



HP is determined as follows...every player starts off with 10 Hp and then adds the combined number of their Strength and Stamina then adds 10 points per level in their stamina

Hp can increase with levels by 10 points per level to a maximum of 1000 points

Health levels work to show the player their character's condition as combat progresses for every 10 % of their total HP lost they drop one health level (( example Bob has 100 maximum HP and he has just lost 10 Hp from a Werewolf's attack he goes from normal to bruised then the werewolf manages to inflict 40 Hp leaving him with 50 Hp out of 100 dropping him from bruised to injured and lowering his dice pool by two))Also once a character hits Crippled they permanently lose ONE level in a stat chosen by the GM and may be given a Disability (( Gm's decision on whether the injury is only temporary (( IE a broken bone )) or permanent (( IE missing limb ))

Strength determines what weapons you can use as well as determines the dice number used in acts such as breaking in doors and lifting also it assists in melee combat(( example a heavy chainsaw requires 2 strength to wield and every point above that increases the dice pool by one to hit ....another example Bob attempts to kick in a door he has a three strength which gives him a 30 % chance of succeeding the door is wood so the difficulty is 12 meaning that Bob must at least roll a total of 12 to break down the door ))

Dexterity Determines Defence and offence when the character is attacked their Dex plus the suitable skill such as Dodge Determines if they avoid being hit or not and when on the offence Dex is added to the appropriate skill such as melee or brawl Dexterity also helps determine such acts as climbing and using stealth (( Example a Man bat swoops in on Bob attempting to slash his chest open with its claws Bob attempts to dive out of the way so he combines his Dodge roll and his Dexterity the difficulty for doing so is 20 Bob has a total of 5 dice to succeed with giving him a 50 % chance to succeed he rolls and scores 21 just barely making it Example 2 to a Werewolf has just lunged at Bob but he avoided the attack he has a baseball bat and attempts to hit the creature in the head he combines his Dex and melee giving him a dice pool of 3 the difficulty of hitting the creature is 10 given its prone position Bob rolls....7 he fails and misses the beast))

Stamina Determines health ,Healing, damage reduction and toxin resistance ...Stamina as explained above determines initial health but it also determines your character's damage reduction For every point in your stamina you may subtract one point from the damage inflicted upon you to a maximum of 5 points this can only be increased by wearing armor (( example a zombie hits Bob for 5 points of damage but due to Bob's 3 in Stamina he subtracts that from the damage and in turn takes only 2 points of damage)) Stamina also allows a character to resist Poisons for every point in stamina a deadly venom can be fought off for 2 hours a point to a maximum of 10 hours..how ever after every 2 hours a point of stamina is lost until the toxin is treated when stamina is gone the character either dies or begins taking damage as the venom indicates. Healing is determined just like damage reduction but in reverse a player heals as many HP has his stamina per hour of rest

Intelligence determines the success of a character solving a puzzle or working upon some technological problem example if a character wishes to create napalm he must first use an intelligence plus science roll to figure out how to make it then an intelligence plus chemistry roll same thing for fixing a car or rigging a 4 barreled shot gun

Wisdom Determines a Character's natural common sense and knowledge a character for every point in wisdom a character is more likely to choose the best plan of action and once per game per point the character can bring forth two options to the GM and learn which of the two are the better plan Also Wisdom determines the extent of the player's Will power and can help a player avoid abilities that might affect his or her mind

Charisma has only a minor roll within the game it determines your success in relations with NPC's the higher your charisma rating the easier you can convince others of your intentions or sway them to your point of view and sometimes can help you convince enemies that you can aid them in return for your safety

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Perception perception determines your success at spotting creatures determining who is human or possessed/infected..and Assists you in ranged combat ((Example Bob is traveling through a unervingly quiet area he halts and makes a spot check and after his roll he spots what appears to be a Zombie lurking in the shadows armed with a rifle he takes aim combines his perception and firearms numbers and rolls luckily he misses and the zombie turns out to be human ))

Spirit is the stat that gauges a characters internal reserves of spiritual strength and power ... this stat combined with Faith can allow a char to perform truly miraculous feats of strength and endurance when faced with the terrors of the new world... this stat allows a char to overcome mystically induced fear love or other doctored emotions or soul manipulation

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