



EQUIPMENT: COMMERCE+CUSTOMIZATION

TECH LEVELS

0	STONE AGE
1	BRONZE AGE
2	IRON AGE
3	RENAISSANCE
4	EARLY 20th Century (late 1800's to 1965)
5	PRESENT DAY (including the near future)
6	FAR FUTURE (22nd century and beyond...)

COST BY AVAILABILITY

Common Items	1 pt ea.
Uncommon Items	2 pts ea.
Rare Items	4 pts. ea.
Unique Items	8 pts. ea.

BUYING & SELLING

BUYING

Roll 2D6 + MIND or APPEAL. Target is based on Availability:

Common	8
Uncommon	11
Rare	13

SELLING

Roll 2D6 + MIND or APPEAL. - Difficulty. Success nets full value, failure nets 1/2 value.

HAGGLING

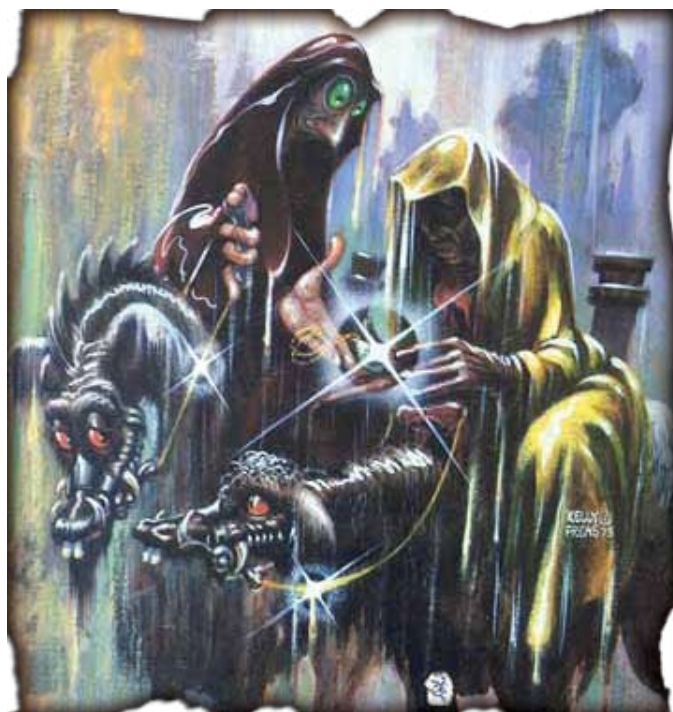
Roll 2D6 + MIND or APPEAL. - Difficulty. Every 3 points > target reduces price by 1EP (max 1/2 price).

CUSTOMIZATION OPTIONS

- Add +1 to Rolls
- Add +1 or 10% to one part of their function (+1 to damage, 10% to range, etc.)
- Add a new, minor function (adding an infrared sight to a pistol)
- Add +1 resistance to wear or damage (armour that has +1 PEN against ballistic weapons, a hardened casing on a comm-unit, bulletproof windshields on a car, etc.)

MEK CUSTOMIZATION COSTS

Common Items	1x Common Preparation
Uncommon Items	1x Uncommon Preparation
Rare Items	1x Rare Preparation
Unique Items	1x Unique Preparation



BARBARIANS OF THE AFTERMATH

STR BRA

AGI MEL

MIN RAN

APP DEF



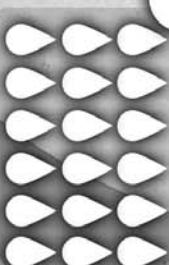
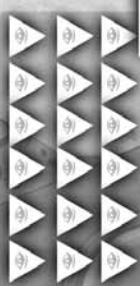
NAME

GENOTYPE

CAREERS

AP/PK

BOONS + FLAWS



HERO POINTS



PROTECTION

LANGUAGES

GEAR

MUTATIONS

VEHICLE NAME

- ☐ LAND
☐ AIR

- ☐ SEA
☐ SPACE

SIZE

VEHICLE ACTIONS

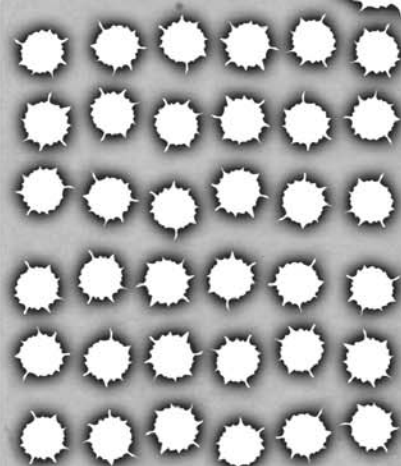
- | | |
|-------------------|------------------|
| ATTACK (1/Weapon) | LOCK ON |
| BRACE FOR IMPACT | MANEUVER (1/RND) |
| DAMAGE CONTROL | NARRATIVE ACTION |
| ESCAPE | PURSUE |
| EVASIVE MANEUVERS | RAM |
| INTERCEPT | SHAKE PURSUIT |

RANGE APPROXIMATION

- | | |
|-----------------------|-------------------|
| 0 - CQB - 10' | 3 - SNIPER - 600' |
| 1 - SHORT - 100' | 4 - VISUAL |
| 2 - SMALL ARMS - 300' | 5 - SENSOR |

BARBARIANS OF THE AFTERMATH

SUPERSTRUCTURE



MODIFICATIONS

POW SPD
MAN RAM

5 4 3 2 1 ◇ 1 2 3 4 5

BARBARIANS OF THE
AFTERMATH

STR BRA
AGI MEL

MIN RAN

APP DEF

NAME

GENOTYPE

CAREERS

LIFEBLOOD

AP/PK

BOONS + FLAWS

HERO POINTS

MUTATIONS

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BARBARIANS OF THE
AFTERMATH

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LANGUAGES

GEAR

POW

SPP

VEHICLE NAME

MAN

RAM

☐ LAND

☐ SEA

SIZE

☐ AIR

☐ SPACE

BARBARIANS OF THE AFTERMATH

MODIFICATIONS

VEHICLE ACTIONS

ATTACK (1/Weapon)

LOCK ON

BRACE FOR IMPACT

MANEUVER (1/RND)

DAMAGE CONTROL

NARRATIVE ACTION

ESCAPE

PURSUE

EVASIVE MANEUVERS

RAM

INTERCEPT

SHAKE PURSUIT

SUPERSTRUCTURE

RANGE APPROXIMATION

0 - CQB - 10'

3 - SNIPER - 600'

1 - SHORT - 100'

4 - VISUAL

2 - SMALL ARMS - 300'

5 - SENSOR

5

4

3

2

1

◇

1

2

3

4

5

POW

SPP

VEHICLE NAME

MAN

RAM

☐ LAND

☐ SEA

SIZE

☐ AIR

☐ SPACE

BARBARIANS OF THE AFTERMATH

MODIFICATIONS

VEHICLE ACTIONS

ATTACK (1/Weapon)

LOCK ON

BRACE FOR IMPACT

MANEUVER (1/RND)

DAMAGE CONTROL

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ESCAPE

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INTERCEPT

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0 - CQB - 10'

3 - SNIPER - 600'

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4 - VISUAL

2 - SMALL ARMS - 300'

5 - SENSOR

5

4

3

2

1

◇

1

2

3

4

5

VEHICLE MASTER SHEET

VEHICLE 1	
SIZE	<input type="checkbox"/> <input type="radio"/> LAND <input type="radio"/> SEA
SQD	<input type="checkbox"/> <input type="radio"/> AIR <input type="radio"/> SPACE
POW	SDD
MAN	RAM
MODIFICATIONS	
SUPERSTRUCTURE	

VEHICLE 2	
SIZE	<input type="checkbox"/> <input type="radio"/> LAND <input type="radio"/> SEA
SQD	<input type="checkbox"/> <input type="radio"/> AIR <input type="radio"/> SPACE
POW	SDD
MAN	RAM
MODIFICATIONS	
SUPERSTRUCTURE	

VEHICLE 3	
SIZE	<input type="checkbox"/> <input type="radio"/> LAND <input type="radio"/> SEA
SQD	<input type="checkbox"/> <input type="radio"/> AIR <input type="radio"/> SPACE
POW	SDD
MAN	RAM
MODIFICATIONS	
SUPERSTRUCTURE	

5

4

3

2

1

◇

1

2

3

4

5

BARBARIANS OF THE AFTERMATH

AFTERMATH SETTING WORKSHEET

II
MOD

II. THE APOCALYPSE



THE BOMB

- ☐ BIOLOGICAL -----
- ☐ NUCLEAR -----
- ☐ NEUTRON -----



COSMIC DISASTER

- ☐ ALIEN INVASION -----
- ☐ COSMIC RADIATION --
- ☐ DEEP IMPACT -----



SUPERNATURAL APOCALYPSE

- ☐ BIBLICAL APOCALYPSE -----
- ☐ RETURN OF THE OLD ONES -
- ☐ ZOMBIE APOCALYPSE -----



TECHNOLOGICAL NIGHTMARE

- ☐ A.I. REVOLT -----
- ☐ GREY GOO SCENARIO -----
- ☐ MANMADE BACTERIA/VIRUS



THINGS FALL APART

- ☐ BIOLOGICAL SHIFT ----
- ☐ CLIMATE SHIFT -----
- ☐ GEOLOGICAL SHIFT ---



- ☐ WORLD WAR III

I. DATE IT ALL ENDED

III
MOD

III. CURRENT DATE

IV
MOD

IV. SENTIENT SPECIES

- ☐ ADONAI
- ☐ ALIEN
- ☐ AWAKENED ANIMAL
- ☐ AWAKENED PLANT
- ☐ BOT
- ☒ HUMAN, STANDARD
- ☐ HUMAN, SUPER-SOLDAT
- ☒ HUMAN, WASTELAND
- ☐ MUTANT
- ☐ SUPERNATURAL ENTITY

V
MOD

V. RESOURCES

VI
MOD

VI. TECH LEVEL

VII
MOD

VII. CIVILIZATIONS

VII
MOD

VIII. SUPERNATURAL

- ☐ PSYCHIC FORCES
- ☐ SUPERNATURAL FORCES

AVAILABLE CAREERS

- ☐ AIR-RIDER (Flyboy, Pilot)
- ☒ BARBARIAN (Savage, Ganger)
- ☒ BEASTMASTER (Animal Trainer)
- ☒ BEAST-RIDER (Cowboy, Cavalry)
- ☒ COURTESAN (Wench, Mistress)
- ☒ DOK (Healer, Medic)
- ☒ GLADIATOR
- ☐ GUNSLINGER
- ☒ HUNTER
- ☐ JUICER (Apothecary, Chemist)
- ☐ MEK (Mechanic, Technician)
- ☐ MINER
- ☒ PREACHER (Shaman, Priest)
- ☐ PROFESSIONAL
- ☒ PUNISHER (Torturer, Interrogator)
- ☐ ROAD WARRIOR
- ☒ ROCKER (Bard, Minstrel)
- ☒ SCAVENGER (Theif, Salvager)
- ☒ SLAVE (Dogs-body, Servant)
- ☒ SHADE (Assassin, SpecOps)
- ☒ SOLDIER
- ☐ SORCERER
- ☒ TRADESMAN
- ☒ WARCHIEF (Officer)
- ☒ WAVE-RIDER (Sailor, Pirate)
- ☒ WISE ONE (Scholar, Teacher)
- ☐ WYRD (Swami, Psychic)

BARBARIANS OF THE AFTERMATH

ADVENTURE GENERATION WORKSHEET

THE ADVENTURE

NAME:
OBJECTIVE(S):

THE VILLIAN(S):

VILLIAN MOTIVATION:

NOTABLE NPCS:

REWARDS:

LOCATION 1

TYPE:
FOES:
NOTES:

LOCATION 2

TYPE:
FOES:
NOTES:

LOCATION 3

TYPE:
FOES:
NOTES:

FOE 1

NAME: _____

Number: _____ LB: _____ AP/PK: _____ AV: _____

STR _____ BRA _____ CAREERS EQUIPMENT MUTATIONS
AGL _____ MEL _____
MIN _____ RAN _____
APP _____ DEF _____

FOE 2

NAME: _____

Number: _____ LB: _____ AP/PK: _____ AV: _____

STR _____ BRA _____ CAREERS EQUIPMENT MUTATIONS
AGL _____ MEL _____
MIN _____ RAN _____
APP _____ DEF _____

FOE 3

NAME: _____

Number: _____ LB: _____ AP/PK: _____ AV: _____

STR _____ BRA _____ CAREERS EQUIPMENT MUTATIONS
AGL _____ MEL _____
MIN _____ RAN _____
APP _____ DEF _____

FOE 4

NAME: _____

Number: _____ LB: _____ AP/PK: _____ AV: _____

STR _____ BRA _____ CAREERS EQUIPMENT MUTATIONS
AGL _____ MEL _____
MIN _____ RAN _____
APP _____ DEF _____