PSF's). And the 19th Deer (Drago), 4th Asut (Urtish) where combat against those who are not inherently evil will be greatly hampered (-7 to all combat skill PSF's if not engaged in combat with inherently evil creatures, at the GM's discretion).

Cressa

Ruling Planet:Vetrik
 Birth Stone:Green Jasper
 Other Materials:Any earth herbs
 Keywords:Practical, Kind, Productive, Hard working
 Best Marriages:Hadris, Aracnus
 Skills:Agricultural, animal
 Colours:Green, yellow
 Element:Earth
Sanctuary:Places near agricultural land

Cressa is perhaps the most well suited to farming, a task at which over half of any medieval society is preoccupied with. The hard working men and women of Cressa are essential to the smooth running of the kingdoms of the reaches. Whilst commonly thought of as a sign for commoners, as

great a proportion of nobles are of the Cressa sign as their are commoners. Many of these Cressian nobles understand the toils of the commoners and take interest in their work, often creating a good relationship with the common folk. In Andrea it is seen to be some embarrassment for a noble family to give birth to a Cressa, these families try hard not to conceive during the months of Ragfyrn and Tached.

The symbol of Cressa is a curve in the shape of a C representing a sickle that the signs name is derived from.

Lucky days are the 1st of Hare (Drago), 1st Inarr (Urtish) where it is commonly believed that crops sewn on that day will grow thick and strong (+1 to the Crit Die for agricultural rolls when planted on this day). The 9th of Wolf (Drago), 9th Medi (Urtish) sees the Cressa benefiting from good luck (+3 to all PSF's).

Unlucky days are the 28th of bear (Drago), 28th Gorrfriend (Urtish) where poor fortune hampers the Cressa all day (-3 to all PSF's). and the 30th deer (Drago), 15th Asut (Urtish) where animals will become stubborn and uncooperative (-5 to all animal skills PSF's).

Hadris

Ruling Planet:Hadrier
 Birth Stone: Mottled Jasper
 Other Materials:Blood, silver, sardonyx
 Keywords: Quick of temper, Hard working
 Best Marriages:Cressa, Hadrin
 Skills: Charismatic, Cooking & Inn Keeping
 Colours:Pink, orange
 Element: Air

Sanctuary: Small towns or villages

Those of the Hadris sign are amongst the most charismatic of all of the signs, whilst excelling in domestic matters the Hadris can be quick to temper, loosing their cool over minor matters. Gossip is bound to flow to and fro from a Hadris, many an innkeeper is of the Hadris sign, being good with the tongue and hard working, but their quick temper may mean hired staff beneath them may leave in short order, though many such concerns are family affairs.

The symbol of Hadris is that of a circle superimposed on an L shape representing a mother cradling her child.

Lucky days are the 8th of Horse (Drago), 23rd Ebrild (Urtish) where Hadris enjoys a particular affinity with all (+10 to all PSF's of charismatic skills). The day of the 1st of troll (Drago), 31st Medi is particularly fortunate (+3 to all PSF's)

Unlucky days are the 28th Deer (Drago), 13th Asut (Urtish) where a bad temper will interfere with there self discipline (-5 to all PSF's based on discipline, -7 if based on discipline X2). On the 24th ice (Drago), 9th Ragfyrn (Urtish) poor luck will haunt the Hadris all day (-3 to all PSF's)

Khazan

Ruling Planet: Hyabr (Hyandis IV)
 Birth Stone: Emerald
 Other Materials: .. Any rocks or stones of the earth element
 Keywords: Dependable, Incorruptible, Slow of wit
 Best Marriages: Tempes, Aracnus
 Skills:Crafts & Trades, Metalworking
 Colours:Brown, grey
 Element: Earth

Sanctuary: Mountainous regions

Khazan is the most dependable of all of the signs, the spiritual sign of the dwarven nation Khazan represents spiritual strength and an incorruptible honesty. Few Khazan make for good entertainers having a poor sense of humour and a strictly practical outlook on life yet despite their social failings they are generally well liked and can take positions of some trust, to which they adapt to well.

The symbol of Khazan is a triangle open at the bottom representing a mountain.

Lucky days for the Khazan are the 29th eagle (Drago), 14th Ebrild (Urtish) where good luck will be at their aid throughout the day (+3 to all PSF's). and on the 14th of Horse (Drago), 29th Ebrild (Urtish) where all metals will yield to their craftsman (+7 to all metalworking PSF's except for mining and gem-cutting).

Days of bad luck are the 6th of boar (Drago), 21st Asut (Urtish) where fate works against the Khazan (-3 to all PSF's). on the day of the 9th of Death (Drago), 24th of Ragfyrn (Urtish) where blunders prove to be more serious than normal (-1 to the Crit Die on all skills that are failed)

Gohan

Ruling Planet:Hyar (Hyandis III)
Birth Stone: Cats-eye
Other Materials: Gosut lion parts, Pyrite
Keywords:Predatory, cunning
Best Marriages: Skenn, Hyandin
Skills: Combat, Outdoors
Colours: Black, yellow
Element: Earth
Sanctuary:Jungles or thick forests

The predatory nature of Gohan makes it difficult to merge normally with society, whilst making good businessmen and warriors Gohan's feel out of place amongst others, preferring instead to be on their own except when a common goal can be achieved then they are especially co-operative and good team members. The cunningness of Gohan also proves useful in the gambling and confidence tricks where many a Gohan has made their fortune.

The symbol of Gohan is two parallel vertical lines representing the fangs of the Gosut lion.

Lucky days are the 17th of horse (Drago), 32nd Ebrild (Urtish) where good luck will help the Gohan for the day (+3 to all PSF's). during the night of the 2nd and 3rd of Trout (Drago), 2nd and 3rd Mald the Gohan will be imbued of great stealth (+7 to all skills involving stealth and hiding PSF's whether in rural or urban settings).

Unlucky days are the 9th of Boar (Drago), 24th of Asut (Urtish) where all things seem to go wrong (-3 to all PSF's). And the 22nd of Trout (Drago), 22nd Mald (Urtish) where deceptions have little chance of working due to the just influence of Pegasar (-10 to all charismatic skills PSF's when used for deception).

Skenn

Ruling Planet: Mofkilir
Birth Stone:Aventurine
Other Materials: Iron, lodestone, and papyrus
Keywords:Just, calculating, and reliable
Best Marriages:Pegasar, Gohan
Skills: Combat, Mental fortitude
Colours: Grey, blue, purple
Element: Air
Sanctuary: Near places of office

If Pegasar acts as the voice of morality, then Skenn acts as its blade. A Skenn is likely to raise arms against an evil oppressor, not that a Skenn will necessarily oppose the system of serfdom that exists in many places in the reaches, as with great deeds it is possible to gain freedom. Enforced slavery causes the greatest distaste for a Skenn but even then, if

only criminals are sold into slavery it may seem just. Generally a Skenn will only seek to overthrow an oppressive regime if there is something better to replace it, instead grumbling and putting up with what is their, showing support for only those who show goodly traits.

The symbol of Skenn is a cross representing a sword and hand guard.

Lucky days are the 4th Eagle (Drago), 34th Maruth (Urtish) and the 29th Wolf (Drago), 29th Medi (Urtish) both granting general good luck (+3 to all PSF's)

Unlucky days are the 5th Stag (Drago), 5th Maruth (Urtish) where bad luck will be a hindrance for all of the day (-3 to all PSF's). Also on the 13th Boar (Drago), 28th Asut (Urtish) where mental resolve will be weakened (-5 PSF% to all mental resolve skills)

Hadrin

Ruling Planet: Julkahn
Birth Stone: Agate
Other Materials: None
Keywords: Dependable, protective, fatherly
Best Marriages:Hadrin, Tempes
Skills: Athletic, Agricultural
Colours: Dark blue, red
Element:Fire
Sanctuary: A place of social gathering

Though few Hadrin are teachers by profession they are likely to be a teacher or mentor, to pass on the knowledge gained throughout years of experience to a younger generation. This appeases the fatherly side of a Hadrin and whilst these teachings may involve combat the Hadrin will see that no harm comes to their student. The sons or daughters of a Hadrin are likely to have had a greater than normal education from their Hadrin parent. A Hadrin can become quick tempered in the presence of incompetents who should know better. Hadrin's tend to be good sportsmen. Many also take gardening as a hobby.

The symbol of Hadrin is a circle with an I shape protruding representing the male genitalia.

Lucky days are the 25th Stag (Drago), 25th Maruth (Urtish) where a good day can be had for all Hadrin's (+3 to all PSF's). And the 17th Deer (Drago), 2nd Asut (Urtish) where athletic abilities can become unreliable and may lead to injury (any failure using athletics skills with a Crit Die of 1-2 is treated as a critical failure.)

Tempes

Ruling Planet:Hydrie (Hyandis II)
 Birth Stone:Quartz
 Other Materials:Willow, crystal (quartz)
 Keywords:Quick tempered, adventurous
 Best Marriages:Hadrin, Khazan
 Skills:Seamanship, Outdoors
 Colours:Blue, grey white
 Element:Water

Sanctuary: Exposed places

Like the storm a Tempes seems to show long periods of stability and calm only to erupt into rage at the tinniest of motivations. Unpredictability lies at the heart of the Tempes that and a longing to see the world, wanderlust has taken the heart of many a Tempes and driven them from their families and their lords to seek their fortune elsewhere. Many find the folly in this when it is too late, very few stricken by this wanderlust find happiness enough to settle down.

The symbol of Tempes is five short diagonal lines representing rain in a heavy storm.

Lucky days are the 15th of Storm (Drago), 45th Mald (Urtish) where the regular storms of the reaches signal good fortune over the coming week (30% chance of rain that day. If it rains add 3 to the PSF's of all skills until the 18th of storm (3rd Mehevin), after this date the bonus will decrease by one each day until there is no bonus on the 21st of storm (6th Mehevin)). Also the day of 20th wolf (Drago), 20th Medi (Urtish) will bring good luck (add +3 to all PSF's)

Unlucky days are the 30th Boar (Drago), 45th Asut (Urtish) where poor fortune will beset the Tempes (-3 to all PSF's). And also the 10th of Horse (Drago), 25th Erbrild (Urtish) where a poor response will be felt from most people (-10 PSF% to all charismatic skills)

	Estero	Dragus	Hyandin	Aracnus	Aziel	Pegasar	Cressa	Hadrin	Khazan	Gohan	Skenn	Hadrin	Tempes
Estero	0	0	0	-5	0	0	0	-5	-5	0	0	+10	+5
Dragus	0	0	-5	0	-5	0	0	0	0	0	0	0	+10
Hyandin	0	-5	0	0	0	-10	-10	0	0	+10	0	0	+10
Aracnus	-5	0	0	0	-5	-5	0	0	0	+10	0	+5	0
Aziel	0	-5	0	-5	0	+10	0	+5	0	0	0	0	-5
Pegasar	0	0	-10	-5	+10	0	0	0	+10	-5	+10	-5	-5
Cressa	0	0	-10	0	0	0	0	0	0	-5	0	+5	0
Hadrin	-5	0	0	0	+5	0	0	0	0	0	0	0	-5
Khazan	-5	0	0	0	0	+10	0	0	0	0	0	+5	0
Gohan	0	0	+10	+10	0	-5	-5	0	0	0	-5	-5	0
Skenn	0	0	0	0	0	+10	0	0	0	-5	0	0	-5
Hadrin	+10	0	0	+5	0	-5	+5	0	+5	-5	0	0	-5
Tempes	+5	+10	+10	0	-5	-5	0	-5	0	0	-5	-5	0

Optional reaction table for skills involving communication between individuals of any given star sign. Add or subtract the given amount to the PSF's of charismatic skills, Courtly Love, Courtly Manners, Read Character, Detect Lie, Hearing Rumours, innkeeping, arts and entertainment skills. This modifier may or may not apply to these or other skills at the GM's discretion.