

### **Survivor Skill Conventions**

Survivor Character skills are generated in much the same manner as Project Character skills.

First determine the number of skill points available.

Just as Project personnel receive a one-time bonus to skills based on their background (as Project members); so also does the survivor character.

The following are only a few examples of the various backgrounds (all taken from TM 1-1) that would be available in the post-holocaust world.

All survivor characters receive one (and only one) craft skill bonus of 40%. All other craft skills must be developed at their normal cost.

It is up to the PD to decide which skills may or may not be available to a particular character background (i.e. due to tech level, etc.)

#### **Badges (C-E)**

Disarming	25
Hand to Hand Combat	25
Handguns	30
Shotguns	30
Weighted Weapon	20
Scrounge	20
Communications	30
Drive (Automobile)	30
Ambush	30
Detect Ambush	30
Tracking	25

#### **Balloners (C)**

Hand to Hand Combat	20
Handguns	20
Rifle	20
Astronomy	30
Geography	30
Navigation	25
Ballooning	40
Barter	20
Climb Rope	30
Evaluate Goods	20
Communications	20
Weather Watching	40

#### **Bikers (B)**

Battle Rage	30
Crossbow	20
Flexible Weapon	25
Hand to Hand Combat	25
Knive	30
Shotguns	30
Conviviality	25
Gambling	25
Scrounge	25

Drive (Motorcycle)	40
Jury Rig	30
Repair (Mechanical)	30

**Breeders (B,C)**

Handguns	20
Rifle	25
Shotguns	20
Biology	40
Mathematics	30
Zoology	35
First Aid	35
Drive (Automobile)	20
Pharmacy	25
Treat Disease	35
Treat Poison	35

**Cannibals (E,F)**

Battle Cry	20
Battle Rage	25
Black Powder Weapons	20
Hand to Hand Combat	30
Knife	25
Ambush	30
Field Cooking :)	40
Foraging	30
Tracking	30

**Emdees (C)**

Hand to Hand Combat	20
Handguns	20
Knife	20
Biology	35
Zoology	30
First Aid	40
Oratory	40
Treat Disease	35
Treat Poison	35
Field Sanitation	30

Rather than one craft skill; Emdee's receive any one medical skill (excluding Treat Disease/Poison) at 40%.

**Farmers (B-D)**

Black Powder Weapons	30
Shotguns	30
Barter	25
Conviviality	25
Riding	20
Scrounge	25
Jury Rig	30
Repair (Mechanical)	30
Midwifery	25
Vet. Medicine	25
Weather Watching	30

### *Gypsy Truckers (C)*

Hand to Hand Combat	30
Handguns	25
Knife	30
Shotguns	25
Geography	30
Mapmaking/Reading	30
Barter	35
Conviviality	40
Evaluate Goods	35
Scrounge	25
Communications	30
Drive (Automobile)	40
Jury Rig	30
Repair (Electrical)	30
Repair (Mechanical)	30
Detect Ambush	25
Detect Hazard	25
Finding Direction	25

### *Shipmen (D)*

Crossbow	25
Disarming	20
Hafted Weapon	25
Hand to Hand Combat	30
Knife	30
Navigation	40
Barter	35
Conviviality	40
Fishing	35
Seamanship	40
Communications	35
Jury Rig	30
Climb	25
Climb Rope	25
Swim	30
Weather Watching	35

### *Slavers (C)*

Blowgun	25
Bola	25
Hand to Hand Combat	30
Knife	25
Shotguns	35
Whip	30
Barter	40
Disguise	40
Evaluate Goods	40
Hide	35
Riding	30
Ambush	25
Move Silently	25
Camouflage	25
Finding Direction	20

Tracking	25
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**Snake-Eaters (A)**

All skills as a Morrow Project Mars team member.

**Soviets (D)**

Bayonet	25	
Hand to Hand Combat	25	
Knife	20	
Rifle	25	
Shotgun	20	
SMG	30	
Language (Speak, English)		20
Barter	20	
First Aid	20	
Jury Rig	25	
Ambush	30	
Listen	30	
Move Silently	25	
Detect Ambush	25	
Detect Hazard	25	
Field Cooking	20	
Field Sanitation	20	
Finding Direction	20	

**Townspeople (Any)**

Black Powder Weapons	30
Hand to Hand Combat	30
Knife	25
Shotguns	30
Barter	40
Conviviality	40
Evaluate Goods	40
Gambling	35