* 1. Changelog
* Added 5 new Zombie-Like infection-based skills to the Player Skill Tree and Handbook:
  + Fast Healing, Regeneration, Dead Man Standing, Dead Man Walking, and Scaled Skin
  + All skills require an infection rating of at least 75% and Regeneration and Dead Man Walking require at least 85%
  + All infection based skills come at a cost: each time you take one, you must roll an infection dice and add that to your total infection rating.
  + This brings the total number of skills in the skill tree up to 97.
* Made Character program more intuitive
  + Added new zombie skills
  + Changed intro and death notifications.
* Minor text changes in the Handbook
* Added new clause about participation of minors in the handbook
* Alphabetized skills in handbook
* Changed “Gun Classification” section of the handbook to be in list format
* Changed Mysterious Stranger and related skills for the better
  + They’re now a one-time use per character, per skill
  + Allows the character to potentially live through normally fatal situations.
* Added crafter’s kit description to all craft skills.
* Fixed teaching description in handbook so that it makes sense.
* Added Crafter’s Skills to the crafting skill journal.
* Updated Medical Journal
* Updated Teacher’s Journal