<u>**SKILL CONVENTIONS**</u>

Skill points are based on the total of attributes x age group.

Formula: add all basic attributes together and then multiply by age group = skill points

<u>*AGE*</u>	<u>*GROUP*</u>
16-20	1
21-30	2
31-40	3
41-50	4

All skill points are distributed on a 1-1 basis

Morrow Project personnel may spend their skill points on any skill; not just those in which they have a starting bonus.

No skill may start above 80%

Any skill that grants a one time bonus to any other skill must be purchased up to (or beyond) the required level (40%) at the time of charac
creation to receive the bonus.

<u>**BASIC STAT MODIFIERS**</u>	<u>*0-7*</u>	<u>*8-12*</u>	<u>*13-17*</u>	<u>*18+*</u>
Strength	-5	--	+5	+10
Dexterity	-5	--	+5	+10
Constitution	-5	--	+5	+10
Intelligence	-5	--	+5	+10
Perception	-5	--	+5	+10
Psionics	-5	--	+5	+10
Charisma	-5	--	+5	+10

Due to their intensive training, Morrow Project personnel also begin with the following skill bonuses:

Any skill marked (--) indicates no starting bonus.

Any skill marked (*) indicates that the character may choose one (and only one) of these skills in which to place a 40%
bonus.

<u>*COMBAT SKILLS*</u>	<u>*RECON*</u>	<u>*MARS*</u>	<u>*SCIENCE*</u>
BATTLE CRY	--	--	--
BATTLE RAGE	--	--	--
BAYONET	10	20	10
BLACK POWDER WEAPONS	--	--	--
BLOW GUN	--	--	--
BOLA	--	--	--
BOW	--	--	--
CREW SERVED WEAPONS	15	20	10
CROSSBOW	--	--	--
DEFLECTION	--	--	--
DISARMING	10	20	10
FLEXIBLE WEAPON	--	--	--
HAFTED WEAPON	--	--	--
HAND-TO-HAND COMBAT	15	25	15
HANDGUNS	10	15	10
KNIFE	15	20	10
QUARTERSTAFF	--	--	--
RIFLE	15	20	10
SHOTGUNS	20	25	20
SLING	--	--	--

SMG	10	20	10
SPEAR	--	--	--
SPECIAL WEAPONS	10	20	15
THROW GRENADE	15	20	10
THROWN WEAPON	--	--	--
WEIGHTED WEAPON	--	--	--
WHIP	--	--	--

CRAFT SKILLS	*RECON*	*MARS*	*SCIENCE*
ARMORER	--	--	--
BOWYER/FLETCHER	--	--	--
BREWER	--	--	--
CARPENTRY	--	--	--
CHANDLER	--	--	--
CLOTHIER	--	--	--
COOPER	--	--	--
FARMER	--	--	--
GLASSBLOWER	--	--	--
MASONRY	--	--	--
MERCANTYLER	--	--	--
MILLER	--	--	--
SHIPWRIGHT	--	--	--
SMITHING	--	--	--
TANNER	--	--	--
TAILOR	--	--	--
WAINWRIGHT	--	--	--
WEAPONSMITH	--	--	--
WEAVER	--	--	--
WOODCARVER	--	--	--
WOODCUTTER	--	--	--

KNOWLEDGE SKILLS	*RECON*	*MARS*	*SCIENCE*
AGRICULTURE	*	*	*
ANIMAL TRAINING	*	*	*
ANTHROPOLOGY	*	*	*
ARCHEOLOGY	*	*	*
ARCHITECTURE	*	*	*
ASTRONOMY	*	*	*
ASTROPYSICS	*	*	*
BIOLOGY	*	*	*
CHEMISTRY	*	*	*
CARTOGRAPHY	*	*	*
CHEMISTRY	*	*	*
ECOLOGY	*	*	*
ECONOMICS	*	*	*
ENGINEERING, COMBAT	*	*	*
FORESTRY	*	*	*
FORWARD OBSERVER	15	20	10
GEOGRAPHY	*	*	*
GEOLOGY	*	*	*
HISTORY	*	*	*
LANGUAGE (READ/WRITE)	--	--	--
LANGUAGE (SPEAK)	--	--	--
MAPMAKING/READING	20	15	10
MATHEMATICS	*	*	*
NAVIGATION	*	*	*
PHILOSOPHY	*	*	*
PHYSICS	*	*	*

	RECON	MARS	SCIENCE
POLITICAL SCIENCE	*	*	*
RECON	25	20	10
SOCIOLOGY	*	*	*
ZOOLOGY	*	*	*

GENERAL SKILLS	RECON	MARS	SCIENCE
ACROBATICS	--	--	--
ARTISTRY	--	--	--
BALLONING	--	--	--
CONVIVIALITY	--	--	--
COOKING	--	--	--
DANCE	--	--	--
DISGUISE	--	--	--
ENTERTAINMENT	--	--	--
EVALUATE GOODS	--	--	--
FISHING	--	--	--
GAMBLING	--	--	--
HANG GLIDING	--	--	--
HIDE	20	20	10
HIGH DIVING	--	--	--
LOCKPICKING	--	--	--
MUSICAL INSTRUMENT	--	--	--
ORATORY	20	10	15
PARACHUTING	--	--	--
PHOTOGRAPHY	--	--	--
RIDING	--	--	--
SAFECRACKING	--	--	--
SCROUNGE	--	--	--
SEAMANSHIP	--	--	--
SINGING	--	--	--

TECHNICAL SKILLS	RECON	MARS	SCIENCE
ASTRONAUTICS	*	*	*
COMMUNICATIONS	--	--	--
COMPUTER SCIENCE	*	*	*
DRIVE AUTOMOBILE	40	40	30
DRIVE MPV	40	40	30
DRIVE MOTORCYCLE	40	30	30
DRIVE TRACKED VEHICLE	15	25	10
ENGINEERING	*	*	*
JURYRIG	30	20	35
MACHINING	--	--	--
PILOT (HELICOPTER)	--	--	--
PILOT (JET)	--	--	--
PILOT (PROPELLORS)	--	--	--
REPAIR (ELECTRICAL)	15	10	30
REPAIR (MECHANICAL)	15	10	30
ROBOTICS	*	*	*
SCUBA DIVING	--	--	--
WELDING	--	--	--

MEDICAL SKILLS	RECON	MARS	SCIENCE
DENISTRY	*	*	*
FIRST AID	30	30	50
GENERAL MEDICINE	*	*	*
NURSING/MIDWIFERY	*	*	*
PHARMACY	*	*	*
TREAT DISEASE	10	10	20

TREAT POISON	10	10	20
VETERINARY MEDICINE	*	*	*

AGILITY SKILLS	*RECON*	*MARS*	*SCIENCE*
AMBUSH	20	30	10
CLIMB	30	30	30
CLIMB ROPE	15	20	10
CONTORTION	15	20	10
JUMP	30	30	30
LISTEN	20	20	10
MOVE SILENTLY	20	20	10
READ LIPS	15	20	10
SWIM	20	25	10

WILDERNESS SKILLS	*RECON*	*MARS*	*SCIENCE*
BUILD SHELTER	20	20	10
DETECT AMBUSH	25	30	20
DETECT HAZARD	20	25	15
DOWSING	25	20	15
CAMOUFLAGE	20	15	10
CAVING	--	--	--
FIELD COOKING	25	20	15
FIELD SANITATION	25	20	15
FINDING DIRECTION	20	15	10
FIRE BUILDING	20	20	15
FORAGING	20	15	10
MOUNTAINEERING	20	20	15
TRACKING	25	25	15
WEATHER WATCHING	15	15	10