



DEAD STATE GAME MANUAL

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Introduction

You had no idea what was waiting for you when you boarded that flight. How someone would succumb to the virus an hour after takeoff, how they would rise, how quickly chaos would tear apart the plane. How the captain would try for an emergency landing - and fail. How some might have called it lucky that you survived... but now, in the broken world full of the undead, that term might not necessarily be the correct one.

Welcome to the world of *Dead State*.

Overview

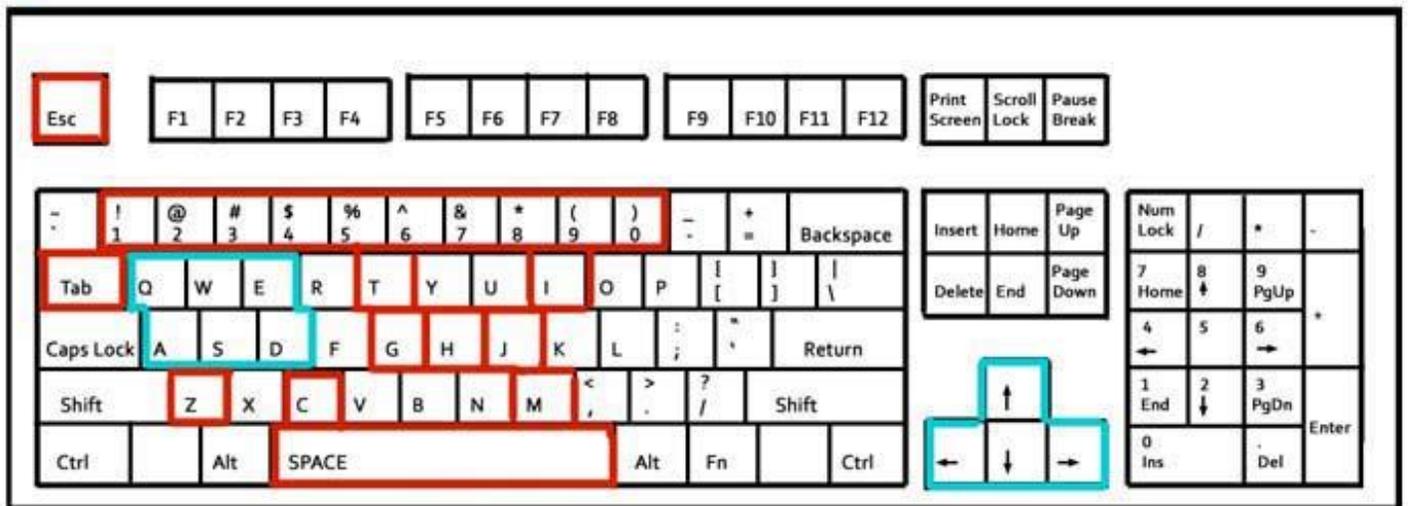
The goal of *Dead State*, put simply, is to survive - and the key to doing so is to keep your base of operations, the Shelter, as secure as possible, and the people within it sane, safe, and fed. Doing so will require you to not only venture outside into the undead-infested world to scavenge for supplies, but keep order between your fellow survivors back at the Shelter. When you first awake in the Shelter, you should slowly be given some specific goals - more will become available as time passes or as crises loom, so be ready for anything.

Whether you start the game with either a fully customized character or an archetype build, you'll be introduced to the world of *Dead State* very swiftly. Your time will be split between the Shelter and the outside world, so it's a solid idea to become accustomed to both.

Controls

Keyboard Controls

-  Function Keys
-  Movement Keys



Function Keys

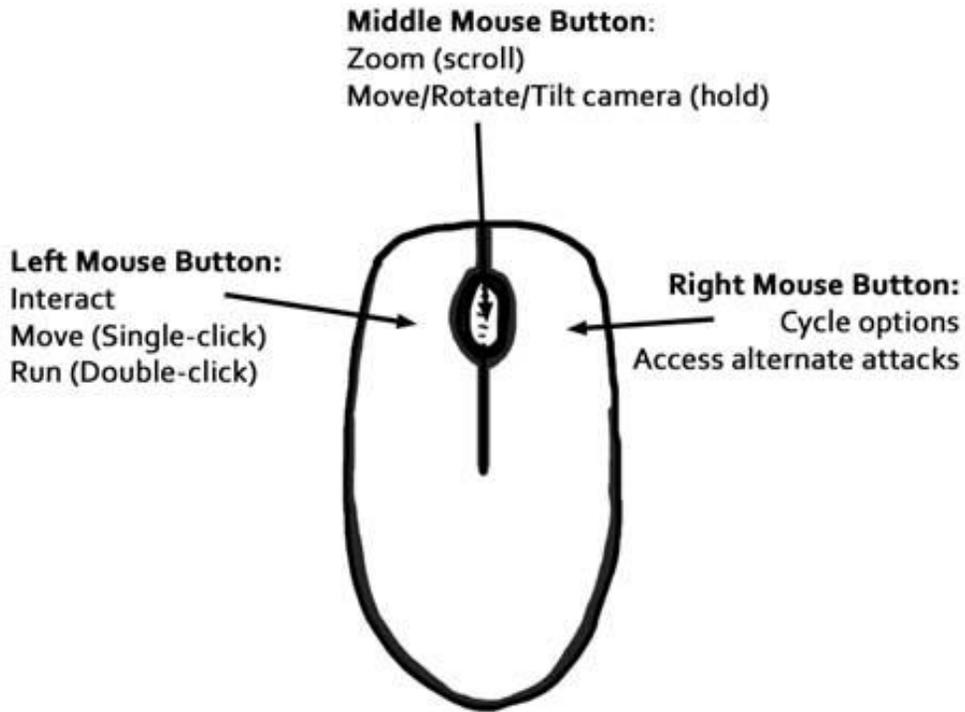
- **Esc** – Main Menu
- **Number Keys** – Selects numbered response in dialogue, cycles attack types in combat
- **F5** – Quick Save
- **F9** – Quick Load
- **Tab** – Cycles through party members (*outside Shelter only*)
- **Ctrl** – (*plus left-click*) splits stacks of items (*only when trading or stocking*)
- **C** – Character Menu
- **I** – Inventory Tab

- **G** – Goals and Allies Screen
- **H** – Shelter Tab
- **J** – Party Toggle (Single Character/Full Group)
- **T** – Car Trunk (*when on Exit Grid, and only if car was used for travel*)
- **Z** – Loot Detection Toggle
- **P** – Party Commands (*In Combat w/ Party only*)
- **M** – World Map (*when on Exit Grid only*)
- **SPACE** – Enters/Exits combat (*outside Shelter only*), ends combat turn, continues conversation

Movement Keys

- **Q** – Rotates camera clockwise
- **E** – Rotates camera counter-clockwise
- **W** – Moves camera forward
- **S** – Moves camera backward
- **A** – Moves camera to the left
- **D** – Moves camera to the right
- **Arrow Keys** – moves camera in applicable direction

Mouse Controls



Dead State features a fully rotatable 3D world, complete with zoom and tilt functions. There are multiple different functionalities and screens in the game - it is advisable to investigate these functionalities in a safe (relatively) place such as the Shelter so you're not caught out in the open trying to find a way back home...

Save/Load

You can Quick Save the game by pressing F5 and Quick Load by pressing F9. In addition to this, pressing Esc during the game will allow you to access the Save and Load menus, as well as being able to access the Load menu from the Main Menu. Please do not save or load the game when it is already loading.

Screens Overview

Game World Screen (In Combat)



A. Noise Meter – measures the noise level of the area. For more information on this, see [Noise](#).

B. Character List – this is a list of the characters currently in your party, and their health and potential status effects (the main character will always be at the top).

C. Statuses – If any character is suffering from a status effect, it will appear here. [For more information, see [Status Effects](#).]

D. Combat Log – The details of combat and chatter.

E. Action Points – The number of Action Points remaining for the active character (only applicable in combat). [For more information, see [Action Points](#).]

F. Party Commands – Gives commands to party members when out in the field (does not work in Shelter). Also accessible by pressing “P”.

G. Party Swap – Switches control between all characters and the selected character. Also accessible by pressing “J”.

H. World Map – World Map button. Only works when in an Exit Grid. Also accessible by pressing “M”.

I. Car Trunk – Accesses storage in the trunk of the car (only accessible on Exit Grid, and when the character has used a car to travel to their destination.) [For more information, see [Dealing With the Car](#).]

J. Inventory – Inventory button. Also accessible by pressing “I”.

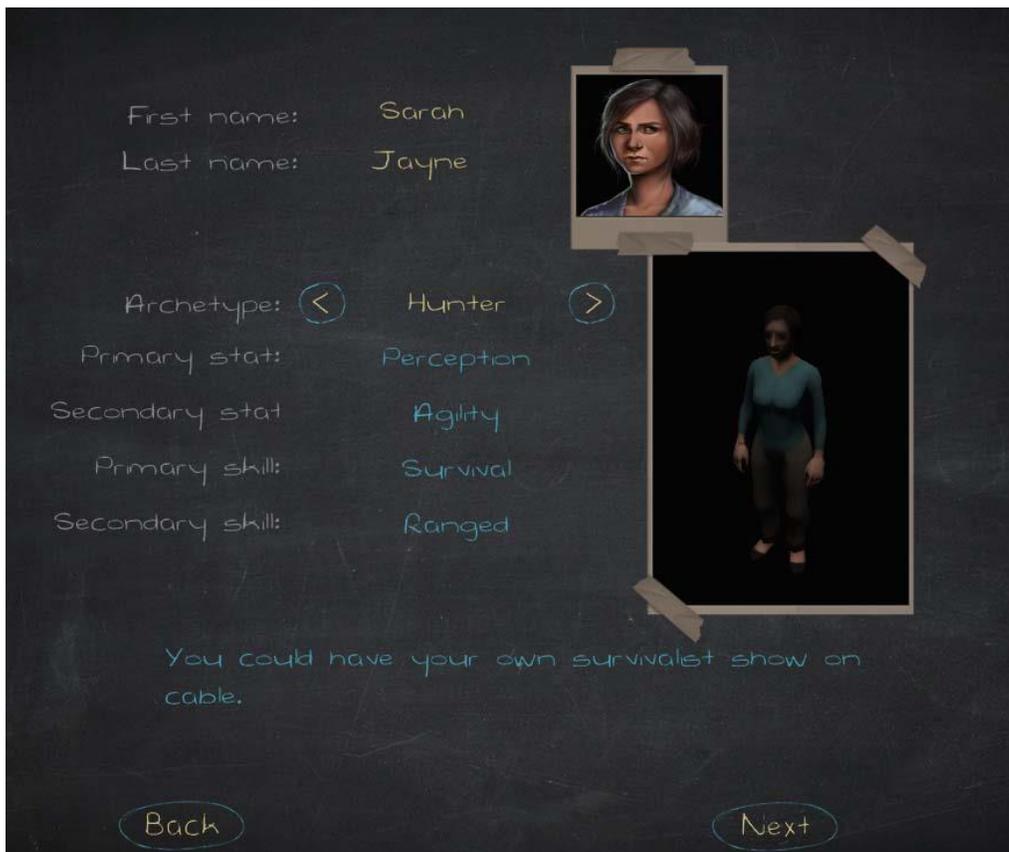
- K. Combat Button** – Click to start combat, end combat, or skip a character’s turn (Space Bar can also be used for this action). [For more information, see [Combat](#).]
- L. Active Weapon** – The weapon the active character is currently using.
- M. Inactive Weapon** – The second weapon the active character is using (not currently using but can be swapped to).
- N. Combat Item** – The combat-focused items (such as ammo, lockpicks, medical bags, etc.) that the active character has equipped. [For more information, see [Combat Item](#).]
- O. Turn Order** – The order in which the characters will be acting. [For more information, see [Initiative](#).]
- P. Grid** – Indicates layout of area. Blue squares are those that the character can traverse in their turn, green squares are an attackable area, yellow indicate active character locations, and red squares are blocked (by allies, items, or enemies).
- Q. Exit Grid** – Area in map where the World Map is accessible, allowing the player to leave.

Beginning the Game

Since *Dead State* focuses so strongly on player choice and character interaction, you won’t be playing a pre-made character with a predetermined name and appearance: instead, you’ll be asked to build your own survivor carefully before they’re hurled unceremoniously into the new wasteland the civilized world once was.

Character Creation Overview

When you first begin *Dead State*, you will first be given an opportunity to pick your appearance, then name, then given a choice to select between a Custom character and an *Archetype*. Archetypes are not pre-defined characters with background and personalities, but rather a certain character build with Stats and Skills arrayed to evoke a particular character feel, such as Hunter or Commander.



Once you've decided to either opt for an Archetype build or piece together your own, you'll be given a last screen to confirm your choices before the game begins.



If everything looks in order, simply press the "Start" button and confirm the choices to begin the game.

Character Composition

Characters in *Dead State* have two main features: *Stats* and *Skills*. Both Stats and Skills are gained over the course of the game by completing objectives, answering requests, surviving, etc. Since Stat points influence Skills and key elements of character ability, they're harder to gain than Skill points - 1 Stat point gained per every 20 Skill Points earned.

While Stat Points advance at a flat rate, the Skill Points needed to advance a certain Skill increase: for example, raising a Skill from levels 1 to 2 only costs 1 Skill Point, while it will cost 6 Skill Points to raise from level 9 to level 10.

[For more on Skill Point Advancement, see [Skill Point Cost Advancement](#) in the [Lists and Data](#) section.]

[For more on Skills and Stat point gain, see the [Experience](#) section.]

Stats

Stats can be thought of as the building blocks of a character's physicality - their core assets. [For more details on these formulas, see the [Stat Formulas](#) in the [Lists and Data](#) section]

There are four Stat categories:



Strength - the character's physical strength.

- Determines carry weight
- Contributes to melee damage

Agility - how nimble a character is.

- Determines combat evasion
- Determines base Action Points.



Perception - how keen-eyed and quick to react a character is.

- Determines Initiative.
- Contributes to ranged accuracy and damage.

Vigor - the character's health.

- Determines total Hit Points.
- Provides additional Armor Class.



Skills

Skills can be thought of as the character's knowledge base - emotional, physical, and learned knowledge. Every action in the game requires Skill checks to determine how successful the player is at achieving certain actions. There are eight Skill categories:

Survival – How well the character survives in an outdoor environment



- fast travel on the Area Map
- Harvesting on the Area Map
- actively avoid random encounters

Mechanical – How well the character works with items with moving (machine) parts



- Lockpicking ability
- upgrades to Shelter
- upgrades to weapons

Melee – How well the character deals with close enemies (physical force)



- less AP required for melee strikes
- more damage caused in melee strikes
- greater ability to Bash objects

Ranged – How well the character deals with distant enemies



- increased accuracy (damage/critical hit chance)
- increased range
- faster reload time (less AP needed)

Medical – How well the character deals with healing the human body



- less AP required for using healing items
- more health gained from healing items
- can heal wounds on self and allies

Science – how well the character can reuse elements to create new items



- crafting new items (better armor, new ammo, new thrown weapons [explosives])
- crafting medical supplies
- upgrades to Shelter
- coats Melee weapons with a contact corrosive, inflicting the Poisoned status

Negotiation – how well the character convinces others to share their point of view



- dialogue skill (ranges from understanding to conniving)
- reduces Morale decay

Leadership – how well the character is able to get others to follow their example



- dialogue skill (ranges from reasoned to intimidating)
- increases effectiveness of allies in combat

Aspects

Aspects are character elements that come in two varieties: **Skill Perks**, which are only available to you, the player, and are only positive, and **Traits**, which are only found on allies and can be either positive or negative.

Skill Perks

Once you've put a certain amount of points into a skill, you'll be awarded a **Skill Perk**, which either enhances a game mechanic or gives you a new ability. At 3 and 6 points, you'll be given a choice between two Perks, while at the maximum level of 10, you'll gain a **Capstone Skill Perk** – a very powerful Perk meant to epitomize that skill.

[For more on Skill Perks, see the *Skill Perk List* in the [Lists and Data](#) section.]

Traits

While Skill Perks are gained through playing the game and adding points into your Skills, Traits are a part of allies either from the moment you meet them or are gained/lost through major interactions you have with them. For example, an ally might start out with a Trait that makes them have a penalty to attacking other humans: however, over time, they get more used to the vicious reality of surviving in the new world, and the negative Trait disappears. Another might speak with you about an making an important decision on how to focus their skills – your input could potentially give them a new positive Trait.

To find out what Traits allies have, check their information on [Ally List](#) in the [Goals and Allies](#) screen, or if you're in the field and they're in the party, you can view them through the Character screen.

Character Details

Once you've built your character and started the game, you can check out your character at any time by hitting the "C" button.

Character Screen



A. Character Portrait - The appearance of the character.

B. Character Tabs – Switches between key character information, such as Character, Inventory, Goals, Shelter, and Exit.

C. Character Stats – Features character name, Hit Points, Action Points, and Armor Class.

D. Aspects– Displays either Skill Perks (main character) or Traits (Ally characters).

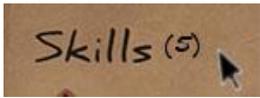
E. Stats – Displays a character's Stats.

F. Skills – Displays a character's Skills.

G. Next/Previous Characters – Switches between the Character screens of party members. NOTE: Only usable outside the Shelter.

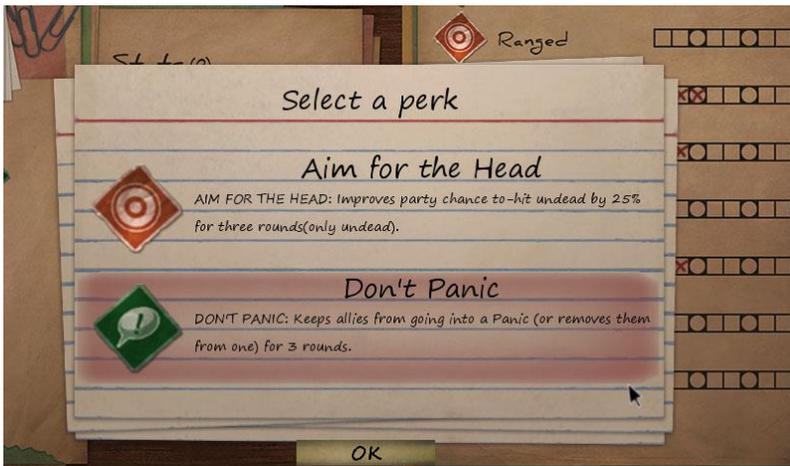
H. Details – Displays additional information about any item selected.

Adding Stat and Skill Points



As you advance through the game, you'll earn Skill points, which you can spend in the Character screen. To find out if you have points available for either Stats or Skills, simply look at the number in parentheses next to the title for each: that denotes how many points you have available to spend. If you have points available, simply click on the plus sign next to the Skill or Stat you'd like to raise (and use the minus to adjust).

Bear in mind, however, that Skill ranks cost an increasing amount of points to raise as the rank increases. [For an exact list of the point costs, see the [Skill Point Cost Advancement](#) chart in the [Lists and Data](#) section.]



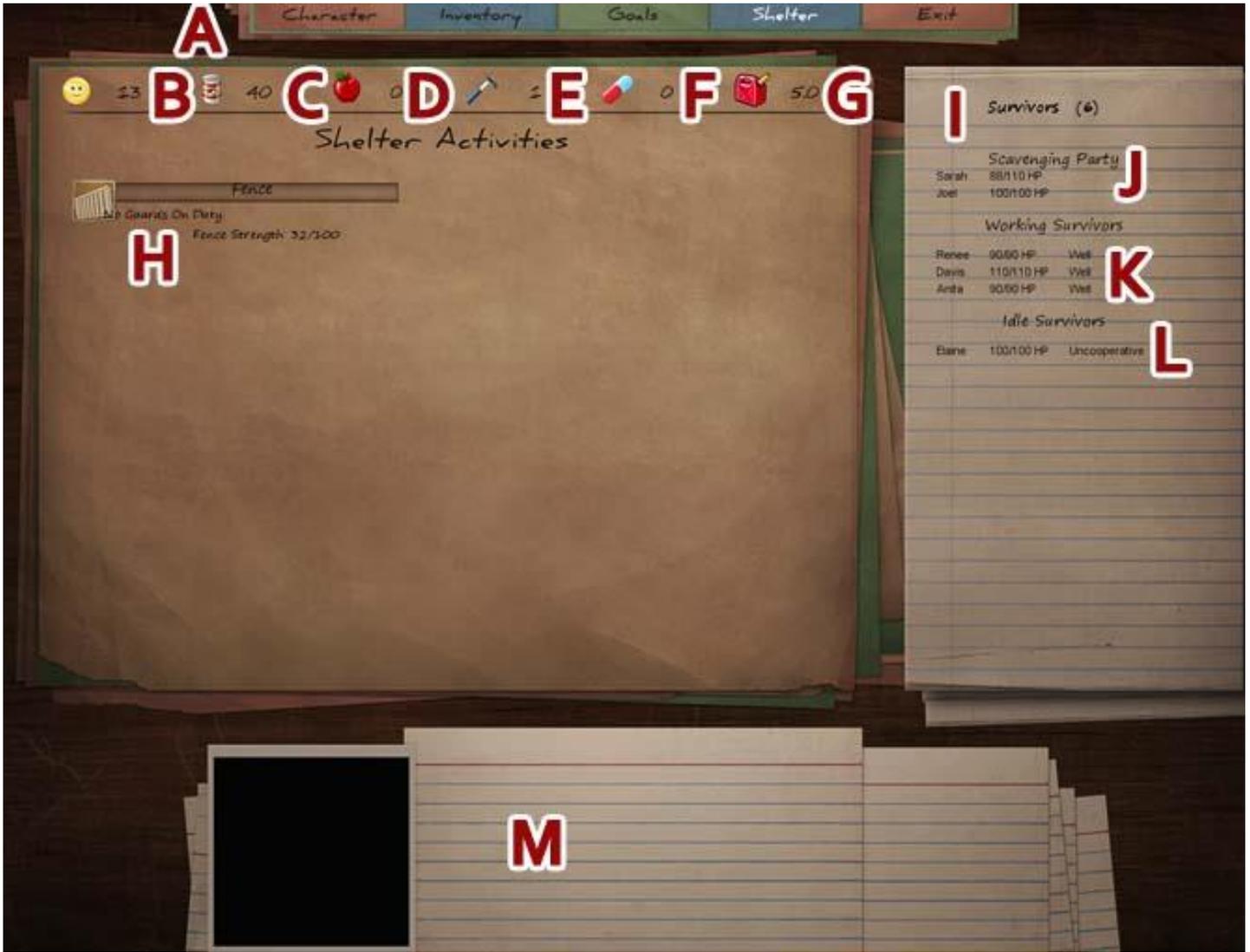
Just as in character creation, when you reach the aforementioned key points of 3, 6, and 10 ranks in a skill, you'll be shown a pop-up listing what Perks you have available. At 3 and 6, you'll be able to choose between two, while at 10 you'll earn a Capstone Perk. [For more on Skill Perks, see the [Skill Perk List](#) in the [Lists and Data](#) section.]

Stat points, as mentioned, are earned every 20 Skill points you acquire.

Keep in mind that if you earn a Skill point, you don't need to spend it right away: it may be more advantageous to hold onto it until you have enough to advance a skill you'd really like to build up (and in fact, there may be a time when you have no choice but to hold onto them in order to build up anything). However, Stat points advance in a linear scale, and it does you no good to simply hold on to them. Spend those Stat points freely – but wisely, since it's basically a guarantee that you won't be able to acquire enough in the game to max out all your stats!

The Shelter

Shelter Screen



A. **Character Tabs** – Switches between key character information, such as Character, Inventory, Goals, Shelter, and Exit.

B. **Morale** – Total Morale points of Shelter (all "goodwill" and luxury items).

C. **Preserved Food Remaining** – Amount of Preserved-type food remaining (such as canned food, jerky, etc.)

D. **Fresh Food Remaining** – Amount of Fresh-type food remaining (such as milk, apples, etc.)

E. **Parts** – Total amount of Parts remaining.

F. **Antibiotics** – Total amount of Antibiotics remaining.

G. **Fuel** – Total amount of Fuel remaining.

H. **Active Tasks** – List of active tasks at the Shelter (ex. broken Fence)

I. **Survivors** – Total amount of Survivors at the Shelter.

J. Scavenging Party – Survivors currently assigned to the player's Party, and their active/total HP.

K. Working Survivors – Survivors in the Shelter not assigned to the player's party, and their current tasks in the Shelter.

L. Idle Survivors – Survivors not working on any project, and their current status (Sick, Uncooperative, etc.)

M. Descriptions – Further details on each active task.

Shelter Intro

The main hub of *Dead State* is the Splendid Public School, otherwise known simply as the Shelter. This is where you and your allies rest and recover, and acts as the base of operations for the game. It is your job, as the de facto leader, to keep the Shelter secure and appropriately stocked.

Here are the key mechanics:

Morale

Morale is the overall feeling of the Shelter - the aggregate of every individual's mood. Because it's the apocalypse, and civilization is but a shell of its former self, there is a drain on Morale every day. However, by keeping the Shelter secure and its denizens cared for, you can cancel out this drain and keep things running smoothly. However, if Morale gets too low, individuals may start to act out, leave, or potentially even rebel against you.

Mood

Mood relates to an individual only, and is a factor in determining the overall Morale of the Shelter (one person can manage to stay happy while most are sad, or things can seem to be running excellently but an individual is depressed for their own reasons). There are five stages of mood, each of which contribute to the Morale score:

- *Happy*
- *Content*
- *Okay*
- *Unhappy*
- *Disgruntled*

Each of these stages has a daily Morale drain – not as perceptible when, say, one character is Disgruntled among many Okay allies – but a growing number of allies with low Mood can turn the tables on your Morale totals very quickly. It's always a good idea (in the game as in life) to keep tabs on the Mood of the people around you, and try to do what you can to help those who aren't feeling as great.

Mood can be altered by attempting to get on the good side of the character in question, doing favors for them, building Upgrades they'd like, and obtaining certain Special Luxury items for them. You can find out what each character wants simply by asking them if they're anything in particular they'd like, and once you get the item, return with it in your inventory, speak with them, and let them know you've gotten them what they were looking for.

(It should be noted that these Special Luxury Items will not be automatically distributed: there's a limited number of them, and it's up to you as a leader whom you want to give them to.)

Radio

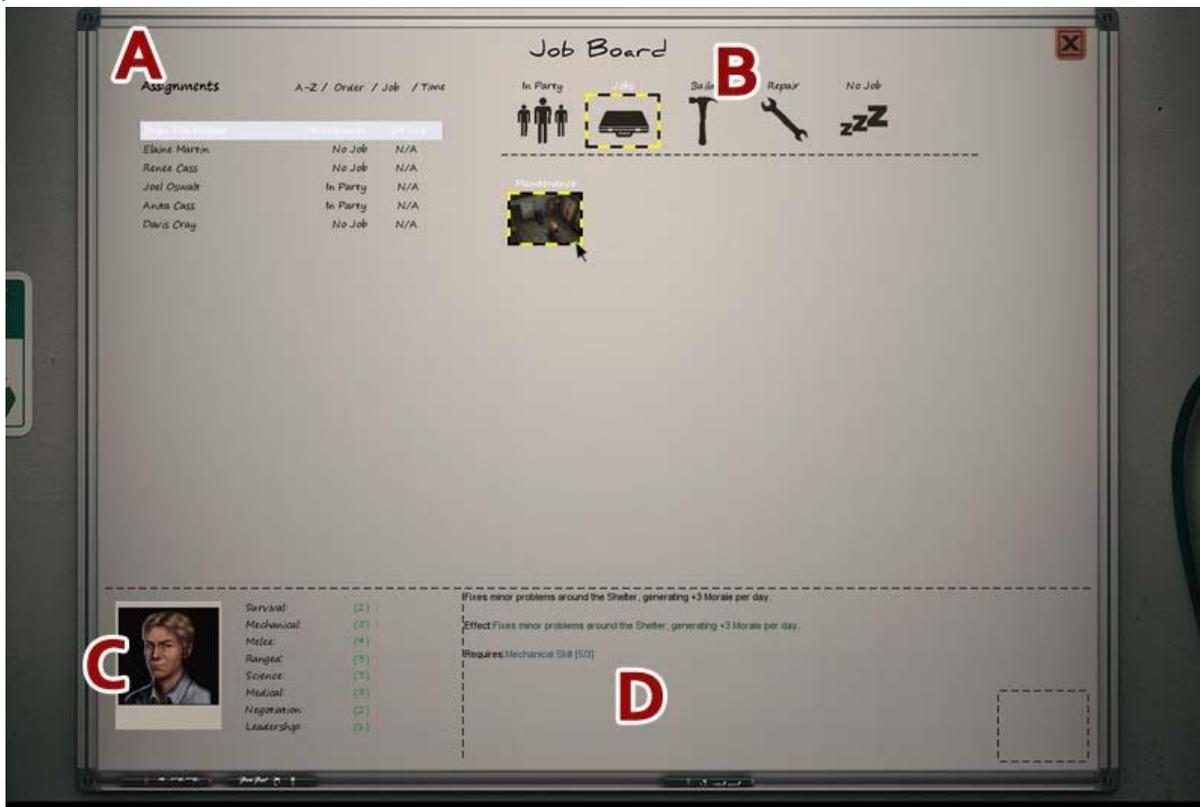


When the game begins, Davis - one of the survivors at the Shelter - will act as a sort of advisor to you in lieu of being able to leave the Shelter. One of his other roles is to operate the Shelter's emergency radio, located in on a desk in his office. The DJ will update his broadcast very frequently, and will occasionally give out helpful advice and important information. From time to time, Davis will update you himself on various reports and information he's overheard, so be sure to pay attention to his news, and check the radio yourself from time to time.

Job Board

The Job Board is located in the Cafeteria area of the Shelter, and handles the assignation of any upgrades and repairs. These jobs ensure that the Shelter isn't just secure, but is helping to meet the needs of the individuals within it.

Job Board Details



A. Survivor List – Shows the total survivors in the Shelter, what job they're currently assigned to, and the time remaining in that task. NOTE: survivors will not work overnight, so the time shown is the actual time in which the project will be completed, not the full time it takes to complete it.

B. Job List – The job types, separated by category. Clicking on certain ones should give a more in-depth preview of available options.

C. Survivor Stats – Shows the Skills of the selected survivor.

D. Job Details – A short description of the job or upgrade, and any items or requirements for it.

Jobs

The Job Board has several different types of jobs:

In Party

With the exception of the first day at the Shelter, this is how you assign other Survivors to your party to explore and scavenge outside. Not every character will be able to do this job, and certain characters may request a temporary (or even permanent) exemption from this task, but it's up to you whether or not you wish to honor that request.

Jobs

These are task-related jobs around the Shelter that help improve certain aspects of living there. This can include simple chores like Maintenance that almost anyone can do, or more specialized jobs such as managing the Infirmary.

Build

This allows for the construction of both Items and Upgrades. Upgrades can either open up new areas for Morale improvement (such as the Library or Rec Room), improvement of existing systems (such as swapping the Nurse's Station to the Infirmary), or creating new systems of production (such as the Rooftop Garden creating a new Food source). Each requires certain prerequisites to be met in order for the construction to go through, and new Upgrades and Items will become available as the game progresses.

In addition to this, certain allies have preferences for Upgrades they'd like to see, and the addition of these Upgrades may give them a nice bonus to their Mood. While it's likely not enough by itself to tip a severely depressed ally into happiness, the constant presence of the Upgrade may provide more long-term benefits to help with this.

Repair

This allows for critical repairs on certain Upgrades in the Shelter, such as the **Fence**. The Fence is the most important physical feature of the Shelter: if it is broken, you *must* make sure it's fixed within three days or the undead will get inside the school and the game will be over. This is the first issue facing you at the beginning of the game. The Fence - along with other Upgrades - can be fixed with Parts, the correct tools, and the appropriate level of the Mechanical Skill. The Fence can also be upgraded to better versions provided the normal prerequisites for that upgrade are met.

No Job

This exempts a character from any work for the day. Characters who are sick or have low Mood may ask for an exemption for work for the day, or certain characters may have certain expectations that they'll be spending most of their time idle. This decision, like the others, is in your hands.

Storage



The Storage area of the Shelter - located next to the basement stairs on the first floor - is where all of the Shelter's items are kept, and a place you should well become familiar with. Although Items will be automatically be removed from your and your allies' inventories and stocked when you return from the outside, all additional medical items, weapons, and ammo are kept here for your use.

If you have any Items that you find while around the Shelter that have not been stocked, simply access the Shelter Storage, move the desired items from your inventory into the Shelter's, and hit the "Stock" button. That will automatically stock them to be counted in the Daily Results at the end of the day.

Item Types

Here are the item types you find in the world of *Dead State*:

Food

Food is just what it sounds like. Every day, you and your fellow survivors need to eat and drink, and that takes a chunk out of the food supplies. There are methods you can use to reduce that cost somewhat, but all of them come at a cost, either in terms of earning a Skill Perk for it or in survivor happiness. As *Dead State* takes place in a semi-realistic setting, Food items are not used to heal.



There are several subcategories of food, the functions of which sometimes come into play. Some food items are fresh, and have a limited time before they're able to be used – these are marked as such in the Shelter, and will be eaten first. Preserved food items, on the other hand (such as canned, jarred, or dried goods), can be held onto indefinitely.



There is also a third subcategory of food – “Undesirable” items, such as bugs and rats. These are not automatically consumed, but held onto in case of emergency. Consuming these items will cause a Morale loss for the Shelter, but you might be able to defray that loss by having someone capable in the Chef job... at any rate, it may end up being preferable to starvation. Undesirable items might also end up serving other purposes, so don't be afraid to at least pick them up in the field. Even dumpster-diving might yield something that will save your life.

Medical

Medical items are used for healing injuries and ailments, and include things like bandages and painkillers. The most critical medical item is **Antibiotics**, which can prevent characters who have been **Infected** from dying and turning undead. For more information, see the "Infected" part of the [Status Effects](#) section



Fuel

Fuel isn't just used for powering any vehicles you use to get around, but also for the Shelter's generator. If the generator isn't running, the Shelter has no power, which causes a Morale hit.

Parts

Parts are used to repair and upgrade items and features of the Shelter: they represent the random supplies and hardware bric-a-brac needed to create things.



Luxury Items



These are items that represent the comforts of civilization: everything from towels to toilet paper, magazines to chocolate, cigarettes to comic books. While they usually lack an immediate purpose, they nonetheless help relieve some of the stress for the survivors of the shattered world.

Occasionally, fellow survivors will request **Special Luxury Items**, which will appear very rarely in the world (such as fancy chocolates, cigars, etc.). These items cannot be used by the Shelter in general, but are up to you to decide how to distribute, simply by talking to the character that asked for them and offering them the item.



Daily Results

The Daily Results screen appears at the end of every game day, and presents a summary of the failures and successes of the day.

Daily Results Screen



A. Food Gained – Shows the total Food scavenged/grown/harvested that day.

B. Food Consumed – Amount of food eaten by all individuals in the Shelter.

C. Morale Bonuses – Amount of Morale gained by luxury items, new allies, Upgrades, etc.

D. Morale Penalties – Morale lost from daily drain, ally loss, ally infection, broken upgrades, etc.

E. Days Without Antibiotics – How many Antibiotics were consumed by the Shelter, and how many days have gone by without using them. NOTE: remember that any Infected allies who go without Antibiotics for three days will die.

F. Fuel Usage – How much fuel is used in a day: includes both vehicle and generator use.

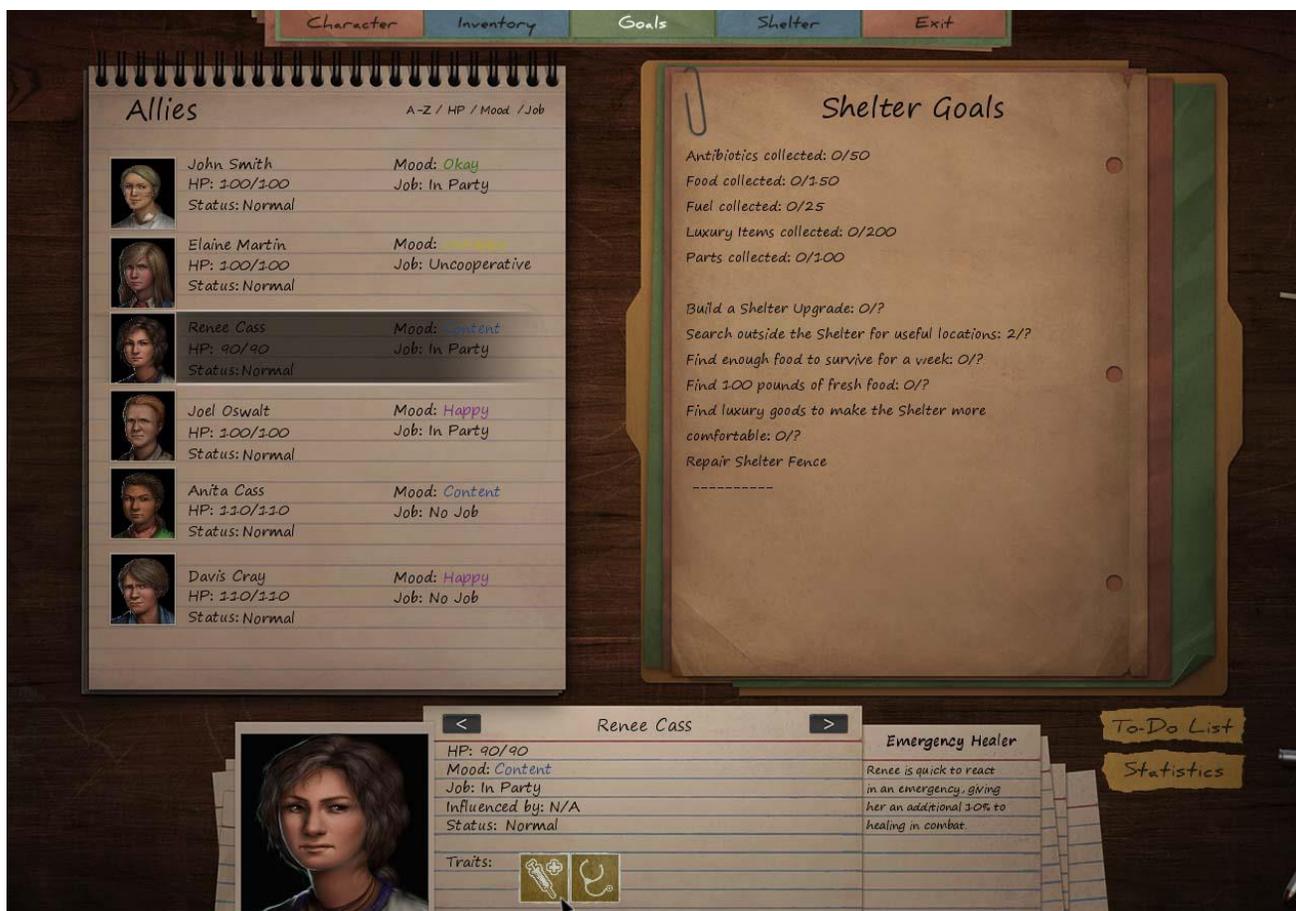
E. Aggregate Scores – Shows total scores for Food, Antibiotics, Fuel, and Morale, and the current Morale total.

The **Daily Results** is a comprehensive picture of the state of affairs in the Shelter, and should provide not only a clear picture of the impact of the day's events, but how the Shelter has been doing in the long term.

Experience

Unlike games that measure character experience in how many kills they've achieved, *Dead State* awards experience through a goal-based system, allowing even non-combat-focused characters to advance at an equal pace with combat specialists. After all, in the fall of civilization, nobody cares how many undead you're offed or people you've killed: it's a tough world all around, and sometimes making a plant grow or settling a heated argument is more valuable than how you use your bullets.

Goals and Allies Screen



The Goals And Allies Screen – quickly accessible by hitting the “G” key – shows not only a comprehensive list of the Goals that you have active but a full roster of every individual that resides in the Shelter, as well as key information about them.

Goals Screen

On the right side of the Goals and Allies screen is the Goals List, which helps track your goals – the ways in which you earn experience. Chief among these are the **Reoccurring Goals**, which live at the top of the list: a tally sheet of Items

that you've successfully returned to the Shelter. Each of these Items – Antibiotics, Food, Fuel, Luxury, and Parts – have certain milestones to them. Once you achieve a milestone, you earn a Skill Point, and the counter is reset.

Following the Reoccurring Goals are a couple other Goal types: **Finite**, which measure collections of limited number (such as # of Passwords Hacked, X of Y books in a set collected, etc.); and **One-Time**, which handles both specific goals for exploration and certain plot elements.

All Goals – with the exception of the Reoccurring ones – are initially hidden, and will only reveal themselves when you've either been told about them by an ally or uncovered them through other means. For example: you might have a goal to visit a particular location revealed when an ally tells you about it, or it could be uncovered and achieved if you happened to wander across it on your own. (Bear in mind that important information can come from a lot of sources, so keep your eyes and ears open.)

Each goal that you achieve rewards you with an amount of SP appropriate for the level of difficulty - so don't push yourself to extremes just to attempt to hit an imaginary number. Prioritize and progress as you see fit, based on the information you've uncovered – some particular plot-based goals, for example, might not last forever...

Statistics

The Statistics page lists the raw data of your time in *Dead State*: miles traveled, food eaten, and so on. While it has no actual in-game value, it can be utilized for out-of-game personal bragging rights (if you are into that sort of thing).

To-Do List

The To-Do List is a collection of tasks and favors brought up by allies – everything from checking out a certain location to recovering a particular item. While completing tasks on the To-Do list won't earn you any Skill Points, often they do important things like boost ally mood, unlock helpful loot, and sometimes prevent the death or loss of an ally. It's definitely worth your while to pay close attention to when the tasks were brought up – some are time-sensitive, and will become unavailable if you wait too long!

Ally List

On the left side of the Goals and Allies screen is your **Ally List** – a full roster of every person living in the Shelter. You can easily sort this list alphabetically by name, by hit points, by mood, or by what job the character has. Mood is color-coordinated for easy readability: Happy is purple, Content is blue, Okay is green, Uncooperative is yellow, and Disgruntled is red.

When an ally is selected, their information will be displayed on the cards at the bottom of the screen, which can be flipped through with the right and left arrows. Certain information, such as their Traits, can be moused-over to give additional details on the small card to the right.

The first card in the set will give critical information: their hit points, their mood, their job, their status (i.e. if they have any Status Effects, that will show up here), their Traits, and who they're influenced by – i.e. which sub-leader they follow. [For more information on Sub-Leaders, see the [Crisis Events](#) section.]

Ally Advancement

Unlike players, your allies gain experience not through goals achieved, but through their own survivability: each ally earns experience the longer they stay alive. The Skills and Stats of allies increase along a set path independent of your influence... but occasionally, if an ally trusts you, they may have a key moment in which you can influence their personality or help them decide on a course of action, which can in turn alter their Traits. Be sure to communicate with all your allies on a regular basis: being a good listener can change lives!

Survivor Management

In addition to keeping your allies fed, sane, healthy, and equipped, it can be handy to keep a keen eye on their capabilities. In addition to forming Ally Perks through interaction with the world and conversations with the player, Allies will come with their own Stat and Skill scores and preferences.

Shelter Healing

While it takes a while longer to heal in the Shelter than in the field, it can be absolutely necessary to prevent overuse of medical items, restore Max HP, and cure certain Status Effects.

Characters who are resting in the Shelter heal 1 HP (and 1 lost Max HP) per hour. Building the Infirmary upgrade allows you to assign up to two characters with higher Medical skill there as either a Nurse (Medical skill 4-7) or a Doctor (8+). Each Nurse adds +2 HP healed per hour, while each Doctor adds +3 HP healed per hour. Once you have the Infirmary built, you can assign up to five allies to rest there and gain the benefit of the staff's healing abilities – if the Infirmary is *not* staffed, you can still heal there for a 10% bonus to your daily healing speed.

(Please note that the Infirmary only heals people during the day – the support staff have to rest up as well – so your characters will be left with only their natural 1 HP per hour healing during the night.)

Ally Equipment

Out in the field, you will easily be able to see what the ally has equipped by looking at their character model, but also switching to that character and pressing "I" to access their Inventory. [For more information on inventory management in the world, see the [In the Field](#) section]

The Outside World

Obviously, you can't stay holed up in the Shelter forever, and you need to go out and get the items you and your allies need to survive. For that, you need to make certain you're equipped and ready for anything... or at least *most* things...

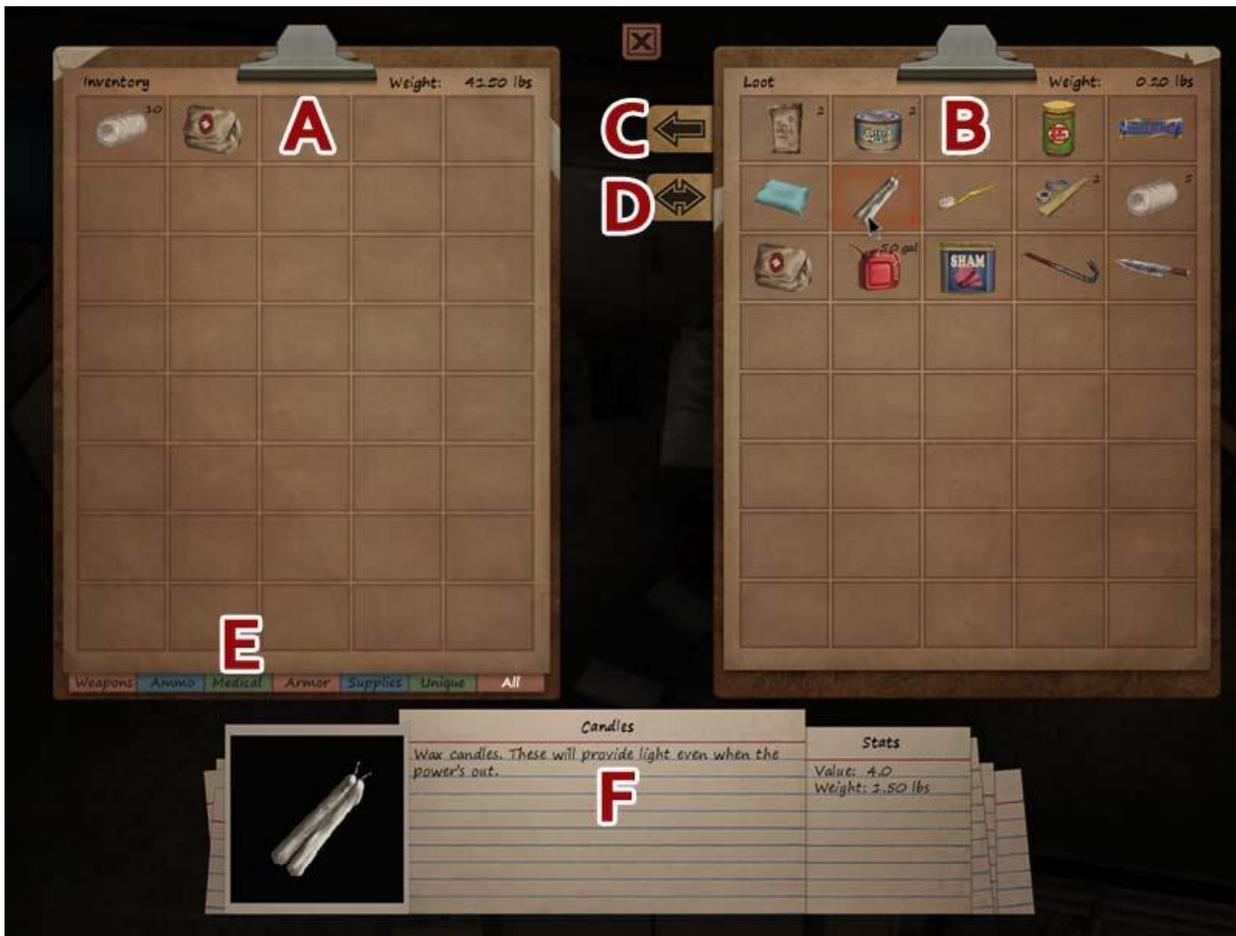
Equipping Yourself

The first thing to do is to get yourself equipped. Grab items from any nearby source by hovering the mouse cursor over the object: if a hand pops up, the object is lootable, and may contain items.

Once you click on a lootable object, the corresponding loot window will open up.



Loot Window Details



A. **Character Inventory** – Looting character's inventory. Shows total weight carried.

B. **Object Inventory** – Inventory of lootable object. Shows total weight of loot.

C. **Take All** – Transfers all of the lootable items from the object to the character.

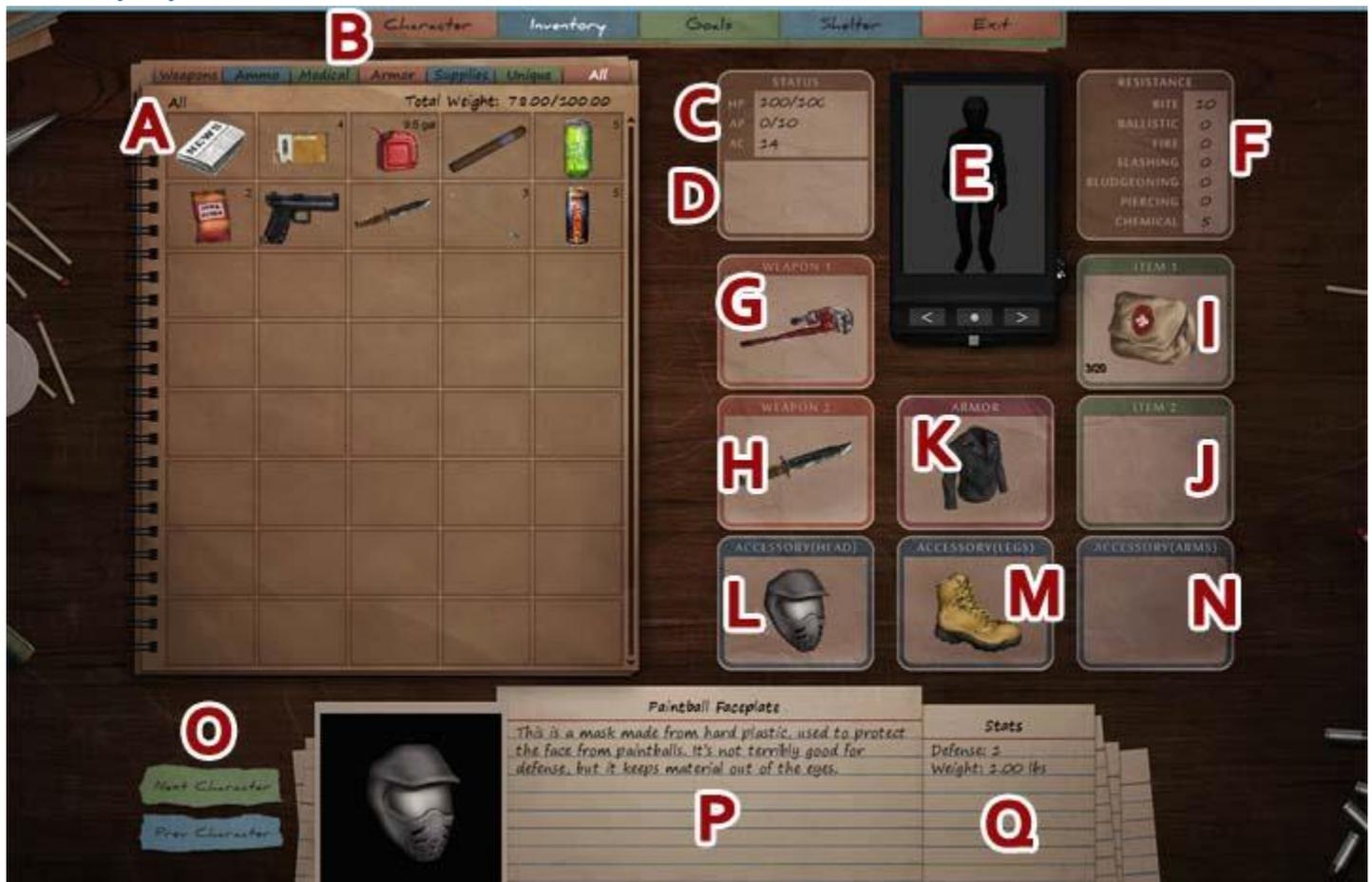
D. **Take Selected** – Transfers only the selected items between the character and the object.

E. **Object Category** – Shows carried items by category.

F. **Item Info** – Includes information about item, including its stats.

Now that you've got proper survival items, it's time to equip yourself properly. Press "I" or select the Backpack icon to access your Inventory.

Inventory Layout



A. **Object Category** – Shows carried items by category.

B. **Character Tabs** – Switches between key character information, such as Character, Inventory, Goals, Shelter, and Exit.

C. **Character Details** - Shows character HP, AP, and AC.

D. **Character Status** – Shows any active Status Effects on the character. [For more info, see the [Status Effects](#) section.]

E. **Character View** – Model view of character.

F. **Resistances** – Shows the character's resistances against different forms of damage, such as Fire, Piercing, etc. [For more info on types of damage, see the [Weapon Classes](#) section.]

G. **Weapon 1** – First equipped weapon. (First and second weapons are both accessible in combat but not equipped simultaneously)

H. **Weapon 2** – Second equipped weapon.

I. **Item 1** – First equipped item.

J. **Item 2** – Second equipped item.

K. **Armor** - The character's equipped armor. [For more info, see the [Armor](#) section.]

L. Head Accessory – Equipped Head Accessory. [For more info, see the [Accessories](#) section.]

M. Leg Accessory – Equipped Leg Accessory. [For more info, see the [Accessories](#) section.]

N. Arm Accessory – Equipped Arm Accessory. [For more info, see the [Accessories](#) section.]

O. Character Switcher – Allows for switching between party members. Only available outside the Shelter (with more than just one character in the party).

P. Item Description – Includes the selected item's name and description.

Q. Item Info – Displays the stats of a selected item.

Equipment Details

Equipment Slots

Each item of equipment fits in a certain slot in the character's person. There are Weapon, Item, Armor, and Accessory slots.

Weapon Slots

Weapon slots only allow for weapons or shields to be equipped in them. Weapons can be equipped in either hand, while Shields can only be equipped in the second weapon slot. Weapons are purely offensive, while Shields are primarily defensive. Unless otherwise indicated, shields cannot be used with two-handed weapon (the Buckler is the sole exception to this rule). Any attacks from a shield will be treated as a Melee-type attack.

Item Slots

Item slots exist to allow maximum character flexibility in combat by putting certain items close at hand instead of forcing you to open the character's inventory. The following types of items can be equipped in these slots:

- Ammo
- Thrown Items (such as firecrackers or grenades)
- Medical Satchel
- Lockpicks

Armor Slots

Armor specifically concentrates on wearable items that focus on covering the torso. Armor is the primary source of defense for the character and mostly contributes to their overall defense as a straight subtraction from damage taken. Certain armors can provide additional defense against certain Status Effects, offer small defensive bonuses, or confer additional damage boosts.

Accessories Slots

The *Accessories* allow for certain worn items with special benefits, and cover the Head, Arms, and Legs. These can confer additional defensive bonuses, or allow for the mitigation of certain detrimental status effects: for example, a Bike Helmet reduces damage, but since a Motorcycle Helmet covers the character's face, it prevents the Blind status effect.

How To Equip Items

To equip an item, simply click and drag it to the appropriate box: in this case, the character has been equipped with a crowbar in their first Weapon slot, a knife in their second Weapon slot, and a Medical Satchel in their Item slot. The Medical Satchel allows characters to heal themselves (and potentially others) and is "charged" by placing medical items - such as a roll of bandage - in it (notice the number of available uses on the lower left of the item).

Once you're equipped, you're ready to travel out into the world.

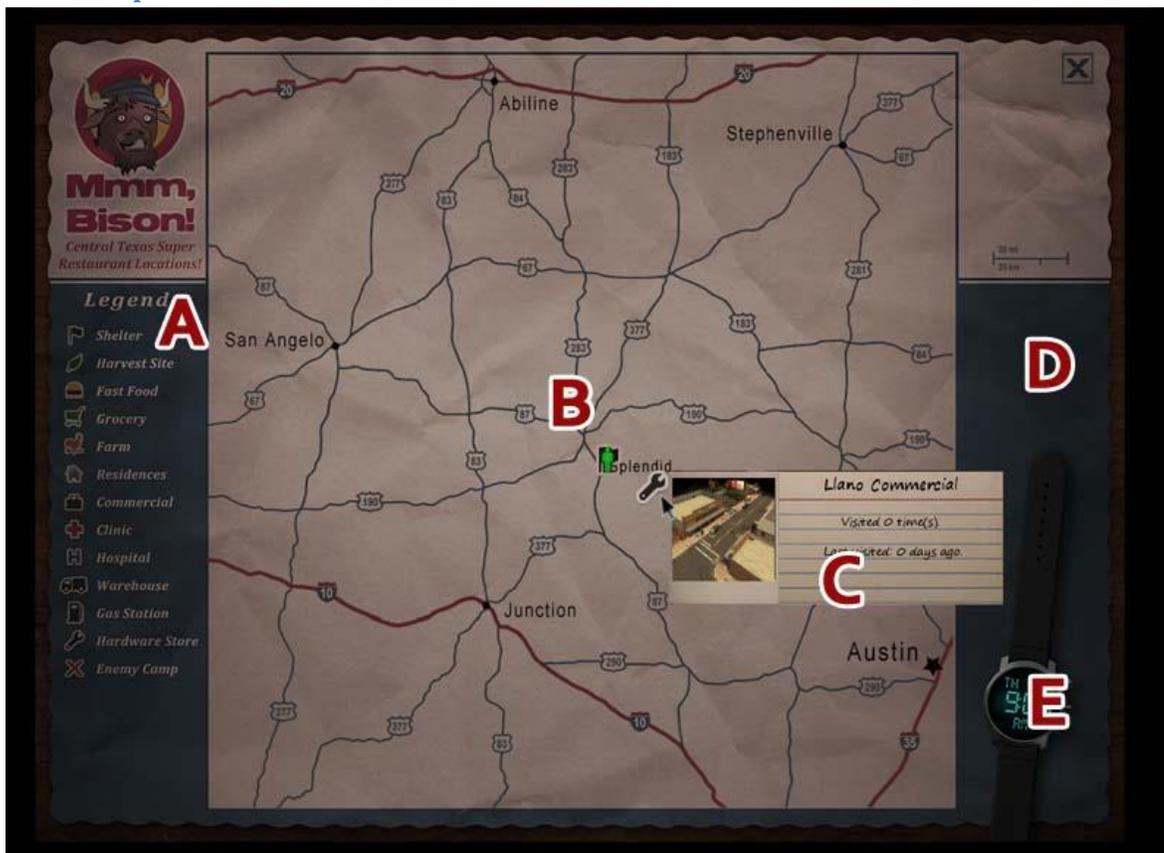
The World Map



In order to travel outside the Shelter, move into the Exit Grid, located near the Shelter's front gate. Every map will have at least one Exit Grid, and your player character will need to be within the Grid in order to access the World Map (either via the icon or by pressing "M").

Be warned: if you try to leave an area with an ally unconscious, that ally will be left behind - and will die. Do your best to patch your allies up and get them on your feet before you flee for your lives!

World Map Details



A. Legend – The guide as to what type of area is indicated by the icons on the map.

B. Current Location – The green figure represents the current location of the player (and their party). It will change to whatever travel method the player is using.

C. Location Info – Details about the location.

D. Fuel – This only appears if the player is using a vehicle, and shows the total fuel remaining. This will decrease as the player travels. (not currently visible here as the player is on foot)

E. Time – The time of day in the game.

Travel on World Map

Upon bringing up the World Map, you have your choice of locations to visit. While initially this will be very limited, as you travel, you'll have an opportunity to discover new locations, and will learn about other ones from allies in game. However, random encounters can pop up as well: this not only includes possible scavenging opportunities for wild food and fish courtesy of the Survival skill, but possible conflicts with other survivors.

Transportation Types

While initially you will only be able to travel on foot, new opportunities for transport will appear as you progress through the game. Each of these will have requirements and positive (and negative) aspects.

- **On Foot** – Slowest method of travel. Does not allow for reaching distant locations and allows for only a minimum carried. Consumes no Fuel.
- **Horse** – Allows for reaching further locations and a higher carry limit. Horses consume Food every day instead of Fuel (reflected in the Daily Results screen). *Must be found on the World Map to unlock.*
- **Car** – Allows visit of the furthest locations. Higher carry limit. Consumes Fuel. *Must be found and repaired to unlock.*

Note: no matter what travel method you chose, it will not show up on the map for the location you arrive at nor play a role in combat.

Travel Speed

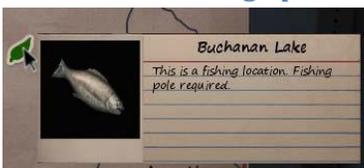
Travel speed depends not only on your method of transport, but the Survival skill - taken from the highest score of the group (not necessarily the main character).

Travelling

Once you've decided on your location and method of transport, simply click to travel there, and the time (and fuel) will progress automatically.

As with all things, be *very* careful of the time it takes to travel to a location and back! If you are out past 3 AM, you and your party will gain the Fatigued Status Effect, and the Shelter will suffer a Morale penalty because you've been out so long (and they feared you had been lost or abandoned them). In addition to this, the rigors of traveling in the dark with damage whatever transportation method you use: if you used a car, it will be broken and require repair; if you used horses, they will be injured and require at least 2 days of rest before you can ride them again.

Harvest and Fishing Spots



While you're traveling, you may encounter leaf icons popping up here and there. Those are either fishing or harvest locations, and allow you to interact with them to collect some fresh food: Harvest Spots won't require any special equipment, but Fishing Spots will require that you have a Fishing Pole in your inventory.

When you encounter a Harvest or Fishing spot and want to collect from it, simply click on it to bring up a confirmation pop-up. When you click "Yes," time advances, and you're given an indicator of how many items are collected during

then. Depending on the level of your Survival skill, you may end up finding more and more of these harvesting spots as you travel!

Random Encounters



As you travel, you will inevitably encounter things that catch your attention – and things whose attention *you* may have caught. Depending on your Survival skill, you may be able to avoid some of these if you wish, but others you may not be able to get out of so easily.



It should be noted, however, that these random encounters aren't always bad news: you may end up running into something positive here and there, or end up better off than when you started. Either way, be prepared for whatever might come next, as travelling along the wilderness of central Texas will not be an entirely passive experience!

Map Locations



Each map location has an icon that corresponds to the Legend on the left side of the World Map detailing what sort of location it is (ex. gas station, residential area, hospital, etc.). Any major site (i.e. not random encounter) will pop up a small window giving the location's name, the number of times you've visited it, and how long ago the last visit was. This will help prevent you from wasting valuable time scouring places you've already visited and cleaned out.

In the Field

While in the field, allies will be too focused to make idle chit-chat, but can still be interacted with in a meaningful manner. Control can be swapped between your main character and any one of your allies simply by clicking the ally's character portrait (or using the Tab key to cycle between them). You can also toggle between single member and party control by pressing "J". Other interactions include Trading, Healing, and Swapping.



Trading



Trading items between characters is a critical part of exploring - it's important to not only keep your main character properly equipped, but your allies as well. To trade with any ally, simply mouse over them and right-click until the Trade icon (shaped like a backpack) appears. Click on them, and the Party Loot screen will appear, allowing you to trade smoothly between party members. Select the desired allies on the left and the right, and freely exchange and equip items between them.

Healing

To heal another character, make sure that you've got a Medical Satchel equipped in one of the healer character's Item slots, then move the pointer over the character to be healed, right click until the Heal icon (shaped like a bandage) appears, and click on the character to heal them.



Healing amounts are determined by the Medical skill level of the character doing the healing, plus the Vigor of the patient. Thus, while it's a good idea to make sure that at least two people in your party have Medical Satchels, the best plan is to give the most healing items to the character who has the highest Medical skill. [For more information on this, see the [Healing](#) subsection in the [Combat](#) section, and the [Healing Formula](#) chart in the [Lists and Data](#) section.]



Swapping

Swapping is the most special case of the interaction options: if characters are engaged in combat and one is blocking the other (such as in a doorway or narrow hallway), simply right-click the blocking character until the Swap icon (shaped like hands) appears, then left-click to have the characters switch places. This will cost the character *doing* the Swapping 2 AP.

Please note this option is *not* available if the character in question is knocked out or even just knocked down - although it would be a solid idea to make sure they've got support nearby to

help them out!

Attacking Allies

If desired, you can enter combat freely while pressing the Space Bar, and – if you really wish to – right-click on allies until a knife appears, then attack them. If you kill allies while out in the field, however, bear in mind that even if they're particularly troublesome and not well-loved at the Shelter, there will still be a Morale loss that reflects you've lost "one of your own."

Environmental Interaction

Occasionally, while out scavenging, you may run into certain objects that offer up unique interactions. Key among these is how to deal with locked doors. Instead of simply left-clicking on the door, right-click to bring up other options, depending on what you have equipped.

Lockpicking

If a character has a lockpick equipped in one of their Item slots, they can attempt to use it to open the locked door. However, this is no guarantee of success: the Mechanical skill of the person trying to pick the lock will be measured against the Lock difficulty of the door, and only those with a skill equal or greater than the door's lock will be able to pick it successfully. If they can't, the Combat Log will display a message notifying you of their failure – if they can, the door will obligingly swing open.



Door Bashing

If you can't pick a locked door, you always have the option of attacking it in an attempt to break it down. As with a standard physical attack, this relies on the Melee skill of the attacking character, and depending on the type of door, attacking (and breaking) it will cause a certain amount of noise. Certain weapons can actually give a bonus to bashing open doors, thus cutting down on the amount of Noise caused by breaking them.

The advantages to opening a door silently often outweigh those of bashing it because of the Noise factor. Doors that have been bashed or lockpicked can be closed again, but not locked.

Dealing With the Car

When you start the game, the car will be unavailable – not only are you out of fuel, but the car itself sustained some damage and needs to be repaired. If you're able to repair it, the car will be unlocked as a method of transportation and utility.

Bear in mind, however, that just as with real-life car ownership, there are a lot of things a car can do, but a lot of things you need to bear in mind while using it.

Fuel Consumption

Cars, as you may know, use fuel to run – but unfortunately, so does the Shelter generator. Going without the precious gift of electricity is a major blow to the Morale of the Shelter, so be sure to keep in mind how much fuel you've got left not only for travel, but for the allies back home.

Traveling on the World Map

While traveling on the World Map, you should be sure to keep a close eye on the fuel gauge on the right side of the screen. If you run out of fuel, you'll be forced to abandon your car and travel on foot, and won't be able to recover the car yourself.

When you're back at the Shelter, a new job will appear on the Job Board – "Recover Vehicle." This should take one of your allies a full day. While they're out, it's important to note that they won't be in danger, and there won't be a risk of them getting lost or killed... but they will be unavailable that entire day. Be careful about your car! There aren't many like it, and that one is *yours*.

Stocking the Car

If you took a car to your destination, you will only be able to interact with it while standing on an exit grid – the icon that looks like a car will highlight, and clicking on it will allow you to stock the trunk as if you were trading with an ally. The trunk of the car can only handle 100 lbs. – which can seem like a lot, but can be filled up more quickly than you think, especially if you're lucky enough to find a surplus of parts. (And if it doesn't seem like a lot, imagine an off-road vehicle with four grown adults in it who are potentially carrying about 50 lbs. of gear each, and the squeak of overused shocks every time you go over a bump.)

Once you return to the Shelter, the trunk will be automatically unloaded, and items in it will be placed into Shelter storage, same as any ally.

Car Upgrades

While the car is a handy vehicle, it has greater potential use with the right parts and skill. Keep a careful eye on the Job Board for upgrades to improve its speed and fuel efficiency – as well as potential upgrades from your own Mechanical Skill Perks.

Returning Home

Hopefully, you will return safely back to the Shelter at the end of each scavenging run with plenty of supplies and everyone in good health... or at the very least, with as few people dead as possible...

Stocking the Shelter

When you get back to the Shelter, certain items - such as Parts, Food, Fuel, Antibiotics, and Luxury Items - will be automatically removed from your inventory and stocked for use (you can see what your current stocks for each are after you return simply by checking the [Shelter screen](#)). Weapons, Armor, Accessories, Ammo, Medical Items, and Special



Luxury Items - things like good coffee, fancy chocolate, etc. - will remain in your inventory for you to distribute as you see fit, or can be placed in the Shelter Storage to be accessed later.

Ending the Day

To end the day at the Shelter, simply walk up to the second floor, enter your room, and click on the bed there. A dialogue pop-up will ask you if you wish to rest and end the day: if you say yes, the day will be over, and the [Daily Results](#) screen will appear to tell you a summary of the day's statistics.

Combat

Though it's often advantageous to avoid potential conflicts in *Dead State*, there arise occasions where a fight is inevitable. When that happens, remember one key thing: experience isn't gained by killing, but by achieving goals, and the supreme goal of the game is survival. Thus keep in mind that you are only as successful in combat as how many people you can bring back home alive... and if the main character dies, *your game is over*.

All the combat in *Dead State* is resolved via turn-based gameplay, which begins when you either manually begin combat (by pressing the Space Bar, which not only puts you in and out of combat, but also allows you to end a character's turn), or an enemy character spots the PC or any of their allies. Combat continues until all enemies are either dead or KO'd, the PC and their allies are dead, or the PC manages to flee the encounter to the World Map.

One thing to note: combat is dangerous and unpredictable, and those you may take out in the field may not come back... intentionally or otherwise. Combat can be a nice cover for "accidentally" killing a troublesome ally - although be careful. Not only will other allies not take this sort of action well, there may be some people who decide they've had enough of *you* and try the same tactic. Be wary...

Initiative

The first turn in combat is awarded to the individual who begins it, either player or enemy. After this, turn order is decided by each character's **Initiative**, which is measured by their **Perception** stat - the higher the better. If characters have identical Initiative scores, the tie is always broken in favor of player characters: after this, by whomever has the higher **Agility** stat, and after that, by an even split chance.

Facing Bonuses

+ 0% chance to hit	+ 0% chance to hit	+ 0% chance to hit
+ 10% chance to hit	Character Facing 	+ 10% chance to hit
+ 15% chance to hit	+ 20% chance to hit	+ 15% chance to hit

Facing

Sometimes it's not just about how you attack your enemy, but from where. Attacking a character from a non-facing direction gives an additional bonus to hit, which can be greater depending on the direction. Head-on and diagonal front attacks are within a character's range of vision, and thus get no facing bonus. Attacks from the side, however, give an additional 10% chance to hit, while attacks diagonally from the back give a 15% chance to hit, and attacking from directly behind a character gives a full 20% additional chance to hit. There are also certain Skill Perks that can enhance the benefit from attacking from a certain angle, so keep that in mind when building your character.

Bear in mind as well that these rules and benefits apply not just to you and your friends, but to enemies as well – so be extra careful how you arrange yourself and your allies in combat!

Action Points

The key mechanic of combat are use of **Action Points** (also known as AP), which allows for all actions in the world: movement, attacks, reloading guns, swapping weapons, swapping places, looking in your inventory, healing, and using items.

Movement

Movement is a standard 1 AP per square.

Attacks

Attacks cost differing amounts of AP depending on the weapon and attack type. Different weapons will have different attacks depending on their type, although every wielded weapon will have a standard attack. For example: while a bat and a kitchen knife will both have a standard attack, the bat will have the "Push" special attack, while the knife will have the "Slash" special attack. In addition to this, weapons of the same type but higher quality may have additional special attacks, such as between the Kitchen Knife and the Combat Knife.

[For more information on weapon types, look at the [Weapon Classes](#) section.]

Reloading Guns

Each gun has a reload option as a secondary attack, and the AP cost varies by weapon.

Weapon Swapping

Swapping between one-handed weapons doesn't cost any AP, but swapping from a two-handed weapon to a one-handed one costs 2 AP (there is no cost to switching back to the two-handed weapon from the one-handed one).

Character Location Swapping

Making characters switch places (as mentioned [previously](#)) causes the character doing the swapping 2 AP.

Inventory

Accessing your Inventory or looting anything in combat costs 4 AP.

Healing

Healing in combat costs 4 AP. In order to heal, the character must have a Medical Satchel equipped; and to heal anyone besides themselves while in combat, the character must have at least a 3 in the Medical Skill, and be standing adjacent to the character being healed. Healing uses one medical item (a "charge" of the Medical Satchel), and the amount healed is based on the healer's Medical Skill multiplied by 5, and added to the patient's Vigor stat.

For example: the player has a healing skill of 4 and their patient has a Vigor of 3. This means that for 4 AP and 1 charge, they will heal their patient for 23 HP. If the player has any Skill Perks that affect the HP healed, they would be added (so if they have a +5 to healing perk, she would return 28 HP).

[For more information on this system, look at "[Healing Formula](#)" subsection the [Lists and Data](#) section.]

It should be noted, however, that as characters are wounded and healed out in the field, *their max HP will decrease*, to illustrate that characters cannot simply keep getting combat patches. In order to fully heal, characters must do so by resting at the Shelter.

Characters can heal a certain amount per day in the Shelter - an increased amount if the player has the Infirmary or other medical room upgrades, and character(s) on duty as a Doctor and/or a Nurse - but this will be less than if they have had medical items used on them. In addition to this, certain statuses (like [Wounded](#)) are only cured with rest.

Using Items

Items can only be used when they are equipped in the character's Item slot, and cost 4 AP to use.

Thrown Items

Thrown items are damage-focused items such as tear gas and bolas.

Usable Items

Usable items have a certain focused purpose, such as lockpicks.

Consumables

Consumables all cost 2 AP to use, and allow for either eliminating negative Status Effects, or causing buffs – doing so invokes the buff (or gets rid of the status effect) and destroys the item. Adrenaline shots allow reviving allies from KO state, energy drinks eliminate Fatigue, Soothinum removes Panic, and Stuporax gives an additional accuracy chance. [For more on Buffs, check the [Status Effects](#) section]

Opening Doors

Opening doors while in combat costs 4 AP.

Party Commands

Party Commands – accessible by clicking the megaphone icon (underneath the AP counter) or pressing “P” during combat – allows you to give special commands to your allies that improve your control over combat. When you start *Dead State*, you will have only a single Party Command at your disposal – “GO!” which allows for a single ally to bump up their turn order. However, the more points you put into the Leadership skill, the more perks you’ll receive to aid in combat.



Attack Types

There are two main types of attacks: Melee (which utilizes the Melee skill and Strength stat), Ranged (which utilizes the Ranged skill and Perception stat). There are also thrown weapons, which do not have an associated skill for use, and which can be created back at the Shelter with the proper supplies and Science skill.

Melee

Melee is for what can be considered "face-to-face" combat, with attacks ranging between adjacent to one square away, depending on the weapon used. Melee weapons typically make very little noise and are best utilized against weaker foes such as the undead.

When attacking an opponent using a melee weapon, the attacker to-hit chance is measured by comparing the attacker's Melee skill with the target's Agility stat. [To see the chart measuring this, refer to the [Melee To-Hit Chart](#) in the [Lists and Data](#) section.]

While hand-to-hand weapons draw upon the character's Melee skill to use effectively (i.e. their ability to use the weapon accurately), their damage modifier is a function of the character's Strength attribute. A character with a high Melee skill can hit opponents reliably, but without a high Strength score, will not do as much damage - particularly if the weapon is unwieldy and requires a greater amount of strength from the user. [To see the chart measuring this, refer to the [Melee Damage Modifiers](#) in the [Lists and Data](#) section.]

For Example: a character with a Melee score of 8 and a Strength score of 4 wants to wield a sledgehammer (which has a required Strength of 5). When attacking an opponent with an Agility of 4, the character has a 95% chance to hit their target. However, when dealing damage, the attacker is at a penalty because their Strength score is lower than the weapon requires - as a result, their attack does 10% less damage.

Melee Summation

- *Attacker's Melee skill versus Target's Agility = Chance To-Hit*
- *Attacker Strength versus Weapon strength requirements = Damage modifier*
- *Weapon Damage +/- Damage Modifiers = Damage to Target*
- *Apply critical chance/modifiers to receive true damage value*
- *Apply any Status Effect To-Hit chance if the weapon has one*

Ranged

Ranged specializes in distance attacks, although it can be used up close if desired. Ranged weapons typically make a great deal more noise and can potentially do a great deal of damage against unarmored or lightly armored enemies.

When attacking an opponent using a ranged weapon, the attacker to-hit chance is measured by comparing the attacker's Perception skill with the Weapon Range (the effective distance away that a weapon can hit), then calculating that versus the target's Agility stat. [To see the charts measuring this, refer to the [Ranged To-Hit](#) and [Ranged Target Ability Modifier](#) tables in the [Lists and Data](#) section.]

For example: the Pistol has a Range of 4 - if the shooter has a Perception of 4, they have a 100% chance of hitting an enemy at the Pistol's maximum range. If the shooter has a Perception of 3, they suffer -25% penalty to accuracy at any targets 4 squares away. If the shooter has a 4 Perception and the target is at Range 5, the accuracy also suffers -25%. If the target was at Range 5 and shooter's Perception was 3, the penalty would be -50%. (Note: This is BEFORE applying the target agility modifier.)

For Ranged weapons, the damage is applied by calculating both the weapon's effective range and its damage value: this simulates the character's ability to aim a ranged weapon effectively. [To see the chart measuring this, refer to the [Ranged Damage Modifiers](#) in the [Lists and Data](#) section.]

For example, the Pistol has a Range of 4. If the player's Ranged skill is also 4, then an enemy being attacked at a range of 4 would mean there was no Damage Modifier. If the pistol was used by a player with a Ranged skill of 4 and the enemy was only 3 squares away, they would receive a 10% damage modifier and a 5% chance to score a Critical Hit, simulating the player's firearm experience allowing them to more accurately aim the gun at a vital area.

Ranged Summation

- *Ranged weapons check the weapon effective range and Perception skill of the shooter VS. the distance (in tiles) of the target to calculate the player's chance to hit if the target was stationary*
- *Shooter To-Hit Chance - Target Agility = Chance To-Hit*
- *Gun Damage Value + Ranged Skill = Damage to Target (if hit is successful)*
- *Apply critical chance/modifiers to receive true damage value*

Thrown

Thrown Items land a certain distance away from the user, and many of them (such as grenades) have a radius of attack, which is represented by how many squares are affected from the point of impact. For example: a grenade may have a radius effect of 3, meaning that all the squares touching the impact point are affected. A thrown item with a radius effect of 1 will only affect the square it lands on.

Some thrown items also have persistent effects, and anything moving through the radius effect would be influenced by that: when the duration of the effect wears off, the squares will go back to their normal state.

Key things to note about thrown weapons: explosion effects will not extend beyond walls, and certain effects may not harm particular enemies (for example, a gas grenade will not affect the undead or any enemies with gas masks equipped).

Thrown Summation

- *Thrown weapons are equipped in the Item slot, not a Weapon slot*
- *Thrown weapons do not use skill checks*
- *Thrown weapons have a radius attack listed from the point of impact*
- *Some thrown weapons have special effects that last for a certain duration of turns*

Attack Method

How to Attack

Attacking enemies contains several strategic steps. First, select which of your equipped weapons you want to use: one of them will be active (as evidenced by the check-mark on the weapon icon), and to switch active weapons, just click on the weapon to swap to it (bear in mind that if you're switching from an active two-handed weapon to a one-handed one, you will incur a 2 AP penalty). Alternate ways to do this are to right-click on the desired weapon and select "Set Active," or right click and hold on the enemy and select "Switch Weapon."

If your desired weapon is ready, then move to an appropriate engagement range - this will vary depending on the type of weapon you're using - and move your cursor over your enemy. When you do this, several values will appear:



- **THC** — To Hit Chance. This is the percentage chance of you hitting your target.
- **CS** – Critical Strike. This is the chance of you scoring a Critical Hit on your target.
- **Enemy Name** – This is either the proper name of your target (like "Doug") or a reasonable description ("Female Looter," "Shambling Corpse," etc.)
- **Condition** – This is how beat up the character in question looks.

Ranges from "Undamaged" to "Nearly Dead."

Now simply left click your target, and if you're within the appropriate range to strike (and have enough AP to perform the action), you will attack. Remember: every action in combat costs Action Points, and your biggest expense of points will be attacks, so use those points wisely.



Alternate Attacks

Before you attack your target - which can be done with a simple left-click - consider the additional strategy of an alternate attack type. While most Ranged weapons are often restricted to two options - Fire and Reload - and almost all melee weapons have at least two available actions: a Normal Attack, and an Alternate Attack. While simple weapons (like the hammer) have only one attack, better quality weapons, as mentioned in the Melee

details, can actually offer additional attack types. Alternate Attacks can offer opportunities to trade accuracy for AP cost, cause Status Effects (more on that below), or sometimes outright kill an undead enemy.

Alternate Attacks can be accessed by either right-clicking your equipped weapon and selecting one from the pop-up menu, right-clicking and holding on the enemy, or cycling through them by pressing the number keys. This is also useful for certain Ranged weapons: if you have a gun and need to reload it, for example, use the Alternate Attacks to reload it.

[For a full list of alternate attacks, see the Alternate Attacks list in the [Lists and Data](#) section.]

Weapon Classes

Weapons in *Dead State* fall into two main categories - Melee and Ranged (Thrown ones count as Items, not Weapons) - and several different classes. Weapon classes are distinct from one another in their effective ranges, special attacks, and combat advantages. Size and distance can vary within a weapon class, and each weapon has a Strength requirement for its use.

Every Melee Weapon has the following stats (Damage is also shown per attack used):

- **Name** – Weapon name.
- **Hands** – Hands needed to wield the weapon.
- **Range** – The range of the weapon. One-handed weapons can only attack adjacent squares, two-handed weapons can also attack diagonally, and reach weapons can also attack two squares out.
- **Damage** – Base damage cause in weapon's standard attack.
- **Type** – The weapon's damage type(s) - Slashing, Piercing, or Bludgeoning.
- **Noise** – How much Noise is caused per attack/hit.
- **Strength** – The Strength required to wield the weapon accurately.
- **Critical Hit Chance** – The base chance for the weapon to make a Critical Hit against an enemy.
- **Critical Multiplier** – Amount of damage a Critical Hit produces.
- **Weight** – The Weight of the weapon.

While Ranged weapons can be either one-handed or two-handed, it doesn't necessarily impact their potential range.

Every Ranged Weapon has the following stats:

- **Name** – Weapon name.
- **Hands** – Hands needed to wield the weapon.
- **Ammo** – Default amount of ammo the weapon carries.
- **Range** – The range that the weapon can be shot accurately (in squares).
- **Damage** – Damage range of the weapon.
- **Noise** – How much Noise is caused per attack/hit.
- **Critical Hit Chance** – The base chance for the weapon to make a Critical Hit against an enemy.
- **Critical Multiplier** – Amount of damage a Critical Hit produces.
- **Weight** – The Weight of the weapon.

Melee Weapon Classes

Knives: Knives are a class of weapons ideally suited to be quicker and lighter, gaining bonuses in status effects against humans in exchange for reduced efficiency against the undead and lower damage and criticals. They can potentially Counterattack and cause the Bleeding status effect. Knives are one-handed weapons only.

Clubs: Clubs are implements of a medium size that require either one or two hands to use, and have a relatively uniform shape. They are more suited to direct, quick strikes than the wider swing of a bat, and thus have slightly higher criticals. Clubs can be one or two-handed.

Axes: A bladed weapon that focuses a smaller cutting area with the force of a handle behind it, they are an excellent weapon against both humans and the undead. Axes are more efficient at causing permanent limb damage to foes than any other, prioritizing it over their Bleeding status effect. The one exception to their rule is the hatchet, which exchanges damage and the Leg Sprain ability for swiftness and a smaller size. Axes can be one or two-handed.

Hammers: Heavy, slow, and sturdy, these weapons are ideally suited for tossing around enemies rather than damaging any specific part. Though high on the Strength requirements, low on the critical, and not as good as causing Dizzy as bats, hammers can cause a great deal of damage in every hit. All hammers are two-handed.

Bats: Bats are an excellent middle-ground weapon: mid-ranged AP cost, good chance for knockback and dizzy, and a suitable chance for Leg Sprain. They require low-to-midrange Strength scores, and return solid amounts of damage. All bats are two-handed.

Blades: Exceptionally rare and potentially prone to breaking, bladed weapons are handy to have around due to their medium AP cost, high critical chance and multiplier, and highest rate of Bleeding chance of any weapon. Both have higher strength requirements, and are far less useful against the undead than humans. Bladed weapons are always two-handed.

Polearms: The only Reach weapon, polearms are far more uncommon (the two best being very rare), but have the highest critical multipliers. Loosely divided into slashing and piercing weapons, both carry the same properties but have differing attacks. All polearms, being Reach weapons, are two-handed.

Implements: Implements are more common tools than can be used as weapons, than dedicated damage-dealing items, but can still be utilized to cause decent damage to enemies. They are the only weapons to possess the Counterattack ability other than Knives, and are as good as the best knife at doing so. Implements can be one or two-handed.

Ranged Weapon Classes

Pistols: Pistols are one of the most common weapons and can be considered the workhorse of the ranged classes. There are three different types, but all are 1-handed and none are automatics. All pistols do Ballistic damage.

Shotguns: Shotguns are loud and fairly short-range weapons, but their power more than makes up for their other shortcomings. They are always 2-handed (except the Sawed-Off), but the higher end model is semi-automatic. A close range hit from a shotgun is almost always fatal, while a long-range hit by buckshot will barely faze most targets. Shotgun damage ranges greatly – due to its pellet scatter being random, shots over two squares away can do a lot or a little damage, that is to say. Shotguns tend to critical more, but at anything but close range, their damage can be inconsistent. All shotguns do Ballistic damage.

Submachine Guns: Also known as an SMG, the submachine gun is in-between the stock pistol and rifles, with some of the benefits of the other types, but with its own drawbacks. Submachine guns are traditionally used for sweeping confined spaces, but are less than ideal for ranged combat. While the submachine gun's capacity is high, its accuracy and damage are relatively low, especially against the undead. However, there is no dismissing its wide sweep capability, which can sometimes produce spectacular results against groups of human enemies. Submachine guns are the only guns with the "Sweep" ability. All SMGs do Ballistic damage.

Rifles: Rifles are powerful guns suited to medium and long-range attack, but are only as good as the marksman wielding them. From assault rifles to hunting rifles, this diverse class of weapons excels at bringing down targets at a range that other weapons do not come close to. While not usually suited to close quarters fighting, the rifle's power and accuracy more than makes up for its unwieldiness in tight quarters. There are several types of rifles, and not all of them function exactly the same. All rifles do Ballistic damage.

Bows: Bows are a ranged weapon, but unlike guns, they require a degree of strength to use. Unlike guns, however, they are extremely quiet, and lightning-fast to reload, both of which would make them the perfect weapon if not for the high-degree of skill required to wield them, and their design favoring live targets over the undead. However, with the proper upgrades and skill, a bow can be fairly deadly against humans and undead. All bows do Piercing damage.

Crossbows: Like bows, crossbows are a ranged weapon, but sacrifice the bow's Strength requirement for a reduced range and a higher rarity. As with bows, they're a great deal quieter than guns are, but have a very long reload time that potentially dwarfs both weapon types. However, as crossbows were classically designed for short-range/high-damage applications, this weapon has a vicious critical chance that might make that one shot very much worth it. All crossbows do Piercing damage.

Shields

Shields are more of an armor class rather than a weapon class, but as they take up a weapon slot, the connection makes sense – and their utility should not be overlooked. Not only do shields provide a significant AC bonus, but very single shield has the Bash attack, which focuses on knocking enemies back and sometimes prone.

Combat Flow

While fighting, there are certain things to be aware of that affect the course of battle. Characters can get knocked out or killed; allies and enemies alike can inflict Status Effects, or suffer from the deleterious effects of the ravaged world to the point where they have a mental break and Panic. Knowing how to deal with each one of these situations can make the difference between success and failure in combat... the latter of which might mean you become one of the shambling horrors you've worked so hard to defeat.

KO Mechanics

Knocked Out



When a human character reaches zero hit points, they are considered Knocked Out (KO'd). The KO'd character now enters KO State, which gives them HP equal to half their HP plus the Bleeding Status Effect. In KO state, they cannot take any actions and must be revived by a medical or adrenaline item. They may still be attacked by enemies in this state - the undead can do some really nasty attacks on KO'd characters, so they can finish off a character quickly. As with low HP, being KO'd and attacked by an undead has a chance of infecting the ally. KO'd ally portraits change to show that the ally is KO'd and dying.

If the KO'd human reaches 0 HP in KO state, the human permanently dies. Infected humans who die come back as undead. If the KO'd human is healed by a medical item, they will gain HP equal to a normal heal and lose their KO and Bleeding Status Effects. If the NPC uses an "adrenaline shot" item on the KO'd human, their KO status will end and HP will be restored by the item's HP restoration value.



KO'd characters automatically earn the Wounded status if they are healed. For more information on this, see the "Wounded" status in the [Status Effects](#) section. Allies that permanently die have their portraits marked as such while still in the world, and removed from the party upon return to the Shelter.

Status Effects

Status effects are either temporary or persistent forms of physical alterations, usually the result of combat. Temporary effects will wear off, but Persistent effects must be healed with rest at the Shelter. Some Status Effects will only affect NPCs, but most will affect all characters.

Some Status Effects – listed here as Buffs – are actually positive, and grant bonuses to characters rather than penalties.

Temporary Status Effects

Temporary stat effects last for a duration of time. Bleeding can also be removed with Healing. Some resistances or accessories reduce the chance or nullify the chance of being inflicted by these.



Immolated

Immolated characters have been set on fire from a fire-based attack or when hit by a weapon that has the *Immolate* weapon effect. Human targets will put themselves out if on fire when their turn comes, causing them to lose 4AP.. The undead will take 30% of their total HP every round until dead while on fire. If Fire Resistance = 100%, characters take no damage from fire and do not get Immolated or Burned by fire attacks. When attacked by a fire-based attack, the chance of being Immolated is equal to half the difference of their armor's fire resistance. For example, if a character has a fire resistance of 30%, the difference would be 70%, and their chance of being Immolated would be 35%.



Bleeding

Certain weapons have a chance to cause bleeding damage. Bleeding causes a character to lose 1-5 HP every round for 3-5 rounds. The damage is random every round (between 1-5) and the number of rounds (3-5) is

generated at the time the status is inflicted. If Bleeding status is inflicted while the target is bleeding, the status is reset, not stacked.



Prone

Target has been knocked to the ground. Prone targets have a temporary Agility of 1. Requires 50% of AP to get up (need to be healed first if at 0 or fewer HP). Certain weapons/attacks do more damage to Prone targets.



Dizzy

Target's to-hit temporarily lowered by 50% for 3 turns.



Panicked

(NPCs ONLY) Target will try to flee from combat. Caused when their Panic or Horror threshold is triggered.



Blind

Agility and Perception are set to 1 for 3 rounds.



Poisoned

Target takes damage over time. Only affects humans, and appears in two levels:

Level 1: does 1-5 HP damage for 1-3 rounds.

Level 2: does 5-10 HP damage for 3-5 rounds.

Persistent Status Effects

Persistent Status Effects that can only be healed with bed rest. Chance of getting these can be reduced or nullified by Armor or Accessories. "Duration" equals the number of days patient must not be taken into the field if they want the status to heal.



Burned

The chance of being Burned is 10% each time Immolate status is applied. Reduces to-hit with melee and ranged weapons by 30%. Requires advanced medical treatment or rest. *Duration: 48 hours*



Wounded

If a human is KO'd and healed, it causes the Wounded status. Wounded status temporarily reduces max AP by 2 and only allows HP to be healed as much as 80% of their maximum. Wounded can only be cured with rest. *Duration = 72 Hours*



Fatigued

Target has been active in the field for more than 12 hours or is starving. Fatigued status reduces Accuracy and Dodge by 25%. *Duration = 12 hours*



Arm Sprain

(NPCs ONLY) Accuracy reduced by 10%. *Duration = 48 hours*



Leg Sprain

Reduces the ability to evade by 10%. *Duration = 48 hours*



Infected

(NPCs ONLY) Target has been infected with the undeath virus. If left untreated, this condition will kill the target and raise them as undead. Infected targets will come back as the undead if killed in combat. Treated with daily doses of antibiotics. *Duration = Permanent*

Infected status is only contracted when a character is severely wounded and an undead uses a bite-based attack. (Infection can possibly be cured, but whether or not this is possible is something that is up for debate...)

If a character is Infected, they will need to consume one Antibiotic per day. As with food, Antibiotic use is automatic, subtracted from the Shelter's total supply at the end of each day. If there aren't enough Antibiotics for the day, it causes an Antibiotic Crisis Event. Anyone who doesn't get antibiotics for three days is automatically killed. For more information on this, see the [Crisis Events](#) section.

Infected targets will come back as undead after a turn or two if not killed by fire. Anyone killed by the undead will be considered Infected and also become undead in a few turns.

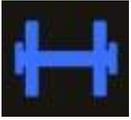


Discouraged

(NPCs ONLY) Overall mood is low. Reduces damage dealt by 25% and halves productivity for NPCs back at the Shelter. *Duration = 72 hours*

Bufs

Buff are the only positive Status Effects, and are only available for your ally characters. While other Status Effects are acquired in the field, Buffs are gained either through using a certain consumable or through a day's use of a certain upgrade, and will only last for a certain amount of time before they naturally expire.



Pumped

(Allies only) The target has worked out in the Gym upgrade for a full day (8 hours), and has a 10% damage bonus to their melee attacks. *Duration = 48 hours*



Aimed

(Allies only) The target has practiced in the Shooting Gallery upgrade for a full day (8 hours), and has a 10% accuracy bonus to their ranged attacks. *Duration = 48 hours*



Clarity

(Allies only) The target has taken Stuporax, which has granted them a 25% bonus to their accuracy for 3 rounds. *Duration = 3 rounds*



Soothed

(Allies only) The target has taken Soothinum, which has granted them an immunity to Panic for the day. *Duration = 24 hours*

Panic

Panic applies to allies and enemies alike, and humans only: It governs when NPCs lose their will to fight or become frightened, and causes them to run to an area away from enemies (for enemies, this may involve fleeing the area entirely). There are two forms of panic - **Horror** and **Damage** - and either can contribute to the character's breaking down. The player will never be able to see these specific values for either allies or enemies, but will be able to see certain character Traits on their companions that hint at their capabilities.

Horror

Horror is an abstracted amount of the psychological strain of seeing/dealing with the undead. Once a Horror value exceeds an individual's threshold, they will Panic. As there is only a vague limit for how many undead can shuffle into a space, there is no maximum Horror value.

Horror points are measured on the following setup:

Undead in the area	1
Undead within 5 squares or less	3
Undead within 2 squares or less	5

So if a character's Horror threshold is only 15, and there are two undead within 2 squares of them (10), one within 5 squares (3), and 3 further than 5 squares away (3), the total Horror value would exceed their threshold (16), and the

character has a chance of Panicking. For every round that the threshold is exceeded, the odds of them panicking increase until it is inevitable:

1 round	50%
2 rounds	75%
3 rounds	100%

This might give a chance for you (or even your enemies) to even the odds a little and eliminate some of the more threatening undead... or bad luck could strike, and the NPC could freak out and bolt in the first round, yelping a telltale line like "I'm freaking out!" to give a sign of their frayed mental state.

Damage

The Damage value is the basic value of how much pain the character can take within a given amount of time, and, like Horror, is meant to represent the psychological toll of taking physical trauma. Certain characters will face down masses of the undead without fear, but when injured moderately, will turn tail and run – while others can hardly face down a single undead but can work themselves within inches of death.

Damage is calculated similarly to Horror in that it is a number (indicating remaining health points) that if surpassed, indicates a chance for that character to panic. If a character's Damage value was 30 and their HP was at 28, they'd be subject to Panicking. Like Horror, it lacks a maximum value, although there could very well be battle-hardened characters out there whose point value is set at 0, effectively disregarding the Damage meter entirely and never panicking due to being wounded.

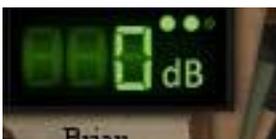
As with Horror, this Damage chance is:

1 round	50%
2 rounds	75%
3 rounds	100%

Wounded characters will bark a hurt line ("I'm really hurt bad over here!") to let them know that if they aren't patched up, they're going to Panic.

Noise

The most critical element of dealing with the outside world in and out of combat is the **Noise** mechanic. Noise always attracts the undead, and sometimes humans as well: while this usually means that making a great deal of noise is a thing to be carefully avoided, it can also occasionally come in handy.



Every weapon (and the occasional action, such as Bashing open a door) causes noise, which is closely measured by the Noise Meter on the upper left hand of the game screen. Noise draws attention to the spot where it was generated, making it an effective distraction method.

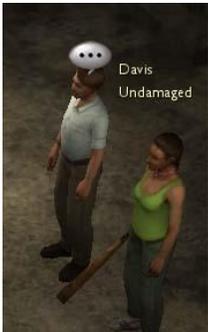
However, too much noise can have further-reaching consequences, even going so far as to draw additional undead to the area!

Noise is measured by the amount of squares the sound made can be heard: for example, a Handgun with a Noise rating of 15 sends that sound out 15 squares when it is fired. Noise decreases by half its value per combat round, so while it can drop off quickly if there is only a single loud sound, a protracted bout of noise - such as a noisemaker or a lengthy gun battle - can send the Noise Meter skyrocketing (and very possibly draw large numbers of undead to the area). While escape may be the last thing on your mind when locked in an intense firefight with enemy forces, it may be more practical to attempt to withdraw before you're attacked by additional enemies - and possibly let your gun-wielding foes bear the brunt of an oncoming undead attack.

Another thing to note about Noise: if the undead hear a lot of noise within a closed or locked building, they will bash open doors to try to get at the source, so even areas that you might have considered secure and safe can quickly become a potential deathtrap.

Dialogue Interactions

Conversations



As *Dead State* is a game about relationships between characters in crisis situations, obviously there will be a lot of conversing with other people. You can freely speak with other allies at the Shelter, but not out in the wider world - any conversations there will be with potential hostiles (or perhaps potential allies) and will be in an understandably more intense tone.

When initiating conversation, right-click to cycle through pointer options until you settle on the Conversation option, then left-click on the character in question. Conversations without a response statement can be advanced by pressing the Space bar, and response statements can be selected by pressing the desired number on the keyboard or left-clicking on the desired statement.

Two Skills - Leadership and Negotiation - can frequently be used in Conversations. However, these skills depend not only on how advanced the player is in that skill, but the other character's own reactions to it. A character who trusts the player may react a lot better to a Negotiation response than one who trusts them very little, or perhaps a character respects a Leadership-based focus rather than a Negotiation one. No conversation option is *ever* a guaranteed success.

Sub-Leaders

As with all walks of life, there are those who want to lead, and those who are content to follow, and the Shelter is no exception. As you play the game, you may encounter some more forceful personalities: while the player is considered to be the main voice in charge at the Shelter, these characters will be "Sub-Leaders," who will act as representatives for the Shelter, and whom many other survivors will look to for guidance.

Sub-leaders act as secondary leadership in the Shelter, and it's important to manage your relationship with them carefully - perhaps *more* carefully than anyone else. Unlike many other characters, Sub-leaders have a tracked level of respect for you, and if this level gets too low, they'll start questioning your judgment, mouthing off, and possibly even start a mutiny against you... which may well end the game if enough people agree with their assertion that new leadership is needed!

Sub-leaders, however, are only human, and while simply being nice to them and agreeing with them might not always be the best way to get them on your side, there are other potential options. Some Sub-leaders might even accept a bribe - not that all of them would *call* it that, mind you - in exchange for their support in a Crisis Event. However, their

prices are not often cheap, and a favor is only good once. It's up to you how much you want to try and play politics and trade favors for goods, and how much you feel like a sound decision should stand for itself.

Crisis Events

Periodically, over the course of the game, certain major events will occur that will require firm leadership to make a decision - while there are several key Crisis Events that are scheduled, most will occur dynamically and deal with issues as they unfold through the gameplay experience. Example Crisis Events could involve running low on food, a potential threat, an internal incident such as theft, or other major issues.

During a Crisis Event, Davis Cray, the Shelter's Handler, will act as a moderator, gathering the player and the Sub-leaders together in the gym, and presenting the issue. Then each of the Sub-leaders in turn will present their point of view, bringing it back to Davis to ask you for a solution. In doing so, you must not only consider the potential ramifications of their decision on the Shelter and its members, but on the attitudes of



the Sub-leaders and the other characters who look up to them for guidance: if a Sub-leader is happy, it will be a Morale boost for them and their supporters - and a Morale dampener if things go the other way. You'll be able to see the impact of every potential decision before you make it, and are given a chance to confirm your choice.



After you have delivered your judgment on the issue, Davis will announce your decision, and the Sub-leaders will each react to the choice. After this, a results screen will show the attitudes of the other leaders and the impact of your decision. Now it's just up to you to potentially follow through if the situation demands it...

Lists and Data

Stat Formulas

Carry Weight - derived from the Strength stat.

Strength	1	2	3	4	5	6	7	8	9	10
Carry Weight (lbs.)	40	50	60	70	80	90	100	110	120	130

Action Points – derived from the Agility stat.

Agility	1	2	3	4	5	6	7	8	9	10
Action Points	7	8	8	9	9	10	10	11	11	12

Health - derived from the Vigor stat.

Vigor	1	2	3	4	5	6	7	8	9	10
Hit Points	70	80	90	100	110	120	130	140	150	160

Additional Armor Class - derived from the Vigor stat.

Vigor	1	2	3	4	5	6	7	8	9	10
AC Bonus	0	0	0	1	2	2	3	3	4	5

Combat Formulas

Melee To-Hit Chart

Opponent Agility	1	2	3	4	5	6	7	8	9	10
<i>Melee Skill</i>	-	-	-	-	-	-	-	-	-	-
1	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%
2	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%
3	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%
4	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%
5	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%
6	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%
7	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%
8	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%
9	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%
10	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%

Melee Damage Modifiers

Strength Required	1	2	3	4	5	6	7	8	9	10
<i>Character Strength</i>	-	-	-	-	-	-	-	-	-	-
1	0	-10%	-20%	-30%	-40%	-50%	-60%	-70%	-80%	-90%
2	+5%	0	-10%	-20%	-30%	-40%	-50%	-60%	-70%	-80%
3	+10%	+5%	0	-10%	-20%	-30%	-40%	-50%	-60%	-70%
4	+15%	+10%	+5%	0	-10%	-20%	-30%	-40%	-50%	-60%
5	+20%	+15%	+10%	+5%	0	-10%	-20%	-30%	-40%	-50%
6	+25%	+20%	+15%	+10%	+5%	0	-10%	-20%	-30%	-40%
7	+30%	+25%	+20%	+15%	+10%	+5%	0	-10%	-20%	-30%
8	+35%	+30%	+25%	+20%	+15%	+10%	+5%	0	-10%	-20%
9	+40%	+35%	+30%	+25%	+20%	+15%	+10%	+5%	0	-10%
10	+45%	+40%	+35%	+30%	+25%	+20%	+15%	+10%	+5%	0

Ranged To-Hit Chart

Weapon Range	1	2	3	4	5	6	7	8	9	10
<i>Perception Skill</i>	-	-	-	-	-	-	-	-	-	-
1	100%	75%	50%	25%	0%	0%	0%	0%	0%	0%
2	100%	100%	75%	50%	25%	0%	0%	0%	0%	0%
3	100%	100%	100%	75%	50%	25%	0%	0%	0%	0%
4	100%	100%	100%	100%	75%	50%	25%	0%	0%	0%
5	100%	100%	100%	100%	100%	75%	50%	25%	0%	0%
6	100%	100%	100%	100%	100%	100%	75%	50%	25%	0%
7	100%	100%	100%	100%	100%	100%	100%	75%	50%	25%
8	100%	100%	100%	100%	100%	100%	100%	100%	75%	50%
9	100%	100%	100%	100%	100%	100%	100%	100%	100%	75%
10	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

Ranged Target Agility Modifier

Target Agility	1	2	3	4	5	6	7	8	9	10
Modifier	-10%	-15%	-20%	-25%	-30%	-35%	-40%	-45%	-50%	-55%

Ranged Damage Modifiers

Listed values are for Damage Modifier and Critical Chance percentages.

Weapon Range	1		2		3		4		5		6		7		8		9		10	
Ranged Skill	DMG%	CRIT %																		
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	10	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	15	10	10	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	20	15	15	10	10	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	25	20	20	15	15	10	10	5	0	0	0	0	0	0	0	0	0	0	0	0
6	30	25	25	20	20	15	15	10	10	5	0	0	0	0	0	0	0	0	0	0
7	35	30	30	25	25	20	20	15	15	10	10	5	0	0	0	0	0	0	0	0
8	40	35	35	30	30	25	25	20	20	15	15	10	10	5	0	0	0	0	0	0
9	45	40	40	35	35	30	30	25	25	20	20	15	15	10	10	5	0	0	0	0
10	50	45	45	40	40	35	35	30	30	25	25	20	20	15	15	10	10	5	0	0

Experience Charts

Skill Point Cost Advancement

Skill Level	1	2	3	4	5	6	7	8	9	10
Point Cost	1	1	2	2	3	3	3	4	5	6

Healing Formula

Medical Skill	0	1	2	3	4	5	6	7	8	9	10
HP Healed (before Vigor stat)	0	5	10	15	20	25	30	35	40	45	50

Poison Chance

Science Skill	0	1	2	3	4	5	6	7	8	9	10
Chance To Cause Poison / Level of Poison	0% / Level 1	1% / Level 1	5% / Level 1	10% / Level 1	20% / Level 1	50% / Level 1	50% / Level 2	60% / Level 2	70% / Level 2	80% / Level 2	100% / Level 2

Morale Bonus - derived from the Negotiation skill

Negotiation	1	2	3	4	5	6	7	8	9	10
Morale Bonus	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5

Lists

Skill Perk List

Default

GO!

- **Description** - "Allows for an ally of your choosing to bump up their move order and go next."
- **Effect** - move turn order
- **Type** - *Default*

Leadership

Aim For the Head

- **Description** - "Improves party chance to-hit undead by 25% for three rounds(only undead)."
- **Effect** - accuracy +25% vs. undead for 3 rounds
- **Type** - Leadership level 3 choice

Don't Panic

- **Description** - "Keeps allies from going into a Panic (or removes them from one) for 3 rounds."
- **Effect** - removes Panic chance for 3 rounds
- **Type** - Leadership level 3 choice

Finish Them

- **Description** - "Increases the critical chance of every party member by 50% for one round."
- **Effect** - Increase party critical chance by 50% for 1 round.
- **Type** - Leadership level 6 choice

Get Up

- **Description** - "When used, knocked out companions immediately get up with 10 health."
- **Effect** – revives all KO'd allies with 10 HP
- **Type** - Leadership level 6 choice

Double Time

- **Description** - "Adds 4 AP to each ally for 1 round."
- **Effect** - Adds 4 AP to each ally for 1 round

- **Type** - Leadership level 10

Mechanical

Architect

- **Description** - "Your skill in building allows for Shelter upgrades to be constructed in 10% less time."
- **Effect** - +10% Shelter upgrade speed
- **Type** - Mechanical level 3 choice

Efficiency

- **Description** - "You know how to construct more with less - Shelter upgrades require 10% less Parts to complete."
- **Effect** - -10% parts required for upgrades
- **Type** - Mechanical level 3 choice

Grease Monkey

- **Description** - "Your skill with optimizing vehicles has reduced your fuel use when traveling by 50%."
- **Effect** - -50% traveling fuel cost
- **Type** - Mechanical level 6 choice

Solar Power

- **Description** - "Your knowledge of mechanics has allowed you to rig up a solar generator, reducing your Generator's fuel use by 50%"
- **Effect** - -50% Generator fuel use
- **Type** - Mechanical level 6 choice

Impenetrable

- **Description** - "Your superior engineering skills have given your fence incredible durability, raising its total HP to 500."
- **Effect** - Fence HP = 500
- **Type** - Mechanical level 10

Medical

Herbalist

- **Description** - "Your knowledge of traditional remedies has proved quite useful, generating 2 bandages per day from natural sources."
- **Effect** - +2 bandages created per day
- **Type** - Medical level 3 choice

Paramedic

- **Description** - "The player's medical skill restores an extra 5 HP when using medical items."
- **Effect** - +5 Combat Healing Mod

- **Type** - Medical level 3 choice

Chief of Operations

- **Description** - "Your medical authority increases the healing rate to 50% if there is someone in the Doctor or Nurse role in the Shelter"
- **Effect** - +50% healing if someone is in the Doctor or Nurse job
- **Type** - Medical level 6 choice

Combat Medic

- **Description** - "Your experience in combat has improved your speed, allowing you to heal yourself and your allies for only 2 AP instead of 4."
- **Effect** - 2 AP to Heal in combat
- **Type** - Medical level 6 choice

Expert Physician

- **Description** - "Your extensive medical experience has everyone at the Shelter in peak health, resulting in a +10 HP bonus to all allies."
- **Effect** - 10+ HP to allies
- **Type** - Medical level 10

Melee

Backstab

- **Description** - "Player gains a 15% increased critical chance when hitting an enemy in the back."
- **Effect** - +15% critical vs. enemies if attacked from behind
- **Type** - Melee level 3 choice

Brawler

- **Description** - "Player gains a permanent +5 to their Armor Class."
- **Effect** - +5 AC
- **Type** - Melee level 3 choice

Quick Reflexes

- **Description** - "Your swiftness and skill with melee weapons has allowed you to attack with them more quickly, reducing the AP cost by 1."
- **Effect** - -1 AP to melee weapon attacks
- **Type** - Melee level 6 choice

Barrage

- **Description** - "Your skill in combat allows you to save up to 4 unused AP and use it on your next turn."
- **Effect** - up to 4 AP saved per turn
- **Type** - Melee level 6 choice

Warrior

- **Description** - "You are a true demon in combat - your critical chance for all melee weapons has doubled."
- **Effect** - doubled critical chance with all melee weapons
- **Type** - Melee level 10

Negotiation

Likeable

- **Description** - "The player's personality lifts the spirits of their fellows, earning an additional 5 Morale per day."
- **Effect** - +5 daily Morale bonus
- **Type** - Negotiation level 3 choice

Team Effort

- **Description** - "Your skills at getting people to work better in a crisis has reduced the upgrade repair time by 25%."
- **Effect** - -25% time on all repairs (fence, toilet, generator, fridge)
- **Type** - Negotiation level 3 choice

Popular

- **Description** - "The player's force of personality is so attractive that it earns an additional 10 Morale per day."
- **Effect** - +10 daily Morale bonus
- **Type** - Negotiation level 6 choice

Rationing

- **Description** - "The player's personality motivates people to save a bit more food, reducing daily Food cost by 25%."
- **Effect** - -25% Shelter day food use
- **Type** - Negotiation level 6 choice

Unity

- **Description** - "The force of your personality has everyone working together fluidly, reducing the time for every project in the Shelter by 25%."
- **Effect** - -25% time on all projects
- **Type** - Negotiation level 10

Ranged

Headshot

- **Description** - "The player gains an additional %10 critical hit chance on undead when using a ranged weapon."
- **Effect** - Critical Chance +10% vs. Undead w/ ranged weapon
- **Type** - Ranged level 3 choice

Vitalshot

- **Description** - "The player gains a 5% additional critical chance on human targets when using a ranged weapon."
- **Effect** - Critical Chance +5% vs. Humans w/ ranged weapon
- **Type** - Ranged level 3 choice

Quick Draw

- **Description** - "Your experience with ranged weapons has given you great speed, reducing the AP cost to fire them by 1."
- **Effect** - -1 AP to ranged weapon attacks
- **Type** - Ranged level 6 choice

Quick Reload

- **Description** - "Your familiarity with ranged weapons has allowed you to reload them swiftly, reducing the AP cost by 2."
- **Effect** - -2 AP to ranged weapon reloads
- **Type** - Ranged level 6 choice

Sharpshooter

- **Description** - "Your keen eye and steady aim has increased the effective distance of all ranged weapons by 50%."
- **Effect** - 50% distance to all ranged weapons
- **Type** - Ranged level 10

Science

Inventor

- **Description** - "Your familiarity with chemicals allows you to squeeze fuel from every possible source, resulting in an extra gallon per day."
- **Effect** - +1 fuel per day
- **Type** - Science level 3 choice

Immunity

- **Description** - "Due to your extensive work with hazardous chemicals, you have a 50% reduced chance to be inflicted with the Poisoned Status Effect."
- **Effect** - -50% chance poisoned status effect
- **Type** - Science level 3 choice

Chemist

- **Description** - "Your familiarity with lab work allows you to create items more efficiently, reducing their creation time by 50%."
- **Effect** - -50% time to create lab projects
- **Type** - Science level 6 choice

Pharmacist

- **Description** - "You've focused on the creation of antibiotics, allowing you to effectively double their production at the Shelter."
- **Effect** - x2 antibiotics
- **Type** - Science level 6 choice

Bombberman

- **Description** - "The player's expert knowledge gains them 50% additional damage with thrown weapons"
- **Effect** - +50% damage with thrown weapons
- **Type** - Science level 10

Survival

Forager

- **Description** - "The player's bond with nature has allowed them to increase their maximum harvesting amount by 25%."
- **Effect** - +25% harvesting & fishing amount
- **Type** - Survival level 3 choice

Survey

- **Description** - "The player's keen senses have increased their survey range on the World Map by 50%."
- **Effect** - +50% survey radius
- **Type** - Survival level 3 choice

Expert Gardener

- **Description** - "Your remarkable green thumb has allowed any gardens in the Shelter to produce an additional 50% food per day."
- **Effect** - +50% food created per day
- **Type** - Survival level 6 choice

Trailblazer

- **Description** - "The player's skill has increased the on-foot speed of them and their party by 50%."
- **Effect** - +25% travel speed on foot
- **Type** - Survival level 6 choice

Animal Magnetism

- **Description** - "Your connection to the wild is so strong that a dog will show up to help you in combat (but will flee if too injured, to return later)."
- **Effect** - additional dog ally
- **Type** - Survival level 10

Alternate Attacks List

Alternate Attacks are largely found on Melee weapons, but a few exist on Ranged weapons.

Bash: 100% chance to knock back the target, 50% chance to cause knockdown.

Break: Destroys the weapon, but causes a critical hit.

Burst: Attacks three times with an automatic weapon but expends three times the ammo.

Cripple: 75% chance to cause the Arm Sprain status effect.

Critical Strike: 100% critical hit chance on hit.

Flurry: Attacks 3 times at a reduced accuracy of -30% per attack.

Fortify: Crouch behind your shield in order to end your turn, and double your defense until your next turn.

Hamstring: 75% chance to cause the Leg Sprain status effect.

Knockdown: 100% chance to cause the Prone status.

Push: 100% chance to knock back the target.

Roast: Chance for a 100% critical hit and an 100% chance to cause the Immolate Status Effect with a torch, but breaks the weapon.

Slash: 100% chance to cause the Bleeding status effect.

Skullcrusher: Destroys the weapon to cause a critical strike on an undead.

Stagger: 100% chance to cause the Dizzy status effect.

Wild Swing: Reduces accuracy by 30% for a 100% critical hit chance.

Game Over Criteria

You'll lose the game *if*:

- The main character dies in combat
- The fence is broken for more than 3 days
- The main character is mutinied against by other Shelter members

Glossary

Agility - Stat. Influences Action Points and combat evasion.

Aimed – Buff Status Effect. Ranged accuracy increased by 10%.

Ally – A fellow survivor who lives at the Shelter.

Ally List – A list of all the Shelter residents, which includes detailed information about their Mood, Stats, equipment, etc.

Alternate Attack – Another style of attack on a weapon (mostly melee, some ranged).

Antibiotics - A medical item used to help curtail illnesses, and necessary to keep Infected characters from turning into the undead.

AP - Action Points. Determines how many actions the character can take in combat. Derived from the Agility Stat.

Arm Sprain - Persistent Status Effect. Accuracy reduced by 10%.

Aspect – A unique character ability. Covers both Skill Perks and Traits.

Bleeding - Temporary Status Effect. Causes damage over time. Caused by weapons and the KO State.

Blind - Temporary Status Effect. Agility and Perception are set to 1 for 3 rounds.

Buff – A positive Status Effect. Includes Aimed and Pumped.

Burned - Persistent Status Effect. Reduces to-hit with melee and ranged weapons by 30%.

Capstone Skill Perk – The top level of Perk gained by reaching level 10 in a skill. One exists for each of the eight Skills.

Carry Weight - How much weight (in pounds) the character can carry. Derived from the Strength stat.

Clarity – Buff Status Effect. Gained by taking the consumable Stuporax.

Consumable – An item that can be used out in the field to improve your situation, often to cause a Buff Status Effect or remove a negative Status Effect.

Crisis Event – A critical leadership discussion where the player has to make an important decision.

Critical Hit - A particularly powerful or well-aimed attack that does additional damage depending on the weapon used.

CS – Critical Strike. The percentage chance of you critically hitting your enemy.

Daily Results - Screen that appears on the end of each game day showing the total data output of the Shelter - Food consumed, Fuel used, Morale, etc.

Damage - Factor contributing to Panic. Influenced by how much damage a character can endure before they lose their nerve.

Discouraged - Persistent Status Effect. Overall mood is low. Reduces damage dealt by 25% and halves productivity for NPCs back at the base.

Dizzy - Temporary Status Effect. Target's to-hit temporarily lowered by 50% for 3 turns.

Fatigued - Persistent Status Effect. Target has been active in the field for more than twelve hours or is starving. Fatigued status gives a 25% penalty to Accuracy and Dodge.

Fuel - Item used to run the Generator in the Shelter and any vehicles used for travel.

Horror - Factor contributing to Panic. Influenced by number of undead in close proximity to the character.

HP - Hit Points. The character's total health. Derived from the Vigor stat.

Immolated - Temporary Status Effect. Character has been set on fire. Human targets will put themselves out on their turn (4 AP cost) and the undead take 30% of their total HP every round they remain on fire.

Infected - A Persistent Status Effect that indicates a character has been infected with the undead virus. They must consume Antibiotics daily or die and turn undead in three days.

Initiative - Determines the turn order in combat. Determined by measuring the character's Perception stat.

Item - Object that falls into one of several categories: Food, Medical, Luxury, Fuel, Parts.

Job Board - Method of assigning allies to different tasks in the Shelter and to the player's party.

KO - Knocked Out.

KO State - Entered when a character is KO'd. Gives them HP equal to half their HP plus the Bleeding Status Effect.

Leadership - Skill. Covers converting others to your way of thinking by strong example.

Leg Sprain - Persistent Status Effect. Reduces the ability to dodge by 10%.

Mechanical - Skill. Covers familiarity with machines.

Medical - Skill. Covers Medical-based items and abilities.

Medical Satchel - An Item that can be equipped in a character's Item slot and "charged" with medical items, allowing the character to carry a larger number of medical supplies.

Melee - Skill. Covers ability with close-quarters combat.

Mood - The attitude of an individual character. Contributes to the overall Morale score.

Morale - The aggregate Moods of all the characters in the Shelter and any positive or negative modifiers.

Negotiation - Skill. Covers converting others to your way of thinking by coercion or manipulation.

NPC - Non-Player Character. Any character you are not playing, i.e. everyone else in the game. This term encompasses friendly, neutral, and hostile forces.

Panic - A state in which an NPC (either hostile or ally) loses their nerve and stops taking orders. For hostiles, this usually means they either run or cower and refuse to fight. For allies, this means they will not take orders from the player until they calm down.

Panicked - Temporary Status Effect. Suffering from Panic.

PC - The player character, i.e. the main character, i.e. *your* character.

Perception - Stat. Influences Ranged skill and Initiative order.

Poisoned – Temporary Status Effect. Target (human only) has been inflicted with a contact poison that does a certain amount of damage per round (depending on the level of the skill).

Prone - Temporary Status Effect. Target has been knocked to the ground and have an effective Agility of 1, making them especially vulnerable.

Pumped – Buff Status Effect. Melee damage increased by 10%.

Ranged - Skill. Covers ability with distance combat.

Science - Skill. Covers familiarity with helpful scientific principles and production of items.

Skills - Knowledge-based abilities that influence how your character plays.

Skill Perk – A special ability gained by putting points in a Skill. Players have their choice between two Perks at levels 3 and 6 of a skill, and a single Capstone Skill Perk at level 10.

Soothed – Buff Status Effect. Gained by taking the consumable Soothinum.

Square - A distance of one unit of measurement on the combat grid. Also known as a space or a tile.

Stats - Physical-based abilities that influence how your character plays.

Strength - Stat. Covers how much Melee damage a character can do and their Carry Weight.

Survival - Skill. Covers ability to thrive in hostile environments.

THC – To Hit Chance. The odds of you hitting your enemy when you attack.

Trait – A character ability that appears only on allies. Can be positive or negative.

Vigor - Stat. Determines total HP.

Weapon Range - The effective distance in squares that a weapon can hit.

Wounded - Persistent Status Effect. Temporarily reduces max AP by 2 and only allows HP to be healed as much as 80% of their maximum.

Zombies - That word will not be appearing in this game. Don't bemoan its loss, please. (No pun intended)