

STILL ALIVE

TEACHER'S

JOURNAL

Version 1.2

## Still Alive Teacher's Journal

### ➔ 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! 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 **Tutor** tree (See **Tutor**, **Instructor**, **Teacher**, and **Professor** skills). For example, let's say you wanted to learn the skill **Doctor**. 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 3<sup>rd</sup> 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 **Tutor** skill, you're able to *teach yourself* new skills, but it takes twice the amount of time).

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.

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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.

#### 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.

#### 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).

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- *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.

### 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.

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- *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.

### 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!

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- *Explanation:* Allows you to break Fortification 1 objects using melee weapon that you're proficient with. See the **Destruction** section for more information.
- *Limitations:* A melee weapon that the user is proficient with **MUST** be used in order to use this skill.
- *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. This will cause the zombie to let go of you and prevent that limb from becoming crippled, as a result of this, your melee weapon will become broken and unusable. 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.

### 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. If you shout BREAK AWAY and thrust your super light weapon upward, any zombies holding on to you will be thrown to the ground and your limbs won't gain the crippled condition. 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.

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### 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.

### 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

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- *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.

### 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.

### Deeper Pockets

- *Prerequisites:* Deep Pockets
- *Cost/Tier:* 2
- *Description:* Do your pockets drag across the ground? They should.

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- *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 wound takes 2 minutes, unless it's a chest wound which takes 5 minutes. The chart to help determine how to treat wounds can be found in the Still Alive Medical Journal.
- *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.

### Expert: Combat

- *Prerequisites:* -
- *Cost/Tier:* 3
- *Description:* World ending? People call you first.

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- *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.

### 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 non-bullet wound, whether it be a crippled limb or a chest wound, you can heal it... at the cost of potentially raising your Infection Rating. 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 2 infection dice (All other infection that would normally be gained from healing the wound is ignored). You CAN meditate while Helpless in

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order to heal your chest wound. If you're interrupted during your meditation, you must start the meditation over. If you have multiple wounds, you may only heal one at a time, and each wound requires a new meditation session.

- *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.

### 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 their designated primary weapon 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:* This skill gives players an edge in all luck-based events in game, allows players to occasionally find more loot during savaging missions, allows the user an extra coin flip for the

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Will to Live skill (3 Total Flips), and allows the user to enter an extra raffle ticket in all raffle drawings, free of charge, (3 Total Tickets)

- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

### Gambler's Heart

- *Prerequisites:* Gambler's Talent
- *Cost/Tier:* 4
- *Description:* You know what? Forget the whole thing.
- *Explanation:* This skill gives players an edge in all luck-based events in game, allows players to occasionally find more loot during savaging missions, allows the user an extra coin flip for the Will to Live skill (5 Total Flips), and allows the user to enter an extra raffle ticket in all raffle drawings, free of charge, (5 Total Tickets)
- *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:* This skill gives players an edge in all luck-based events in game, allows players to occasionally find more loot during savaging missions, allows the user an extra coin flip for the Will to Live skill (2 Total Flips), and allows the user to enter an extra raffle ticket in all raffle drawings, free of charge, (2 Total Tickets)
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

### Gambler's Talent

- *Prerequisites:* Gambler's Eye
- *Cost/Tier:* 3
- *Description:* Forget the hookers.
- *Explanation:* This skill gives players an edge in all luck-based events in game, allows players to occasionally find more loot during savaging missions, allows the user an extra coin flip for the

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Will to Live skill (4 Total Flips), and allows the user to enter an extra raffle ticket in all raffle drawings, free of charge, (4 Total Tickets)

- *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.

### 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.

### Heavy Firearm Proficiency

- *Prerequisites:* Medium Firearm Proficiency
- *Cost/Tier:* 2
- *Description:* Bring out the big guns.

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- *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 combat. 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.
- *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.

### 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.

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- *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.

### 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.



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### 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.

### 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.

### Light Firearm Dual-Wielding

- *Prerequisites:* -
- *Cost/Tier:* 1

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- *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" or "Super 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.

### Light Melee Weapon Proficiency

- *Prerequisites:* -

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- *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 combat. 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.
- *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" or "Super 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.

### 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.

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### 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.

### Medic

- *Prerequisites:* -
- *Cost/Tier:* 2
- *Description:* What's better than open wounds? Medical Wraps!
- *Explanation:* This skill allows you to wrap a wound on any character. Wrapping a wound requires a wrap from a medical kit to be tied around the corresponding wound. Wrapping a wound requires 10 seconds. Wrapping a wound DOES NOT remove the crippled condition. 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

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liquid [used as antiseptic or alcohol]. If you run out of medical wraps, you cannot wrap wounds.

- *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.

### 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).

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- *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.

### 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 combat. 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.
- *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.

### 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.

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- *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**, ignoring 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. The Mysterious Stranger wraps all of the player's wounds, so using this skill gives the user 4 crippled limbs and a chest wound to be healed (just like what would happen normally if a player was saved after being pulled to the ground), all of which are wrapped.
- *Limitations:* This skill can be used 1 time per character.
- *Type:* Combat
- *Notes:* None.

### 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

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- *Cost/Tier:* 2
- *Description:* It's just a flesh wound.
- *Explanation:* This skill is an upgrade for **Tough Skin**. This skill gives the user an additional set of beads, bringing the total amount of ignored wounds up to 2 per event.
- *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.

### 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.
- *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.



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- *Limitations:* You may only take ONE Specialist or Aficionado skill.
- *Type:* Combat
- *Notes:* None.

### 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 HELPLESS zombie and yell "RANGED TAP" before firing your gun. If your shot hits, the zombie is finished off.

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- *Limitations:* None.
- *Type:* Combat
- *Notes:* None.

### 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. This skill works exactly like Fast Healing except you can use it on bullet wounds now.
- *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.

### 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.

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- *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.

### Super-Light Melee Weapon Proficiency

- *Prerequisites:* -
- *Cost/Tier:* 0
- *Description:* That's not a knife, that's a knife.
- *Explanation:* You possess the ability to wield and use "Super Light" melee weapons in combat. You don't have to have both hands on it in order to swing it effectively, but your offhand MUST be empty. You can also use them for the **Break** and **Break Away** skills if you have them.

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- *Limitations:* Your offhand MUST be empty in order to use this without the proper dual wielding skill (Light Melee Weapon Dual-Wielding).
- *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 with gunshot wounds. Treating a bullet wound (wrapped or unwrapped) takes 5 minutes unless it's a bullet wound to the chest, which takes 10 minutes.
- *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.

### 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.

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- *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 HELPLESS human or zombie, by placing your gun to their head and saying "TAP" or putting a melee weapon that you're proficient with to their throat and saying "TAP". DO NO SHOOT THEM. Tapping doesn't require bullets.
- *Limitations:* None.
- *Type:* Combat
- *Notes:* None.

### 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.

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- *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.

### 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 one non-bullet wound per event. A set of blue beads is given to you at the start of each event and they're taken away from you when you take a wound (instead of taking the wound you just give up the beads). This does not cause you to gain the CRIPPLED condition.
- *Limitations:* You may only use this skill 1 time per event.
- *Type:* Talent
- *Notes:* None.

### Treasure Hunter

- *Prerequisites:* Reward Seeker
- *Cost/Tier:* 3

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- *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.

### 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.

### Unarmed Break

- *Prerequisites:* Break Away
- *Cost/Tier:* 4
- *Description:* Judo Chop!

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- *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. This gets them off of you but DOES cause you to take a wound on the limb and the limb gains the Crippled Condition.
- *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:* This skill is an upgrade to the Pain Tolerance. This skill gives the user an additional set of beads, bringing the total amount of ignored wounds up to 3 per event.
- *Limitations:* You may only use this skill 3 times per event.
- *Type:* Talent
- *Notes:* None.

### 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 or Heavy melee weapon. See the Destruction section for more information.
- *Limitations:* A Medium or Heavy melee weapon MUST be used in order to use this skill.



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- *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.

### 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.

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### 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. If you have any of the Gambler's Skills, you're able to flip the coin more than once and take the best result.
- *Limitations:* None.
- *Type:* Talent
- *Notes:* None.

### Wounded Warrior

- *Prerequisites:* Pain Tolerance
- *Cost/Tier:* 2
- *Description:* You've been through the best of times, and the worst of times.
- *Explanation:* If one of your limbs is Crippled, you may treat it as though it weren't crippled for the sake of aiming weapons and attacking.
- *Limitations:* This skill may only be used if you have *ONE* crippled limb. If you have more than one crippled limb, the skill becomes useless.
- *Type:* Talent
- *Notes:* None.

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