


Robyn Fisher
SCRAPYARD ARTIST

SKILLS Building, scavenging, survival


EQUIPMENT Tools, welding torch



Sandy Colton
FARM OWNER

SKILLS Bartering, leadership, planning


EQUIPMENT Rifle, tractor



Sandeep Dhawan
TRUCKER

SKILLS Empathy, intimidation, survival


EQUIPMENT Bat, pills, truck



Laila Rivas
DENTIST

SKILLS Bartering, empathy, medicine


EQUIPMENT Drill



Estela Linares
FARMHAND

SKILLS Empathy, survival, violence

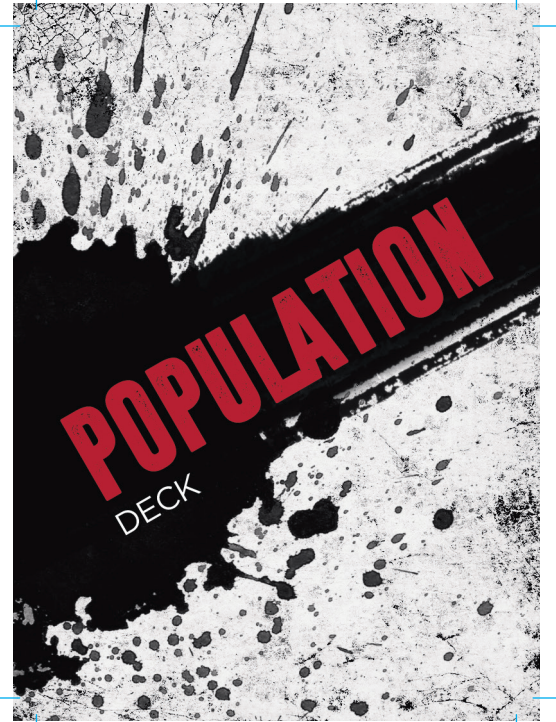
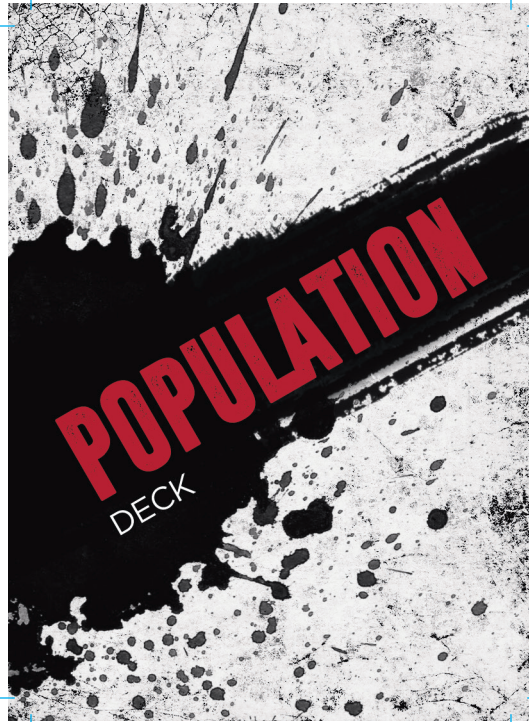
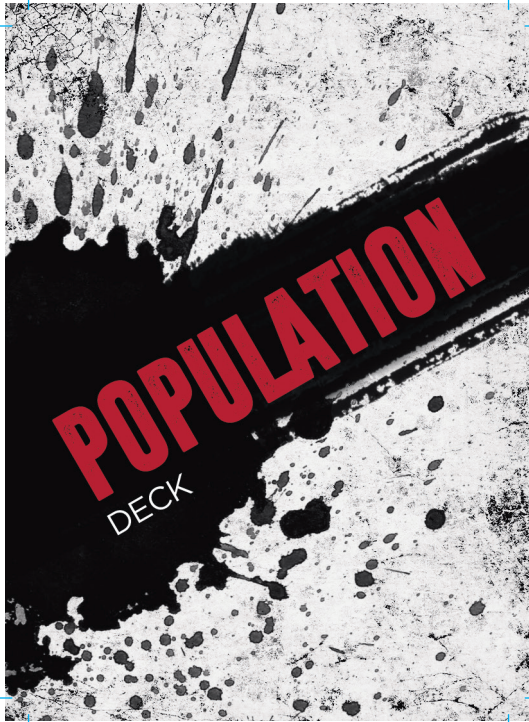
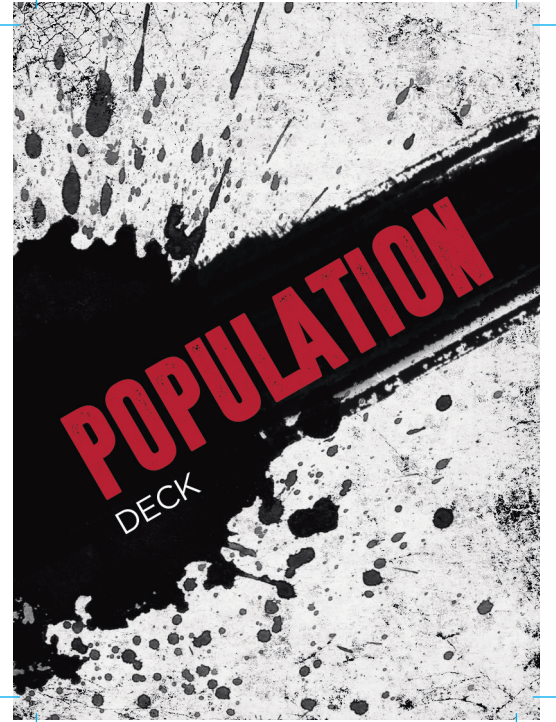
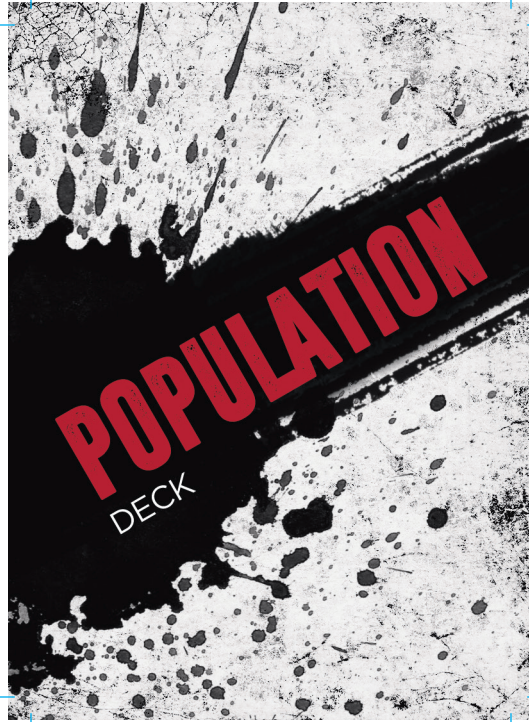
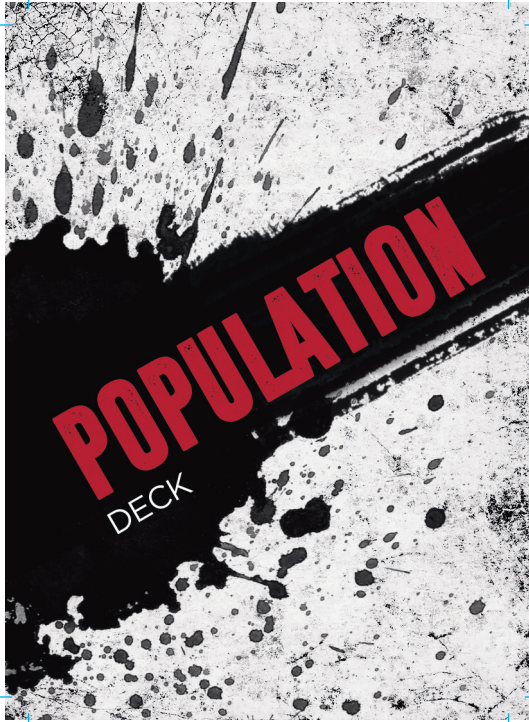
EQUIPMENT Sickle, tools




Tim Powell
RANCHER

SKILLS Leadership, manipulation, planning

EQUIPMENT Cattle prod, lasso






Keaton Franks
MECHANIC

SKILLS Bartering, building, scavenging


EQUIPMENT Old car, tools



Maxine Galloway
FUGITIVE

SKILLS Stealth, survival, violence


EQUIPMENT Gun, lockpicks



Margot Samuel
MARSHAL

SKILLS Intimidation, leadership, violence


EQUIPMENT Gun, handcuffs



Dustin Brady
SURVIVALIST

SKILLS Planning, scavenging, survival


EQUIPMENT Guns, knives, myriad supplies



Ricardo Garcia
VETERINARIAN

SKILLS Leadership, medicine, speed

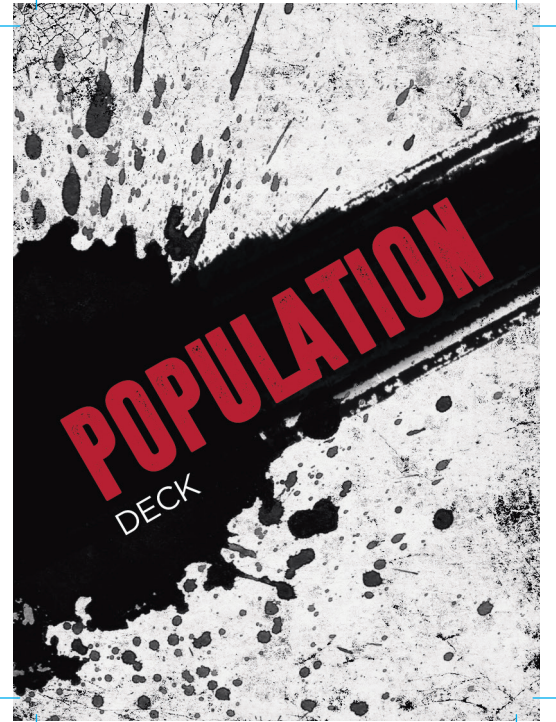
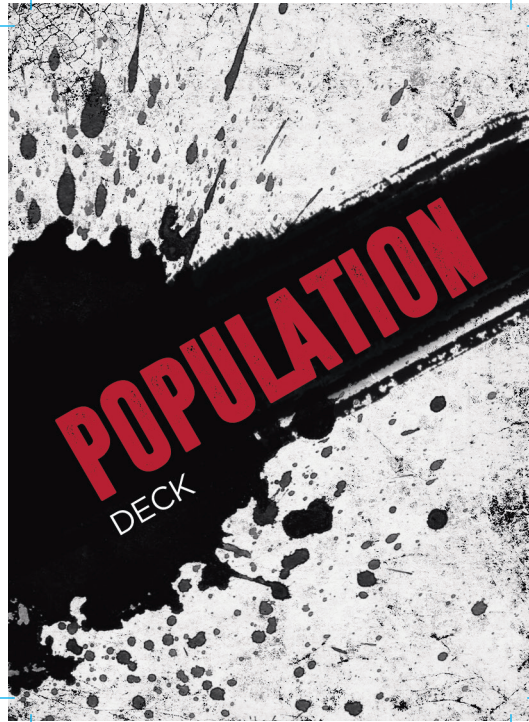
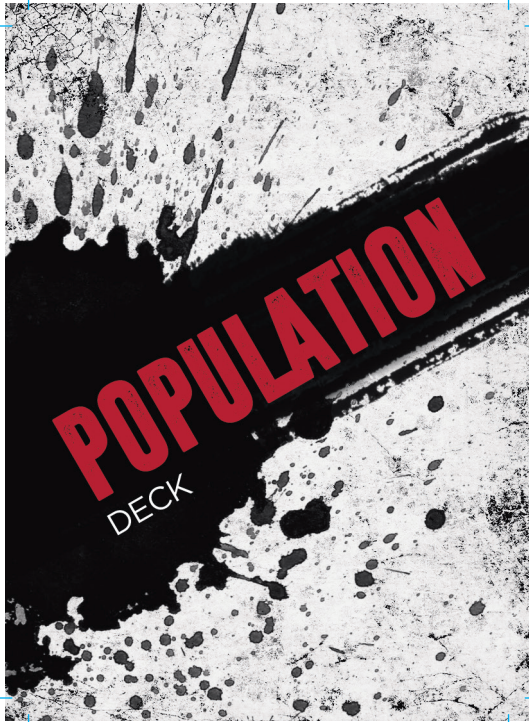
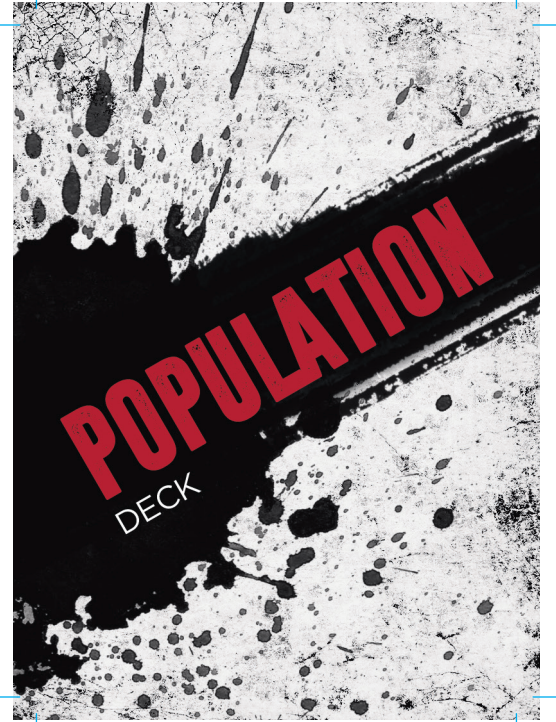
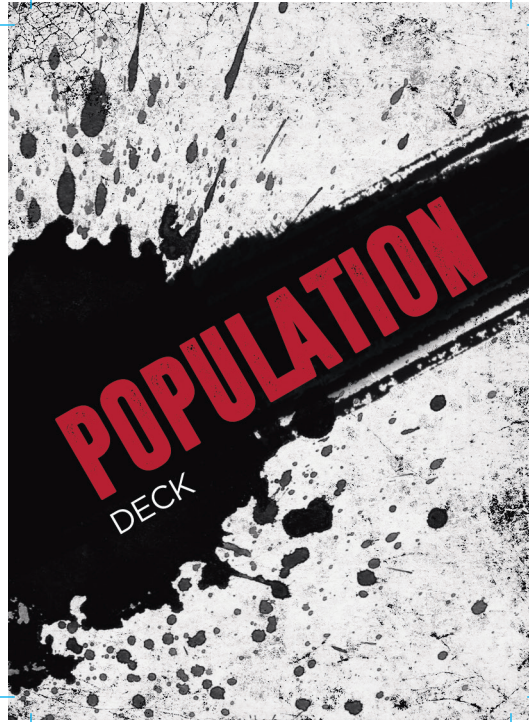
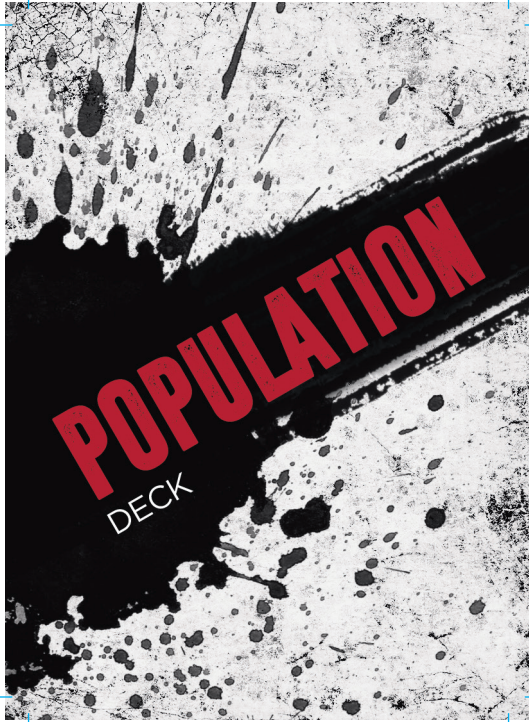
EQUIPMENT Painkillers, syringes




America Brown
RANGER

SKILLS Investigation, leadership, survival

EQUIPMENT Gun, walkie-talkie






Odette Fife
PSYCHIC

SKILLS Empathy, instruction, manipulation


EQUIPMENT Tarot cards



Lionel Carpenter
SPIRITUAL LEADER

SKILLS Empathy, leadership, manipulation


EQUIPMENT Candles, holy book



Kirby Castleberry
HUNTER

SKILLS Scavenging, survival, violence


EQUIPMENT Decoy, rifle



Yaoo Kan
JUNKIE

SKILLS Empathy, stealth, survival


EQUIPMENT Needles, pills



Janae Lawton
ELECTRICAL TECHNICIAN

SKILLS Building, planning, scavenging

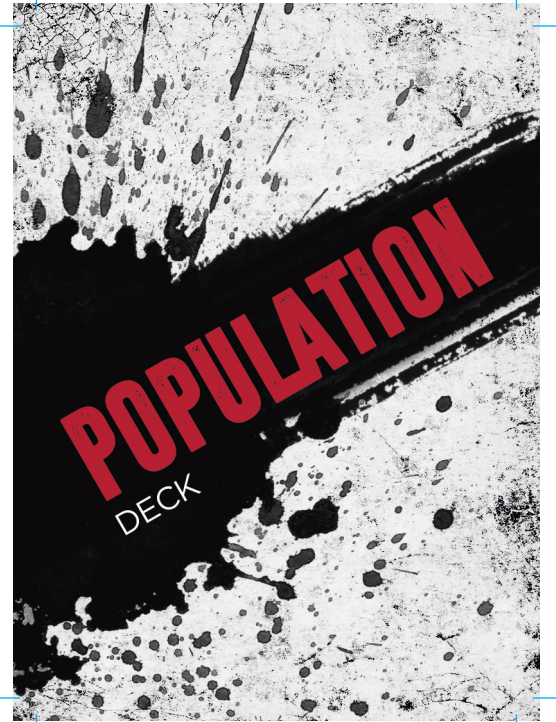
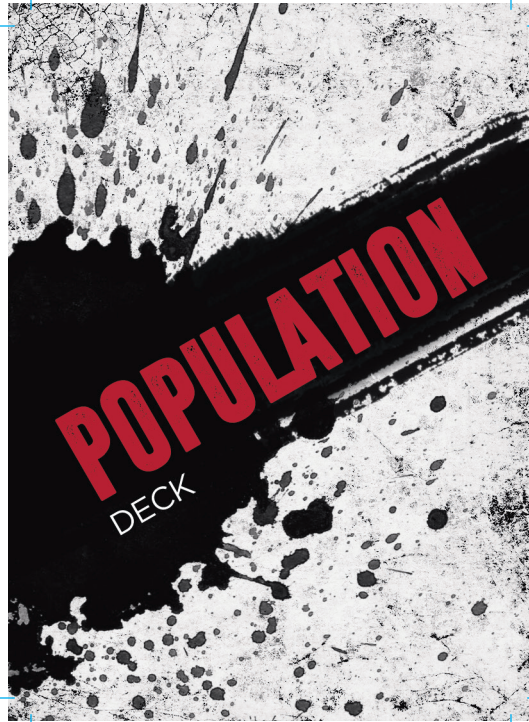
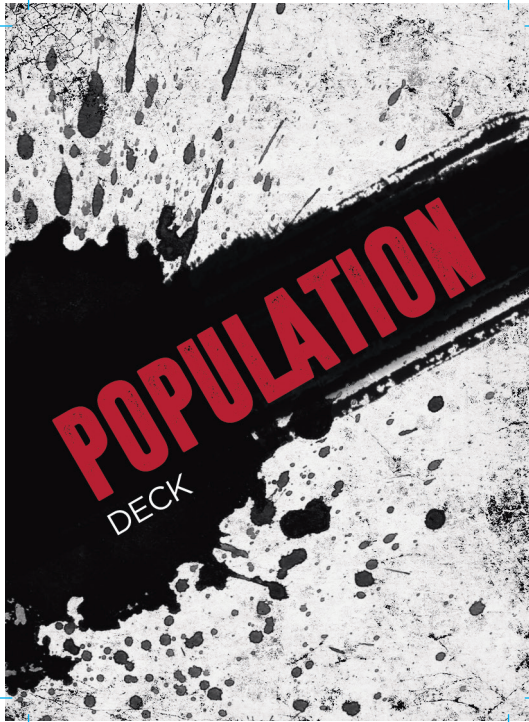
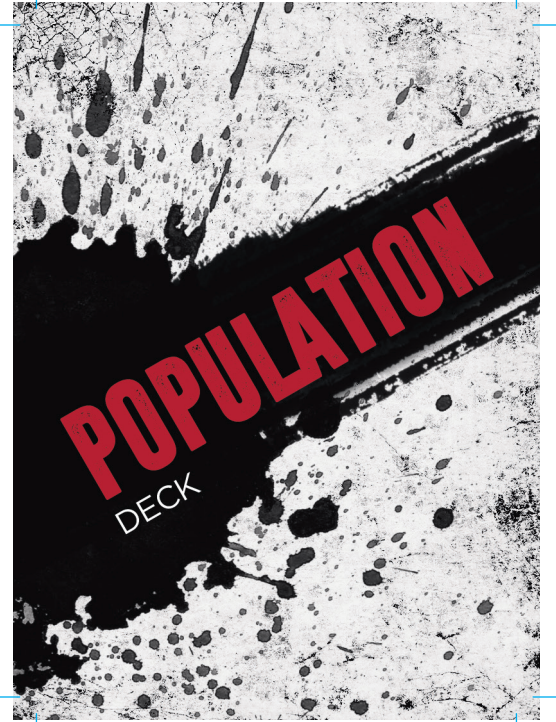
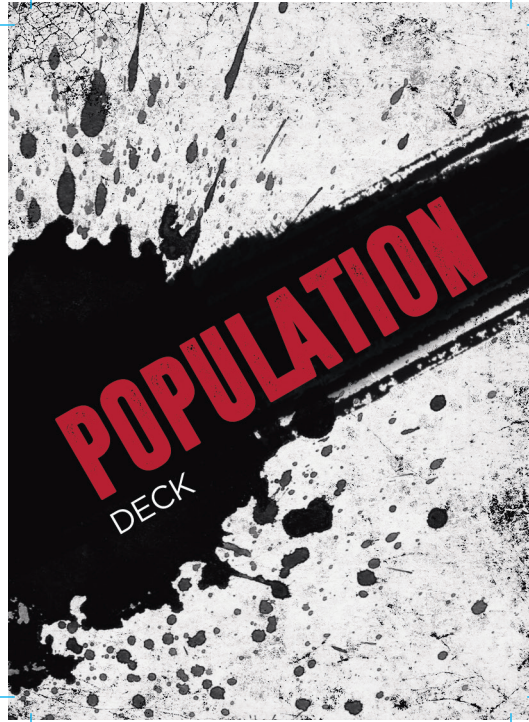
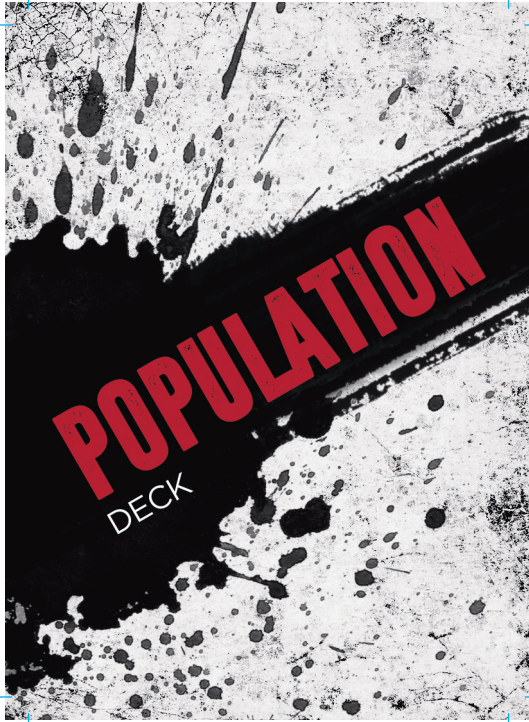
EQUIPMENT Gloves, tools



Monte Hudgens
PHOTOGRAPHER

SKILLS Investigation, speed, stealth

EQUIPMENT Camera, light meter





FARMER

REVEAL

To reveal this card, provide enough food for a whole group to eat.

WHILE REVEALED

Draw +1 when pushing others to plan for the future.

You're used to planning for the long haul. In the here and now, people are scared for their lives, so your voice couldn't be needed more.



VAGRANT

REVEAL

To reveal this card, offer to do a job in exchange for supplies, shelter, or protection.

WHILE REVEALED

Draw +1 when you act without eyes on you.

People are used to ignoring you. Most times, it's torture. But now, no one's really better off than you—going unnoticed can be real handy.



BOUNTY HUNTER

REVEAL

To reveal this card, capture or restrain another human.

WHILE REVEALED

Draw +1 when you talk to others while pointing a gun.

People are just animals when you get down to it. You just gotta know how to wrangle them and make them listen up.



DEALER

REVEAL

To reveal this card, offer someone a little something to take the edge off.

WHILE REVEALED

Draw +2 when you offer someone a hit of something they like.

Zombies or no zombies, people are still gonna need their fix.



TRAPPER

REVEAL

To reveal this card, take someone hunting with you.

WHILE REVEALED

Draw +1 while hidden in a natural environment.

Whole damn world falls apart, dead are rising, and your skills couldn't be in higher demand. Lucky you.



GARDENER

REVEAL

To reveal this card, show someone else how to tend to plants.

WHILE REVEALED

Draw +1 when in your plant patch.

Even in a world full of blood and teeth, there's still the beauty in the green.



PAST



PAST



PAST



PAST



PAST



PAST



SHERIFF

REVEAL

To reveal this card, bring a perpetrator before the other survivors for judgment.

WHILE REVEALED

Draw +1 when you try to lead others in defense of the enclave.

You don't do what you do for you; you do it for the community. You're their protector and their servant. Z-Day didn't change that.



JUDGE

REVEAL

To reveal this card, pass judgment on another survivor's crimes and convince others to agree.

WHILE REVEALED

When you open up to someone, you can always "ask them any question," even on a miss.

There'll always be crimes and victims, wronged and wrongdoers. So there'll always be a need for someone in the community to pass judgment.



ANIMAL TRAINER

REVEAL

To reveal this card, protect an animal from harm or mistreatment.

WHILE REVEALED

You can have animals as allies. Draw +1 when directing an animal ally to action.

Life doesn't just look like us, and friends don't have to be able to speak. It's all the more important in this broken world.



FAITHFUL

When you calm someone down with the words of your faith, draw Soul instead of Steel.

CLEAR 1 STRESS

When you share a ritual of your faith with another survivor.

Faith will get you through even this living hell.



JUGGERNAUT

When you smash your way through scenery to get to or away from something, draw Savagery. On a hit, you get what you want. On an Edge, you mark stress, leave something behind, or take something with you, your choice. On a miss, you smash through without care; draw a card from the bite deck.

CLEAR 1 STRESS

When you break something pristine, valuable, or impressive.

You can't break what's already broken.



TRICKSTER

When you mislead, distract, or trick a survivor (PC or NPC), draw Soul. On a hit, you fool them for a moment. On a Triumph, you confuse them for some time or expose a weakness or flaw. On a miss, your tricks play right into their hands.

CLEAR 1 STRESS

When you trick someone into giving you aid or protection.

Even amid the seas of hungry dead, words are a pretty good weapon.



PAST



PAST



PAST



PRESENT



PRESENT



PRESENT



ADVISER

When you offer someone advice, draw +1 to help them. If they do what you suggest then and there, they clear a stress.

CLEAR 1 STRESS

When someone follows your advice.

Putting the right words into the right ears can save lives.



REFUGEE

You and a few other people (4 allies) recently escaped from another enclave. When you open up to someone about the horrors you've witnessed at the other enclave, draw Survival instead of Soul. On a miss, you relive too much; mark 2 stress.

CLEAR 1 STRESS

When you protect someone from your old colony.

Tragedy creates tight bonds.



SNEAK

Take +1 Survival.

CLEAR 1 STRESS

When you sneak somewhere dangerous or under observation.

There are always places people don't want you to go, and there are always people who want you to go there.



HEAVY

Take +1 Savagery.

CLEAR 1 STRESS

When you eliminate a significant danger to the enclave.

People rely on you to put down the bad things. You're happy to do the job.



HEALER

Take +1 Soul.

CLEAR 1 STRESS

When you provide aid or succor to someone in pain.

All it took was one moment when you saved one life. Everyone started looking to you to fix the wounds.



GUIDE

Take +1 Steel.

CLEAR 1 STRESS

When you lead others through danger.

You see danger more clearly than anyone else—so it's on you to keep others clear of it.



PRESENT



PRESENT



PRESENT



PRESENT



PRESENT



PRESENT



OPPORTUNISTIC

WHILE REVEALED

Clear a stress when you profit from someone else's failure. When you help or interfere, draw +1. Mark a stress to replace two cards—instead of one—in someone else's draw when interfering.

Life is about seizing your chance—doubly so in a world where each chance might be your last.



STRICT

WHILE REVEALED

Clear a stress when you get in someone's face for breaking your moral code. Draw +1 when you persecute or harm "immoral" people.

Rules may be written down, but they exist in a form beyond that, perfect and inviolate. They must be defended, even amid this world's madness.



HARDENED

WHILE REVEALED

Clear a stress when you hurt someone to send a message or intimidate their friends. You must mark six stress instead of five to take a new Trauma card.

Yell at someone. Draw another person's blood. End a life. Each act is a step on a road to hell, and the worst part is, you don't care you're walking it.



MORBID

WHILE REVEALED

Clear a stress when someone dies in your presence. Take +1 ongoing after someone dies in your presence until you have a moment to catch your breath. (If multiple people die in your presence, clear stress for each but only take +1 ongoing total.)

If there's one thing you've gained since the end, it's a true appreciation for death and what it means.



VINDICTIVE

WHEN REVEALED

Take +1 Savagery.

WHILE REVEALED

Clear a stress when you hound and punish someone for their mistakes.

There's no room left for stupid mistakes. People who slip up get other people killed.



SELFISH

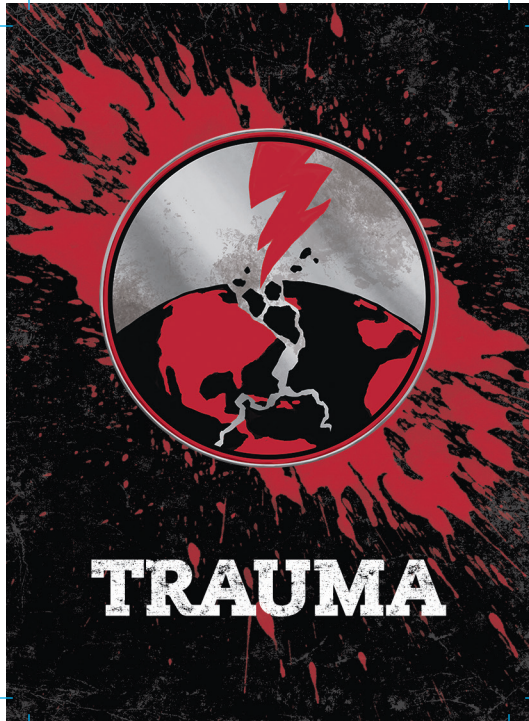
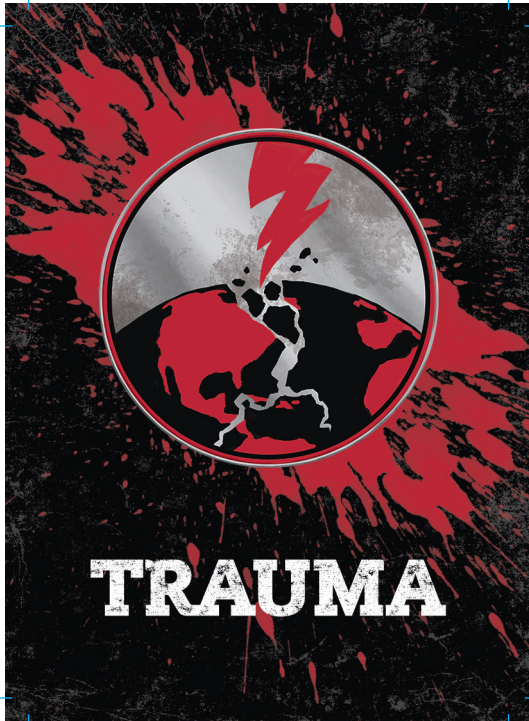
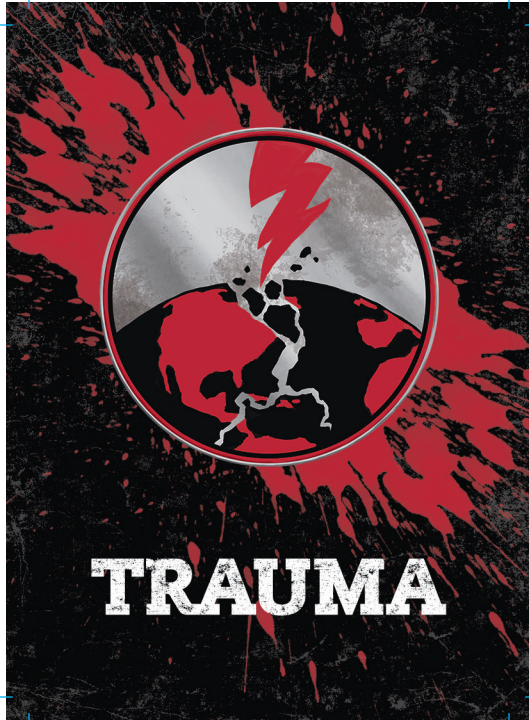
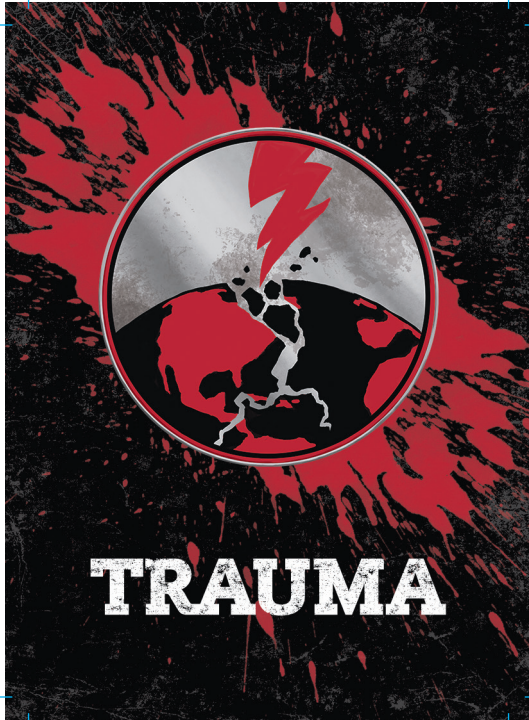
WHEN REVEALED

Take +1 Soul.

WHILE REVEALED

Clear a stress when you refuse someone's request for help.

It's a cliché for a reason. In a world like this, everyone for themselves.





AMORAL

WHEN REVEALED

Take +1 Steel.

WHILE REVEALED

Clear a stress when you take action you deem necessary and others deem abhorrent.

The rules we once cared about were never real. It just took the dead rising for you to see it.



POSSESSIVE

WHEN REVEALED

Take +1 Survival.

WHILE REVEALED

Clear a stress when you warn others away from those close to you.

The world is takers and keepers, and you'll be damned if you let the former take from you.



DEFLECTIVE

WHILE REVEALED

Clear a stress when someone else suffers the consequences of your actions. When someone goes on point on your behalf, you can give them +1 on their draw if you mark stress.

You could deal with your problems...but the others are so much better at it. So why would you?

WATER SOURCE



When you fetch water for the enclave, draw Survival. On a hit, you bring back plenty; everyone in the enclave can clear 1 stress. On an Edge, you inadvertently draw danger; it follows you home. On a miss, something is wrong with the water source; the GM will tell you what has soured this resource.

FAST VEHICLES

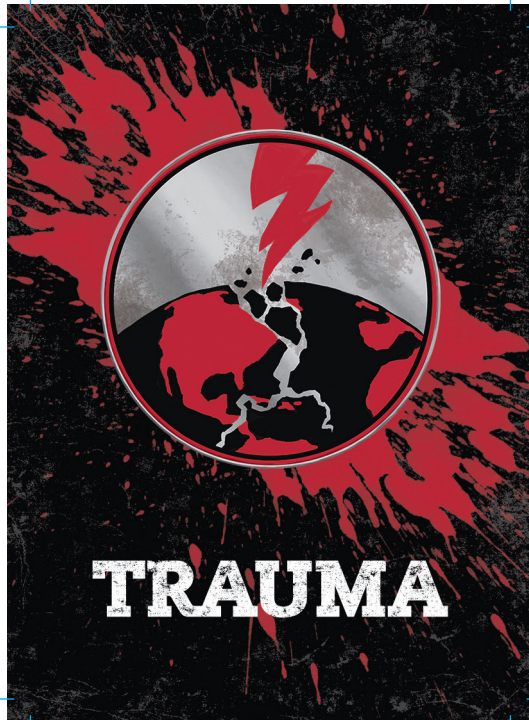
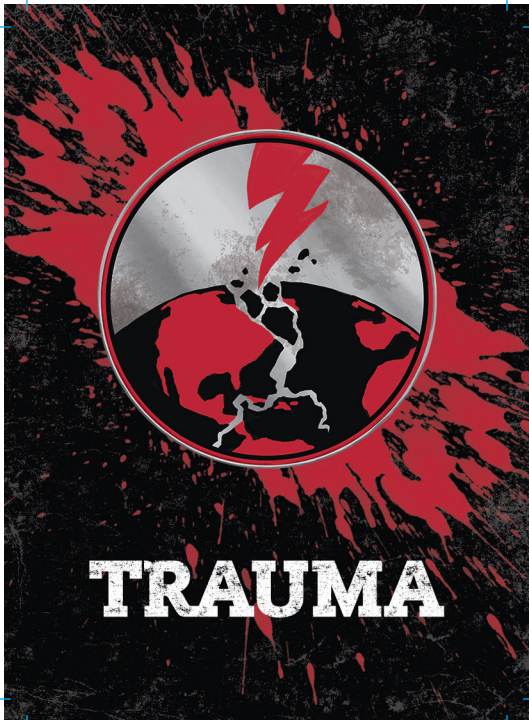


When you use your fast vehicles to flee a threat, draw Survival. On a hit, you flee quickly and safely. On an Edge, your vehicles are damaged or depleted; exhaust this advantage. On a miss, you escape one threat and plow straight into another.

BUNKER



When you usher yourself and others into the bunker for safety, draw Survival. On a hit, you are safe; the door is treated as perfectly barricaded until something changes. On a Triumph, the safety is palpable; everyone inside can clear one stress. On a miss, you find evidence that the bunker's safety has been breached.



LOCAL MAPS



When you review your maps of the local area, you can assess a bad situation for the area as a whole. The GM will answer your questions based on large-scale information. On a miss, your maps are beginning to look out of date; exhaust this advantage until you survey the area to update them.

RELATIONSHIP

The two of you agreed to mutually aid each other. What are each of you getting out of it?

A new scarcity develops.

TIME PASSES

RELATIONSHIP

The two of you have a plan to escape the enclave if things get bad. Why? What's the plan?

Two population members go missing.

TIME PASSES

RELATIONSHIP

The two of you each see the other as a threat to the enclave. Why? Why haven't you acted on it yet?

An opportunity for a new advantage arises.

TIME PASSES

RELATIONSHIP

The two of you share a special emotional bond. What is it?

Your surroundings change meaningfully.

TIME PASSES

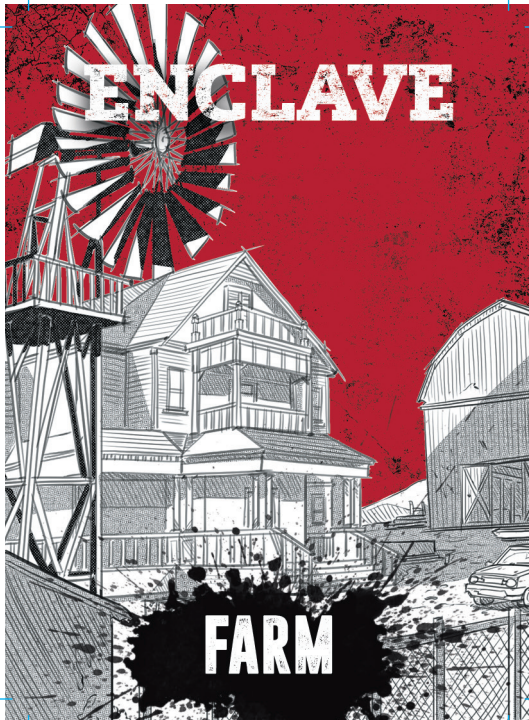
FARM 1

Perimeter

When you scout the area around your enclave and set up warning traps, draw Survival. On a hit, you're protected; you'll have fair warning before any threats arrive. On a Triumph, everyone in the enclave can clear 1 stress as they relax. On a miss, you spot signs that something has already crossed your perimeter.

Fertile Fields

When you take the time to plant, tend to, or harvest your food, draw Survival. On a hit, when time next passes, you can clear a food scarcity or hold 3. Spend your hold to offer food to an NPC from another enclave and take a Triumph on the "ask an NPC for help" move. On a Triumph, hold 1 now, as well. On a miss, you require special chemicals or supplies to tend to the fields; the GM will tell you what you need.



FARM 2

Scarcities:

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

Surroundings:

- a large lake
- a natural preserve
- a prison
- a quarry
- a significant cave system
- a thick forest

Population:

- a local farming family
- a few members of a militia
- a few soldiers
- a group of refugees from a city
- a group of stranded tourists
- a pair of local hunters
- a state trooper

Advantages:

- bunker
- fast vehicles
- local maps
- water source

