

STILL ALIVE

HANDBOOK

Version 1.2

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 released the beginnings of our story upon the world in the summer of 2017.

For those who are uninformed, Still Alive is a Live Action Role-Playing (LARP) game, set 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 players and that (fake) 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 that is 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 attended at least 1 event.
- The player has attended at least 1 of the last 2 events.
- The player is not in debt to Still Alive (i.e. owes money or property).
- All members of the Still Alive staff consider the player to be trustworthy.

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THE STORY

“Four years. It’s been four 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 we’d be ready. So just over two years 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

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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. It should also be noted that Still Alive is a constantly evolving game. We're always looking for ways to tweak it in order to make the entire experience easier for everyone.

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 missed shots and anyone purposely aiming at heads after being warned will be asked to leave without a refund. If you wish to shoot someone in the head for story reasons, it must be roleplayed out [see the **Gun Combat** section for more information]. On the subject of headshots, we don't require eye protection, but we do highly recommend it. 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

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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. 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.

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). If you wish to take a break from playing a character, you could always try being an NPC for an event (See the **Character Creation, Skills, and Experience** section below for more information on how to NPC for an event). More information on creating a new character after one has died can be found in the **Death and New Characters** section. Someday this rule about having a single character 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 is a branching chart used to keep track of what abilities your character currently possesses. Before planning out your skills, make sure that the version of the Skill Tree you're using is the same version as the rulebook. To learn new skills, you'll have to spend your hard-earned experience points. Each event you attend will award you 1 experience. You'll earn 2 experience, 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

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the Game Runners as it will give us more time to plan a meaningful role for you to play (Keep in mind that if we have too many NPC characters or Zombies, your request may be denied).

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!

There are special infection-dependent skills inside the skill tree. 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. For more information on how to gain skills once your character is created, see the **Learning New Skills** section.

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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 have 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 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 required. It's also important to remember that, in the Still Alive Universe, the apocalypse began over 4 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 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

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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 (A Still Alive mobile app is in the works. Using this app while in game is both allowed and encouraged). If you're using your phone in game, we just ask that 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 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. A gunshot to a limb isn't life-threatening, but it *does* make that limb CRIPPLED until someone with the **Surgeon** skill operates on the wound. You can learn more about the CRIPPLED state in either the **Glossary of Terms** section, or the **Wounds and Infection** section and you can learn more about treating wounds in the **Wounds and Infection** section as well. Multiple gunshots to the same limb do no additional damage beyond crippling it.

Getting shot in the chest *is* life-threatening, however. A single bullet to the chest puts your character in the HELPLESS state (see the **Glossary of Terms** section for more information about what this means for your character). After taking a bullet to the chest, a player with the **Surgeon** skill will have to operate for a large amount of time before the bullet can be removed. If you're in the HELPLESS state and you take another bullet to the chest, your character dies. Humans can also be TAPPED, just like zombies (see the **Glossary of Terms** section for more information).

Shooting zombies works just like shooting people. Shoot their limbs to CRIPPLE them and shoot them in the chest to make them HELPLESS. Different from humans, however, zombies will not die unless TAPPED. They also have

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regenerative powers; if left HELPLESS long enough, their wounds will heal, so TAP them quickly!

It's worth noting that all types of bullets do the same amount of damage; you're just more likely to feel larger bullet, and accustrike bullets are more accurate than normal bullets.

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 drop into the HELPLESS state with a chest wound.

- 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 are very dangerous to use. In order to swing a melee weapon effectively, you must ensure that your wrist passes behind the "plane" of your body during your back-swing. This ensures that melee attacks cannot be "spammed". Still Alive is STRICTLY a medium contact LARP (i.e. your hits should cause pain, but they should be hard enough to feel through multiple layers of clothing).

It's important to note that you must have both hands on your weapon in order for your swings to count (Unless you possess the proper dual-wielding skill). The only exception to this rule is with Light and Super Light weapons; you may swing them one-handed as long as your offhand is empty (unless you can dual-wield them of course).

Melee weapons wound enemies just like guns do, with two differences: first, is that someone with the **Doctor** is required to heal melee wounds, instead of

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the surgeon skill; and second, is that one melee attack to the chest will make someone HELPLESS, but two won't kill them. You can still TAP with a melee weapon, though; you just can't kill someone without TAPPING them.

- 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 most of the time. Fortunately, fighting them is easy: just take them out before they reach you. If a zombie reaches you before you deter it, it'll grab onto one of your limbs (signifying that it's biting you).

If you've been grabbed do not fight it. You will be held in place (you're not allowed to move) unless the zombie that's "biting" you is removed. There are only two ways to get a zombie that's "biting" you to let go: 1) someone else either shoots or hits them off of you, or 2) you possess any one of the following skills: **Break**, **Break Away**, or **Unarmed Break**. You cannot shoot or hit a zombie that's "biting" you (the zombie is thrashing around and the pain is throwing off your accuracy). The limb that the zombie has grabbed onto is considered CRIPPLED and will stay that way after the zombie has let go (unless you use the **Break** or **Break Away** skills). While being grabbed, all other standard rules apply: (i.e. if one of your arms is grabbed, you can only use your weapons if you possess the correct dual-wielding skills). If you've been grabbed, screaming is always a good option.

If you're being held in place by a zombie and there's no one around to help you (or if your help runs away), the zombie will begin to slowly lower you to the ground. Once you reach the ground, you'd better scream like crazy because you have 120 seconds before you're eaten alive and your character is dead. Multiple zombies do not speed up this process. If your character is saved before your 120

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seconds are up, all four of your limbs gain the CRIPPLED condition and you're given a chest wound, putting you in the HELPLESS condition. You'll have to be "carried" (this can be roleplayed) back to a doctor for treatment.

WOUNDS AND INFECTION

Wounds come from three different sources: melee weapons, guns, and zombie bites. Melee and gun wounds won't cause a player to become more infected unless the player comes to see the **Doctor** or **Surgeon** without getting their wound wrapped first by someone with the **Medic** skill. Zombie bites, however, are a different matter. They're extremely infectious and will increase your infection rating (percentage of how infected you are) just by receiving them; but, coming to the **Doctor** or **Surgeon** with an unwrapped zombie wound will cause you to receive triple the normal infection amount.

Your Infection Rating will increase slowly over your character's lifetime. Despite extensive medical research, there isn't currently a way to lower your infection rating, so right now the best medicine is prevention.

Each character starts at 0% infection and will gain a small amount each time an infected wound of theirs is treated. This small amount is determined by a dice roll. To start out, every character rolls a 12-sided dice and the result is added to their Infection Rating.

A character can become more resistant to the infection, however. The **Infection Resistance** skills (1-4) reduce the number of sides on the dice that's rolled down to 10, 8, 6, and 4 respectively.

Whenever your Infection Rating passes a milestone (25%, 50%, and 75%), during checkout that night, a percentage will be rolled. If the number rolled is less than your current Infection Rating, your character gives in to the infection in their body and they become a zombie. This kills your character. There are *also* ways to make your body more resistant to *this* as well: The **Will to Live** skills increase your

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changes of survival immensely. **Will to Live 1** allows the player to reroll their percentage if they fail the first time. **Will to Live 2** is probably one of the best skills in the game. If a player fails both their normal roll AND their **Will to Live 1** roll, they can flip a coin. If the result is heads, they survive. If the result is tails, they die. If your character possesses a **Gambler's** skill (**Gambler's Luck**, **Gambler's Eye**, **Gambler's Talent**, or **Gambler's Heart**) you're allowed another coin flip for each **Gambler's** skill you possess! This means that if you have all 4 **Gambler's** skills, you'd get to flip the coin 5 times, and if any of them are heads, you survive!

After you surpass 75% infection, a new percentage will be rolled at the end of each event! If your infection Rating gets that high, make sure you take the skills necessary to survive!

Although there is no current way to reduce the infection's grasp on you, the potential to develop a pharmaceutical that could do that is very real. Any person with the **Advanced Medical Research** skill can attempt to research new medicines that could make living at camp a much more survivable task or create already existing pharmaceuticals.

On the subject of pharmaceuticals, the list of discovered Pharmaceuticals is can be found below:

NAME	DESCRIPTION	USE	AVERAGE COST	REPRESENTATION
Adreaniline	Pumps your body full of adrenaline.	Allows the user to ignore all melee and zombie wounds for one full scenario. This does not apply to wounds gained from being dragged to the ground by zombies or bullet wounds.	20	Orange TicTacs

You may take each type of pharmaceutical once per event, and only someone possessing the **Pharmaceuticals** skill can administer them to players.

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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 (check out the **Crafting Section** for more information). If you're at a loss and can't possibly find something to do, you could always ask around. 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 you've attended). 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 (Check out the *Tinkerer* skill and any of the other 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 items 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 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.

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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 crafting list (see **Specific Object Creation** section), 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, 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

From character creation possess the skill necessary to destroy lightly fortified objects (fortification level 1) but it requires a melee weapon (See the **Bash** skill for more information). In order to damage more fortified objects (fortification levels 2 and 3) you'll need the skills **Wall Smasher** and **Fortification Eradicator**, respectively. On any object that you can 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.

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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, study 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 *Specific Object Creation* chart in order to gain some of its component parts back. In order to scrap an object, you'll need to have the necessary skills required to craft it in the first place. 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.

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

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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
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

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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
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

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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
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. While in the camp, NPC traders may come and go, selling or buying various wares. You're free to trade with them as you please. Make sure you check in often, because new traders may have rare or limited-time items!

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.

If you'd like to buy basic materials or different types of bullets, the exchange rates are below. The equations work in both directions, so don't worry about losing bullets when exchanging back and forth (Keep in mind, bartering with other players is allowed, the prices below are just what the normal market value is):

2 Regular Bullets = 1 Accustrke Bullet

3 Regular Bullets = 1 Megadart Bullet

5 Regular Bullets = 1 Military Grade Bullet

10 Regular Bullets = 1 Rocket

1 Regular Bullet = 1 Cloth

2 Regular Bullets = 1 Wood

3 Regular Bullets = 1 Metal

3 Regular Bullets = 1 Stone

2 Regular Bullets = 1 Mechanical Part

3 Regular Bullets = 1 Technology Part

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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. 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 camp.

There's a subset of the **Scavenger** skill that allows a person to pick up ammunition off of the ground and recycle it back into usable bullets (See the **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 find a safe place, you can begin repurposing the dead rounds into live ones (a game runner must be present for you to use this ability). You need to spend 1 minute per live round that you will receive back roleplaying repacking the bullets. Once you've done that, the live rounds are yours to keep and the dead ones go to a game runner. Any remainder bullets will stay in your pouch for later collection. It's worth noting that bullets of different types *do not* stack together and are considered in their own pools of 10.

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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.

→ 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 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

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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.

➔ 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 0 points 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 for each clip your gun holds
- 1 point if your gun doesn't have a clip but holds more than 5 bullets

RESULTS

- 0 points = Light Firearm
- 1 points = Medium Firearm
- 2 points = Heavy Firearm
- 3 points or more = Super-Heavy Firearm

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→ DICTATED TERMS:

Dictated Terms are phrases that must be shouted in order to activate the skill associated with them. 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, Unarmed Break
BREAK AWAY	Break Away
I GUESS THIS IS THE END	Mysterious Stranger, Unknown Assailant, Anonymous Ally
RANGED TAP	Ranged Tap
TAP	Tap

→ GLOSSARY OF TERMS:

CRIPPLED: A condition given to limbs that have wounds on them. This condition can only be removed by players possessing the **Doctor** or **Surgeon** skills. Limbs with this condition are allowed basic functions (i.e. arms can carry objects and legs can walk with a limp) but any strenuous movement is impossible (i.e. arms cannot swing weapons or aim firearms and legs cannot run, sprint, or jump). The skill **Wounded Warrior** allows the user to continue to use their crippled limb like normal (as if it wasn't crippled) as long as they only have one crippled limb.

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.

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HELPLESS: A condition given to characters (and zombies) when they take a wound to the chest. Anyone with this condition must fall to the ground and hold their chest (to prevent themselves from bleeding out). Anyone with the Helpless condition can be TAPPED (see the TAP skill). If you possess the helpless condition, your character cannot move unless they're "carried" (roleplay it out) by another character. Wrapping the wound won't allow the character to move, but it's still a good idea.

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.

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.

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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.

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 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, you can't help someone else with theirs (except for simply giving it to them).

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 of this book.

SUPER LIGHT (WEAPON): Super Light is a category of melee weapons. The proficiency (See PROFICIENCY) to wield a melee with the Super Light classification is granted to every

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player on creation. Melee weapons classified as Super Light must be coreless weapons (they need to be safe to be thrown or stabbed into someone). 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. Super Light weapons are also the only weapons allowed to be used for the **Break** and **Break Away** skills (although using them causes the weapon to break).

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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 skills 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 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.

Still Alive Handbook

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.