WHICH APOCALYPSE ARCHETYPE ARE YOU?

Circle one answer per question. Count your symbols. Find your role on the next page.

1. The power goes out at 8 p.m. What's your first move?

- ○ Open the breaker panel to see what actually happened ⚙
- ○ Grab the flashlight from exactly where you keep it ■
- ○ Light a lantern and announce a board game ★
- ○ Make sure the seedlings under the grow light will be fine ❀
- ○ Check that everyone in the house is okay ✚
- ○ Eat the ice cream before it melts. Strategy. ◆

2. What's in your everyday bag right now?

- ○ Whatever looked useful this week ◆
- ○ A pocketknife, seeds from somewhere, and a snack ❀
- ○ Bandages, pain reliever, and hand sanitizer ✚
- ○ Snacks for sharing and a deck of cards ★
- ○ A multitool, zip ties, and a cable for every port ⚙
- ○ A labeled pouch for every category ■

3. Pick your shelter.

- ○ A big-box store nobody has cleared yet ◆
- ○ An old theater big enough for everyone ★
- ○ A farmhouse with land and a well ❀
- ○ A basement stocked with a year of supplies ■
- ○ A quiet wing of an abandoned hospital ✚
- ○ A hardware store with a workshop in the back ⚙

4. The group can't agree on what to do next. You:

- ○ Already left to find a third option ◆
- ○ Calm everyone down and find the compromise ★
- ○ Build a quick prototype to prove your idea ⚙
- ○ Make sure everyone has eaten and slept before deciding ✚
- ○ Pull out the plan you already wrote ■
- ○ Suggest the choice that still works next year ❀

5. Pick one skill to learn this weekend.

- ○ First aid and CPR ✚
- ○ Reading a paper map and navigating without GPS ◆
- ○ Composting and saving seeds ❀
- ○ Cooking big meals for a crowd ★
- ○ Small-engine or electronics repair ⚙
- ○ Water purification and storage ■

6. What do you quietly hoard?

- ○ Band-aids and over-the-counter medicine ✚
- ○ Anything that might be useful someday ◆
- ○ Batteries, sorted by size ■
- ○ Jars, seeds, and garden twine ❀
- ○ Good coffee and the snacks people actually like ★
- ○ Spare parts, screws, and old cables ⚙

7. A stranger walks up to the gate. Your first question:

- ○ "What's your name? Are you hungry?" ★
- ○ "What did you find out there?" ◆
- ○ "Can you work the land?" ❀
- ○ "Are you hurt?" ✚
- ○ "What can you fix?" ⚙
- ○ "Can you follow our rules?" ■

8. Be honest. Your biggest weakness in a crisis:

- ○ I'm patient when I should be fast ❀
- ○ I avoid the hard conversations ★
- ○ I take risks I shouldn't ◆
- ○ I spiral when the plan falls apart ■
- ○ I vanish into a project for hours ⚙
- ○ I forget to take care of myself ✚

TALLY

■ The Prepper _____	✚ The Medic _____	◆ The Scavenger _____
❀ The Gardener _____	⚙ The Tinkerer _____	★ The Morale Officer _____

Tie? You're a hybrid. Read both results.

© 2026 In Case of Survival. Free for personal use.

YOUR APOCALYPSE ARCHETYPE

Every group needs all six. Find the people who fill your gaps.

■ THE PREPPER

Plan A, B, and C are labeled.

You already know where the flashlight is, because you put it there on purpose. You think in lists, rotate your pantry, and feel genuinely calm when the plan is written down. In a crisis, people look to you because you looked ahead.

Strength: Calm, organized, ready before anyone else

Watch out: Plans break. Practice improvising so a surprise doesn't freeze you.

Next skill: Run a real drill: kill the lights for an evening and see what's missing.

✚ THE MEDIC

Everyone eats, then we talk.

You notice who's limping, who hasn't slept, and who's pretending to be fine. You keep the first aid kit stocked and the group alive in the quiet, unglamorous ways. Nobody survives long without someone like you.

Strength: Steady hands, sharp eyes, deep care

Watch out: You'll skip your own water and sleep. The medic counts too.

Next skill: Take a certified first aid and CPR class (the Red Cross runs them).

◆ THE SCAVENGER

Back in ten with something useful.

Give you an empty building and you'll come back with batteries, a can opener, and a story. You're quick, resourceful, and comfortable with risk. Where others see a dead end, you see an unchecked cabinet.

Strength: Resourceful, fast, unafraid of the unknown

Watch out: Not every door needs opening. Tell someone where you're going.

Next skill: Learn your local map without GPS: two routes out of town, on paper.

❀ THE GARDENER

Thinking three seasons ahead.

Everyone else is surviving the week. You're planning next year's harvest. You're patient, practical, and you understand that the real long-term plan is growing what you need. Magnus approves, and Magnus does not approve of much.

Strength: Patience, long-term thinking, self-sufficiency

Watch out: Some problems need a fast answer. Keep a short-term kit too.

Next skill: Find your frost dates through your local cooperative extension office and plant one thing.

⚙ THE TINKERER

It's not broken. It's a project.

You own a multitool and you use it daily. When something stops working, you open it up instead of throwing it out. Radios, generators, fences, phones: if it can be fixed, you're the one fixing it. Aegis finds you very reassuring.

Strength: Hands-on problem solving, mechanical instinct

Watch out: You'll disappear into a project for six hours. Check in with the group.

Next skill: Learn where your water, gas, and electric shutoffs are, and what tool each one needs.

★ THE MORALE OFFICER

Who brought the cards?

You're the reason the group is still a group. You remember names, settle arguments, and know exactly when everyone needs a game night by lantern light. Supplies keep people alive. You keep them wanting to be.

Strength: Connection, humor, keeping people together

Watch out: Hard conversations still need to happen. Don't joke your way past them.

Next skill: Make the household emergency plan a group activity, and get everyone's out-of-area contact.

Take the interactive version and share your result at incaseofsurvival.com.

© 2026 In Case of Survival. Free for personal use.