



A.C.: AFTER COLLAPSE ® ALLOWED SKILLS CHECKLIST

Referees may choose to only allow Survivors to have certain Basic/Advanced Skills in a particular scenario or campaign. The following checklist allows the referee to identify which skills Survivors may have. The subfields for a particular skill are only allowed if the Basic/Advanced Skill they are associated with are allowed.

BASIC SKILLS, ALPHABETICALLY

<u>Allowed</u>	<u>Skill</u>	<u>Allowed</u>	<u>Skill</u>	<u>Allowed</u>	<u>Skill</u>
_____	Advanced Math	_____	Driving	_____	Metalworking I
_____	Agriculture	_____	Energy Weapons	_____	Metalworking II
_____	Archery	_____	Engineering I	_____	Metalworking III
_____	Armorer I	_____	Engineering II	_____	Metalworking IV
_____	Armorer II	_____	Engineering III	_____	Military Equipment
_____	Armorer III	_____	Engineering IV	_____	Natural Medicine
_____	Armorer IV	_____	Equitation	_____	Pharma I
_____	Armorer, PPE	_____	Explosives	_____	Pharma II
_____	Automatic Weapons	_____	Fashion	_____	Pharma III
_____	Basic Math	_____	Fashion Design	_____	Pharma IV
_____	Biology	_____	First Aid	_____	Physics
_____	Blades	_____	Fletching	_____	Polearms
_____	Bludgeons	_____	Gauss Weapons	_____	Product Design
_____	Body Armor	_____	General Medicine	_____	Ranching
_____	Botany	_____	Geology	_____	Reconnaissance
_____	Bowyer	_____	Gunsmithing I	_____	Salvage
_____	Camping	_____	Gunsmithing II	_____	Security Systems
_____	Caseless Ammo	_____	Integrated Armor	_____	Segmented Armor
_____	Chemistry I	_____	Intermediate Math	_____	Sling Weapons
_____	Chemistry II	_____	Jump Pack	_____	Small Arms
_____	Chemistry III	_____	Land Navigation	_____	Small Arms Tactics
_____	Chemistry IV	_____	Larceny	_____	Small Arms Trivia
_____	Clothmaking	_____	Leatherworking I	_____	Support Weapons
_____	Component NBC	_____	Leatherworking II	_____	Survival
_____	Computer	_____	Leatherworking III	_____	Swimming
_____	Programming	_____	Leatherworking IV	_____	Tailoring
_____	Computer Use	_____	Literacy	_____	Technical Medicine
_____	Concealment	_____	Lockpicking	_____	Unarmed Combat
_____	Consumer Goods	_____	Lumberjack	_____	Weaponsmithing
_____	Cooking I	_____	Machinist	_____	Woodworking I
_____	Cooking II	_____	Material Attributes	_____	Woodworking II
_____	Crossbow	_____	Mechanic, Auto	_____	Woodworking III
_____	Crossbowyer	_____	Merchant	_____	Woodworking IV
_____	Decontamination	_____	Metal Cartridge	_____	
_____		_____	Ammo	_____	