

, THE ACADEMIC

Character Name _____

GRIM 6
KEEN 8
QUICK 5
VITAL 7



EXPERT

●●●●●○

Observe (Keen)
Endure (Grim)

SKILLED

●●●●○●

Advocate (Vital)
Empathize (Keen)
Work (Grim)
Fight (Grim)
Observe (Keen)
Physic (Keen)
Recuperate (Vital)
Search (Keen)

UNSKILLED

●●●○●○

All actions not
listed above.

XP:

ACADEMIC MOTIVES: Choose and mark (●) one.

- ☐ **Analyst** You are baffled by the complex impossibility of the blight, and are driven to learn how it functions. *Mark +1 Xp after a session if you learned more about the workings of the blight.*
- ☐ **Professor** You are driven to keep the fire of knowledge burning and share what you know with others. *Mark +1 Xp after a session if you shared information gained through hard study (recent or past).*
- ☐ **Nemesis** The blight destroyed all that you care about, leaving you determined to strike back against it. *Mark +1 Xp after a session if you found new ways to attack the dead or the blight, or built weapons against it.*

ACADEMIC TALENTS: Choose and mark (●) two.

- ☐ **Credible** When someone advocates, you can back them up; roll your advocate, and give them any hits as bonus dice. *One Dot Only.*
- ☐ **Detached** When you roll to endure, you can roll against keen instead of grim. *One Dot Only.*
- ☐ **In My Field** Name a field of academic expertise (chemistry, biology, architecture, sociology, etc). When you observe an area, you can add dice equal to these dots, stating that you're "on guard" but *also* looking for hazards and facts related to this field.
(_____)
- ☐ **Clarity** When pooling research progress with others, you do not need to sacrifice one point of progress from each roll that adds to the group total.
- ☐ **Theorist** You gain dice for research equal to your dots in this talent; however, these dice are useful in lab research only.

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **The Army Was Handing It Out.** Crowbar (Blunt), flashlight, hand radio, solar charger, some purification tablets, some dry rations.
- ☐ **Some Old Field Kit.** Hatchet (blade), GPS, binoculars, leather jacket (armour), biological field sample kit (some biological research supplies), water for a day, food for a day.
- ☐ **Stuff From My Garage.** Hammer (blunt), kettle, bedroll, rope, water for a day, food for two days.

INFECTION:

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Mark "I" For Infection, Black Out For Scars.

STRAIN:

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Mark "W" for wounds, "F" for fatigue, "H" for hunger, "T" For thirst, "S" for stress..
Black Out For Scars.

, THE BADGE

Character Name _____

GRIM 8
KEEN 6
QUICK 7
VITAL 5



EXPERT

●●●●●○

Defend (Grim)
Shoot (Quick)

SKILLED

●●●●○●

Charm (Vital)
Drive (Quick)
Empathize (Keen)
Endure (Grim)
Fight (Grim)
Observe (Keen)
Search (Keen)
Threaten (Grim)

UNSKILLED

●●●○●○

All actions not listed above.

XP:

BADGE MOTIVES: Choose and mark (●) one.

- ☐ **Defender** You've always worked to keep people safe; that hasn't changed at all, even if everything else has. *Mark +1 Xp after a session if you work in it to keep people safe from the predations of the dead..*
- ☐ **Dictator** You're ready to take charge, and you're not afraid to just assume authority. *Mark +1 Xp after a session if you worked to gain or use authority to get things working the way you think they should.*
- ☐ **Enforcer** You're the someone who likes and preserves order, but you're not the one who makes it. *Mark +1 Xp after a session if you spent time carrying out a dirty or dangerous job on behalf of a leader.*

BADGE TALENTS: Choose and mark (●) two.

- ☐ **Deadeye** When you shoot, you can roll your dice against grim instead of quick. *One Dot Only.*
- ☐ **Suited Up** You're used to protective gear. For each dot in this talent, you can ignore the weight of one piece of armour for purposes of encumbrance. Note the item in the "extreme load" section, marked "*".
- ☐ **Authority** If you roll to advocate a plan in which you take on your old role, you gain one added die for each dot you have in this talent.
- ☐ **Hard Defence** When you ward off enemies while defending (including ones you ward away with pushback), you can freely graze up to as many of them as you have dots in this talent.
- ☐ **Firing Stance** When you shoot, you can always "take cover" by taking the right stance, even if there's no physical cover to move into, but must pay a hit for that cover each go-around that shooting continues. *One Dot Only.*

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **From My Tool Shed** Shovel (blunt), propane canister, flashlight, tent, rope, water for a day, flare gun.
- ☐ **Still In Uniform** Handgun, some handgun ammo, water for two days, hand radio, bulletproof vest or other protective gear (armour), fire axe (blade).
- ☐ **Raided An Armoury** Two Handguns, plenty of handgun ammo, shotgun, some shotgun ammo, bulletproof vest (armour).

INFECTION:

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STRAIN:

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Mark "W" for wounds, "F" for fatigue, "H" for hunger, "T" For thirst, "S" for stress..
Black Out For Scars.

, THE CHANGED

Character Name _____

GRIM: 7
KEEN: 6
QUICK: 5
VITAL: 8



EXPERT

●●●●●○

Fight (Grim)
Withstand (Vital)

SKILLED

●●●●○●

Bait (Quick)
Defend (Grim)
Endure (Grim)
Observe (Keen)
Search (Keen)
Threaten (Grim)
Work (Grim)

UNSKILLED

●●●○●○

All actions not
listed above.

XP:

CHANGED MOTIVES: Choose and mark (●) one.

- ☐ **Champion** You can't get back your humanity, but you can be their defender and guardian. *Mark +1 Xp after a session if you stand between the living and the dead in defence.*
- ☐ **Hunter** Bitter and lost, you live now to slay the dead; the more you put down, the better. *Mark +1 Xp after a session if you destroyed several dead creatures over the course of play.*
- ☐ **Strangelin** You *like* being transformed; they may not be the gifts you would have asked for, but they'll do. *Mark +1 Xp after a session if you openly make use of your changed talents to your benefit.*

CHANGED TALENTS: Choose and mark (●) two.

- ☐ **Whisper** You can hear the dead. Mark a stress to use this talent; for about ten minutes, you can feel the position and activity of all dead in twenty feet, and sense what Alpha dead 'say' to their underlings. Each added dot doubles range and duration.
- ☐ **Rotgut** You can eat foulness and drink slime. Each week, for each dot you have of this, you can substitute a day of food and water with *any* organic matter.
- ☐ **Weapon** You have grown natural weapons; claws, a splayed arm, something else. Name a weapon. If unarmed, you count as having it. For each dot after the first, it deals +1 damage on a strike. *Three dots at most.*
- ☐ **Carrion Lord** Carrion outside of alpha control react to you in a friendly fashion. If you take care of one (only one at a time), it'll bond to you; it won't understand orders, but will follow you and attack only those you fight (as per the Seeker talent *Binding*). You can start play with such a companion. *One dot only.*
- ☐ **Armour** You have chitin or fur, giving you armour equal to your dots in this talent. You can convert one damage to fatigue per conflict per dot, ticking each dot as you do. You can also tick a dot after you convert damage to fatigue, to block that fatigue.

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **The Army Was Handing It Out.** Hatchet (Blade), flashlight, hand radio, solar charger, some purification tablets, some dry rations.
- ☐ **Grabbed It At The Mall** Machete (blade), rope, flashlight, leather coat (armour), water for a day, food for a day, some brandy and lots of cigarettes (consumables).
- ☐ **Stuff From My Garage.** Hammer (blunt), kettle, bedroll, rope, water for a day, food for two days.

INFECTION:

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Mark "I" For Infection, Black Out For Scars.

STRAIN:

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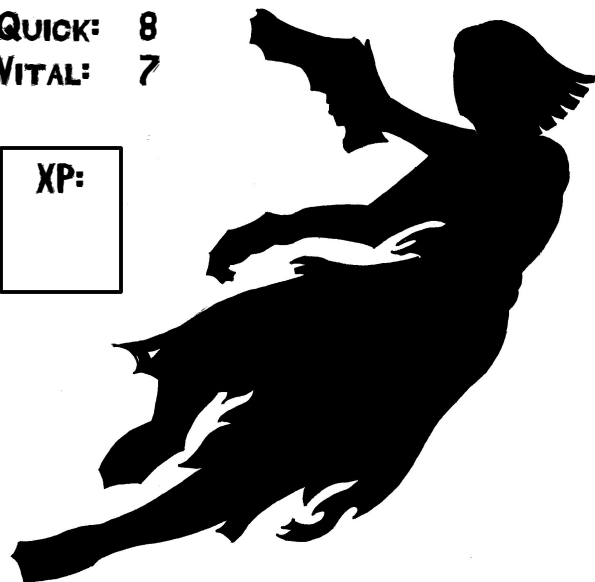
Mark "W" for wounds, "F" for fatigue, "H" for hunger, "T" For thirst, "S" for stress..
Black Out For Scars.

, THE COURIER

Character Name _____

GRIM: 5
KEEN: 6
QUICK: 8
VITAL: 7

XP:



EXPERT

●●●●●○

Drive (Quick)
Juke (Quick)

SKILLED

●●●●○●

Bait (Quick)
Charm (Vital)
Empathize (Vital)
Hike (Quick)
Observe (Keen)
Search (Keen)
Shoot (Quick)
Vent (Vital)

UNSKILLED

●●●○●○

All actions not listed above.

COURIER TALENTS: Choose and mark (●) two.

- ☐ **Jitterbug** Before you roll to juke, you can trade in a die to get two automatic hits, but can only use those hits to gain progress. Each additional dot of this talent lets you trade another die for progress.
- ☐ **Velocity** As per Jitterbug, but applies to driving instead; you can trade one die directly for two progress.
- ☐ **Gunfighter** When using a handgun in a melee, roll against Quick instead of Grim. *One dot only.*
- ☐ **The Rush** You can vent as part of taking any risk to your life that you aren't forced to take; ignore the normal time requirement. Roll to vent after committing to the action physically, but before rolling for the action. If you do this, losing control means a one-die penalty on the actual action. *One dot only.*
- ☐ **Visualize** If you Observe a scene for a few moments, choose "I have intentions", and describe physical movement through the scene (as part of juking, fighting, baiting or defending) as the intent, you gain bonus dice if you follow through on that intention; you gain dice equal to your dots in this or your hits on the Observe roll, whichever is less.

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **Just... Don't Ask.** Handgun, plenty of handgun ammo, biker leathers (armour), plenty of China White (cocaine - recreation?).
- ☐ **The Army Was Handing It Out.** Shovel (Blunt), flashlight, hand radio, solar charger, some purification tablets, some dry rations.
- ☐ **From My Trunk** Crowbar, flare gun, bedroll, rope, mechanical toolkit, day of water, GPS.

INFECTION:

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Mark "I" For Infection, Black Out For Scars.

STRAIN:

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Black Out For Scars.

COURIER MOTIVES: Choose and mark (●) one.

- ☐ **Gopher** You prefer being one part of a smooth-working group, and don't mind being a follower. *Mark +1 Xp after a session if you keep your group working together (often by following someone's lead).*
- ☐ **Nomad** While you might operate from a base, your real home is on the move. *Mark +1 Xp after a session if you play out your need for new horizons; this includes being agitated and bored if cooped up.*
- ☐ **Thrillseek** You like risks; ones with big dangers and big payoffs both. *Mark +1 Xp after a session if you gamble with your safety and life to get things you want or need.*

, THE FACE

Character Name _____

GRIM: 5
KEEN: 7
QUICK: 6
VITAL: 8



EXPERT

●●●●●○

Advocate (Vital)
Charm (Vital)

SKILLED

●●●●○●

Bait (Quick)
Drive (Quick)
Empathize (Keen)
Endure (Grim)
Observe (Keen)
Physic (Keen)
Shoot (Quick)
Vent (Vital)

UNSKILLED

●●●○●○

All actions not
listed above.

XP:

FACE MOTIVES: Choose and mark (●) one.

- ☐ **Apostle** You need to have, and spread, a cause that draws people together. *Mark +1 Xp after a session if you have embraced and attempted to spread such a cause..*
- ☐ **Curator** Born to manage rosters and schedules, you believe that good organization makes thing easier. *Mark +1 Xp after a session if you help manage people or supplies in a helpful way.*
- ☐ **Envoy** You're a practised representative and "best face" for other people working together, and it comes easily. *Mark +1 Xp after a session if you worked to make your close allies look good to others.*

FACE TALENTS: Choose and mark (●) two.

- ☐ **Politico** The "memory" penalty to advocate lasts only a day in your case, rather than a week. *One Dot Only.*
- ☐ **Teamwork** When you do something with someone else, and both of you make the same roll, you can give them a number of your usual dice equal to your dots in this talent. In return, they can give you some of their hits, again up to your dots.
- ☐ **Musician** When you and others are venting through a shared activity, with you providing music, each hit you get on your roll also means someone else you choose rolls a bonus die (even after their main roll). If you get dice from someone else with this talent, *those* don't "spin off" if they hit.
- ☐ **True Empath** When you empathize, you can spend a hit to learn "How does the target really feel about a person they just said something about?" *One dot only.*
- ☐ **Subtlety** When you charm someone, you can spend a hit and make an assertion or ask a question. Your subject will end up reflecting on this statement or question over the next day, even (especially) if it's something they don't want to consider. There is *no* guarantee you'll like their conclusions, but they will think on it. *One dot only*

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **Road Music** Guitar, shotgun, some shotgun ammo, leathers (armour), two days water, one day food.
- ☐ **Living Rough** Kettle, tent, bedroll, one day water, one day food, handgun, some handgun ammo.
- ☐ **The Army Was Handing It Out.** Shovel (Blunt), flashlight, hand radio, solar charger, some purification tablets, some dry rations.

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Black Out For Scars.

, THE MEDIC

Character Name _____

GRIM: 5
KEEN: 8
QUICK: 7
VITAL: 6



EXPERT

●●●●●○

Charm (Vital)
Physic (Keen)

SKILLED

●●●●○●

Drive (Quick)
Empathize (Keen)
Endure (Grim)
Fight (Grim)
Observe (Keen)
Recuperate (Vital)
Search (Keen)
Withstand (Vital)

UNSKILLED

●●●○●○

All actions not
listed above.

XP:

MEDIC MOTIVES: Choose and mark (●) one.

- ☐ **Caregiver** You're spent your life dedicated to caring for others; it's just who you are. *Mark +1 Xp after a session if you gave emotional or medical assistance to another.*
- ☐ **Thanatist** The risen dead fascinate you; how are they possible, and how do they work? *Mark +1 Xp after a session if you learned more about the way the dead work.*
- ☐ **Earners** Respect, money, a nice home... Your skills earned you those things before. They will again. *Mark +1 Xp after a session if you traded your skills for social position, personal or work space, or payment.*

MEDIC TALENTS: Choose and mark (●) two.

- ☐ **Bedside Manner** When you attempt to charm someone, suspicion is not a danger unless the target has reason to suspect you. *One Dot Only.*
- ☐ **General Practice** Before you roll to physic someone, you can trade in a die to give a die (you get an automatic hit, but can only use it to give a bonus die). Each additional dot of this talent lets you trade another die to give one. These dice only apply to recuperation attempts.
- ☐ **Sanitary** As General Practice, but the dice given only help them withstand infection instead.
- ☐ **Butchery** When you fight, you can roll your dice rating for physic instead (you still roll against grim, and use the usual stakes). *One Dot Only.*
- ☐ **Diagnosis** When you empathize with someone, you can spend a hit to learn "How is this person doing, physically and emotionally?". *One Dot Only.*
- ☐ **Bio-Research** You gain dice for research equal to your dots in this talent, when dealing with the living or with humanoid undead (not with roil, or energy fields, for example).

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **The Basics** Bat (blunt), molotov cocktail, some hygenic supplies, two days water, bedroll, flashlight.
- ☐ **Grabbed It From Work.** Plenty of medicines, plenty of hygenic supplies, surgical kit, fire axe (blade), one day of water.
- ☐ **The Army Was Handing It Out.** Shovel (blunt), flashlight, solar charger, some purification tablets, some dry rations, some hygenic supplies.

INFECTION:

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Mark "I" For Infection, Black Out For Scars.

STRAIN:

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Mark "W" for wounds, "F" for fatigue, "H" for hunger, "T" For thirst, "S" for stress..
Black Out For Scars.

_____, THE SCOUNDREL

Character Name

GRIM: 8
KEEN: 5
QUICK: 6
VITAL: 7

XP:



EXPERT

●●●●●○

Fight (Grim)
Recuperate (Vital)

SKILLED

●●●●○●

Bait (Quick)
Charm (Vital)
Endure (Grim)
Juke (Quick)
Shoot (Quick)
Threaten (Grim)
Vent (Vital)
Withstand (Vital)

UNSKILLED

●●●○●○

All actions not listed above.

SCOUNDREL TALENTS: Choose and mark (●) two.

- ☐ **Vicious** When you attempt to threaten someone, the target can never choose to get grazed; that option is removed for free. *One Dot Only.*
- ☐ **Brawler** Unless your enemies have tactical abilities, it takes one additional enemy to "outnumber" you (and reduce your fighting dice) per dot of this talent you possess.
- ☐ **Kick Through** When you roll to juke, each hit you spend is *also* a graze dealt to a different foe in reach, up to as many as your dots in this talent (or to the number of foes in reach, if that's less).
- ☐ **Flurry** When you fight, and have a weapon in either hand (blades, blunts, or one of each), all your strikes have the special abilities of both bladed and blunt melee weapons. *One Dot Only.*
- ☐ **Well Armed** You're used to carrying weapons. For each dot in this talent, you can ignore the weight of one melee weapon, handgun, or load of ammo. Note these in the "extreme load" section, marked "*".

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **Crack A Beer, Watch It Burn.** Leather coat (armour), hammer (blunt), hatchet (blade), one day of water, plenty of beer (recreation).
- ☐ **Armed & Armoured** Stab vest and leather jacket (two armour), crowbar (blunt) and machete (blade), three days of water.
- ☐ **We Could Go Camping.** Shovel (blunt), tent, rope, bedroll, flashlight, two days water.

SCOUNDREL MOTIVES: Choose and mark (●) one.

- ☐ **Leveler** The plague knocked everyone down to the same level, and it'd be best if they stayed there. *Mark +1 Xp after a session if you actively resisted or argued against formalizing authority.*
- ☐ **Reborn** The old world has been washed away for a new one; you're going to get it right, this time around. *Mark +1 Xp after a session if you made a start, or made progress, on living right despite a bad history.*
- ☐ **Warlord** The strong will inherit the new world; everyone can see it. And you're the strongest. *Mark +1 Xp after a session if you seized leadership by virtue of strength, even if only temporarily.*

INFECTION:

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Mark "I" For Infection, Black Out For Scars.

STRAIN:

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Mark "W" for wounds, "F" for fatigue, "H" for hunger, "T" For thirst, "S" for stress..
Black Out For Scars.

_____, THE SCROUNGER

Character Name

GRIM: 5
KEEN: 6
QUICK: 8
VITAL: 7



EXPERT

●●●●●○

Search (Keen)
Hike (Vital)

SKILLED

●●●●●○

Bait (Quick)
Charm (Vital)
Endure (Grim)
Empathize (Keen)
Juke (Quick)
Recuperate (Vital)
Vent (Vital)
Withstand (Vital)

UNSKILLED

●●●○○○

All actions not
listed above.

XP:

SCROUNGER MOTIVES: Choose and mark (●) one.

- ☐ **Kin** For once, you're one of the skilled people of the world. That's valuable to you; so are those that accept you. *Mark +1 Xp after a session if you worked to fit in and help your group work together.*
- ☐ **'Monger** Life is stuff, and there's loads of it now and a lot less people needing it. *Mark +1 Xp after a session if you worked to gather up things that will keep you alive, comfortable, and happy.*
- ☐ **Squatter** Finding shelter, improving on it, but staying ready to move? That's just life. *Mark +1 Xp after a session if you work to balance, and help others balance, both wanting good shelter **and** being ready to bail out.*

SCROUNGER TALENTS: Choose and mark (●) two.

- ☐ **Rifling** When you roll to search, you can roll against quick, instead of keen. *One Dot Only.*
- ☐ **Durable** When you would normally take strain from hunger, or fatigue specifically from sleep deprivation, you can mark it 'on' dots of this talent instead of in the strain bar. These must still be healed normally.
- ☐ **Eye Open** When you recuperate, ignore the "crash" danger; you will always wake easily if intruded on, and can ignore a couple of 'false alarms' each night without suffering sleep deprivation. *One Dot Only.*
- ☐ **Scramble** When you fight, you can roll Juke against your Quick, though the stakes are as for the fight. If you do this, you can strike, escape, and pin, but can only cancel one incoming attack for each dot of this talent you possess, at most.
- ☐ **Hardened** When you take a dot in this talent, immediately erase one blacked-out box of strain or of infection; you can't take this talent at creation. *Up to three Dots at most.*

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **Stealing The Fine Life** Lots of whiskey, lots of cigars (recreation), fur coat (armour), bedroll, crowbar (blunt).
- ☐ **Squatting Kit** Length of chain (lash), lock and key, bedroll, lantern, some oil, one day food, one day water.
- ☐ **Living Rough** Kettle, tent, bedroll, one day water, two days food, hatchet (blade).

INFECTION:

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Black Out For Scars.

, THE SEEKER

Character Name _____

GRIM: 5
KEEN: 6
QUICK: 7
VITAL: 8



EXPERT ●●●●●○

Withstand (Vital)
Advocate (Vital)

SKILLED ●●●●○○

Bait (Quick)
Empathize (Keen)
Endure (Grim)
Juke (Quick)
Hike (Quick)
Observe (Keen)
Recuperate (Vital)
Shoot (Quick)

UNSKILLED ●●●○○○

All actions not
listed above

XP:

SEEKER MOTIVES: Choose and mark (●) one.

- ☐ **Defiant** You can feel a great power behind the rise of the dead, and you intend to use its weapons against it. Mark +1 Xp after a session if you use your talents to strike a blow against the dead.
- ☐ **Mystic** Old myths and religions have described all the pieces of this fall. Mark +1 Xp after a session if you made sense of the apocalypse by naming and describing things in terms of such references.
- ☐ **Pilgrim** Something else owns the world, now. You're not about to sign up slavishly, but you need to know what. Mark +1 Xp after a session if you learn something new about the ways and order of the dead.

SEEKER TALENTS: Choose and mark (●) two.

- ☐ **Abjure** You drive back the roil, and strike at the blight within the dead, with an effort of will. This turns all roil within 10 feet per dot to ash, and does wounds equal to your dots to dead in the area that are touching roil.
- ☐ **Bind** You reach through the roil between you and an *unintelligent* dead creature to seize control of it. This requires as many progress as it can take wounds when fresh. You gain one progress per dot each use. Binding attempts make you the target of all free dead in the vicinity, and take as long as any other combat roll. Controlled dead act as you mentally direct; if they fight other Guide creatures, everything hits (on both sides).
- ☐ **Conjure** You condense roil into simple objects made of a glassy black substance called nocturne. At one dot, this can yield small talismans; at two, dagger-sized items, at three a machete, four a heavy staff, and so on. Each is a single solid piece. Creating an item absorbs a five-foot radius of roil per dot; you can also disperse any of your own nocturne items (at will; no cost) to create a low-lying roil cloud of the same size.
- ☐ **Magus** You can engage in research of circle-glyphs, making eddies and currents in infections fog; each dot gives a die for this. As you make discoveries, more uses will be added to this talent.

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **I Just Need A Well** Length of chain (lash), Lots of dry rations, kettle, two flare guns, bedroll.
- ☐ **Anyone Out There?** Solar charger, hand radio, broadcaster, binoculars, flashlight, two days water.
- ☐ **Camping Goods** Kettle, tent, bedroll, two days water, two days food.

INFECTION:

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Mark "I" For Infection, Black Out For Scars.

STRAIN:

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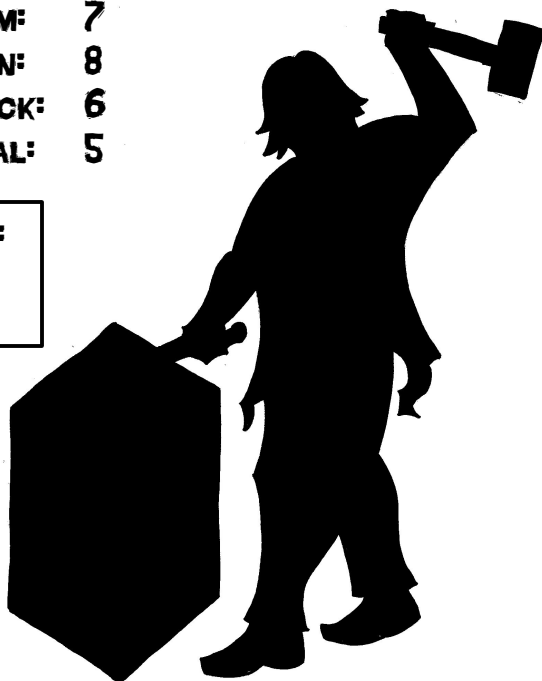
Mark "W" for wounds, "F" for fatigue, "H" for hunger, "T" For thirst, "S" for stress..
Black Out For Scars.

, THE TINKER

Character Name _____

GRIM: 7
KEEN: 8
QUICK: 6
VITAL: 5

XP:



EXPERT

●●●●●○

Craft (Keen)
Work (Grim)

SKILLED

●●●●●○

Drive (Quick)
Endure (Grim)
Fight (Grim)
Hike (Quick)
Observe (Keen)
Recuperate (Vital)
Shoot (Quick)
Vent (Vital)

UNSKILLED

●●●○○○

All actions not listed above.

TINKER TALENTS: Choose and mark (●) two.

- ☐ **Reserves** When you would mark fatigue, you can treat each dot of this talent as an extra box to hold strain. This fatigue is still recovered as usual; you can just handle more of it.
- ☐ **Crafter** Before you roll to craft, you can trade in a die to gain one added progress on the task. Each additional dot of this talent lets you trade another die to gain a further progress.
- ☐ **Laborer** As crafter, but used when you do work instead.
- ☐ **Prototype** When you create a prototype, and the end result has one or more defects, you can choose one of them; that defect is removed.
- ☐ **Inventor** You gain dice for research equal to your dots in this talent, useful when dealing with 'pure' mechanisms and chemistry (this does include electromagnetic items, and working directly with the rail; so long as a living or unliving *body* isn't part of the design, you're good).

GEAR PACKAGE: Choose and mark (●) one.

- ☐ **From The Auto Shop.** Big wrench (Blunt), mechanical toolkit, some mechanical spare parts, food for a days, water for two days, lots of cigarette (consumables).
- ☐ **Electrics And Gas.** Length of chain (Lash), electrical toolkit, some electrical spare parts, propane canister, solar charger, flashlight.
- ☐ **The Army Was Handing It Out.** Crowbar (Blunt), flashlight, hand radio, solar charger, some purification tablets, some dry rations.

TINKER MOTIVES: Choose and mark (●) one.

- ☐ **Builder** Not everything falls apart; some things are built to last. That's where you come in. Mark +1 Xp after a session if you worked to salvage or build something of lasting value.
- ☐ **Call Me Q** Everyone has skills, and every skill comes with tools and backup to make it stronger. Mark +1 Xp after a session if you improved on or kept up the gear someone (even yourself) needs to excel.
- ☐ **Strategist** The dead don't think as well as people do; getting down and dirty with them is only rarely the smart way. Mark +1 Xp after a session if you use tactics (traps, snipers, height, walls) to get an advantage as part of fighting and guarding against the dead.

INFECTION:

□ □ □ □ □ □ □ □ □

Mark "I" For Infection, Black Out For Scars.

STRAIN:

□ □ □ □ □ □ □ □ □ □ □

Mark "W" for wounds, "F" for fatigue, "H" for hunger, "T" For thirst, "S" for stress..
Black Out For Scars.

Character Name

GRIM



DEFEND
●●●○○○

ENDURE
●●●○○○

FIGHT
●●●○○○

THREATEN
●●●○○○

WORK
●●●○○○

KEEN



CRAFT
●●●○○○

EMPATHIZE
●●●○○○

OBSERVE
●●●○○○

PHYSIC
●●●○○○

SEARCH
●●●○○○

QUICK



BAIT
●●●○○○

DRIVE
●●●○○○

HIKE
●●●○○○

JUKE
●●●○○○

SHOOT
●●●○○○

VITAL



ADVOCATE
●●●○○○

CHARM
●●●○○○

RECUPERATE
●●●○○○

VENT
●●●○○○

WITHSTAND
●●●○○○

TALENTS

○○○○○○: _____

○○○○○○: _____

○○○○○○: _____

○○○○○○: _____

STRAIN

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(When all boxes are marked, crisis occurs)

W

WOUNDED

F

FATIGUED

S

STRESSED

H

HUNGRY

T

THIRSTY

MOTIVE:

I AM THE

Character Archetype

GEAR

LIGHT LOAD

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No penalty for using these boxes.

HEAVY LOAD

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If any of these are used,
the Guide will add the danger of
fatigue to physical rolls.

EXTREME LOAD

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If any of these are used,
you roll one less die on all
physical rolls.

INFECTION

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(When all boxes are marked, you turn)

I

INFECTION

EXPERIENCE