

MORROW PROJECT

CHARACTER CREATION

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Note:

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Forward:

The following procedures are a combination of the present Version three rules and additional skills that were considered to further flesh out and individualize characters. The process to build the skill levels was devised by me as a way to allow people to create their characters with at least the minimum skill levels required and still be able to individualize them so they are not just a carbon copy of their team mate.

Creation Steps:

To create your character, follow the steps shown below. If you are creating a character for my PBEM game then please note that there are certain extra procedures to follow but actually less overall steps for you to perform.

Role Playing Game

- Step 1:** Character Attributes
- Step 2:** Structure and Blood Points
- Step 3:** Blood Type and Rh Factor
- Step 4:** PSI Ability?
- Step 5:** Movements and Endurance
- Step 6:** Degrees, Skills, and Languages
- Step 7:** Team Selection
- Step 8:** Military Veteran and Combat Veteran?
- Step 9:** Personal History, Age, and Personal Data

PBEM Game

- Step 1:** Character Attributes
- Step 2:** Blood Type and Rh Factor
- Step 3:** Degrees, Skills, and Languages
- Step 4:** Team Selection
- Step 5:** Submit information to PD
- Step 6:** Personal History, Age and Personal Data
- Step 7:** Submit Completed Character to PD

The process for creating a character for the PBEM game has less steps because the PD will perform all of the other steps for you and then send your character information back to you to complete step 6 based on the final information. Once you are done with step 6 you will send a copy of the completed character sheet to the PD for his records.

Advancement:

During the process of the game your character will increase his/her knowledge in certain areas based on the outcome of events during play. Attributes can also be increased due to use during the game but these are at the discretion of the PD. In the PBEM game the PD will inform you of any increase so that you can update your records.

Character Attributes:

To obtain the value for the characters attributes you will need to roll four (4) six-sided dice and then subtract four from the total. This will give you a value for the attribute. You will need to do this for each of the eight attributes listed below.

- 1) **Strength** – This value determines the relative physical prowess of a character. It is used in finding how much damage he/she can accumulate before incapacitation or death. It is also used to determine how much equipment can be carried without being encumbered.
- 2) **Constitution** – This value determines the resistance to disease and radiation, as well as the seriousness of a physical wound and the amount of blood that can be lost.
- 3) **Dexterity** – This value will tell if a character can use more than one piece of equipment at a time, how proficient they are at individual combat, and how many actions can be taken during a combat turn.
- 4) **Charisma** – This is a measure of the relative attractiveness of a character, both physical and mental. It is used most often in determining the reaction between characters and NPC's.
- 5) **PSI** – This is a relative measurement of the Psionic potential of your character. This potential is converted into a possibility of your character possessing some form of ESP powers.
- 6) **Perception** – This attribute is a measure of the characters ability to notice small things, movements, or noises that might normally go undetected. This attribute will also be used when actively looking for something.
- 7) **Luck** – This attribute is a measure of the characters good fortune. It will allow a character a chance of being able to do some things that might be considered impossible by others. It is also a way to save a character from sure death in those life and death situations.
- 8) **Intelligence** – This value is used to express how quickly, or slowly, a character can grasp and learn from a new situation or experience. This can also be used to aid PD's in handling situations where players do not have actual knowledge of the skills that their characters possess. This will allow the PD's to give out information that they feel the character would be able to ascertain based on the roll of the die.

Structure and Blood Points:

Structure points - Shows how much damage a character can receive before incapacitation of the effected area.

Blood points - Is a representation of how much blood there is in the characters body.

The value of the Structure and Blood points are the same when first created. These values will change as the character takes damage and bleeds, so the values will not always be the same. After rest and medical attention these values can be brought back up to the level they initially started at. The formula listed below shows how to calculate your Structure and Blood points.

$$(Strength \times Constitution) + 100 = SP/BP$$

Once this value is figured the Structure points and the Blood points should be tracked separately. Division of the Structure Point value over the body allows for more realism in that specific areas can take only so much damage and still function. The chart below shows how to calculate the values for each specific area. To figure the Structure points for each location multiply the decimal equivalent by the total Structure points and then round off to the nearest whole number (.5 and below goes down and .6 and above goes up).

Body Part	Percentage	Decimal Equivalent
Torso	38%	.38
Leg(each)	19%	.19
Thigh	8%	.08
Calf	5%	.05
Foot	4%	.04
Hip Joint, Knee, Ankle	1%	.01
Arm(each)	9%	.09
Upper Arm	2%	.02
Lower Arm	2%	.02
Shoulder Joint, Hand,		
Elbow, Wrist	1%	.01
Head	6%	.06

Blood Type and Rh Factor:

During the course of the game it may become necessary for characters to receive, or give, blood transfusions. When doing this the proper blood type must be used or risk killing the person receiving the transfusion. To find out what type of blood your character has use the charts listed below. Roll one twenty-sided die for both the blood type and Rh Factor.

Blood Type		Rh Factor	
Die Roll	Blood Type	Die Roll	Rh Factor
1 – 8	O	1 – 17	+ (Positive)
9 – 16	A	18 – 20	- (Negative)
17 – 19	B		
20	AB		

PSI Abilities:

Depending on the level of your PSI attribute there is a possibility that your character will possess some form of ESP. Consult the chart below to determine if your character does in fact have some ESP powers.

<u>PSI Level</u>	<u>% Chance of ESP</u>
15	5%
16 – 17	10%
18 – 19	15%
20	20%

If your character falls into that small elite group of persons having ESP (Extra-Sensory Perception) then roll on the chart below to find out what kind and to what level it is.

<u>Die Roll (1d100)</u>	<u>Type, Strength, and Limitations</u>
1 – 10	Empathy – Level 1 – 10% controllable with partial reception and no transmission.
11 – 18	Empathy – Level 2 – 30% controllable with partial reception and no transmission.
19 – 24	Empathy – Level 3 – 50% controllable with full reception and partial transmission.
25 – 28	Empathy – Level 4 – 70% controllable with full reception and transmission.
29 – 30	Empathy – Level 5 – 95% controllable with full reception and transmission.
31 – 38	Healing – Level 1 – 5% controllable to slow minor bleeding by 50% and arrest sickness.
39 – 44	Healing – Level 2 – 25% controllable to slow minor bleeding by 75% and arrest sickness.
45 – 48	Healing – Level 3 – 50% controllable to slow all bleeding by 75%, arrest sickness, and increase natural healing by 50%.
49 – 50	Healing – Level 4 – 75% controllable to slow all bleeding by 75%, arrest and cure sickness, and to speed healing by 50%.
51 – 52	Healing – Level 5 – 95% controllable to stop bleeding, arrest and cure sickness, and speed healing by 75%.
53 – 58	Telepathy – Level 1 – 10% controllable (tends to be sporadic) with partial reception and no transmission.
59 – 63	Telepathy – Level 2 – 30% controllable with partial reception and no transmission.
64 – 67	Telepathy – Level 3 – 50% controllable with full reception and partial transmission.
68 – 69	Telepathy – Level 4 – 75% controllable with full reception and transmission.
70	Telepathy – Level 5 – 95% controllable with full reception and transmission.
71 – 76	Telekinesis – Level 1 – 10% controllable for 1-20 grams at 1-20 meters.
77 – 80	Telekinesis – Level 2 – 30% controllable for 1-100 grams at 1-20 meters.
81 – 82	Telekinesis – Level 3 – 50% controllable for 50-500 grams at 1-50 meters.
83	Telekinesis – Level 4 – 75% controllable for 1-6 Kilograms at 1-100 meters.
84	Telekinesis – Level 5 – 95% controllable for 2-24 Kilograms in line-of-sight.
85 – 91	Pyrokinetics – Level 1 – 10% controllable for heat from 1-100 degrees within 1-6 meters.
92 – 94	Pyrokinetics – Level 2 – 30% controllable for heat from 50-200 degrees within 1-10 meters.
95 – 96	Pyrokinetics – Level 3 – 50% controllable for heat from 100-400 degrees within 10-40 meters.
97 – 98	Pyrokinetics – Level 4 – 75% controllable for heat from 100-600 degrees within 10-40 meters.
99	Pyrokinetics – Level 5 – 95% controllable to heat from 100-1000 degrees withing line-of-sight.
0	Roll twice from this table ignoring another 00

All PSI abilities have the chance to increase due to usage. If you successfully use the ability at some time during the time frame of play, when you make rolls for skill improvements you may also make a roll to see if your PSI ability has increased to the next level. There is only a 5% chance at anytime that this ability will increase. If it does increase your ability will step up to the next level until you reach level 5 at which time there is no further increases available.

Movements and Endurance:

The characters movements value is determined by the characters Dexterity. Consult the chart below to find out what your movements value is.

<u>Dexterity</u>	<u>Movements</u>
0 – 4	1
5 – 8	2
9 – 13	3
14 – 18	4
19 – 20	5

The characters endurance is found by using the formula listed below.

(Constitution x Dexterity)

Degrees, Skills, and Languages

Degrees

Any degree can be selected. The main ones that would have been looked for during recruitment, for the Morrow Project, are listed in Appendix "A". If you wish to select a degree other than those listed then consult with the PD to determine if it is acceptable. To determine how many degrees and what type they are roll one (1) six-sided die and consult the chart below.

<u>Die Roll</u>	<u>Degree(s)</u>
1,2	1 BS/BA degree
3,4	1 MS/MA degree or 2 BS/BA degrees
5	1 PH.D, 1 MS/MA degree and 1 BS/BA degree, or 3 BS/BA degrees
	1 PH.D and 1 MS/MA degree or BS/BA degree depending on a further roll. (1-4 = BA/BS degree and 5-6 = MA/MS degree)

BS/BA degrees give you a 20% level in their fields of study.

MS/MA degrees give you a 40% level in their fields of study.

PH.D gives you a 60% level in the field of study.

See Appendix "A" for a complete listing of degrees and what their benefits.

Skills

A complete listing of the skills can be found in Appendix "B". You will start with 1200 points to purchase your skills with. Each point represents 1% purchased for the skill you spend it on. Below is a list of skills and the minimums required to be accepted into one of the three main Morrow Project teams. Purchase these skills to the minimum required for the team you are wishing to join and then use the remaining points to either increase these skills more, purchase new skills, or a combination of both. This is the section that will individualize each character.

Skill points can also be used to purchase degree fields as if they were skills. There are some limitations on this though. It will cost you ten times as many points as the percentage rating you wish to purchase (i.e. to get 20% in Electrical Engineering you will need to spend 200 points). Any bonuses listed for these degrees will be gained at the percentage level required to gain them. A few degrees cannot be bought into this way beyond the 20% level. Those are Dentistry, Pharmacy, Nursing, Medicine, and Veterinary Medicine.

Minimum Levels Required

<u>Skill</u>	<u>Recon</u>	<u>MARS</u>	<u>Science</u>	<u>Skill</u>	<u>Recon</u>	<u>Mars</u>	<u>Science</u>
Handgun	10	15	10	Throw	20	25	20
Submachine Gun	10	20	10	Block	25	30	25
Shotgun	20	25	20	Dodge	25	30	25
Machine Guns *	15	20	10	Roll	25	30	25
Mortars *	15	20	10	Drive MPV	40	40	40
Cannons *	15	20	10	Repair Electrical	15	10	30
Grenade Launchers #	10	20	15	Repair Mechanical	15	10	30
Missiles Launchers #	10	20	15	First Aid	30	30	50
Flame Weapons #	10	20	15	Map Making/Reading	20	15	10
Bayonet	10	20	10	Treat Disease	10	10	20
Knife	15	20	10	Treat Poison	10	10	20
Rifle	15	20	10	Tracking	20	10	10
Head strike	10	15	10	Oratory	20	0	0
Elbow Strike	15	20	15	Camouflage	20	15	10
Shoulder Strike	15	20	15	Hide	20	20	10
Forearm Strike	15	20	15	Listen	20	20	10
Hand Strike	20	25	20	Move Silently	20	20	10
Knee Strike	10	15	10	Climb	30	30	30
Foot Strike	15	20	15	Jump	30	30	30
Grab	20	25	20	Swim	20	25	10

* Categories of Crew Served Weapons

Categories of Special Weapons

After the skills and degrees have been selected make sure your total skill levels show any modifiers granted by the degree chosen. Also add in the modifiers granted by the governing attribute. See appendix "B" to see what attribute has control over any specific skill. Consult the chart below to find out what the modifier is depending on what the attribute value is.

<u>Attribute Value</u>	<u>Modifier</u>
0 – 7	-5
8 – 12	0
13 – 17	+5
18 +	+10

Languages

Everybody starts out with their primary language at 60%.

Everybody gets a second language at 10% to represent the extra language learned in High School *

For each BA/BS degree you get one language at 20% or add 20% to an existing language

For each MA/MS degree you get one language at 30% or add 30% to an existing language

For each PH.D you get one language at 40% or add 40% to an existing language

- * If your primary language is not English then you must choose English as this language to represent taking the "English as a second language" course in High School. All others can choose from Spanish, French, or German.

Team Selection:

Now is the time to select which team you will be joining. By this time you should have already decided what team you are joining, or it may have been directed by the PD, because the team you wanted to join would have effected your skill purchases due to minimum requirements. Once you have selected which team you will be joining you need to roll to see if your character was a member of the armed services and/or if he/she is a combat veteran. Consult the chart below and roll percentile dice (1d100) to see if your character is a veteran. Then roll another set of percentile dice to see if he/she has combat experience. If you character did not become a veteran but did get combat experience this must be because of some employment with a Law Enforcement or Intelligence Agency.

<u>Type of Team</u>	<u>Veteran Percentage Chance</u>	<u>Combat Experience Percentage Chance</u>
Recon	50%	25%
MARS	75%	50%
Science	20%	10%

If your character is a veteran roll one (1) six-sided die to determine if he was an Officer or Enlisted. (1-4 = Enlisted, 5-6 = Officer)

If you character is a veteran, combat veteran, or both consult the list below and add the appropriate modifiers to the skills shown.

Veteran Enlisted - +5% in Rifle, Machine Guns, Mortars, Cannons, Bayonet, First Aid, Hide, Climb, Jump, and Swim

Veteran Officer - +5% in Oratory and Camouflage. +10% in Hand Gun, Missile Launchers, Grenade Launchers, Flame Weapons, and Map Making/Reading.

Combat Veteran* - +5% in one of the following: Handgun, Shotgun, Submachine Gun, or Rifle

+5% in one of the following: Heavy Weapons# or Special Weapons ##

+5% in one of the following: Knife or Bayonet

+5% in one of the following: First Aid, Tracking, Camouflage, Hide, Move Silently, or Listen.

- * Choose one of the skills listed from each of the four categories listed and apply the modifier to that skill.
- # Heavy Weapons include machine guns, mortars, and cannons. Each of these skills get the modifier that pertains.
- ## Special Weapons include grenade launchers, missile launchers, and flame weapons. Each of these skills get the modifier that pertains.

Personal History, Age, and Personal Data

History

Referring to all of the information that you just put together about your character, sit down and put together a history to include all military and civilian employment. Make sure that you bring out any combat experience or special units that he/she may have been assigned to. Here is where you get to embellish on your character and make him really unique so go hog wild with this but keep it real and believable. Give him/her good and bad aspects that can be played up by the PD to make the game more exciting. But make sure that if you write it down as this is how my character reacts to this that you play it that way also. The PD can always use the history of your character as a way to reward you by giving unexpected bonuses because of something that you put in your history.

Age

Your characters age should be directly related to how many years of college you have taken and the amount of experience with your job(s). This can overlap some to cover taking night classes while doing your full time day job but make sure that the history covers that. A BA/BS degree is worth 4 years, an MA/MS degree is worth 6 years, and a PH.D. is worth 8 years. Each additional BA/BS above these first degrees add an additional 2 years to the total. If you have a PH.D. and an MA/MS then both degrees are worth there regular amounts as stated above. To get your characters age as of the date of freezing you need to follow one of the formulas listed below.

When either working or taking college by itself and not at the same time use this formula:

$$18 + CY + WY = \text{Age}$$

When working and taking college at the same time and you work longer than twice your total school years use this formula:

$$18 + WY = \text{Age}$$

When working and taking college at the same time and twice your total of school years exceeds the amount of years you worked then use this formula:

$$18 + WY + ((2 * CY - WY) / 2) = \text{Age}$$

WY = Years of Work

CY= Years of College as determined above with all combined degrees

Personal Data

All other personal data like height, weight, handedness, and hair and eye color is up to the persons own discretion. The only contradiction to this and that is if you want you character to be ambi-dexterous. If this is what you want then there is a 2% chance. Roll 1d100 and if you roll a 99-00 then your character is ambi-dexterous. Otherwise choose one hand to be your primary hand. If you are making a character for my PBEM game then I will make the roll and tell you if you are ambi-dexterous or not. If you are not then you will choose your primary hand.

Appendix A

<u>Degree</u>	<u>Remarks</u>
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 biology, microbiology, and physiology. The player character will be able to perform simple water, soil, and air analysis, identify artificial biological plagues, etc. Bonus: +5% Treat Poison/Disease. +10% First Aid
Botany	Identification/classification of plants and 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 the time of freezing. Understands 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 and +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 resulting 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 economics, capable of micro economics, 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, Aeronautical	Familiar with design and application of all aspects of flight, from wings, to planes, to missiles. Also familiar with the controls needed to allow the proper flight of each type, and aerodynamics.
Engineering, Chemical	Familiar with Chemical make ups of molecules. Dabbles in the processes of developing new chemicals like synthetic oils. Person holding this degree would be used to study chemical properties that may have changed due to nuclear irradiation or biological contamination. He would also be the one to try to develop some kind of antidote to these biological hazards. Bonus: +5% treat disease/poison

Appendix A(cont.)

<u>Degree</u>	<u>Remarks</u>
Engineering, Electrical	Familiar with designing electrical circuits to perform specific functions. Holder of this degree can design new circuits, reverse engineer old circuits and then figure out what its purpose was, and understand the theory involved in how these circuits work. Bonus: +5% Repair Electrical, Computer Repair, and MP Computer Repair.
Engineering, Mechanical	Familiar with the operation and design of mechanical components. This includes how engines, windmills, water pumps, and any other similar devices work. Holder of this degree will be able to design, and with the proper tools and materials, build these type of designs. Can also take an existing design and see if there is ways to improve its output. Bonus: +10% Repair Mechanical
Engineering, Structural	Familiar with construction and destruction of structures. Knows about design procedures and materials needed to build structures. Knows what to look for for weak points in existing structures and the best way to bring the structure down with the use of strategically placed explosive charges. Bonus: +10% in Demolition
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 and 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. This is not a teaching/ learning process. The holder of this degree understands how languages work and is entitled to a die roll to learn any language each time he/she spends a week in constant contact with the language speakers. Once the individuals level in the language is higher than their linguistics skill level (BS = 20%, MS = 30%, PH.D = 40%) then the roll for increase is based on how well he knows the language and not his linguistics skill. The linguist must live with the people whose language he is trying to learn. This means living in their community 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. Bonus: +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 existing at the time of freezing if given time, equipment, and materials. Bonus: +5% Treat Poison/Disease
Philosophy	A specialist in comparative social mores and ethics. Degree holders are at their best in long term social analysis, sometimes as negotiators. Bonus: +5% Oratory

Appendix A(cont.)

<u>Degree</u>	<u>Remarks</u>
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.
Sociology	Bonus: +5% Oratory Specialists in identifying the ways in which people live together in a society. Sometimes like narrow gauge political scientists; but more concerned with the how than the why. Analysts 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. Veterinary Medicine skill must be "bought" with at least 40% to begin. Only player characters who have "bought" into the degree field can ever progress beyond 20%.
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. Must have instruments, drugs, etc. to be fully effective. Bonus: +80% First Aid +50% Treat Poison/Disease Medicine must be "bought" with at least 60% to begin. Only player characters who have "bought" into the Medical degree field can ever progress beyond 20%.

Appendix B

COMBAT SKILLS

<u>Skill</u>	<u>Attribute</u>	<u>Remarks</u>
Archery	Int	Knowledge on care and use of Bows
Bayonet	Str	knowledge on effectively using a Bayonet while attached to the end of a Rifle
Black Powder Weapons	Int	Knowledge on care and use of Black Powder weapons
Block	Dex	Knowledge of effectively blocking an opponents attack during unarmed combat
Cannons	Int	Knowledge on care and use of all types of cannon style of guns, to include anti-tank guns and field artillery type guns
Dodge	Dex	knowledge on effectively dodging attacks from an opponent during unarmed combat
Flame Weapons	Int	Knowledge on care and use of Flame thrower style of weapons. This includes all weapons that shoot a jet of flammable liquid that is in turn ignited.
Grab	Dex	Knowledge on effectively grabbing an opponent during unarmed combat
Grenade Launchers	Int	knowledge on care and use of all forms of grenade launchers from the personal issue to the vehicle mounted.
Hand Guns	Dex	Knowledge on care and use of Pistols and Revolvers
Knife	Dex	Knowledge on effectively using a Knife in combat. This includes using a Bayonet as a knife when it is not mounted on a Rifle.
Machine Guns	Int	Knowledge on care and use of all forms of light through heavy machine guns.
Missile Launchers	Int	Knowledge on care and use of all forms of missile launchers
Mortars	Int	knowledge on care and use of indirect fire tube type weapons, to include plotting target grids and ammo selection.
Rifle	Dex	Knowledge on care and use of Rifles and Assault Rifles
Roll	Dex	Knowledge on effectively rolling when thrown by an opponent during unarmed combat
Shotgun	Dex	Knowledge on care and use of standard and automatic Shotguns
Special Weapons	Int	Knowledge on care and use of many special purpose weapons such as Flame Throwers and Grenade Launchers.
Strike, Elbow	Dex	Knowledge on effectively using the elbow as a weapon during unarmed combat
Strike, Foot	Dex	Knowledge on effectively using the foot as a weapon during unarmed combat
Strike, Forearm	Dex	Knowledge on effectively using the forearm as a weapon during unarmed combat
Strike, Shoulder	Dex	Knowledge on effectively using the shoulder as a weapon during unarmed combat
Strike, Hand (Fist or Chop)	Dex	Knowledge on effectively using the hand as a weapon during unarmed combat
Strike, Head	Dex	Knowledge on effectively using the head as a weapon during unarmed combat
Strike, Knee	Dex	Knowledge on effectively using the knee as a weapon during unarmed combat
Submachine Guns	Dex	Knowledge on care and use of Submachine Guns
Throw	Dex	Knowledge on effectively throwing an opponent during unarmed combat
Thrown Weapons	Str	Knowledge on effectively throwing bladed weapons, and Grenades and hitting the target

Appendix B(cont.)

OBSERVATION SKILLS

<u>Skill</u>	<u>Attribute</u>	<u>Remarks</u>
Foraging	Per	Ability to find known edible plants, vegetables, and animals.
Listen	Per	Ability to hear low noises when concentrating to hear them.
Tracking	Per	Ability to notice and follow tracks and spore left behind by animals Or humans.

ENDURANCE SKILLS

<u>Skill</u>	<u>Attribute</u>	<u>Remarks</u>
Run	((Str + Con)/2)	Ability to run for long distances. A successful roll will allow a person To extend his running to twice his endurance before having to Stop due to exhaustion. Can also Sprint for distances equal to 1 ½ times their run distance for a number of turns equal to their Constitution divided by three.
Skiing	((Str + Con)/2)	Ability to ski down average slopes with no roll needed. When Skiing down more advanced slopes then role for incidents.
Swim	((Str + Con)/2)	Ability to swim normally with no roll needed. When trying to swim Extended distances roll to see when they tire.

INTERACTION SKILLS

<u>Skill</u>	<u>Attribute</u>	<u>Remarks</u>
Disguise	Cha	Ability to mask ones one features to blend in with others and go Unnoticed.
Instruction	((Int + Cha)/2)	Ability to teach others skills known by the individual. This skill Combined with another skill gives an individual a chance to Train somebody on that second skill. If the instruction roll is Successful then the student increases in the skill as per an increase Roll for a skill successfully used. This increase cannot increase The level of the teachers instruction or skill being taught, which Ever one is lower.
Oratory	((int _Cha)/2)	The ability to talk to people in a concise manner that is easily Understood. The ability to let ones position known without making It appear to be endangering to others.
Scrounge	Cha	The ability to find needed items in the least likely areas.
Streetwise	Cha	The ability to interact with the common person on the streets. Being able to feel out a crowd and gain knowledge without Causing a scene or disturbance.

AGILITY SKILLS

<u>Skill</u>	<u>Attribute</u>	<u>Remarks</u>
Acrobatics	Dex	Ability to perform acrobatic maneuvers
Climb	Str	Ability to pick out the proper route to climb sheer surfaces and To find handholds where none are apparent.
Jump	Str	Ability to and land on target as long as it is within strength/2 in Meters distance with a running start and strength/4 in meters from A standing jump.
Move silently	Dex	Ability to move through terrain while causing the least amount of Noise as possible.
Ride Horse	Dex	Ability to ride horses and control them to have them do what you Want as long as it is within their realm of possibility.

Appendix B(cont.)

TECHNICAL SKILLS

<u>Skill</u>	<u>Attribute</u>	<u>Remarks</u>
Communications	Int	The ability to utilize radios to communicate with other individuals. This skill allows you to gain the best transmitting range and receiver Sensitivity from your radio.
Computer Programming	Int	The ability to program computers in multiple languages. This skill Also gives the individual a chance to hack into a computer to Search for information or to install virus's.
Cryptography	Int	The ability to create and break cyphers used in encrypting Messages. This skill can also be used to devise cypher keys For the radios used by the teams.
Drive MPV	Int	The ability to understand, fully, the operational aspects of all Morrow Project Vehicles. All MPV's have the same basic Operating principles and just vary slightly as to handling.
Gunsmith	Int	The ability to repair minor damage to damaged weapons As long as the parts and tools are available. This skill also gives The individual the ability to try to manufacture some weapons Given the materials and tools needed.
Pilot, Jet	$((Int + Dex)/2)$	The ability to pilot jet aircraft. No roll would be needed during Normal flight but if any kind of maneuver were to be performed, Such as taking off, landing, or combat maneuvers, a roll would be Needed.
Pilot, Prop	$((Int + Dex)/2)$	The ability to pilot propeller driven aircraft. As with Pilot Jet no roll Would be needed unless some kind of maneuver were being Performed.
Pilot, Rotary Wing	$((Int + Dex)/2)$	The ability to pilot helicopters. This one is a little bit more difficult Than piloting a jet. Even what would seem to be normal Maneuvers require a roll as to the intricacies of keeping a Helicopter flying.
Pilot, VTOL	$((Int + Dex)/2)$	The ability to pilot Jet aircraft that have the ability to perform Vertical Take-Off and Landing, i.e. Harrier Jump Jet. This one Is like the piloting a jet except when it comes to landing using The VTOL capabilities where it becomes more difficult. Increase Difficulty modifier by one level above what a normal landing Would be.
Repair, Computers	Int	The ability to diagnose computer problems and fix them given the Materials needed.
Repair, Electrical	Int	The ability to diagnose electrical problems and fix them given the Materials needed. This includes vehicular electrical wiring and Electronics of any kind.
Repair, Mechanical	Int	The ability to diagnose mechanical problems and fix them given The materials needed. This mainly pertains to vehicular problems But can include anything of a mechanical nature.
Repair, MP Computers	Int	The ability to diagnose problems within the Morrow Project Computers and fix them given the materials needed.
Security Systems	Int	The knowledge of how Security Systems work and how to bypass Them if needed.

Appendix B(cont.)

KNOWLEDGE SKILLS

<u>Skill</u>	<u>Attribute</u>	<u>Remarks</u>
Boat handling	Int	The ability to operate boats of sizes from the smallest up to a 20' Yacht without needing a roll except under harsh conditions.
Booby-Traps	Int	The ability to set and disarm booby traps. This also gives you A +5% bonus to your perception roll when searching for booby-Traps.
Camouflage	Int	The ability to hide your person and equipment through the use Of surrounding materials and face paint. This roll will dictate how Good of a job you did. This will be a modifier against the enemies Perception roll when looking for the camouflaged item.
Cooking	Int	The ability to take raw meat, vegetables, and other ingredients and prepare them for consumption. The roll is only used when trying to cook something new and make it so it will not get others sick.
Demolition's	Int	The ability to set explosive charges to destroy structures or vehicles. Also the ability to place or locate, remove, and disarm mines.
Drive, Tracked	Int	The ability to drive vehicles that use an inter-linked track as their Mode of propelling a vehicle. This can include anything from A bulldozer to an M1 Tank.
Drive, Wheeled	Int	The ability to drive wheeled vehicles of all types from a motorcycle Up to the monster construction vehicles.
First Aid	Int	The ability to render immediate medical assistance to an injured Person. This roll will determine whether the person was able to Stop bleeding, splint a fracture, or just keep a person alive until more qualified medical personnel arrive.
Fishing	Int	The knowledge of using a pole with thin line and hood attached, or a net to catch fish. This includes the knowledge of what type of fish to find in certain areas, their normal hiding places, and what type of bait is best used to attract them.
Forgery	Int	The ability to take an original document and create a duplicate that looks close enough to the original to be mistaken for it. The better the individual rolls on this increases the difficulty for the person trying to see if it is a fake.
Forward Observer	Int	The knowledge on how to direct incoming indirect fire. This knowledge will be used to call in the grid coordinates of the intended target and any adjustments to the fire to cause the next rounds to land on target and stay on target. Also includes the knowledge of what type round would do the most damage to the target.
Hide	Int	The ability to blend in with the surrounding terrain. This is the ability to bend into the shadows or trees so that you will not be seen. A successful camouflage roll, for the area you are in, will increase your chances by +5% of successfully hiding.
Hunting	Int	The knowledge of animal habits, good spots for hunting blinds, and best time of the year to find animals. Good for locating animal sign when used in conjunction with perception and tracking.
Interrogation	Int	The ability to question personnel in such a way as to garner any knowledge that they may have that would be of use to you.
Lock-Picking	Int	The knowledge on how locks work and how to open them given the proper tools.
Map Making/Reading	((Int + Per)/2)	The knowledge on how to create topographical maps from observation and satellite images. And also how to read them to assist in navigating from one point to another in a given area.

Appendix B(cont.)

KNOWLEDGE SKILLS (cont.)

<u>Skill</u>	<u>Attribute</u>	<u>Remarks</u>
Metallurgy	Int	The knowledge on all forms of metals and the processes needed to produce them. Given the proper tools and materials the person with this skill could produce the desired metal stock.
Meteorology	Int	The knowledge on interpreting data gained from weather instruments to be able to predict things such as the chance of precipitation, temperatures, humidity, etc.
Mountaineering	Int	The knowledge on equipment required for extended travels in mountainous terrain and the ability to choose the best possible routes through the mountains.
Parachuting	Int	The knowledge on the proper procedures for using a parachute as a means to egress from an aircraft. This includes static line, and free fall, and also the use of standard chutes and the wing style.
SCUBA	Int	The knowledge of the use and care of Self Contained Under-water Breathing Apparatus equipment. It also is the knowledge of all the rules pertaining to underwater operations such as maximum time allowable under water, speed for ascending back to the surface to avoid the Benz, etc.
Tactics	Int	The knowledge on using terrain and assets to the best advantage to meet the present threat with the least amount of danger to your own forces. This would include knowledge of good ambush locations, defensive layouts, etc.
Tannery	Int	The knowledge on the proper procedure for curing animal hides to insure that they will be useful and not deteriorate after time. Also has a good knowledge on how to form the hides into useable clothing.
Treat Disease	Int	The knowledge on identifying known diseases, at the time of freezing, and the process, if any, for treating them. Treating the disease is dependent on whether the drug is available or can be created.
Treat Poison	Int	The knowledge on identifying the symptoms caused by poisoning of all known poisons, at the time of freezing, and how to treat them. This includes the knowledge on what antidote is needed and how to make the antidote. This does not mean they can treat them unless they have the proper antidote available or the materials needed to make the antidote.