

# Leader

The **Leader** is the player's character in the Dead Zone Revive. It is the only class that allows full skill and appearance customization. Each compound can have only one leader.

## Description

You are the Leader of your group. The decisions you make will decide the fate of your compound. In your position, you choose the roles of others, as well as your own.

## Overview

How the Leader performs depends on how the player distributes their skills points, which is awarded at one point per level. The skill points can be placed into five different skills.

- Engineering - Increases Improved Combat and Trap Disarming
- Fighting - Increases Melee Combat and Ranged Combat
- Medic - Increases Healing speed
- Recon - Increases Movement Speed and Trap Spotting
- Scavenging - Increases Scavenging speed

Skill points cannot increase the leader's Health; it is equivalent to an [Engineer](#) of the same level.

If the player wishes to reallocate the Leader's skill points, the game offers one free reset where the player can redistribute all previously spent skill points earned up to the current player level. Any subsequent skill resets incurs both a fuel cost and a cooldown period for future resets.

## Specializations

Despite the lack of the specialization icon, the Leader does indeed specialize in all weapon types.

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