

STILL ALIVE

HANDBOOK

Version 1.1

Still Alive Handbook

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→ THE BASICS:

INTRODUCTION AND GAMEPLAY REQUIREMENTS

Let me just start out by saying: Thank you for taking an interest in STILL ALIVE! This idea has been in the works for quite some time and we (The Game Runners) are extremely happy to finally see it becoming what it was always meant to. We started this project in late 2014 and have been building on it ever since. We began beta-testing in 2016 and hope to release our story upon the world in summer, 2017.

For those who are uninformed, Still Alive is a Live Action Role-Playing (LARP) game, taking place in a post-apocalyptic scenario. Your mission, should you choose to accept it, is to survive all of the challenges of a zombie apocalypse alongside all of the other survivors at the base camp (Aptly named: Still Alive). You'll face hardships, tough moral decisions, hordes of zombies, and more!

Our game is for mature players only and thus players are required to be 18 years of age or older. With parental consent, players may be as young as 16 so long as they follow ALL of the rules for Minors (listed below). Anyone under the age of 16 will not be allowed to play - no exceptions.

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Rules for players under the age of 18

1. A parent or guardian of the minor intending to play must either:
 - i. Be present during the initial sign up of the player and sign the release of liability along with the minor. (This process must be completed every year)
 - ii. Get a copy of the release of liability from one of the game runners and sign it with the minor intending to play in the presence of a notary (having it notarized afterward).
2. The parent or guardian Must be made aware that this LARP is intended for mature audiences and that blood, gore, and foul language are commonplace.
3. Minors are NOT allowed to drive themselves to or from Still Alive events and must ride with either: their parent/guardian, a member of the Still Alive Staff, or an active member of Still Alive in good standing (explained below).
4. All minors MUST be a direct relative (sibling or child) to an active member of Still Alive in good standing (explained below).
5. Minors may only participate during the summer months of Still Alive (June, July, and August), no exceptions.

An active member of Still Alive in good standing is defined by the characteristics below:

- The player has come to at least 1 event.
- The player has come to at least 1 of the last two events
- The player is not in debt to Still Alive (i.e. owes money)
- The player is trusted by all members of the Still Alive staff

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THE STORY

“Three years. It’s been three years since the damned infection started. Where did it start? I still have no idea. I don’t think anyone does, but the origin never really mattered anyway. It was the big cities that fell first. They had lots of people all cooped up in small areas—they were doomed before it even began. It’d always go the same way too: you’d be watching T.V. and then a banner would cross the bottom of the screen: ‘Major Hospital Quarantined Due to Outbreak of Strange Cannibalistic Disease.’, then a few days later you’d hear somethin’ about the city being called a ‘Dead Zone’. They always thought they were gonna cure it too. Every fucking hospital that took one o’ them monsters in ended up closing its doors for good within a couple days—and dooming the rest of the city soon after. Then you’d start hearin’ reports of governments ‘cross the world invokin’ Martial Law on their remaining cities. It didn’t do no good, though. By the time cities actually enforced the new order, the infection had already crept its way inside the walls. People didn’t know much about the infection in those days—Hell, they still don’t know much—but back then, they all thought that nothing bad would ever happen to them... and they were all wrong. Within about a year, most o’ the rest of the cities and towns fell an’ all that was left was a few small villages, isolated from the rest of the world. It wouldn’t be long ‘till those fell too. I still remember the day I left our little town. It was raining when we got the news ‘bout a town not ten miles from us that had suddenly lost radio communications. I knew somethin’ bad was comin’, so a few buddies an’ me packed up our guns and headed out. We figured that if we went far from town and built a camp, it’d be years before the infection would reach us, and by then we hoped

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we'd be ready. So just over a year ago, we set out and built the camp you're standin' in right now. Camp Still Alive. Not a bad name, if I do say so myself. I suppose you're wonderin' who I am and whether you'll be safe here or not, huh? Well, to answer the first question: I'm The Commander. I left my first name behind with my old life, but you can refer to me as Commander Davis, Commander, or just Davis if you feel bold enough. The second question, however, is a little tougher to answer. Nowhere is safe. People haven't been safe in three years, so don't kid yourself... But, if you're looking for the safest spot within a hundred miles, then look no further than my camp. As long as you're not stupid, we'll all live a lot longer. So, without further ado: Welcome to Still Alive!"

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GETTING STARTED

- BASIC RULES

Still Alive was created with the idea that it should be easy to learn. We at the Still Alive team believe simplicity can work beautifully if done right. When we set out designing the system, our number one goal was to make it easy to implement and simple to play, and we believe we've achieved just that: a simple, yet diverse experience for any character type.

The first and most important rule in Still Alive is about safety. Shooting and/or hitting any person's head or face is strictly off limits. Any headshots are considered misses and anyone purposely aiming at heads after being warned will be asked to leave. If you wish to shoot someone in the head, it must be roleplayed out [see the **Gun Combat** section for more information]. We don't require eye protection, but it is recommended. Take it from us, a nerf dart to the eye hurts a lot and could do some serious damage. Now that we've got safety down, we can get into the fun stuff!

Still Alive uses an experience-based skill tree that will allow you to expand what your character is able to do through the skill choices you make along the way (This is explained in detail in the **Character Creation, Skills, and Experience section**).

In order to join Still Alive, you'll have to create a character that fits into the world we've created (Read THE STORY section if you need a refresher). These characters are entirely fictitious and you can be as creative as you wish with them (please be reasonable, though). If you write a well-constructed backstory about your character and how they ended up at Camp Still Alive, then get it to us (the Game Runners) at least one week before your first event, we'll award you 1 extra starting experience for your character's creation (This extra experience will only be awarded to the backstories that we deem good enough).

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As long as you put some effort into it, this shouldn't be a problem). If you need help with your backstory, don't be afraid to contact one of us at the Still Alive team. We can give you more information about the world and what's been going on in it since the outbreak 3 years ago.

You are only allowed to have one character at a time and the only way to get a new one is for your current character to die (Although, a well-placed bullet to the head will easily do the trick). More information on creating a new character after one has died can be found in the **Death and New Characters** section. Someday this rule may change, but as of now we like it when people invest all of their time into one character. It often makes the world feel more alive.

- CHARACTER CREATION, SKILLS, AND EXPERIENCE

The Skill Tree (Which can be found on our Facebook Group Page or can be sent to you directly if you contact one of the Game Runners) is a branching chart used to keep track of what abilities your character currently possesses. To learn new skills, you'll have to spend your hard-earned experience points. Each event you attend will award you 1 experience for your character. You'll earn 2 experience instead of 1, if you decide not to play your character and instead play as a zombie or an NPC [Non-Player Character] for the duration of an event (These arrangements should be made at least three days before the event with one of the Game Runners as it will give us more time to plan a meaningful role for you to play).

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Not accounting for any bonus experience earned through backstory or other special awards, each new character begins with 3 experience and one free skill in the “1 Experience” tier of the Skill Tree at no cost.

Diversification is usually key in this game; if you put all of your eggs in one basket, you might end up dead. Sometimes it's better to wait on buying a new tier 3 or 4 skill in favor of getting yourself another tier 1 skill. However, skills in higher tiers can be invaluable in some situations. Use good judgement, it's kept you alive this long!

Starting with Version 1.0, we've added a zombie skill tree to illustrate the diversification of zombies as the infection evolves and mutates. As a bonus to this, if your character's infection rating reaches 75% or higher, you have the ability to take skills that are normally restricted to zombies. Many of the zombie skills offer powerful abilities, but they come at a cost: Each zombie skill your character takes will cause them to make an infection roll and add the result to their total infection score, the moment that they take the skill. It should be noted that zombie skills don't require teaching, and instead require the person taking the skill to spend the normal teaching time meditating and practicing their new ability.

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- STAYING IN CHARACTER

We, at the Still Alive Team, are trying to create a post-apocalyptic scenario for everyone to enjoy, and it's because of this that we need rules about staying in character.

While suspending disbelief can be hard when dealing with some game mechanics, we're trying to keep the level of immersion as high as reasonably possible.

Players should always be in Character while the game is running unless a Game Runner calls a time out. If you need to come out of character for any reason (such as to talk to a Game Runner or to make an important phone call), please pull one of us (A Game Runner) aside and let us know, then leave the active play area before breaking character. This just means that you should distance yourself from all other players of the game for the duration of your character-break. Following this rule will do wonders for keeping an immersive atmosphere for Still Alive, and we thank you for your compliance.

- COSTUMES/OUTFITS AND ACCESSORIES

Any clothing style is allowed for Still Alive, however, close-toed shoes are a must. It's also important to remember that, in the Still Alive Universe, the apocalypse began over 3 years ago, so showing up in ratty or dirty clothing is expected. Few, if any, characters will have access to cleaning appliances, so any clothes that were cleaned, had to have been cleaned by hand. This means that your character probably won't show up

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in clean clothes for most events (Unless there was a very good reason to do so).

You may build a specific costume for your character, and you're encouraged to do so, but it isn't necessary. As long as you look the part, your outfit won't be turned down (If you have any off-the-wall ideas about your costume, make sure you contact a Game Runner about it and we'll approve/disapprove it *before* the next event).

As far as accessories go, you're open to bring anything you like. Cell Phones are allowed; however, all cell-towers have been either shut-down or quarantined. This means that you can use your phone as a calculator, time-keeper, or note taking device, but you may not call, message, or otherwise contact anyone with it. We ask that if you're going to use your cell phone while in game, you need to turn it on Airplane Mode. This way there are no disruptions and no distractions, allowing for higher immersion.

It should be noted that once your infection rating reaches 25%, and every 25% thereafter (50%, 75%, and 100%), we'll begin adding some makeup to your character at check in for each event you attend, to illustrate how the infection is corrupting your body.

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COMBAT

First of all, a disclaimer: *Still Alive* is an unforgiving game and combat can be costly, especially when dealing with another human. Choose your battles wisely, your character may not come out alive if you don't.

- Gun Combat

Guns are simultaneously the most useful and most deadly weapons available to you. While the perfect shot can knock a zombie to the ground, a stray bullet could kill your companion.

Getting shot is no laughing matter. If you're shot in a limb, you will lose the ability to use that limb until you receive surgery to remove the bullet and close up the wound [See the **Surgeon** skill]. Getting shot in the chest is a bit worse. If you're shot in the chest, you'll fall into a **DOWNED** state [See **DOWNED** in the **GLOSSARY OF TERMS** section], unable to do anything except hold your wound in agony, hoping someone will either drag you back to camp or put you out of your misery. A surgeon can remove the bullet from a chest wound as well, but it takes longer [See the **Surgeon** skill]. If you get shot in the chest twice without having surgery in between the shots, you're dead. No question about it (Unless you've gotten a bullet proof vest from somewhere in-game). This is what makes gun fights so dangerous. It's also important to note that you should have a medic or field medic wrap your gunshot wound before you go in for surgery. If you don't, the wound will become infected and raise your infection rating [See the **Field Medic**, **Medic** skills] [See the **Wounds and Infection Section**].

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Being the shooter is a lot more fun than getting shot, however. As stated earlier, if you shoot another human twice in the chest, they're dead. You can also kill a DOWNED human by "tapping" them [See the **Tap** skill]. Shooting zombies is just like shooting people. Hit them in a limb, it'll incapacitate that limb. Hit them in the chest, they'll fall to the ground, stunned. Once they're stunned, you're free to "tap" them [See the **Tap** skill]. Don't forget to tap them or they'll get back up again!

It's worth noting that all types of bullets do the same amount of damage. You're just more likely to feel mega or military grade bullets and accustrikes are much more accurate.

There are, however, special rules about rockets: If a rocket hits you directly, your character takes the brunt of the force and is killed instantly with no hope of recovery. The same goes for if a rocket were to hit a zombie. However, if a rocket hits the ground, instead of hitting someone directly, the explosion causes everyone within 10 feet of where the rocket lands to receive a wound to the chest.

- Melee Combat

Melee combat can be tricky in a world where everyone has guns, however, it *does* have its merits. Although incredibly useful if you've run out of bullets, melee weapons can be tough to master. If you don't possess the necessary skills, you'll just be delaying the inevitable by swinging your melee weapon around. When you swing a melee weapon in an attempt to knock your opponent back (Instead of wound them) your opponent must take a few steps back and react according to how they were hit (for example, if you were hit on your left side, you might stagger backward and to the right a bit. Do what feels best in the moment). Being able to actually *harm* your opponents with melee

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weapons not only requires proficiency with the weapon, but also the skill **Harmful Weapons**. If you don't have **Harmful Weapons**, all your weapon swings will do is push your opponent back as they block your blows. If you have **Harmful Weapons**, you'll be able to damage your enemies [See **Harmful Weapons** skill] by striking them in the back, and tapping them if they're **DOWNED**. To strike an enemy, you need to take a power stance (Firmly plant both feet before you swing. You're allowed to take 1 step), shout "STRIKE" and hit your enemy on the back.

It's important to note that you **MUST** have both hands on your weapon in order to swing it effectively (Unless you possess the proper dual-wielding skill). The only exception to this rule is with **Light Weapons**. You may swing **Light Weapons** with 1 hand, but your offhand **MUST** be empty. You cannot be carrying anything in it unless you can **Dual-Wield Light** melee weapons.

Each size category of weapon also possesses a special ability that can be unlocked by taking the skill **Lethal Weapons** [See **Lethal Weapons** skill]. This includes **Super-Light Weapons**. In order to use a weapon's special ability, you need to take a powerful stance (Firmly plant both feet before you swing. You are allowed to take 1 step) and shout the name of the attack you're doing (defined by weapon size category). The four types of attacks are: **Pierce**, **Disarm**, **Cripple**, and **Stagger**.

Pierce is performed with a **Super-Light Melee Weapon** and is best done while sneaking up on your enemy because you're be vulnerable while doing it. **Pierce** allows you to directly inflict a wound to an enemy that you hit, regardless of any buffs they may have (Such the **Tough Skin** skill). The wound is dealt to the limb (or chest) that you thrust your **Super-Light Melee Weapon** in to.

Disarm is performed with a **Light Melee Weapon** and is most useful at ending a fight quickly. **Disarm** allows you to hit a limb that's carrying a weapon

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(firearm or otherwise) and cause the wielder to drop it. Again, because of the close range of a Light Melee Weapon, it's best to use this skill while sneaking up on your opponent.

Cripple is performed with a Medium Melee Weapon and is useful in most combat scenarios. Cripple allows you to directly inflict a wound on any limb and cause the limb to be unusable until the wound is healed. This crippling also causes the user to drop any weapon they were holding in that hand as well.

Stagger is performed by a Heavy Melee Weapon. Stagger allows you to strike your opponent with fantastic force. If you hit your opponent (Don't actually swing any harder than normal please), they will be forced to drop to one knee and get up slowly as they recover from the dazingly powerful attack.

- Fighting Zombies

You'll be fighting zombies *much* more often than you'll be fighting humans; that isn't to say that you won't come across the occasional hostile survivor or something worse, just that zombies will probably be your number one concern for quite some time. Fighting them is easy: take them out before they reach you, or you'll be in trouble. If a zombie reaches you before you deter it, it'll grab onto one of your limbs (signifying that it's biting you). This will cause you to enter a helpless state. If you don't have the skills necessary to dual-wield and a zombie has grabbed one of your limbs, you may be unable to fire or swing your weapon [See **Light Firearm Dual-Wielding**, **Medium Firearm Dual-Wielding**, **Light Melee Weapon Dual-Wielding**, and **Medium Melee Weapon Dual-Wielding** skills]. If a zombie has grabbed your leg or you have the skills necessary to dual-wield and it grabbed onto your arm, you'll be able to hit or shoot other zombies away but you **WONT** be able to shoot or hit the zombie that's holding on to you. This is to account for the fact that the zombie would be thrashing around and your character would be in serious pain, you just wouldn't be able

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to get a clear shot; normally, anyway. If a zombie has grabbed one of your limbs, you have a few options (depending on what skills you've taken). If you possess the **Break** skill or any of its successors, you have the ability to get a zombie off of you, without aid from someone else. [See **Break** and related skills]. **Break**, specifically, allows you to pull out a coreless (super-light melee weapon) weapon and shout "BREAK!" as you thrust it outward (carefully). This will cause the zombie to stagger backward, letting go of you and giving you a single wound [See the **Wounds and Infection** Section]. If you *don't* possess the skill **Break**, then you're helpless unless someone else shoots the zombie off of you; if this happens, you'll receive two wounds instead of one. You **CANNOT** shoot or hit a zombie off of your own limbs, (the only exception being with **Break**, **Firearm Break**, **Break Away**, and **Unarmed Break** skills) [See **Break**, **Firearm Break**, **Unarmed Break** and **Break Away** Skills]. You're relatively safe if one zombie latches onto you, but if more than one gets to you, you're in trouble. Once more than one zombie has latched onto you, they'll begin to slowly bring you to the ground. At this point, your **Break** skill becomes useless. The **Break Away** skill, however, becomes invaluable [See the **Break Away** Skill]. **Break Away** is similar to **break**. You begin by grabbing a coreless (super-light melee weapon) weapon and shouting "BREAK AWAY". Then you'll need to swing your weapon in a circle around your head, staggering all of the zombies around you and causing you to take one wound per zombie [See the **Wounds and Infection** Section]. If you *don't* possess the **Break Away** skill, then you're helpless unless someone shoots or hits the zombies off of you. If they do so before you reach the ground, you'll receive two wounds per zombie removed. If they do so after you reach the ground, you'll receive 3 wounds per zombie removed. And if you're dragged to the ground with no one around to help you, your character is eaten alive. Don't let this happen to you or your friends. If a character has been dragged to the ground but their friends come back to rescue them, they have about 2 minutes before the character is completely killed.

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There are two other break skills that we haven't gone over yet: Firearm Break, and Unarmed Break. Firearm break works just like the break skills, except it requires the use of a gun and a bullet. First, you have to pull out a firearm and aim it at the zombie that's latching on to you (NO HEAD SHOTS). Then you need to shout "BREAK" before firing your gun. You MUST use a bullet for this and, if you don't have any left, you CANNOT use the Firearm Break skill [See **Firearm Break** skill]. Once you've used this skill, the zombie latching onto you receives a wound wherever you hit them (a chest shot is usually the most beneficial) and you'll receive 1 wound as well. This skill only works with one zombie. If two or more are latched onto you, it becomes useless.

The second break skill is Unarmed Break. This skill allows you to break one zombie off of you without the use of a coreless (Super-Light Melee Weapon) weapon or a firearm. To use it, you simply need to shout "Break" and lightly karate-chop the zombie on the shoulder. This will stagger them and give you a single wound. This skill only works with one zombie. If two or more are latched onto you, it becomes useless.

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WOUNDS AND INFECTION

Wounds come from three different sources: melee weapons, guns, and zombie bites.

Melee Weapons can only deal wounds to the chest of a player (When using the Harmful Weapons skill) [See **Harmful Weapons**]. These wounds can be healed by a doctor, but should be wrapped first. [See **Doctor** skill]. If you've been wounded by a melee weapon (been hit in the back and your attacker said the word "STRIKE" or if you've been hit by a "CRIPPLE" special attack), you'll either fall helplessly to the ground holding your newly acquired chest wound, preventing yourself from bleeding out; or you'll lose the ability to use the limb that was crippled. As will all chest wounds, you will not be able to get to the Doctor on your own, and instead will need to be dragged there by another person. A person cannot be killed by a melee weapon unless the attacker also possesses the skill Harmful Weapons and successfully finishes you off when you're helpless on the ground [See **Harmful Weapons** skill]. A wound from a melee weapon should be wrapped by someone with the Medic or Field Medic skill before being taken into the Doctor to get it stitched up as it will become infected if you don't; and that will cause your infection rating to go up [See **Medic** and **Field Medic** skills].

Wounds from a gun are described in detail in the above section about gun combat.

Wounds from a zombie are gotten from being latched onto by them. When you've received a wound from a zombie you can either have it wrapped by a Field Medic or Medic, or you can leave it and risk further infection, and both have their advantages [See **Medic** and **Field Medic** skills]. If you choose to have the wound wrapped, your limb will become

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incapacitated and you won't be able to use it again until the wound is healed by a Doctor [See **Doctor** skill], however, once it's wrapped, the wounded limb is immune to further infection and wounds. If you leave the wound unwrapped, you'll retain full use of the limb, at the cost of possibly being bitten again.

Infection will happen slowly over time. When you return from a battle, the Doctor will look over everyone who was involved and determine the damage [See **Doctor** skill]. It's your job to tell the Doctor how many times you were bitten on each limb. This is based on the honor system - The game is only as fun as you make it, so think twice before lying. Once the Doctor assesses you, they'll refer to their infection chart to determine how many "infect dice" they'll need to roll for you and, if the wounds are bad enough, if they'll need to amputate. These dice will increase your overall infection rating.

Each character starts at 0% infection and will slowly gain it over time. To start out, every character rolls a 12-sided dice each time they need to roll an "infect dice" and the result is added to their infection rating (percentage). This dice can be reduced to a 10-sided, 8-sided, 6-sided and even 4-sided dice by taking the Infection Resistance skills [See **Infection Resistance 1**, **Infection Resistance 2**, **Infection Resistance 3**, and **Infection Resistance 4** skills]. It is your job to tell the doctor if you have any of these skills.

Once your infection rating reaches 25%, a percentage will be rolled to see if you begin to turn into a zombie. If you're on the unlucky end of the deal, your character will become a zombie the next event and you'll have to make a new one [See the **Death and New Characters** Section for more information]. This percentage roll is rolled once at 25%, once at 50%, and

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then at 75% it's rolled at the end of every event. There are skills that can help you combat the infection's hold on you, however. The Will to Live skills increase your chances of surviving [See **Will to Live 1** and **Will to Live 2** skills]. Will to Live 1 allows your character to roll the percentage again if they fail the first time, and Will to Live 2 gives the character a coin flip if they fail both percentage rolls-Heads means you live, tails means you turn into a zombie at the next event. And yes, this means that, even if a character had a 100% infection rating, they could still survive a few meets, provided they got lucky.

It's important to note that if a player has a chest wound, you cannot move them from the spot they're in without wrapping the wound first. They'll bleed out and die if you don't.

There are whispers about the hopes of a cure for the virus, or at least a way to reduce its infectious grasp on the world. Those that are interested in the cure will have to work long and hard in skills like Pharmaceuticals and Advanced Medical Research, but one day they could *hopefully* find a way to cure it [See **Pharmaceuticals** and **Advanced Medical Research** skills].

On the subject of Pharmaceuticals, there is currently one type that can be readily found in the world. It's called Adreaniline and it pumps your body full of adrenaline. This pill is represented by orange tictacks and, when it's rarely found, it can usually be purchased for 10 bullets. You may take each type of pharmaceutical **ONCE** per event, and only someone trained to handle them [See **Pharmaceuticals** skill] can administer them to other patients. Adreaniline allows you to completely ignore the **EFFECTS** of wounds for one full combat scenario, after which, you take the full effect of the wounds. This means that bites or wounds to the limbs or chest won't affect you until after combat has ceased.

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DOWNTIME

Life at Camp Still Alive isn't always jam-packed with zombie attacks. Sometimes you'll have downtime and what you do with it could make all the difference. Sometimes you could be sent off on missions by The Commander, but other times you might just be guarding the camp from possible zombie attacks or enjoying a few hours of peace. If you have any skills in the Tinkerer branch of the skill tree, you could try crafting something [See the **Crafting** section] [See **Tinkerer** and related skills]. If you're at a loss and can't possibly find something to do, you could always ask around. Try asking the Doctor, Commander, or Trader if they have anything that you can do. Camp Still Alive is a work in progress, there's always something you can help with.

DEATH AND NEW CHARACTERS

When your character inevitably dies, you'll have to make a new one. Fortunately, not all is lost; upon creation of a new character, you'll receive 50% of your spent experience and all of your saved experience back, to spend on new skills, plus the normal character starting experience and you'll always get your free tier 1 skill (You may only receive a maximum amount of experience equal to the total possible amount of experience earned by a living character, based on the total number of events). This way your time investment isn't totally lost. If your character was particularly popular in Camp Still Alive, special funeral preparations may be made in their honor giving the player special awards (Up to the game-runner's discretion).

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→ CRAFTING

CRAFTING RULES

Crafting objects is a very important skill to have. In order to start crafting you must possess one of the many crafting skills available to you [See *Tinkerer* and all skills that branch off from it]. Once you possess the required skill, you can begin crafting!

Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).

To start crafting, you must first let a Game Runner know. Then you'll need to make sure you have ALL of the required materials in your possession *before* you begin crafting the object. The object will be awarded to you after the build time is up or after special instructions are completed, whichever comes first. Listed below is a chart that outlines possible craft-able objects, their build times, and which skills are required to create them [See the *Specific Object Creation* section for more information].

There are 6 basic materials that are required for crafting: cloth, wood, metal, stone, machinery parts, and technology parts. Cloth, wood, metal, and stone are scrapped pieces of the material that can be built into whatever you can imagine. Machinery parts are parts such as screws, nails, bolts, tubes, joints, and pulleys. These are used to make low-level tech objects. Technology Parts are things like circuit boards, wiring, magnets, screens, and lasers. These are used to make high-tech objects. Occasionally

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crafting requires an object that isn't one of the 6 basic materials. They're usually self-explanatory. Ask a Game Runner if you have questions.

If you have an idea for an item that you'd like to be able to craft but you don't see it on the list, let a Game Runner know. We'll see if we can get it added to the list by the next update!

OBJECT REPAIR

Object repair requires a crafting kit or toolbox with a hammer and a wrench (Other roleplaying tools are encouraged). Sometimes you'll be able to repair objects to make them useful again. This will be indicated by a card sitting on or near the object. On the card, it will state which level of crafting skill you need [See **Tinkerer** and all related skills], how long it will take, and what materials are required to finish the job. Sometimes repairing objects can be very beneficial to the community as a whole, and sometimes it just leads to an object that you can sell for a large number of bullets [See the **Currency and Bartering** section].

DESTROYING OBJECTS

Object destruction requires a crafting kit or toolbox with a hammer and a wrench (Other roleplaying tools are encouraged). The process of destroying objects is similar to that of repairing them. Sometimes you'll need to destroy an object in order to get past it (such as a barricade). Even from the start you possess the skill necessary to destroy lightly fortified objects (fortification level 1) but it requires a melee weapon [See **Bash** skill]. In order to damage more fortified objects (fortification levels 2 and 3) you'll need the skills **Wall Smasher** and **Fortification Eradicator**, respectively [See

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Wall Smasher and Fortification Eradicator skills]. On objects that you may need to destroy, you'll find a card that says the fortification level and amount of time it will take to break through. (A game runner will keep track of how much time has passed, so make sure you let one know when you'd like to begin breaking it). Sometimes objects are large enough that breaking them down with two or more people reduces the amount of time it takes to destroy them. If this is the case, it will be stated on the card. Each person involved in the break must possess the necessary skills to break it, in order for them to count as helping.

SCRAPPING OBJECTS

*Object scrapping requires a crafting kit or toolbox with a hammer and a wrench (Other roleplaying tools are encouraged). Scrapping an object also requires a flat, sturdy surface to work on. If no table is available, the ground works just fine. Scrapping an object is the act of taking apart an object that that's listed on the chart below in order to gain some of its component parts back [See the **Specific Object Creation** section]. In order to scrap an object, you'll need to have the necessary skills required to craft it in the first place [See **Tinkerer** and related skills]. Scrapping the object takes half its build time and yields half of its crafting materials back (rounded up). To start scrapping, you need to let a game runner know so that they can begin timers and gather related information.*

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SPECIFIC OBJECT CREATION

<u>OBJECT</u>	<u>Fortification Level</u>	<u>REQUIRED MATERIALS</u>	<u>SKILL(S) REQUIRED</u>	<u>BUILD TIME IN MINUTES</u>	<u>DESCRIPTION</u>
AM Radio Transmitter	-	4 Metal 1 Small Engine 6 Machinery Parts 4 Technology Parts	Machinist	20	Used to transmit radio messages over short distances
Cloth Barricade	1	10 Cloth 4 Wood 1 Machinery Part	Tinkerer	2	A very lightly fortified wall up to 5' tall by 5' wide by 2" thick
Concrete Barricade	3	12 Stone 2 Metal 8 Machinery Parts	Artisan	24	An extremely strong concrete fortification up to 5' tall, 5' wide, and 2" thick.
Gun Light	-	1 Cloth 1 Machinery Part 1 Flashlight 1 Firearm (any size)	Tinkerer	2	A flashlight fastened onto a gun so you don't have to hold it
Heavy Firearm	-	6 Metal 4 Wood 4 Machinery Parts 1 Cloth 2 Technology Parts	Weapon Smith	18	Any firearm classified as Heavy
Heavy Melee Weapon	-	8 Metal 2 Wood 2 Stone 2 Machinery Part	Weapon Smith	18	Any melee weapon classified as Heavy
Heavy Metal Barricade	3	16 Metal 4 Stone 8 Machinery Parts	Artisan	18	A strong metal fortification up to 5' tall, 5' wide, and 2" thick.
Light Firearm	-	2 Metal 1 Wood 1 Machinery Part 1 Cloth	Arms Smith	6	Any firearm classified as Light

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Light Melee Weapon	-	1 Metal 2 Wood	Arms Smith	6	Any melee weapon classified as Light
Medium Engine	-	12 Metal 6 Machinery Parts 6 Stone 2 Technology Parts	Mechanic	12	Used for some tech projects that require a moderate amount of power or moving parts
Medium Firearm	-	4 Metal 2 Wood 2 Machinery Parts 1 Cloth 1 Technology Part	Weapon Smith	12	Any firearm classified as Medium
Medium Generator	-	8 Metal 2 Wood 4 Stone 8 Machinery Parts 2 Technology Parts	Mechanic	12	A generator that produces a moderate amount of power
Medium Melee Weapon	-	2 Metal 2 Wood 1 Machinery Part 1 Stone	Weapon Smith	12	Any melee weapon classified as Medium
Military Grade Firearm	-	8 Metal 8 Wood 16 Machinery Parts 1 Cloth 10 Technology Parts	Gunsmith, Machinist	30	Any firearm classified as Military Grade
Large Engine	-	16 Metal 12 Machinery Parts 10 Stone 4 Technology Parts	Master Mechanic	18	Used for some tech projects that require a large amount of power or moving parts
Large Generator	-	16 Metal 4 Wood 10 Stone 10 Machinery Parts 6 Technology Parts	Master Mechanic	18	A generator that produces a large amount of power
Large Radio Antenna	-	8 Metal 1 Medium Engine 8 Machinery Parts 8 Technology Parts	Technician	24	Used to pick up long range radio transmissions

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Large FM Radio Transmitter	-	16 Metal 1 Large Engine 16 Machinery Parts 16 Technology Parts	Technician	30	Used to transmit radio messages over extreme distances
Large Solar Panel	-	8 Metal 4 Stone 4 Machinery Parts 8 Technology Parts	Technician	24	Produces a Large amount of power during daylight hours, without fuel
Light Metal Barricade	2	12 Metal 4 Machinery Parts	Journeyman	12	A basic metal fortification up to 5' tall, 5' wide, and 2" thick
Small FM Radio Transmitter	-	8 Metal 1 Medium Engine 12 Machinery Parts 10 Technology Parts	Technician	20	Used to transmit radio messages over long distances
Small Engine	-	8 Metal 2 Machinery Parts 2 Stone	Apprentice Mechanic	6	Used for some tech projects that require a small amount of power or moving parts
Small Generator	-	4 Metal 1 Wood 4 Machinery Parts 1 Technology Part	Apprentice Mechanic	6	A generator that produces a small amount of power
Small Radio Antenna	-	4 Metal 1 Small Engine 4 Machinery Parts 4 Technology Parts	Machinist	12	Used to pick up radio transmissions in the surrounding area
Small Solar Panel	-	4 Metal 4 Stone 4 Machinery Parts 4 Technology Parts	Machinist	12	Produces a small amount of power during daylight hours, without fuel
Super Heavy Firearm	-	10 Metal 8 Wood 10 Machinery Parts 1 Cloth 4 Technology Parts	Gunsmith	24	Any firearm classified as Super Heavy

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Super Light Melee Weapon	-	1 Metal 1 Wood	Arms Smith	2	Any melee weapon classified as Super Light
Wood Barricade	2	12 Wood 4 Machinery Parts	Craftsperson	8	A basic wooden fortification up to 5' tall, 5' wide, and 2" thick
Workbench	-	12 Wood 12 Metal 12 Stone 1 Metal 4 Machinery Parts	Journeyman	12	When used, it cuts crafting time in half (rounded up) – Cannot be used in conjunction with a workstation
Workstation	-	36 Wood 30 Metal 24 Cloth 18 Stone 12 Mechanical Parts 6 Technology Parts	Artisan	24	When used, it reduces material costs in craft by half (rounded up) – Cannot be used in conjunction with a workbench

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→ CURRENCY AND BARTERING

The primary currency in the Still Alive Camp is bullets. They're the only thing that has really retained its value since the start of the apocalypse. In the camp, you'll almost always be able to find the shopkeeper inside their tent. You'll go to them to receive rewards (written on cards that you've collected), trade, and exchange.

While we *do* allow real money to be used in game to be spent on things such as raffle tickets, flashlights, and food, you will NEVER be able to buy bullets or in-game materials. We're strictly against the pay-to-win model and won't change this policy.

If you'd like to exchange your bullets for bullets of different types, the exchange rate is below. The equations work in both directions, so don't worry about losing bullets when exchanging back and forth (Keep in mind, if you barter with other players, this is only used as a guideline, but the shop will *almost always* follow these rules):

2 Regular Bullets = 1 Accustrke Bullet

3 Regular Bullets = 1 Megadart Bullet

5 Regular Bullets = 1 Military Grade Bullet

10 Regular Bullets = 1 Rocket

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Crafting supplies can also be bought from the shop tent; however, basic materials will only be able to be sold to the shop in exchange for bullets under special circumstances. It's best to trade with other players if you have no use for the building materials that you've come across. Their exchange rate is as follows:

1 bullet = 1 Cloth

2 bullets = 1 Wood

3 bullets = 1 Metal

3 bullets = 1 Stone

2 bullets = 1 Mechanical Part

3 bullets = 1 Technology Part

The shop will almost always have other things to sell, but what those are and how much they'll cost will vary from day to day. Sometimes they'll have sales on certain objects too. Keep a close watch on it, because once the shop has run out of a certain material, they probably won't get more of it until the next event.

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→ **SCAVENGING**

Scavenging is an extremely useful skill to have in your arsenal. Being good at scavenging means that, when you find a pile of junk, you may be able to get something useful out of it [See **Scavenger** and related skills]. On some piles of junk, you may find small cards that state scavenge time and which skill is required to scavenge it [See **Scavenger**, **Reward Seeker**, **Treasure Hunter**, and **Nathan Drake** skills]. If you meet the prerequisite and spend the time to scavenge the junk, you'll receive the reward on the card when you bring it back to the shop-tent.

There's a subset of **Scavenger** skills that allows a person to pick up ammunition off of the ground and recycle it back into usable bullets [See **Ammunition Enthusiast**, **Ammunition Professional**, and **Ammunition Expert** skills]. In order to use these skills, you *must* have a bag or pouch dedicated *solely* to **Ammunition Recovery** because these bullets need to be kept separate. Once you make it back to camp, you'll talk to a **Game Runner** and show them how many bullets you've recovered. Based on your skill level, you'll get back a certain number of bullets for every 10 you collect [See **Ammunition Enthusiast**, **Ammunition Professional**, and **Ammunition Expert** skills]. Then you'll need to spend 1 minute per bullet that you would get back, roleplaying repacking the bullets. Once you've done that, the bullets are yours to keep (any wasted or excess bullets will be handed to a **Game Runner**).

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→ KNOWLEDGE CARDS

Sometimes, instead of seeing a destruction or scavenge card, you'll see a card with KNOWLEDGE written at the top. This card will state a particular skill and a little bit of story. If you possess the mentioned skill, you'll be able to read the back of the card and reap the rewards. Knowledge Cards give some extremely good rewards in some cases. If you find one and you're unable to solve it yourself, be careful who you tell about it. You don't want to lose out on particularly good treasure.

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→ LEARNING NEW SKILLS

After you choose your initial skills and play a meet or two, you'll inevitably want to learn to do more skills, but it's not as easy as simply taking them in the skills tree, however. In order to learn a new skill, you must spend the experience on it and then train with someone who already has that skill, OR has the appropriate tier of the instructor tree [See **Tutor**, **Instructor**, **Teacher**, and **Professor** skills]. For example, let's say you wanted to learn the skill Doctor (Let's assume you've already gotten the skill Medic). First thing you'd have to do is purchase the skill at check-in. Once you've done that, in order to actually use the skill, you'd have to either: find someone who already has the doctor skill and train with them, OR find someone with the Teacher skill [See **Tutor** and related skills]. The reason you'd have to find someone with the Teacher skill, specifically, is because Doctor is a tier-3 (costs 3 experience) skill; and Teacher is the 3rd tier version of the Tutor skill.

Once you've found someone who can train you, approach a Game Runner and let them know you'd like to begin training. The Game Runner will then give instructions to the players on how to go about their training. Each tier skill requires 10 more minutes of training than the last. (I.e. Tier-1 requires 10 minutes, Tier-2 requires 20 minutes, and so on). Once your training session is complete, your character will be able to use their newly learned skill and possibly even teach others the skill (Side note - if you possess the correct tier of Instructor skill, you're able to *teach yourself* new skills, but it takes twice the amount of time being taught by someone else normally would).

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All instructors who teach a skill at an event will get paid for their time. They will receive 1 bullet per level per skill, meaning that if they taught someone to use a tier-3 skill and a tier-1 skill that day, they'd be paid 4 bullets at check out.

→ GUN CLASSIFICATION

Determining your firearm's classification is easy! It can be done using the point system below. A notable exception to this rule is the Nerf Rival series – All Rivals are considered Military Grade. (If you're unsure, ask a game runner).

Start with 1 point and add:

3 points if your gun is fully automatic

3 points if your gun can shoot rockets

2 points if your gun is semi-automatic

1 point if your gun shoots mega darts

1 point if your gun holds a clip OR if it holds more than 5 bullets.

RESULTS

1 point = Light Firearm

2 points = Medium Firearm

3 points = Heavy Firearm

4 points or more = Super-Heavy Firearm

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→ DICTATED TERMS:

Dictated Terms are phrases that must be shouted in order to activate certain skills. A compiled list of those terms and the skills associated with them can be found below:

<u>PHRASE</u>	<u>ASSOCIATED SKILL(S)</u>
BREAK	Break, Firearm Break, Unarmed Break
BREAK AWAY	Break Away
CRIPPLE	Lethal Weapons
DISARM	Lethal Weapons
FINISH	Harmful Weapons
HEADSHOT	Headshot, Double Kill, Triple Fatality
I GUESS THIS IS THE END	Mysterious Stranger, Unknown Assailant, Anonymous Ally
PIERCE	Lethal Weapons
RANGED TAP	Ranged Tap
STAGGER	Lethal Weapons
STRIKE	Harmful Weapons
TAP	Tap

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→ GOLLARY OF TERMS:

DESTROY: A description found on cards attached to objects that can be damaged. Associated with the skills **Bash**, **Wall Smasher**, and **Fortification Eradicator**. See the **Destroying Objects** section for more information.

DOWNED: When a being (Whether zombie or human) is lying on the ground with a fatal wound, they are considered downed. In this state, the being is at its most vulnerable and can usually be TAPPED if applicable [See **TAP** skill]. In order to get a normal zombie (See **ROAMER**) into this state using a gun, a shot to the chest is required. This will cause the zombie to pause for a moment before falling over into the **DOWNED** state. To accomplish this with a melee weapon is a bit more complicated (For more information on melee attacks, see the **MELEE COMBAT** section and **Harmful Weapons** and **Lethal Weapons** skills). When a zombie is in this state, it is not dead and will get back up if it is not TAPPED quickly enough. The same rules for both melee and firearm weapons apply to causing a human to reach this state as well; the difference is, when a human is in this state, they will begin to bleed out and must clutch their chest in order to stay alive as long as possible. They will not be able to get up again unless medical care is applied (For more information on medical care, see the **WOUNDS AND INFECTION** section and the **Medic**, **Field Medic**, **Doctor**, **Pharmaceuticals**, **Surgeon**, and **Advanced Medical Research** skills).

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HEAVY (WEAPON): Heavy is a category of both melee weapons and firearms. The proficiency (See PROFICIENCY) to wield a firearm with the Heavy classification requires the skill **Heavy Firearm Proficiency** and to wield Heavy-classified melee weapons requires the skill **Heavy Melee Weapon Proficiency**. Melee weapons classified as Heavy are greater than 40" long. The weapon must also be approved and classified by a Game Runner before it can be used. This way if the weapon has some sort of imbalance, it can be classified correctly. Firearms classified as Heavy can be found in the **GUN CLASSIFICATION** section of this book. If you have a gun that isn't yet classified, let a Game Runner know and we'll try to classify it as soon as possible.

KNOWLEDGE: A description found on cards attached to objects signifying a skill check is in order. For more information, see the **Knowledge Cards** section.

LIGHT (WEAPON): Light is a category of both melee weapons and firearms. The proficiency (See PROFICIENCY) to wield a firearm with the Light classification is given to anyone who joins the Still Alive Camp, while the proficiency to wield Light-classified melee weapons requires the skill **Light Melee Weapon Proficiency**. Melee weapons classified as Light are 20" or shorter. The weapon must also be approved and classified by a Game Runner before it can be used. This way if the weapon has some sort of imbalance, it can be classified correctly. Firearms classified as Light can be found in the **GUN CLASSIFICATION** section of this book. If you have a gun

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that isn't yet classified, let a Game Runner know and we'll try to classify it as soon as possible.

MEDIUM (WEAPON): Medium is a category of both melee weapons and firearms. The proficiency (See PROFICIENCY) to wield a firearm with the Medium classification requires the skill **Medium Firearm Proficiency** and to wield Medium-classified melee weapons requires the skill **Medium Melee Weapon Proficiency**. Melee weapons classified as MEDIUM are 40" or shorter and greater than 20". The weapon must also be approved and classified by a Game Runner before it can be used. This way if the weapon has some sort of imbalance, it can be classified correctly. Firearms classified as Medium can be found in the **GUN CLASSIFICATION** section of this book. If you have a gun that isn't yet classified, let a Game Runner know and we'll try to classify it as soon as possible.

MILITARY GRADE (WEAPON): Military Grade is a category of firearm. The proficiency (See PROFICIENCY) to wield a firearm with the Military Grade classification requires the skill **Military Grade Firearm Proficiency**. Firearms classified as Military Grade can be found in the **GUN CLASSIFICATION** section of this book. If you have a gun that isn't yet classified, let a Game Runner know and we'll try to classify it as soon as possible.

PROFICIENCY: Being proficient with a weapon means you have the ability to use it. For melee weapons this means you can wield and attack with the weapon using **BOTH HANDS**. If you don't possess the skill to dual-wield and

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you swing a weapon with one hand, the attack will be null and void. Both hands must be in contact with the weapon at all times if you're using it. You may, however, carry it with one hand as long as you use two hands when you decide to fight with it. The same idea applies to firearms. If you only have proficiency with the firearm but do not possess the skill to dual wield that classification of firearm, then you **MUST** fire it with both hands. If you do not fire it with both hands, your gun misfires and you lose the bullet. This rule is very important to the balance of the game and thus will be enforced heavily. Proficiency with a firearm allows you to load, aim, and fire any firearm within that classification. This means that if you aren't proficient with a classification of firearm, then you will be unable to load, aim, or fire it, this includes loading a clip for someone else.

ROAMER (ZOMBIE): Roamers are your typical, slow-moving zombies. They go down easy with a shot to the chest and will lose control of their limbs as you shoot them. They're attracted to light and loud noises, but as long as they don't get too close to you, you're safe as can be.

SCAVENGE: A description found on cards signifying that you could possibly scrap the object for parts. See the **Scavenging** section for more information.

SUPER HEAVY (WEAPON): Super Heavy is a category of firearm. The proficiency (See **PROFICIENCY**) to wield a firearm with the Super Heavy classification requires the skill **Super Heavy Firearm Proficiency**. Firearms classified as Super Heavy can be found in the **GUN CLASSIFICATION** section

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of this book. If you have a gun that isn't yet classified, let a Game Runner know and we'll try to classify it as soon as possible.

SUPER LIGHT (WEAPON): Super Light is a category of melee weapon (See MELEE COMBAT) that is ineffective for regular fighting but is still used for skills such as **Break** and **Breakout**. This type of melee weapon is easily classified by its coreless nature; that is, if the weapon would be safe to jab into someone at full strength because it has no fiberglass core, then it is considered a Super Light melee weapon. These are usually small knives or axes that are typically used as throwing weapons in other LARPs you may be involved in. Anyone can wield a Super Light Melee Weapon but they will mostly be used for roleplaying purposes unless you possess the Break skill because they, as stated above, are not effective in melee combat.

TAP: Tap is an abbreviation of the term double-tap, which is a common trope in zombie apocalypse scenarios. When a zombie is in a DOWNED state (See DOWNED), they must be tapped in order to ensure the zombie is dead and will not get up again. This can be done with a firearm by simply walking up to a downed zombie, placing the barrel of a gun you're proficient (See PROFICIENCY) with to its head, and saying "TAP" out loud. DO NOT pull the trigger of your gun. Tapping is done without the use of bullets. If you Tap a downed human, this will kill them instantly. For more information, see the skill **TAP**.

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→ SKILL DESCRIPTIONS:

Advanced Medical Research

- *Prerequisites:* Pharmaceuticals, Surgeon
- *Cost/Tier:* 4
- *Description:* If a cure is ever going to be found, you'll be the one to do it.
- *Explanation:* Allows the player to craft known Pharmaceuticals and discover new ones. This skill allows for other plot-related research as well, but we're not going to give anything away!
- *Limitations:* None.
- *Type:* Profession
- *Notes:* None.

Always Prepared

- *Prerequisites:* Fully Loaded
- *Cost/Tier:* 4
- *Description:* It's just been revoked.
- *Explanation:* Allows the player to fill a secondary weapon or clip with bullets at check-in, free of charge. Stacks with the **Fully Loaded** skill.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Ammunition Enthusiast

- *Prerequisites:* Scavenger
- *Cost/Tier:* 1
- *Description:* You dabble in the art of repurposing bullets.
- *Explanation:* Allows the player to pick up spent bullets off of the ground and repurpose them into usable bullets. For every ten bullets collected, you'll be able to repurpose 1 of them (the rest are wasted). Each bullet that gets repurposed into a usable one requires 1 minute of work (roleplaying).
- *Limitations:* This skill requires the use of an ammo pouch or bag that is NOT USED for anything else, this way you can keep the wasted bullets separate from the usable ones.
- *Type:* Talent
- *Notes:* None.

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Ammunition Expert

- *Prerequisites:* Ammunition Professional
- *Cost/Tier:* 3
- *Description:* You love to repurpose bullets.
- *Explanation:* An upgrade to Ammunition Professional. This skill DOES NOT STACK with Ammunition Professional or Ammunition Enthusiast. Allows the player to pick up spent bullets off of the ground and repurpose them into usable bullets. For every ten bullets collected, you'll be able to repurpose 3 of them (the rest are wasted). Each bullet that gets repurposed into a usable one requires 1 minute of work (roleplaying).
- *Limitations:* This skill requires the use of an ammo pouch or bag that is NOT USED for anything else, this way you can keep the wasted bullets separate from the usable ones.
- *Type:* Profession
- *Notes:* None.

Ammunition Professional

- *Prerequisites:* Ammunition Enthusiast
- *Cost/Tier:* 2
- *Description:* Repurposing bullets is your thing.
- *Explanation:* An upgrade to Ammunition Enthusiast. This skill DOES NOT STACK with Ammunition Enthusiast. Allows the player to pick up spent bullets off of the ground and repurpose them into usable bullets. For every ten bullets collected, you'll be able to repurpose 2 of them (the rest are wasted). Each bullet that gets repurposed into a usable one requires 1 minute of work (roleplaying).
- *Limitations:* This skill requires the use of an ammo pouch or bag that is NOT USED for anything else, this way you can keep the wasted bullets separate from the usable ones.
- *Type:* Profession
- *Notes:* None.

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Anonymous Ally

- *Prerequisites:* Unknown Assailant
- *Cost/Tier:* 3
- *Description:* Sometimes having friends in low places has its perks.
- *Explanation:* This skill works exactly the same as the Mysterious Stranger skill and simply allows a player to use it 1 additional time per character.
- *Limitations:* This skill can be used 1 time per character, bringing the total up to 3 times.
- *Type:* Combat
- *Notes:* None.

Apprentice Mechanic

- *Prerequisites:* Tinkerer
- *Cost/Tier:* 2
- *Description:* You've always liked the smell of engine oil.
- *Explanation:* An upgrade to Tinkerer. You now have the skills and knowledge to build and take apart more advanced objects. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

Arms Smith

- *Prerequisites:* Tinkerer
- *Cost/Tier:* 2
- *Description:* Guns are just small cannons, right? How hard could it be to make one?
- *Explanation:* An upgrade to Tinkerer. You now have the skills and knowledge to build and take apart some firearms and melee weapons. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

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Artisan

- *Prerequisites:* Journeyman
- *Cost/Tier:* 4
- *Description:* You're a crafting machine!
- *Explanation:* An upgrade to Journeyman. You now have the skills and knowledge to build and take apart large scale construction projects and fortifications. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

Bash

- *Prerequisites:* -
- *Cost/Tier:* 0
- *Description:* Release your Anger!
- *Explanation:* Allows you to break Fortification 1 objects using a light or super-light melee weapon. See the **Destruction** section for more information.
- *Limitations:* None.
- *Type:* Combat
- *Notes:* None.

Break

- *Prerequisites:* None
- *Cost/Tier:* 1
- *Description:* Apparently, good reaction time is essential in an apocalypse scenario, who knew?
- *Explanation:* If you have a coreless (Super Light) melee weapon in your possession when a single zombie grabs onto you, you can force them off of you by shouting BREAK and hitting them (lightly) with it. See the **Combat** section for more information.
- *Limitations:* This skill may only be used with a "Super Light" melee weapon. This skill only works when a single zombie is grabbing you; if multiple zombies have you in their grasp, this skill is of no use.
- *Type:* Combat
- *Notes:* None.

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Break Away

- *Prerequisites:* Break
- *Cost/Tier:* 3
- *Description:* All of those hours playing Zelda games finally pay off. Too bad your weapon's durability is low!
- *Explanation:* Your Break skill now works on multiple zombies at once-With a catch. If you shout BREAK AWAY and swing your "Super Light" melee weapon in a full circle, any zombies holding on to you will be thrown to the ground. As a result of this, your melee weapon will become broken and unusable.
- *Limitations:* This skill may only be used with a "Super Light" melee weapon.
- *Type:* Combat
- *Notes:* None.

Cartridge Belts

- *Prerequisites:* Parachute Pants
- *Cost/Tier:* 4
- *Description:* RAMBO!
- *Explanation:* You receive an additional 3 bullets at check in. This skill stacks with Parachute Pants, Deeper Pockets, and Deep Pockets (Bringing the total number of bullets you receive per event up to 15).
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Combat Aficionado

- *Prerequisites:* Expert: Profession
- *Cost/Tier:* 4
- *Description:* You've always lived by the Stand Your Ground law.
- *Explanation:* The cost of all COMBAT skills taken *after* this skill go down by one experience (minimum of 1). This skill does not work retroactively. In addition, all TALENT skills cost 1 more experience than normal.
- *Limitations:* You may only take ONE Specialist or Aficionado skill.
- *Type:* Combat
- *Notes:* None.

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Combat Specialist

- *Prerequisites:* Expert: Talent
- *Cost/Tier:* 4
- *Description:* No one can outrun the jack of all trades.
- *Explanation:* The cost of all COMBAT skills taken *after* this skill go down by one experience (minimum of 1). This skill does not work retroactively. In addition, all PROFESSION skills cost 1 more experience than normal.
- *Limitations:* You may only take ONE Specialist or Aficionado skill.
- *Type:* Combat
- *Notes:* None.

Craftsperson

- *Prerequisites:* Tinkerer
- *Cost/Tier:* 2
- *Description:* You dabble in woodworking.
- *Explanation:* An upgrade to Tinkerer. You now have the skills and knowledge to build and take apart small-scale construction projects and fortifications. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

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Dead Man Standing

- *Prerequisites:* -
- *Cost/Tier:* 2
- *Description:* You're beginning to look so much like a zombie that even they can't tell the difference.
- *Explanation:* This skill gives the player a set of green beads at the beginning of the event and allows the player to pretend to be a zombie in order to avoid a combat situation. To use this skill, the player must NOT be in line of sight of any zombies that he/she wishes to fool. After checking their surroundings, the player may then take out their green beads and put them on. Upon doing so, the player needs to make zombie noises and stand as still as possible. As long as the player is standing still and making zombie noises, zombies will ignore them. However, if the player moves from the spot or stops making noises, any zombies in line of sight will instantly recognize that the player is, in fact, human. This skill can be kept up as long as necessary. Once the player begins moving again, the green beads must be removed and put away. If a zombie sees a player wearing green beads without attempting to be a Dead Man Standing or Dead Man Walking, that zombie will be immune to the abilities of this skill if it's used later (Think of the beads as a disguise that you have to put on and take off).
- *Limitations:* In order take this skill, your infection rating must be at least 75%. If your infection rating dips below 75% after taking this skill, you DON'T lose the ability to use it. Upon taking this skill, immediately roll an infection dice for your character and add it to your total infection rating.
- *Type:* Talent
- *Notes:* None.

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Dead Man Walking

- *Prerequisites:* Dead Man Standing
- *Cost/Tier:* 4
- *Description:* Is that your flesh rotting or are you just happy to see me?
- *Explanation:* An upgrade to the Dead Man Standing skill. It works functionally the same and requires the user to be standing still and out of line of sight of any zombies in order to be activated. Once activated, the user is able to trudge SLOWLY forward while making noises and walking like a zombie. A player using this skill must move slightly slower than the average walking pace and is encouraged to walk with a limp to help keep their speed low. If the player stops making noises, moves faster than the limitations, or stops walking like a zombie; the skill's effects are immediately broken and any zombie in line of sight will recognize the player as human. Upon ending the skill (Voluntarily or otherwise), the player **MUST** remove their beads, unless they wish to nullify their future disguise endeavors.
- *Limitations:* In order to take this skill, your infection rating must be at least 85%. If your infection rating dips below 85% after taking this skill, you **DON'T** lose the ability to use it. Upon taking this skill, immediately roll an infection dice for your character and add it to your total infection rating.
- *Type:* Talent
- *Notes:* None.

Deep Pockets

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* Skinny Jeans aren't in your wardrobe.
- *Explanation:* You receive an additional 3 bullets at check in (Bringing the total number of bullets you receive per event up to 6).
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

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Deeper Pockets

- *Prerequisites:* Deep Pockets
- *Cost/Tier:* 2
- *Description:* Do your pockets drag across the ground? They should.
- *Explanation:* You receive an additional 3 bullets at check in. This skill stacks with Deep Pockets (Bringing the total number of bullets you receive per event up to 9).
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Doctor

- *Prerequisites:* Medic
- *Cost/Tier:* 3
- *Description:* Bring out yer dead.
- *Explanation:* Allows you to treat the wounds of players bitten by zombies and hit by melee weapons. You CANNOT treat bullet wounds. Treating a wrapped wound takes 2 minutes. Treating an unwrapped wound takes 5 minutes. Chest wounds always take 10 minutes to treat (Roleplay treating wounds).
- *Limitations:* Must have Medical Supplies bag on hand and all work must be done at camp. Additionally, the medical supplies bag should contain the Still Alive Medical Journal.
- *Type:* Profession
- *Notes:* None.

Double Kill

- *Prerequisites:* Headshot
- *Cost/Tier:* 3
- *Description:* C-C-C-COMBO!
- *Explanation:* An upgrade to the **Headshot** skill. It DOES NOT STACK with the **Headshot** skill. Allows you to take aim at a zombie and shout the word "HEADSHOT" followed by short description of what you're shooting at (such as "blue shirted zombie"), before shooting. This is called calling your shot. If your shot hits, the zombie is instantly killed. You may use this skill 2 times per event.
- *Limitations:* You may only use this skill 2 times per event.
- *Type:* Combat
- *Notes:* None.

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Expert: Combat

- *Prerequisites:* -
- *Cost/Tier:* 3
- *Description:* World ending? People call you first.
- *Explanation:* The cost of all COMBAT skills taken *after* this skill go down by one experience (minimum of 1).
- *Limitations:* You may only take one "EXPERT:" trait skill.
- *Type:* Combat
- *Notes:* None.

Expert: Profession

- *Prerequisites:* -
- *Cost/Tier:* 3
- *Description:* You take your jobs very seriously.
- *Explanation:* The cost of all PROFESSION skills taken *after* this skill go down by one experience (minimum of 1).
- *Limitations:* You may only take one "EXPERT:" trait skill.
- *Type:* Profession
- *Notes:* None.

Expert: Talent

- *Prerequisites:* -
- *Cost/Tier:* 3
- *Description:* Jack of all trades.
- *Explanation:* The cost of all TALENT skills taken *after* this skill go down by one experience (minimum of 1).
- *Limitations:* You may only take one "EXPERT:" trait skill.
- *Type:* Talent
- *Notes:* None.

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Fast Healing

- *Prerequisites:* -
- *Cost/Tier:* 2
- *Description:* Your flesh is beginning to repair itself... Something isn't right here.
- *Explanation:* The infection has taken a particularly strong hold you and it started giving you zombie-like powers. Whenever you take a wound (whether it be from melee weapons or zombie bites) you now possess the ability to heal it without medical attention, however it's risky to allow the infection to take over like this. You can heal any 1 wound by sitting/laying on the ground and meditating for 5 minutes, however, doing so gives a 50% chance to gain 1 infection dice (All other infection from the wound is ignored UNLESS the wound is from a zombie). If the wound is a zombie bite, there's a 50% chance that you'll need to roll 2 infection dice (The chance is 50% for each dice, not 50% total), and all other infection from the bites are ignored. Rule clarification: You CAN meditate while holding a chest wound, in order to heal it. Rule clarification: if you're dragged to the ground by zombies, you CANNOT heal your wounds unless something gets rid of the zombies first.
- *Limitations:* In order take this skill, your infection rating must be at least 75%. If your infection rating dips below 75% after taking this skill, you DON'T lose the ability to use it. Upon taking this skill, immediately roll an infection dice for your character and add it to your total infection rating. This skill does NOT give you the ability to heal bullet wounds.
- *Type:* Talent
- *Notes:* None.

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Field Medic

- *Prerequisites:* Medic
- *Cost/Tier:* 2
- *Description:* What's better than medical wraps? Mobile medical wraps!
- *Explanation:* An upgrade to the Medic skill. This skill allows you to wrap a single wound per limb of a wounded ally. Wrapping a wound requires a wrap from a medical kit to be tied around the corresponding wound. Wrapping a wound requires 10 seconds and renders the limb unusable until treated by a doctor or surgeon back at camp. However, a wrapped wound is immune to further damage and infection. You may also wrap your own wound, but it takes twice as long (20 seconds).
- *Limitations:* In order to use any medical skill, a medical kit is required. A medical kit must consist of medical wraps, surgical scissors, cloth, and a small bottle full of water or a similar liquid [used as antiseptic or alcohol]. If you run out of medical wraps, you cannot wrap wounds.
- *Type:* Talent
- *Notes:* None.

Firearm Break

- *Prerequisites:* Break
- *Cost/Tier:* 2
- *Description:* If you had bullets, why did you let this happen in the first place?
- *Explanation:* If you've got a firearm on you with an extra bullet when a single zombie grabs onto you, you can force them off of you by shouting BREAK and firing a bullet at them (No headshots). See the **Combat** section for more information.
- *Limitations:* This skill may only be used if you would be able to shoot the firearm normally (i.e. if a zombie has one of your arms and you're unable to dual-wield, you won't be able to use this skill). This skill only works when a single zombie is grabbing you; if multiple zombies have you in their grasp, this skill is of no use.
- *Type:* Combat
- *Notes:* None.

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Fortification Eradicator

- *Prerequisites:* Wall Smasher, Heavy Melee Weapon Proficiency
- *Cost/Tier:* 4
- *Description:* Hulk Smash.
- *Explanation:* An upgrade to the Wall Smasher skill. Allows you to break Fortification 3 objects using a heavy melee weapon. See the **Destruction** section for more information.
- *Limitations:* A heavy melee weapon **MUST** be used in order to use this skill.
- *Type:* Combat
- *Notes:* None.

Fully Loaded

- *Prerequisites:* Deeper Pockets
- *Cost/Tier:* 3
- *Description:* Your bullets seem to appear out of nowhere.
- *Explanation:* Allows the player to fill a primary weapon or clip with bullets at check-in, free of charge.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Gambler's Eye

- *Prerequisites:* Gambler's Luck
- *Cost/Tier:* 2
- *Description:* Forget the blackjack!
- *Explanation:* Gives the user a 10% advantage in all luck based events. Stacks with the **Gambler's Luck** skill, bringing your total luck bonus up to +20%. In addition, it also allows the user to enter an extra raffle ticket in all raffle drawings, free of charge, bringing the total amount of raffle tickets the user can enter up to 3, for the price of one.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

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Gambler's Heart

- *Prerequisites:* Gambler's Talent
- *Cost/Tier:* 4
- *Description:* You know what? Forget the whole thing.
- *Explanation:* Gives the user a 10% advantage in all luck based events. Stacks with the *Gambler's Luck*, *Gambler's Eye*, and *Gambler's Talent* skills, bringing your total luck bonus up to +40%. In addition, it also allows the user to enter an extra raffle ticket in all raffle drawings, free of charge, bringing the total amount of raffle tickets the user can enter up to 5, for the price of one.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Gambler's Luck

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* I'll make my own game, with blackjack and hookers!
- *Explanation:* Gives the user a 10% advantage in all luck based events, bringing your total luck bonus up to +10%. In addition, it also allows the user to enter an extra raffle ticket in all raffle drawings, free of charge, bringing the total amount of raffle tickets the user can enter up to 2, for the price of one.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

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Gambler's Talent

- *Prerequisites:* Gambler's Eye
- *Cost/Tier:* 3
- *Description:* Forget the hookers.
- *Explanation:* Gives the user a 10% advantage in all luck based events. Stacks with the *Gambler's Luck*, and *Gambler's Eye* skills, bringing your total luck bonus up to +30%. In addition, it also allows the user to enter an extra raffle ticket in all raffle drawings, free of charge, bringing the total amount of raffle tickets the user can enter up to 4, for the price of one.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Gunsmith

- *Prerequisites:* Weapon Smith
- *Cost/Tier:* 4
- *Description:* You're adept at making extremely powerful firearms.
- *Explanation:* An upgrade to Weapon Smith. You now have the skills and knowledge to build and take apart advanced firearms and melee weapons. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

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Harmful Weapons

- *Prerequisites:* Light Melee Weapon Proficiency
- *Cost/Tier:* 2
- *Description:* They thought studying the blade was a waste of time... Prove them wrong.
- *Explanation:* Instead of just being able to knock enemies back with a melee weapon, you're able to actually damage them. By first taking a powerful stance (Two feet planted, you're allowed to take 1 step forward) and hitting your opponent in the back, shouting "STRIKE", you'll cause them to receive a wound to the chest and fall into a DOWNED state. This skill also gives you the ability to tap using a melee weapon that you're proficient with.
- *Limitations:* May only be used with Light, Medium, and Heavy Melee Weapons (Super-Light melee weapons cannot be used).
- *Type:* Combat
- *Notes:* None.

Headshot

- *Prerequisites:* Ranged Tap
- *Cost/Tier:* 2
- *Description:* Critical Hit.
- *Explanation:* Allows you to take aim at a zombie and shout the word "HEADSHOT" followed by short description of what you're shooting at (such as "blue shirted zombie"), before shooting. This is called calling your shot. If your shot hits, the zombie is instantly killed. You may use this skill 1 time per event.
- *Limitations:* You may only use this skill 1 time per event.
- *Type:* Combat
- *Notes:* None.

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Heavy Firearm Proficiency

- *Prerequisites:* Medium Firearm Proficiency
- *Cost/Tier:* 2
- *Description:* Bring out the big guns.
- *Explanation:* You possess the ability to handle, load, and fire any firearm with the “Heavy” classification. In addition, you are also able to use any firearm classified as “Super Heavy” as long as it’s mounted on a tripod or similar stand, you cannot load it or move it, however.
- *Limitations:* In order to fire a Heavy or Super Heavy Firearm, *both* hands **MUST** be on the weapon at all times (Except for when loading).
- *Type:* Combat
- *Notes:* None.

Heavy Melee Weapon Proficiency

- *Prerequisites:* Medium Melee Weapon Proficiency
- *Cost/Tier:* 3
- *Description:* Some might say you’re compensating for something.
- *Explanation:* You possess the ability to wield and use “Heavy” melee weapons in order move zombies out of your way. You must keep both hands on the weapon in order to use it. You can, however, carry it with one hand; as long as you use both hands when you need to swing the weapon.
- *Limitations:* In order to use this weapon, both hands must be holding it. This skill does not allow you to damage or tap the zombies; you only possess the ability to knock them back.
- *Type:* Combat
- *Notes:* None.

Infection Resistance 1

- *Prerequisites:* Tough Skin
- *Cost/Tier:* 1
- *Description:* You don’t get sick very often.
- *Explanation:* Reduces your infection dice by one step. Making your infection dice a 10-sided dice.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

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Infection Resistance 2

- *Prerequisites:* Infection Resistance 1
- *Cost/Tier:* 2
- *Description:* You consistently spend time in the cold without a coat on.
- *Explanation:* Reduces your infection dice by one step. Stacks with **Infection Resistance 1**, Making your infection dice an 8-sided dice.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Infection Resistance 3

- *Prerequisites:* Infection Resistance 2, Pain Tolerance
- *Cost/Tier:* 3
- *Description:* You're immune to most natural sicknesses and infections.
- *Explanation:* Reduces your infection dice by one step. Stacks with **Infection Resistance 1** and **Infection Resistance 2**, Making your infection dice a 6-sided dice.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Infection Resistance 4

- *Prerequisites:* Infection Resistance 3
- *Cost/Tier:* 4
- *Description:* They should probably look at your blood when searching for the cure...
- *Explanation:* Reduces your infection dice by one step. Stacks with **Infection Resistance 1**, **Infection Resistance 2**, and **Infection Resistance 3**, Making your infection dice a 4-sided dice.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

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Instructor

- *Prerequisites:* Tutor
- *Cost/Tier:* 2
- *Description:* You like having apples on your desk.
- *Explanation:* An upgrade to the Tutor skill. Allows you to teach others, or yourself, new skills. You can help instruct anyone a skill in the tier 2 (2-experience) or less categories. Teaching a skill takes 10 minutes per skill tier, and teaching yourself doubles the amount of time it takes. See the **Learning New Skills** section for more information.
- *Limitations:* None.
- *Type:* Profession
- *Notes:* None.

Interrogator

- *Prerequisites:* Investigator
- *Cost/Tier:* 2
- *Description:* You have people on the inside.
- *Explanation:* At check in you will be given one piece of TRUE information that may or may not be relevant to the current situation. This **DOES NOT STACK** with the **Investigator** skill.
- *Limitations:* None.
- *Type:* Profession
- *Notes:* None.

Investigator

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* You know a guy...
- *Explanation:* At check in you will be given one piece of information relating to the current situation. That information may or may not be true (it's a rumor).
- *Limitations:* None.
- *Type:* Profession
- *Notes:* None.

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Journeyman

- *Prerequisites:* Craftsperson
- *Cost/Tier:* 3
- *Description:* You smell like mahogany on any given day.
- *Explanation:* An upgrade to Craftsperson. You now have the skills and knowledge to build and take apart medium-scale construction projects and fortifications. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

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Lethal Weapons

- *Prerequisites:* Harmful Weapons
- *Cost/Tier:* 4
- *Description:* Riggs!
- *Explanation:* Allows you to use a weapon's special ability. In order to use a weapon's special ability, you need to take a powerful stance (Firmly plant both feet before you swing. You are allowed to take 1 step) and shout the name of the attack you're doing (defined by weapon size category). The four types of attacks are: Pierce, Disarm, Cripple, and Stagger.

Pierce is performed with a Super-Light Melee Weapon and is best done while sneaking up on your enemy because you're be vulnerable while doing it. Pierce allows you to directly inflict a wound to an enemy that you hit, regardless of any buffs they may have (Such the **Tough Skin** skill). The wound is dealt to the limb (or chest) that you thrust your Super-Light Melee Weapon in to.

Disarm is performed with a Light Melee Weapon and is most useful at ending a fight quickly. Disarm allows you to hit a limb that's carrying a weapon (firearm or otherwise) and cause the wielder to drop it. Again, because of the close range of a Light Melee Weapon, it's best to use this skill while sneaking up on your opponent.

Cripple is performed with a Medium Melee Weapon and is useful in most combat scenarios. Cripple allows you to directly inflict a wound on any limb and cause the limb to be unusable until the wound is healed. This crippling also causes the user to drop any weapon they were holding in that hand as well.

Stagger is performed by a Heavy Melee Weapon. Stagger allows you to strike your opponent with fantastic force. If you hit your opponent (Don't actually swing any harder than normal please), they will be forced to drop to one knee and get up slowly as they recover from the dazingly powerful attack.

- *Limitations:* Special abilities can only be used with your primary hand (I.e. when dual wielding, you can only use the special of one of the two weapons). Special abilities can only be performed with weapons in which you are proficient.
- *Type:* Combat
- *Notes:* None.

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Light Firearm Dual-Wielding

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* You're just like a gunslinging cowboy.
- *Explanation:* You possess the ability to accurately shoot any firearm with the "Light" classification from one hand. This allows you to wield two of them at once if you so wish. It also allows you to hold other objects while wielding the weapon (Such as flashlights or bullets).
- *Limitations:* A melee weapon cannot be used while armed with a ranged weapon (However, they can still be held, if need be).
- *Type:* Combat
- *Notes:* None.

Light Firearm Proficiency

- *Prerequisites:* -
- *Cost/Tier:* 0
- *Description:* You know enough about guns to figure out which end to point at the target, and that's all you've ever really needed to get by.
- *Explanation:* You possess the ability to handle, load, and fire any firearm with the "Light" classification.
- *Limitations:* In order to fire a Light firearm, *both* hands *MUST* be on the weapon at all times (Except for when loading).
- *Type:* Combat
- *Notes:* None.

Light Melee Weapon Dual-Wielding

- *Prerequisites:* Medium Melee Weapon Proficiency
- *Cost/Tier:* 2
- *Description:* Did your enemy bring a knife to a gun fight? Why not show him that you have TWO knives? I'm sure he'll back off.
- *Explanation:* You possess the ability to accurately wield any "Light" melee weapon with one hand free. This allows you to use your free hand to hold many other objects (Such as flashlights, bullets, or other "Light" melee weapons).
- *Limitations:* A melee weapon cannot be used while armed with a ranged weapon (However, they can still be held, if need be).
- *Type:* Combat
- *Notes:* None.

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Light Melee Weapon Proficiency

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* Ever wish you could use a gun that had infinite ammo? Well this is kind of like that... except that it doesn't work from a range, uses no ammo whatsoever, and isn't a gun. On second thought, maybe this isn't the safest option.
- *Explanation:* You possess the ability to wield and use "Light" melee weapons in order move zombies out of your way. You don't have to have both hands on it in order to swing it effectively, but your offhand **MUST** be empty.
- *Limitations:* In order to use this weapon, your offhand must be empty. This skill does not allow you to damage or tap the zombies; you only possess the ability to knock them back.
- *Type:* Combat
- *Notes:* None.

Light Melee and Ranged Dual-Wielding

- *Prerequisites:* Light Firearm Dual-Wielding, Light Melee Weapon Dual-Wielding
- *Cost/Tier:* 2
- *Description:* Can't decide whether you should shoot or stab a zombie? Well good news: now you don't have to.
- *Explanation:* You possess the ability to accurately wield any "Light" melee weapon with one hand and any "Light" firearm in the other and still effectively use them in combat.
- *Limitations:* None.
- *Type:* Combat
- *Notes:* None.

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Machinist

- *Prerequisites:* Apprentice Mechanic, Craftsperson
- *Cost/Tier:* 3
- *Description:* Steampunk goggles fit right in with your inventions.
- *Explanation:* Unlocks new forms of crafting. You now have the skills and knowledge to build and take apart previously unfeasible machines. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

Master Mechanic

- *Prerequisites:* Mechanic
- *Cost/Tier:* 4
- *Description:* You bathe in engine oil.
- *Explanation:* An upgrade to Mechanic. You now have the skills and knowledge to build and take apart more advanced objects. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

Mechanic

- *Prerequisites:* Apprentice Mechanic
- *Cost/Tier:* 3
- *Description:* You've always smelled like engine oil.
- *Explanation:* An upgrade to Apprentice Mechanic. You now have the skills and knowledge to build and take apart more advanced objects. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

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Medic

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* What's better than open wounds? Medical Wraps!
- *Explanation:* This skill allows you to wrap a single wound per limb of a wounded ally. Wrapping a wound requires a wrap from a medical kit to be tied around the corresponding wound. Wrapping a wound requires 10 seconds and renders the limb unusable until treated by a doctor or surgeon. However, a wrapped wound is immune to further damage and infection. You may also wrap your own wound, but it takes twice as long (20 seconds). You may only use this skill while at camp.
- *Limitations:* In order to use any medical skill, a medical kit is required. A medical kit must consist of medical wraps, surgical scissors, cloth, and a small bottle full of water or a similar liquid [used as antiseptic or alcohol]. If you run out of medical wraps, you cannot wrap wounds. This skill can only be performed at camp.
- *Type:* Profession
- *Notes:* None.

Medium Firearm Dual-Wielding

- *Prerequisites:* Medium Firearm Proficiency, Light Firearm Dual-Wielding
- *Cost/Tier:* 2
- *Description:* Ever try shooting a rifle with one hand? It's not easy. What about two of them at once? I'm really starting to question whether or not this is possible.
- *Explanation:* You possess the ability to accurately shoot any firearm with the "Medium" classification from one hand. This allows you to wield two of them at once if you so wish. It also allows you to hold other objects while wielding the weapon (Such as flashlights or bullets).
- *Limitations:* A melee weapon cannot be used while armed with a ranged weapon (However, they can still be held, if need be).
- *Type:* Combat
- *Notes:* None.

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Medium Firearm Proficiency

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* This is my rifle; this is my gun. This is for fighting; this is for fun.
- *Explanation:* You possess the ability to handle, load, and fire any firearm with the “Medium” classification.
- *Limitations:* In order to fire a Medium firearm, *both* hands **MUST** be on the weapon at all times (Except for when loading).
- *Type:* Combat
- *Notes:* None.

Medium Melee Weapon Dual-Wielding

- *Prerequisites:* Heavy Melee Weapon Proficiency
- *Cost/Tier:* 4
- *Description:* Maybe you should try holding a third sword between your teeth.
- *Explanation:* You possess the ability to accurately wield any “Medium” melee weapon with one hand. This allows you to use your free hand to hold many other objects (Such as flashlights, bullets, or other “Medium” melee weapons).
- *Limitations:* A melee weapon cannot be used while armed with a ranged weapon (However, they can still be held, if need be).
- *Type:* Combat
- *Notes:* None.

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Medium Melee Weapon Proficiency

- *Prerequisites:* Light Melee Weapon Proficiency
- *Cost/Tier:* 2
- *Description:* In a world where a single gunshot can kill a person, some people prefer to stick to more primitive methods of attack.
- *Explanation:* You possess the ability to wield and use “Medium” melee weapons in order move zombies out of your way. You must keep both hands on the weapon in order to use it. You can, however, carry it with one hand; as long as you use both hands when you need to swing the weapon.
- *Limitations:* In order to use this weapon, BOTH HANDS must be holding it. This skill does not allow you to damage or tap the zombies; you only possess the ability to knock them back.
- *Type:* Combat
- *Notes:* None.

Medium Melee and Ranged Dual-Wielding

- *Prerequisites:* Medium Firearm Dual-Wielding, Medium Melee Weapon Dual-Wielding, Light Melee and Light Ranged Dual-Wielding
- *Cost/Tier:* 4
- *Description:* Ever wanted to blur the line between things you CAN do and things you SHOULD do?
- *Explanation:* You possess the ability to accurately wield any “Medium” melee weapon with one hand and any “Medium” firearm in the other and still effectively use them in combat.
- *Limitations:* None.
- *Type:* Combat
- *Notes:* None.

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Military Grade Firearm Proficiency

- *Prerequisites:* Super-Heavy Firearm Proficiency
- *Cost/Tier:* 4
- *Description:* War. What is it good for?
- *Explanation:* You possess the ability to handle, load, and fire any firearm with the “Military Grade” classification.
- *Limitations:* In order to fire a Military Grade firearm, *both* hands **MUST** be on the weapon at all times (Except for when loading).
- *Type:* Combat
- *Notes:* None.

Mysterious Stranger

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* Do I know you?
- *Explanation:* This skill can only be used if the user is dragged to the ground by zombies with no hope of escape. When this happens, the user can shout “I GUESS THIS IS THE END!”. Doing so will cause all zombies around the player to instantly die (getting shot by the mysterious stranger). The player must then make their way back to camp **ALONE**, regardless of wounds that may hinder their movement (The mysterious stranger helps the character back to camp). Upon arrival at camp, the player must collapse and be immediately taken to the medical tent. Normal bite rules apply, so for each zombie that was biting the player when they used the skill, the player will roll 3 infection dice. This skill is extremely risky and should only be used as a last resort.
- *Limitations:* This skill can be used 1 time per character.
- *Type:* Combat
- *Notes:* None.

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Nathan Drake

- *Prerequisites:* Treasure Hunter
- *Cost/Tier:* 4
- *Description:* You're probably have some dwarf in your blood. How else would you find some much treasure?
- *Explanation:* This skill allows users to scavenge the highest-level junk piles and find the best rewards. See the **Scavenging** section for more information.
- *Limitations:* None.
- *Type:* Profession
- *Notes:* None.

Pain Tolerance

- *Prerequisites:* Tough Skin
- *Cost/Tier:* 2
- *Description:* It's just a flesh wound.
- *Explanation:* An upgrade to the **Tough Skin** skill. This skill **DOES NOT STACK** with **Tough Skin**. This skill lets you ignore the consequences and infection of 2 bites per event. You must tell a game runner that you're using the skill.
- *Limitations:* You may only use this skill 2 times per event.
- *Type:* Talent
- *Notes:* None.

Parachute Pants

- *Prerequisites:* Deeper Pockets
- *Cost/Tier:* 3
- *Description:* Who says fashion can't be useful?
- *Explanation:* You receive an additional 3 bullets at check in. This skill stacks with **Deep Pockets** and **Deeper Pockets** (Bringing the total number of bullets you receive per event up to 12).
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

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Pharmaceuticals

- *Prerequisites:* Doctor, Field Medic
- *Cost/Tier:* 3
- *Description:* Medicine is rare, but that doesn't mean it's not useful!
- *Explanation:* The user gains the ability to safely handle and administer pharmaceuticals (roleplayed as ticktacks) to yourself or other players. The only pharmaceutical that you have access to right now is Adreaniline (orange ticktacks) Each Adreaniline allows a player to completely ignore the effects of all wounds (except bullets to the chest) for one full combat scenario. After combat has ceased, all wounds received will return to the player and they will then need to be healed. Each person may only take one pharmaceutical per event. Pharmaceuticals can be rarely found on scavenging missions, or can occasionally be bought from the shop-tent for 10 bullets each.
- *Limitations:* Each person may only take one pharmaceutical per event.
- *Type:* Profession
- *Notes:* None.

Profession Aficionado

- *Prerequisites:* Expert: Combat
- *Cost/Tier:* 4
- *Description:* It's your job to keep this place safe.
- *Explanation:* The cost of all PROFESSION skills taken after this skill go down by one experience (minimum of 1). This skill does not work retroactively. In addition, all TALENT skills cost 1 more experience than normal.
- *Limitations:* You may only take ONE Specialist or Aficionado skill.
- *Type:* Combat
- *Notes:* None.

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Profession Specialist

- *Prerequisites:* Expert: Talent
- *Cost/Tier:* 4
- *Description:* You're a natural born con-artist.
- *Explanation:* The cost of all PROFESSION skills taken after this skill go down by one experience (minimum of 1). This skill does not work retroactively. In addition, all COMBAT skills cost 1 more experience than normal.
- *Limitations:* You may only take ONE Specialist or Aficionado skill.
- *Type:* Combat
- *Notes:* None.

Professor

- *Prerequisites:* Teacher
- *Cost/Tier:* 4
- *Description:* You're too old for this shit.
- *Explanation:* An upgrade to the Teacher skill. Allows you to teach others, or yourself, new skills. You can help instruct anyone a skill in the tier 4 (4-experience) or less categories. Teaching a skill takes 10 minutes per skill tier, and teaching yourself doubles the amount of time it takes. See the **Learning New Skills** section for more information.
- *Limitations:* None.
- *Type:* Profession
- *Notes:* None.

Ranged Tap

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* Anybody can finish a zombie off from point blank. It takes some real skill to do it from a distance.
- *Explanation:* You now possess the ability to tap a zombie from a distance. Unfortunately, it costs a bullet to do (Unlike regular Tap). [See Tap Skill]. In order to ranged tap, you have to point your gun at a DOWNED zombie and yell "RANGED TAP" before firing your gun. If your shot hits, the zombie is finished off.
- *Limitations:* None.
- *Type:* Combat
- *Notes:* None.

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Regeneration

- *Prerequisites:* Fast Healing
- *Cost/Tier:* 4
- *Description:* You can feel the infection rebuilding you... Making you stronger.
- *Explanation:* An upgrade to Fast Healing; you now possess the ability to regenerate bullet wounds, although risks still apply. With this skill, you can heal any 1 non-bullet wound by sitting/laying on the ground and meditating for 2 minutes, however, doing so gives a 50% chance to gain 1 infection dice (All other infection from the wound is ignored UNLESS the wound is from a zombie). If the wound is a zombie bite, there's a 50% chance that you'll need to roll 2 infection dice (The chance is 50% for each dice, not 50% total), and all other infection from the bites are ignored. You can also heal bullet wounds through meditation, although it takes 5 minutes to do. Once you heal a bullet wound there's a 50% chance that you'll need to roll 3 infection dice (The chance is 50% for each dice, not 50% total), and all other infection from the bullet wound is ignored. Rule clarification: You CAN meditate while holding a chest wound, in order to heal it. Rule clarification: if you're dragged to the ground by zombies, you CANNOT heal your wounds unless something gets rid of the zombies first.
- *Limitations:* In order take this skill, your infection rating must be at least 85%. If your infection rating dips below 85% after taking this skill, you DON'T lose the ability to use it. Upon taking this skill, immediately roll an infection dice for your character and add it to your total infection rating.
- *Type:* Talent
- *Notes:* None.

Reward Seeker

- *Prerequisites:* Scavenger
- *Cost/Tier:* 2
- *Description:* Is another man's treasure.
- *Explanation:* This skill allows users to scavenge the regular junk piles and find the best rewards. See the **Scavenging** section for more information.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

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Scaled Skin

- *Prerequisites:* -
- *Cost/Tier:* 2
- *Description:* The infection has caused your flesh to become hard and rough.
- *Explanation:* This skill works just like “Tough Skin” and related skills, with one major difference: It works for bullets too. This skill is represented by red beads instead of blue ones and is ALWAYS the first set of beads to be removed when you take a wound.
- *Limitations:* In order take this skill, your infection rating must be at least 75%. If your infection rating dips below 75% after taking this skill, you DON'T lose the ability to use it. Upon taking this skill, immediately roll an infection dice for your character and add it to your total infection rating.
- *Type:* Talent
- *Notes:* None.

Scavenger

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* One man's trash...
- *Explanation:* This skill allows users to scavenge the small junk piles and find the best rewards. See the *Scavenging* section for more information.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Super-Heavy Firearm Proficiency

- *Prerequisites:* Heavy Firearm Proficiency
- *Cost/Tier:* 3
- *Description:* Alright, this is just getting ridiculous.
- *Explanation:* You possess the ability to handle, load, and fire any firearm with the “Super Heavy” classification.
- *Limitations:* In order to fire a Super Heavy firearm, *both* hands *MUST* be on the weapon at all times (Except for when loading).
- *Type:* Combat
- *Notes:* None.

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Super-Light Melee Weapon Proficiency

- *Prerequisites:* -
- *Cost/Tier:* 0
- *Description:* That's not a knife, that's a knife.
- *Explanation:* You can carry melee weapons with the "Super-Light" classification with you for use in cutting ropes or breaking Fortification-1 objects. You can also use them for the **Break** and **Break Away** skills if you have them.
- *Limitations:* Super Light Melee Weapons CANNOT be used to deter zombies, damage them, or kill them unless another skill says otherwise.
- *Type:* Combat
- *Notes:* None.

Surgeon

- *Prerequisites:* Doctor
- *Cost/Tier:* 4
- *Description:* Scalpel!
- *Explanation:* An upgrade to the Doctor skill. Allows you to treat the wounds players who have been shot, in addition to the wounds of players bitten by zombies and hit by melee weapons. Treating a wrapped bullet wound takes 5 minutes, treating an unwrapped bullet wound takes 10 minutes. Treating a bullet wound to the chest always takes 15 minutes. Treating a wrapped wound takes 2 minutes. Treating an unwrapped wound takes 5 minutes. Chest wounds always take 10 minutes to treat (Roleplay treating wounds).
- *Limitations:* Must have Medical Supplies bag on hand and all work must be done at camp. Additionally, the medical supplies bag should contain the Still Alive Medical Journal. In order to perform surgeries, your medical bag must also contain an apron, and a medical mask of some kind.
- *Type:* Profession
- *Notes:* None.

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Talent Aficionado

- *Prerequisites:* Expert: Profession
- *Cost/Tier:* 4
- *Description:* You're really good at what you do.
- *Explanation:* The cost of all TALENT skills taken *after* this skill go down by one experience (minimum of 1). This skill does not work retroactively. In addition, all COMBAT skills cost 1 more experience than normal.
- *Limitations:* You may only take ONE Specialist or Aficionado skill.
- *Type:* Talent
- *Notes:* None.

Talent Specialist

- *Prerequisites:* Expert: Combat
- *Cost/Tier:* 4
- *Description:* No one can outrun the jack of all trades.
- *Explanation:* The cost of all TALENT skills taken *after* this skill go down by one experience (minimum of 1). This skill does not work retroactively. In addition, all PROFESSION skills cost 1 more experience than normal.
- *Limitations:* You may only take ONE Specialist or Aficionado skill.
- *Type:* Talent
- *Notes:* None.

Tap

- *Prerequisites:* -
- *Cost/Tier:* 0
- *Description:* Double-tap
- *Explanation:* You can kill any DOWNED human or zombie, by placing your gun to their head and saying "TAP". DO NO SHOOT THEM. Tapping *doesn't* require bullets. If you don't TAP a downed zombie, they WILL get back up, so make sure to finish them off.
- *Limitations:* None.
- *Type:* Combat
- *Notes:* None.

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Teacher

- *Prerequisites:* Instructor
- *Cost/Tier:* 3
- *Description:* Oh captain, my captain.
- *Explanation:* An upgrade to the Instructor skill. Allows you to teach others, or yourself, new skills. You can help instruct anyone a skill in the tier 3 (3-experience) or less categories. Teaching a skill takes 10 minutes per skill tier, and teaching yourself doubles the amount of time it takes. See the **Learning New Skills** section for more information.
- *Limitations:* None.
- *Type:* Profession
- *Notes:* None.

Technician

- *Prerequisites:* Technician
- *Cost/Tier:* 4
- *Description:* You're a mad scientist.
- *Explanation:* An Upgrade to the Machinist skill. Unlocks new forms of crafting. You now have the skills and knowledge to build and take apart advanced unfeasible technology. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

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Tinkerer

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* You liked to mess with tinker toys as a kid.
- *Explanation:* You can now build and take apart basic structures. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Talent
- *Notes:* None.

Tough Skin

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* You're probably part ogre.
- *Explanation:* This skill lets you ignore the consequences and infection of 1 bite per event. You must tell a game runner that you're using the skill.
- *Limitations:* You may only use this skill 1 time per event.
- *Type:* Talent
- *Notes:* None.

Treasure Hunter

- *Prerequisites:* Reward Seeker
- *Cost/Tier:* 3
- *Description:* You've always wanted to be a pirate.
- *Explanation:* This skill allows users to scavenge the large junk piles and find the best rewards. See the **Scavenging** section for more information.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

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Triple Fatality

- *Prerequisites:* Double Kill
- *Cost/Tier:* 4
- *Description:* Finish Him.
- *Explanation:* An upgrade to the **Double Kill** skill. It DOES NOT STACK with the **Headshot** or **Double Kill** skills. Allows you to take aim at a zombie and shout the word "HEADSHOT" followed by short description of what you're shooting at (such as "blue shirted zombie"), before shooting. This is called calling your shot. before shooting. If your shot hits, the zombie is instantly killed. You may use this skill 3 times per event.
- *Limitations:* You may only use this skill 3 times per event.
- *Type:* Combat
- *Notes:* None.

Tutor

- *Prerequisites:* -
- *Cost/Tier:* 1
- *Description:* You were a substitute teacher once.
- *Explanation:* Allows you to teach others, or yourself, new skills. You can help instruct anyone a skill in the tier 1 (1-experience) category. Teaching a skill takes 10 minutes per skill tier, and teaching yourself doubles the amount of time it takes. See the **Learning New Skills** section for more information.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

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Unarmed Break

- *Prerequisites:* Break Away
- *Cost/Tier:* 4
- *Description:* Judo Chop!
- *Explanation:* Even if you're unarmed or out of bullets, when a single zombie latches onto you, you're able to get it off by shouting "break" and lightly karate-chopping them. For more information, see the **Combat** section.
- *Limitations:* This skill only works when a single zombie is grabbing you; if multiple zombies have you in their grasp, this skill is of no use.
- *Type:* Combat
- *Notes:* None.

Unknown Assailant

- *Prerequisites:* Mysterious Stranger
- *Cost/Tier:* 2
- *Description:* I know I've seen you before.
- *Explanation:* This skill works exactly the same as the Mysterious Stranger skill and simply allows a player to use it 1 additional time per character.
- *Limitations:* This skill can be used 1 time per character, bringing the total up to 2 times.
- *Type:* Combat
- *Notes:* None.

Unshakable Resolve

- *Prerequisites:* Pain Tolerance
- *Cost/Tier:* 3
- *Description:* Did I get bitten?
- *Explanation:* An upgrade to the **Pain Tolerance** skill. This skill DOES NOT STACK with **Pain Tolerance** or **Tough Skin**. This skill lets you ignore the consequences and infection of 3 bites per event. You must tell a game runner that you're using the skill.
- *Limitations:* You may only use this skill 3 times per event.
- *Type:* Talent
- *Notes:* None.

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Wall Smasher

- *Prerequisites:* Medium Melee Weapon Proficiency
- *Cost/Tier:* 3
- *Description:* I came in like a wrecking ball.
- *Explanation:* An upgrade to the **Bash** skill. Allows you to break Fortification 2 objects using a medium melee weapon. See the **Destruction** section for more information.
- *Limitations:* A medium melee weapon **MUST** be used in order to use this skill.
- *Type:* Combat
- *Notes:* None.

Weapon Smith

- *Prerequisites:* Arms Smith
- *Cost/Tier:* 3
- *Description:* You love making weapons.
- *Explanation:* An upgrade to **Arms Smith**. You now have the skills and knowledge to build and take apart most firearms and melee weapons. See the **Crafting** section for more information.
- *Limitations:* Crafting objects requires a crafting kit or toolbox. Inside must be a wrench and a hammer (Other tools used for roleplaying are encouraged). Crafting also requires a flat, sturdy surface to work on (When no table is available, the ground works just fine).
- *Type:* Profession
- *Notes:* None.

Web of Informants

- *Prerequisites:* Interrogator
- *Cost/Tier:* 3
- *Description:* You have friends in low places.
- *Explanation:* At check in you will be given one piece of **TRUE** information that relates directly to the plot or to the events of the event.
- *Limitations:* None.
- *Type:* Profession
- *Notes:* None.

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Will to Live 1

- *Prerequisites:* Infection Resistance 1
- *Cost/Tier:* 2
- *Description:* You don't want to die.
- *Explanation:* When rolling a percentage to see if you will turn into a zombie from your infection rating, you're able to roll twice and take the better result.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

Will to Live 2

- *Prerequisites:* Will to Live 1, Infection Resistance 3
- *Cost/Tier:* 2
- *Description:* You're *really* hard to kill.
- *Explanation:* When rolling a percentage to see if you will turn into a zombie from your infection rating, even if you've failed the roll twice (from using the skill **Will to Live 1**), you're still able to flip a coin. If it comes up heads, you won't turn into a zombie, if it comes up tails, you'll turn at the beginning of the next event. Yes, this means that, even if you have a 100% infection rating, you could still survive a few events, provided you kept flipping heads.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.