

Still Alive Skill Chart (Version: 1.0)

Combat

Profession

Talent

Experience Cost

Ranged Weapons

Melee and Ranged

Melee Weapons

1

2

3

4

Medium
Firearm
Proficiency

Light
Firearm
Dual
Wielding

Light
Melee
Weapon
Proficiency

Break

2

2

Heavy
Firearm
Proficiency

Medium
Firearm
Dual
Wielding

Light Melee
and Light
Ranged Dual
Wielding

Light Melee
Weapon Dual
Wielding

Medium
Melee
Weapon
Proficiency

Harmful
Weapons

Firearm
Break

Super-
Heavy
Firearm
Proficiency

Heavy
Melee
Weapon
Proficiency

Wall
Smasher

Break
Away

3

2

Military
Grade
Firearm
Proficiency

Medium Melee
and Medium
Ranged Dual
Wielding

Medium
Melee
Weapon Dual
Wielding

Fortification
Eradicator

Lethal
Weapons

Unarmed
Break

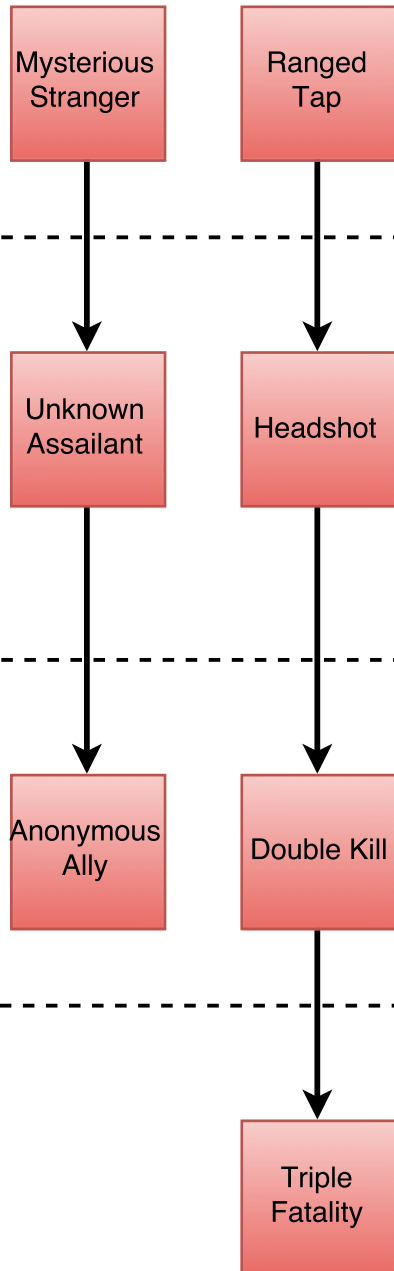
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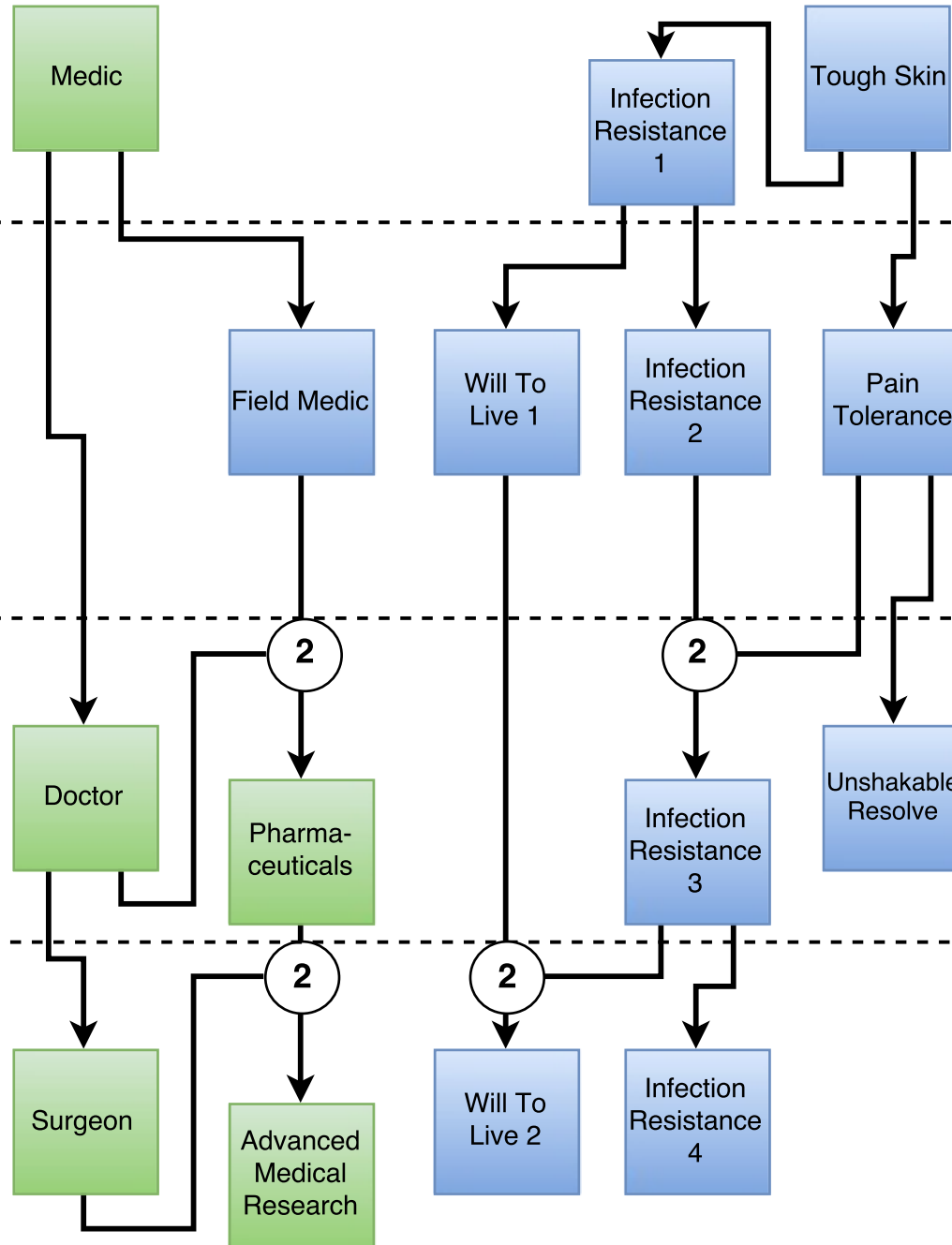
Profession

Talent

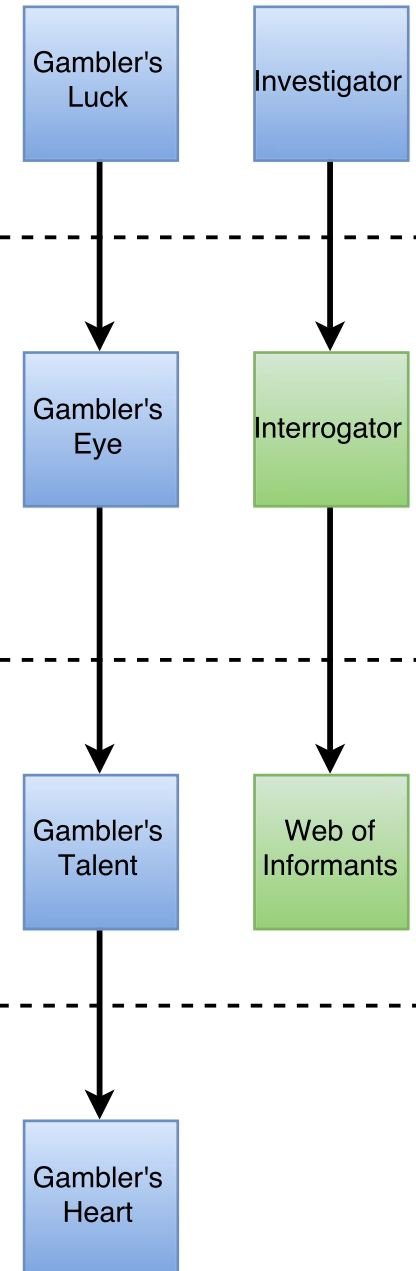
Combat Techniques



Medicine and Health



Luck and Skill



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Combat

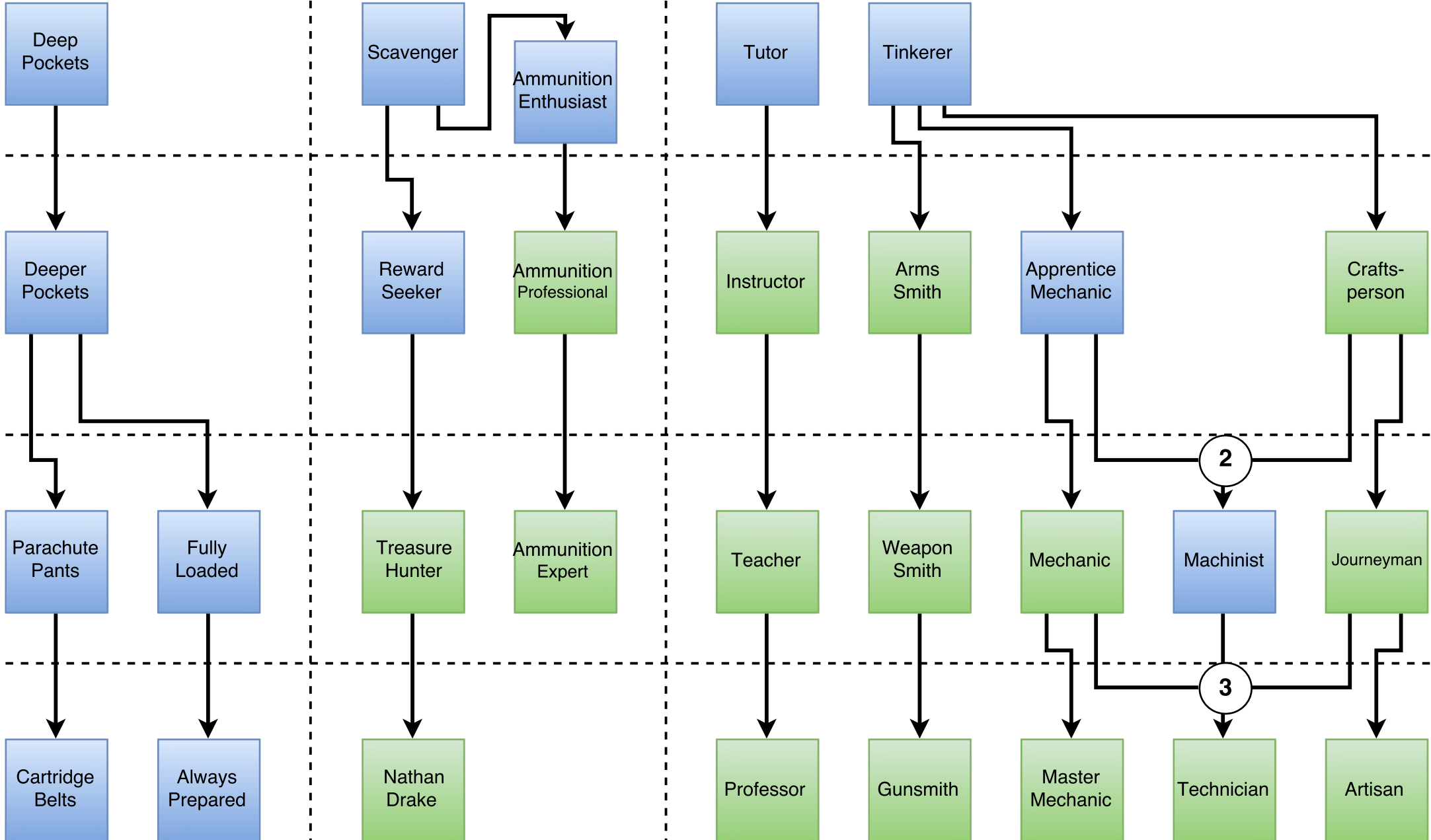
Profession

Talent

Preperation

Foraging

Education, Crafting, and Repair



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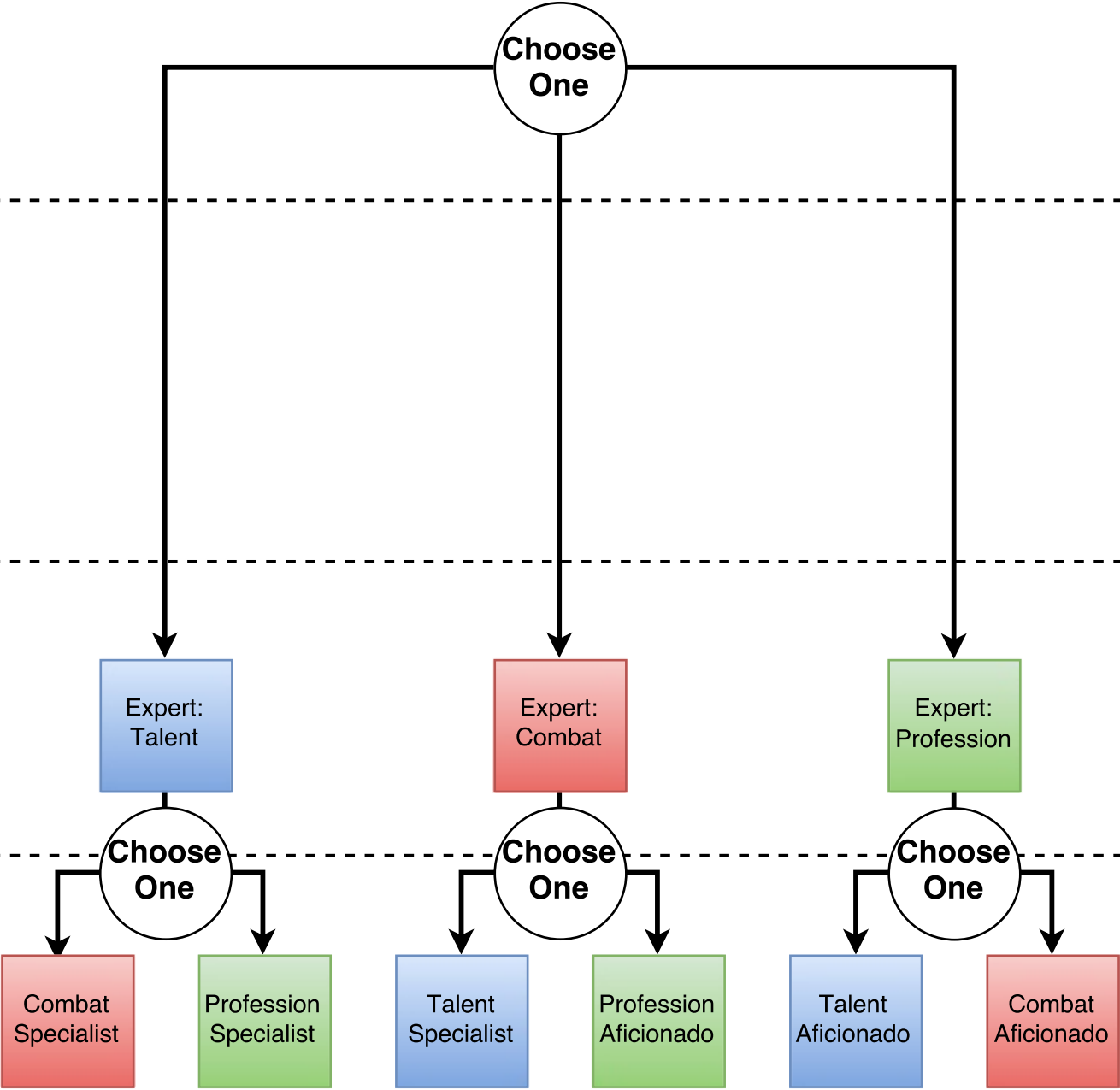
Combat

Profession

Talent

Trait Advancement

Free Skills



Tap

Light
Firearm
Proficiency

Bash

Super Light
Melee
Weapon
Proficiency