The Morrow Project By: Chris T u12ct@abdn.ac.uk Skills and Equipment Character Name:

Knowledge Skills: Map Making	
First Aid	
Treat Disease	
Treat Poison	
Tracking	
Leadership	
Camouflage	
Hide	
Listen	
Recon	
Escape and Evasion	
Observation (Int +list x2	)
Scuba	/
Mountaineering	
Communication	
Rappelling	
Land Navigation	
Survival	
Arctic	
Desert	
Jungle	
Woodland	
Urban	
Ambush	
Tactics	
Gunsmithing	
Small Boat Operation	
Interrogation	
Parachute	
H.A.L.O.	
Equestrian	
Lab Techniques	
Computer Ops	
Research Techniques	
Decontamination	
Veterinary	
Pathology	
Degrees:	
1061000.	

**Combat Skills:** % Handgun % % Shotgun % % Sub Machine Gun % % Rifle % % Thrown Weapon % % Crew Served Weapons <sup>%</sup> Light Machine Gun % % Heavy Machine Gun % % Light Mortar % % Heavy Mortar % % Autocannon % Special Weapons % Grenade Launcher % % Flame Thrower % % Shoulder Fired Missile % % % Mounted Rockets % Bavonet % % Knife % % H-T-H (Str+Dex+Skill) % % Demolitions % % Booby Traps % % Primitive Weapons Archery % % Crossbow % % % Club % Spear % % Sword % % % % % % % % % %

## **Combat Issue:**

% %

%

% Field Pack, Large (FPLIF) % M1 CBR kit % Lighter, Disposable (2) Flashlight, Crookneck % Box, Matches, Wind & Rain % Proof(3)(50 per box)% Rope, 50 m, Nylon % String, 100 m, Cotton % Carabineer, Locking "D" % Map Case Compass w/ Compass Carrier Field Cap, Ranger Geiger Tab Plastic Canteen and M1 NBC Drinking Cap Field Message Pad (3) w/ Cover Notebook (3) Binoculars, Magnification x10 Concentrated Meal Bar (9 Bars/ Pouch, 1 Bar/ Meal) (5 Pouches) 

Game:

Technical Skills:	
Wheeled	%
Tracked	_%
Rotary Wing	_%
Heavy Vehicle	_%
Prop Pilot	_%
Jet Pilot	_%
Security	_%
HAAM Suit	_%
Aircraft Electrical	_%
Vehicle Electrical	_%
Electrical Basic Repair	_%
Electrical Specialized Repair	
	_%
Mechanical Basic Repair	_%
Vehicle Mechanic	_%
Aircraft Mechanical	_%
Mechanical Specialized Repa	air
	_%
Fusion Mechanic	_%
Nuclear Mechanic	_%
MP Electrical	_%
Agility Skills:	
Stealth	_%
Climb	_%
Jump	%
Swim	_%
Snow Ski	_%
Dodge (Dex x4)	_%
Standard Issue:	

Wearing:

%

Personal Armour System AC=14 Helmet AC=14 Battle Dress Uniform AC=7 Boots, Combat, Black AC=4

Belt, Nylon, Fastex Buckle Gloves, Combat, Inner & Outer I.D., Morrow Project Tactical Load-Bearing Vest Suspenders, Woodland w/ 4x M16 Ammunition Pouches 2x M33 Grenade Pouches M9 Bayonet and Carrier Plastic E-Tool and Carrier First Aid Pouch M17A2 Protective Mask Carrier M17A1 Protective Mask M258 Individual Decontamination Kit M12 Ambidextrous Holster Personal Survival Kit

## **Personal Duffel Bag:**