

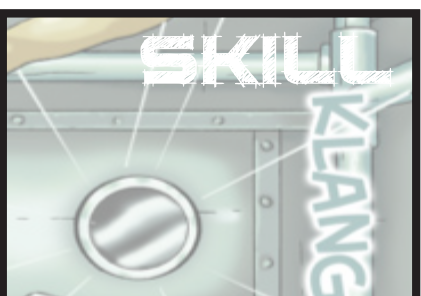
Climb
Roll an extra die in risks that involve climbing



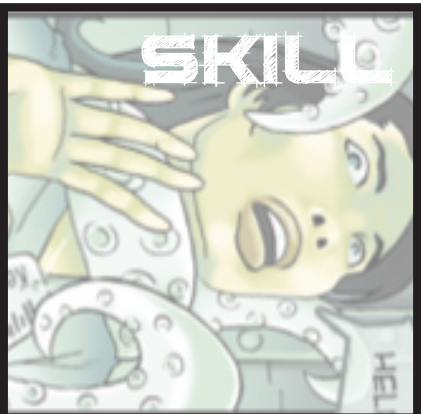
Argue
Roll an extra die in risks against other survivors.



Computers
Roll an extra die in risks that involve computers



Sabotage
Roll an extra die in risks to break or ruin machines and objects.



Fight
Roll an extra die in risks that involve fighting.



First Aid
Roll an extra die in risks that involve administering medical care.



Hide
Roll an extra die in risks that involve hiding



Hold Breath
Roll an extra die in risks that involve being underwater.

ITEM



Cigarettes

Roll an extra die in any risk **not** against monsters or survivors.


SKILL



Strength

Roll an extra die in risks that involve moving or lifting things.

SKILL



Pilot

Roll an extra die in risks that involve vehicles.


SKILL



Jump

Roll an extra die in risks that involve jumping.

ITEM



Manual

Gain a new skill.

ITEM



Kevlar Vest

When you lose a risk, keep one die instead of giving it to your untrusted survivor. If a survivor tries to hurt you, you only lose one die.

KEEP: 5+

SKILL



Run

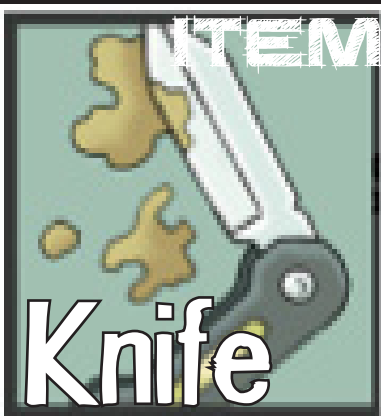
Roll an extra die in risks that involve getting away.

SKILL



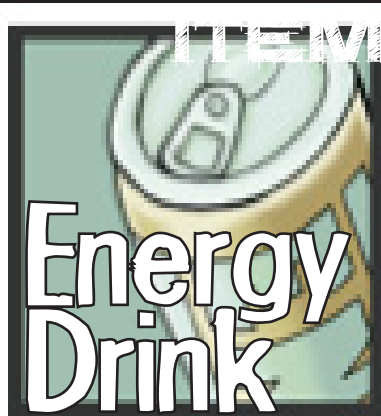
Mechanic

Roll an extra die in risks that involve machines.



Knife

Roll an extra die against monsters or survivors. You keep the knife on a roll of 3+.



Energy Drink

Reroll your next risk.



Keys

Roll an extra die in risks involving locks.



Aspirin

Gain one bonus die after your next risk.



Journal

Gain one Clue.



Shotgun

Gain one automatic success in risks against monsters or survivors.



Pistol

Roll two extra dice against monsters and other characters.



Flashlight

Roll an extra die in risks involving being in complete darkness.