Aldreth

A Fantasy Supplement for Megatraveller and Classic Traveller

Nigel Hodge

INTRODUCTION

Traveller is probably one of the most elegant science fiction Role-Playing systems devised; it is certainly one of the most elegant. The rules presented here in this MS Word file were initially developed by me in 1980 and were produced in 1992 as two small Traveller sized booklets. They are presented here as a means by which Megatraveller and Traveller players can add a touch of magic to their campaigns.

ALDRETH

Every fantasy role-playing game has to have a setting; a point of reference. My own preference is not to spread these fantasy rules across the whole of my Traveller universe – to do so would invalidate some of the purely sci-fi scenarios that I've developed. Rather, I limit the influence of magic to one planet: Aldreth.

When human settlers first arrived on Aldreth (1,750 years before the Imperial dating system was established. i.e. 2,867 years ago), they were mystified by the inexplicable ability of some of the inhabitants to warp natural physical laws to their own advantage. News of this incredible find would have reached the rest of civilisation were it not for the combined crisis of the Long Night and a large-scale assault by the goblin inhabitants of Aldreth on the fledgling colony.

The settlers survived, but only just. Over the years, the humans have evolved and adapted to their environment, forgetting their interstellar origins. Human society is stratified, consisting of what can now be classed as three different races: Primaries (the ruling race), Secondaries (the majority), and Tertiaries (humans / non-human hybrids).

ALDRETH WORLD PROFILE

The UPP of Aldreth is:

Aldreth   [no location] X768670-2 Ag Ni R510

i.e.

Starport type:	None
Planet size:	Medium (11,000 km diameter)
Atmosphere:	Standard
Hydrographics:	Wet world (80% water)
Population:	5 million (humans)
Government type:	Balkanisation
Law level:	No law (local laws prevail)
Trade classification:	Agricultural. Non-industrial
Travel zone:	Red (prohibited)
Planetoid belts:	1
Gas giants:	0

Note: No hex location is given with Aldreth's UPP. The referee should place the planet wherever he thinks appropriate in whatever subsector he wishes. The Red travel zone has been applied to the planet pending investigations by a specialist contact unit of the Imperial Scout Service.

CHARACTER GENERATION

A player character's six characteristics are generated as normal with the exception of Social Standing. In Aldreth, this last characteristic is closely linked with the Traveller attribute of Rank and will thus begin at a lower level than usual, rising with a character's achievements. Therefore, to generate a character's social standing, roll three dice, selecting the two <u>lowest</u> rolls. Until a character's social standing reaches B (11) or higher it will generally only be a reflection of his social standing within his own species' community.

CHARACTER SPECIES / RACE

Characters who originate in Aldreth will be of the following races:

Species / Race Table	
2D Dice Roll	Species / Race
12	Player / Referee choice
11	Tertiary (Human – roll 1D on Tertiary table below)
10	Elf
9	Primary (Human)
6-8	Secondary (Human)
5	Dwarf
4	Halfling
3	Gnome
2	Goblin

Tertiary Table	
1D Die Roll	Race
5, 6	Half- Elf
2, 3, 4	Half – Dwarf
1	Half - Goblin

SPECIES / RACIAL CHARACTERISTICS

A character's characteristic values are modified by special bonuses / penalties as a result of the character's species / race

Species / Race Characteristic Modifiers						
	Str	Dex	End	Int	Edu	Soc
Dwarf	**?**	**?**	+1	?	+1	?
Elf	+1	+2	+1	+2	+3	+1
Gnome	-2	+1	?	?	+1	-1
Goblin	?	?	+1	-1	-1	-3
★ Half-Dwarf	?	?	+1	?	?	-2
★ Half-Elf	+1	+1	+1	+1	+1	?
★ Half-Goblin	?	?	+1	?	-1	-1
Halfling	-3	+2	+2	?	-1	-1

★ Primary	?	?	+1	?	+1	+2
★ Secondary	?	?	?	?	?	?

? = No modification to this characteristic

★ = Human race

HEIGHT AND MASS

Whilst a character's height and mass do not have a critical bearing on play, they are nevertheless useful in helping to visualise a character – especially important when non-human player characters are being used.

To determine a character's height and mass, the following table is consulted. Roll 1D; this die roll is then used as a bonus dice roll modifier for both height and mass. 2 D are then rolled, with an additional dice roll modifiers of being +1 for every 5 points of Str & End. (e.g. a character with Str 8 and End 9 gets a dice roll modifier of +3.)

Height and Mass Table					
Metric			Imperial		
Dice Roll	Height	Mass	Dice Roll	Height	Mass
22	1.93 m	95 kg	22	6' 4"	210 lbs
21	1.90 m	92 kg	21	6' 3"	200 lbs
20	1.88 m	88kg	20	6' 2"	195 lbs
19	1.85 m	85 kg	19	6' 1"	185 lbs
18	1.83 m	82 kg	18	6'	180 lbs
17	1.80 m	79 kg	17	5' 11"	175 lbs
16	1.78 m	77 kg	16	5' 10"	170 lbs
15	1.75 m	75 kg	15	5' 9"	165 lbs
14	1.73 m	73 kg	14	5' 8"	160 lbs
13	1.70 m	71 kg	13	5' 7"	155 lbs
12	1.68 m	69 kg	12	5' 6"	150 lbs
11	1.65 m	67 kg	11	5' 5"	145 lbs
10	1.63 m	65 kg	10	5' 4"	145 lbs
9	1.60 m	64 kg	9	5' 3"	140 lbs
8	1.57 m	63 kg	8	5' 2"	140 lbs
7	1.55 m	62 kg	7	5' 1"	135 lbs
6	1.52 m	61 kg	6	5'	135 lbs
5	1.50 m	60 kg	5	4' 11"	130 lbs
4	1.47 m	59 kg	4	4' 10"	130 lbs
3	1.45 m	58 kg	3	4' 9"	125 lbs
For every point above 22 increase height by 1" / 0.03 m and increase mass by 3 kg / 7lbs.					

Certain races have their height and mass values further modified:

Species / Race	Height	Mass
Dwarf	-0.30 m / 12"	-2 kg / 4 lbs
Elf	+ 0.08 m / 3"	-10 kg / 22lbs
Gnome	-1.22m / 24"	Halve Mass
Goblin	-0.3m / 12"	-10 kg / 22lbs
Half-Dwarf	-0.15 m / 6"	-1 kg / 2 lbs

Half-Elf	+ 0.03 m / 1"	-7 kg / 15 lbs
Half-Goblin	-0.10 m / 4"	-3 kg / 7 lbs
Halfling	-1.22 m / 24"	-30 kg / 66 lbs
Primary	+0.05 m / 2"	+3 kb / 7 lbs
Secondary	?	?
		? = No modification.

CAREERS

There are eight careers that may be chosen by a native Aldrethi character:

Magician
A character who aspires to the most prestigious career on Aldreth, that of a magician. The character starts off as an "Apprentice". Only when he is capable of spell use (Spell skill 1 or more) is he worthy of the title "Magician". Many characters are incapable of such dizzy heights of ability and remain mere apprentices.

Academic
Academics are characters who spend most of their time in pursuit of knowledge. Academics tend to specialise in one field of study, though multidisciplinary academics also exist.

Athlete
Sports on Aldreth are primarily of a gladiatorial nature. Athletes are occasionally successful, sometimes rich, but usually dead. A high-risk profession.

Hunter
A character who, like the hunter of Megatraveller and Traveller (supplement 4) makes his living hunting wild animals.

Mariner
A character who is employed on the high seas. This could be in a merchant or military navy, as a free-lancing crewman, or as a pirate. The skills required for all such jobs are roughly the same.

Monastic
Either a monk or a nun attached to a monastic order. The orders of Aldreth are devoted to the development of the psionic potential of its members, and a strict code-of-life is expected of all members. Without exception, monasteries are situated in obscure, often inaccessible, locations; their occupants wary of prolonged contact with the outside world. Occasionally, a monastic character is sent out to the wider world, often to complete a specific task or as part of his / her personal spiritual journey.

Soldier
A character who serves in one of the many private, local or regional armies of Aldreth.

Trader
A character who makes a living trading between communities; often crossing cultural boundaries to do so.

THE DRAFT

A player may attempt to enlist a character into any chosen profession by succeeding with an enlistment roll. If this fails, a second career may be attempted. If this second attempt also fails, the character must roll for the draft:

Draft Table	
1D Roll	**Career**
6	Mariner
4, 5	Soldier
2, 3	Hunter
1	Trader

SPECIES / RACE CAREER RESTRICTIONS

Referees may wish to restrict the careers that are available to certain races, reflecting cultural predispositions. (This is, admittedly, pandering to some rather tired clichés of the fantasy genre, but most players seem to expect it.)

Species / Race Career Restrictions (optional)	
Career	**Prohibited Species / Races**
Adept	Dwarf, Halfling.
Academic	Goblin.
Athlete	Elf, Gnome, Halfling.
Mariner	Dwarf, Goblin, Halfling.
Monastic	Gnome
Soldier	Gnome
Trader	Elf

CAREER SERVICE PROCEDURE

Characters in Aldreth progress in their careers in a subtly different manner than with either the basic or enhanced character generation systems of megatraveller or classic Traveller. Due to the highly competitive nature of life in a fantasy setting, characters tend to acquire more skills than a basic Traveller character, putting them on a par with characters generated using the enhanced generation systems.

Basic Skill Eligibility	
Initial term of service	4 skill rolls
Per subsequent term	2 skill rolls
Upon receiving "Quest"	+1 skill roll

A successful "+ Soc" die roll results in the character gaining +1 Soc. No additional skill gain is achieved. Magicians increase their Soc values in a special manner. Magicians gain +1 Soc (to a maximum of 8 Soc) whenever they gain a Spell skill level (this is because prestige and skill with spells go hand in hand).

A character that succeeds with a Quest rice roll gains an extra skill roll on any permissible table of that career. However, monastics who succeed with a Quest roll must refer to a Service Skills table from one other career of their choice.

Athletes do not have a second (Edu 8+) Advanced Education Table. They're too busy trying to stay alive to get a higher education.

MUSTERING OUT

Only one Mustering Out table is used with Aldrethi characters, with 1 die roll being made for every term of service and an extra die roll for every Quest undertaken. A +1 DRM applies to all rolls if a character completes his career with Soc 10+.

AGEING

The standard traveller and Megatraveller rules regarding ageing apply to Human characters. However, other races have their own ageing rules.

Elf

Elves are naturally anagathic, so they only age very slowly. An Elf character begins character generation at the age of 1D x 100 years. Every term served adds an extra 1D x 1D years to this total. Every 500 years, an Elf character checks for the effects of ageing. Note that this means that Elf characters can clock up a huge skill base before ageing kicks in – this advantage is offset somewhat by the relative rarity of Elf characters. Referees may apply other role-playing penalties such as the handicaps that inevitably come with a long life (e.g. lots of enemies, family feuds, personal arrogance, jealousy from other species etc.). Remember that a character can only have skills equal to the total of his Int and Edu values.

Elf Ageing Table					
Age	Str	Dex	End	Int	Edu
500 yrs	-1 (8+)	-1 (7+)	-1 (8+)	-	-
2,000 yrs	-1 (9+)	-1 (8+)	-1 (9+)	-	-1 (5+)
4,000 yrs	-1 (10+)	-1 (9+)	-1 (10+)	-1 (8+)	-1 (6+)
6,000 yrs	-1 (11+)	-1 (10+)	-1 (11+)	-1 (9+)	-1 (7+)

Check every **500** years
Due to their resistance to ageing, Elf psionics only lose 1 psionic strength point every 500 years.

Half-Elf

Half-Elf characters check for the effects of ageing by using the normal human ageing table, except that the ages listed must be multiplied by 10. Thus a Half-Elf will begin suffering the effects of age from 340 years, not 34 years.
A Half-Elf will begin character generation at the age of 30 years. Each term of service will add 2D years to this total.

Primary

Primary humans use the normal ageing table, but due to a degree of genetic anagathic residue, they gain a DRM of +1 when saving against the effects of ageing.

Prior Service Table				
Enlistment	**Magician** **9+**	**Academic** **8+**	**Athlete** **10+**	**Hunter** **4+**
DM+1 if	Edu 8+	Int 8+	End 10+	End 10+
DM +2 if	Int 10+	Edu 9+	Str 10+	Str 10+
Survival	**5+**	**4+**	**8+**	**5+**
DM +2 if	Edu 8+	Edu 10+	Dex 9+	Int 6+
+ Social DM +1 if	*+1 for every Spell skill – see skills tables.*	**10+** Edu 8+	**6+** Str 10+	**8+** Int 7+
Quest DM +1 if	**9+** Int 12+	**10+** Int 10+	**11+** Int 10+	**10+** Int 10+
Reinlist	**5+**	**4+**	**7+**	**5+**

Mustering Out Table				
Die Roll	**Magician**	**Academic**	**Athlete**	**Hunter**
1	+1 Soc	+1 Edu	+1 Str	Cr 500
2	+1 Int	Cr 500	+1 Dex	Mount
3	+1 Edu	Cr 1,000	+1 End	+1 End
4	Cr 1,000	+1 Int	Cr 1,000	Cr 1,000
5	Cr 10,000	+1 Edu	Cr 5,000	Cr 2,000
6	Magic Item	Cr 2,000	Cr 20,000	Cr 5,000
7	Magic Item	Magic Item	Magic Item	Magic Item

Dm +1 if Soc is 10 or more (before rolling on this table).

Automatic Service Skills

Magician	Admin
Academic	Admin
Athlete	Close Combat; Brawling; Also Str, Dex or End (Increase lowest value by 1; if a tie, player chooses which value to raise).
Hunter	Missile Combat

ACQUIRED SKILLS TABLES

Personal Development Table				
Die	**Magician**	**Academic**	**Athlete**	**Hunter**
1	+1 Str	Physical	+1 Str	+1 Str
2	+1 Dex	Brawling	+1 Str	+1 Dex
3	+1 End	Language	+1 Dex	+1 End
4	+1 Int	+1 Int	+1 Dex	Brawling
5	+1 Edu	+1 Edu	+1 End	Stealth
6	+1 Edu	+1 Edu	+1 End	Physical

Service Skills Table				
Die	**Magician**	**Academic**	**Athlete**	**Hunter**
1	Admin	Artisan	Brawling	Close Combat
2	Artisan	Artisan	Brawling	Missile Cmbat
3	Brawling	Persuasion	Close Combat	Survival
4	Jack-O-T	Language	Close Combat	Hunting
5	Persuasion	Legal	Missile Cmbat	Herding
6	Language	Carousing	Equestrian	Equestrian

Advanced Education Table				
Die	**Magician**	**Academic**	**Athlete**	**Hunter**
1	Alchemy	Language	Streetwise	Trader
2	Artisan	History	Gambling	Recon
3	Combat Eng	Science	Bribery	Language
4	Language	Admin	Missile Cmbt	Survival
5	Liason	Instructor	Equestrian	Hunting
6	Spell, +1 Soc	Alchemy	Instructor	Missile Cmbt

Service Skills Table (If Edu 8+)				
Die	**Magician**	**Academic**		**Hunter**
1	History	Language		Biology
2	Language	Liason		Prospecting
3	Leader	Medical		Trader
4	Science	Science		History
5	Spell, +1Soc	Science		Language
6	Spell, +1 Soc	Alchemy		Medical

Prior Service Table				
Enlistment	**Mariner** **6+**	**Monastic** **10+**	**Soldier** **5+**	**Trader** **7+**
DM+1 if	Str 6+	Soc 4-	Str 7+	Int 9+
DM +2 if	End 9+	End 9+	End 9+	Edu 8+
Survival	**6+**	**5+**	**6+**	**5+**
DM +2 if	Dex 8+	End 8+	Dex 8+	Int 8+
+ Social	**7+**	**11+**	**7+**	**7+**
DM +1 if	Int 8+	*+1 per psionic talent*	Edu 9+	Int 8+
Quest	**9+**	**9+**	**9+**	**10+**
DM +1 if	Int 10+	Int 11+	Int 10+	Int 10+
Reinlist	**5+**	**5+**	**6+**	**6+**

Mustering Out Table				
Die Roll	**Mariner**	**Monastic**	**Soldier**	**Trader**
1	Cr 500	Physical	Cr 500	Cr 500
2	Language	Language	+1 Str	Mount
3	Cr 1,000	+1 Str	+1 Dex	Language
4	Cr 3,000	+1 Dex	+1 End	Cr 1,000
5	Trader	+1 End	Mount	Cr 2,000
6	Ship	+1 Edu	Cr 2,000	Cr 5,000
7	Ship	Magic Item	Magic Item	Magic Item

DM +1 if Soc is 10 or more (before rolling on this table).

Automatic Service Skills

Mariner	Watercraft
Monastic	Brawling
Soldier	Close Combat
Trader	Trader

ACQUIRED SKILLS TABLES

Personal Development Table				
Die	**Mariner**	**Monastic**	**Soldier**	**Trader**
1	+1 Str	+1 Str	+1 Str	+1 Str
2	+1 Dex	+1 Dex	+1 Dex	+1 Dex
3	+1 End	+1 End	+1 End	+1 End
4	Physical	+1 Int	Brawling	Brawling
5	Brawling	+1 Edu	Carousing	Carousing
6	Carousing	Survival	Physical	Physical

Service Skills Table				
Die	**Mariner**	**Monastic**	**Soldier**	**Trader**
1	Close Combat	Brawling	Brawling	Survival
2	Streetwise	Brawling	Close Combat	Close Combat
3	Artisan	Admin	Close Combat	Herding
4	Jack-O-T	Herding	Missile Cmbt	Language
5	Survival	Recon	Survival	Streetwise
6	Watercraft	Stealth	Gambling	Bribery

Advanced Education Table				
Die	**Mariner**	**Monastic**	**Soldier**	**Trader**
1	Language	History	Recon	Trader
2	Watercraft	Brawling	Equestrian	Persuasion
3	Trader	Disguise	Stealth	Language
4	Missile Cmbt	Instructor	Jack-O-T	Disguise
5	Bribery	Persuasion	Tactics	Equestrian
6	Leader	Psionics	Leader	Prospecting

Advanced Education Table (if Edu 8+)				
Die	**Mariner**	**Monastic**	**Soldier**	**Trader**
1	Liason	Brawling	History	Trader
2	Language	Leader	Leader	Trader
3	Leader	Medical	Language	Legal
4	Tactics	Science	Tactics	History
5	Missile Cmbt	Psionics	Interrogation	Forgery
6	Watercraft	Psionics	Combat Eng	Leader

SKILLS AND BENEFITS

When using skills acquired in a low-tech environment such as Aldreth, bear in mind that they may be limited by that low tech level. This particularly applies to technical and scientific skills. For example, a character with Combat Engineering skill may not know one end of a bulldozer from the other, but will be quite capable of construc ting a really efficient battering ram…

Some unusual skills and benefits are described in detail here:

Alchemy

Alchemy is what passed for science before the advent of rational chemistry and physics. In Aldreth, it as best understood as part chemistry, part magic. It is one of the most difficult skills to manage in a role-playing game, as this skill is by its nature a reflection of individual creativity. The best way to manage this skill is to relate the skill level to the type of material that is being manipulated by the alchemist. Quite what an alchemist is capable of doing with these materials is left to the imagination of the player and the discretion of the referee. Suggestions are:

Skill 1: Analysis of simple materials. Production of simple chemicals such as methane, embalming fluid, gunpowder, manufacture of bronze, whisky.

Skill 2: Production of derived chemicals such as poisons from plants / animals, simple medicines, manufacture of iron, good whisky.

Skill 3: Production of complex chemicals and creative compounds such as caustic pastes, concentrated acids, medicines, manufacture of steel.

Skill 4: Manufacture of simple potions such as love potions. Manufacture of magical materials such as special steel alloys, aluminium, & manufacture of magically enhanced metals.

Skill 5: Manufacture of truly magical alloys and complex potions.

Artisan

As discussed in Megatraveller. The manufacture of works of art / worked items.

Brawling

The use of unarmed combat. This skill halved (rounding fractions down) can be used in lieu of Close Combat skill.

Carousing

Also functions as Steward 1.

Close Combat

The use of melee weapons such as swords or spears. This sill halved (rounding fractions down) can be used in lieu of Brawling.

Disguise
Equestrian
Herding
Language
Legal
Persuasion
Stealth
Trader
Self explanatory. As discussed in Megatraveller

Missile Combat
The use of primitive missile weapons such as bows and slings. This skill can also include hand grenades once appropriate training has been given. At higher tech levels, this skill becomes "Gun Combat".

Physical
The player may choose to increase either Str, Dex or End by 1 point.

Psionics
Not a skill in the normal sense. The first acquisition of Psionics indicates that the character has undergone psionic training. Subsequent acquisitions of this skill indicate that the character may increase any psionic skill levels by 1 and also increase his psionic strength by 1.

Science
The character may choose to gain a skill level in any of the following sciences: Alchemy, Biology, Construction, Mechanics, Combat Engineering.

Spell
The character is able to cast spells. See the Spells section of these rules for more details.

Watercraft
The operation of oar, paddle and sail powered water vessels of all sizes.

Credits
Throughout this supplement, Cash is referred to in terms of Credits. A Credit here varies in form from one local currency to another, but is usually a coin of easily transferable material such as gold or silver. Players should be aware that money is not as absolute an indicator of wealth in primitive societies as in the wider Traveller universe.

Mount
This indicates that the character has his own mount (horse or similar creature). An extra roll will give the character Equestrian+1.

Magic Item

The mind truly boggles. The character has managed to acquire a magical item of some kind. The precise nature of the item is up to the Player / referee. As a rule of thumb, a magical sword would provide a +1 DM to combat rolls and +1 damage. Multiple rolls can either be taken as additional items or may be used to improve an already existing item.

Boat

This indicates that the character has acquired his own small coastal boat with a small employed crew. Additional rolls will increase the size of the vessel.

BEASTIES

It is highly recommended that users of this supplement resist the temptation to cram their campaigns full of stererotypical creatures from standard fantasy mythos'. Traveller has an excellent system for generating animals that can be brought vividly to life by a good referee.

However, for those of you who can't live without a dragon or two in your games, I've included statistics for some of the more popular fantasy beasties:

Beastie	Mass	Armour	Profile	Attack Mode
Young Dragon	1600 kg	10	17, 10, 17, 8, 7	Tooth & Claw x3
Mature Dragon	6000 kg	11	18, 9, 18, 10, 9	Tooth & Claw x3
Ancient Dragon	12000 kg	13	19, 8, 19, 11, 11	Tooth & Claw x3
Giant	1600 kg	4	16, 5, 15, 4, 3	Weapon (Damage x3)
Gryphon	800 kg	6	15, 8, 13, 1, 1	Tooth & Claw x2
Ogre	200 kg	4	12, 5, 10, 3, 2	Weapon (Damage x2)
Troll	800 kg	5	15, 5, 15, 2, 2	Weapon (Damage x2)
Wyvern	800 kg	8	12, 5, 14, 1, 1	Tooth & Claw x2

Feel free to add exotic attack modes such as fiery breath for the dragons.

Intelligent creatures should be developed using the UPP as above, i.e. excluding the Soc characteristic as this rarely applies to a campaign setting. I found that it helped not having creature statistics written in a bestiary, as this meant that the players could be genuinely surprised when they encountered a new beastie.

ALDRETH MAGIC SYSTEM

Nigel Hodge

MAGICIANS

Magicians are the characters who supply much of the dynamism of any fantasy game system. In these rules they are persons who have devoted much time and effort in the pursuit of "magic" – the ability to manipulate forces that defies scientific reason. In this sense they are akin to any psionic character, but there are important differences.

A magician is primarily a person of great ego. Magicians are not naturally humble – a by-product of the desire for more arcane power. Magicians go about wearing outlandish garb in order to stand out from the crowd, whilst their apprentices wear whatever they are told to by their masters. Magicians shun the use of armour and weapons in order to stress their disregard for such puny precautions. They are not prohibited from using armour or weapons, but their egotistic personalities mean that it is very unlikely that a magician would stoop to relying on such things. Magicians often use grandiose titles for spells (and cast them in a suitably florid manner) in order to instil a sense of awe in those observing as well as a sense of occasion in them selves. Magicians are always conscious of having an audience (even if that audience is themselves). The antithesis of a psionic, a magician is a high-profile kind of guy.

On the subject of clothing, a magician will consider himself "improperly dressed" if not wearing clothes that would be laughable to anyone with any dress sense. Fashions vary, with some going for the latest "skulls and spikes" look whilst others prefer the traditional "emblazoned dressing gown and pointy hat".

Not surprisingly, all of this ponderous charade has an effect on the magician himself. Whilst not all magicians think of themselves as the greatest beings alive, those that don't' will invariably think they have the potential to be such. (See the sorcerer's apprentice section of Fantasia for an excellent study of the psychology of magicians.)

APPRENTICESHIP

A magician that has no Spell skill is an "Apprentice". Once a character has Spell skill 1, he can call himself a Magician, Sorcerer or whatever he wishes. A magician with Spell 2 is socially entitled to an apprentice of his own.

SPELL ACQUISITION

Whenever a character gains a skill in Spell use, that character acquires the use of a number of spells. The number of spells gained is equal to the square of the skill level + the character's Int modifier [Int ÷ 5].

$$\text{Spells} = (\text{Spell Skill})^2 + (\text{Int} \div 5)$$

The precise spells acquired by the character are determined by rolling 2D consecutively (giving a base 6 number ranging from 11 to 66) and consulting the spells listed. If a 65 or 66 are rolled, a certain amount of choice is introduced into the process and either the player or the referee may choose a spell for the player. Referees may use a 65 or 66 roll to introduce a spell of their own devising. If a player rolls the number for a spell that he already possesses, he may freely choose any other spell in the list.

MEMORISATION

Being based on complex formulae, only a limited number of spells may be memorised by a magician. The number of spells that may be memorised is determined by adding the character's Int and Edu and dividing by 5.

$$\text{Spells Memorised} = (\text{Int} + \text{Edu}) \div 5$$

Any spell memorised may be cast time and time again by the magician without recourse to any reference material. However, if a spell is not memorised, the magician must have it written down in a spell book (or some other appropriate data retrieval system) if he wants to cast it. Unlike some primitive fantasy game systems, a magician does not mysteriously forget a spell once he uses it.

SPELL BOOKS

A spell book is a complex form of specialised reference artefact, written in an arcane script intelligible only to other magicians and some academics (treat as a separate obscure language). Spell books take a lot of expensive materials and a long time to construct. Rumour has it that common materials would work just as well, but what magician worth his eye-of-newt would use cheap materials when expensive ones would do the job just as well?

The mass of a spell book is typically proportional to the number of spells contained within it, though magicians will often increase the book's mass by the addition of quadruple binding, padlocks, iron embellishments etc.

$$\text{Mass of Spell Book} = (0.1 \text{ kg}) \times (\text{Number of spells}) \times 1D$$

$$\text{Material Cost of Spell Book in Credits} = (1D \times 10) + (10 \text{ per kg}) + (10 \times \text{Spell Skill}^2)$$

CASTING SPELLS

Spell casting is a task in Megatraveller / Traveller, with each individual spell having its own Universal Task Profile and effects. To cast a spell, a character declares what spell he is attempting to cast (using it's full title for dramatic effect) and rolls 2 D, applying the Spell skill value, the Int bonus (Int ÷5), and any other relevant modifiers.

All spells have a "signature" that functions in the same manner as the signature of a firearm – though the exact nature of this is up to the player / referee. A spell's signature is proportional to its difficulty rating:

Simple / Routine	= Low Signature
Difficult	= Medium Signature
Formidable / Impossible	= High Signature

All spell casts are "hazardous" if a spell cast attempt is failed by 2 or more, the character rolls 2D on the spell mishap table. If a spell is fumbled (i.e. an unmodified 2 is rolled), the character rolls 3D on the spell mishap table. It is this table that acts as a restrictor on the unbridled use of magic – a magician can in theory blast away with spells all day, but every spell cast carries with it the possibility of a disastrous backfire.

TACTICAL USE OF SPELL BOOKS

When a character has not memorised a spell, he may use an appropriate spell book. It takes one round to take a book out of a pocket / haversack etc. It then takes the caster a further 2D rounds to look up the relevant pages in the book before casting the spell. This second period of time is reduced by the Int bonus of the caster (Int ÷5) to a minimum of 1 round.

SPELL PREPARATION

It does help to fully concentrate on a spell being cast, and magicians put a lot of emphasis on being in the correct frame of mind. Therefore, the following DMs apply to all spell cast attempts:

Spell Preparation Table			
Encumbered	-2	? 1 minute preparation	+1
* Armoured	-2	10 minutes preparation	+2
¤ Armed	-2	1 hour preparation	+3
Unable to use voice	-2	6 hours preparation	+4
Unable to use hands	-2	Totally unarmed & unarmoured	+1
§ Improperly dressed	-2	? Appropriate magic ingredients	+?
? Poor quality spell book	-2	? Magic staff / wand	+?

* Any kind of armour or shield (including Vacc Suits).
¤ Any weapon other than a staff, dagger or similar small dual purpose weapon.
§ i.e. not wearing appropriately outlandish wizardly garb.
? Ordinary paper, electronic retrieval system etc.
? 1 combat round = 15 seconds; therefore 1 minute = 4 combat rounds.
? the effects of special ingredients are up to the discretion of the Referee. Each spell should have a few ingredients that increase the likelihood of successful casting, with varying potency ranging from DM+1 to (in rare cases) DM+4. These should be difficult to obtain and are usually consumed in the casting process.
? These may be acquired as part of character development. Staffs may double up as weapons (Penetration 2, Block 1, Damage 2).

Magical Mishap Table	
Dice Roll	Result
17 +	Multiple backfire. Roll twice on this table, applying both results.
15, 16	The caster immediately ages 1 year.
13, 14	The spell's effects are reversed. The exact details are left up to the Referee.
11, 12	The spell takes effect in a randomly determined target in line of sight of the caster. The caster is included as a possible target.
9, 10	A totally different (randomly determined) spell takes effect.
7, 8	There is a loud noise and the caster glows brightly for 1D rounds.
5, 6	Pretty lights appear around either the target, the caster or both. (1, 2 = target; 3, 4 = Both; 5, 6 = Caster).
3, 4	Something decidedly odd has happened & there transpires an event of strange and mildly humorous effect (e.g. a flower sprouts out of the barrel of an nearby gauss rifle): Referee determines what happens.
2	Nothing happens
Personal Injury: Whenever any roll on this table results in two dice having the same number, the caster suffers 1D damage. If three dice are rolled and all have the same number, the caster suffers 2D damage.	

SPELLS

Each spell has a description that should be self-explanatory. Some spells work directly on the psyche of the target; with these, the target may make a resistance roll of 2D, attempting to roll equal to or less than his Int. A successfully resisted spell has no effect.

Successful rolls: As stated in the Megatraveller Players' Manual (pp70-71), for every 2 points that a task roll exceeds its required minimum, a "degree of success" is achieved. With spell use, most spells allow a caster to translate these degrees of success into an improvement in the effects of the spell. In addition, range may be increased by one range factor for every degree of success. Alternatively, the caster may choose to reduce any resistance roll by 1, double the influence of the spell, or double the duration of the spell.

ADDITIONAL SPELLS

Referees are encouraged to invent their own spells for use with this supplement. To assist this, a supplemental spell list has been included, giving the titles of an additional 34 spells that can act as a springboard for the referee's imagination.

SPELL 11 – ANALYTICAL WEIRD
Difficulty: Difficult (11+)
Range: Close (1 m)
Influence: 100kg organism or item
Duration: 15 seconds / 1 Round
Effects: The caster may ask one question (for length of question, see Duration) of the Referee concerning the origin or nature of the target, which must be answered truthfully. This spell may be used in a variety of ways; e.g. to determine where an object was made, to translate a code or an unknown language, or to determine the function of an object.
Success: Degrees of success may be used to ask extra questions.

SPELL 12 – AQUATIC NATURE
Difficulty: Routine (7+)
Range: Close (1 m)
Influence: 100kg organism
Duration: 1 hour
Effects: The target may function underwater just as if in its normal atmospheric environment. This applies both to breathing and to sensing underwater.

SPELL 13 – ATMOSPHERIC AMBULATION
Difficulty: Difficult (11+)
Range: Close (1 m)
Influence: 100kg organism or item
Duration: 1 hour
Effects: The target may fly through the air at speeds of up to 25 km / hr.
Success: Degrees of success may be used to double airspeed. There is no physical penalty for flying at very high speeds.

SPELL 14 – BLAST OF IRRESISTABLE HEAT
Difficulty: Formidable (15+)
Range: Medium (50 m)
Influence: 1.5 m radius sphere of volume
Duration: 15 seconds / 1 Round
Effects: The caster causes the volume within the sphere of influence to burn momentarily with an intense heat – dissipating within a 15 second round. All objects within the target area are attacked by the head and suffer 4D damage, except for any object at the centre of the conflagration – which suffers 8D damage. Armour is of no use to a person in the centre of this spell, though heat resistant clothing such as a vac suit or battledress halves any damage received.
Success: Each degree of success increases damage by 2D.

SPELL 15 – BOULDER BANGER

Difficulty: Difficult (11+)
Range: Medium (50 m)
Influence: 100kg animal
Resistance: Int
Duration: Up to 1 hour or until target is exhausted
Effects: The target is compelled by this spell to have sex with the nearest animate object that approximates to its own size. If there is no such object within sight, it molests the nearest suitably sized inanimate object (hence the spell's name). Once its lusty activities have commenced, the target loses 1 End each round and 1 Str each minute until either Str or End reach zero, at which point the target is exhausted and collapses. The object of its affections may suffer damage as the referee deems appropriate for the situation.

SPELL 16 – CEREBRAL LIBRARIAM

Difficulty: Formidable (15+)
Range: Close (1 m)
Influence: 1 character
Duration: 1year
Effects: The magician may possess up to double the number of skill levels allowed (i.e. 2 x (Int + Edu).

SPELL 21 – CURSE OF HAPLESS ENCRYSTMENT

Difficulty: Formidable (15+)
Range: Medium (50m)
Influence: 100kg organism or item on a planet or asteroid
Duration: Permanent
Effects: The target is instantly teleported to a pore in the planet's crust between 2 and 12 km below the surface. If the Referee wishes (for example if the target is a player character), the nature of the space into which the target has been banished can be determined; roll 2D.
12 = Underground city / construct with route to the surface
11 = Large labyrinth with route to the surface
10 = Large labyrinth. Target suffocates in 2D months
9 = Medium labyrinth. Target suffocates n 2D weeks
8 = Small labyrinth. Target suffocates in 2D days
7 = Large cavern. Target suffocates in 3D hours
6 = Medium cavern. Target suffocates in 2D hours
5 = Small cavern. Target suffocates in 1D hours
4 = Tiny cavern. Target suffocates in 3D minutes
3 = Small pore. Target suffocates in 2D minutes
2 = Tiny pore. Target suffocates in 1D minutes

SPELL 22 – CONTORIAL HYPOSTRONUON

Difficulty: Formidable (15+)
Range: Medium (50 m)
Influence: 100kg organism or item on a solid surface
Duration: Permanent
Effects: The target is spread 2 cm thick over the surface on which it previously stood. The area covered by this mess can generally be calculated from the volume of the target. As a rule of thumb, a man-sized organism will cover a circle approximately 2.5 metres in diameter. Needless to say, when an organism is affected by this spell, it usually results in death.

SPELL 23 – DEBILITATING CORKSCREW

Difficulty: Difficult (11+)
Range: Short (5 m)
Influence: 100kg organism or item
Resistance: If target is capable of flying, check against Str.
Duration: 30 seconds / 2 rounds
Effects: The target is lifted up to a height equal to its own length / height. While the spell lasts, the target is whirled around at a speed equal to 10 revolutions per minute multiplied by the number of rounds since the spell began. When the spell ends, the target is flung off at a tangent in a randomly determined direction. The referee may apply damage as appropriate. As a rule of thumb, for every round of spell duration, the target will usually be flung 2 metres and suffer 1D points of damage when hitting a solid object.

SPELL 24 – ENERGETIC EXCHANGE

Difficulty: Routine (7+)
Range: Close (1 m)
Influence: One sentient target
Resistance: If target is an unwilling participant, check against Int.
Duration: Permanent
Effects: The caster may exchange 1D points of either Str, Dex or End with the target. Any lost characteristic is "healed" at the normal rate. A characteristic may only be increased to a level of 1 point more than the character's original maximum value. In this case, the duration is not permanent but lasts for one hour.
Success: Each degree of success enables an extra point of Str / Dex / End to be exchanged.

SPELL 25 – GRAVITIC EMANCIPATION

Difficulty: Difficult (11+)
Range: Close (1 m)
Influence: 100kg organism or item
Duration: For as long as the caster concentrates on the target. Casting another spell or engaging in any activity that requires focused thought breaks the spell.
Effects: The target becomes weightless and moves at a velocity of up to 0.5 m/s in a direction determined by the caster.
Success;   Each degree of success enables the velocity to be doubled.

SPELL 26 – GYROSCOPIC LUMINARY

Difficulty: Routine (7+)
Range: Short (5 m)
Influence: 6 metre radius volume
Duration: 1 hour
Effects: A small sphere of light is created by this spell which sheds light over the affected area. The light may be of any type within the spectrum ranging from infra-red through to ultra-violet. The sphere itself hovers in the air and may be moved about at the will of the caster who may give it simple orders – it is a sentient creature. The light of the sphere may be varied in intensity, though cannot be made so bright as to blind the caster. The maximum speed of the sphere is 10 km/hr. The sphere has an armour value equivalent to Combat Armour. Damage is applied as if to a character. It may not communicate with characters other than to receive orders telepathically from the caster.
The sphere's characteristics are: 2, 7, C, 2, 2, 0.

SPELL 31 – HAPPY WAGGY TAIL

Difficulty: Difficult (11+)
Range: Medium (50 m)
Influence: 100kg organism or item
Resistance: If target is capable of flying, check against Str.
Duration: 15 seconds / 1 round
Effects: For each round that this spell lasts, the target is flung to alternating sides – perpendicular to the caster's line of sight. The distance a target is thrown is equal to double the target's height or length. If anything solid gets in the way, the target will suffer damage as if falling the distance flung. At the end of the spell's duration, the target is dropped to the ground in mid-ling and will probably end up suffering from concussion and disorientation.

SPELL 32 – IMPERCEPTIBLE ARMOUR

Difficulty: Routine (7+)
Range: Close (1 m)
Influence: 100kg organism or item
Duration: 1 hour
Effects: The target is treated as if wearing armour equal to Tech-11 combat armour (i.e. Megatraveller Armour type 8).

SPELL 33 – INCREDIBLE BOUNCING BALL

Difficulty: Formidable (15+)
Range: Long (250 m)
Influence: 3 m diameter area on a solid surface. There must be a non-solid clearance of at least 20 m above the target area.
Duration: 1 minute
Effects: The spell conjures a 3 m diameter sphere of magical "rubberstone" which bounces up and down on the target area at a rate of one bounce every five seconds (i.e. 3 bounces per round).Each bounce does 2D x 2 points of damage to any target in its area of impact. Most creatures will be able to move some distance after the first bounce, but any target unfortunate enough to be caught stationary beneath an Incredible Bouncing Ball will suffer great cumulative damage.

SPELL 34 – INDOMITABLE CUBE

Difficulty: Difficult (11+)
Range: Short (5 m)
Influence: 3 m x 3m x 3m volume
Duration: 1 hour
Effects: A cubic force field is created around a point. All energies are reflected from this cube – both magical and physical, even air and light. This makes the cube immune from attack, but brings about its own problems. Fortunately, by making a 2D roll against Str, a person may move from inside the cube to the outside.

SPELL 35 – INFERNAL INTERNAL CONGEALMENT

Difficulty: Formidable (15+)
Range: Medium (50 m)
Influence: 100kg organism or item
Duration: Permanent
Effects: The target's body fluids congeal and thicken in to a paste, resulting in death.

SPELL 36 – MAGICAL OBLITERATOR

Difficulty: As for spell to be erased, plus one difficulty level (i.e. +4)
Range: Medium (50 m)
Influence: One previously cast spell
Duration: Permanent
Effects: This spell obliterates a specified spell that has been previously cast. The caster must state quite clearly what spell is being erased. If the caster is able to cast the spell that is to be erased, his Spell skill level is doubled when rolling for success.

SPELL 41 – MANIFOLD DIAGNOSTIC

Difficulty: Routine (7+) for physical diagnosis,
               Difficult (11+) for psychological diagnosis.
Range: Close (1 m)
Influence: One sentient creature
Resistance: For psychological diagnosis, check against target's Int
Duration: It will take between 1 and 60 minutes to make the diagnosis, depending on what is wrong with the target – the exact time taken is left to the referee's discretion.
Effects: The caster is given a thorough diagnosis of either the physical or the psychological ailments currently afflicting the target.

SPELL 42 – MANTLE OF SEAMLESS TRANSPARENCY

Difficulty: Difficult (11+)
Range: Close (1 m)
Influence: 100kg organism or item
Duration: 10 minutes / 40 rounds
Effects: The target becomes invisible. All clothing and devices carried by the target at the time of casting also become invisible, provided the total mass affected by the spell is not exceeded.

SPELL 43 – MYSTIC MIST

Difficulty: Routine (7+)
Range: Short (5 m)
Influence: 1.5 m x 1.5 m x 1.5 m volume
Duration: 1 hour
Effects: The caster conjures up a mist-like creature that may be ordered to do the caster's bidding. Being vaporous, it cannot harm any tangible creature or object. Its characteristics are: 0, 7, A, 7, 2, 0.
The mist can float at a speed of up to 1.5 metres per 15 second round. Fire or lasers can damage the mist, inflicting one quarter normal damage.

SPELL 44 – OLD FASHIONED CHARM

Difficulty: Routine (7+)
Range: Short (5 m)
Influence: One sentient creature
Resistance: Int
Duration: 1 minute / 4 rounds
Effects: The target is placed in a trance and may be ordered by the caster to behave in any desired manner as long as the directive isn't too complex or contradicts the creature's basic nature. The target may not, for example, be ordered to kill itself.

SPELL 45 – ORGANIC METAMORPHOSIS

Difficulty: Formidable (15+)
Range: Short (5 m)
Influence: 100kg organism
Duration: 1 month, or until the caster dissolves the spell
Effects: The target is changed into any desired creature of the same size range, but Int and Edu remain unchanged.
Success: Each degree of success may enable the caster to increase or decrease the size range of the creature.

SPELL 46 – OPEN SESAME

Difficulty: Routine (7+)
Range: Short (5 m)
Influence: One closed portal / lock
Duration: Permanent
Effects: Any portal (door, hatch, cage, cupboard etc) that has been shut and / or locked is opened by this spell.

SPELL 51 – PERVASION OF THE RESONANT CHORD

Difficulty: Varies with the material to be affected by this spell.
                Glass = Simple (3+), Wood = Routine (7+), Rock = Difficult (11+),
                Iron = Formidable (15+)
Range: Medium (50 m)
Influence: 10 kg item
Duration: Target resonates for one round before spell takes effect
Effects: The target shatters violently. This will typically cause sharp fragments to fly through the air in all directions – treat a 10 kg target as a fragmentation grenade exploding.
Success: Target shatters instantly with one degree of success.

SPELL 52 – PENTACULAR SENSILE ENHANCEMENT

Difficulty: Difficult (11+)
Range: Close (1 m)
Influence: One sentient target
Duration: 1 hour
Effects: One of the target's senses is enhanced to super-normal standards. Use of this spell will be likely to give a character better warning of surprise attacks etc.
Success: Each degree of success can add 1 sense to the total affected – to a maximum of five senses.

SPELL 53 – PHOTONIC DIGIT

Difficulty: Routine (7+)
Range: Close (1 m)
Influence: Small item or part of body
Duration: 4 hours
Effects: The target glows with a bright light – typically illuminating a volume 6 metres in radius. The intensity of the light can be manipulated by the caster.

SPELL 54 – REVICTIVE SOTERION

Difficulty: Varies with the amount of healing required (see "Effects").
Range: Close (1 m)
Influence: 1 creature
Duration: Permanent
Effects: The spell heals physical wounds
Cure up to 6 points of damage: Routine (7+)
Cure up to 18 points of damage: Difficult (11+)
Cure mortal wounds: Formidable (15+)
Resurrect recently deceased person: Impossible (19+)

SPELL 55 – SINGULAR CONFLAGRATION

Difficulty: Varies depending on the material to be ignited:
               Readily combustible (e.g. petrol): Routine (7+)
               Flammable (e.g. wood): Difficult (11+)
               Flame-resistant (e.g. leather): Formidable (15+)
               Non-Flammable (e.g. metal): Impossible (19+)
Range: Medium (50 m)
Influence: 100kg item
Duration: Permanent
Effects: The target bursts into flame. Any creature in contact with the burning object suffers between 1D and 6D damage per round – depending on the extend and duration of the contact.

SPELL 56 – THAUMATURGIC REVERSAL

Difficulty: Difficulty factor of the spell to be reversed + 1 difficulty level (i.e. +4).
Effects: This spell is in fact a thaumaturgic "prefix" that is applied just before another spell is cast. It takes just one extra round to apply this prefix to the spell. The range, resistance, influence and duration of the spell are retained. However, the effects of the spell are reversed. The exact nature of the new (reversed) spell is left to the discretion of the referee and the imagination of the casting player.
For example a reversed Open Sesame might lock a portal; a reversed Blast of Irresistible Heat could create a blast of intense cold.

SPELL 61 – THEURGIC RECIPROCATOR

Difficulty: Formidable (15+)
Range: Close (1 m)
Influence: 100 kg organism or item
Duration: 1 hour or until a spell is reflected
Effects: This spell creates an invisible barrier that reflects any spell back to the caster. The Reciprocator is, however, extinguished once a spell has been reflected. The reciprocator is stationary and may only be applied once to a specific target.
Success: Extra degrees of success enable more than one spell to be reflected before dissipating the spell.

SPELL 62 – TRANSETHERAL PERAMBULATOR

Difficulty: Difficult (11+)
Range: Close (1 m)
Influence: 100kg creature
Duration: 1 hour
Effects: The target becomes ethereal and is able to float through solid objects at will. The speed of ethereal movement is up to 7.5 metres per 15 second round. Physical objects pass through the target, but lasers inflict quarter damage.
Success: Extra degrees of success may be used to double the speed of movement.

SPELL 63 – UNSEEN VISION

Difficulty: Routine (7+)
Range: Close (1 m)
Duration: 1 hour
Effects: The caster conjures up a pair of invisible ethereal eyes that are able to float at a velocity of up to 7.5 metres per 15 second round. They function just as the caster's eyes would, but are immune to attack or damage. The caster's eyes must remain closed for the duration of the spell; once opened, the spell dissipates.
Success: Extra senses may be added by expending degrees of success (e.g. a pair of ears could accompany the eyes).

SPELL 64 – VEHEMENT GUST

Difficulty: Difficult (11+)
Range: Medium (50 m)
Influence: A volume of air 3m x 3 m x 3m
Duration: 1 minute
Effects: The caster conjures an air elemental that can be ordered to do his bidding. The elemental may move through an atmosphere at speeds of up to 50 km / hr. Its characteristics are: 2, 7, 2, 1, 0, 0.
Success: Each degree of success may be used to increase the elemental's characteristics: Str and End are doubled, Int and Edu are increased by 1.

SPELL 65 / 66

Referee chooses a spell for the player – either from those listed above, or from any other spell list such as the supplemental list that follows. (Referee to determine the details of the spell).

SUPPLEMENTAL SPELL LIST

I supply here a list of titles of rare spells – to act as a springboard for the referee's own imagination.

11	Aerogenesis	41	Multi-Purpose Catharaxion
12	Aquagenesis	42	Necroamina
13	Aquatic Construction	43	Necromantic Communication
14	Astounding Palingenesis	44	Pacifistic Entrancement
15	Charm of Heroic Fortitude	45	Psychic Ablution
16	Cloak of Temporal Stability	46	Psychomatic Vigour
21	Curse of the Macroid Proboscis	51	Singular Servitude
22	Dastardly Conjuration	52	Somatic Satiety
23	Deathly Embrace	53	Subsensory Voice
24	Dessicatory Flatulence	54	Supernatural Zephyr
25	Terrestrial Sentience	55	Territorial Inverter
26	Extraphenomenal Spell Sniffer	56	Thaumaturgic Investment
31	Fearsome Apparition	61	Theurgic Extension
32	Grandiose Terragenesis	62	Totalitarian Damnation
33	Hand of Deadly Luminosity	63	Transmolecular Precipitation
34	Interrogative Charm	64	Unprecedented Precipitation
35	Hudropistic Miasma	65	(Player Chooses Spell)
36	Mighty Fax Calestia	66	(Player Chooses Spell)