Dying Light Character building steps:

1) Choose a race 2) Choose your bonus 3) Assign stat points 4) Purchase regular and path skills 5) Pick feats earned from path purchases

Terran
None

High Tech Use and a Gunslinger OR Warrior Feat

+4 points Any single stat cannot exceed 2 points

Tinker
Gear Tattoo

High Tech Use and a Gunslinger OR 2 ranks in Engineering

+4 points Any single stat cannot exceed 2 points

Cyborg
Barcode

High Tech Use and Gunslinger OR Armor Feat

+4 points Any single stat cannot exceed 2 points

Elves
Pointed Ears

High Magic Use and One Life,Death or War feat

+2 Int +2 points to assign

Fairies
Pointed Ears and Wings

High Magic Use and One Life,Death or Pain feat

+2 Int +2 points to assign

Feykith
Pointed Ears and additional costuming for type

High Magic Use and One Magic feat or Claws

+4 points Any single stat cannot exceed 2 points

Beastman
Horns

One Warrior feat or Claws

+2 Str +2 points to assign

Dwarves
Three Braids

One Body feat orContacts

+2 Con +2 points to assign

Felinae
Cat Make-up

One Quickness Feat or Claws

+2 Dex +2 points to assign

Mutants
Obvious Deformity/Mutation

Claws and Poison Touch

+4 points Any single stat cannot exceed 3 points

Revenants
Undead Make-up

Claws and Undying

+4 points Any single stat cannot exceed 3 points

= Make-up Requirements = Racial Bonus = Stat points

Regular Skills: Skills with a '*' next to them can be purchased multiple times.

Armor Skills	SP
Light Armor Proficiency	2
Medium Armor Proficiency	4
Heavy Armor Proficiency	6
Armor Master	10

Fighting Styles	SP
Shield	2
Two Weapons	3
Scatter Shot	5
Combat Master	7

Melee Trainings	SP
Unarmed	2
Small	2
1-Handed	4
2-Handed	8
Man at Arms	12

Holistic Skills	SP
First Aid	2
Medic *	5
See Spirits	2
Resurrection *	5

Ranged Trainings	SP
Blowgun	2
Bow	6
Thrown Weapons	2
Deadeye	8

Sneaky Skills	SP
Disguise	10
Escapology	8
Waylay*	5

Gun Trainings	SP
Artillery	8
Pistols	4
SMG	5
Rifle	6
Sharpshooter	19

Technical Skills	SP
Identify Tech	5
Engineering *	5

Magical Skills	SP
Detect Magic	5
Ritual Casting *	5
Magic Channeling *	10

General Skills	SP
Contact *	5
Research *	5
Smithing *	5
Poison Sense	2
R/W Language *	2
Linguist	8
Taunt*	5

Path Skills/Feats:

Each path skill costs 5 SP to purchase. Every 3 purchases of a path skill earns you a feat. Choose from the list under the corrisponding path. You can choose the same feat multiple times.

	Armor	Body	Quickness	Marksman	Gunslinger	Warrior	Death	Life	Pain	Protection	War	Craft
Feats	Armor Boost	Intercept	Intercept	Lethal Shot	Lethal Shot	Lethal Strike	Death Hex	Bestow	Agony	Invisibility	Combat God	HeatSink
	Armor Other	Numb	Magic Dodge	Binding Shot	Deep Wound	Cripple Strike	Death Turning	Bind	Banish	Nullify	Enchant Weapon	Keen
	Deflect	Resist Magic	Melee Dodge	Deep Wound	Explosive Shot	Fumble Strike	Feign Death	Cure Madness	Control Emotion	Personal Ward	Halo	Mending
	Dissipation	Poison Immunity	Ranged Dodge	Empowered	Speed Load	Empowered	Leech	Cure Poison	Fear	Protect Others	Empowered	Potency
	Hold the Line	Steel Mind	Riposte	Poison Shot	Subdual Shot	Power Boost	Empowered	Empowered	Empowered	Protect Vs	Nullify	Quickfix
	Empowered Defense	Toughness		Power Boost	Thunder Shot	Shatter Strike	Necromancy	Power Boost	Obsession	Reflect	Power Boost	
	Mage Armor			Shatter Shot	True-Shot	Subdual Strike	Power Boost	Restore	Power Boost	Resist Magic	Sleep	
	Provoke			Subdual Shot			Slay	Regrowth	Wither	Sanctuary	Shatter	
				True-Shot				Turn Undead	Wracking Touch	Silence		