


Alex Procyon
WANDERING BADASS

SKILLS Intimidation, scavenging, violence


EQUIPMENT Arsenal, stolen chemicals



Sean Wright
OFFICE DRONE

SKILLS Leadership, planning, violence


EQUIPMENT Golf club, red pen



Ashley Campbell
RETAIL SALESPERSON

SKILLS Bartering, survival, violence


EQUIPMENT Chainsaw, sawed-off shotgun



Daryl Kirtkman
TRAINED HUNTER

SKILLS Stealth, survival, violence


EQUIPMENT Crossbow, knife



Sam
DOG

SKILLS Empathy, scavenging, violence

EQUIPMENT Collar

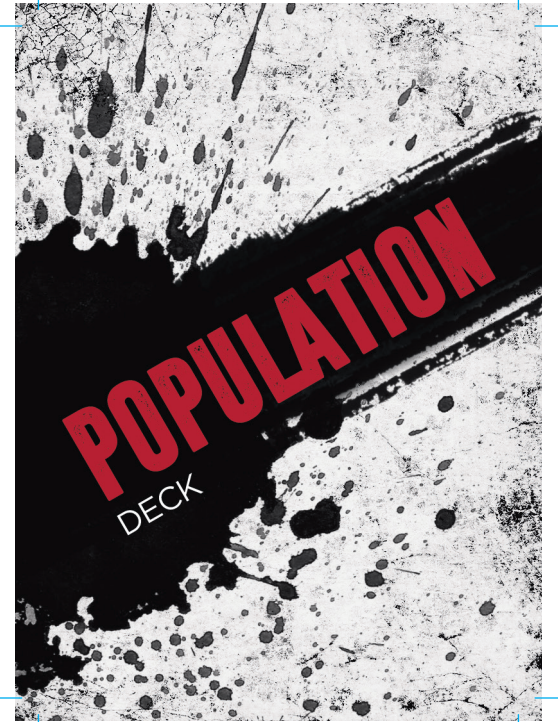
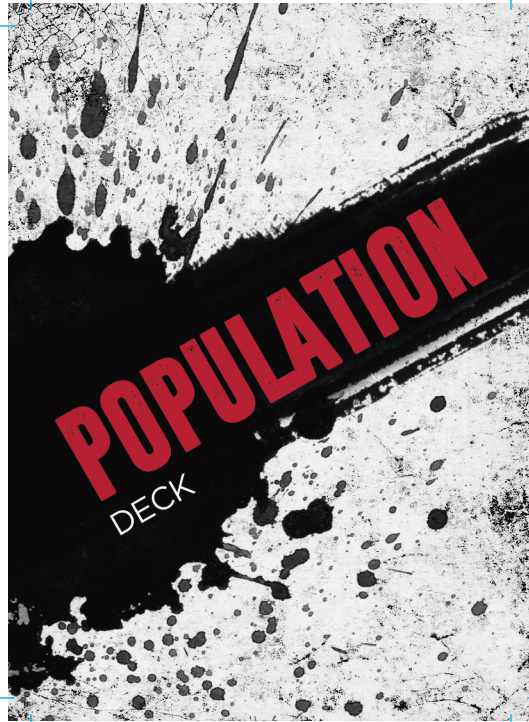
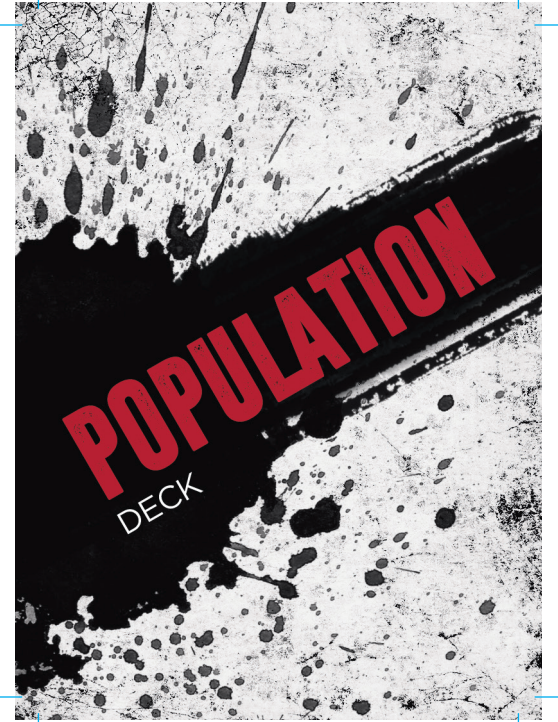
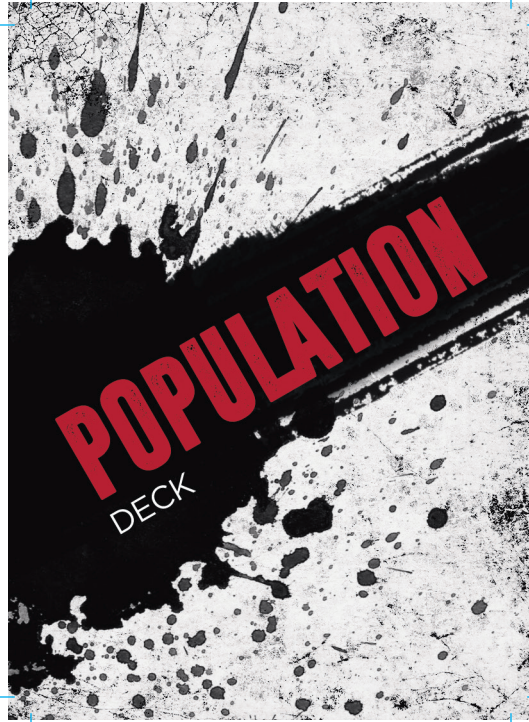
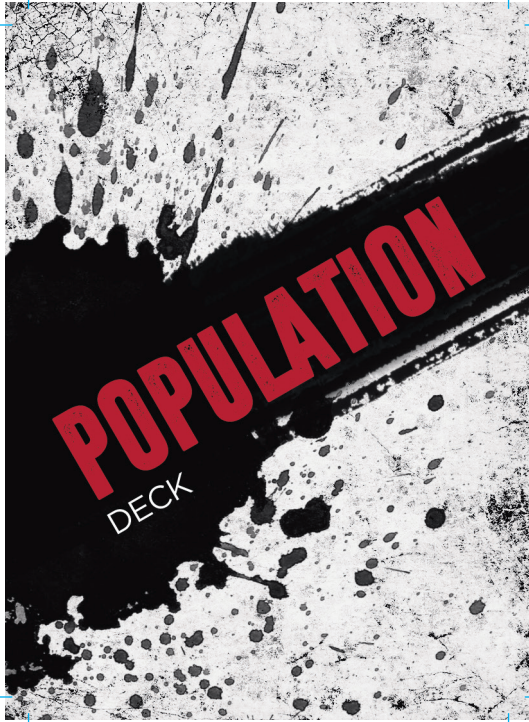


CELEBRITY PERSONALITY

REVEAL
To reveal this card, openly acknowledge your celebrity status and fame.

WHILE REVEALED
Draw +1 when you try to get someone to do what you want by playing up your source of fame.

Zombies have no respect for people who've made names for themselves. Luckily, the people around you should be able to appreciate your status.





PRIVATE INVESTIGATOR

REVEAL

To reveal this card, take on someone's problems as a "case".

WHILE REVEALED

Draw +1 when you try to get the truth from a place or person.

You're never going to get paid to solve a case again, but that's okay. People like you probably didn't go into this line of work for the money.



FUGITIVE

REVEAL

To reveal this card, admit where you escaped from to another survivor.

WHILE REVEALED

Draw +1 when you try to determine who might be a danger to you.

As it turns out, the end of the world gave some people opportunities—like a chance for freedom. Just be wary of people who still care about things like "the law."



RADIO HOST

REVEAL

To reveal this card, demonstrate your familiarity with a piece of radio equipment.

WHILE REVEALED

Draw +1 and avoid marking stress when you give someone help over the radio.

Back in your sound booth, you could handle anything. Now, the world isn't quite at arm's length—but you've still got a voice for radio.



MORTICIAN

REVEAL

To reveal this card, dispose of the dead with another survivor watching.

WHILE REVEALED

Draw +1 when you handle dead bodies.

The world is full of the dead. But from your perspective, that's not much different from how it was before.



CIRCUS PERFORMER

REVEAL

To reveal this card, attempt a ridiculous feat of physical prowess in a desperate situation.

WHILE REVEALED

Draw +1 when you avert disaster through physical prowess, or when you flee the dead.

Your body is a finely honed tool from a world that mostly viewed such skill as an oddity. Now they look at you with envy for how easily you move through the world.



INSTIGATOR

When you manipulate an NPC into blaming another survivor for their troubles, draw Survival. On a Triumph, they go to do something about it right now. On an Edge, they need concrete evidence or proof to believe in the culpability of the other survivor. On a miss, they blame you, instead.

CLEAR 1 STRESS

When two survivors have a serious conflict in your presence.

People relieve stress through conflict.



PAST



PAST



PAST



PRESENT



PAST



PAST



INQUISITOR

When you interrogate a restrained, helpless, or willing survivor, mark stress and draw Steel. On a Triumph, ask 2. On an Edge, ask 1.

- what do you least want me to know about you or your plans?
- how could I get you to _____?
- what do you care about most?

On a miss, the target doesn't give up anything; mark stress.

CLEAR 1 STRESS

When you interrogate another survivor.



HUNTER

When you track someone or something, draw Survival. On a hit, you have a general path to follow. On an Edge, choose 1. On a Triumph, both. You can trace your target:

- quietly and safely
- quickly and easily

On a miss, something is tracking you at the same time.

CLEAR 1 STRESS

When you bring back useful resources for the enclave.



COORDINATOR

When you make a plan, draw +1. You can mark 2 stress to avoid each -1 on the make a plan move.

CLEAR 1 STRESS

When you direct an ally or fellow survivor and they obey.

You see the way that people can fit together to fulfill a purpose, and you don't hesitate to tell them exactly what they should be doing.



RANGER

When you explore your environs quietly and carefully, draw Steel. On a hit, you find a noteworthy or interesting feature of the area; the GM will tell you what. On a Triumph, you can approach it on your terms, and take +1 forward to do so. On a miss, your explorations tip off something else.

CLEAR 1 STRESS

When you discover something new or interesting in your environs.

It's like a new world out there to explore.



ENTERTAINER

When you put on a show for an audience, draw Soul. On a hit, they're entertained and it relieves tension; all watchers can clear a stress. On an Edge, the performance costs you in effort; mark 2 stress. On a miss, someone is angered by your frivolous and worthless work. Brace yourself.

CLEAR 1 STRESS

When you lighten another survivor's burden.

People still have to smile to survive.

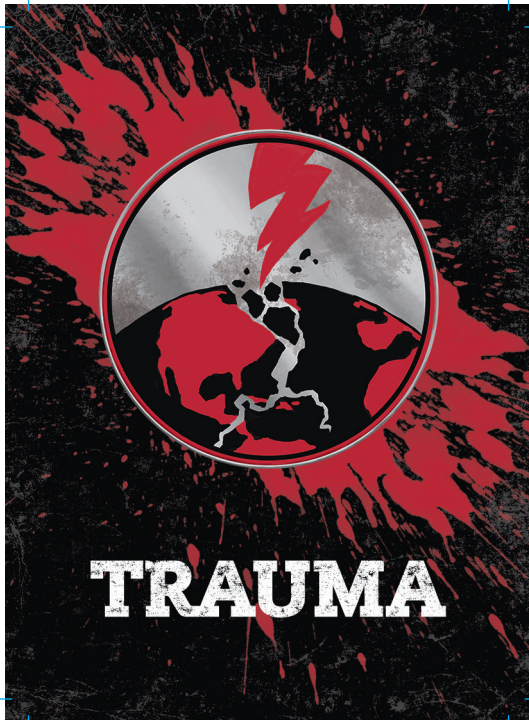


RADICAL

WHILE REVEALED

Clear a stress when you openly subvert a societal norm from the world before Z-Day. Draw Savagery instead of Soul to ask an NPC for help with overturning the rules of the world before.

So many of the people here keep acting as if the old world still matters, like it'll come back. Idiots. You know the truth—you're free of all those old rules.





PARANOID

WHILE REVEALED

Clear a stress when you find evidence of someone else's wrongdoing. Draw +1 when you get in someone's face and confront them with evidence of their wrongdoing.

None of these people can be trusted. Every single one of them is a monster waiting to happen, either before or after they die. You're never going to let them take you by surprise.



LIAR

WHILE REVEALED

Clear a stress when you convince somebody to take action based on information you know to be false. Draw Survival instead of Soul to ask an NPC for help when you are using lies to convince them.

So what if you have to lie to yourself just to manage each day. So what if those lies spill out into what you say to the others. So what?



MEEK

WHILE REVEALED

Clear a stress when you give in to someone else's orders, commands, or wishes. When you calm someone down by promising them what they want, draw Soul instead of Steel.

You're not cut out for this world of hard people and harder decisions. It's all you can do to hold on, and just hope that if you go with the flow, you'll stay alive.



RIGID

WHILE REVEALED

Clear a stress when you share a rule that you insist the others follow. Mark a stress every time you discover someone breaking one of your rules. Draw +1 to get in someone's face after they break one of your rules.

In a world like this, we need rules more than ever. It's the only thing that will keep us human in the face of the monsters outside.



SELFLESS

WHILE REVEALED

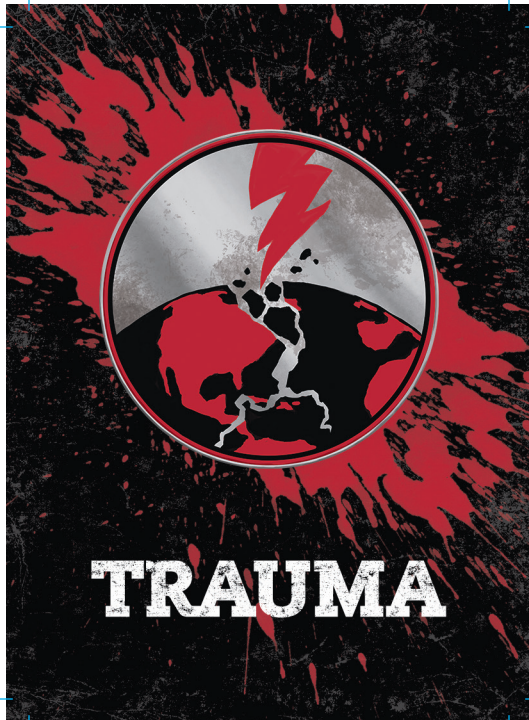
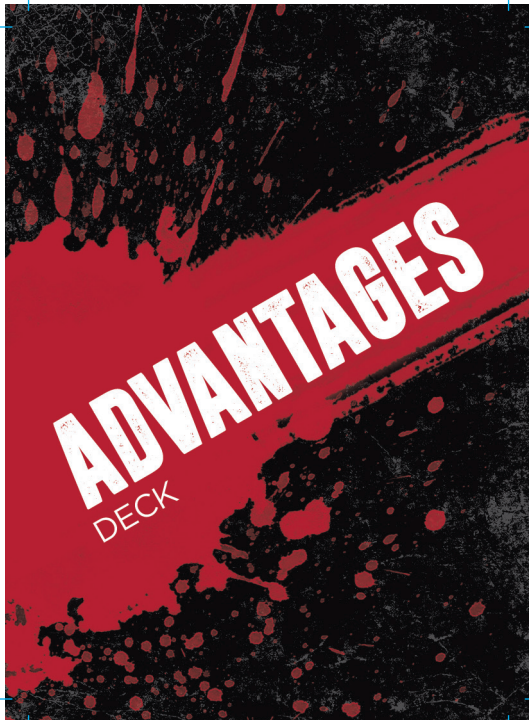
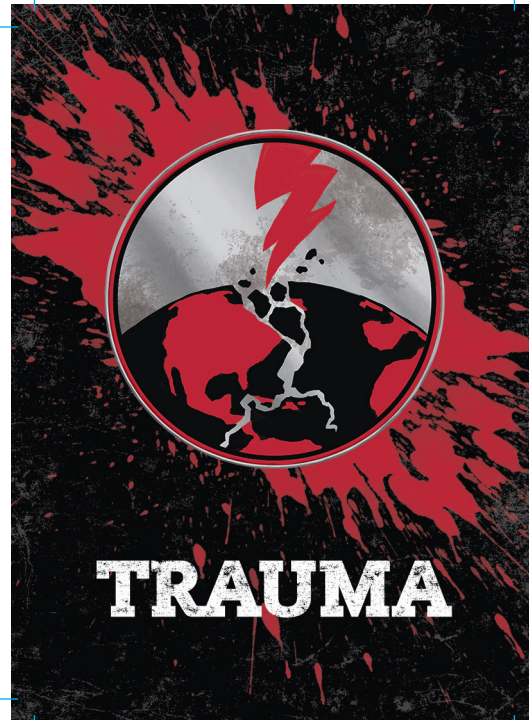
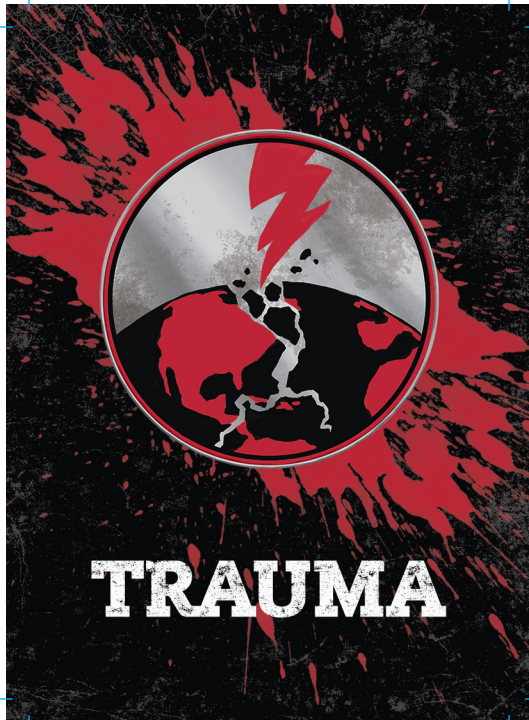
Clear a stress when you sacrifice your own well-being on behalf of another. Draw +2 when you go on point.

Every day you wake up feeling like you don't matter...but the people around you do. So it's all you can do to keep them alive, keep them safe...at any cost.

HEAVY VEHICLE



When you drive your heavy vehicle through a barrier, obstacle, or horde of zombies, draw Survival. On a hit, you make it through. On an Edge, choose 1: something on your vehicle breaks and will need repairs; you inadvertently take something with you; you draw dangerous attention. On a miss, you can't quite make it through, and you're stuck in the thick of it.



EXPLOSIVES



When you plant your explosives with an appropriate trigger, draw Survival. On a hit, hold 1. On a Triumph, spend your hold at any time to trigger the explosives. On an Edge, spend your hold at any time; the GM will tell you what final condition you must fulfill to trigger the explosives. On a miss, hold 1 as if you drew an Edge, but your explosives supply is entirely used up.

COMMUNICATIONS



When you use your communications system to search for survivors, draw Survival. On a Triumph, you make contact with a nearby group of survivors who have useful resources. On an Edge, you make contact, but the other group's intentions are unclear to you. On a miss, you've made yourself known to them, but no one responds; you'll have to wait and see if someone finds you.

TRAPS



When you plant traps throughout an area, draw Survival. On a hit, you've trapped the area. On a Triumph, hold 3. On an Edge, hold 2. Spend hold 1 for 1 to reveal a trap that your opposition stumbles into. On a miss, the nature of the area makes it difficult to remember where you placed the traps.

CARAVAN 1

On The Move

When your enclave flees a threat, draw Survival. On a hit, you get away. On a Triumph, choose 1. On an Edge, choose 2.

- you're easy to track
- you barely escape; all drivers mark stress
- someone (GM's choice) gets injured

On a miss, some of the caravan can't make it out—leave them behind or turn around.

New Territory

When your enclave enters a new territory, draw Survival. On a Triumph, choose 2. On an Edge, choose 1.

- change one element of your surroundings
- discover a new member of a population
- swap one scarcity for another

On a miss, the trip uses up valuable supplies; mark a new scarcity.

CARAVAN 2

Scarcities:

- privacy
- food
- medicine
- security
- suburban comforts
- weapons

Surroundings:

- an abandoned factory park
- an empty small town
- a highway leading into a city
- a lake or significant body of water
- a major mall
- a military base

Population:

- an expert driver
- a dozen or so city refugees
- an emergency medical team
- a mechanic
- a small group of police
- a small military squad
- two or three members of a biker gang

Advantages:

- communications
- explosives
- heavy vehicle
- traps

AMUSEMENT PARK 1

Fun and Games

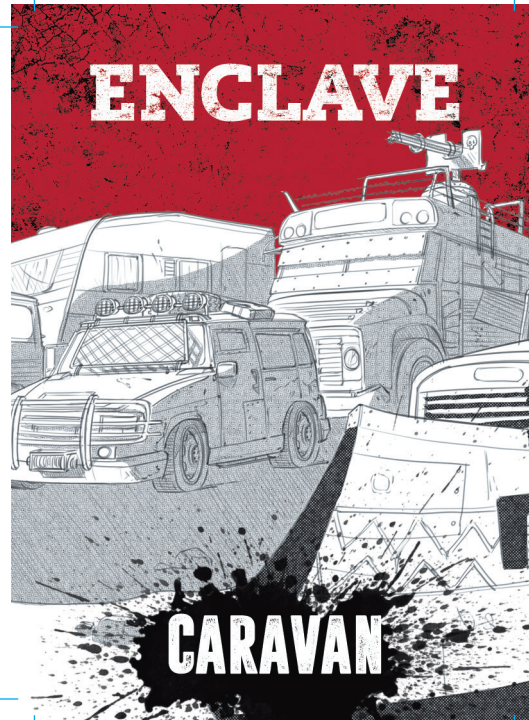
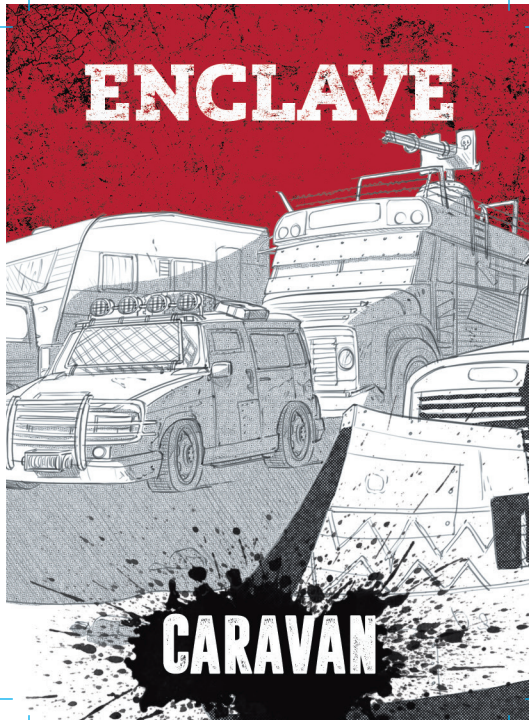
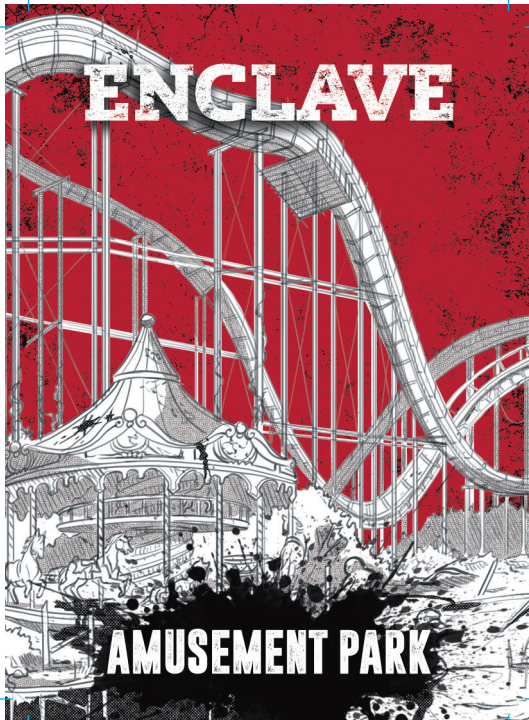
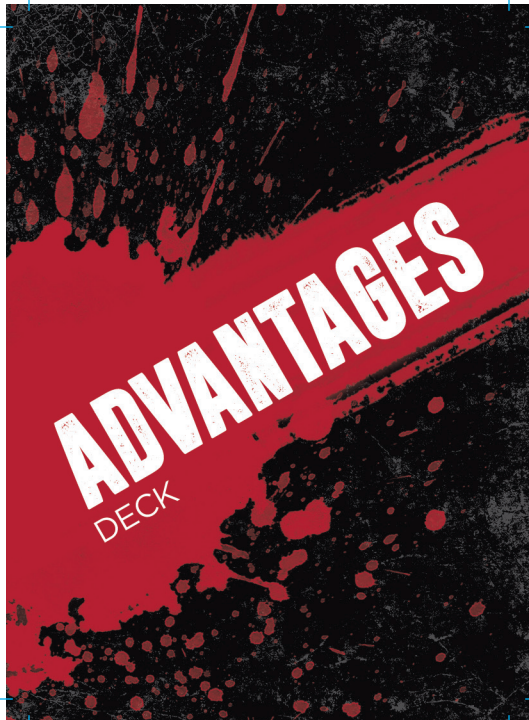
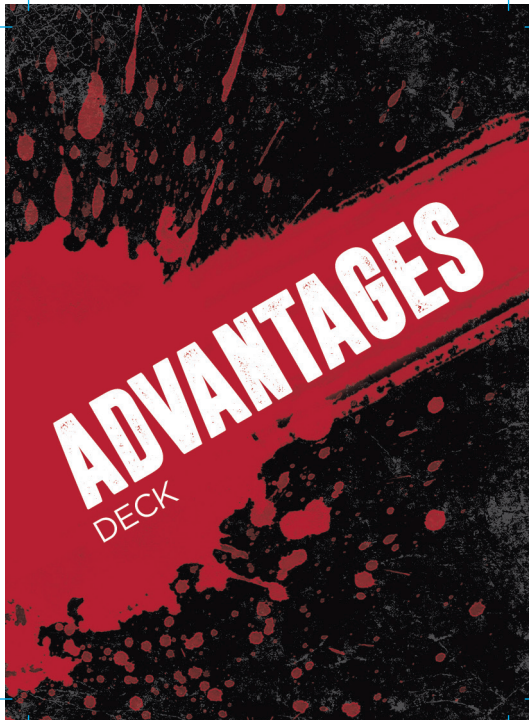
When you set up and use the attractions of the park to blow off steam, draw Survival. On a hit, all participants clear 2 stress. On an Edge, you discover a problem with the attractions that will need attention before you can use them again. On a miss, turning on the attractions draws unwanted attention from the area.

Flashing Lights

When you turn on the amusement park attractions and signs to create a distraction or lure, draw Survival. On a Triumph, both. On an Edge, pick one.

- your targets are off-balance and unprepared for your actions
- your targets are lured exactly where you want them to be

On a miss, one of the park's systems breaks and causes further havoc.



AMUSEMENT PARK 2

Scarcities:

- weapons
- food
- medicine
- privacy
- security
- suburban comforts

Surroundings:

- a farm
- a forest
- a harbor or marina
- a hotel resort
- a small town
- a tourist attraction

Population:

- A former mascot or clown
- a few young part-time workers
- a nuclear family
- a pair of park administrators
- a pair of security guards
- a park mechanic
- a wandering drifter

Advantages:

- cafeteria
- explosives
- strong fences
- traps

