

Name of OCC: SCIENCE for Palladium Games.

Description/Note: SCIENCE teams are either specialized teams put together to deal with specific situations such as Medical or Research teams or they can be non-specific so as to be able to deal with any kind of situation. The SCIENCE teams are organized around the SCIENCE ONE vehicles. These vehicles are second in armor and armament to the MARS ONE vehicles, but they are also mobile laboratories with facilities that can be altered to handle any one of a many different scientific needs.

Attribute Requirements: IQ 14 or better, PE and MA 12 or better **Alignment Requirements:** None, Rarely any Evil
Special Bonuses: SDC of 3d6+5 plus and skill bonuses. +1d4 to MA +2 to PE, and +1d4 to SPD. They also get the following combat bonuses, +1 to their initiative, +2 to Roll with Punch Fall and Impact, and +2 to any Horror factor saves.

OCC Skills: Native Language at (98%) (1) Language of Choice at (+20%) Climbing/Rappelling at (+5%) Swimming at (+5%) Radio Basic at (+10%) Computer Operations and Programming at (+15%) Wilderness Survival at (+10%) Piloting Tank/APC at (+5%) The choice of (2) Medical or Science or Technical skills at (+20%) Weapon Proficiencies of Assault Rifle, Auto-Pistol Begins with HTH Basic but this may be changed to HTH Expert at the cost of one of the "other" skill choices or Martial Arts at the cost of two "other" skill choices.

OCC Related Skills: Select (8) "other" skills from the list below. Plus select (2) new skills at Level 3 and (1) new one at Levels 5,8,11 and 14.

Communications	ANY (+5%)	Pilot	ANY
Domestic	ANY	Pilot Related	ANY (+5%)
Electrical	ANY (+15%)	Rogue	NONE
Espionage	NONE	Science	ANY (+15%)
Mechanical	ANY (+15%)	Technical	ANY (+10%)
Medical	ANY (+15%)	WP	ANY
Military	NONE	Wilderness	ANY
Physical	ANY		

Secondary Skills: (6) from the above list without the () bonuses listed

Standard Equipment: The Morrow Project basic pack and then whichever of the Basic Load Packages that is chosen.