



"Ashcan" Pete

The Drifter



4



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3



3



Drifter.

You begin the game with Pete's Guitar in play.

When a card you own that is attached to a scenario card would be discarded: Add it to your hand instead. (Limit once per round.)

★ effect: +1. Choose a card you own attached to a scenario card. You may return the chosen card to your hand.

"C'mere, boy... we got work to do."



*“Ashcan” Pete

The Drifter



Deck Size: 30.

Deckbuilding Options: Survivor cards (♣) level 0-3, *Improvised* and *Tactic* cards level 0-4, Neutral cards level 0-5, up to 5 other Guardian cards (♠) level 0.

Deckbuilding Requirements (do not count toward deck size): Duke, Wracked by Nightmares, 1 random basic weakness.

At night, “Ashcan” Pete sleeps wherever his travels take him: in a field, on a train, or maybe, if he’s lucky, in a barn. He bunks with his loyal hound dog, Duke, on one side and his beat-up guitar on the other. And sometimes when Pete sleeps, he dreams. He dreams of haunted, tortured places and of horrible creatures. When he wakes up, he knows that someone needs his help, because his dreams are true. He could not say how long he has been on the road, living by his wits, but he can say for certain no place is too far to go to help someone in need. And as long as Pete can help people, he is not likely to stop wandering any time soon.

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Pete's Guitar

Still Holdin' Up

ASSET

*Item. Instrument.*

“Ashcan” Pete deck only. Replacement.

⚡ Exhaust Pete's Guitar: Choose a non-*Elite* enemy at your location or a connecting location. Move that enemy once in a direction of your choice. Then, if there are no enemies at your location, either heal 1 horror or gain 1 resource.





TREACHERY

Hard Times

WEAKNESS

Hardship.

“Ashcan” Pete deck only. Replacement.

Revelation – Put Hard Times into play in your threat area.

Forced – After you draw 1 or more cards: Choose and discard that many cards from hand.

➡➡: Discard Hard Times.

