

Communications**Barter** (30%+4%)**Creative Writing** (25%+5%)Req: *Literacy***Cryptography** (25%+5%)Req: *Literacy***Electronic Countermeasures** (30%+5%)Req: *Basic Electronics***Language: Native Tongue** (88%+1%)**Language: Other** (50%+3%)**Laser Communications** (30%+5%)Req: *Radio: Basic, Electrical Engineer, Computer Operation***Literacy: Native Language** (80%+2%)**Literacy: Other** (40%+5%)**Optic Systems** (30%+5%)**Performance** (25%+5%)Bonus: +5% to *Undercover Ops*Bonus: +5% to *Impersonation***Public Speaking** (30%+5%)Bonus: +5% to *Performance***Radio: Basic** (50%+5%)**Sensory Equipment** (30%+5%)**Sign Language** (25%+5%)**Sing** (35%+5%)**Surveillance** (30%+5%)Req: *Basic Electronics OR Electrical Engineering, Computer Operation, Literacy***T.V./Video** (45%+5%)Bonus: +5% to *Optic Systems***Domestic****Brewing: Basic** (25%/30%+5%)Bonus: +5% to *Holistic Medicine***Cook** (35%+5%)**Dance** (30%+5%)**Fishing** (40%+5%)**Gardening** (36%+4%)**Housekeeping** (35%+5%)**Play Musical Instrument** (35%+5%)**Recycle** (30%+5%)**Sewing** (40%+5%)**Sing** (35%+5%)**Wardrobe & Grooming** (50%+4%)

Bonus: +1 P.B.

Bonus: +2% to *Disguise*Bonus: +2% to *Impersonation*Bonus: +2% to *Performance*Bonus: +2% to *Undercover Ops*Bonus: +2% to *Seduction***Electrical****Basic Electronics** (30%+5%)**Computer Repair** (30%+5%)**Electrical Engineer** (35%+5%)Req: *Mathematics: Advanced, Literacy*Bonus: +5% to *Locksmith***Electricity Generation** (50%+5%)Req: *Mathematics: Basic, Basic Electronics OR Basic Mechanics***Robot Electronics** (30%+5%)Req: *Electrical Engineering, Computer Programming***Espionage****Detect Ambush** (30%+5%)**Detect Concealment** (25%+5%)Bonus: +5% to *Camouflage***Disguise** (25%+5%)**Escape Artist** (30%+5%)Bonus: +5% to *Pick Locks***Forgery** (20%+5%)Bonus: +10% to *Art***Impersonation** (30%/16%+4%)Bonus: +10% to *Undercover Ops***Intelligence** (32%+4%)**Interrogation** (30%+5%)**Pick Locks** (30%+5%)**Pick Pockets** (25%+5%)**Sniper**Bonus: +2 *Strike* on *Aimed Shot***Tracking (humans)** (25%+5%)**Undercover Ops** (30%+5%)**Wilderness Survival** (30%+5%)**Horsemanship****Horsemanship: General** (40%/20%+4%)**Horsemanship: Cowboy** (66%/50%+3%)**Horsemanship: Exotic Animals** (30%/20%+4%)**Mechanical****Aircraft Mechanics** (50%+4%)**Automotive Mechanics** (60%+3%)**Basic Mechanics** (40%+5%)**Locksmith** (35%+5%)Req: *Basic Electronics OR Electrical Engineer*Bonus: +4% to *Safecracking***Mechanical Engineer** (30%+5%)Req: *Mathematics, Basic Electronics, Literacy*Bonus: +6% with *Safecracking***Munitions Expert** (40%+5%)Bonus: *Basic Mechanics* (30%+5%)**Robot Mechanics** (30%+5%)Req: *Mechanical Engineer***Weapons Engineer** (25%+5%)Req: *Mechanical Engineer, Basic Electronics***Robot Mechanics** (30%+5%)**Vehicle Armorer** (30%+5%)Bonus: *Basic Mechanics* (+20%)Bonus: +10% to *Automotive Mechanics***Weapons Engineer** (30%+5%)Req: *Mechanical Engineer*Bonus: +1 *Strike* using heavy or vehicular weapons**Medical****Animal Husbandry** (40%+5%)**Brewing: Medicinal** (25%/30%+5%)Bonus: +5% to *Holistic Medicine***Crime Scene Investigation** (35%+5%)Req: *Biology, Chemistry, Chemistry: Analytical,**Mathematics: Advanced, Literacy*Bonus: +1 *Perception***First Aid** (45%+5%)**Forensics** (35%+5%)Req: *Biology, Chemistry***Holistic Medicine** (30%/20%+5%)Bonus: +10% to *Brewing: Basic*Bonus: +10% to *Brewing: Medicinal*Bonus: +10% to *Preserve Food***Medical Doctor** (60%/50%+5%)Req: *Biology, Pathology, Chemistry, Mathematics, Literacy***Paramedic** (40%+5%)**Pathology** (40%+5%)Req: *Biology, Chemistry, Literacy*Bonus: +5% to *Forensics***Psychology** (35%+5%)Req: *Biology, Chemistry, Literacy*

Dead Reign® Skills Table

Blue = Secondary Skill or Elective Skill

Green = Elective Skill only

Toxicology (40%+5%)

Req: *Biology, Chemistry, Literacy*

Veterinary Science (50%+4%)

Req: *Biology, Animal Husbandry*

Military

Aircraft: Combat Helicopters (52%+3%)

Aircraft: Jet Fighters (50%+3%)

APCs & Tanks (50%+3%)

Armorer/Field Armorer (40%+5%)

Bonus: *Basic Mechanics (30%+5%)*

Camouflage (20%+5%)

Demolitions (60%+3%)

Demolitions Disposal (60%+3%)

Demolitions: Underwater (56%+4%)

Find Contraband (26%+4%)

Bonus: +10% to *I.D. Undercover Agent*

Forced March

Bonus: +2 P.E., +1D4 Spd, +2D6 S.D.C.

Military Etiquette (35%+5%)

Military: NBC Warfare (35%+5%)

Recognize Weapon Quality (25%+5%)

Trap & Mine Detection (20%+5%)

Physical

Hand to Hand: None

Bonus: +1 *Dodge*

Hand to Hand: Basic

Hand to Hand: Expert

Req: 2 skill slots

Hand to Hand: Martial Arts

Req: 3 skill slots

Hand to Hand: Assassin

Req: 3 skill slots

Acrobatics

Bonus: +2 *Roll w/Impact*, +1 P.S., +1 P.P., +1 P.E., +1D6 S.D.C.

Automatic Kick (1D8 S.D.C.)

Sense of Balance (60%+5%)

Walk Tightrope/High Wire (60%+3%)

Climb Rope (80%+2%)

Back Flip (60%+5%)

Bonus +15% to *Climb* OR *Climb* (40%)

Bonus: +5% to *Prowl* OR *Prowl* (30%)

Aerobic Athletics

Bonus: +1 *Disarm*, +1 *Pull Punch*, +2 *Damage (kicking)*,

+2D4 S.D.C., Sense of Balance (50%+5%)

Athletics (General)

Bonus: +1 *Parry*, +1 *Dodge*, +1 *Roll w/Impact*, +1 P.S.,

+1D6 Spd, +1D8 S.D.C.

Body Building & Weightlifting

Bonus: +2 P.S., +10 S.D.C.

Boxing

Bonus: +1 *Attack per Melee*, +2 *Parry*, +2 *Dodge*,

+1 *Roll w/Impact*, +2 P.S., +3D6 S.D.C.

Climbing (40%/30%+5%)

Bonus: +5% to *Spelunking*

Fencing (40%+5%)

Req: *W.P. Sword*

Bonus: +1 *Strike, Parry with sword*, +1D6 *Damage*

Forced March

Bonus: +2 P.E., +1D4 Spd, +2D6 S.D.C.

Gymnastics

Automatic Kick (1D8 S.D.C.)

Sense of Balance (50%+3%)

Parallel bars and rings (60%+3%)

Back Flip (70%+2%)

Climb Rope (60%+2%)

Back Flip (60%+5%)

Bonus +5% to *Climb* OR *Climb* (25%)

Bonus: +5% to *Prowl* OR *Prowl* (30%)

Bonus: +2 *Roll w/Impact*, +2 P.S., +1 P.P., +2 P.E., +2D6 S.D.C.

Juggling (35%+5%)

Bonus: +1 *Initiative*

Kick Boxing

Bonus: +1 P.E., +1 P.S., +1D10 S.D.C.

Roundhouse Kick (3D6)

Axe Kick (2D8)

Knee Strike (1D8)

Leap Kick (3D8, two attacks)

Outdoorsmanship

Bonus: +1 P.E., +2D6 S.D.C.

Bonus: +5% to *Dowsing*

Bonus: +5% to *Fasting*

Bonus: +5% to *Identify Plants & Fruits*

Bonus: +5% to *Wilderness Survival*

Physical Labor

Bonus: +2 P.S., +1 P.E., +2D8 S.D.C.

Prowl (25%+5%)

Bonus: +5% to *Tailing*

Running

Bonus: +1 P.E., +4D4 Spd, +1D6 S.D.C.

Swim (50%+5%)

S.C.U.B.A. (50%+5%)

Wrestling

Bonus: +1 *Roll w/Impact*, +2 P.S., +1 P.E., +4D6 S.D.C., *Body*

Block/Tackle, Pin/Incapacitate on 18+, *Crush/Squeeze*

Rogue Skills

Cardsharp (24%+4%)

Computer Hacking (20%+5%)

Req: *Literacy, Computer Operation, Computer Programming,*

Mathematics: Basic

Concealment (20%+4%)

Find Contraband (26%+4%)

Bonus: +10% to *I.D. Undercover Agent*

Gambling (Standard) (30%+5%)

Bonus: +5% to *Mathematics: Basic*

Gambling (Dirty Tricks) (20%+4%)

Bonus: +6% to *Cardsharp*

I.D. Undercover Agents (30%+4%)

Imitate Voices & Sounds (42%/36%+4%)

Bonus: +5% to *Impersonation*

Palming (20%+5%)

Bonus: +4% to *Cardsharp*

Pick Locks (30%+5%)

Pick Pockets (25%+5%)

Prowl (25%+5%)

Roadwise (26%+4%)

Safecracking (20%+4%)

Req: M.E. 14 or -10%

Bonus: +5% to *Pick Lock, Demolitions*

Seduction (20%+3%)

Bonus: +1% per every point of M.A. over 20

Bonus: +1% per every 2 points of P.B. over 20

Bonus: +5% to *Cardsharp*

Bonus: +5% to *Sing*

Bonus: +5% to *Dance*

Streetwise (20%+4%)

Bonus: +10% to *I.D. Undercover Agent*

Tailing (30%+5%)

Science Skills

Anthropology (40%+5%)

Bonus: +5% to *Lore skills*

Bonus: +5% to *History*

Archaeology (40%/20%+5%)

Bonus: +10% to *History*

Artificial Intelligence (25%+5%)

Req: *Mathematics: Advanced, Computer Operation, Computer*

Programming

Bonus: +5% to *Computer Hacking*

Bonus: +5% to *Computer Operation*

Bonus: +5% to *Computer Programming*

Astronomy & Navigation (30%+5%)

Req: *Mathematics: Basic, Literacy*

Dead Reign® Skills Table (v1.2.2)

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Dead Reign® Skills Table

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Astrophysics (35%+5%)

Req: *Mathematics: Basic, Mathematics: Advanced*

Biology (40%+5%)

Botany (40%+5%)

Chemistry (50%+5%)

Chemistry: Analytical (55%+5%)

Req: *Literacy, Chemistry, Mathematics: Advanced*

Genetics (30%+3%)

Req: *Biology, Chemistry, Mathematics: Advanced*

Mathematics: Basic (72%+3%)

Mathematics: Advanced (64%+2%)

Bonus: +5% to *Astronomy & Navigation*

Parapsychology (30%+5%)

Req: *Biology, Literacy, Psychology*

Psychology (35%+5%)

Req: *Biology, Chemistry, Literacy*

Zoology (30%+5%)

Bonus: +5% to *Herding*

Bonus: +5% to *Track & Trap Animals*

Bonus: +10% to *Veterinary Science*

Technical Skills

Appraise Goods (30%+5%)

Art (35%+5%)

Barter (30%+4%)

Breed Dogs (40%/20%+5%)

Business and Finance (35%+5%)

Req: *Literacy, Mathematics: Basic*

Computer Operation (60%+3%)

Req: *Literacy*

Computer Programming (50%+3%)

Excavation (30%+5%)

Bonus: +5% to *Dowsing*

Bonus: +5% to *Spelunking*

Firefighting (40%+5%)

Gemology (25%+5%)

General Repair/Maintenance (45%+5%)

History (60%/40%+4%)

Jury-Rig (25%+5%)

Req: *Basic Mechanics* OR *Basic Electronics*

Bonus: +10% with *Electrical Engineer* OR *Mechanical Engineer*

OR *Field Armorer*

Language: Other (50%+5%)

Law (General) (30%+5%)

Leather Working (45%+5%)

Masonry (40%+5%)

Meditation (30%+5%)

Mining (35%+5%)

Navigation (40%+5%)

Req: *Mathematics: Basic, Sensory Equipment, Literacy*

Philosophy (40%+5%)

Photography (35%+5%)

Prospecting (20%+5%)

Recycling (30%+5%)

Research (40%+5%)

Rope Works (30%+5%)

Salvage (35%+5%)

Technical Writing (30%+5%)

Ventriloquism (16%+4%)

Whittling & Sculpting (30%+5%)

Bonus: +10% if taken twice

Transportation

Aircraft: Helicopter (52%+3%)

Aircraft: Jet (60%+3%)

Aircraft: Propeller Types (50%+4%)

Automobile (60%+3%)

Bicycling (60%+3%)

Boats: Motor, Race & Hydrofoil Types (55%+5%)

Boats: Sail Types (60%+5%)

Boats: Ships/Seamanship (35%/20%+5%)

Req: *Sewing, Rope Works*

Combat Driving

Kayaking & Canoeing (50%+5%)

Motorcycles & Snowmobiles (60%+4%)

Skateboards (40%+5%)

Bonus: +1 *Dodge*

Bonus: +2 *Roll w/Impact*

Tracked Vehicles (54%+4%)

Truck (56%+4%)

Water Scooters (50%+5%)

Water Skiing & Surfing (40%+4%)

Wilderness Skills

Boat Building (25%+5%)

Carpentry (25%+5%)

Bonus: +10% to *Boat Building*

Dowsing (20%+5%)

Fasting (40%+3%)

Herding (30%+5%)

Req: *Horsemanship*

Identify Plants & Fruits (25%+5%)

Land Navigation (36%+4%)

Preserve Food (30%+5%)

Skin and Prepare Animal Hides (30%+5%)

Bonus: +5% to *Sewing*

Bonus: +5% to *Leather Working*

Spelunking (35%+5%)

Track & Trap Animals (20%/30%+5%)

Wilderness Survival (30%+5%)

Weapon Proficiencies - Ancient

W.P. Archery

Bonus: +1 to *Strike* at levels 1,2,4,6,8,10,12,14

Bonus: +1 to *Parry* with bow weapon

Bonus: +1 to *Disarm* at levels 2,5,10,15

W.P. Axe

Bonus: +1 to *Strike* at levels 2,5,8,12,15

Bonus: +1 to *Parry* at levels 2,5,8,12,15

Bonus: +1 to *Strike when thrown* at levels 5,8,12

W.P. Blunt

Bonus: +1 to *Strike* at levels 1,3,6,9,12

Bonus: +1 to *Parry* at levels 1,3,6,9,12

Bonus: +1 to *Strike when thrown* at levels 5,10,15

W.P. Chain

Bonus: +1 to *Strike* at levels 1,3,7,10,13

Bonus: +1 to *Parry* at levels 4,8,12

Penalty: -3 to *Strike when thrown*

W.P. Forked

Bonus: +1 to *Strike* at levels 1,3,5,8,11,13

Bonus: +1 to *Entangle* at levels 1,3,5,8,11,13

Bonus: +1 to *Parry* at levels 1,3,6,10,13

Bonus: +1 to *Strike when thrown* at levels 4,10,15

W.P. Grappling Hook

Bonus: +1 to *Strike* at levels 3,6,9,12

Bonus: +1 to *Entangle* at levels 3,6,9,12

W.P. Knife

Bonus: +1 to *Strike* at levels 2,4,7,10,13

Bonus: +1 to *Parry* at levels 1,3,6,9,12

Bonus: +1 to *Strike when thrown* at levels 1,3,6,8,10,13

W.P. Paired Weapons

Bonus: *Strike* and *Parry* simultaneously

Bonus: Twin simultaneous strikes against same target

Bonus: *Strike* two different targets simultaneously

Bonus: *Parry* two different attackers

Dead Reign® Skills Table

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W.P. Pole Arm

- Bonus: +1 to *Strike* at levels 1,3,6,9,12
- Bonus: +1 to *Parry* at levels 1,3,6,9,12
- Bonus: +1 to *Damage* at levels 2,8
- Bonus: +1 to *Strike when thrown* at levels 3,8,12

W.P. Quick Draw

- Bonus: +1 to *Initiative* if P.P. 17 or less
- Bonus: +2 to *Initiative* if P.P. 18-23
- Bonus: +3 to *Initiative* if P.P. 24-30
- Bonus: +4 to *Initiative* if P.P. 31+

W.P. Shield

- Bonus: +1 to *Parry* at levels 1,3,7,10,13

W.P. Slingshot

- Bonus: +1 to *Strike* at levels 2,5,9,12

W.P. Spear

- Bonus: +1 to *Strike* at levels 1,3,6,9,12
- Bonus: +1 to *Parry* at levels 1,3,6,9,12
- Bonus: +1 to *Strike when thrown* at levels 3,6,10,14

W.P. Staff

- Bonus: +1 to *Strike* at levels 1,3,7,10,13
- Bonus: +1 to *Parry* at levels 2,5,8,11,14
- Bonus: +1 to *Strike when thrown* at levels 5, 10, 15

W.P. Sword

- Bonus: +1 to *Strike* at levels 1,3,6,9,12
- Bonus: +1 to *Parry* at levels 2,4,7,10,13
- Bonus: +1 to *Strike when thrown* at levels 4,8,12

W.P. Targeting

- Bonus: +1 to *Strike* at levels 1,3,7,10

W.P. Whip

- Bonus: +1 to *Strike* at levels 2,4,7,10,13
- Bonus: +1 to *Entangle* at levels 2,4,7,10,13
- Bonus: +1 to *Damage* at levels 2,4,8,12

Weapon Proficiencies - Modern

W.P. Handguns

- Bonus: +1 to *Strike* at levels 2,4,6,8,10,12,14

W.P. Rifles

- Bonus: +1 to *Strike* at levels 1,3,5,7,9,11,13

W.P. Shotgun

- Bonus: +1 to *Strike* at levels 1,3,6,10,14

W.P. Submachine-Gun

- Bonus: +1 to *Strike* at levels 1,3,6,19,12,15

W.P. Heavy Military Weapons

- Bonus: +1 to *Strike* at levels 1,3,10,14

W.P. Military Flamethrowers

- Bonus: +1 to *Strike* at levels 2,5,10,15

W.P. Trick Shooting

- Bonus: +1 to *Strike* at levels 1,3,10,14