

Character Creation Matrix

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No starting Skill Above 70% except degrees maximum 90%

Basic Attributes: 4D6 minus 4 reroll 1's

Movement: Dependent on Dexterity.

0 - 4	-----1
5 - 8	-----2
9 - 13	-----3
14 - 18	-----4
19 - 20	-----5

Maximum Weight Carried: Strength x 3.5 in kg.

Maximum Weight for 5 Moves: Str x 3.5 + (Dex - 19) x 3.5

Maximum Weight for 4 Moves: Str x 3.5 + (Dex - 14) x 3.5

Maximum Weight for 3 Moves: Str x 3.5 + (Dex - 9) x 3.5

Maximum Weight for 2 Moves: Str x 3.5 + (Dex - 5) x 3.5

Maximum Weight for 1 Moves: Str x 3.5 + Dex x 3.5

Height, weight, sex, hair, eyes, race, birthday, is determined by player, age is 18 + 3D10 years.

Handedness is by %, 1 - 90 = Right, 91 - 97 = Left, 98 - 00 = Ambidexterity.

Blood type 2D20,

1 - 8	O	Rh Factor
9 - 16	A	1 - 17 + (Positive)
17 - 19	B	18 - 20 - (Negative)
20	AB	

1/2 Strength and 1/4 strength are self-explanatory round up.

Structure Points/Blood Points: Strength x Constitution + 100 = SP/BP

Endurance = Dexterity x Constitution

Area Hit Points

1 - 3 = SP/BP X .06	4 - 9 = SP/BP X .38 /6	10 - 11 = SP/BP X .01
12 = SP/BP X .01	13 - 14 = SP/BP X .08	15 - 16 = SP/BP X .01
17 - 18 = SP/BP X .05	19 - 20 = SP/BP X .04	21 - 22 = SP/BP X .01
23 - 24 = SP/BP X .02	25 - 26 = SP/BP X .01	27 - 28 = SP/BP X .02
29 - 30 = SP/BP X .01		

Freezing Date: DM Option.

Equipment: see DM

Chance of Being a Veteran	Rank	Combat Veteran	Spec. Forces	
Mars	75%	1 - 4 Enlisted	50%	5%
Recon	50%	5 - 6 Officer	25%	3%
Science	20%		10%	1%

Former Enlisted		Former Officer	
Rifle	+15	Camouflage	+15
Crew Served Weapon Choose two	+15	Special Weapon Choose one	+10
Bayonet	+15	Leadership	+15
First Aid	+15	Hand Gun	+10
Hide	+15	Mapmaking	+10
Climb	+15		
Swim	+15		

Jump	+15		
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Combat Time		Special Forces	
Rifle	+25	Rifle	+25
Special Weapon Choose Two	+25	Sub Machine Gun	+25
Knife	+25	H-T-H Combat	+25
Listen	+25	Special Weapon Choose Two	+25
Hide	+10	Camouflage	+25
Move Silently	+10	Crew Served Weapon Choose two	+15
Tactics	+10	Hide	+15
		Climb	+15
		Swim	+15
		Jump	+15
		Move Silently	+15
		Tracking	+15

Basic Stat Modifiers:

	0 - 7	8 - 12	13 - 17	18 +
Strength	-5	-	+5	+10
Dexterity	-5	-	+5	+10
Intelligence	-5	-	+5	+10

Strength Modifies: climb, swim, jump, bayonet

Dexterity Modifies: handgun, rifle, light machine gun, heavy machine gun, knife, bayonet, stealth

Intelligence Modifies: Crew served weapon, special weapon, first aid, map making, tracking, camouflage, hide

Die Roll	Degree(s)
1.2	1 BS or BA degree
3.4	1 MS or MA degree or 2 BS or BA degrees
5	1 PH.D, 1 MS or MA degree and 1 BS or BA degree, or 3 BS or BA degrees
6	1 PH.D and 1 MS or MA degree or BS or BA degree depending on a further roll. (1-4 = BA or BS degree and 5-6 = MA or MS degree)

BS or BA degrees give you a 20% level in their fields of study.

MS or MA degrees give you a 40% level in their fields of study.

PH.D gives you a 60% level in the field of study.

Grenade throwing range:	Type A: 4 x Str. in meters.
	Type B: 3.5 x Str. in meters
	Type C: 3 x Str. in meters
	Type D: 2.5 x Str. in meters

1. The following tables will be used to generate skills for Morrow Project Team Members. When initially enrolled in the Project, all personnel will undergo 6 months of basic training. At this time, the following skills will be learned:

BASIC TRAINING (All Personnel)

Hand Gun	+20
Sub Machine Gun	+20
Thrown Weapon	+20
Rifle	+20
H-T-H Combat	+20
Wheeled	+20
First Aid	+20
Survival	+20

Recovery Skills choose two

Farming Techniques	+30
Carpentry	+30
Masonry	+30
Tailoring	+30
Architecture	+30
Blacksmithing	+30

2. If the character is intended to hold a senior position in the Project (Group Leader, etc), they will receive the skills listed below:

PROJECT COMMAND TRAINING

Leadership	+25
Interrogation	+15

3. Following this period of basic training, personnel will then move into Branch-specific training, based upon their stated area of service. Each branch has skill packages as indicated on the tables below:

Reconnaissance Basic Training Package (All Recon Personnel)

Hand Gun	+10
Rifle	+10
Survival	+25
First Aid	+20
Recon	+30
Wheeled	+20
Tracked	+10
Heavy Vehicle	+30
Mechanical Vehicle	+30
Crew Served Weapon (Pick one)	+20

Once Branch training is complete, each Recon Member selects a Mission Speciality from the list below:

Recon Mission Speciality Training (Pick One)

Vehicle Specialist		Project Scout		Pilot Specialist	
Wheeled	+20	Hand Gun	+20	Prop Pilot	+30
Mechanical Basic Repair	+10	Observation	+15	Jet Pilot	+30
Tracked	+10	Sub Machine Gun	+20	Rotary Wing Pilot	+30
Vehicle Mechanic	+20	H-T-H Combat	+20	Aircraft Mechanic	+25
Communication	+20	Stealth	+30	Communication	+20
Crew Served Weapon (Pick one)	+10	Recon	+20	Special Weapons (Pick one)	+20
Hand Gun	+10	Camouflage	+25	Recon	+10
Sub Machine Gun	+10	Tracking	+25	Hand Gun	+10
Recon	+10	Interrogation	+25	Sub Machine Gun	+10
				Aircraft Electrical	+25

MARS Basic Training Package (All MARS Personnel)

Hand Gun	+10
Sub Machine Gun	+10
Rifle	+20
Bayonet	+10
Knife	+10
H-T-H Combat	+20
Tactics	+20
Demolitions	+10
Camouflage	+10
Crew Served Weapon (Pick two)	+20

Special Weapons (Pick two)	+20
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Once Branch training is complete, each MARS Member selects a Mission Speciality from the list below:

MARS Mission Speciality Training (Pick One)

Combat Operations Specialist		Security Specialist	
Hand Gun	+10	Hand Gun	+30
Thrown Weapons	+30	Sub Machine Gun	+20
Rifle	+20	Rifle	+10
Crew Served Weapon (Pick one)	+20	H-T-H Combat	+20
Special Weapons (Pick one)	+20	Special Weapons (Pick one)	+10
Heavy Vehicle	+20	Interrogation	+30
Leadership	+20	Leadership	+15
Tactics	+20	Security	+30

SCIENCE Basic Training Package (All Science Personnel)

Lab Techniques	+20
Computer Ops	+20
Research Techniques	+20
First Aid	+20
Handgun	+10
Rifle	+10
H-T-H Combat	+10
Decontamination	+30
Communication	+20

Once Branch training is complete, each Science Member selects a Mission Speciality from the list below:

Science Mission Speciality Training (Pick One)

Medical Assistant		Science Specialist		Medical Doctor	
Medical Degree	20%	1 X 60% Degree or		Medical Degree	60%
Nursing Degree	40%	3 X 20% Degree or		Dentistry Degree	40%
Pharmacy Degree	20%	1 X 20% + 1 X 40% Degree		Pharmacy Degree	20%
Veterinary	+30	Lab Techniques	+30	Veterinary	+30
Pathology	+15	Research Techniques	+30	Pathology	+30
Lab Techniques	+20	Computer Ops	+20	Lab Techniques	+30
Research Techniques	+10	First Aid	+10	Research Techniques	+30
Treat Disease	+25	Electrical Basic Repair	+20	Treat Disease	+50
Treat Poison	+25	Mechanical Basic Repair	+20	Treat Poison	+50

4. Now to make each character more individual you have 1200 points these represent the skills the character picked in life before joining the project. They are worth 1% towards any non-combat skill. Also they can be used to obtain extra degrees

Cost	Degrees
150 points	BS or BA
300 points	MS or MA or two BS or BA
450 points	PH.D or MS or MA and BS or BA or three BS or BA

BS or BA degrees give you a 20% level in their fields of study.
 MS or MA degrees give you a 40% level in their fields of study.
 PH.D gives you a 60% level in the field of study.

The extra time required to obtain these degrees should be added to the age of the character and the why they did so many degrees reason explained in the background.

Time to acquire
BS or BA degree – three years
MS or MA degree – four years
PH.D degree – six years

<u>Degree</u>	<u>Remarks</u>
Agriculture	Is composed of knowledge dealing with growing seasons, fertilizers, farm ecology, soil analysis, food plant pathology, etc. Holding a degree in this field 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.
Biology	Provides the character with knowledge of basic biology. The character will also have a nodding acquaintance with aquatic, microbiology, and physiology. The player character will be able to perform simple water, soil, and air analysis, identify artificial biological plagues, etc. Bonus: +5% Treat Poison +5% Treat Disease +10% First Aid
Botany	Identification and classification of plants, identification of genetic changes/mutation of plant life. The emphasis lies upon identification and uses of edible and poisonous plants.
Chemistry	Basic familiarity with all large fields of chemistry. Emphasis on practical combinations of substances to produce desired compounds. Holders of this degree 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.
Computer Science	Familiarity with hardware assembly, software design, and theory and operation of all major types of computers at the time of freezing. All major languages. The holder of this degree can best be thought of as a top-flight operator, second-string programmer, and third-rate designer and builder. Familiar with all MP computers. Special: At MS and PH.D. level, +10% Electrical Specialised Repair and +20% when it's a morrow project device.
Dentistry	BS: DENTAL ASSISTANT. Competent to assist a full dentist but not to be trusted with live human patients save in the most dire emergency. MS: DENTAL INTERN. Almost a dentist but not quite there yet. Can handle normal dentistry, with some luck. Can make dentures. PH.D.: FULL DENTIST. Can deal with all normal dental problems without resulting to a die roll. Dental skill must be "bought" with at least 20% to begin. Only player characters who have "bought" into the dental degree field can ever progress beyond 20%. Dental degree holders have very limited amounts of equipment; only small field kits.
Ecology	Primarily resource evaluation and use. Degree holders are competent to evaluate most natural, climatic, and human variables, and arrive at a reasonably accurate ecological statement.

Economics	Emphasis on macro econ, capable of micro econ, flow analysis, an ecologist of economic conditions. Not so much concerned with money as with flow of goods. Not a creator of systems, rather an analyst of existing systems.
Engineering, Chemical	Familiar with Chemical make ups of molecules. Dabbles in the processes of developing new chemicals like synthetic oils. Person holding this degree would be used to study chemical properties that may have changed due to nuclear irradiation or biological contamination. He would also be the one to try to develop some kind of antidote to these biological hazards. Bonus: +5% Treat Poison +5% Treat Disease
Engineering, Electrical	Familiar with designing electrical circuits to perform specific functions. Holder of this degree can design new circuits, reverse engineer old circuits and then figure out what its purpose was, and understand the theory involved in how these circuits work. Bonus: +5% Electrical Basic Repair, Electrical Specialised Repair, and +10% to repair Morrow Project electrical equipment.
Engineering, Mechanical	Familiar with the operation and design of mechanical components. This includes how engines work, windmills, water pumps, and any other similar device. Holder of this degree will be able to design, and with the proper tools and materials, build these types of designs. Can also take an existing design and see if there is ways to improve its output. Bonus: +10% Mechanical Basic Repair +10% Mechanical Specialised Repair
Engineering, Structural	Familiar with construction and destruction of structures. Knows about design procedures and materials needed to build structures. Knows what to look for weak points in existing structures and the best way to bring the structure down with the use of strategically placed explosive charges. Bonus: +10% in Demolition
Forestry	Forest ecology, economics of logging operations, wood types and their uses, growing cycles, tree pathology, etc.
Geology	Emphasis on mineral survey; determining what is in an area and the relative difficulty of extraction and refinement for use. Capable of identifying mineral deposits and their purity and concentration (size of deposit). An adequate mining engineer, but by no means an expert on mining operations.
History	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; primitive methods of getting things done, both socially and technically. The possessor of such a degree can be expected to be conversant with primitive law, government, weaving, smelting, candle making, black smithing, etc.
Linguistics	The theory of languages. Analysis, roots, structure, etc. This is not a teaching/learning process. The holder of this degree understands how languages work and is entitled to a die roll to learn any language each time he/she spends a week in constant contact with the language speakers. Once the individuals level in the language is higher than their linguistics skill level (BS = 20%, MS = 30%, PH.D = 40%) then the roll for increase is based on how well he knows the language and not his linguistics skill. The linguist must live with the people whose language he is trying to learn. This

means living in their community with or without other members of the project in residence.

Mathematics	Theoreticians of the first water. Conversant with the higher forms of mathematics and their more exotic branches. Special: Degree holders are able to deal with the mathematical computation portions of problems at a minimum of 40%. PD may wish to add to this percentage based on the relative difficulty of a problem.
Nursing	Male or female, of the four year Registered Nurse (RN) Program. This skill is at the 40% level, never more or less. The degree can be expanded through experience rolls. All of the skills usually associated with the discipline. Bonus: +60% First Aid +30% Treat Disease
Pharmacy	The production of pharmaceutical products. Medicines and their properties, drugs and their effects. Can make any medicine/drug existing at the time of freezing if given time, equipment, and materials. Bonus: +5% Treat Poison +5% Treat Disease
Philosophy	A specialist in comparative social mores and ethics. Degree holders are at their best in long-term social analysis, sometimes as negotiators. Bonus: +5% Leadership
Physics	Those holding a degree in physics 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 primarily with nuclear physics. These are not bomb makers. Rather, these specialists are concerned with the preservation of the pre-war nuclear power technology. Bonus: +20% Fusion Mechanic, +25% Nuclear Mechanic
Political Science	Those whose studies have provided them with an understanding of various political systems and processes. Not creators of such systems, but specialists in analysing the mechanical processes of government systems. Bonus: +5% Leadership
Sociology	Specialists in identifying the ways in which people live together in a society. Sometimes like narrow gauge political scientists; but more concerned with the how than the why. Analysts of social mores, expectations, ethnic influences, social history, etc.
Veterinary Medicine	Just what the degree traditionally implies, with an added emphasis on farm animals. Treatment or disease, surgery, etc. Minimum level for this degree is an MS. Veterinary Medicine skill must be "bought" with at least 40% to begin. Only player characters who have "bought" into the degree field can ever progress beyond 20%
Zoology	The study of animal life in general. Classification of animals, genetic properties, migratory habits, climatic and geographical ranges, breeding habits and seasons, etc.
Medicine	A doctor. Available only at the Ph.D. level, but worth it. A field surgeon as well as a GP; for all normal medical activities no die roll is necessary. Must have instruments, drugs, etc. to be fully effective. Bonus: +80% First Aid +50% Treat Poison/Disease Medicine must be "bought" with at least 60% to begin. Only player character who have "bought" into the Medical degree field can ever progress beyond 20%.