



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	6	1	6	2	6	6	14
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"Have you ever noticed the Chef is ALWAYS the last one standing?"

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

Knife or Sword: +3 💀

8	6	3	0	8	6	3	0	8	6	14
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BOOKER GRAY
Master 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 Gladiator 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

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.

Melee Weapons: +2

6	3	2									
5	4	8	0	5	1	6	2	6	6	6	13
5	5	6	0	5	1	5	2	7	7	7	13

CHANCE PERRY
Traumatized Drifter

"Yeah, I know the place well. I'll make sure we get in quick 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 ♦ 3 ♦

9 ♦ 7 ♦ 9 ♦ 1 ♦ 5 ♦ 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 ♦ 5 ♦ 1 ♦ 7 ♦ 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.

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

8 ♦ 4 ♦

7 ♦ 6 ♦ 5 ♦ 1 ♦ 7 ♦ 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.

8 Sledge Hammer: +3 +3

7 ♦ 3 ♦

6 ♦ 5 ♦ 7 ♦ 1 ♦ 8 ♦ 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 ♦ 10 ♦ 1 ♦ 6 ♦ 4 ♦ 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 ♦ 7 ♦ 0 ♦ 4 ♦ 1 ♦ 7 ♦ 5 ♦ 7 ♦ 7 ♦ 4 ♦ 15 ♦

LAROY JENKINS
Grifter

"Life's a game. And I'm ALWAYS on top"

Each End Turn Phase, Laroy gains 1 Salvage Coin.

When gambling subtract 1 from your die roll.

Whenever a Wager Encounter card is drawn, you receive an Action card.

7 ♦ **3** ♦

7	8	9	8	1	4	1	4	5	4	15
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LAURA WINSORN
Faction Recruiter

"What can I do to convince you to join us?"

Each Effects Phase, roll 1d6. On a "1-2," draw a new Character. You may place them into your Party or Town Roster.

7 ♦ **3** ♦

4	6	6	9	7	1	4	1	4	5	7	14
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LEE WATTS
Sheriff

"We need to bring law and order to the chaos out there. The people deserve justice."

Gain 1 Prestige.

Buy the Law and Order Town Technology for 10 less (both Tiers).

Blunt Weapon or Handgun: +2 +2

7 ♦ **4** ♦

6	5	9	8	1	4	1	4	5	7	14
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LEELAND VOORHEES
Extreme Sports Enthusiast

"If there's a way out of here, I'll find it."

Automatically succeed Captured Encounter cards.

Ignore NPCM's First Strike ability.

8 ♦ **6** ♦

5	8	9	5	1	6	1	6	5	6	16
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LORENZO ESCOBAR
Famous Scientist

"I'm a scientist. I solve problems."

Your Party ignores all Radiation Damage.

Gain 2 Town Health after every successful City/Rad Encounter.

8 ♦ **9** ♦

4	5	9	6	1	4	1	4	6	7	17
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MACK LUTHER
Soldier of Fortune

"F*ckin' amateurs. I don't die that easy."

If Mack is killed in PVP, choose an opposing Character to die with him. The target and their equipment is discarded. NPCMs involved sustain 5 damage instead.

Heavy Weapons: +1 -2

9 ♦ **6** ♦

8	5	9	6	1	4	1	4	6	7	17
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MADISON HALL
Self-Centered Business Woman
"I'm a survivor. Plain and simple."

When Madison is killed or discarded, she instead appears in the Town Roster of the player to your left. Her equipment appears in their Auction House.

Designer Suit or Sunglasses: +2 +1

5 ♦ 3 ♠

4	5	8	1	5	2	8	5	13
---	---	---	---	---	---	---	---	----

MARTHA MOTHER TRUCKER
Matron of the I-80 Caravanners
"Since the Maddeining, I've been to both coasts and everywhere in between."

During your movement, if within 1 hex of The War Wagon, she may attempt to steal her truck back. Roll a 1d6 and succeed on a "1-4." However, on a "5-6" your Party is Delayed, receives a 1 Week Penalty Chip.

8 ♦ 3 ♠ +1

4	6	6	1	9	4	5	5	16
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MAX GIBSON
Wasteland Vigilante
"I've seen a few road wars. It's a nasty business."

During Vehicle Combat Encounters, Max gains Success on a Skill Check of your choice.

Sawed-off Shotgun or Handgun: +3

9 ♦ 4 ♠

6	7	6	1	7	4	5	15
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MEIFEIUNG HSU
CPU Guru
"Cover me. I almost have root."

If you are dealt Meifeiung to start the game, receive the Communication Hub Tier 1 Town Technology. Otherwise, buy it later for 15 Salvage Coins.

Laptop Computer: +2 +2

7 ♦ 3 ♠

4	4	7	1	7	2	9	4	14
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MICHAEL CONRAD
Veteran of Three Wars
"I've seen war. And I'm a survivor."

Once per game, if Michael is killed, he appears in your Town Roster. His equipment is placed into your Auction House.

Heavy Weapon: +3 +3

8 ♦ 5 ♠

5	6	6	1	5	4	6	7	12
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MILES KRAKAUER
Energetic Paramedic
"I've seen a lot of action. Sure it was rough, but it honed my mad skills."

Once per game, immediately after a Party member has been killed, you may return them to full Health. They retain their gear.

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

6 ♦ 3 ♠

5	6	6	1	5	4	6	7	12
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MONICA PITCHER
Baker Street Bootlegger

"Some people think I am spiteful, but I have a whimsical side too."

When Monica is in the same Party as her husband Bill Pitcher, all hexes cost 1 movement.

• Sock Monkey, Shotgun or Alcohol: +2

6	5	6	7	1	7	2	5	5	13
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MONTY REESE
Gamer

"Aww... Do I get a saving throw?"

Once per Turn, Monty may re-roll a 1d10 for one of his Skill Checks.

Once per game ignore 1 Damage.

Melee Weapon: +2

4	5	6	1	4	2	8	8	11
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NINA SAXON
Catty Veterinarian

"My passion is studying creatures in their natural environment."

Gain 1 Success on a Skill Check during Wild Animal and Rad Zombie Encounter cards. Then receive a free Action card.

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

6	2	0	0	0	0	0	0	0
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NORRIS BLAKE
Inventor

"Shut it. Can't you see I'm working? C'mon!"

If you are dealt Norris to start the game, receive the Machinist Shop Tier 1 Town Technology. Otherwise, buy it later for 15 Salvage Coins.

• Ultimate Set of Tools: +2 +2

6	5	6	0	5	1	8	2	7	4	13
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NORTON CARLIN
Outrageous Comedian

"I mean c'mon, you Eaters don't want me. I know your mothers. In fact, (although this seems like the wrong time) I'm your father."

Once per Turn, Norton may ignore a 1d10 rolled on one of his Skill Checks and re-roll it.

• Racquet, Sledge Hammer or Sock Monkey Puppet: +2

5	6	0	6	1	6	2	6	5	11
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ORISON LECH
Faction Bureaucrat

"Believe me, I'll always find a way to make our enemies pay."

Once per Turn, during the Resource Production Sub-Phase, steal 2 Salvage Coins from another player.

On World Encounter cards you gain 2 successes towards a single Skill Check.

6	3	0	0	0	0	0	0	0
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PATRICK PHILLIPS
Social Butterfly

"Let's roll."

Once per game, during the Town Business Phase, look at each player's hand of Action cards. Keep 1 from each and return the rest.

• Espresso Van, +2
• Knife or Sword: +3

8	7	0	8	1	5	4	5	7	15
8	7	0	8	1	5	4	5	7	15

PAUL BAILEY
Bootlegger

"This is my shot to make amends for my past. I won't ever fail you."

Once per game, ignore an Action card played on you, excluding NPCs. Instead, it effects a 3rd Party of your choice.

Discard an Alcohol Spoils card during the End Turn Phase, to Heal 1 point of Psychological Damage to each Party member.

• 5 Spades, 2 Hearts

4	7	0	5	1	8	4	9	5	14
4	7	0	5	1	8	4	9	5	14

PETER KELSEY
Chatty Repairman

"I've been told I'm best in small doses."

Receive 2 Town Health after each successful Store Loot Encounter.

Once per game, gain 10 Salvage Coins.

• Technical Equipment: Doubles the Technical Skill Bonus.

• Backpack: +4

• 6 Spades, 3 Clubs

4	7	0	5	1	8	4	9	5	14
4	7	0	5	1	8	4	9	5	14

PRESTON WAYNE ASCOTT
Euthanizer

(Smiling) "You know I love you all to pieces."

Once per Turn, if within 1 hex of another player's town, they lose 2 Town Health and roll 1d10. On a "1", they gain 1 Prestige. Preston is then discarded with equipment.

• The Industrial Chain Saw, +3
• Extra Rusty Cleaver or Scary Hockey Mask: +3

7	7	0	7	1	4	4	5	6	15
7	7	0	7	1	4	4	5	6	15

QUINN RUBINS
Dexterous Sniper

"I was a sniper with the Death's Head Mercs. But now I've found my true calling."

Once per game, gain 1 free Town Defense Chip.

Hire NPCMs for 2 Salvage Coins less.

• Rifle: +2
• 8 Spades, 4 Hearts

9	5	0	5	1	5	4	5	6	17
9	5	0	5	1	5	4	5	6	17

RANDALL DAVIS
Disgruntled Postal Worker

"You really don't want to keep pissin' me off. I've wreaked out on bricks like you for less."

When you receive Action cards as a reward, gain one more.

• +4 Combat vs. Canine Encounters.

• Backpack: +4

• 6 Spades, 2 Clubs

8	4	0	6	1	7	4	6	4	17
8	4	0	6	1	7	4	6	4	17

RYAN VINCENT
Bygone Sports Hero

"Yeah, I'm here for the glory. What else the hell is there?"

Ryan treats all Infected Wounds Damage as Physical Damage.

Sporting Goods: Each grants a cumulative +2

5	6	8	1	5	2	6	5	15
5	6	8	1	5	2	6	5	15

SAMSARA CHAKRABORTY
Rogue Cobbler

"Just don't ever underestimate me."

Your Party cannot be Delayed by Encounter or Mission cards.

Once per game, during the End Turn Phase, move 6 hexes for free.

Handgun: +2

5	5	8	1	5	4	6	4	10
5	5	8	1	5	4	6	4	10

SAMUEL YOUNG
Orphan and Party Mascot

"I may be young, But I can get places you can't. Especially when things get bad..."

Save 1 equipped item from each of your Party members that are killed.

Confiscate Fang (Ally Spoils card).

Fang: +2

Bow: +2

5	3	10	10	10	10	10	10	10
5	3	10	10	10	10	10	10	10

SEAN CAHILL
Skilled Tactician

"This is a war game and someone's feelings are getting hurt."

Once per game, Sean may cancel an Action card, destroy a Spoils card or NPCM. This ability cannot be prevented.

Melee Weapon: +3

Knife: +1

8	6	6	1	7	7	7	6	14
8	6	6	1	7	7	7	6	14

MASTER SENSEI TONAKA
Ninjutsu Sensei

"You must become one with the shadows."

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

Both Tonaka and his Party ignore damage dealt by Fist Strike.

Bow: +3

Melee Weapon or Knife: +1

10	6	8	1	5	4	5	6	12
10	6	8	1	5	4	5	6	12

SHEILA AXLER
Precocious Runaway

"My folks were the lucky ones. They died from some super plague. I'm stuck here with all of you."

Once per Turn, after a theft or forced Spoils discard, roll 1d6. On a "1-4," you retain the item.

Knife: +1

Multi-tool or Bow: +2

6	2	10	10	10	10	10	10	10
6	2	10	10	10	10	10	10	10

SHELDON BENSON
Wanna' Be Bad Ass

"You got the goods? I got connections."

Once per game, during the End Turn Phase, draw 2 Character cards. You may place them into your Party or Town Roster.

Luxury SUV:
Draw 2 free Spoils cards.

7	8	7	9	6	1	5	2	5	5	13
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SIERRA STORM
Wandering Environmentalist

"Mother Earth is just reclaiming what's hers."

Once per game, during your Party Exploits Phase, retrieve a Special or World Encounter card from any deck. Put it into play, instead of drawing an Encounter card.

Bow:
+3

4	8	9	6	5	1	5	2	5	5	13
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SIFU KHAN
Kung Fu Instructor

"You wish to fight me? A harmless old traveler? Then let this be your first lesson."

After each Round of PVP, Khan assigns 1 point of Physical Damage to an opposing Character or NPCM.

Melee Weapon:
+1 +3

9	8	5	6	7	1	4	2	4	6	13
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STEVE CARTWRIGHT NEIL
Veteran Town Scout

"They won't even see us coming, until it's too late."

Pay 4 Salvage Coins before drawing a Mission card to instead draw 2. Choose 1 to attempt and discard the other.

Assault Rifle:
+1 +2

8	8	8	6	1	5	2	6	7	16
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STEVEN CARTWRIGHT PHD
Insightful U.S. History Professor

"The human experience can be thoroughly understood by examining the past."

Gain 1 Prestige.
After succeeding a City/Rad Encounter card, gain 1 Spoils card.

Pristine American Flag:
+3

4	8	6	6	6	1	7	2	10	7	13
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VERA HOLLIS
Renown Computer Programmer

"I listen, I've dedicated my life to researching mysterious pre-war tech. I totally got this."

She receives 1 additional Success on all Party Technical Skill Checks.

Technical Equipment:
+2 +1

5	8	6	6	6	1	7	2	10	7	13
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