Knox Virus - Antibodies

TLDR Summary at the End.

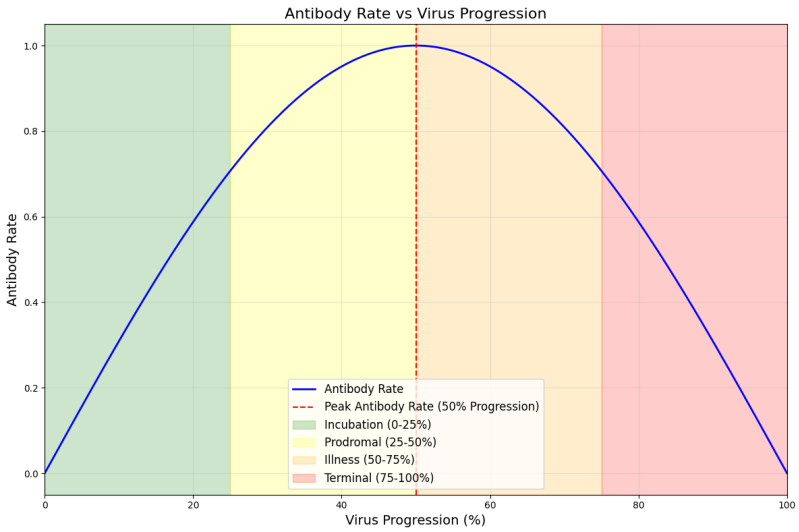
Understanding the Knox Virus on APA

The Knox Virus on APA is not a death sentence. it is possible to beat Knox via the functionality that Is introduced by the Antibodies mod. Transmission at this current moment (Season 9) is only possible by being on the receiving end of some zombie lovin. A bite will have a 100% chance of infection, Laceration 25%, and a Scratch 7%. It Is possible for someone who is level 10 first aid to view a panel with all the relevant information related to the virus.



Virus and Antibody Progression

In the bottom left of the panel we have virus and antibody progression (%) followed by the virus and antibody **rate.** The moment you contract the virus you are given a virus rate which determines how fast the virus progression will be, NOTE: the virus rate is constant. The antibody rate is different from the virus rate in that it is not static and increases as your virus progresses, **peaking** at 50% virus progression, and tapering off thereafter. See theoretical plot of antibody rate as a function of virus progression.



Beating the Virus

In order to beat the virus the antibody **progression** must reach the virus **progression** so that the stage reaches convalescence. In order for this to happen the antibody **rate** must surpass the virus **rate.** There are a number of penalties and benefits that affect the antibody rate aside from it's base value. I will talk about penalties here and then talk about benefits in a 'management' section.

Penalties

- Bites apply a base -6 point penalty which can be seen in the Infection Effects tab.
- Bite wounds also apply a -6 point penalty but can be managed and even completely nullified in some cases with sterilized bandages. Can be seen in the Wound Effects tab
- Being over or under the ideal weight (75 - 85) also applies a penalty.
- Low endurance applies a penalty.
- Stress, and Unhappiness have a range of 0 to -5 penalty.
- Corpse Sickness applies a nasty penalty.
- Fitness and Strength can both Apply a penalty or a benefit depending on the level. They have a range of -5 to 5 so as an example, level 10 Fitness corresponds to a 5 point benefit.

Heat Management

Generating heat is by far the most effective way to beat the virus. Heat applies a significant bonus to the antibody rate and scales based on how overheated you are. 95% of the players will tell you that the best strategy is to get as hot as possible as quick as possible.

- **Level 1 Overheat**: +6 resistance bonus (minimal effort required).
- **Level 4 Overheat**: +30.86 resistance bonus (maximum heat effectiveness).

To generate heat efficiently:

- **Avoid exercise**: Although exercise generates heat, it causes endurance loss, applying a penalty to antibody rate.
- **Clothing**: Pile on high insulation clothing on every free layer you can find.
- **Ovens/Fire:** Stand next to a fire or an oven, preferably indoors if it isn't summer.
- **Run/Swing:** Run into a wall or swing a heavy weapon to generate heat and increase your overheating level. Remember to rest after doing this to reduce the endurance penalty.

Alcohol

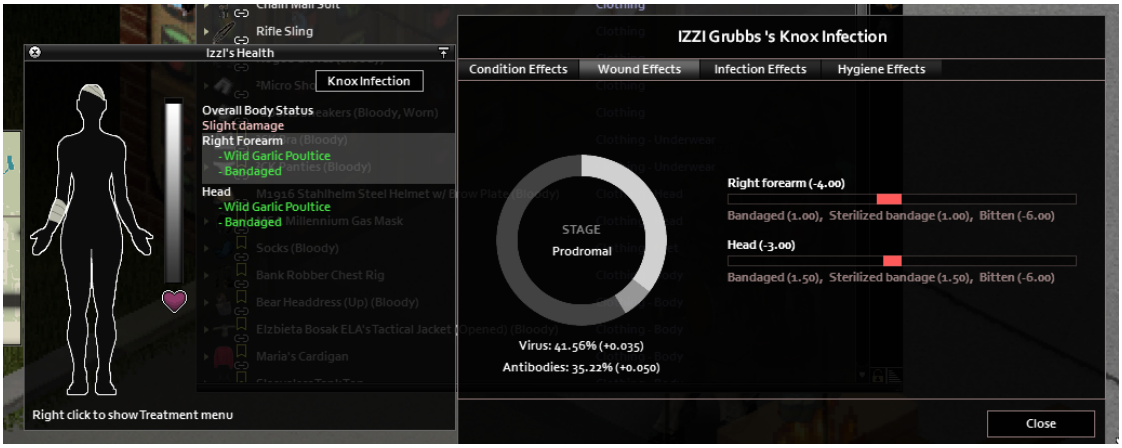
Getting drunk is the next best option because it provides a considerable benefit to the antibody rate and there's no Alcoholic trait to be gained for drinking to much in Season 9. Alcohol is also an efficient way to manage your virus if you decide to opt out of beating the virus at home by a fire. You can also combine getting drunk with heat management for an even larger increase to antibody rate.

- **Max Drunkenness:** Provides a 10.86 point benefit to antibody rate.

The best method of obtaining Drunkenness per unit alcohol is to pour hard vanilla alcohol into Lowball glasses, For example, Bourbon. Each full lowball glass will provide a 2 level increase to drunk level.

Wound Management

Bonuses to managing a wound are not consistent and can provide small negating effect up to a full negation of the -6 bite wound penalty. Regardless, it always makes sense to use a sterilized bandage and to keep a wound clean. Plantain Poultices will also increase the healing rate towards a wound.



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