1. changelog

* Break is now 1 xp with no prereqs
* Added firearm break and unarmed break skills
* Removed mention of infection counters
* Added zombie skill tree (not public)
* Added ability and rules for humans taking zombie skills (see handbook)
* Added mention of makeup for infected survivors
* Clarified rules on shooting zombies who are grabbing onto you
* Added new table to back of medical journal for keeping track of infection
* teachers now get paid 1 bullet per level per skill they teach from the camp funds
* Added a teacher’s journal.
* Made gun classification more clear and intuitive.
* Edited check in program to include new skills
* Changed name of instructor, teacher, professor, and sensei skills to: tutor, instructor, teacher, professor; respectively.