

Actor	<i>Acting: Zombie ceases attack on combat roll of 3</i>
Admin Asst	<i>Multi-task: Lose one life to take extra turn</i>
Choir Kid	<i>Enchant: Use movement points to pacify zombies</i>
Construction Worker	<i>Construction: Draw 2 tiles and select one</i>
Cook	<i>Sacrifice: Lose one life to distract zombies from attacking</i>
Dog	<i>Feral: Double movement roll, can add movement to combat</i>
Goth	<i>Gloom: Zombies move double</i>
Homeless Person	<i>Rest: Forfeit movement to gain extra life</i>
Jock	<i>Tackle: Use movement points to shove zombies to next tile</i>
Journalist	<i>Research: Rearrange x items on next tile based on total life</i>
Judge	<i>Ban: Fire 3 bullets to negate the effect of a card</i>
Mayor	<i>Authority: Use movement points on other players</i>
Nurse	<i>Pharmacy: Use turn to refill life in empty building</i>
Pilot	<i>Flight: Select helipad location</i>
Police Officer	<i>Armory: Use movement to refill bullets in empty building</i>
Prom Royal	<i>Popularity: All players gain life when they in same square</i>
Psychic	<i>Forsee: Use x movement points to rearrange x cards in deck</i>
Realtor	<i>City Planning: Forfeit movement to relocate town tile</i>
Scientist	<i>Affinity: Add life to zombie roll</i>
Skater	<i>Skate: Add life to movement roll</i>
Soldier	<i>Combat: Add movement points to combat roll</i>
Teacher	<i>Education: Draw double, return half</i>
Thief	<i>Steal: Use movement point to steal bullet from player</i>
Veterinarian	<i>Surgery: Use movement to trade zombie for bullet</i>

*Green characters draw from Zombie 2 cards on base
Purple characters draw from Zombie 3 cards at mall*

Flashy: Always move zombies towards you
Nervous: Always shoot more than one bullet
Limited: Must escape from mall
Confident: Must kill 20 zombies
Limited: Must escape from base
Heroism: Must escape with another
Morbid: Must kill 20 zombies
Limited: Must escape from town
Nervous: Always shoot more than one bullet
Caution: Must forfeit movement on the first 4, 5, and 6
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Unique: No regeneration
Martyr: If opponent with less life ends in same space, they can take a life
Keys: Starts game with chopper keys
Heroism: Must escape with another
Unique: No regeneration
Unique: No regeneration
Nervous: Always shoot more than one bullet
Guilt: Must destroy all radioactive zombies
Flashy: Always move zombies towards you
Heroism: Must escape with another
Caution: Must forfeit movement on the first 4, 5, and 6
Loner: If opponent with less life ends in same space, they can take a life
Martyr: If opponent with less life ends in same space, they can take a life