

The Fixer

Life after the Apocalypse is unpleasant. There is simply not enough of anything to share with everyone. This is the primary reason you are both useful and needed, regardless of how creepy many people think you are.

As a Fixer, you truly do possess a dual role in life, both incredibly important. First, it is your duty to see that the very limited supply of goods is distributed in a fair, efficient, and intelligent manner. You are in many ways the gatekeeper to supplies. Second, it your job to keep business flowing. That means you are part businessman, part trader, part diplomat, part negotiator, and part con-man. You are a Fixer!



Talents Unique to Fixer Role

Vicious Creep: You are especially good at causing people to doubt themselves.

Wheeler Dealer: Your deals on the side are more lucrative than other Fixers.

Juicy Info: You know more information than you have a right to about a certain someone.

MOVE

INSTINCT / EMPATHY

MAKE A DEAL

Hunger, strife, and conflict – very often your livelihood. You have found a very good use for your talent of seeing people's needs and fulfilling them – often for a price. You know a little bit about a lot of people, and you are a master at leveraging that knowledge to find out where you can get your hands on items in need. Use this play to find the right contact who either has or can lead you to that particular resource or favor that you seek. Alternatively, you may use this play to run a side business deal to score some extra stuff.

Failure: You get stonewalled and nobody wants to deal with you at the moment. *You just stepped on someone's toes and need to have eyes in the back of your head.*

Success: You know who has what you need. If he wants to give it to you is another matter entirely, and you will often need to roleplay this out. A good Manipulate play will likely get you to your end goal.

ALTERNATE USE OF "MAKE A DEAL"

DEAL ON THE SIDE: You can run your own business on the side whenever you have a few hours to spare while in the Ark. *(Limited use of once per day)*

The first step is to choose what the resource is, who the source is, and who the buyer is. You become the agent of the deal, and can broker the following items:

Food / Water / Scrap / Booze / Information

As the Middleman, you negotiate the deal between the two parties. Unless you fail the roll, the goods do not come from your own stash. Your 'payment' is for brokering the deal between otherwise unlikely partners. Successful deals will score you resources of your choice.

- Roll 1d6 to see how long the process takes in hours.
- Roll your 'Make a Deal' play to see if it works.
- Choose your payment: 1d6 Food, 1d6 Water, 2d6 Booze, or 1d6 Bullets. (food & water is rot-free)

This is dangerous business, and failing your roll means YOU need to supply the goods, as one of the partners did not make good on his end. This is not optional or negotiable.