

...After the End: Skill Cheat Sheet

I'm gearing up for an After the End game with the online group, and as a first step, I'm creating a single page view reference of what all the skills are used for, culled from the rules in After the End 2: The New World. This is intended for non-obvious uses: you still use Melee weapon skills to attack and defend in combat, etc. I've also added select advantages, attribute, and defense checks.

Skill	Usages (page reference to ATE2:NW in parenthesis)
Advantage: Danger Sense	Know that you've entered a minefield (11) Determine that seemingly friendly townies are hostile (17) Automatic complementary bonus to avoid mishaps while exploring ruined buildings (34)
Advantage: Empathy	Determine that seemingly friendly townies are hostile (17)
Advantage: Serendipity	Find a perfect campsite (32) Find cover when attempt to snipe or backstab (45)
Attribute: DX	Avoid damage from a bad floor while exploring ruins(35) Avoid a trap door (36)
Attribute: IQ	Interpret hazardous waste signs (10)
Attribute: Perception	Spot toxic waste leaking from a container (10) Detect aerosol clouds (10) Detect alkaline mud (11) Detect intruders into a compound (16) Identify a non-obvious mutant (18) Spot nanotech (22) Spot hazards while scouting (32)

	Spot concealed camps or approaching enemies (32) Spot security systems (33) Avoid mishaps while exploring ruined buildings (34) Hear that a mishap has occurred while exploring ruined buildings (35) Detect live wires hooked to a metal object or a pit trap (36)
Attribute: ST	Walk through alkaline mud (11) Force locks (33)
Defense: Dodge	Avoid coming into contact with toxic waste while scavenging a dump (10) Dive for cover after failing to defuse a bomb or land mine (11) Dodge lightning while in a hyperstorm (13) Avoid debris from a falling ceiling while exploring ruins (35) Dive for cover when a ruined building collapses (35) Dodge a deadfall or conceal gun trap (36)
Acrobatics	Avoid damage when a floor or wall collapses in a ruined building (35) Avoid a trap door (36)
Acting	Distract a foe to lower their next attack of defense (44) Play dead in combat (44) Sustain a consistent lie over time (48) Imitate the mannerism of a class of people (48) Create a staged distraction (48)
Animal Handling (Appropriate Specialty)	Taunt an enemy animal to attack you (44)
Animal Handling (Dogs)	Use dogs to hunt game animals (31)
Anthropology	Answer questions about society Before the End (7)

Architecture	Find a specific room in a ruined building (32) Target a structure's supports with explosives (34) Per-based: Avoid mishaps while exploring ruined buildings (34) Complementary skill to give advice while exploring ruined buildings (35)
Area Knowledge	Complementary skill for gathering meals (30) Avoid getting lost while traveling (32)
Armoury (Appropriate Specialty)	Detect sabotaged weapons (36) Salvage a concealed gun (36) Repair a damaged weapon (41)
Bicycle	Travel faster on a bicycle (31) IQ-based: Detect a sabotaged bicycle (36) Caps combat skills while fighting while riding (45)
Biology	Analyze blood samples of an infected person to determine the exact disease (14) Treat a known disease (14) Per-based: Identify a non-obvious mutant (18)
Body Language	Determine that seemingly friendly townies are hostile (17) Detect that someone you can see is lying (48)
Brainwashing	Convert someone to be your follower (46)
Camouflage	Complementary skill for trapping meals (30) Hide a campsite (32) Hide traps (36)
Cartography	Complementary skill to avoid getting lost (32)
Chemistry	Complementary skill to treat toxins (10) Analyze components of toxic waste and predict its effects (10) Improvise a disinfectant when dealing with infection victims (14) Treat a known disease (14)

	Per-based: Detect a contact toxin (36) Fabricate parts for a pharmaceutical invention (40)
Climbing	Complementary skill for gathering meals (30) Go over a fence (33)
Computer Programming	Answer questions about nanotech software(22) Convince nanobots not to attack (22) Simplify treatment of nanoviruses (23) Predict how a robot will react to stimulus (26) Reprogram a deactivated robot (26) Hack a computer (42) Perform maintenance on old programs (42) Write a new program (43)
Detect Lies	Determine that seemingly friendly townies are hostile (17) Determine if someone is lying to you (48)
Diagnosis	Determine what toxic waste is harming someone (10) Per-based: Notice that someone is sick upon encountering them (13) Confirm that someone is infected and get rough details of the disease (14) Per-based: Identify a non-obvious mutant person (18)
Diplomacy	Convince a gang or mutants to talk instead of attacking (15, 18) Get an invitation to join a Cultish gang (16) Improve reactions when meeting someone (46) Convert someone to be your follower (46) Convince a non-hostile person to share information (47) Defuse a tense situation (47)
Disguise	Alter your appearance (48)
Driving	Travel faster in a powered vehicle (31) IQ-based: Detect a sabotaged vehicle (36)

Electrician	Disable a power supply (34) Per-based: Detect live wires hooked to a metal object (36) Fabricate parts for an invention (40) Repair an appliance or power tool (41)
Electronic Operations (Security)	Contest stealth when using cameras or motion detectors (34) Eliminate an electronic security system that is accessible (34) Bypass an exposed sensor (34)
Electronic Repair (Appropriate speciality)	Detect sabotaged electronics (36) Repair a damaged electronic device (41)
Electronic Repair (Security)	Open up a sensor housing (34)
Engineering (Appropriate specialty)	Invent a new device (40) Analyze an unknown device (41)
Expert Skill (Mutants)	Per-based: Identify a non-obvious mutant (18)
Expert Skill (Robotics)	Answer questions about nanotech (22) Per-based: Detect nanotech from environmental clues (22) Simplify treatment of nanoviruses (23) Identify a robot and determine its capabilities and weak points (25) Predict how a robot will react to stimulus (26) Deactivate a robot disabled after a surge attack (26)
Explosives (Demolition)	Determine the necessary charges to destroy something (34) Set explosives to explode (34)
Explosives (EOD)	Find an individual mine (11) Defuse a mine (11)
Explosives (NOD)	Defuse a nuclear weapon (11)

Fast-Talk	Taunt an enemy to attack you (44) Distract a foe to lower their next attack of defense (44) Distract a non-hostile guard while friends sneak past or while you peak at sensitive information (47) Confuse a target into believing a lie (48) Distract a target with balderdash (48) Defuse a lynch mob or riot (48)
First Aid	Per-based: Notice that someone is sick upon encountering them (13) Bandage someone after combat (45) Treat shock after combat (45) Stop bleeding after combat (45) Resuscitate a drowning, asphyxiation, or heart attack victim (45)
Forced Entry	Use bolt cutters to bypass a fence quickly (33)
Freight Handling	Pack a vehicle quickly (32) Safely stash objects in a vehicle so they don't take indirect damage (32) Pack a vehicle so that items can be found quickly (32)
HazMat (Biological)	Per-based: Notice that someone is sick upon encountering them (13) Avoid exposure to infection victims (14) Determine how to handle, neutralize, store, or transport biological weapons (15)
HazMat (Chemical)	Determine how to handle, neutralize, store, or transport toxic waste (10) Per-based: Identify toxic waste spill in water (10) Interpret toxic waste warning signs and identify unmarked toxic waste dumps (10) Avoid toxic waste while scavenging (10)

	Determine how to handle, neutralize, store, transport, or use chemical weapons (10) Per-based: Detect aerosols before or after entering a cloud (10) Per-based: Detect alkaline mud on entry (11) Per-based: Detect alkaline mud on entry (11) Per-based: Detect irradiated heavy metals in water before drinking (11)
HazMat (Radioactive)	Per-based: Detect irradiated heavy metals in water before drinking (11) Estimate RP loss for a radioactive area (25) Per-based: Identify nuclear reactors and nuclear waste sites (25) Determine how to handle, neutralize, store, or transport nuclear waste (25)
Hiking	Travel faster on foot (31) Pack a backpack quickly (32) Safely stash objects in a backpack so they don't take indirect damage (32) Pack a backpack so that items can be found quickly (32)
Holdout	Hide a weapon so that your first strike with it is hard to defend against (45)
Intimidation	Force an intelligent foe to step away from you and attack someone else (44) Distract a foe to lower their next attack of defense (44) Distract someone by threatening them (48) Scare people or groups (48) Defuse a lynch mob or riot (48)
Jumping	Avoid a trap door (36)
Leadership	Improve ally's Fright Checks and self-control rolls in combat (44) Defuse a lynch mob or riot (48)

Lockpicking	Unlock a mechanical or electronic lock (33)
Machinist	Fabricate parts for an invention (40) Repair a hand tool (41)
Mechanics (Appropriate specialty)	Repair vehicles and generators (41)
Mechanics (Robotics)	Answer questions about nanotech hardware (22) Simplify treatment of nanoviruses (23) Identify a robot and determine its capabilities and weak points (25) Deactivate a robot disabled after a surge attack (26)
Merchant	Get a better selling price when bartering (46)
Naturalist	Per-based: Identify a non-obvious mutant plant (18) Predict how a mutant plant will attack (21) Gather a meal (30) Complementary skill for gathering or trapping a meal with Survival or Traps(30) Complementary skill for tracking game animals (31) Avoid disease or radiation tainted animal meat (31) Make sure water isn't tainted (31) Gather parts for a pharmaceutical invention (40) Taunt an enemy sentient plant to attack you (44)
Navigation (Land)	Avoid getting lost while traveling (32)
Observation	Detect a minefield at a distance (11) Spot ambushes while scouting (32) Detect oncoming enemies while in camp (32) Spot a security system (33) Complementary skill for an ally's defenses in combat (44)
Packing	Pack an animal load quickly (32)

	Safely stash objects in an animal load so they don't take indirect damage (32) Pack an animal load so that items can be found quickly (32)
Pharmacy	Complementary skill to treat toxins (10) Treat a known disease (14) Invent a drug (40) Analyze an unknown drug (41)
Physician	Treat toxic waste damage (10) Per-based: Notice that someone is sick upon encountering them (13) Analyze blood samples of an infected person to determine the exact disease (14) Bandage someone after combat (45) Treat shock after combat (45) Stop bleeding after combat (45) Resuscitate a drowning, asphyxiation, or heart attack victim (45)
Poison	Determine what toxic waste is harming someone (10) Complementary skill to treat toxins (10) Per-based: Detect a contact toxin (36)
Propaganda	Complementary skill when gaining the attention of a crowd (46) Complementary skill while riling up a lynch mob or riot (48)
Prospecting	Find water and make sure it isn't tainted (31)
Psychology	Determine what a gang or mutants really wants (15, 18) Taunt an enemy to attack you (44) Convert someone to be your follower (46)
Public Speaking	Distract a foe to lower their next attack of defense (44) Gain the attention of a crowd (46) Distract a crowd (48) Encourage a lynch mob or riot (48)

	Defuse a lynch mob or riot (48)
Riding	Travel faster on a mount (31) Caps combat skills while fighting while mounted (45)
Scrounging	Find useful stuff in a ruin (37)
Search	Find an individual mine (11) Find a specific item in a ruin (32) Find a stash (38)
Sex Appeal	Distract a foe to lower their next attack of defense (44) Distract or convince a guard to let you do something (47) Distract someone who might be attracted to you (48)
Skating	Use ice skates to travel over ice (12) DX-based: Caps combat skills while fighting while skating (45)
Skiing	Use snow skis to travel over snow (12) DX-based: Caps combat skills while fighting while skiing (45)
Soldier	Determine how to handle, neutralize, store, transport, or use chemical weapons (10) Per-based: Detect a minefield at a distance (11) Penalized: Find an individual mine (11) Fit in with a paramilitary organization (48)
Stealth	Sneak up on a gang (15) Infiltrate a gang compound or occupied bunker and stay undetected (16, 33) Sneak close to a game animal (31) Avoid being detected while scouting (32) Set up to snipe or backstab at the start of combat (44-45) Disappear during combat (45)
Streetwise	Find suitable clients for illegal services (47) Convince a single gang member not to bother you (47)

	Fit in with a gang (48)
Surgery	Stabilize a mortal wound (45) Repair crippling injuries (45)
Survival (Appropriate Specialty)	Detect Acid Rain at a distance or upon entry (12) Detect oncoming hyperstorms (13) Gather a meal (30) Complementary skill for gathering a meal with Naturalist (30) Trap a meal (30) Complementary skill for trapping a meal with Traps (30) Complementary skill for tracking game animals (31) Avoid disease or radiation tainted animal meat (31) Find water and make sure it isn't tainted (31) Detect subtle natural issues while scouting (32) Find a good campsite (32)
Survival (Arctic)	HT-based: Avoid fatigue loss in extreme cold (12)
Survival (Desert)	HT-based: Avoid fatigue loss in extreme heat (12) Detect sandstorms at a distance (13) Avoid being separated from a group while in a sandstorm (13)
Survival (Radioactive Wasteland)	Estimate RP loss for a radioactive area (25)
Tactics	Predict how a gang or mutants will attack in the case of hostilities (15, 18) Predict how a mutant plant will attack (21)
Teamster	Travel faster on a wagon (31)
Tracking	Locate game for hunting (31) Complementary skill for trapping a meal with Survival (30)

Traps	Trap a meal (30) Complementary skill for trapping a meal with Survival (30) Per-based: Detect traps while scouting (32) Per-based: Spot a security system (33) Per-based: Spot a pit trap (36) Per-based: Spot simple switches (36) Disarm traps (36) Salvage a concealed gun (36)
Urban Survival	Avoid mishaps while exploring a ruined building (34)
Weather Sense	Detect Acid Rain at a distance or upon entry(12) Detect oncoming hyperstorms (13) Per-based: Detect sandstorms at a distance (13)
Veterinary	Per-based: Notice that an animal is sick upon encountering them (13) Per-based: Identify a non-obvious mutant animal (18) Bandage an animal after combat (45) Treat shock on an animal after combat (45) Stop an animal from bleeding after combat (45)