

After the Bomb® Skills Table

Blue = Secondary Skill *Requires two Secondary Skill slots

Domestic

Animal Husbandry (35%+5%)
Breed & Control Insects (40%/20%+5%)
Carpentry (30%+5%)
Bonus: +5% to *Boat Building*
Bonus: +5% to *Canoe Building*
Cook (30%+5%)
Dance (30%+5%)
Dowsing & Water Location (20%+5%)
Farming & Gardening (40%+4%)
Fishing (60%+5%)
General Repair & Maintenance (35%+5%)
Identify Plants & Fruits (25%+5%)
Imitate Animal or Insect Sound (42%+4%)
Language (40%+5%)
Literacy (30%+5%)
Musical Instrument (25%+5%)
Preserve Food (30%+5%)
Read Music (42%+3%)
Sculpting & Whittling (30%+5%)
Sewing (40%+5%)
Sign Language (33%+7%)
Sing (40%+5%)
Skin and Prepare Animal Hides (30%+5%)
Bonus: +5% to *Sewing*
Trapping (25%+5%)
Tracking (30%+5%)
Wilderness Survival (30%+5%)
Writing (25%+5%)

Medical

Clinical Genetics (35%+5%)
Dentistry (50%+5%)
First Aid (45%+5%)
Herbal Medicine (30%/20%+5%)
Bonus: +10% to *Brewing*
Bonus: +10% to *Preserve Food*
Internal Medicine (70%/60%+3%)
Bonus: +5% to *Pathology*
Paramedical* (50%+3%)
Pathology (40%+5%)
Radiology (70%+3%)
Surgery (60%+4%)
Req: *Internal Medicine*, P.P. 12
Veterinary Medicine (54%+4%)

Military

Camouflage (20%+5%)
Demolitions (60%+3%)
Demolitions Disposal (60%+3%)
Intelligence (32%+4%)
Interrogation (40%+5%)
Land Navigation (36%+4%)
Laser Systems (30%+5%)
Optic Systems (30%+5%)
Radio: Satellite Relay (25%+5%)
Radio: Scramblers (40%+5%)
Recognize Weapon Quality (25%+5%)
Surveillance Systems (40%+5%)
Req: *Electronics: Basic* OR *Electrical Engineering*, *Photography*

Physical

Acrobatics
Bonus: +2 *Roll w/Impact*, +1 P.S., +1 P.P., +1 P.E., +1D6 S.D.C.
Sense of Balance (60%+2%)
Walk Tightrope/High Wire (60%+3%)
Back Flip (50%+5%)
Bonus: +10% to *Climbing* OR *Climbing* (40%)
Bonus: +10% to *Prowl* OR *Prowl* (30%)
Athletics (General)
Bonus: +1 *Parry*, +1 *Dodge*, +1 *Roll w/Impact*, +1 P.S., +1 1D4 Spd, 1D8 S.D.C.
Baseball (60%+4%)
Body Building
Bonus: +2 P.S., +10 S.D.C.
Boxing
Bonus: +1 *Attack per Melee*, +2 *Parry*, +2 *Dodge*, +2 *Roll w/Impact*, +1D4 P.S (mutant animals), +2 P.S. (humans), +3D6 S.D.C.
Climbing (40%/30%+5%)
Fencing
Bonus: +1 *Strike* with *W.P. Sword*
Bonus: +1 *Parry* with *W.P. Sword*
Gymnastics
Sense of Balance (50%+5%)
Parallel bars and rings (60%+5%)
Climb Rope (60%+2%)
Back Flip (60%+5%)
Leap 4 feet (1.2m) high and four feet long, 2 feet (0.6m)/lvl
Bonus: +5% to *Climbing* OR *Climbing* (25%+5%)
Bonus: +5% to *Prowl* OR *Prowl* (30%+5%)
Bonus: +2 *Roll w/Impact*, +2 P.S., +1 P.P., +2 P.E., +2D6 S.D.C.

Hand to Hand: Basic

Hand to Hand: Expert

Hand to Hand: Martial Arts

Req: 3 skill slots

Hand to Hand: Bull Fight

Req: special

Juggling (30%+5%)

Bonus: +1 *Initiative*

Prowl (25%+5%)

Running

Bonus: +1 P.E., +4D4 Spd, +1D6 S.D.C.

Swimming (50%+5%)

Bonus: +1 *Dodge* (in water)

Bonus: +1 *Parry* (in water)

Swimming Advanced

Bonus: +1 *Dodge* (underwater)

Bonus: +1 P.S., +1D6 S.D.C.

Bonus: +3D4 Spd (while swimming)

SCUBA (50%+5%)

Wrestling

Bonus: +1 *Roll w/Impact*, +2 P.S., +1 P.E., +4D6 S.D.C., *Body Block/Tackle*, *Pin/Incapacitate* on 18+, *Crush/Squeeze*

Pilot (Ground, Air, Water)

Aircraft Mechanics (45%+3%)

Airplane (60%+4%)

Automobile/Car (70%+4%)

Automobile Mechanics (50%+5%)

Boating (60%+4%)

Construction & Farming Equipment (40%+4%)

Helicopter (35%+5%)

Jet (40%+4%)

Military Vehicles (40%+4%)

Motorcycle (60%+4%)

Navigation (50%+5%)

Read Sensory Equipment (30%+5%)

Sailing (60%+5%)

Teamster/Wagoner (45%+5%)

Truck (60%+4%)

Vehicle Weapon Systems (50%+2%)

Bonus: +1 *Strike* (as gunner on vehicle)

Rogue & Thief

Card Shark (24%+4%)

Bonus: +4% if *Palming*

Computer Hacking (30%+5%)

Req: *Literacy*, *Computer Operation*, *Computer Programming*, *Mathematics: Basic*

Concealment (20%+4%)

After the Bomb® Skills Table (v1.0.3)

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Cryptography (25%+5%)

Req: *Literacy*

Detect Ambush (30%+5%)

Detect Concealment & Traps (25%+5%)

Disguise (25%+5%)

Escape Artist (30%+5%)

Forgery (20%+5%)

Imitate Voice (36%+4%)

Impersonation (40%/20%+4%)

Locate Secret Compartments/Doors (15%+5%)

Bonus: +5% if *Carpentry*

Bonus: +5% if *Detect Concealment & Traps* OR *Field Armorer*

Palming (20%+5%)

Pick Locks (30%+5%)

Pick Pockets (25%+5%)

Safecracking (20%+4%)

Bonus: +5% to *Pick Locks*

Bonus: +5% to *Demolitions*

Bonus: +5% to *Demolitions Disposal*

Penalty: -10% if M.E. less than 15

Streetwise (20%+4%)

Tailing (30%+5%)

Use & Recognize Poison (24%/16%+4%)

Bonus: +4% if *Herbal Medicine*

Ventriloquism (16%+4%)

Science & Academic

Anthropology (20%+5%)

Antiquarian (40%+5%)

Archaeology (20%+5%)

Astronomy (30%+5%)

Astrophysics (25%+5%)

Req: *Mathematics: Basic, Mathematics: Advanced*

Biology (40%+5%)

Botany (30%+5%)

Chemistry (50%+5%)

Req: *Mathematics: Basic*

Chemistry: Analytical (40%+5%)

Req: *Chemistry, Mathematics: Basic, Mathematics: Advanced*

Electrical Engineering (45%+5%)

Req: *Mathematics: Basic*

Genetics (30%+3%)

Req: *Biology, Mathematics: Basic*

History (40%+4%)

Mathematics: Basic (80%+2%)

Mathematics: Advanced (64%+4%)

Mechanical Engineering (45%+5%)

Bonus: +5% to *Locksmith*

Bonus: +5% to *Surveillance Systems*

Technical & Craft

Art: Drawing & Painting (40%+4%)

Barbering (70%+3%)

Blacksmith (40%+5%)

Boat Building (25%+5%)

Req: *Carpentry* and/or *Blacksmith*

Brewing (30%+5%)

Canoe Building (32%+4%)

Carpentry (30%+5%)

Bonus: +5% to *Boat Building*

Bonus: +5% to *Canoe Building*

Computer Operation (40%+5%)

Computer Programming (30%+5%)

Req: *Mathematics: Basic, Computer Operation*

Computer Repair (40%+5%)

Electronics: Basic (40%+5%)

Farrier: Basic (34%+4%)

Req: *Blacksmith*

Locksmith (25%+5%)

Bonus: +5% if *Electronics: Basic*

Masonry (30%+5%)

Bonus: +5% to *Locate Secret Compartments/Doors*

Mechanics: Basic (40%+5%)

Photography (50%+5%)

Plumbing (50%+5%)

Public Speaking (30%+5%)

Radio: Basic Communications (50%+5%)

Rope Works (30%+5%)

Television & Video Systems (30%+5%)

Req: *Electronics: Basic*

Weapon Proficiencies (Ancient)

W.P. Archery

Bonus: +1 to *Strike* at levels 2,4,6,8,11,14

W.P. Battle Axe

Bonus: +1 to *Strike* at levels 1,4,8,12

Bonus: +2 to *Damage* at levels 6,14

Bonus: +1 to *Parry* at levels 2,5,9,13

Bonus: +1 to *Strike when thrown* at levels 3,8,12

W.P. Blunt

Bonus: +1 to *Strike* at levels 1,4,8,13

Bonus: +1 to *Parry* at levels 1,4,8,13

W.P. Chain

Bonus: +1 to *Strike* at levels 1,4,8,13

W.P. Crossbow

Bonus: +1 to *Strike* at levels 1,3,6,9,12,15

W.P. Forked Weapons

Bonus: +1 to *Strike* at levels 1,3,5,8,13

Bonus: +1 to *Entangle* at levels 1,3,5,8,13

Bonus: +1 to *Parry* at levels 1,4,9,12

Bonus: +1 to *Strike when thrown* at levels 4,10,15

W.P. Grappling Hook

Bonus: +1 to *Strike* at levels 3,6,9,12

Bonus: +1 to *Entangle* at levels 3,6,9,12

W.P. Knife

Bonus: +1 to *Strike* at levels 2,4,7,10,13

Bonus: +1 to *Parry* at levels 1,3,6,9,12

Bonus: +1 to *Strike when thrown* at levels 3,6,11

W.P. Net

Bonus: +1 to *Strike* at levels 2,5,8,11,15

Bonus: +1 to *Entangle* at levels 2,5,8,11,15

Bonus: +1 to *Parry* at levels 2,4,6,9,12

W.P. Paired Weapons

Bonus: *Strike* and *Parry* simultaneously

Bonus: Twin simultaneous strikes against same target

Bonus: *Strike* two different targets simultaneously

Bonus: *Parry* two different attackers

W.P. Pole Arm

Bonus: +1 to *Strike* at levels 1,5,9,14

Bonus: +1 to *Parry* at levels 1,3,6,9,12

Bonus: +1 to *Damage* at levels 2,8,15

Bonus: +1 to *Strike when thrown* at levels 2,5,9,14

W.P. Shield

Bonus: +1 to *Parry* at levels 1,3,6,9,12,15

Bonus: +1 to *Strike* at levels 4,8,12

W.P. Spear

Bonus: +1 to *Strike* at levels 1,3,5,8,11,13

Bonus: +1 to *Parry* at levels 1,3,5,8,11,13

Bonus: +1 to *Strike when thrown* at levels 3,6,10,14

W.P. Staff

Bonus: +1 to *Strike* at levels 1,3,7,10,13

Bonus: +1 to *Parry* at levels 2,5,8,11,14

Bonus: +1 to *Strike when thrown* at levels 5, 10, 15

W.P. Sword

Bonus: +1 to *Strike* at levels 1,3,6,9,12,15

Bonus: +1 to *Parry* at levels 2,4,7,10,13

Bonus: +1 to *Strike when thrown* at levels 4,8,12

W.P. Targeting

Bonus: +1 to *Strike* at levels 1,3,5,7,10,13

Bonus: +1 to *Strike* at levels 2,5,10 with *W.P. Archery*,

W.P. Crossbow, *W.P. Spear*

W.P. Whip

Bonus: +1 to *Strike* at 1,2,4,7,10,13

Bonus: +1 to *Damage* at levels 2,4,8,12

Bonus: +1 to *Entangle* at levels 2,6,8,12,15

Bonus: +1 to *Disarm* at levels 2,6,8,12,15

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