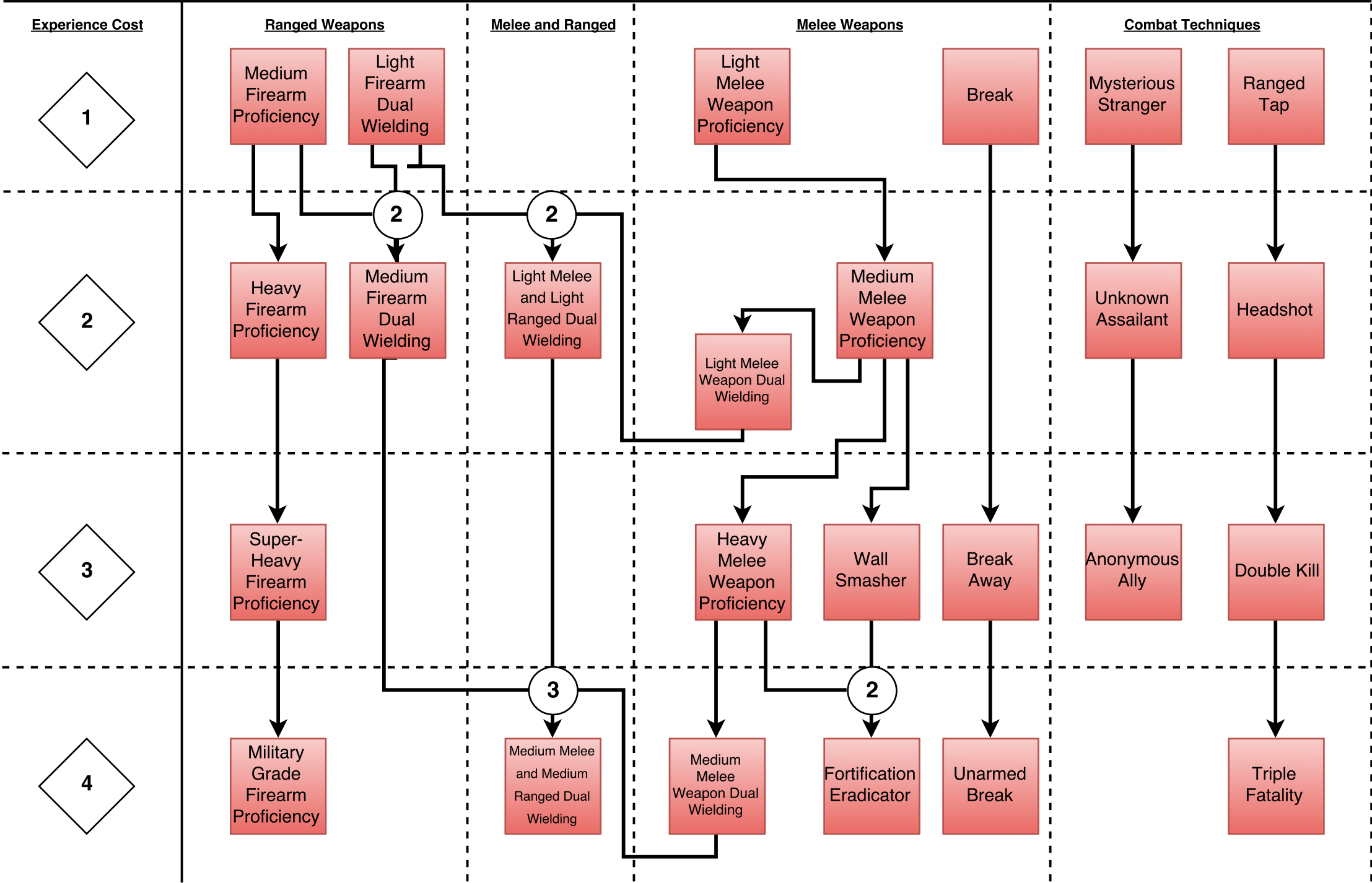


Still Alive Skill Chart (Version: 1.2)

Combat

Profession

Talent



Still Alive Skill Chart (Version: 1.2)

Combat

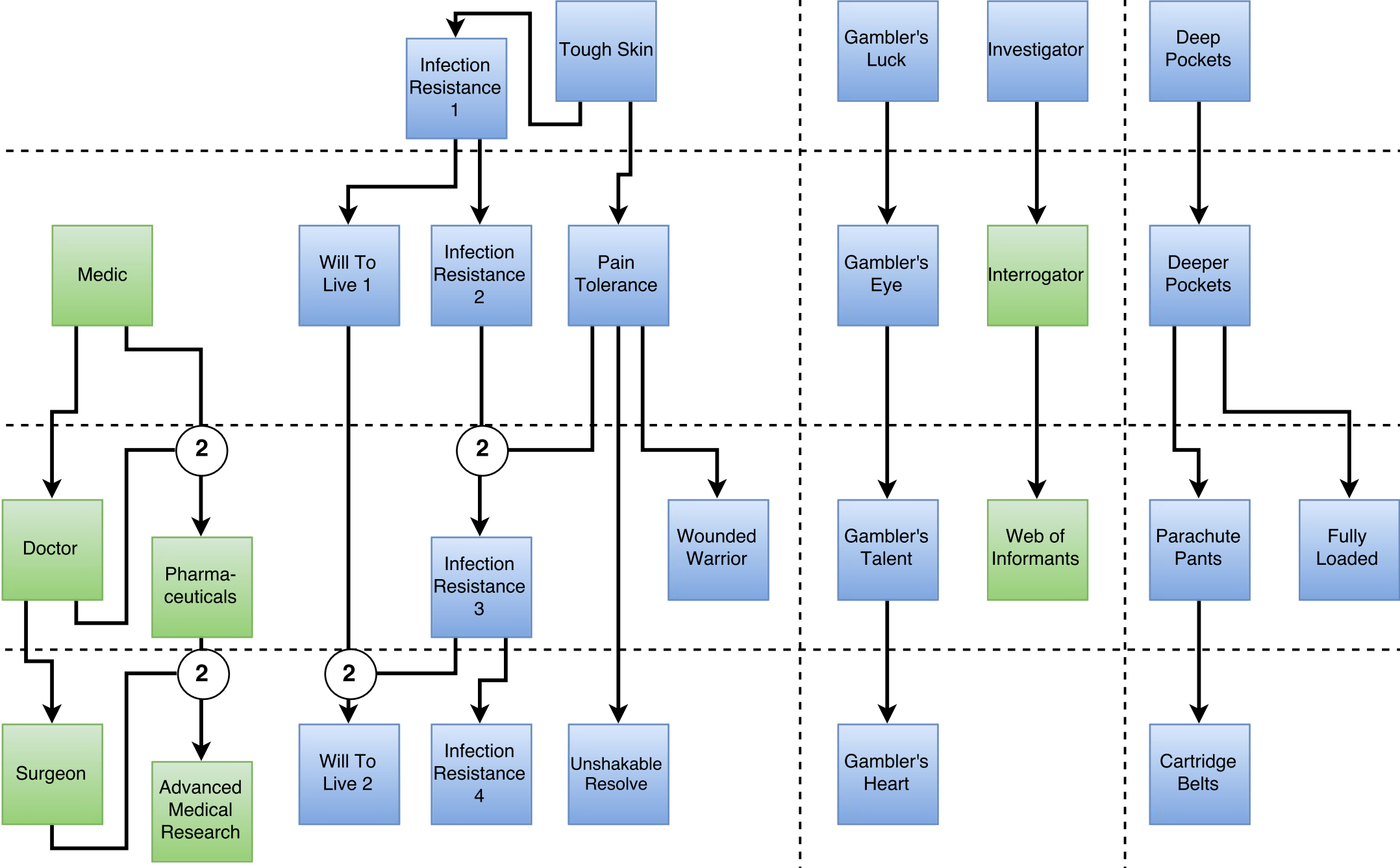
Profession

Talent

Medicine and Health

Luck and Skill

Preperation



Still Alive Skill Chart (Version: 1.2)

Combat

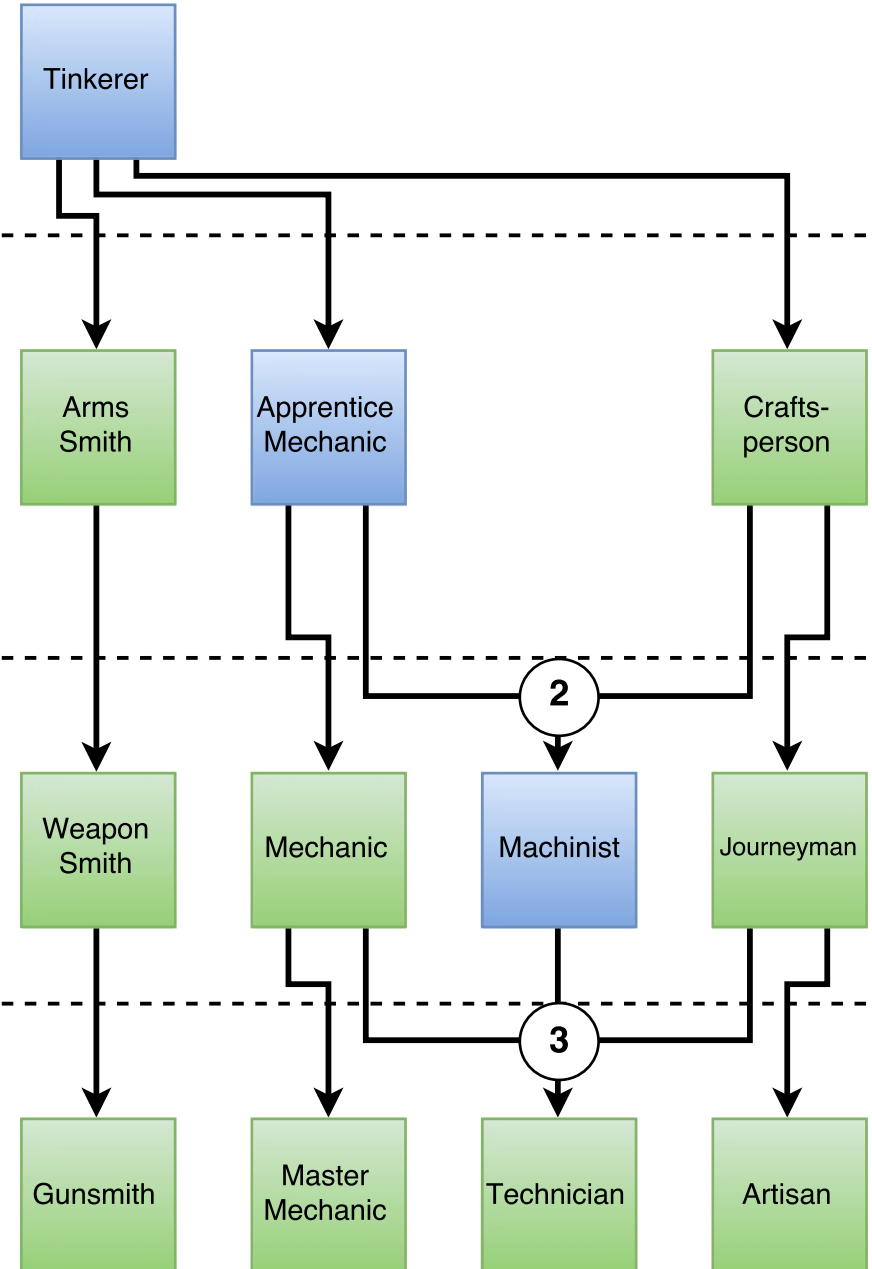
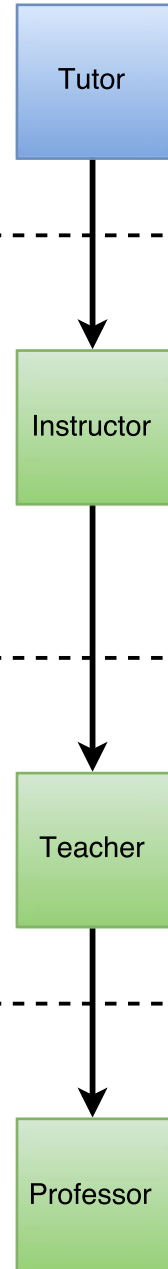
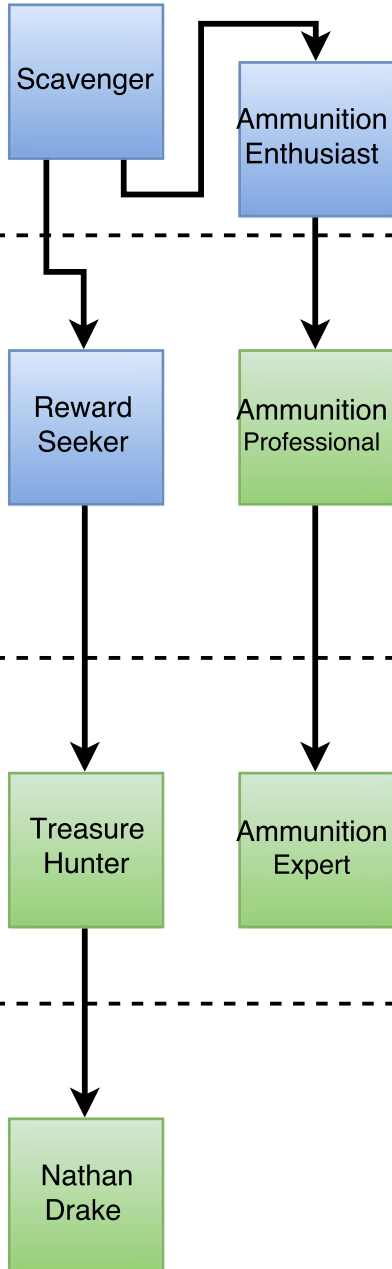
Profession

Talent

Foraging

Education

Crafting and Repair



Still Alive Skill Chart (Version: 1.2)

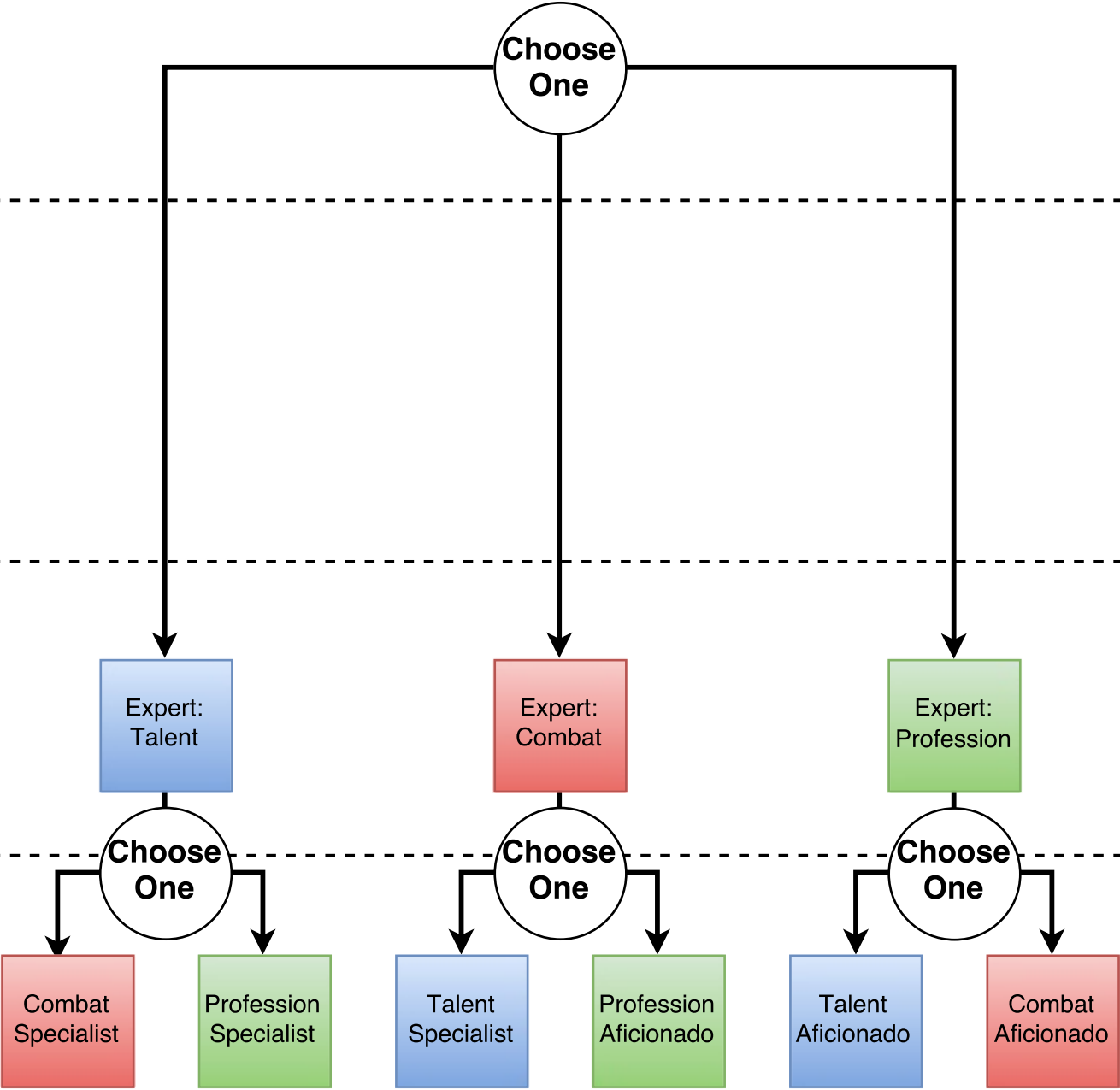
Combat

Profession

Talent

Trait Advancement

Free Skills



Tap

Light
Firearm
Proficiency

Bash

Super Light
Melee
Weapon
Proficiency

Still Alive Skill Chart (Version: 1.2)

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