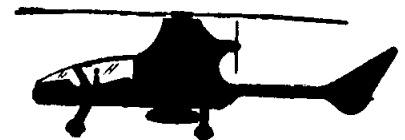
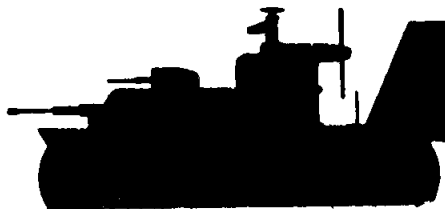
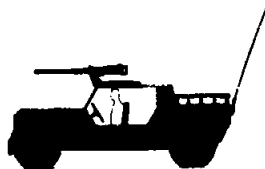
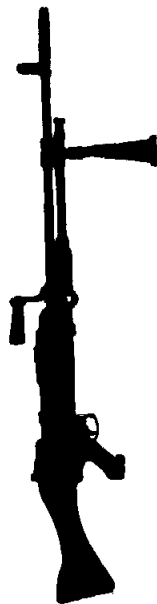
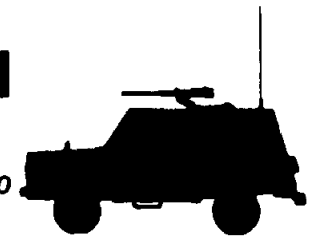
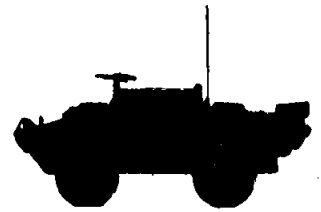
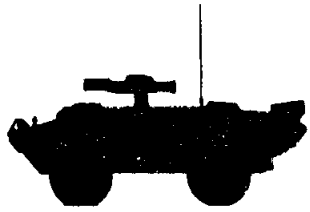


THE MORROW PROJECT

ROLE PLAYING EXPANSION

BY H. N. VOSS

*With sincere thanks to the Chaosium and Tadashi Ehara, who
made possible the form this expansion takes.*



• ROLE PLAYING •

Project Theory: Role Playing Supplement

P.D.'s NOTE: Adopt as much or as little of the following as you see fit. YOUR campaign is the main concern. The advantage of a role playing game is that YOU develop the basic game to fit YOUR needs.

The Morrow Project was not designed to save the world; it could not. There was too little time. Provision could be made to rebuild, and ensure the coming darkness would not last forever. Thousands of years of human thought and advancement would not be lost. The Morrow Project was to ensure there would be a tomorrow.

Provision was made for the entire world, and, at a later time, the stars. These concerns fall beyond the scope of the role playing expansion. For the time being, we are concerned only with activities on the North American continent. The key to the plan were the personnel of the Project.

The mission was to rebuild, recreate, preserve. This mission was broken down into phases.

Recon teams would be activated first. These teams would scout large areas, then report to Prime Base. Prime Base would draw conclusions based on the data supplied by the Recon teams. The extent of the damage, surviving population, the agricultural/industrial potential of the area, presence of hostiles, and a host of other concerns would all be taken into account. Prime Base would then assign a priority. This would determine how much attention the area initially received. Two criteria were foremost in the calculative process:

1. How *much* the Morrow Project could help,
2. How *badly* the area needed help.

Typically, a Recon team would report, and other Recon teams might be sent in as support. A MARS team might be activated and sent in order to deal with "special" problems. A regional Science team might be sent, perhaps a regional supply facility activated.

All work accomplished up to this point was incidental. Now the real work of the Project could commence. It was the process of rebuilding for which the members of the teams were most carefully trained. During the rebuilding process all teams would work together, not as Recon, MARS, or Science, but as conservators of civilization.

An awesome variety of trained personnel were necessary to make this plan work. Ideally, a majority of these personnel should fill billets in the Science teams. However, this was impossible. There was not enough time; staffing Science teams this way would force the MARS and Recon teams to be filled with non-essential, non-science types. It would cost too much in terms of redundancy of effort, where trained personnel were already at a premium. A compromise solution was adopted. All teams would be filled with those personnel necessary to rebuilding. These people would be billeted to teams in accord with their individual skills, ages, and experience.

SUPPORT AND SUPPLY BASES

These would receive a majority of pure theoreticians or their equivalents, lab assistants, administrative specialists, medical specialists, etc. A heavy concentration of both Ph.D. degrees and those well along in years. These people would also have to operate the bases day-to-day.

SCIENCE TEAMS

Staffed primarily by Ph.D.'s in "hard" science fields. Biochemists, Mathematicians, Nuclear Physicists, etc.

RECON TEAMS

Containing an assortment of types, but mostly "fuzzy," liberal arts types (sociology, history, etc.). Most degrees are at the BS/BA level, but a fair amount of expertise exists in each team so as to lend accuracy to the initial reports of Recon teams.

MARS TEAMS

As in all the other teams, all MARS personnel have degrees and are primarily rebuilders. MARS personnel are not drooling, slope foreheaded killers. MARS personnel receive more combat related training, and a serious attempt was made to include a majority of veterans, preferably with combat experience.

An attempt was made to put some veterans, combat or not, into all teams. This was not always possible. Teams were trained to fight because they might have to. It was hoped that most teams would never need to fight, but it was realized the entire project would be more durable if teams had the capacity.

For those wishing a random generator for past military experience, consult the following table:

Type of Team	% Chance of being a veteran	% Chance of being a combat veteran
Support & Supply	20	10
Science	20	10
Recon	50	25
MARS	75	50

Prior service is assumed to be in the Army or the Marine Corps. Further, if prior service has been rolled, there is the additional possibility the former service member was either enlisted or commissioned. Roll one D-6. On a 5 or 6 the PC was an officer. Any other roll means former enlisted. Warrant officers were not accepted by the Project; too many psychological problems from spending too many years in limbo

The following benefits are additional to Morrow training:

Former enlisted: +05% in rifle, crew served weapons, bayonet, first aid, hide, climb, jump, swim.

Former officer: +05% in oratory and camouflage, +10% in hand gun, special weapons and map making.

For those who also rolled combat time, the following mods apply. There are no differences between officer and enlisted in this case:

- +05% in any one of the following: hand gun, shotgun, SMG rifle.
- +05% in any one of the following: heavy weapons or special weapons.
- +05% in any one of the following: knife, bayonet.
- +05% in any one of the following: first aid, tracking, camouflage, hide, move silently, listen.

NOTES: The Morrow Project has never had an "Intelligence" roll or an intelligence listing in a character's basic statistics. It was intended the player supply the INT of the character, as the player must, whether or not there is a die roll for it. This also avoided the problem of a player having to play a character either brighter or slower than the player himself.

THE PERCENTILE SYSTEM

Those players familiar with role-playing systems produced by The Chaosium will recognize the new method immediately. It requires two D-20's, which are rolled to yield a 01-100, result. This is the percentile roll.

All of the new degrees and skills will have a number next to them. This number, somewhere between 01 and 100, reflects the character's chance of performing within the limits of that skill or degree successfully (this number may be modified by other game conditions, but this is unimportant for the purposes of this description). Add to or subtract from this number as conditions dictate. The resultant number is the **control** number. This number or less must be rolled on a D-100 for success.

EXAMPLE:

Joe Recon wants to climb a rock face in order to get a better look at the land around him. Joe has a base chance of 30%. Joe also has a strength of 17, which gives him an additional 5% modification, now a total of 35%. Since there is nothing unnaturally difficult about the climb (no ice on the rocks, Joe is uninjured, etc.), there are no further modifications. Joe must roll a 35 or less on a D-100 to succeed.

Character's basic chance numbers can be increased through experience.

- Any time a character **successfully** uses a skill or a degree, this fact should be recorded (a simple / next to the skill will do nicely).
- Increase attempts are made at the end of each **game week**. Characters are entitled to an increase attempt in any skill or degree which they have successfully used in the **preceding** game week.
- The number of times **any one skill** was successfully used is unimportant. One successful use or one hundred, the character is allowed only **one** attempt per skill successfully used.
- To increase: Take the character's current **base** chance, without modifiers, and subtract this number from 100. The player must roll this new number or less on a D-100 to increase the base number.
- If the player rolls this new number or less on a D-100, then the character's base chance is increased by 5%. If the roll is not equal to or less than the required number, then no change takes place. The character's base chance is **not** decreased due to a failed increase roll.

EXAMPLE:

Joe Recon, having made his successful climb sometime earlier in the week, now is entitled to an increase roll. His base chance was 30%, but modifiers due to advantages for basic stats are considered part of the basic chances of the character. Subtracting 35 from 100 yields 65. If Joe rolls 65 or less on a D-100, his climbing base roll will be increased from 35 to 40. If he fails, rolls 66 or higher, his climb roll remains at 35.

Characters can also increase skills or degrees as a result of **learning**. Characters can be taught by other characters or from NPC's only when the following conditions are met:

- The character teaching must possess the skill or degree he is trying to teach at 90% or higher.
- Teaching takes one game week. At the end of the game week the learning character rolls for an increase just as he would rolling for an experience increase.
- Teaching is a full-time activity. During the week teaching is taking place it is assumed to take the full time of teachers and pupils for some ten hours a day for seven days. If this time is interrupted, neither teaching nor learning takes place; no increase roll.

This is not always enough. TMP is a highly technical game. Some system is necessary to handle possible gaps in a player's knowledge or experience. It is difficult to role play a character who must repair a damaged computer, when the player cannot repair a computer. How many players know how to treat exotic diseases?

The expansion which follows is designed to solve these and other problems. Feel free to use as much or as little of it as you like. The heart of the expansion system lies in:

- The Intelligence modifier and change in Accuracy determination
- The 01-100 percentile system;
- The "Degree" system; and
- The "Skills" system.

INTELLIGENCE AND ACCURACY: CHANGES IN VITAL STATISTICS

Those P.D.'s wishing to adopt the new system must be aware of a few changes in the basic system of character generation.

- ACC has been deleted. ACC has been replaced by a percentile system based on the character's skills with different weapons. The replacement system is fully explained in the skills section dealing with combat skills.
- A new category is included, INT (intelligence).

INT is not an indicator of how bright a character is. INT is an expression of how quickly or slowly a PC can grasp and learn from a new situation or learn from experience. P.D.'s are cautioned that the new INT category in TMP is not necessarily interchangeable in meaning with the INT systems in other games.

SKILLS AFFECTED BY INTELLIGENCE MODS

Crew served weapons, special weapons, first aid, map making, tracking, camouflage, hide, all Degree Skills.

P.D.'s NOTE: While INT affects all degree skills, INT will at no time raise a non-trained degree above 15%. Any degree skill for which a character is not specifically a holder is ordinarily rated at 10%. INT mods cannot raise this basic 10% beyond 15%. Degrees which the player actually holds are not so limited; the character is entitled to whatever his INT mod calls for.

BONUSES FOR VITAL STATISTICS AS THEY RELATE TO SKILLS OR DEGREES

Some people, by virtue of inherent advantages before training, are naturally better or worse at some things than other people. The following modifiers are intended to reflect some of these differences.

A. Basic Statistics Modifiers

	0-07	08-12	Die Roll 13-17	18 +
Strength	-5	-	+ 5	+ 10
Dexterity	-5	-	+ 5	+ 10
Intelligence	-5	-	+ 5	+ 10

All of the above numbers are expressed in terms of percentage on a D-100, in accord with the percentile system previously explained. Thus, a character may have a base 30% chance of, say, jumping, but a strength of 18 would raise that percentage, and so the basic die roll, to 40%.

B. Skills Affected by Strength Mods: Climbing, Swimming, Jumping, Bayonet.

C. Skills Affected By Dexterity Mods: Handgun, Rifle, SMG, Knife, Bayonet, Move Silently.

At no time can a character's increase roll be less than the character's INT.

EXAMPLE:

Orrin Science has 90% base in Chemistry. To no one's surprise, Orrin had 16 successful chemistry rolls in the preceding game week and is now entitled to a single increase roll. Subtracting 90 from 100 leaves only 10. Ordinarily, one might think Orrin has to roll a 10 or less on a D-100 to increase his chemistry roll. Not so. Orrin has an INT of 16. Any increase roll of Orrin that falls at 16 or below will succeed.

DEGREES

All members of the Morrow Project are assumed to have a degree in some field. There are 23 degree fields provided in the following pages, as well as more information on their uses.

Degrees are handled on the percentile basis along with skills. Unlike skills, degrees are originally started at 20, 40, or 60 percent. A BS or BA degree is good for 20% in any one degree field. An MS or MA is good for either 40% in one degree or 20% each in any of two degree fields. Ph.D.'s or equivalents are good for either 60% in one field, a 40/20 split as in an MA/MS, or a 20% each spread in three areas.

Project Directors can assign degrees as they see fit or can allow the players to choose. To ensure a random spread of different levels of degrees among players, have each player roll one D-6. A result of 1, 2, or 3 means a BS or a BA, 4 or 5 means an MS or an MA, a 6 is a Ph.D. or equivalent.

All personnel will therefore have at least 20% in at least one degree area. The remaining degree areas are not left blank. By virtue of Morrow Project training, all player characters start with 10% in all of the degree fields, with the exception of: Medicine, Veterinary Medicine, Nursing, and Dentistry. These degrees must be bought into. For specifics see the pertinent degree section.

SUBJECTS

The following degrees represent broad areas of study and do not reflect any one specialty area within the field unless otherwise stated. This allows for plenty of room for both the player and the P.D. Those who desire more detail or greater specialization need only acquire a college or university catalog for more information.

Agriculture
Biology
Chemistry
Engineering
Botany
Computer Science
Dentistry
Ecology
Economics
Forestry
Geology
History

Linguistics
Mathematics
Nursing
Pharmacy
Philosophy
Physics
Political Science
Sociology
Zoology
Veterinary Medicine
Medicine

AGRICULTURE

Is composed of knowledge dealing with growing seasons, fertilizers, farm ecology, soil analysis, food plant pathology, etc. Holding a degree in this field does not make the character a farmer, nor can the character necessarily farm. The character does know more about the theory of farming than do most farmers.

BIOLOGY

Provides the character with knowledge of basic biology. The character will also have a nodding acquaintance with aquatic and

microbiology, and physiology. The player character will be able to perform simple water, soil and air analysis, identify artificial biological plagues, etc.

BONUS: +05% Treat Poison/disease. +10 First Aid

BOTANY

Identification and classification of plants, identification of genetic changes/mutation of plant life. The emphasis lies upon identification and uses of edible and poisonous plants.

CHEMISTRY

Basic familiarity with all large fields of chemistry. Emphasis on practical combinations of substances to produce desired compounds. Holders of this degree can be expected to know how to produce fertilizers, gun powder and mild explosives, glass, etc. But to produce anything the chemist must first have materials to work with

COMPUTER SCIENCE

Familiarity with hardware assembly, software design, and theory and operation of all major types of computers at time of freezing. All major languages. The holder of this degree can best be thought of as a top-flight operator, second-string programmer and third-rate designer and builder. Familiar with all MP computers.

SPECIAL: At MS and Ph.D. level, 10% computer repair, 20% MP computer repair. These are additive to the basic electrical repair skill when dealing with sick computers.

DENTISTRY

BS: DENTAL ASSISTANT. Competent to assist a full dentist but not to be trusted with live human patients save in the most dire emergency.

MS: DENTAL INTERN. Almost a dentist but not quite there yet. Can handle normal dentistry, with some luck. Can make dentures.

Ph.D.: FULL DENTIST. Can deal with all normal dental problems without resorting to a die roll.

Dental skill must be "bought" with at least 20% to begin. Only player characters who have "bought" into the dental degree field can ever progress beyond 20%. Dental degree holders have very limited amounts of equipment; only small field kits.

ECOLOGY

Primarily resource evaluation and use. Degree holders are competent to evaluate most natural, climatic and human variables, and arrive at a reasonably accurate ecological statement.

ECONOMICS

Emphasis on macro econ, capable of micro econ, flow analysis, an ecologist of economic conditions. Not so much concerned with money as with flow of goods. Not a creator of systems, rather an analyst of existing systems.

ENGINEERING

An all around engineer. Capable of mechanical or electrical, structural or chemical. A builder rather than a theoretician who can handle a variety of modest projects; 30 ft. wood bridges, forge/kiln design and construction, sewage systems, road construction etc.

SPECIAL: +05% on both tech repair skills.

FORESTRY

Forest ecology, economics of logging operations, wood types and their uses, growing cycles, tree pathology, etc.

GEOLOGY

Emphasis on mineral survey; determining what is in an area and the relative difficulty of extraction and refinement for use. Capable of identifying mineral deposits, their purity and concentration (size of deposit). An adequate mining engineer, but by no means an expert on mining operations.

HISTORY

Familiar with the history of human development, both in the U.S. and in the rest of the world. The emphasis here is on the arts of civilization; primitive methods of getting things done, both socially and technically. The possessor of such a degree can be expected to be conversant with primitive law, government, weaving, smelting, candle making, black smithing, etc.

LINGUISTICS

The theory of languages. Analysis, roots, structure, etc.

SPECIAL: Communication with non-English speaking persons at:

BS: 20% **MS:** 30% **Ph.D.:** 40%

This special skill is chancy and requires die rolls for ideas more complex than "I am friendly," "Don't shoot," etc. Additionally, for every week that the degree holder spends in constant contact with the language speakers, he is entitled to a die roll for learning the language. This is not a teaching/learning process. The die roll is based on linguistic skill level. Once the character has learned the language to the point where his knowledge of the language is higher than his linguistic skill level, he then rolls for increase in language on the basis of how well he knows the language; his linguistic skill no longer applies. The linguist must live with the people whose language he is trying to learn. This means living in their community, tribe, etc. with or without other members of the project in residence.

MATHEMATICS

Theoreticians of the first water. Conversant with the higher forms of mathematics and their more exotic branches.

SPECIAL: Degree holders are able to deal with the mathematical computation portions of problems at a minimum of 40%. PD may wish to add to this percentage based on the relative difficulty of a problem.

NURSING

Male or female, of the four year Registered Nurse (RN) program. This skill is at the 40% level, never more or less. The degree can be expanded through experience rolls. All of the skills usually associated with the discipline.

SPECIAL: +60% First Aid +30% Treat Disease.

PHARMACY

The production of pharmaceutical products. Medicines and their properties, drugs and their effects. Can make any medicine/drug existant at time of freezing if given time, equipment and materials.

SPECIAL: +05% Treat Disease/Poison.

PHILOSOPHY

A specialist in comparative social mores and ethics. Degree holders are at their best in long term social analysis, sometimes as negotiators.

SPECIAL: +05% Oratory

PHYSICS

Those holding a degree in physics are assumed to have a working knowledge of all forms of the science, up to and

including nuclear physics. Indeed, most project physicists are concerned primarily with nuclear physics. These **are not** bomb makers. Rather, these specialists are concerned with the preservation of the pre-war nuclear power technology.

POLITICAL SCIENCE

Those whose studies have provided them with an understanding of various political systems and processes. Not creators of such systems, but specialists in analyzing the mechanical processes of government systems.

SPECIAL: +05% Oratory

SOCIOLOGY

Specialists in identifying the ways in which people live together in a society. Something like narrow gauge political scientists; but more concerned with the how than with the why. Analyst of social mores, expectations, ethnic influences, social history, etc.

VETERINARY MEDICINE

Just what the degree traditionally implies, with an added emphasis on farm animals. Treatment of disease, surgery, etc. Minimum level for this degree is an MS.

ZOOLOGY

The study of animal life in general. Classification of animals, genetic properties, migratory habits, climatic and geographical ranges, breeding habits and seasons, etc.

MEDICINE

A doctor. Available only at the Ph.D. level, but worth it. A field surgeon as well as a GP; for all normal medical activities no die roll is necessary.

SPECIAL: +80% First Aid +50% Treat Disease/
Poison

Must have instruments, drugs, etc. to be fully effective.

Again, these degrees are intended as general categories. The PD has full discretion in determining in which area a particular problem lies, and thus who will most likely deal with it.

Degree skills operate in the same way as other skills; on the D-100 basis. Die rolls must be made for successful use of a degree skill save where otherwise noted. Project Directors are called upon to supply modifiers as necessary to fit the circumstances of a particular situation.

SKILLS

All of the following skills are taught to all Morrow Project personnel. The percentages listed for teams are the minimum acceptable standards for assignment to that type of team. At no time may a character's skill level in any of these fields be less than 05%.

COMBAT SKILLS	RECON	MARS	SCIENCE
Handgun	10	15	10
Shotgun	20	25	20
SMG	10	20	10
Crew Served Weapons	15	20	10
Special Weapons	10	20	15
Bayonet	10	20	10
Knife	15	20	10
Rifle	15	20	10
TECHNICAL SKILLS			
Drive MPV	40	40	30
Repair:			
Electrical	15	10	30
Mechanical	15	10	30

KNOWLEDGE SKILLS	RECON	MARS	SCIENCE
First Aid	30	30	50
Mapmaking	20	15	10
Treat Disease	10	10	20
Treat Poisoning	10	10	20
Tracking	20	10	10
Oratory	20		
Camouflage	20	15	10
Hide	20	20	10
Listen	20	20	10

AGILITY SKILLS

Move Silently	20	20	10
Climb	30	30	30
Jump	30	30	30
Swim	20	25	10

Percentages shown in the skills areas are the minimum acceptable standards for membership in the stated team. At no time will any member of the Morrow Project have less than 5% in any of the above skills.

Other basic skills are planned, such as mountaineering, demolitions, booby trapping, skiing, etc. Add any skill that you see fit.

P.D.'s are warned to use modifiers of their own as necessary. Treat disease is a basic idea, but treating measles is a far cry from treating anthrax.

SKILLS DESCRIPTION

•COMBAT SKILLS

Combat skills have been divided into categories depending on weapon types. As with other skills, a base roll, with modifiers, must be rolled in order to "hit" with a weapon.

1. HANDGUNS: HP-35, S&W 27 (3½" barrel), S&W 29.
2. SMG's: Ingram M10, Uzi.
3. SHOTGUNS: High Standard M10A, Atchisson, 40mm M57LE2, Multiple projectile round for M203, M79, and H&K 69A1.
4. RIFLE: Stoner M23, Stoner M24, M16A1 (40mm Stunbag round), M21, M203 (rifle).
5. CREW SERVED WEAPONS: Stoner M23, Stoner M207, M60, MAG 58, M85C, M2HB, RH202, M29A1 mortar.
6. SPECIAL WEAPONS: M79, M203 grenade launcher, M174E3, H&K L9A1, HAFLA 35L, M0A1 flame thrower, M72A2 LAW, Armbrust 300, M202A1 "Flash", M47 Dragon, M151E2 TOW, F1M-92A Stinger, rocket pod M159C, Maverick, AGM-65D, M112 demolition charge.
7. BAYONET: The use of the KCB 70 when attached to a firearm.
8. KNIFE: The use of a knife, usually the KCB 70, against an assailant. Everything from the "stab in the back" on up.

NOTE: For bayonet and knife, the basic chance number relates to two actions; an attack and a parry. Parry is blocking, deflecting or otherwise dodging an opponents knife or bayonet attack.

In any given combat turn, a player's character is engaged with knife or bayonet, he may both attack and parry his opponent. A successful parry roll means that an attacker has missed. NPC's are also entitled to a parry. If the NPC makes his parry roll, then the attacker has missed, regardless of his roll.

A character is entitled to one attack and one parry per turn. If the character is attacked by two or more assailants, he can parry only one of them.

•TECHNICAL SKILLS

1. DRIVE MPV: The ability to drive an MPV under adverse conditions, such as on ice, entering water without prepara-

tion, at high speeds through the woods, under heavy fire, etc. No die roll is necessary for ordinary use.

2. REPAIR: The ability to "fix" malfunctioning devices. From rewiring to juryrigging spare parts. Percentages are for non-MP gear. MP repair attempts are percentage +05%. There are two broad types: mechanical and electrical.

•KNOWLEDGE SKILLS

1. FIRST AID: The ability to do "field repairs" on damaged humans. This is **not** medicine. First Aid is aid which is given to keep a human alive until real medical aid can be procured. It keeps a victim alive, it does not heal the victim.
2. MAP MAKING/READING: The ability to both produce a map or to navigate from an existing map.
3. TREAT DISEASE: The art of identifying a disease and treating it. This is medical aid, as opposed to first aid.
4. TREAT POISONING: As for treat disease, but for poison.
5. TRACKING: The art of trailing by sign, spoor, blood trail, etc. Again, P.D. should use modifiers as necessary. There is a world of difference between week-old deer spoor in a forest, and tank tracks in fresh snow.
6. ORATORY: Talking to people who do not know you. Especially important in making a good first impression or in convincing the locals of your point of view. Everything from "We are the liberators of the oppressed" to "Please don't eat me."
7. CAMOUFLAGE: Concealing things over a period of time. Vehicles, buildings, or even personnel. Camouflage assumes time and material, and is therefore more effective than hiding from a search.
8. HIDE: The art of getting out of sight right now. For personnel or small items. Assumed to be a temporary solution for an immediate problem.

•AGILITY SKILLS

1. MOVE SILENTLY: The skill of individual movement with a minimum of noise. Takes into account branches scraping on rifles, half-filled canteens, twigs underfoot, etc.
2. LISTEN: The likelihood of hearing a particular sound; like the sloshing of a half-filled canteen in the dark. Not explosives, gunfire, or the like.
3. CLIMB: The ability to climb without equipment. Trees, rocks, walls, etc. Assumed to be an impromptu affair.
4. JUMP: Again, a "right now" skill. The likelihood of getting from here to there by means of a jump.
5. SWIM: All project personnel can swim. Swim rolls are for unusual circumstances. 100 meters underwater, silently, in the dark, is a good example. Escaping from a sinking V-150 and then making it to shore a mile away is a swim roll situation.

ALTERATION OF TABLES

With the new skill systems, it might appear that some Morrow Project tables are now useless. Not so. Add a '0' to any die roll called for on any of the affected tables. This will change +1 or +4 to +10% and +40%. This is particularly obvious when looking over the tables on page 37 of the MPGB. Those tables which require modification can be modified easily in this manner.

