

HERBACIST

- making food from bio resources

↓
- not good at technical stuff of

CITIZENS

- primary resource for making decisions (only can make decisions by convincing people to them)
- primary reason for doing decisions (then survival is paramount)
- everyone has speciality

SCAVENGER

finding more goods from scavenging missions
hostile

SCRAPS

- currency (pay other survivors for other resources)
- building materials (build and upgrade your base)
- can be used to make up ARMS or TECH

PLANTS

stable, new flora that be researched used in making new stuff for years - secrets of new of environment influences

SECURITY

- making the camp secure
- ↓
decent scavenging most of the time

ARMS / SEC

literal arms and security elements

- allow for making good/better security options
- make up a defence of the camp

TECHNITIAN

- making tech from scraps
- ↓
- not good at herbalism often

TECH (high-tech)

- upgrade buildings
- build rocket elements
- research propagating elements