

STILL ALIVE

TEACHER'S

JOURNAL

Version 1.1

Still Alive Teacher's Journal

→ LEARNING NEW SKILLS

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

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

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

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→ SKILL DESCRIPTIONS:

Advanced Medical Research

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

Always Prepared

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

Ammunition Enthusiast

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

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Ammunition Expert

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

Ammunition Professional

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

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Anonymous Ally

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

Apprentice Mechanic

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

Arms Smith

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

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Artisan

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

Bash

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

Break

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

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Break Away

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

Cartridge Belts

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

Combat Aficionado

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

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Combat Specialist

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

Craftsperson

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

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Dead Man Standing

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

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Dead Man Walking

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

Deep Pockets

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

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Deeper Pockets

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

Doctor

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

Double Kill

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

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Expert: Combat

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

Expert: Profession

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

Expert: Talent

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

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Fast Healing

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

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Field Medic

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

Firearm Break

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

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Fortification Eradicator

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

Fully Loaded

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

Gambler's Eye

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

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Gambler's Heart

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

Gambler's Luck

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

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Gambler's Talent

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

Gunsmith

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

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Harmful Weapons

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

Headshot

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

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Heavy Firearm Proficiency

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

Heavy Melee Weapon Proficiency

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

Infection Resistance 1

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

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Infection Resistance 2

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

Infection Resistance 3

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

Infection Resistance 4

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

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Instructor

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

Interrogator

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

Investigator

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

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Journeyman

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

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Lethal Weapons

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

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

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

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

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

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

Still Alive Teacher's Journal

Light Firearm Dual-Wielding

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

Light Firearm Proficiency

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

Light Melee Weapon Dual-Wielding

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

Still Alive Teacher's Journal

Light Melee Weapon Proficiency

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

Light Melee and Ranged Dual-Wielding

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

Still Alive Teacher's Journal

Machinist

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

Master Mechanic

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

Mechanic

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

Still Alive Teacher's Journal

Medic

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

Medium Firearm Dual-Wielding

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

Still Alive Teacher's Journal

Medium Firearm Proficiency

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

Medium Melee Weapon Dual-Wielding

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

Still Alive Teacher's Journal

Medium Melee Weapon Proficiency

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

Medium Melee and Ranged Dual-Wielding

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

Still Alive Teacher's Journal

Military Grade Firearm Proficiency

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

Mysterious Stranger

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

Still Alive Teacher's Journal

Nathan Drake

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

Pain Tolerance

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

Parachute Pants

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

Still Alive Teacher's Journal

Pharmaceuticals

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

Profession Aficionado

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

Still Alive Teacher's Journal

Profession Specialist

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

Professor

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

Ranged Tap

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

Still Alive Teacher's Journal

Regeneration

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

Reward Seeker

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

Still Alive Teacher's Journal

Scaled Skin

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

Scavenger

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

Super-Heavy Firearm Proficiency

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

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Super-Light Melee Weapon Proficiency

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

Surgeon

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

Still Alive Teacher's Journal

Talent Aficionado

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

Talent Specialist

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

Tap

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

Still Alive Teacher's Journal

Teacher

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

Technician

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

Still Alive Teacher's Journal

Tinkerer

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

Tough Skin

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

Treasure Hunter

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

Still Alive Teacher's Journal

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.

Still Alive Teacher's Journal

Unarmed Break

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

Unknown Assailant

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

Unshakable Resolve

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

Still Alive Teacher's Journal

Wall Smasher

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

Weapon Smith

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

Web of Informants

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

Still Alive Teacher's Journal

Will to Live 1

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

Will to Live 2

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

Still Alive Teacher's Journal

[illegible]