

COMBAT SKILLS

BATTLE CRY (PSI) This war cry is usually passed on from generation to generation. Upon yelling (and making a successful skill roll) all friendly foes, including the character uttering the battle cry, within hearing range will inflict an additional +1 to their melee damage value. The shouter will lose 1d6 psionic damage points whether or not the skill saving throw was successful.

BATTLE RAGE (PSI) it takes 1 minute of preparation before a character can enter battle rage. If a successful skill roll is made the character enters battle rage. While raging, he or she may not be stunned and 3 is added to their strength and constitution attribute scores. The added bonuses will result in more damage value and structure points (refigure sp/bp). The character will also inflict an additional +1 point of damage for the entire length of the rage. The rage lasts for one round per 10 points of skill. When the duration ends or if the character fails the SR, they must sit and rest for 3d6 rounds. If the character decides to rage again before the required resting period, they will lose 4d6 psionic damage points whether or not the skill saving throw was successful.

BAYONET (DEX, STR) is the use of the KCB-70 when attached to a firearm. Note: for bayonet and knife, the basic chance number relates to two actions, an attack and a parry. Parry is blocking, deflecting, or otherwise dodging an opponent's knife or bayonet attack.

BLACK POWDER WEAPONS (DEX, INT) is the ability to properly care for and use black powder weapons.

BLOWGUN (DEX) is the ability to use a blowgun.

BOLA (DEX) The ability to use a bola.

BOW (DEX) is the ability to fire a light or heavy bow.

CREW SERVED WEAPONS (DEX) is the ability to use crew served weapons. Examples: Stoner M23, Stoner M207, M60, MAG 58, M85C, M2HB, RH202, and M29A1 mortar.

CROSSBOW (DEX) is the ability to fire a heavy and light crossbow.

DEFLECTION (DEX) is the ability to deflect arrows, bolts or thrown weapons that are hurled at the character. A successful SR indicates the object was harmlessly deflected away. A character may deflect a maximum number of missiles per round equal to 1 missile per 10 skill points.

DISARMING (DEX) If a character successfully parries an attack, he or she may use this skill to disarm an opponent. The character may also use this skill instead of attacking the target.

FLEXIBLE WEAPON (DEX) is the ability to use a flexible weapon such as a chain.

HAFTED WEAPON (DEX, STR) is the ability to use a hafted weapon (sword).

HAND-TO-HAND COMBAT (DEX, STR) is the ability to engage in unarmed combat.

HANDGUNS (DEX) is the ability to fire a pistol or revolver. Examples: HP-35, S&W 27 (3½" barrel), S&W 29.

KNIFE (DEX, STR) is the use of a knife, usually the KCB-70, against an assailant. This skill includes everything from the "stab in the back" on up. Note: For bayonet and knife, the basic chance number relates to two actions, an attack and a parry. Parry is blocking, deflecting or otherwise dodging an opponent's knife or bayonet attack.

QUARTERSTAFF (DEX) is the ability to use a quarterstaff.

RIFLE (DEX) is the ability to fire rifles. Examples: Stoner M23, Stoner M24, M16A1 (40mm stunbag round), M21, M203 (rifle).

SHOTGUNS (DEX) The ability to use shotguns of all varieties. Examples: High Standard M10A, Atchisson, 40mm M57LE2, Multiple projectile round for M203, M79, and H&K 69A1.

SLING (DEX) is the ability to use a sling.

SMG (DEX) is the ability to fire a submachine gun. Examples: Ingram M10, Uzi.

SPEAR (DEX) is the ability to use a spear, javelin or lance.

SPECIAL WEAPONS (DEX) is the ability to use “oddball” weapons that don’t fit into any other category. Examples: M79, M203 grenade launcher, M174E3, H&K L9A1, HAFLA 35L, M0A1 flamethrower, M72A2 LAW, Armbrust 300, M202A1 “Flash”, M47 Dragon, M151E2 TOW, F1M-92A Stinger, Rocket Pod M159C, Maverick, AGM-65D, M112 demolition charge.

THROW GRENADE (DEX, STR) is the ability to throw a grenade and identify types of grenades. Any character may simply pull the pin and roll a grenade across a floor.

THROWN WEAPON (DEX, STR) is the ability to throw a melee weapon. This skill includes throwing axes and knives.

WEIGHTED WEAPON (DEX, STR) is the ability to use a weighted weapon such as a club.

WHIP (DEX) is the ability to use a whip.

CRAFT SKILLS

ARMORER (INT, PER) this skill covers the ability to construct and maintain body armor and barding.

BOWYER/FLETCHER (STR, PER) covers the ability to make and maintain bows and arrows.

BREWER (INT, PER) The art of brewing beer and wines.

CARPENTRY (DEX) is the skill of building from wood. This skill includes everything from stools up to full size homes.

CHANDLER (DEX) is the skill of making soap and candles.

CLOTHIER (DEX, PER) The making, buying and selling of cloth.

COOPER (DEX) the skill of making barrels, casks and wooden tubs.

FARMER (STR, PER) is the actual knowledge of farming as compared to the skill agriculture (which is theoretical knowledge). This includes the ability to grow crops and raise livestock.

GLASSBLOWING (DEX, INT) is the skill of making glass items.

MASONRY (DEX) is the skill of brickwork.

MILLER (INT, PER) is the skill of grinding grain.

POTTER (PER) the ability to make pottery.

SHIPWRIGHT (INT, PER) is the ability to build ships and related rigging.

SMITHING (DEX, PER) is the skill of working with metals. This includes the making and repairing of pots, pans, and skillets.

TANNER (DEX, PER) is the skill of converting hides into leather.

TAILOR (DEX, PER) is the skill of making and repairing clothes.

WAINWRIGHT (STR, PER) is the ability to build and repair wagons.

WEAPONSMITH (STR, PER) is the ability to make and repair most weapons. Depending upon the tech level of the campaign this could be anything from swords and axes, up to and including firearms.

WEAVER (DEX, PER) is the skill of making cloth (or similar) from yarn.

WOODCARVER (DEX, PER) is the ability to design and make ornate wood carvings.

WOODCUTTER (STR, DEX) is the art of felling trees. The woodcutter is skilled at all aspects of primitive forestry. He can be expected to have much knowledge of the local flora.

KNOWLEDGE SKILLS

AGRICULTURE (INT) This skill is composed of knowledge dealing with growing seasons, fertilizers, farm ecology, soil analysis, food plant pathology, etc. Holding this skill 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.

ANIMAL TRAINING (INT, PER) is the ability to train an animal to perform useful tasks. The effectiveness and time required to train an animal depends on the skill saving throw. At the end of the base time period the trainer must make an SR. If successful the animal is trained. If not, the extra time must be taken and at the end of it a new SST is made. If successful the animal is trained otherwise the above process is continued until the animal is trained.

<i>Animal</i>	<i>Base Time</i>	<i>Extra time</i>
Bear	250 + 2d6 days	40 + 3d6 days
Dog	70 + 1d6 days	6d6 days
Falcon	150 + 4d6 days	10 + 4d6 days
Horse (war)	400 + 10d6 days	50 + 6d6 days
Monkey	70 + 2d6	25 + 3d6 days

ANTHROPOLOGY (INT) is the study of historic and prehistoric peoples and their cultures by analysis of their artifacts. Anthropology also deals with origins, developments, customs and beliefs.

ARCHEOLOGY (INT) An archeologist excavates, classifies and studies the remains of ancient cities, artifacts, pottery, monuments, or any other records in order to reconstruct a piece of the past.

ARCHITECTURE (INT) is the knowledge of buildings, and styles. The ability to design and layout plans for buildings.

ASTRONOMY (INT, PER) is the study of the stars and planets.

ASTROPHYSICS (INT) A branch of astronomy that deals with the physical properties of different planets.

BIOLOGY (INT) Knowledge of this skill provides the character with knowledge of basic biology. The character will also have a nodding acquaintance with aquatic microbiology and physiology. The character will also be able to perform simple water, soil, and air analysis, identify artificial biological plagues, etc. A score of 40% or higher in this skill will give a one time bonus to the following skills:

Treat Poison	+05%
Treat Disease	+05%
First Aid	+10%

CHEMISTRY (INT) The Chemist has a basic familiarity with all large fields of chemistry. This skill places an emphasis on practical combinations of substances to produce desired compounds. Holders of this skill can be expected to know how to produce fertilizers, gunpowder, and mild explosives, glass, etc. But to produce anything the chemist must first have materials to work with.

ECOLOGY (INT) is primarily resource evaluation and use. Skill holders are competent to evaluate most natural, climatic and human variable, and arrive at a reasonably accurate ecological statement.

ECONOMICS (INT) is emphasis on macroeconomics, capable of micro economics, flow analysis, an ecologist of economic conditions. Not so much concerned with money as with the flow of goods. Not a creator of systems, rather an analyst of existing systems.

ENGINEERING (COMBAT) (INT) is the ability to construct defenses, build temporary bridges, and set explosives to demolish buildings and other structures.

FORESTRY (INT, PER) Forest ecology, economics of logging operations, wood types and their uses, growing cycles, tree pathology, etc.

FORWARD OBSERVER (PER) Possession of this skill allows a forward observer to direct indirect fire to a target.

GEOGRAPHY (INT) is the knowledge of areas. The holder of this skill can be expected to know the location of natural resources, and political, geographical, and economic areas.

GEOLOGY (INT) Emphasis on mineral survey; determining what is in an area and the relative difficulty of extraction and refinement for use. The geologist is capable of identifying mineral deposits, their purity and concentration (size of deposit). The geologist is an adequate mining engineer, but by no means an expert on mining operations.

HISTORY (INT) The historian is 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 and primitive methods of getting things done, both socially and technically. The possessor of such a skill can be expected to be conversant with primitive law, government, weaving, smelting, candle making, blacksmithing, etc. Although conversant with these skills the possessor is by no means an expert in them. Rather, the possessor can be expected to know the theories behind these skills.

LANGUAGE (READ/WRITE) (INT, PER) is the ability to read and write a language other than the character's own language. The skill level determines the level of understanding as shown below.

LANGUAGE (SPEAK) (INT, PER) is ability to speak another language. The skill level determines the level of understanding as shown below.

<i>SKILL LEVEL</i>	<i>READ/WRITE ABILITY</i>	<i>SPEAKING ABILITY</i>
10	Recognition of language	Recognition of language
20-30	Read/Write simple words	Speak simple words
40-50	Read/Write short sentences	Speak short phrases
60-70	Average read/write ability	Average speaking ability
80-90	Advanced read/write ability	Advanced speaking ability
100	Distinguish different dialects	Total language fluency

LINGUISTICS (INT, PER) is the theory of languages, analysis, roots, structure, etc. This skill is chancy and requires die rolls for ideas more complex than "I am friendly", "don't shoot" etc. Additionally for every week that the skill holder spends in constant contact with the language speakers, he is entitled to a SR for learning the language. This process is not a teaching/learning process. Once the character has learned the language to the point where his knowledge of the language is higher than his linguistic skill level, he then rolls for increase in language on the basis of how well he knows the language; his linguistic skill no longer applies. The linguist must live with the people whose language he is trying to learn. This means living in their community, tribe, etc. with or without other members of the Project in residence.

MAPMAKING/READING (PER) is the ability to produce maps and navigate from existing maps.

MATHEMATICS (INT, PER) Mathematicians are theoreticians of the first water. Conversant with the higher forms of mathematics and their more exotic branches.

Special: Skill holders are able to deal with the mathematical computation portions of problems at a minimum of 40%. PD's may wish to add to this percentage based on the relative difficulty of a problem.

NAVIGATION (INT) is the ability to navigate a craft using instruments of that craft or by other means (stars, landmarks). The type of craft must be specified. A possible list of crafts might include aircraft, ships, etc. A failed SR means the craft is off course and could be lost.

PHILOSOPHY (INT) the philosopher is a specialist in comparative social mores and ethics. Skill holders are at their best in long term social analysis, sometimes as negotiators. A score of 40% or higher in this skill grants a one time bonus to the following skill:

Oratory +05%

PHYSICS (INT) Holders of this skill 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 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 (INT) The holder of this skill has been provided with an understanding of various political systems and processes. Not necessarily the creator of such systems, but a specialist in analyzing the mechanical processes of government systems. A score of 40% or higher in this skill grants a one time bonus to the following skill:

Oratory +05%

RECON (PER) The recon skill consists of determining troop strength and location. The term troop strength applies to tanks, aircraft and other types of vehicles. A failed SR can result in an over/under estimation of troop strength and/or size.

SOCIOLOGY (INT) Sociologists are specialists in identifying the ways in which people live together in society. Something like narrow gauge political scientists, but more concerned with the how then with the why. The sociologist is an analyst of social mores, expectations, ethnic influences, social history, etc.

ZOOLOGY (INT) is the study of animal life in general. The zoologist studies the classification, genetic properties, migratory habits, breeding habits, climatic and geographical ranges of animals.

GENERAL SKILLS

ACROBATICS (DEX) is the ability to perform gymnastic feats such as flips, tumbling or swinging. A character with acrobatics can fall 3 feet per skill level without suffering damage if they make a successful SR. The maximum distance is 50 feet.

ARTISTRY (DEX) The ability to draw, paint pictures, and sculpt statues.

BALLOONING (INT, PER) is the ability to operate a lighter than air craft.

BARTER (INT, PER) is the skill of trading, buying and selling goods. A successful SR indicates that the character has gotten a "good deal".

CONVIVIALITY (CON, PER) is the ability to consume large quantities of alcohol.

COOKING (INT) is the ability to prepare and serve foods.

DANCE (CHR, DEX) is the ability to perform and move rhythmically to music.

DISGUISE (CHR, INT) is the ability to change your appearance and costume in order to look different.

ENTERTAINMENT (DEX, PER) The ability to dance, stage act, juggle and perform other entertaining skills.

EVALUATE GOODS (INT) is the ability to determine the worth of items.

FISHING (INT) is the ability to catch fish. A SR may be made every 15 minutes to determine if anything is caught.

GAMBLING (INT) is the knowledge of games of chance and how to play them. If the gambler has lost a game, a successful skill roll means they have won instead.

HANG GLIDING (DEX, INT) is the ability to fly a hang glider.

HIDE (PER) is the art of getting out of sight right now. For personnel or small items. Assumed to be a temporary solution for an immediate problem.

HIGHDIVING (DEX) is the ability to perform safe dives from high platforms such as cliffs.

LOCKPICKING (DEX) The ability to open various locks with the appropriate tools. Lock picking can take one or more rounds depending on the complexity of the lock.

MUSICAL INSTRUMENT (DEX, PER) is the ability to play a specific musical instrument.

ORATORY (CHR, INT) is the ability to speak with people who do not know you. This skill is especially important in making a good first impression or in convincing the locals of your point of view. Everything from “We are the liberators of the oppressed” to “Please don’t eat me”.

PARACHUTING (INT) Although any person may use a static line, this skill involves free falling. A failed SR indicates that the target was missed by (2d6 x 2d6) meters. An agility attribute saving throw should be made to see if the character lands safely.

PHOTOGRAPHY (INT, PER) is the knowledge of cameras, lenses and film plus the ability to develop film.

RIDING (DEX) Ability to ride a horse or similar animal.

SAFECRACKING (DEX, PER) is the ability to open any type of locking device that has tumblers.

SCROUNGE (INT, PER) is the ability to discover usable items anywhere at anytime.

SEAMANSHIP (INT, PER) is the knowledge of ship operation, navigation and nautical terms.

SINGING (CHR, PER) is the ability to sing.

TECHNICAL SKILLS

ASTRONAUTICS (INT) is the knowledge of designing, building and operating space vehicles.

COMMUNICATIONS (INT) is the ability to operate a radio and the knowledge of codes and wavelengths. This skill also includes signaling by use of lights, mirrors, flags, hand signals, etc.

COMPUTER SCIENCE (INT) The holder of this skill has familiarity with hardware assembly, software design, and theory and operation of all major types of computers at the time of freezing. Includes knowledge of all major languages. The holder of this skill can best be thought of as a top-flight operator, second-string programmer and a third rate designer and builder. Holders of this skill who are Morrow Project personnel are familiar with all MP computers. A score of 40% or higher in this skill will give a one time bonus to the following:

Computer Repair	+10%
Computer Repair (MP)	+20%

These bonuses are additive to the basic electrical repair skill when dealing with sick computers

DRIVE (AUTOMOBILE) (DEX, PER) The ability to drive a vehicle that is on contact with the ground except motorcycles and tracked vehicles.

DRIVE (MPV) (DEX, PER) is the ability to drive a MPV under adverse conditions, such as on ice, entering water without preparation, at high speeds through the woods, under heavy fire, etc. No SR is necessary for ordinary use.

DRIVE (MOTORCYCLE) (DEX, PER) is the ability to drive a motorcycle under adverse conditions. No SR is necessary for ordinary use.

DRIVE (TRACKED VEHICLE) (DEX, PER) is the ability to drive a tracked vehicle, such as a tank or a bulldozer, under adverse conditions. No SR is necessary for ordinary use.

ENGINEERING (INT, PER) an all around engineer who is capable of mechanical, electrical, structural, or chemical engineering. A builder rather than a theoretician who can handle a variety of modest projects; 30 ft wooden bridges, forge/kiln design and construction, sewage systems, road construction etc. A score of 40% or higher in this skill will grant a one time bonus to the following skills:

Repair (Electrical) +10%

Repair (Mechanical) +10%

JURY RIG (INT, PER) is the ability to fix anything with limited tools and/or parts. This is the “Macguiver” skill. A successful jury rig SR must be made in addition to a successful mechanic SR.

MACHINING (DEX, INT) is the ability to work metal using machine tools such as lathes and drill presses.

PILOT (HELICOPTER) (DEX, INT) is the ability to fly a helicopter.

PILOT (JET) (INT) is the ability to pilot a jet aircraft.

PILOT (PROPELLERS) (INT) is the ability to fly an aircraft with propellers.

REPAIR (ELECTRICAL) (INT) is the ability to fix malfunctioning electrical devices.

REPAIR (MECHANICAL) (INT) is the ability to fix malfunctioning mechanical devices.

ROBOTICS (INT) is the knowledge of robot design, function and programming. The skill can be used to yield the function of the robot, its programming and also the design construction and repair of robots.

SCUBA DIVING (DEX, INT) The knowledge of self contained underwater breathing apparatuses and how to use them.

WELDING (INT) is the knowledge of acetylene torches and arc welders.

MEDICAL SKILLS

DENTISTRY (INT) is the medical art of repairing damage to the mouth. Dental skill must be bought with at least 40% to begin with. Dental skill holders have very limited amounts of equipment; only small field kits.

40% Dental assistant- is competent to assist a full dentist but not to be trusted with live human patients save in the most dire emergency.

60% Dental Intern- is almost a dentist but not quite there yet. Can handle normal dentistry, with some luck. Can make dentures.

80% Dentist- is able to deal with all normal dental problems.

FIRST AID (DEX, INT) is the ability to do “field repairs” on damaged humans. This is not true medicine. First Aid is given to keep a human alive until real medical aid can be procured. It keeps the human alive it does not heal the victim.

GENERAL MEDICINE (INT) The skill holder is a doctor. The character is capable of treating disease, surgery, etc. The skill holder must have the necessary instruments, drugs, etc to be truly effective. Must be bought into at a minimum 40% skill level. This skill grants a onetime bonus to the following skills:

+80% First Aid

+50% Treat Disease

+50% Treat Poison

NURSING/MIDWIFERY (INT) Male or female, of the four year Registered Nurse (RN) program. In more primitive cultures this will be midwifery. In primitive cultures, midwives will always be female. This skill must be bought into at a minimum 40% skill level. This skill grants a onetime bonus to the following skills:

+60% First Aid

+30% Treat Disease

PHARMACY (INT) is the production of pharmaceutical products. The skill holder has the knowledge of medicines and their properties, drugs and their effects. The skill holder can make any medicine/drug existent at the time of freezing if given time, equipment, and materials. This skill must be bought into at a minimum 40% skill level. This skill grants a onetime bonus to the following skills:

+10% Treat Disease

+10% Treat Poison

TREAT DISEASE (INT) The art of identifying a disease and treating it. This is medical aid as opposed to first aid.

TREAT POISON (INT) is the art of identifying a poison and treating it. This is medical aid as opposed to first aid.

VETERINARY MEDICINE (INT) is just what the degree traditionally implies, with an added emphasis on farm animals. This includes treatment of disease, surgery, etc. This skill must be bought into at a minimum 40% skill level. Holders of this skill can practice general medicine at half their skill level in veterinary medicine. This skill grants a onetime bonus to the following skills:

+40% First Aid

+25% Treat Disease

+25% Treat Poison

AGILITY SKILLS

AMBUSH (DEX) is the ability to surprise and strike a target in a vital area inflicting double damage.

CLIMB (DEX, STR) is the ability to climb without equipment; trees, rocks, walls, etc. This is assumed to be an impromptu affair.

CLIMB ROPE (DEX, STR) is the ability to climb and descend a rope.

CONTORTION (DEX) is the ability to bend and distort your body into odd and unnatural positions. This skill is useful when attempting to squeeze between bars or slip out of ropes.

JUMP (STR) a “right now” skill. This skill covers the likelihood of getting from here to there by means of a jump.

LISTEN (PER) is the likelihood of hearing a particular sound; like the sloshing of a half filled canteen in the dark. Not explosives, gunfire or the like.

MOVE SILENTLY (DEX, PER) is the skill of individual movement with a minimum of noise. Takes into account branches scraping on rifles, half-filled canteens, twigs underfoot, etc.

READ LIPS (PER) is the ability to read lips. The amount of understanding is the skill level of spoken linguistics the reader has in the language. There is a -10% skill level penalty in the language skill of the reader for every 10 feet away from the target.

SWIM (STR) All Project personnel can swim. Swim rolls are for unusual circumstances. 100 meters underwater, silently, in the dark, is a good example. Escaping from a sinking V-150 and then making it to shore a mile away is a swim roll situation.

WILDERNESS SKILLS

BUILD SHELTER (INT, PER) is the ability to build a temporary shelter. Skill holders can be expected to know all aspects of the construction of said shelters. They will also have the knowledge of which materials are most available in the area. This skill includes lean-to's, igloos, etc. This skill is area specific.

DETECT AMBUSH (INT, PER) this skill is useful for identifying those situations where a potential enemy could be waiting to accost or attack the character.

DETECT HAZARD (INT, PER) this skill is used for determining the safest path, reading hazard markers, observing natural signs that indicate danger sites, etc.

DOWSING (INT, PER) is the art of finding potable water. This includes the rigging up of solar stills to collect water evaporation.

CAMOUFLAGE (INT, PER) is the art of concealing things over a period of time, vehicles, buildings, or even personnel. Camouflage assumes time and material, and is therefore more effective then hiding from a search.

CAVING (INT, PER) is the knowledge of caves and their structures. The caving skill can be used to determine depth underground, sloping passages and direction (assuming the character has a reference point).

FIELD COOKING (INT, PER) is the ability to safely gut, clean, and cook wild game safely.

FIELD SANITATION (INT, PER) is the ability to stay clean and relatively healthy under adverse conditions. This includes knowledge of such things as efficiently covering up one's wastes in the wild.

FINDING DIRECTION (INT, PER) This skill is used for obtaining direction by use of familiar signs such as stars and moss. A failed SR will result in false bearings gained.

FIRE BUILDING (INT, PER) is the ability to build a fire under adverse conditions. No SR is needed for normal conditions.

FORAGING (INT, PER) is the ability to find plants or herbs and to catch small game. A skill roll is made every hour of foraging to determine success.

MOUNTAINEERING (DEX, STR) is the ability to climb cliffs or large rock formations with the aid of rope, hooks and spikes.

TRACKING (INT, PER) is the ability to follow tracks made by other people or things in an outdoor setting. The tracking skill can also be used to determine a number of things being tracked, type of tracks and for covering tracks. Each requires a separate skill roll. The following modifiers are applied depending on the situation.

<u>Tracking Situation</u>	<u>SR Modifier</u>
Tracks successfully covered	-40 %
Per thing above 1 being tracked	+10 %
Larger than human size	+10 %
Hurried pace (tracker)	-10 %
Slower pace (tracker)	+10 %
Per hour of rain	-20 %
Dawn/twilight	-20 %

In snow (reduced by 10 per hour) +70 %

WEATHER WATCHING (INT, PER) a successful weather watching skill saving throw will correctly indicate the weather for the next 2 hours. This skill may only be used once every 2 hours. A failed SR will result in misinformation.