



ADDISON MORLEY
Veteran Park Ranger
"It's way too quiet. Something's not right."

When you gain an Ally Spoils card, draw a Character card. They may be equipped to your Party or placed into your Town Roster.

Axe or Compass and Maps: +1 🔥 +2 💀

5	9	0	5	1	5	4	5	7	6	11
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ALAN DEACON
Seasoned Investigator
"Don't ever lie to me. I'll always find out the truth."

Gain 1 Action card after successfully completing a Mission or World Encounter card.

Handgun: +2 💀 +2 💀

7	8	0	6	1	4	2	6	4	15
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"Hurry! Over the fence, they're coming."

Once per Turn, choose 1:
If within 2 hexes of a Starting Town Location, you may steal 1 Spoils card from the Auction House.
If within 2 hexes of a Party, you may steal 1 Spoils card. If this is a Vehicle, the target retains Stowed equipment.

7	5	0	7	5	0	7	5	0	7
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ALTON GOLDWATER
Weathered Old Farmer
"Without me, you couldn't _____. Seriously."

Each Effects Phase, gain 1 Town Health and 1 Salvage Coin.

Once per game, Heal 1 Point of any type of Damage to another Party Member.

Alton's Party and Town ignores damage from Environmental Hazard Encounter cards.

Axe or Compass and Maps: +1 🔥 +2 💀

6	8	0	5	1	6	4	5	7	5	14
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ANNABELLE
Cybernetic A.I. and Sleeper Agent
"I'm smarter, stronger, faster and deadlier."

Annabelle treats all Infected Wounds and Radiation Damage as Physical Damage. She Heals 1 Health for each 3 points spent.

If a Taskmaster Encounter or Mission is drawn or attempted by your Party, discard Annabelle and Skill Check by 2.

11	5	8	0	5	1	9	2	9	8	17
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"Have you ever noticed the Cheri's ALWAYS the last one standing?"

Enters play with 10 Salvage Coins. Automatically succeed at Perishable Encounter cards.

Knife or Sword: +3 💀

8	0	3	0	8	0	3	0	8	0	3
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MASTER

BOOKER GRAY
Weapons Expert

"Sorry, I may be ornery, but there ain't a DAMN thing I don't know about weapons."

He receives 1 additional Success on all Party Combat Skill Checks.

Ranged Weapon: +2
+2

10	7	5	1	8	2	6	4	14
6	6	6	10	2	6	6	16	

BUCK LIDDELL
MMA Berserker

"I was raised fighting in the gladiator pits. There's no such thing as a fair fight."

Gain +6 Combat during **Gladiatorial Event** Encounter cards. If successful, gain 2 Spoils cards.

Melee Weapon: +3

9	4	6	1	8	2	5	5	14
5	5	7	1	4	2	5	5	13

CAM TORETO
Wheelman

"Hell no! Ain't no one gonna stop us."

If your vehicle is destroyed by an Encounter, Action or Spoils card, roll 1d6. Ignore the vehicle destruction on a "1-3."

Four Wheeled Vehicles: +2

7	4	3	2
6	6	6	13

MASTER

CAPTAIN WASHINGTON
Caravan Officer

"I'll get us there alive. Just put me behind the wheel and give me that hand-cannon."

He receives 1 additional Success on all Party Mechanical Skill Checks.

Motorized Vehicle: +2
+2

6	6	6	10	2	6	6	16
6	6	6	10	2	6	6	16

CASSIE REARDON
Adventurous Artist

"Does this mean I don't have to pay off my student loans?"

Whenever you sell a Spoils card from your Auction House to a player, receive 3 Salvage Coins once per game, reverse any Action card played on your Party or Town back onto the Initiator. NPCs ignore this effect.

6 ♦ 3 ♠

5	4	8	5	1	6	2	6	6	13
6	6	6	5	1	5	2	7	7	13

CHANCE PERRY
Traumatized Drifter

"Yeah, I know the place well. I'll make sure we get in quietly and hit the jackpot."

If you Succeed at a Mission card within 8 hexes of your Starting Town Location, gain 2 Prestige and 2 Spoils cards.

Melee Weapons: +2

8	2		
6	6	6	13

CHARLTON HALLAWAY
Paranoid Arms Dealer
"Charlton don't take no shift! You feel me?"

Once per game, during the Effects Phase, search the Spoils Deck for a Ranged Weapon of your choice and equip it.

Armor: Once per Turn, you may discard an Armor Spills card to receive 2 Town Health.

7	6	8	1	4	4	6	16
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CLAYTON Pitt
Conniving Grease Monkey
"This here's a BRAND NEW alternator."

Once per game, during the End Turn Phase, retrieve a Vehicle from the discard pile.

5	6	5	1	8	2	6	5	14
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Mechanical Equipment: +3 +1

DANTE SLADE
Heroic Biker
"I used to lead The Highwaymen, but I just wanted to get back out on the open road."

Town Defense chips cost 3 less.

Automatic Succeed Biker Gang
Encounter cards.

7	5	1	2	6	1	6	1	16
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Two wheeled vehicle: +1 +6

DEFOREST TANNER MD
Caustic Trauma Surgeon
"I may be an ellist. But unlike you, I've actually been out there—in the chaos."

He receives 1 additional Success on all Party Medical Skill Checks, including Healing.

Medical Equipment: Doubles its Medical Skill Bonuses. May be used twice before discarding.

5	6	2	1	4	4	6	10	12
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DICKIE BOBBY
Long-Winded Salvage Mechanic
"I always find the best salvage. Just get me in and out of there in one piece. I'll do the rest."

Once per Turn, after drawing a City/Rad Encounter, gain 3 Salvage Coins.

4	5	6	1	5	2	5	5	16
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Macho Tow Truck: Salvage a Vehicle on a "1-4."

DMITRI THE CLEANER
Faction Hitman
"Show me the target, my friend."

Prto PVP Combat, Dmitri may attempt to assassinate an involved Character of your choice. Roll 1d6. On a "1-3," his target is killed and their gear is discarded. His ability may not be used in conjunction with First Strike.

8	6	1	2	1	1	1	1	16
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Handguns: Each grants a cumulative +2 +1

DOMINIC SINCLAIR
Herculean Bouncer

(Raising an eyebrow) "Seriously? Don't even think about it, tool bag."

You may substitute Dominic for any 1d6 Random Character rolls.

Once per game, ignore 2 Damage.

STAFF
Melee Weapons: +3

8	* 5	0 7	1 5	4 5	5 17
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DYLAN MACKENZIE
Intense Survival Guide

"Well? What are you all waiting for? Let's do this!"

Before attempting an Environmental Hazard Encounter card, you may discard it and draw another Encounter.

Camping Gear or Knife: +2

4	* 9	0 6	1 7	4 6	6 18
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ERIK STUART
Philosophic Barfly and Smuggler

"Don't pretend like you know the odds."

During the End Turn Phase, if within 1 hex of another Party, Erik may steal 1 Non-Relic Spoils card.

You may discard any equipped Molotov cocktails. Each grants you 2 extra Combat Successes for the duration of that battle.

5 ♦ 3 ♦
6 * 6 ♠ 7 1 6 ♣ 6 6 4 10 ♠

EVANDER STUART
Militia Guardsman

"Count me in. I'm way overdue for an adventure."

Once per game, retrieve an Action card from the discard pile.

Assault Rifle: +1 * +2 ♠

7	* 5	0 6	1 6	4 6	5 13
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GABRIEL CARD
Daredevil Stunt Driver

"I've got a reputation with the caravan guilds for running interference."

Each Effects Phase, roll 1d6. On a "1," draw a Character card. On a "2," draw an Action card.

Motorized Vehicle: After each Round of PVP Combat, deal 1d6 Physical Damage or gain +1 Flight.

7 ♦ 4 ♠ +1

4	* 5	0 7	1 8	4 5	5 14
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GUY TURNER
Professional Prize Fighter

"How about a friendly wager on our fight?"

Each Effects Phase, receive 2 Salvage Coins.

Gain +4 Combat during Gladiatorial Event Encounter cards.

Kempo Gloves or Brass Knuckles: +3

8 ♦ 4 ♠

8	* 5	0 6	1 6	4 5	5 15
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JON LONGREN
Leader of a Secret Organization
"Damn right this will work. We need to move forward with the plan."

Receive a free Spoils or Action Card after each successful Encounter or Mission card.

8 Assult Rifle or Submachine Gun: +3

8 ♦ 5 ♦ 7 ♦ 1 ♦ 5 ♦ 2 ♦ 6 ♦ 4 ♦ 15 ♦

JOSEPH YOUNG WOLF
Big Game Hunter
"Sure, I've trained town scouts. But I'm a tracker and prefer the open road."

He receives 1 additional Success on all Party Survival Skill Checks.

000 Rifle or Shotgun: +1 +2

7 ♦ 4 ♦

7 ♦ 6 ♦ 0 ♦ 5 ♦ 1 ♦ 7 ♦ 2 ♦ 5 ♦ 5 ♦ 12 ♦

"I'll make them pay. Check THIS out..."

Each time an Action card is played on your Party, you may cause the initiator to lose 1 Town Health.

000 Wrist Rocker Slingshot, Flare gun, Pistol or Sporting Goods: +2

8 ♦ 4 ♦

7 ♦ 6 ♦ 0 ♦ 5 ♦ 1 ♦ 7 ♦ 2 ♦ 5 ♦ 5 ♦ 12 ♦

JUAN UPTON
Construction Foreman
"Get outta' here. The whole place is rigged."

When Juan is drawn, gain 1 Town Defense Chip. All others may be purchased for 5 Salvage Coins less.

000 Sledge Hammer: +3 +3

7 ♦ 3 ♦

6 ♦ 5 ♦ 0 ♦ 7 ♦ 1 ♦ 8 ♦ 2 ♦ 5 ♦ 4 ♦ 15 ♦

KENNEDY ABBOT
Security Analyst
"Don't get in my way. I'm here to promote our faction's agenda by any means necessary."

He receives 1 additional Success on all Party Diplomacy Skill Checks.

000 Alcohol: +3

5 ♦ 4 ♦

5 ♦ 6 ♦ 0 ♦ 10 ♦ 1 ♦ 6 ♦ 2 ♦ 8 ♦ 5 ♦ 10 ♦

"Whatcha' lookin' at? You think I'm purty?"

Kurtis enters play with his pickup truck O! Rusty. Retrieve it from the Spoils Deck or confiscate it from another player.

Anytime a player takes a card from the Spoils discard pile, you gain 5 Salvage Coins.

7 ♦ 2 ♦

6 ♦ 5 ♦ 0 ♦ 7 ♦ 1 ♦ 7 ♦ 2 ♦ 7 ♦ 7 ♦ 4 ♦ 15 ♦