**VICTIM NAME**: Lieutenant Carl Jeffries

Identify 4/6 Obscure

Persuade 4 / 4 Dissuade

Orders are to be obeyed 8

Escape 5/5 Pursue

Assault 4/4 Protect

Anything's a weapon in my hands 8

**SURVIVAL POINTS: 5** 

NOTES: You were on shore leave from the Royal Marines in London when the Big A went down. You were brought up a good Christian boy by your parents, and still wear a cross around your neck, but you're not so sure about it anymore. The one thing you are sure about is your duty to protect the weak and defend the helpless, and that's what you're going to do. If only they did what you said it'd make doing that a whole lot easier.

**VICTIM NAME:** Howard P. Saunders

Identify 4/4 Obscure

Hide the evidence trail 8

Persuade 4 / 4 Dissuade

Everyone has a price 8

Escape 5/5 Pursue

Assault 4/6 Protect

**SURVIVAL POINTS: 5** 

NOTES: Perhaps in some ways, the apocalypse happened at the right time, as it got you out of a fraud trial. Sure, your carefully embezzled funds are now worthless, but you're still alive, aren't you? And with grand larceny to your name, you were hardly going to go to heaven, were you? But you're not one to rest on your laurels and pat yourself on the back - in the new world order, you need to make sure you come out on top.

**VICTIM NAME**: Reverend Hugo Winters

Identify 6/2 Obscure

A guide to recognising your demons 8

Persuade 5 / 3 Dissuade

It's for the good of your mortal soul 9

Escape 4/6 Pursue

Assault 3 / 7 Protect

**SURVIVAL POINTS: 5** 

NOTES: As a man of the cloth, someone who has devoted their entire life to the worship of our lord Jesus Christ, you were rightly irked when the rapture happened and you weren't invited. Now you know the truth - that god is dead and the war in heaven and on earth has been lost - and that's put you into an all together more awkward theological conundrum. You don't know what to believe any more, except that your flock needs you and that in the heart of London there exists a last remaining sanctuary. If only you could reach it.

VICTIM NAME: Claire Grady

Identify 5/5 Obscure

Persuade 4 / 4 Dissuade

Stern Voice 8

Escape 5/5 Pursue

Assault 4/4 Protect

Defend the Family 8

**SURVIVAL POINTS: 5** 

**NOTES**: In your previous life, before all this, you were a mother and a wife. But that's all gone now, snatched away from you to be replaced by this living nightmare. But you're not going to lie down and die like so many others. You're going to fight, as all you've got left to give is your own life... and soul.

**VICTIM NAME:** Nathan Warwick

Identify 5/5 Obscure

Persuade 4 / 4 Dissuade

Threatening Glower 8

Escape 4/4 Pursue

Lie Low 8

Assault 6/4 Protect

**SURVIVAL POINTS: 5** 

NOTES: Some call it the apocalypse, others the rapture, but for you it's a new beginning. Sure, the world might be turned upside down and burnt to shit, but in this world you're no longer a murderer and a thief. Survival might be all there is to hope for now, but you do know one thing - you've had enough of people telling you what to do.

## SINS

Rather than assign characters a Bad Habit, before the game begins cut out and fold up the following seven sins. Then have each player randomly draw one of them - that is their Bad Habit for the game.

**Pride** - gain a Survival Point if your proud and arrogant course of action causes another to lose a Survival Point.

**Gluttony** - gain a Survival Point for hording, scoffing or concealing food and supplies from others.

**Sloth** - gain a Survival Point whenever you neglect your duties or lose an item, if it puts another in danger.

**Wrath** - gain a Survival Point whenever you charge unthinkingly into a situation, putting yourself or others in peril.

**Envy** - gain a Survival Point when you take something from someone that they might later need.

**Greed** - gain a Survival Point when you attempt to usurp authority, contradict orders or betray another.

**Lust** - gain a Survival Point whenever your sexual desires cause a problem or puts another at risk.