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Knowledge Skills:

Map Making	The ability to create map of reasonable accuracy
First Aid	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.
Treat Disease	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	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.
Tracking	The ability to follow trails through terrain
Leadership	The knowledge and ability to lead people effectively includes skills like public speaking and a basic knowledge of human psychology and how to motivate people.
Camouflage	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.
Hide	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
Listen	Ability to hear low quiet noises when concentrating on them.
Recon	Recon is the ability to do the patrolling techniques, and procedures, i.e. traveling overwatch, bounding overwatch
Escape and Evasion	E&E is the ability to evade pursuers and to evade capture...works well with dogs in pursuit of you, also.
Observation (Int + listen x2)	Tthe ability to observe one's surrounding area. If you are using a scope / Binoculars add 30% to your skill roll. If using Radar "AN/PPS-05" add 50% instead, to your skill roll.
Scuba	"Special Containment Underwater Breathing Apparatus" it is the ability to wear scuba gear and the operations of diving while wearing such gear...and the movement of being under water. Your scuba skill cannot be higher then your swimming skill.
Mountaineering	Is the ability to function in a mountainous terrain...rappelling does not fall under this skill for the simple fact that you can rappel and never climb a mountain before. Teams i.e. Florida would not have mountain training since the highest elevation is only several hundred feet in central Florida...because the land rise's gently as you go further inland from the ocean.

Communication	The ability to do a communication via radios. Also the use of proper radio procedures, satellite link ups. Also The knowledge of the Phonetic and Numeric acronyms.
Rappelling	the ability to use a rope in a mountain terrain, work rappelling gear i.e. snap links carabineer, harnesses, and other features.... In this skill you learn the different rappelling techniques associated with rappelling. Also the tying of knots
Land Navigation	Is the ability to travel by compass and the stars also to make a sun compass, This skills is to keep you from getting lost in the woods. Also you have the knowledge to lay an azimuth.
Survival	The ability to survive in a hostile environment. Teams that are placed in Florida will not have Arctic Training this was done for the simple fact to keep cost down.... while teams in say West Virginia will have a combination of { woodland and arctic survival training } Teams in the Western deserts may have both { arctic and desert for the higher mountain regions in the area } Arctic, Desert, Jungle, Woodland, Urban
Ambush	The ability to lay and plan ambush sites / positions and formations. And also to detect Ambush's sites.
Tactics Gunsmithing	The ability to Repair and modified a firearm. Also includes reloading practices; And the ability to clear a jammed / malfunction weapon.
Small Boat Operation	The ability to handle rowboats, rafts and small out-board vessels. **Note** The SK-5 does not follow under this skill.
Interrogation	The ability to make someone talk "unwilling" If truth serum is being applied a Medical Doctor must be present or major side effects can occur.
Parachute	The ability to jump from an aircraft i.e. a helicopter or a plane while using a parachute, also the knowledge on how to land properly.... **Note** this skill does not include packing a Parachute that falls under the Riggers skill, which wasn't applied here unless the PD see's the importance of it.
H.A.L.O.	"High altitude low opening" HALO jumps are normally higher than 10,000 feet; The ability to jump from an airplane at high altitudes while wearing oxygen tanks. This skill can not be higher than the Parachute skill.
Equestrian	The ability to ride horses i.e. if a Character had a farm when growing up learned to ride, or took horse, or even lessons to learn to ride a horse. Also this skills deals with the maintenance of and the caring of a horse. **Note** medical care falls under the Veterinary skill.
Lab Techniques	Can use most basic lab equipment to perform basic tasks and can with supervision operate more complex machines.
Computer Ops	Can use a computer with some degree of skill and are capable of using most software packages.
Research Techniques	Has knowledge of basic research techniques. An go about basic research projects, knows how to use a library catalog and other similar items to find information.

Decontamination	Can decontaminate vehicle equipment and people after they have been exposed to NBC material. Also has knowledge of safe removal and storage of wastes generated. Can decontaminate land and structures with the right equipment.
Veterinary	Has basic veterinary skills, can care for most animals but does not have more detailed knowledge than basic information.
Pathology	Has practical knowledge of pathology and post mortems and can perform them if required.
Combat Skills:	
Handgun	Can fire and maintain most handguns examples include M92F
Shotgun	Can fire and maintain most shotguns
Sub Machine Gun	Can fire and maintain most sub machine guns examples include MP5SD6
Rifle	Can fire and maintain most rifles examples include M16A
Thrown Weapon	Knowledge on effectively throwing bladed weapons, and Grenades and hitting the target
<u>Crew Served Weapons</u>	
Light Machine Gun	Can fire and maintain most light machine guns examples include M249
Heavy Machine Gun	Can fire and maintain most heavy machine guns examples include M60A3
Light Mortar	Can fire and maintain most light mortars
Heavy Mortar	Can fire and maintain most heavy mortars examples include M252, M29A1
Autocannon	Can maintain and fire Vehicle mounted cannon examples include M242 Chain Gun
<u>Special Weapons</u>	
Grenade Launcher	Can fire and maintain most grenade launchers examples include M203
Flame Thrower	Can fire and maintain most flamethrowers
Shoulder Fired Missile	Can fire and maintain most shoulder fired missiles examples include M72A2, Armbrust 300
Mounted Rockets	Can fire and maintain most mounted rockets example include TOW
Bayonet	Knowledge on effectively using a Bayonet while attached to the end of a Rifle
Knife	Knowledge on effectively using a Knife in combat. This includes using a Bayonet as a knife when it is not mounted on a Rifle
H-T-H (Str+Dex+Skill)	Is the measure of how well trained the character is in hand to hand combat and with unarmed fighter skills
Demolitions	How to lay and wire explosives to damage structures can perform all tasked necessary for a successful demolition of the target. This

	includes wire priming, placing and prepping the explosives. Is familiar with the properties and uses of a wide range of explosives.
Booby Traps	The ability to set and disarm booby traps. This also gives you A +5% bonus to your perception roll when searching for booby-traps
Primitive Weapons	Are based on characters background skills, prior to being frozen i.e.: a character took archer / bow as a hobby
Archery, Crossbow, Club, Spear, Sword	
Technical Skills:	
Wheeled	The ability to drive and handle a wheeled vehicle i.e. Car, V-300, Hummer
Tracked	The ability to drive a tracked vehicle i.e. A Tank, Bradley, M-113
Rotary Wing Pilot	The ability to fly a helicopter i.e. Gyro, Huey, CV-22
Heavy Vehicle	The ability to handle large vehicles i.e. semi's; also the MARS-1 and SCIENCE-1 fall under this skill.
Prop Pilot	The ability to handle a prop- driven airplane
Jet Pilot	The ability to operate a jet aircraft **Note you must have prop and rotary wing skills to have jet.
Security	Basic knowledge of security procedures and techniques including base security and encampment security.
HAAM Suit	The ability to operate a HAAM Suit.
Aircraft Electrical	Can repair and rebuild all electrical systems associated with project aircraft and can attempt it with non-project aircraft.
Vehicle Electrical	Can repair or troubleshoot any vehicle or vehicle mounted system.
Electrical Basic Repair	Allows Basic electrical repairs. i.e. simple wiring and the ability to read schematics.
Electrical Specialized Repair	Allows more advanced repairs of electrical equipment including computers and other hardware.
Mechanical Basic Repair	Can maintain simple mechanical equipment in working order.
Vehicle Mechanic	The ability to do simple mechanic's i.e. PMCS "preventative maintenance care and service" on a vehicle. Change fluids, change battery, change alternator etc.
Aircraft Mechanic	Can perform all necessary maintenance on project aircraft and can attempt it on non project aircraft.
Mechanical Specialized Repair	Can do more specialized mechanical working including stripping engines and other mechanical items and reassembling them correctly.
Fusion Mechanic	The ability is the same as Nuclear. The character must possess the Nuclear skill to have the fusion skill; along with the proper tools.

Nuclear Mechanic	The ability to work on nuclear power items reactors etc. You must have Mechanical Specialized repair and Electrical Specialized repair skills also the nuclear skill can not be higher then Electrical Specialized repair. While using this skill you must have the proper tools
Agility Skills:	
Stealth	Ability to move through terrain while causing the least amount of Noise as possible
Climb	Ability to pick out the proper route to climb sheer surfaces and To find handholds where none are apparent
Jump	Ability to jump and land safely.
Swim	Ability to swim normally with no roll needed. When trying to swim Extended distances roll to see when they tire
Snow Ski	The ability to use snow skis and the techniques in there use.
Dodge (Dex x4)	The ability to dodge when someone throws something at you i.e. Dex 4... Dex 15 = 60%. This skill is modified if you are wearing the heavy Packs. **Note the PD must determine this - factor**