

You are the

ARTIST

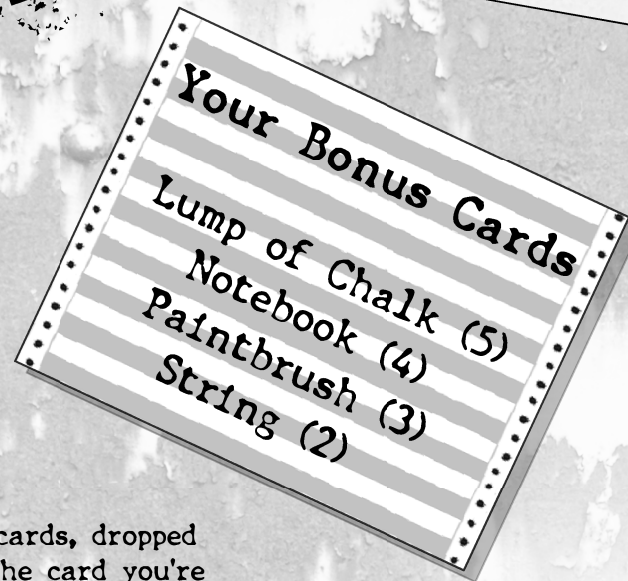
Your latest piece is nearing completion. If you can gather the final few materials you need, your masterwork will surely do wonders for survivor morale.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the **ASTRONOMER**

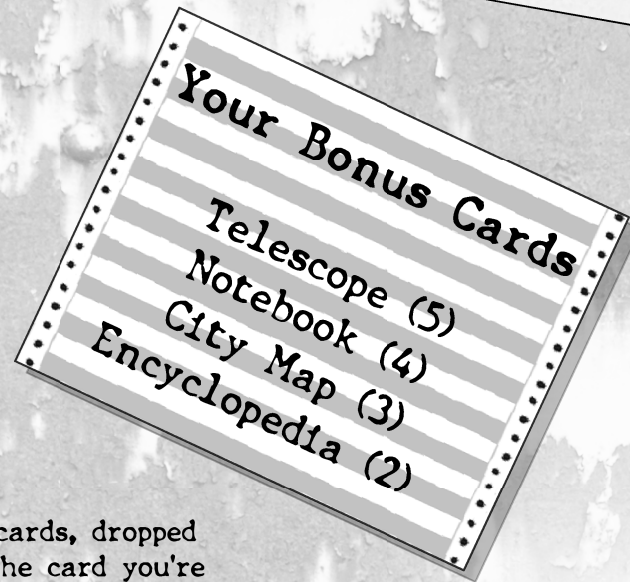
By studying the skyline and the heavens, you hope to reassemble some understanding of the city's place in the world and its calendar.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

BEEKEEPER

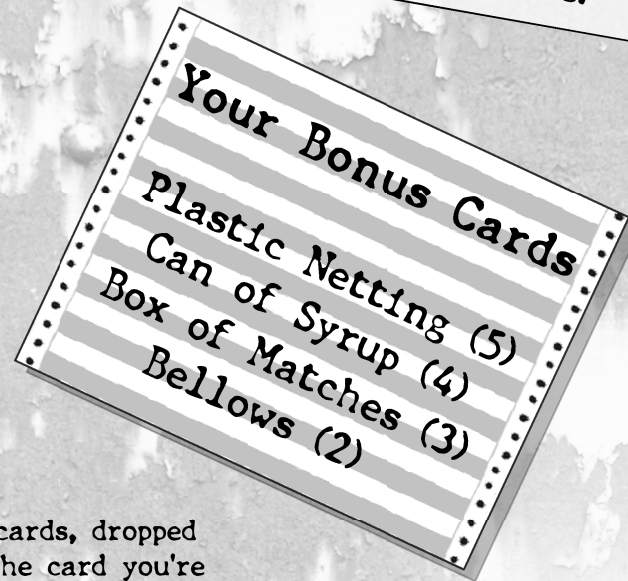
Your bees provide the survivors with a little honey, but they also keep the crops alive. With more colony collapses on the wind, you need to strengthen your hives.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



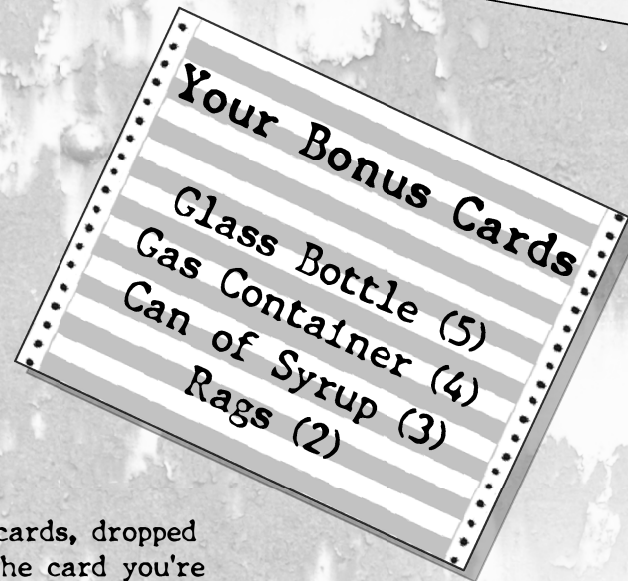
by Kevan Davis et al.
<https://ludocity.org/wiki/Rubble>

You are the

BREWER

Most people in a post-apocalyptic world could use a drink, or a swab of medicinal alcohol. With a few more containers and filters, you could double your output.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.



Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

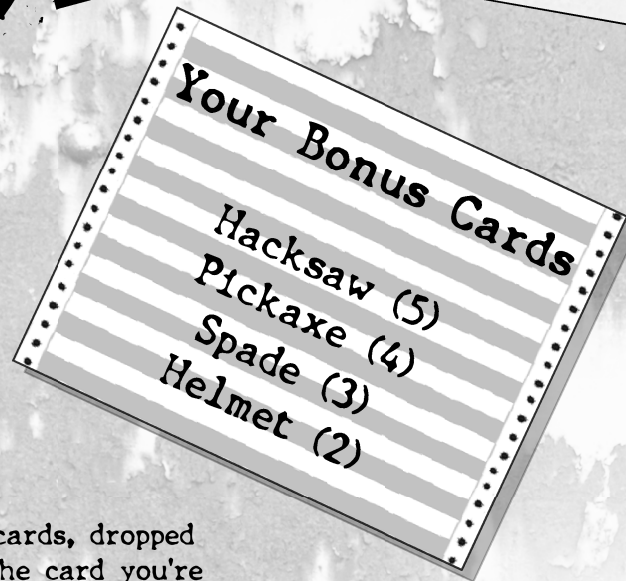
by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

BUILDER

You've been gradually renovating the buildings around the outpost, and giving survivors somewhere to call home. Your current plans require a few more tools.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.



Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the cook

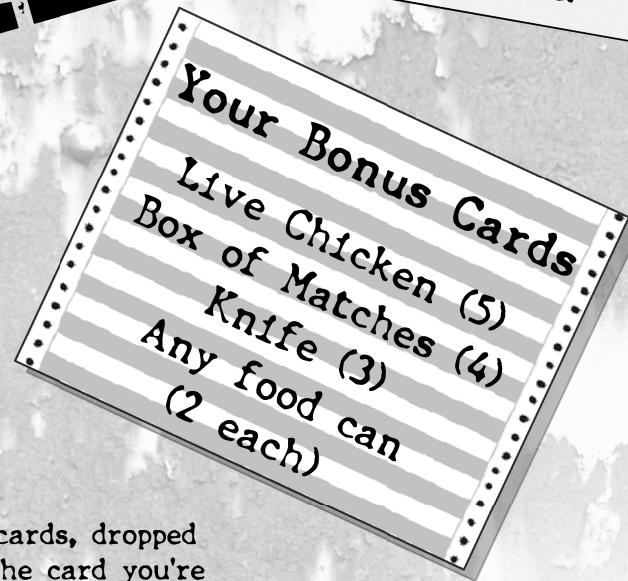
As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

It takes skill to make something healthy from meager crops and looted junk food. If you had a few more ingredients, the other survivors would appreciate your work more.



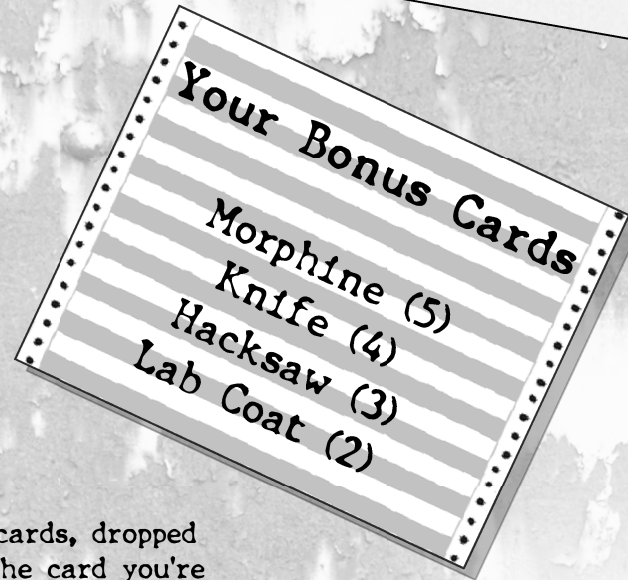
by Kevan Davis et al.
<https://ludocity.org/wiki/Rubble>

You are the

DOCTOR

Your impromptu hospital has been running low on tools and supplies since the last outbreak, and the survivors are feeling the consequences. You need to restock.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.



Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

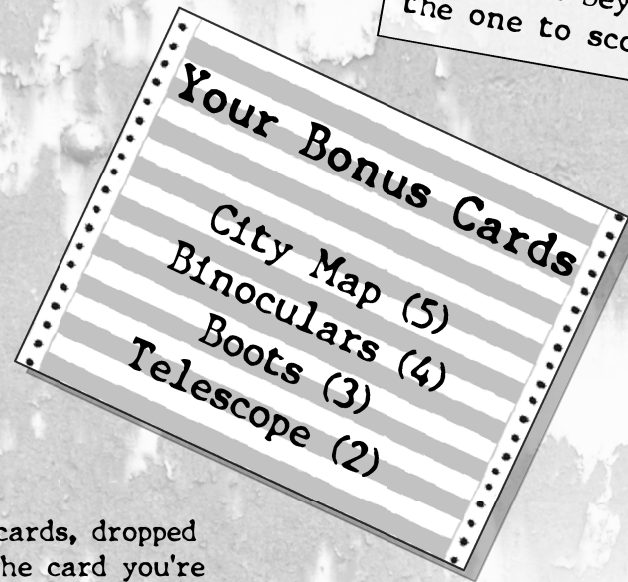
by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

EXPLORER

The survivors can't just scavenge from this same patch of rubble forever - they need to look further afield, into the wider city, and maybe even out into the wasteland beyond. You should be the one to scout it out.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.



Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

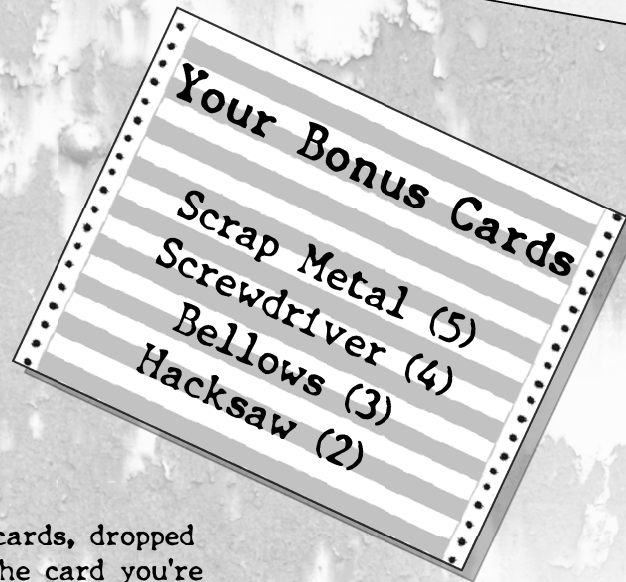
by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

ENGINEER

It takes a lot of work to keep the survivors supplied with heat and light; if you can complete the current round of repairs, society will thank you for it.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.



Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

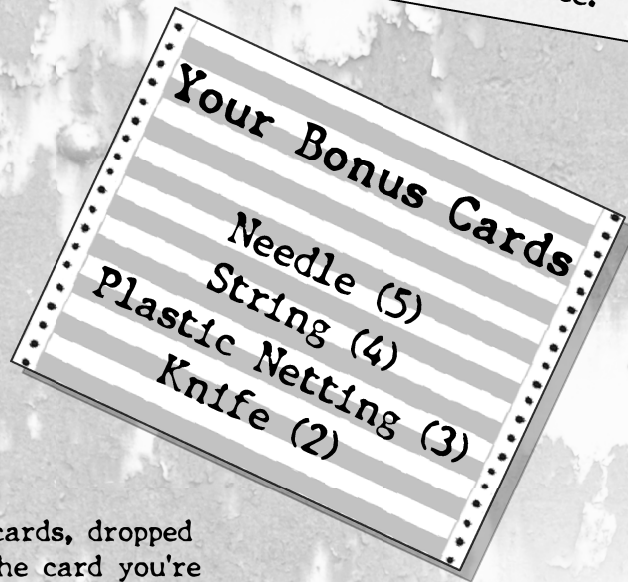
by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

FISHER

The lake is polluted, but you've found a few clear streams running in from the north. With a little equipment, you could bring the survivors a whole new food source.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.



Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

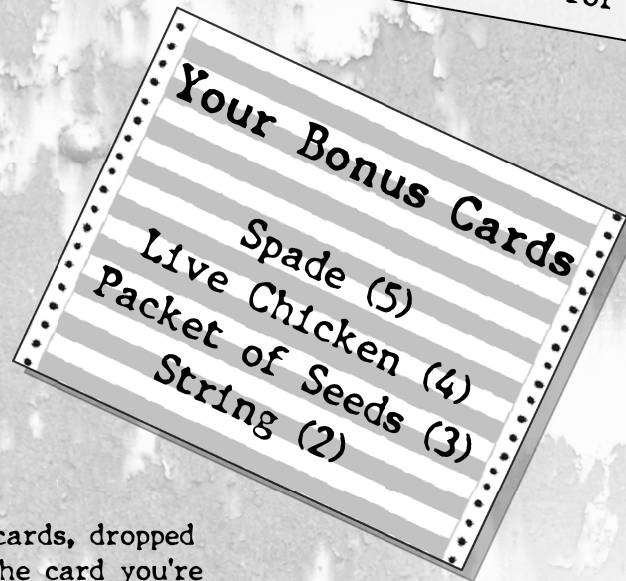
by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

GARDENER

You keep the survivors supplied with the fruit and vegetables you can coax from the soil here. If you could expand your operations a little, you're sure life would be easier for everyone.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.



Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the HISTORIAN

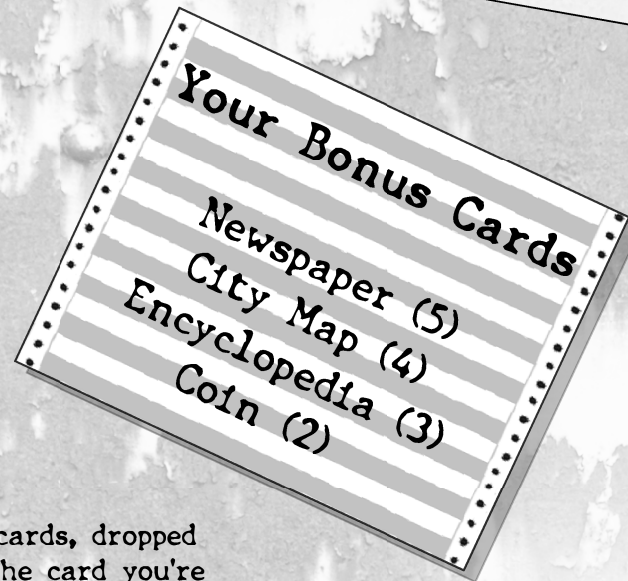
Only by looking to the past can we hope to understand the future. Finding out what happened here is fundamental to the survival of this small society.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the MOTORIST

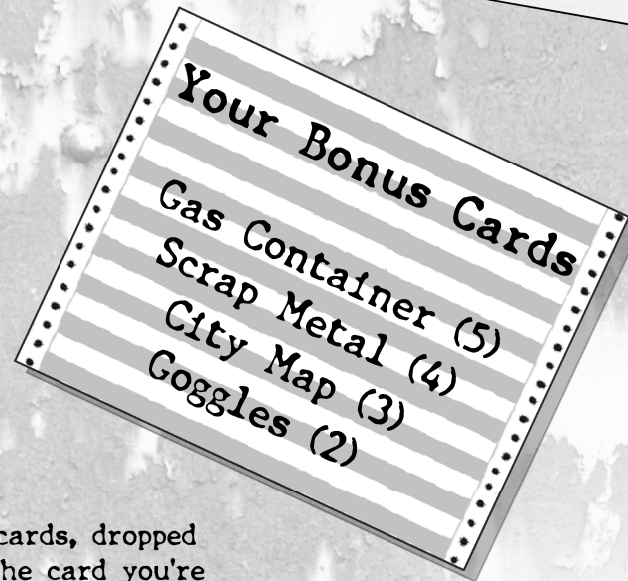
You've managed to get one of the old fossil-fuel cars running again. You just need a few more things, and you can go searching for other outposts.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

MYSTIC

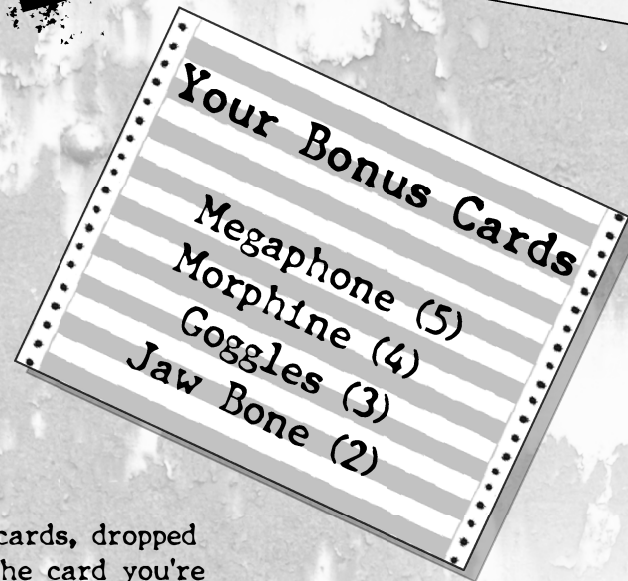
You've seen what's going on. You know the truth. You know how it ends. You just need to hone your visions, spread the word, and the survivors will be saved.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

MINER

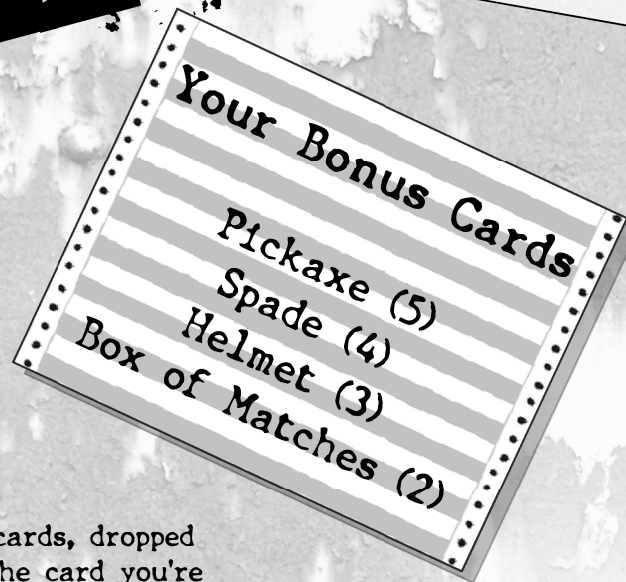
There's a lot of useful material to be found in the strata of the rubble, and you've heard rumors of vast tunnels underground, if only you can dig that far.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

RATCATCHER

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

Rats were always a problem, but as nature reclaims the city, distant wildlife is also returning. If you can scale up your operations to rabbit or even deer, the other survivors would see you in a whole new light.



by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the SCIENTIST

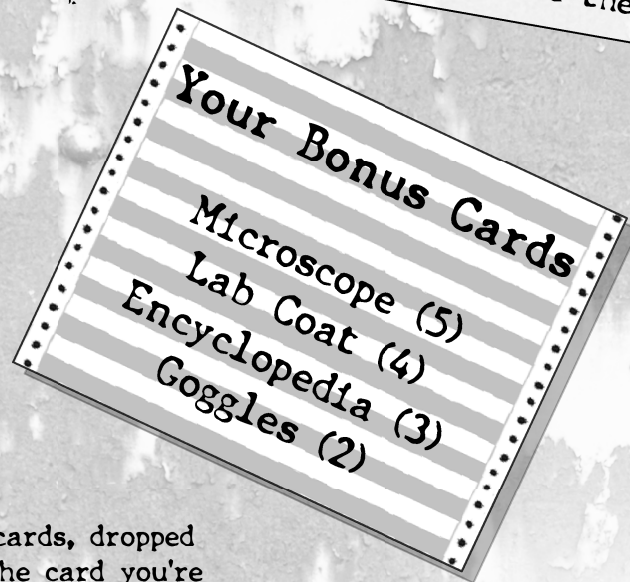
You're investigating the pollution in the lake to the south. With a little more research, you could design a filtration system and win the respect of the other survivors.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

SOLDIER

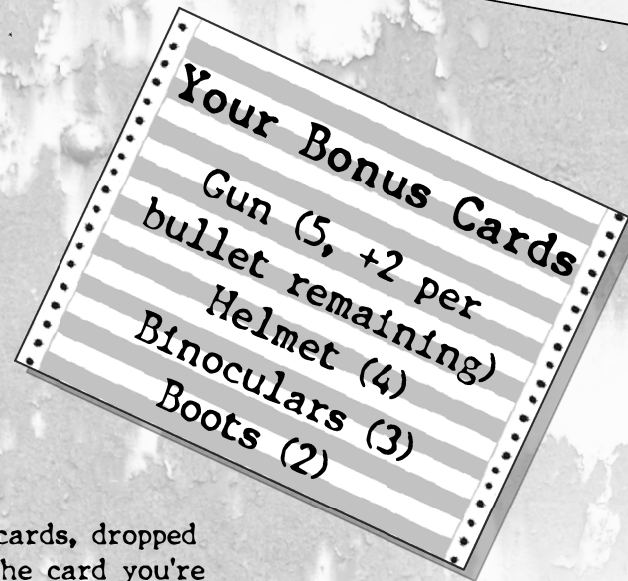
The outpost needs to be defended from rival factions over the bridge, and you're the only one here with the training to maintain the peace.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



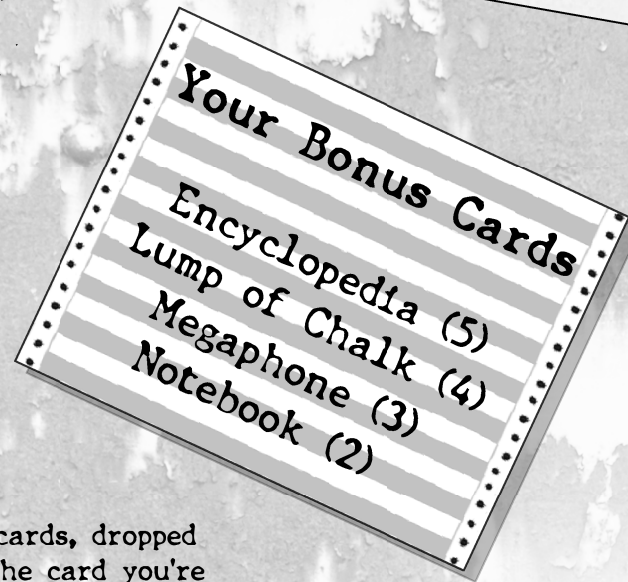
by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

TEACHER

Everybody needs to be taught how to survive. If you can get a classroom together, the survivors will thank you for improving their lives.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.



Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.

by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>

You are the

TAILOR

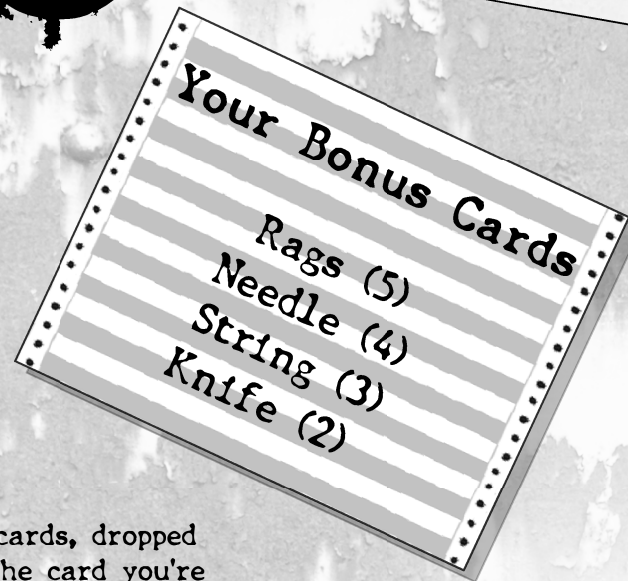
Very few clothes were designed to be worn for this long, or in these harsh conditions. Your repairs help maintain the wider fabric of society.

As a survivor in this post-apocalyptic wasteland, you need to scavenge and specialize to survive. In your envelope is this identity and an item card that you're carrying but don't really need. You should also receive a sticker to put on your badge, marking you as a player.

Scattered around the wasteland are twenty other item cards, dropped or stuck within plain view - all of these cards, and the card you're carrying, are worth 1 point at the end of the game. However, four items are of particular interest to you in your professional capacity - these will help you make your mark on this collapsing society, and will be worth a greater number of points to you at the end of the game.

If you meet other survivors out there, identifiable by their stickers, you can trade cards so that you both get something you want. After a while, when all the easy-to-find cards have been picked up, it's worth focusing on trading to track down the items you really need.

At _____, night falls, and you must all meet with the game runner. The player with the highest total score will be in the strongest position to make a bid for power in this post-apocalyptic city, and will win the game.



by Kevan Davis et al.
<http://ludocity.org/wiki/Rubble>