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LAB RAT (Nemesis Survivor) (Does NOT start with a Starting Item)

Inconspicuous: Intruder attacks someone else instead of you or do not roll Noise die in darkness.
Weird Metabolism: Discard contamination card to draw 2 cards or discard a slime marker.
Basic Repairs: Discard a Malfunction marker from the room you are in.
Sensitive Hearing: Discard or place a Noise marker.
Feel of the Dark: Ignore Darkness or Ignore Surprise attack in darkness.
QUEST ITEM: Wail: Remove or place Noise markers in a Section you are in.



SENTRY (Facility Worker) Starting Item: SMG: Energy weapon that deals injuries.

Quarantine: Close all doors leading to any room remotely from a computer.
Stun: Force a character to discard their hand of 3 or less cards. Or, force an Intruder to retreat.
Repairs: Discard a Malfunction marker from the room you are in. (Costs 1 card instead of 2)
Defense Plan: Use a white/red room for free or look at 2 unexplored rooms.
Facility Tour: Move yourself and 1 other character to a neighboring room.
QUEST ITEM: Battle Suit: Ignore Slime and Fire Damage. Can escape without using Rover.



SURVIVOR (Nemesis Survivor) (Does NOT start with a Starting Item)

Desperate Attack: Get 1 Contamination card and deal 2 injuries to an Intruder.
Distraction: Discard 1 Item to escape a room without initiating an attack.
Obstinate: Draw cards for Serious Wounds you have or dress a Serious Wound.
Repairs: Discard a Malfunction marker from the room you are in. (Costs 1 card instead of 2)
Vents: Move to an explored room connected by a Technical Corridor.
QUEST ITEM: Assault Rifle: Each time you deal at least 1 Injury, deal an additional Injury.



XENOBIOLOGIST (Facility Worker) Starting Item: Probe Arm: Carries a Carcass.

Vivisection: Discard 1 USE from Probe Arm to injure an Intruder.
Field Experience: Gain Knowledge or manipulate the Event or Attack deck.
Pheromones: Discard Egg/Carcass to ignore Intruder attack or use to target a character.
Rushed Analysis: Scan your Contamination cards to possibly gain Knowledge.
Workspace Plan: Use white/green room for free or look at 2 unexplored rooms.
QUEST ITEM: Overmind: Move any Intruder through a corridor.



HACKER (Facility Worker) Starting Item: Smart Gun: Treat a blank as 1 Injury.

Neuralink: Use a computer action in a room without a computer and power or vice versa.
Bypass: Flip a power token or use any number of computer actions.
It Works For Me: Discard a Malfunction token and use a computer action with power.
Recharge: Add 2 Ammo to Energy Weapon in a Section with power.
Master Plan: Use a computer room for free or look at 2 unexplored rooms.
QUEST ITEM: Cheat Codes: Initiate Autodestruction; Open/Close up to 3 doors; Peek 2 CSS.



JANITOR (Facility Worker) Starting Item: Nail Gun: Discard a Malfunction token.

Jury-Rigging: Take the Flamethrower, Enviro-Suit, or Taser from Yellow room.
It Should Work: Still able to use a malfunctioned room or computer without power.
Clean Up: Discard a Malfunction or Fire marker from the room you are in. (Costs 0)
Emergency Key: Open/Close a door or call the Elevator even without power.
Maintenance Plan: Use white/yellow room for free or look at 2 unexplored rooms.
QUEST ITEM: Pressure Washer: Causes an Intruder to retreat instead of dealing Injuries.



MEDIC (Nemesis Survivor) (Does NOT start with a Starting Item)

ER: Give a character a contamination or they draw 3 Action cards.
Field Dressing: Heal all Light wounds/dress 1 Serious wound. Draw a card in a Green room.
Repairs: Repair malfunction. (Costs only 1 card instead of 2)
Pharmacist: Dress 1 Serious wound or heal 1 dressed Serious wound.
Computer Skills: Open/Close Door or use the room action for free if in a computer room.
QUEST ITEM: Needle Gun: Makes Intruder retreat instead of dealing injuries.

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SCOUT (Nemesis Survivor) (Does NOT start with a Starting Item)

Scavenging: Search even if the room is empty.
Suppressive Fire: Escape yourself or another without an Intruder attack.
Basic Repairs: Discard a Malfunction marker from the room you are in.
Reconnaissance: Move with no noise.
Adrenaline: Shoot or Escape and draw a card.
QUEST ITEM: Motion Scanner: Discard 1 Action card to reroll a Noise roll.



CAPTAIN (Nemesis Survivor) (Does NOT start with a Starting Item)

Reload: Add 1 ammo to your Six-Shooter.
Suppressive Fire: Escape yourself or another without an Intruder attack.
Basic Repairs: Discard a Malfunction marker from the room you are in.
Order: Move a character to an adjacent room with or without their permission.
Motivation: All characters in your room draw a card.
QUEST ITEM: Six Shooter: Deal 1 additional Injury when you roll a double Injury.



SOLDIER (Nemesis Survivor) (Does NOT start with a Starting Item)

Taking Aim: Reroll first shot.
Covering Fire: Use 1 ammo. Escape yourself and/or another without Intruder attack.
Full Auto: Use all ammo. +1 damage for every 2 ammo even with a miss.
Basic Repairs: Discard a Malfunction marker from the room you are in.
Nerves of Steel: Ignore a Surprise Attack.
QUEST ITEM: Assault Rifle: Each time you deal at least 1 Injury, deal 1 additional Injury.



SCIENTIST (Nemesis Survivor) (Does NOT start with a Starting Item)

Risk Assessment: Check the next Event from rooms with a computer; return it on top or bottom.
Blocking Access: Use Computer Rooms for free or place malfunction in a computer room.
Repairs: Discard a Malfunction marker from the room you are in. (Costs 1 card instead of 2)
Intranet: Use in a computer room to use another computer room's action for free.
Computer Skills: Open/Close Door or use the room action for free if in a computer room.
QUEST ITEM: You can use the Intranet and Risk Assessment Actions from any room.




PILOT (Nemesis Survivor) (Does NOT start with a Starting Item)

Respite: Draw 2 cards in a Section with power.
Improvised Weapon: If carrying a Heavy Item, deal 1 injury to Intruder.
Repairs: Discard a Malfunction marker from the room you are in. (Costs 1 card instead of 2)
Backdoor: Send signal or peek at a CSS token in a computer room with power.
Computer Skills: Open/Close Door or use the room action for free if in a computer room.
QUEST ITEM: Remove Rover from the game if you used it to escape. Ignore Contingency Check.



MECHANIC (Nemesis Survivor) (Does NOT start with a Starting Item)

Ingenuity: Repair malfunction or engine or craft item using any Yellow Item as a .
Pyrotechnics: Discard Fire marker or discard any Item to place a Fire marker.
Fast Repairs: Discard a Malfunction marker from the room you are in. (Costs 0 cards instead of 2)
Technical Corridors: Move through Technical Corridors without drawing a Crawl card.
Computer Skills: Open/Close Door or use the room action for free if in a computer room.
QUEST ITEM: Plasma Torch: Open/Close 1 Door. Destroyed doors can be closed.



MEDIC (Nemesis Survivor) (Does NOT start with a Starting Item)

ER: Give a character a contamination or they draw 3 Action cards.
Field Dressing: Heal all Light wounds/dress 1 Serious wound. Draw a card in a Green room.
Repairs: Discard a Malfunction marker from the room you are in. (Costs 1 card instead of 2)
Pharmacist: Dress 1 Serious wound or heal 1 dressed Serious wound.
Computer Skills: Open/Close Door or use the room action for free if in a computer room.
QUEST ITEM: Needle Gun: Makes Intruder retreat instead of dealing injuries.

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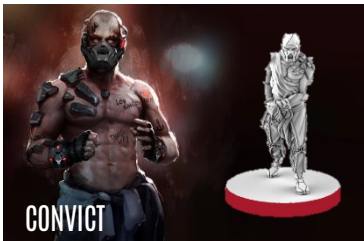
BOUNTY HUNTER (Nemesis Survivor) (Does NOT start with a Starting Item)

Taking Aim: Reroll your first result of a Shoot Action from an Energy Weapon.
Tactical Move: Spend 1 Ammo to move yourself and an Intruder to any neighboring room.
Repairs: Repair malfunction. (Costs only 1 card instead of 2).
This Was A Good Dog: A character suffer 1 Light Wound or 1 Serious Wound with Ammo discard.
Determination: Remove this card to draw up to 5 Action cards.
QUEST ITEM: Man's Best Friend: Laika will either be alive or dead changing your objective and adding an Action card.



CEO (Nemesis Survivor) Starting Item: Broken Robot: Discard 1 Energy with each Robot Action.

Robotic Punch (2): Deal Injuries like a Shoot Action. Inflict additional Injuries with Energy spent.
Protect (2): Remove this card from the game to move without triggering any Intruder attack.
Fast Repairs: Repair malfunction. (Costs 0 cards instead of 2).
Authority: Choose a character with you to move them to a neighboring room.
Just One More Thing: Take 1 additional turn after you have already passed.
Computer Skills: Open/Close 1 Door | Use a computer room's action for free.
Stop It: Remove this card from the game to ignore the effects of an Intruder attack.
QUEST ITEMS: Remove 1 Escape Pod from game or Repair/Break 1 Engine | Choose Coordinates



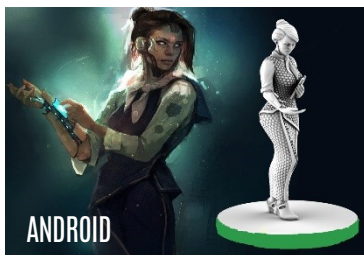
CONVICT (Nemesis Survivor) (Does NOT start with a Starting Item)

I Need This:(instead of an Interrupt) Cancel another player's action or take discarded Search card.
Bash: Perform a Melee Attack and deal 1 additional Injury even if you miss.
Opportunist: Intruders do not attack you when you move with another character.
Repairs: Repair malfunction. (Costs only 1 card instead of 2).
Short Temper: Perform a room action for free even with a malfunction token.
Catch This: Discard 1 Heavy Item to move without triggering an Intruder attack.
QUEST ITEMS: Pipe: You only suffer a Light Wound when you miss during a Melee Attack Action.



PSYCHOLOGIST (Nemesis Survivor) (Does NOT start with a Starting Item)

*Don't Panic: Ignore a Surprise Attack against you or another character in your room.
*Would You Kindly: Another character in your room may perform a Basic Move or Shoot Action.
Basic Repairs: Repair malfunction.
*Lend A Hand: Chosen character in your room draws 2 cards; all others draw 1 card.
Computer Skills: Open/Close Door or use the room action for free if in a computer room.
QUEST ITEMS: Emotion Scanner: Use * Actions from a neighboring room.



ANDROID SYNTHETIC: Instead of Rest, only suffer a Light Wound if you are Infected.

Efficiency: Use a room action for free | Discard # of cards to draw # of cards.
Network Access: Open/Close Door or perform 2 Computer Actions.
Repairs: Repair malfunction. (Costs only 1 card instead of 2).
Self-Repair: Discard Duct Tape/Tools to dress a Serious Wound | Remove malfunction marker.
Computer Skills: Open/Close Door or use the room action for free if in a computer room.
Power Up: Discard a Weapon Battery or flip a Section's Power token to inactive to add 2 Energy.
QUEST ITEMS: Can ignore effects of an Intruder Attack | Extend your game end by 2 turns.
STARTING ITEM: UPS: Discard 1 Energy (or die) when shuffling your deck.