

# Still Alive Skill Chart (Version: 1.1)

Combat

Profession

Talent

Experience Cost

1

2

3

4

Ranged Weapons

Melee and Ranged

Melee Weapons

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

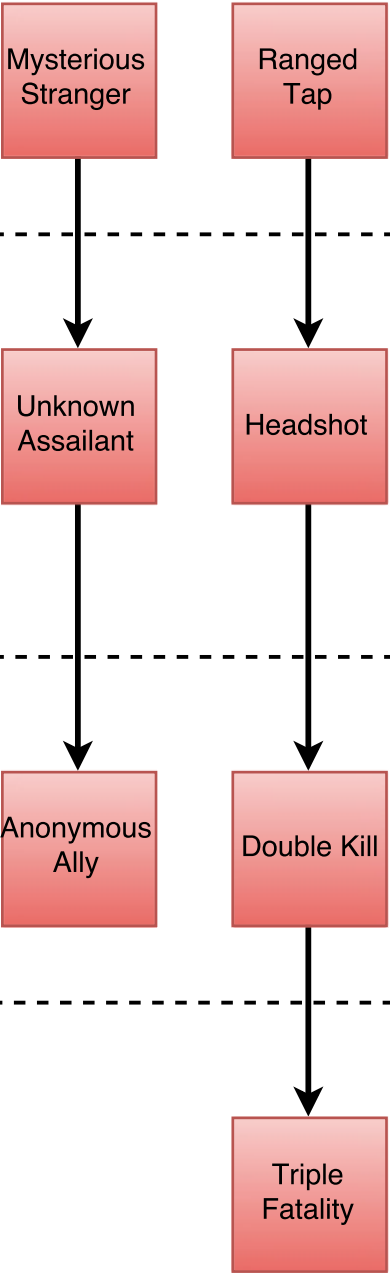
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Combat

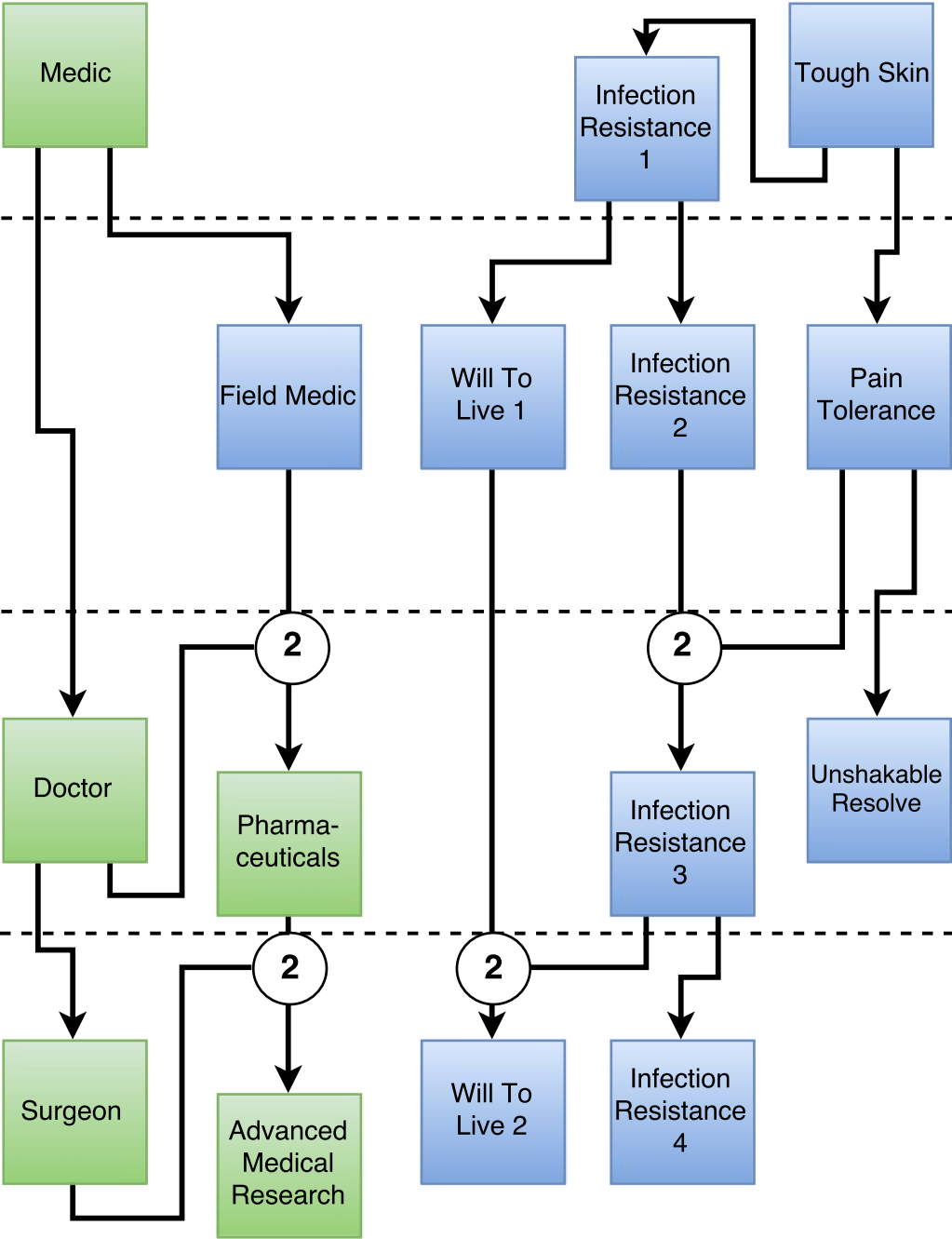
Profession

Talent

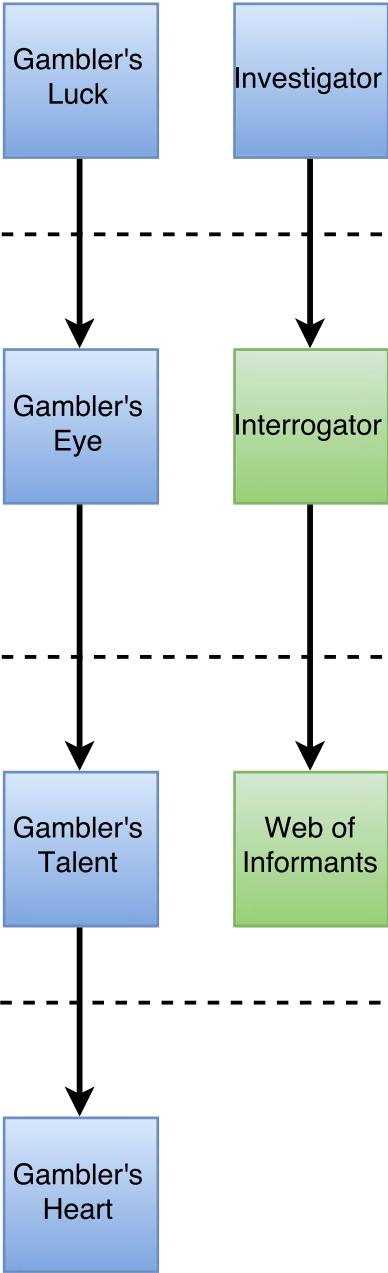
## Combat Techniques



## Medicine and Health



## Luck and Skill



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Combat

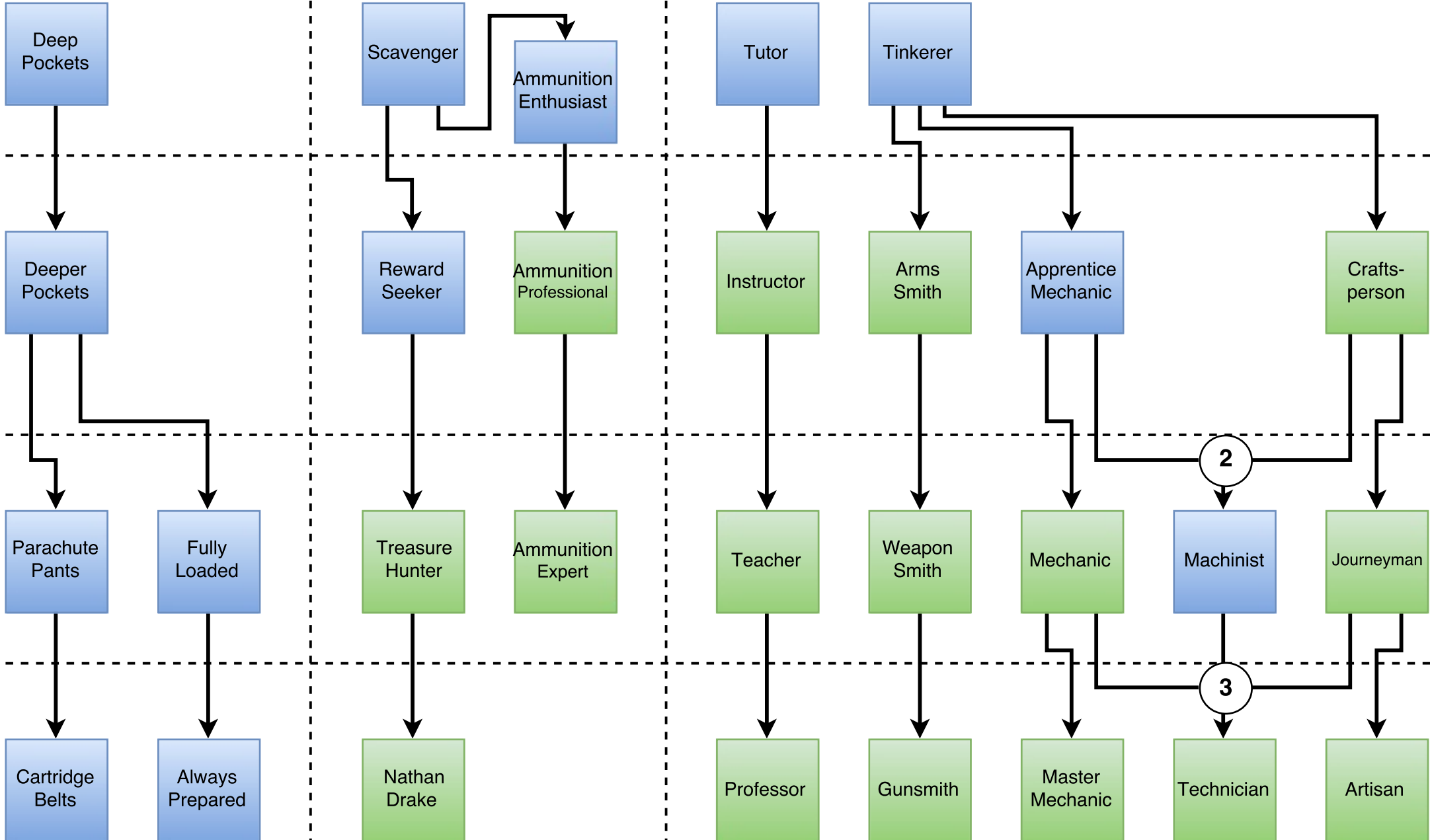
Profession

Talent

## Preperation

## Foraging

## Education, Crafting, and Repair



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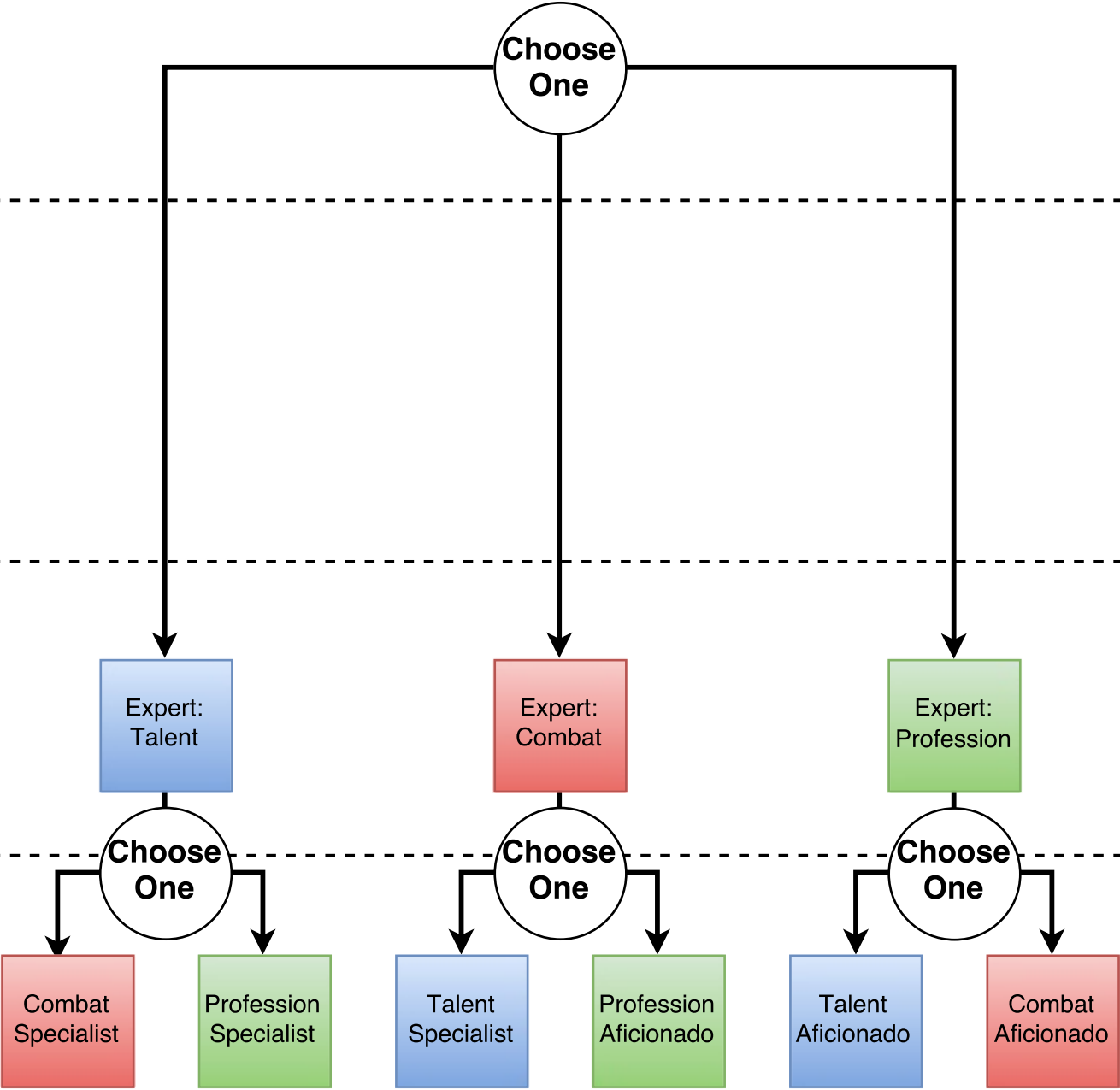
Combat

Profession

Talent

Trait Advancement

Free Skills



Tap

Light  
Firearm  
Proficiency

Bash

Super Light  
Melee  
Weapon  
Proficiency

Still Alive Skill Chart (Version: 1.1)

Combat

Profession

Talent

Infection-Based Skills

75% Infection or Higher Required

Fast Healing

Dead Man Standing

Scaled Skin

85% Infection or Higher Required

85% Infection or Higher Required

Regeneration

Dead Man Walking