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Roderick Cook
SWAT OFFICER

SKILLS Intimidation, speed, violence

EQUIPMENT Assault rifle, bulletproof vest




\$

Hal Runyon
SECURITY GUARD

SKILLS Investigation, survival, violence

EQUIPMENT Flashlight, stungun




\$

Jusuf Wibawa
BIKER

SKILLS Intimidation, scavenging, violence

EQUIPMENT Chains, motorcycle



\$

Horatio Conklin
MOTIVATIONAL SPEAKER

SKILLS Empathy, leadership, manipulation

EQUIPMENT Leaflets




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Marquita Mayes
ADMINISTRATOR

SKILLS Leadership, manipulation, planning

EQUIPMENT Keys

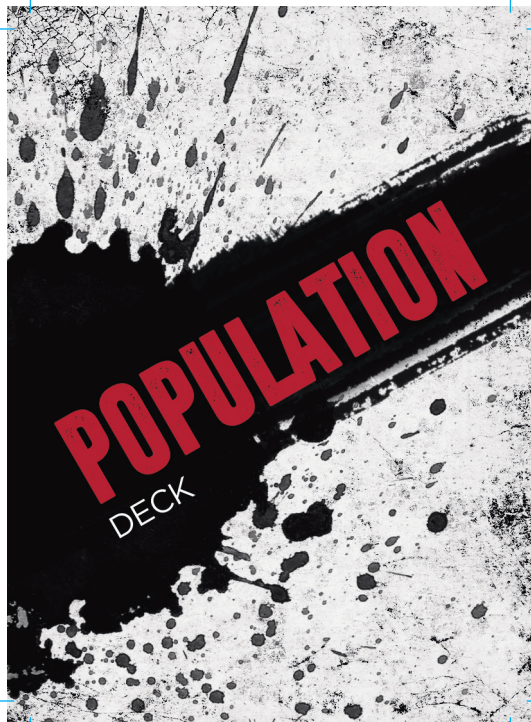
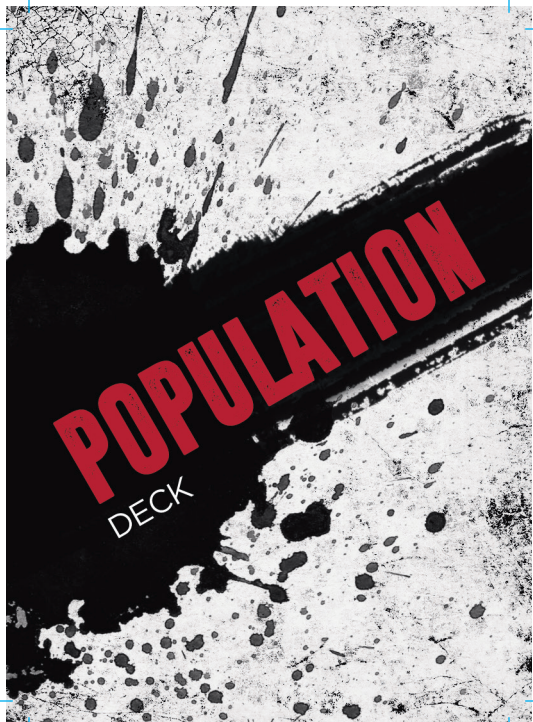
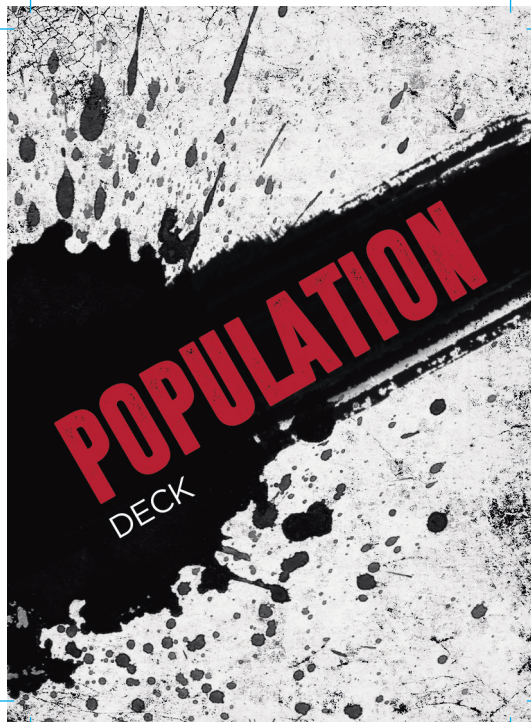
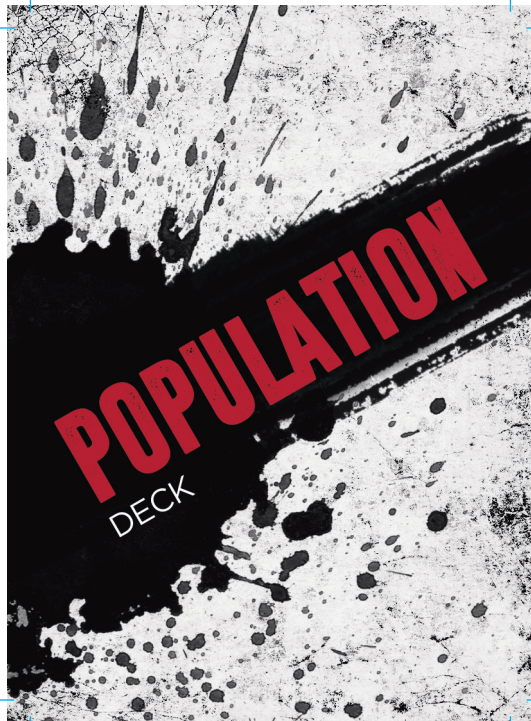
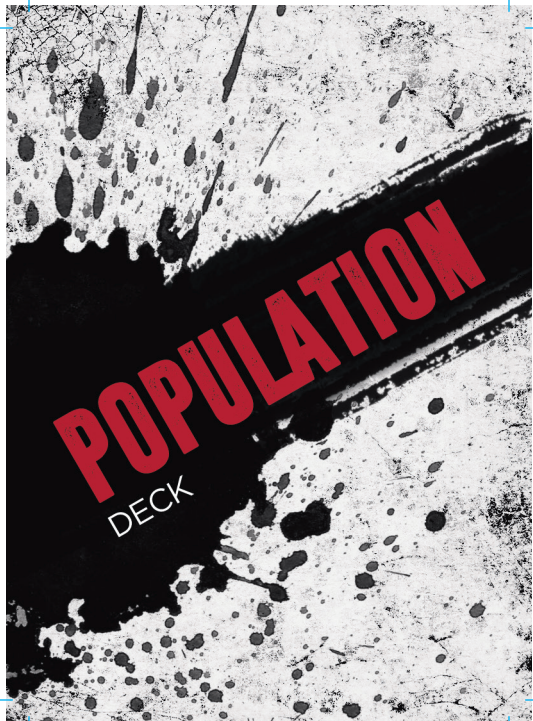
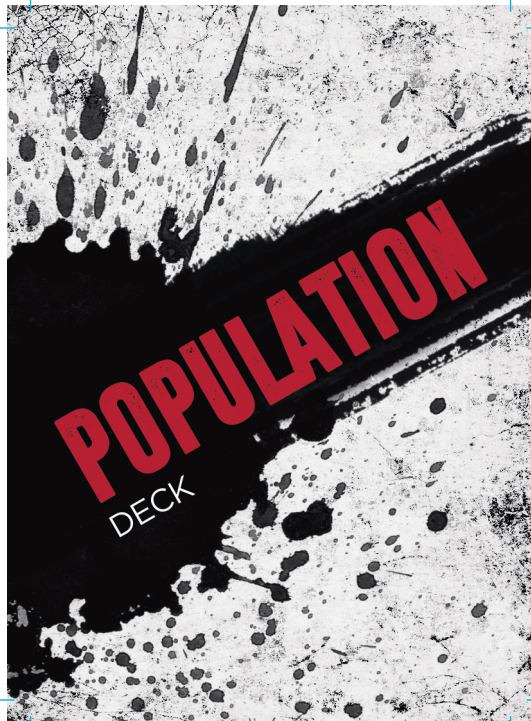


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Meg Lim
HIGH SCHOOL STUDENT

SKILLS Manipulation, scavenging, survival

EQUIPMENT Pot, skateboard



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Loretta Watts
JEWELER

SKILLS Bartering, leadership, manipulation

EQUIPMENT Expensive jewelry

\$



Corinne Seres
NEWS PRODUCER

SKILLS Investigation, leadership, planning

EQUIPMENT Camera

\$




Priya Gupta
MODEL

SKILLS Bartering, empathy, manipulation

EQUIPMENT Pepper spray

\$




Alexis Jimenez
JANITOR

SKILLS Building, planning, scavenging

EQUIPMENT Cleaning supplies

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Tasha Fuller
NURSE

SKILLS Empathy, medicine, planning

EQUIPMENT First aid kit

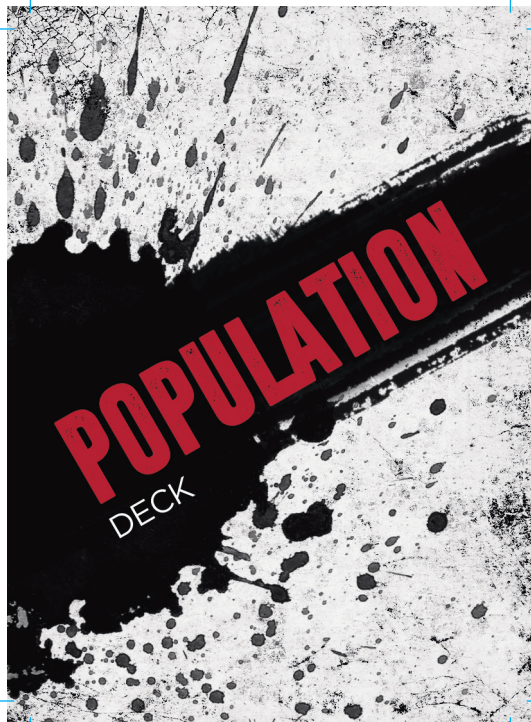
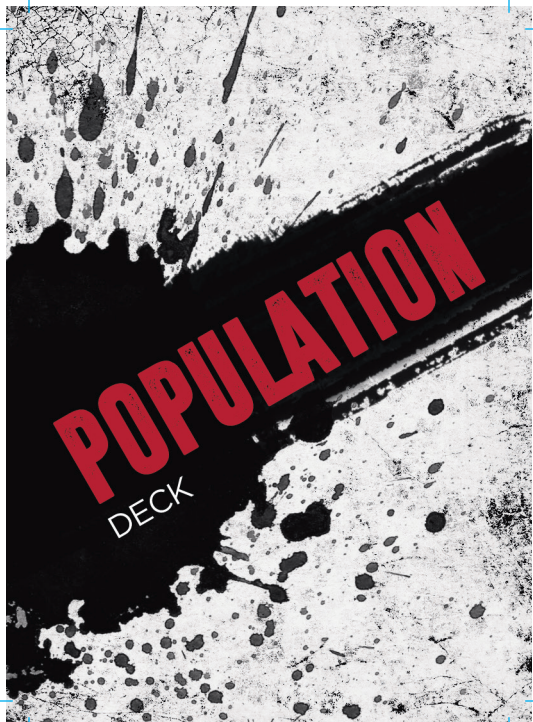
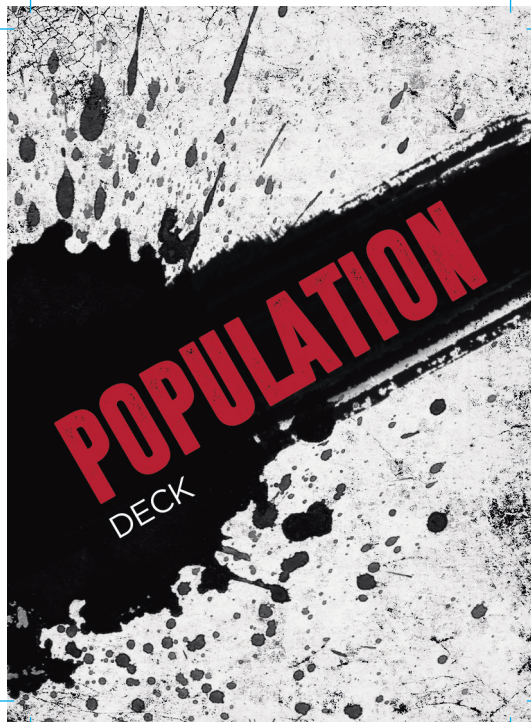
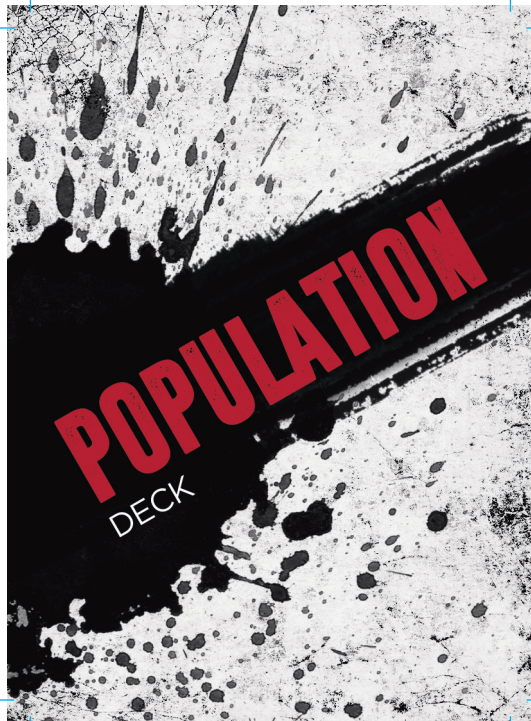
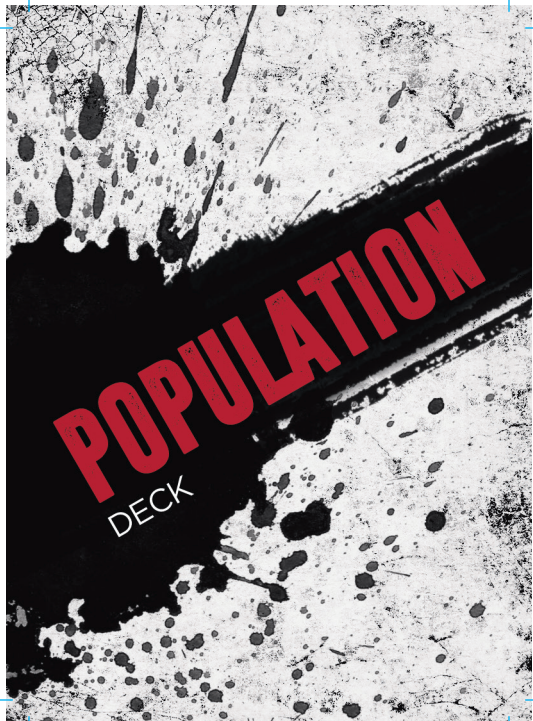
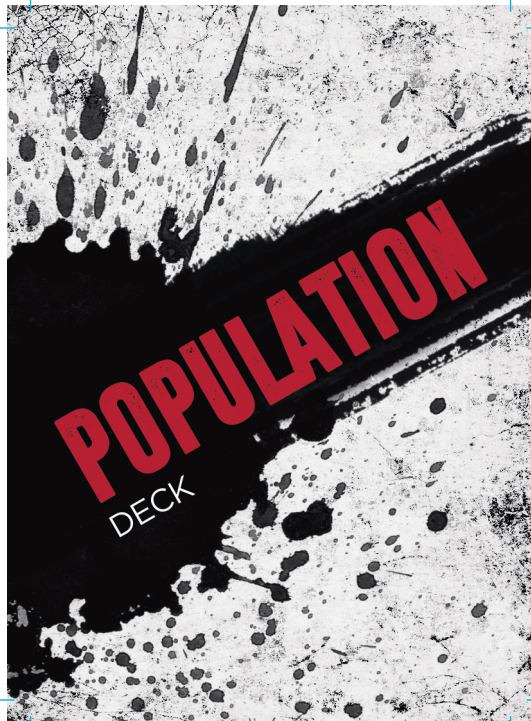
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Jacquelin Blaine
SOLDIER

SKILLS Intimidation, leadership, violence

EQUIPMENT Submachine gun



\$




Pit Lichtenburg
PAWN SHOP OWNER

SKILLS Bartering, manipulation, scavenging

EQUIPMENT Gun, miscellany

\$




Lakisha Murry
COOK

SKILLS Instruction, scavenging, survival

EQUIPMENT Cooking knives

\$




Ahmad Chiders
PROJECTIONIST

SKILLS Bartering, empathy, manipulation

EQUIPMENT Car

\$




Domingo Gomez
CONSTRUCTION WORKER

SKILLS Building, scavenging, survival

EQUIPMENT Heavy gloves, tools

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Roman Medina
STORE MANAGER

SKILLS Investigation, manipulation, planning

EQUIPMENT Ornate pens

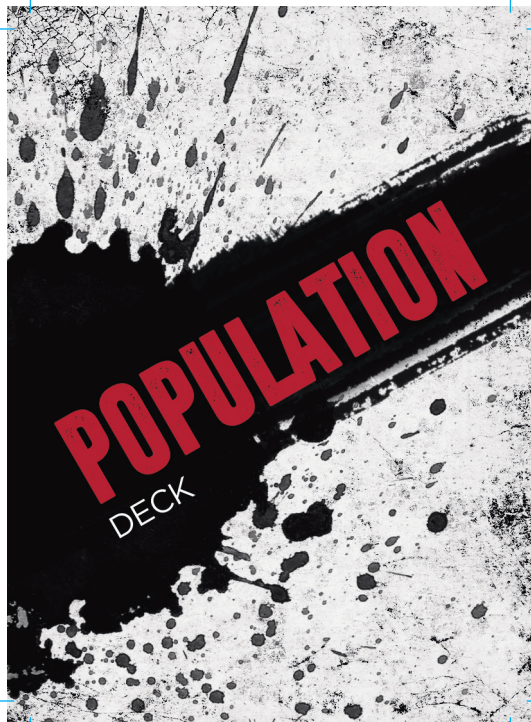
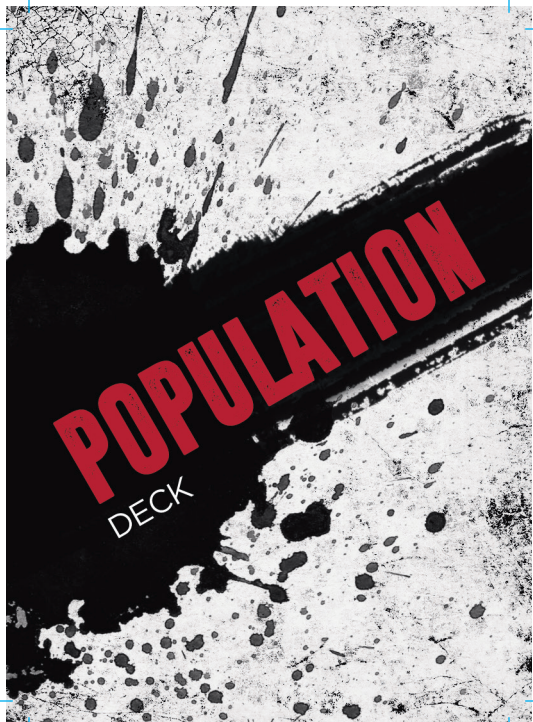
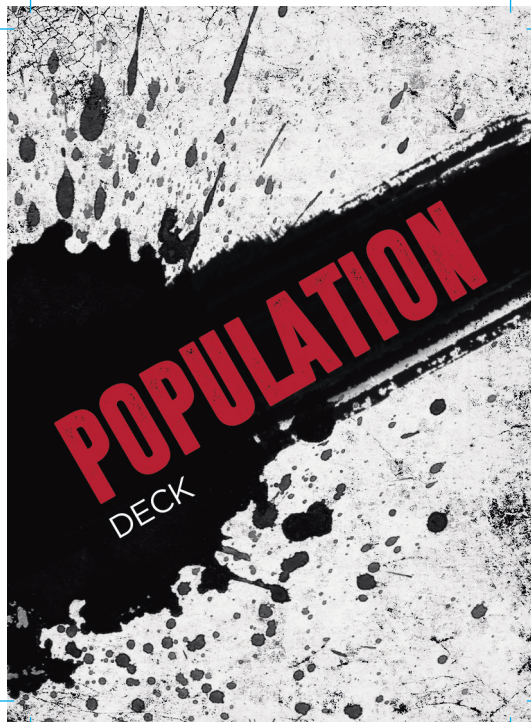
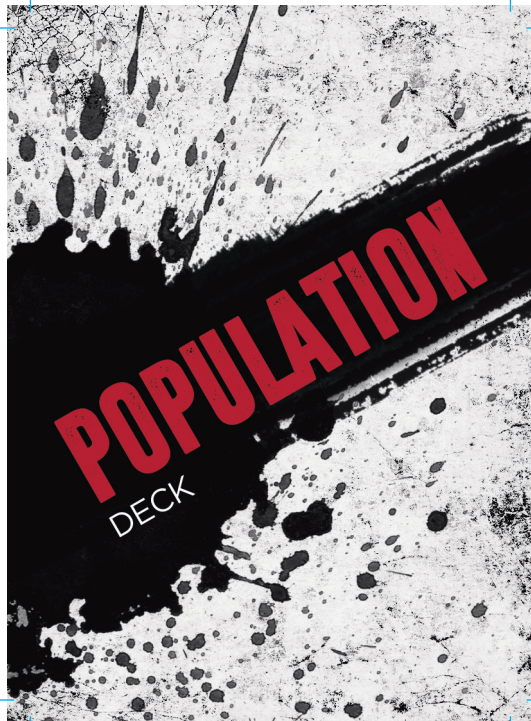
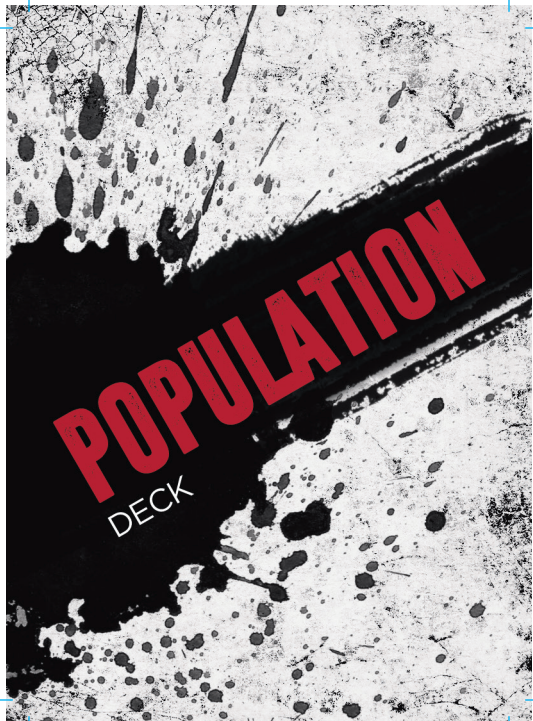
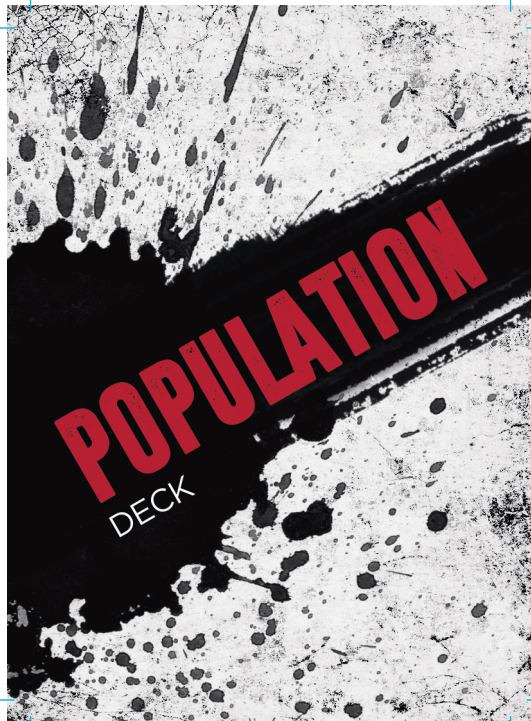
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Shun Wen
SPORTS STORE CASHIER

SKILLS Bartering, intimidation, survival

EQUIPMENT Sporting goods





JOURNALIST

REVEAL

To reveal this card, bring an unwelcome truth to the attention of others.

WHILE REVEALED

When you assess a bad situation, you can always ask "What is hidden here?" even on a miss.

Some people would say the truth isn't that important in life or death situations. You'd say that's when it's most important.

\$



FEDERAL AGENT

REVEAL

To reveal this card, assert your government-mandated authority over a group.

WHILE REVEALED

When you get in someone's face, they must mark an additional stress if they escalate the situation.

As long as you keep people believing in your authority and its source, the world before Z-Day isn't really gone.

\$



COURIER

REVEAL

To reveal this card, use a vehicle (including a bike) to avoid or escape a bad situation.

WHILE REVEALED

Draw +1 when in a vehicle.

Go fast. That's how you made a living before; that's how you'll stay alive now.

\$



SALESPERSON

REVEAL

To reveal this card, sell someone else's idea to a group.

WHILE REVEALED

Draw +1 when making a sales pitch.

Everybody's a possible customer, and everything is for sale. The dead don't change that.

\$



POLITICIAN

REVEAL

To reveal this card, describe to a group how you are best suited to help fulfill their needs.

WHILE REVEALED

Draw +1 when misleading someone or hiding the truth.

You know what it takes to lead, to help people come together and make real change in their community. And it doesn't always take the truth.

\$



ENGINEER

REVEAL

To reveal this card, craft or repair something mechanically complex or complicated.

WHILE REVEALED

Draw +1 when working on mechanical objects or tools.

The world makes more sense as numbers and schematics and problems to be solved.

\$



PAST



PAST



PAST



PAST



PAST



PAST



MEAT SELLER

REVEAL

To reveal this card, show someone else how to cut up a body.

WHILE REVEALED

Draw +1 when using a sharp tool against bare flesh.

Meat is meat is meat, and most people haven't learned how to handle that yet. Good for you, you're ahead of the curve.



CONTRACT KILLER

REVEAL

To reveal this card, end a human life without any warning.

WHILE REVEALED

When you turn to violence against the uninfected, draw Steel instead of Savagery.

Before, everyone wanted you to be discrete and quiet in your work. Nowadays, you seem to be the only one to appreciate a good clean kill.



LITIGATOR

REVEAL

To reveal this card, argue openly in defense or in prosecution of another survivor.

WHILE REVEALED

Draw +1 when speaking to a crowd.

Laws might be going out the window, but that doesn't mean they should. People need to be forced to think more about what they do.



CLEANER

When you fight a swarm of zombies, on a Triumph you don't have to choose any options from the list. On an Edge, you choose none and the GM chooses one.

CLEAR 1 STRESS

When you make an area safe for others.

You don't view your job as waging a war; it's just cleaning up a mess.



RUNNER

Take +1 Survival.

CLEAR 1 STRESS

When you fetch necessary supplies for someone.

In a world filled with the dead, people who can get things where they need to be—fast—are invaluable.



BULLY

Take +1 Savagery.

CLEAR 1 STRESS

When you seize someone else's resources.

Kill or be killed. Only the strong survive. It's a jungle. All that.



PAST



PAST



PAST



PRESENT



PRESENT



PRESENT



ELDER

Take +1 Soul.

CLEAR 1 STRESS

When you try to guide others towards safety or nonviolence.

It's the job of the old to look after the young, right? To ensure that the future is not yet lost?



PEACEKEEPER

Take +1 Steel.

CLEAR 1 STRESS

When you stave off violence within the enclave.

In the midst of this madness, what people need is a place they know is safe. You're going to make one.



STRATEGIST

When you make a plan based on accurate, current information, draw +2 on your next move.

CLEAR 1 STRESS

When you organize others to take action.

Humans are animals, and they lose their cleverness in the face of fear. You're there to keep them thinking.



LEADER

You have an additional ally. When an NPC ally takes action on your behalf, draw +1. On a miss, they blame you for whatever goes wrong.

CLEAR 1 STRESS

When you increase an NPC's disposition towards you.

You're only going to be able to make things better with the help of those around you.



COUNSELOR

When you open up to someone, hold 1. Spend the hold to help them in a later scene, even if you are not present, without marking stress.

CLEAR 1 STRESS

When you speak kindly to someone in crisis.

People need shoulders to cry on and other people to listen, now more than ever.



ARBITER

When you get in someone's face to enforce your judgment, draw Steel instead of Savagery.

CLEAR 1 STRESS

When you take sides in a conflict that did not originally involve you.

Being able to provide impartial judgment is its own kind of power.



PRESENT



PRESENT



PRESENT



PRESENT



PRESENT



PRESENT



MANIC

WHILE REVEALED

Clear a stress when you ignore others' wishes and take things too far. You don't have to mark stress to push yourself on an Opportunity card.

The only thing you have over the dead is speed. Stop moving and they catch you, so never stop moving. No matter what.



ALOOF

WHILE REVEALED

Clear a stress when you calm someone down. When you state your threats without emotion or passion, draw Steel instead of Savagery to get in someone's face.

Feelings don't really matter anymore. Personal connections are all illusions. Facts and truths are all that matter.



GAMBLER

WHILE REVEALED

Clear a stress when you take a huge risk for huge potential payoff. Mark stress to draw +1 when you avert disaster.

Life has always been a risk. Now the stakes are higher than ever.



CALLOUS

WHILE REVEALED

Clear a stress when you refuse to help someone who needs it. Clear one stress (instead of marking stress) whenever you interfere with someone opening up.

If anyone is going to survive this, people need to learn to depend on themselves, first and foremost.



FEARFUL

WHILE REVEALED

Clear a stress when you back down from a danger or conflict. Draw +1 when you assess a bad situation before taking action.

Fear is a constant companion, a terrible claw gripping your heart, squeezing, piercing.



RELENTLESS

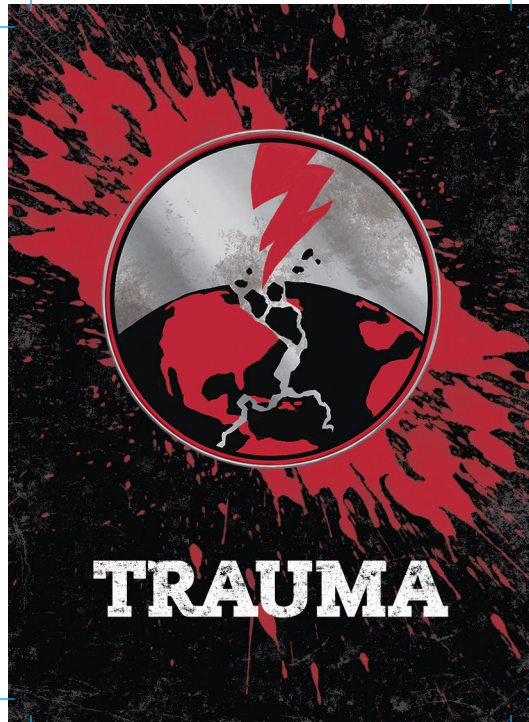
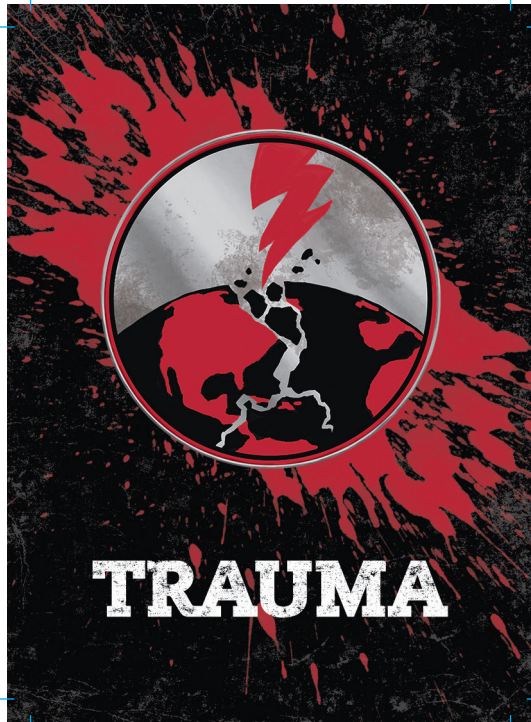
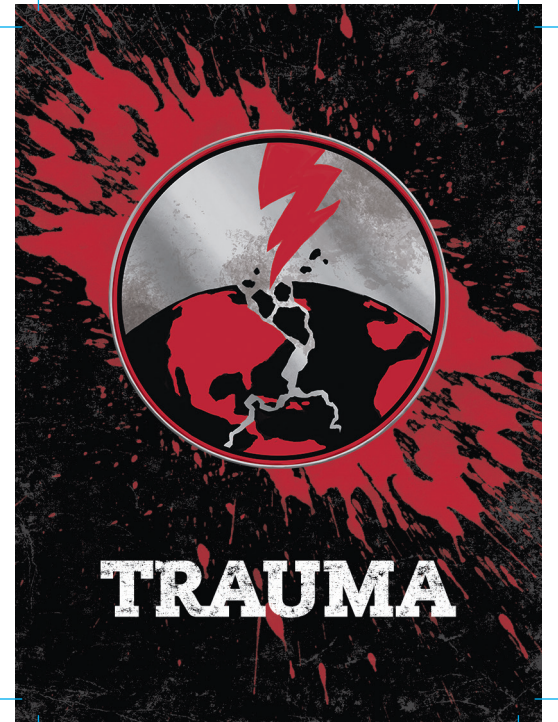
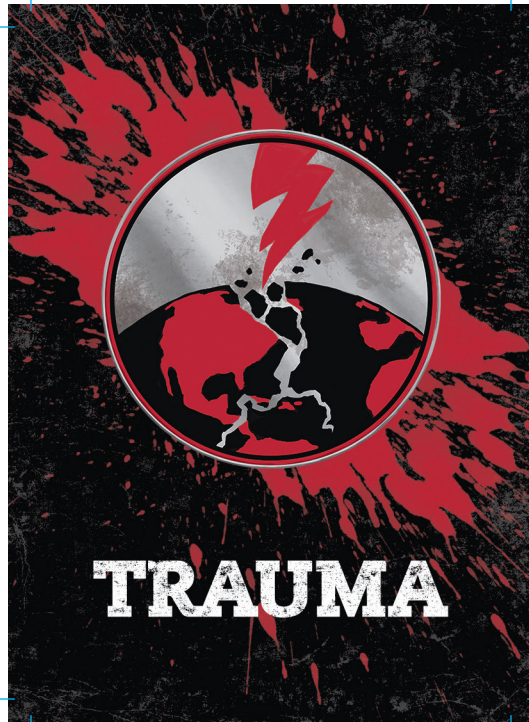
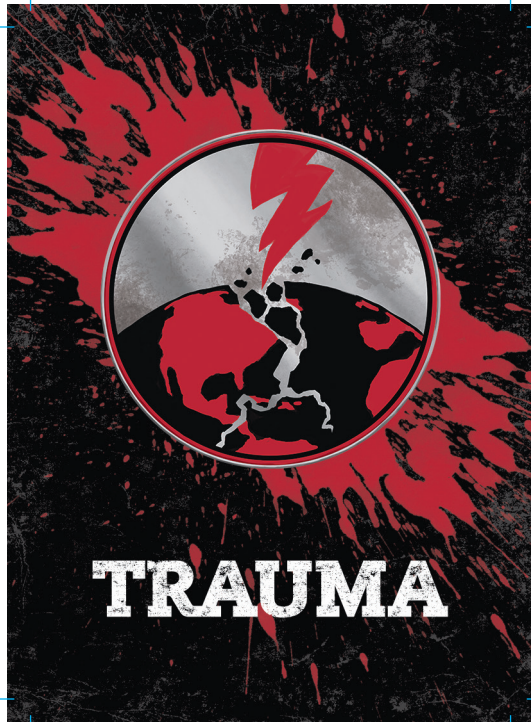
WHEN REVEALED

Take +1 Savagery.

WHILE REVEALED

Clear a stress when you choose to attack a foe instead of fleeing or taking other action.

Nothing will stop you. Nothing can. And the whole world is going to know it.





NEEDY

WHEN REVEALED

Take +1 Soul.

WHILE REVEALED

Clear a stress when you receive validation from an authority.

It's nice to be wanted, isn't it?



DEFENSIVE

WHEN REVEALED

Take +1 Steel.

WHILE REVEALED

Clear a stress when you convince others to act against someone who is threatening you.

Anything in this world could be a danger. Best response is to act first.



DEFIANT

WHEN REVEALED

Take +1 Survival.

WHILE REVEALED

Clear a stress when you refuse a reasonable order.

It's orders and rules and chains of command that got the world here in the first place. No more. No gods. No masters.

GATES



When you close the gates to section off portions of your enclave, you can barricade off an area as if you'd drawn a Triumph while barricading a place. If you do, exhaust this advantage until you can repair the gates.

SPORTS EQUIPMENT

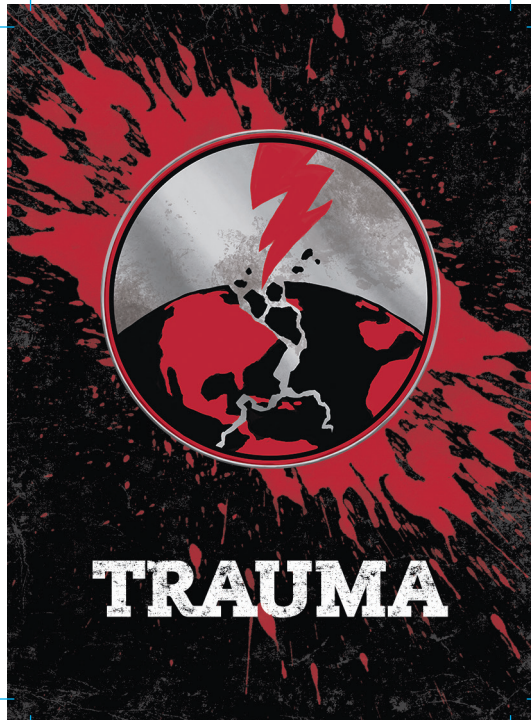


When you equip enclave members with padding and melee weapons, draw Survival. On a hit, everyone equipped takes +1 ongoing to melee conflicts and suffering serious harm until time passes; exhaust this advantage if you use the equipment in a violent conflict. On a Triumph, there is ample equipment; don't exhaust this advantage after a conflict. On a miss, your opposition presents a threat your equipment cannot prepare you for.

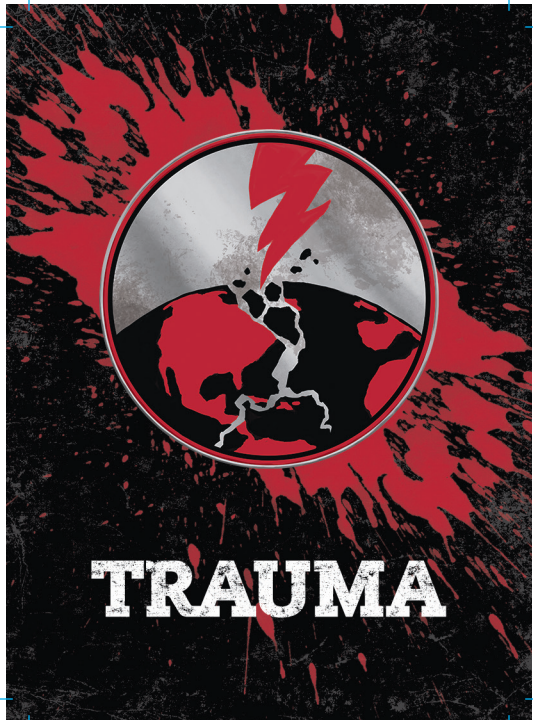
BACK PASSAGES



When you slip through the back passages of your enclave to get where you need to go, draw Survival. On a hit, you get there quickly and safely. On a Triumph, you can set yourself up in an advantageous position when you arrive. On a miss, you find the back passages have been breached by a danger.



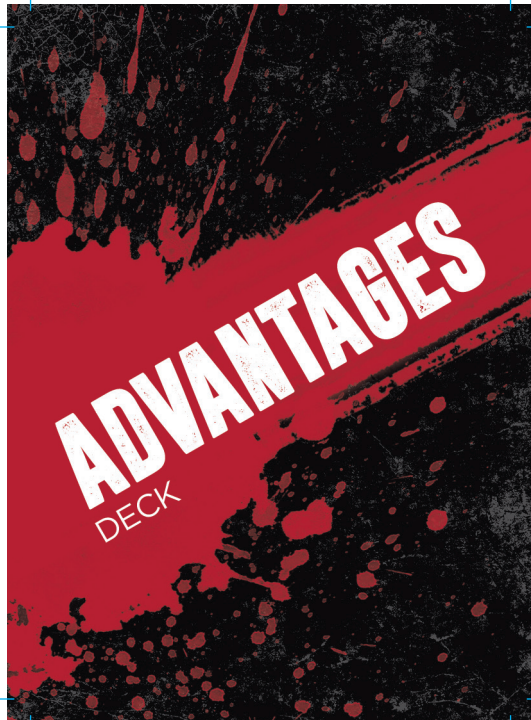
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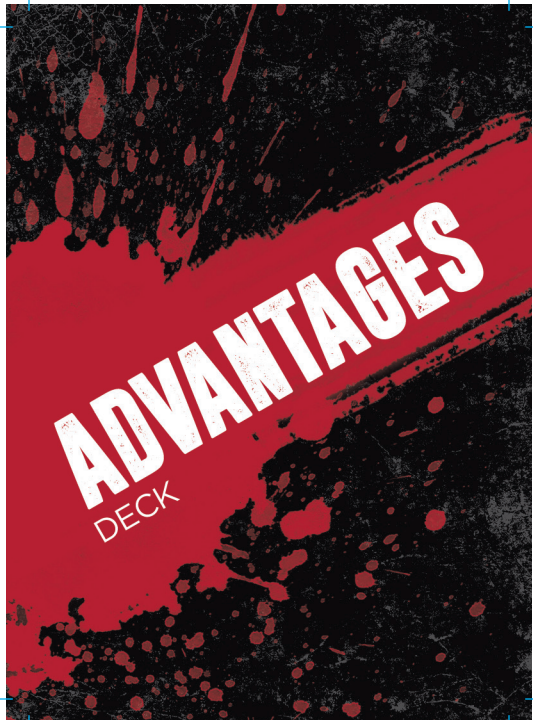
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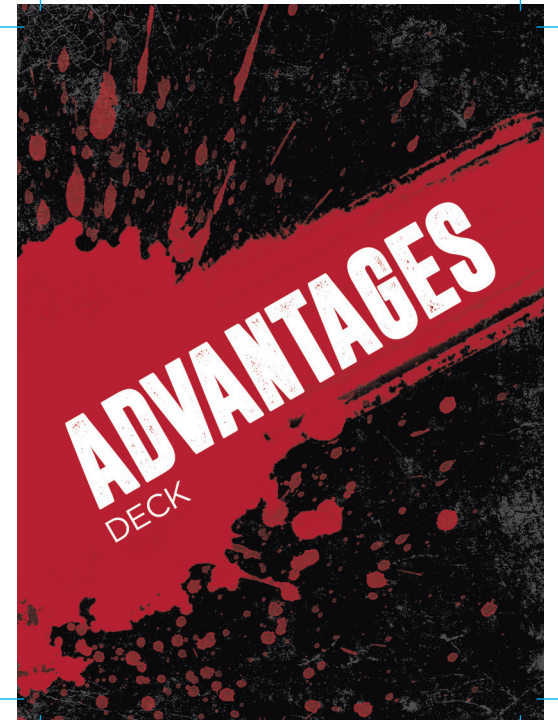
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ADVANTAGES
DECK



ADVANTAGES
DECK



ADVANTAGES
DECK

SUPPLY HOARD



When you go foraging in your supply hoard for something suited to your supplies, draw Survival. On a Triumph, you find exactly the right thing. On an Edge, you find something close enough, but it's shoddy, ineffective, or damaged, GM's choice. On a miss, you find evidence that someone else got to it first.

RELATIONSHIP

The two of you had an intimate relationship. Which of you ended it? Why?

Population members
take secret action to
solve a scarcity.

TIME PASSES

RELATIONSHIP

The two of you were antagonists before Z-Day. What has changed, if anything, since then?

A dangerous new discovery
rocks your population.

TIME PASSES

RELATIONSHIP

The two of you agree that a third member of the enclave should be in charge. Who? Why?

External forces arrive
demanding your advantage.

TIME PASSES

RELATIONSHIP

The two of you protected each other from a dangerous member of the enclave. Who? What happened to them?

Your surroundings spill into
new areas dangerously.

TIME PASSES

MALL 1

Plenty of Plenty

When you forage for supplies within the mall, always take +2 gear no matter what you draw.

Beacon of Capitalism

When time passes, new survivors show up and ask to join the enclave. Draw two cards from the survivor deck and take the highest; treat Opportunities as Triumphs. On an Edge, the GM chooses one; on a Triumph, both:

- they are clearly useful
- they are clearly trustworthy

On a miss, they're assuredly hiding something, and they're backed up with force.

FATE

FATE

ADVANTAGES
DECK

ENCLAVE

MALL

FATE

FATE

MALL 2

Scarcities:

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

Surroundings:

- ☐ a hospital
- ☐ a massive parking structure
- ☐ a movie theater
- ☐ an office complex
- ☐ a small park
- ☐ suburban neighborhoods

Population:

- ☒ a group of local consumers
- ☐ a few cops
- ☐ a group of young delinquents
- ☐ a local politician
- ☐ a mall administrator
- ☐ a pair of security guards
- ☐ a tabloid journalist

Advantages:

- ☐ back passages
- ☐ gates
- ☐ sports equipment
- ☐ supply hoard

