
BARBARIANS OF THE AFTERMATH



POST APOCALYPTIC SETTINGS AND RULES FOR THE
BARBARIANS OF LEMURIA RPG

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INTRODUCTION

ITS ALWAYS DARKEST BEFORE THE BOMB

TWISTING, TURNING, SLICING, BURNING
CUTS MEN DOWN LIKE HAY
SOLDIERS DIE AND WIDOWS CRY
DEATH DOTH DANCE TODAY

LAUGHING, LEERING, TAUNTING, JEERING
SARDONIC SMILE A JESTER'S FACE
SWINGING WIDE HIS HEAVY SCYTHE
DEATH DOTH DANCE TODAY

TWISTING, TURNING, LAUGHING, LEERING,
SLICING, BURNING, TAUNTING, JEERING
PLEAD YOUR LIFE BUT NO ONE'S HEARING
DEATH DOTH DANCE TODAY

SMASHING, SMITING, BROTHERS FIGHTING,
SPIRIT OF MANKIND GONE ASTRAY
GABRIEL SOUNDS HIS AWFUL HORN
DEATH DOTH DANCE TODAY

THUNDER, LIGHTNING, BOMBS ALIGHTING
BURNING FLESH AWAY
DIGGING MANKIND'S SHALLOW GRAVE
DEATH DOTH DANCE TODAY

SMASHING, SMITING, THUNDER, LIGHTNING,
BROTHERS FIGHTING, BOMBS ALIGHTING
DEMONS LOW AND ANGELS HIGH SING
DEATH DOTH DANCE TODAY

BIRTH OF THE POST-APOCALYPSE

Although the concept of the Apocalypse is as old as the Bible itself, the events of the 20th century are most responsible for the cynical and often nihilistic visions that spawned modern post-apocalyptic fiction. Two World Wars, both of which killed millions, the latter of which ended in an atomic fireball, took science fiction into a darker and less hopeful era where, for the first time in history, man could literally destroy his entire world with the press of a button.

As technology advanced, the dangers of the wider universe became known and the hubris of mankind became ever more apparent, it suddenly became clear to many folks that the bomb might not be the only way to drive the human race to extinction. Along with deadlier and more destructive weapons, chemical pollution, earth crossing asteroids and a world racing further and further towards violence and selfish abandon, it is little wonder that popular culture started to explore what might happen after civilization finally exploded or imploded.

Today, some of the most popular books, movies and games are set in a world where civilization has fallen and the survivors fight over the remains. The stories usually revolve around three main activities:

- Fighting for resources like food, water and shelter.
- Fighting to keep the character's species from final extinction in a world polluted by radiation and/or chemicals, crawling with all sorts of natural and unnatural predators, baked by the sun or frozen like a popsicle from the lack of it, and filled with any number of other dangers.
- Fighting over the remains of the old civilization in order to become leader of a new one.

Why would anyone in their right mind want to play a game in such a bleak and fatalistic setting? There are as many different answers to that (from the heroic, to the inquisitive, to the nihilistic and downright scary) as there are post-apocalyptic settings. So many in fact, that the driving goal of this book is to try to satisfy as many of them as possible (and make me a bit of money in the process).

HOW TO USE THIS BOOK

The following rules are meant to be an expansion of those found in the *Barbarians of Lemuria RPG (BoL)* and you'll get the most use out of this book if you already own that fine product.

For those who prefer other systems, however, you'll find that much of the material in this book is generic enough that it will be useful in almost any post-apocalyptic game. In particular, the setting generator and many of the rules were designed with an approach focusing more on emulating the feel of the genre rather than a specific rules set and this allows them to be moved between systems with only minor tweaking.

If you are a player of *BoL* (and if you're not, I highly suggest you give it a try) then there are a few minor concepts that you'll need to grab hold of before diving in.

BONUS DICE & PENALTY DICE

Whenever a player must roll an extra die and take the two highest or two lowest in *BoL*, we call that taking a **BONUS** or **PENALTY DIE**, respectively, in *BoTA*. Indeed, in some cases you might be asked to take multiple **BONUS** or **PENALTY DICE**, because of the stacking effects of mutations, equipment and so on, but you always end up taking the two highest or lowest dice as in the normal rules.

GENRE OPTIONS

You might look at *BoL*, look at this book and then ask yourself why there are so many new rules when *BoL* is such a fantastically minimalist game.

The answer is simple: it is designed to allow you to play in the widest variety of post-apocalyptic settings possible and so all of the most common genre tropes of those settings, from radiation to mutation, demand space and attention rules-wise. That's what most folks are paying for, after all.





Some folks may want a world where mutants reduced to stone-age technology, roam an Earth 10,000 years after the apocalypse and will use nothing more than a few careers, a couple of genotypes and the Mutation Rules. Others will throw every new rule in this book into a setting where any kind of science-fantasy weirdness goes. Still others may decide to glance at the rules, get a general idea of how they work and then play the game with a liberal dose of Handwaving and improvisation.

This book is about options, lots of them, and you can run the game with as many or as few of them as you like. At the very least, they should give you a good basis from which to draw up your own interpretation on how certain genre tropes work in your setting.

The only rock solid rule in this book is this: Use what you need, take ideas from what you don't and play on.

RANDOMNESS: LIVE OR LET DICE...

There are a lot of places where random results are used, as when determining the number of equipment points a character has each adventure or how many people a portable water distiller will support each day. This is done intentionally for atmosphere, adding uncertainty to post-apocalyptic life for the PCs.

If you detest randomness, however, feel free to just use the average result for whatever the dice range indicates (see below):

D6	3 or 4
2D6	7
3D6	11
Higher	Add +3 for every additional D6

GAME BALANCE

Some folks might look at some of the rules in here and come to the conclusion that PCs, even those as competent as beginning **BoL** characters, are doomed. What with the deadly effects of Radiation, instant

death in a vehicle, nature itself trying to kill them off and PCs suffering the consequences of their own rashly ill-concieved actions, it might seem like the odds are seriously stacked against them.

Combine this with the fact that magic and psychic abilities can be horrifically powerful and mutations can turn a below average farmer into a nigh invulnerable monster, and there are some who might even say that the game lacks... **balance** (GASP)!

In **BotA**, there are three truths:

- The post-apocalyptic genre is about survival despite the odds, which are typically stacked well against you. If this doesn't appeal to you, you're probably not going to enjoy gaming in that sort of genre.
- In **BoL/BotA** the GM is the arbiter of Balance. If something makes a character too powerful, it is his iron fisted rule will that counters that imbalance. GM Discretion is law.
- If the players don't attempt to abuse the rules, then balance isn't really a problem. If they do, and they're have a great time being power-mad little munchkins, then why stop them? Fun is what you do with the rules, not vice-versa, and the group is the ultimate arbitrator of what is fun.



DEDICATION

This book is dedicated to Richard Allen Langer, one of my oldest and dearest friends.

Richard and I met in High School through our church and instantly became friends over our favorite hobby. Richard loved games and I think we played our way through most of those released in the mid-eighties, including RPGs, wargames and almost the entire Games Workshop catalog at the time.

After High School we went our separate directions. We weaved in and out of each other's lives over the next 20 years, but we always picked up instantly from where we left off as though no time had passed at all. No matter what events changed the course of our lives, that core sense of brotherhood never faded nor did our love of getting together for a good night of gaming.

Richard lost his job a couple of years back and left to live with his parents in Florida. I thought nothing of it, as events had never separated us for long and, in any event, his piloting jobs meant he often had layovers that meant he could visit whenever the winds blew him back into town. Sadly, that was never to be.

At the end of June, Richard and I had been talking on the phone about various things, including one of our favorite pastimes, Paintball. We agreed that we would definitely play when he came into town and I joked that he should practice if he wanted to catch up to my mad skills. On July 5th, 2009, Richard did just that. He went out with his brothers for a few hours of woodsball and died of a heart attack on the field.

His death struck me as though I had lost my own flesh and blood and the effect on my mind and spirit actually derailed the completion of this book for a good bit of time. The whole idea of gaming seemed so pointless in the light of the loss of my friend. My favorite gaming companion. My spiritual brother. RPGs in particular seemed like such a waste in the face of our own mortality and the limited time we have to spend doing something, anything to spend more time with those we love.

But then it struck me. Some of my greatest friends and experiences have come about due to the time I spent around a gaming table. It wasn't the games themselves, but the people I met, the social interaction outside of the game and the laughter, love, loss, the whole gamut of human emotion that came about because of our shared gaming experience.

I am richer for knowing Richard. Much richer. We spent many a happy hour trying to out-strategize each other, creating worlds to explore together and telling stories about ludicrously fantastic things. But more than that, his family is like family to me, the lessons he learned informed me as well, and I understand more about my relationship with God due to the experiences we've had together.

When I die, be it today, tomorrow or 90 years from now, I would like to meet my end like Richard: surrounded by family, doing something I love and firm in the knowledge of my salvation and final destination. These are the important things in life and it is through a life of gaming, and a lifelong friendship that sprang from it, that I have had the opportunity to learn this.

God Bless you Richard. I look forward to the day we are reunited in the realm of our Heavenly Father. I bet they've got great gaming up there...

RICHARD LANGER
1971-2009





CHAPTER 1

YOUR OWN PRIVATE APOCALYPSE

THE EARTH YOU KNOW IS NO MORE.

Where once mighty civilizations with billions of citizens wielding exceedingly advanced technology stood, now only a few survivors remain, the knowledge once taken for granted now a priceless commodity that is fought over in the poisonous wastelands and crumbling ruins of the Before-Time.

Long live the New Earth.

The Reborn Earth.

Your Earth...



A POST-APOCALYPTIC SANDBOX

Barbarians of the Aftermath is designed to allow you to create your own personalized apocalypse. By using our **FALLOUT TABLES** in conjunction with the handy-dandy *Aftermath Setting Worksheet* found at the end of this book, you can create just about any type of nightmare future you can imagine and a few you might not have otherwise imagined before now.

Start with **Section I** and then work your way through each one of the following sections picking and choosing whichever campaign features you desire and noting them down on your worksheet. In no time at all you'll have the world destroyed and remade in your own twisted image.

Alternately, for those with no idea what they want (and for others who love all things random), each table comes complete with random generation numbers so that you can leave the fate of the world up to cold hard chance. Roll the dice and, again, note down the results on your Worksheet.

Finally, for those who want to just get on with killing mutants and 'making things get blowed up real good,' you can always just say 'anything goes' and move onto the character creation rules in Chapter 2.

FALLOUT RESULTS

As you move from section to section you will generate **FALLOUT RESULTS** that will influence your setting by modifying rolls on other tables and affecting character generation and the reality of your world in general. Note roll modifiers down in the appropriate **MOD** section of the worksheet and follow their instructions as you go.

All modifiers are cumulative, so if you gained a +3 for rolls on the Technology Table and then gain a -2 later, you will have a (+3-2) +1 modifier to that table when you finally roll on it.

STARTING GENOTYPES

At the beginning of the process, there are only two Genotypes to choose from for your character's Heroic Beginning:

HUMAN, STANDARD
HUMAN, WASTELANDER

As you generate your Aftermath, however, other genotypes might become available. As they pop up, you should think about how these races fit into your world. Is there only one type of Awakened Animal (as in *The Planet of the Apes* for instance), or are there multitudes of awakened animal species to choose from? How do they get along with Humans? How do they get along with each other?

STARTING CAREERS

Like the starting Genotypes, careers are limited to a basic starting list which may expand as your Aftermath Setting Generation proceeds. These starting careers represent basic human activities that are common to all tech levels and independent of supernatural development. They include:

BARBARIAN	ROCKER
BEASTMASTER	SCAVENGER
BEASTRIDER	SOLDIER
COURTESAN	SLAVE
DOK	SHADE
GLADIATOR	TRADESMAN
HUNTER	WARCHIEF
PREACHER	WAVE-RIDER
PUNISHER	WISE ONE

THE END IS NEAR...

The Earth is at your mercy. Call forth the Four Horsemen, let loose the Dogs of war and make your mark on history by proceeding to **Section I : The Final Age of Man...**





I. THE FINAL AGE OF MAN

The first question that has to be answered is 'what was the state of civilization and technology before the apocalypse reduced it to ruin?'

The answer will help determine what type of apocalypse we might face, the highest level of technology we can expect to find in the ruins and whether or not there's a chance mankind's civilization managed to avoid complete extinction by spreading to other planets before the final event.

Roll a 2D6 to determine just how far we got before civilization snuffed it...

THE ATOMIC AGE (1945-1965 AD)

In this alternate timeline, mankind didn't make it out of the atomic age. The chance for nuclear disaster is high during this period and it is the most likely cause of the apocalypse, although other calamities are still possible.

FALLOUT

-2 on your roll for *II. The Apocalypse*
Any result of *The Bomb!!!* will be Nuclear.
-1 on your roll for *VI. The Technology*

3

THE END OF THE 20TH CENTURY (1980-1999 AD)

The Cold war. Vicious third world dictators and terrorists trying to get their hands on nuclear, chemical and biological weapons. Earth crossing asteroids and invitations to aliens to come visit. Technology expanding exponentially and landing in the hands of consumers before its long term effects can be understood. Wars, wars and more wars.

How the hell did we survive to the 21th century...?

FALLOUT

-1 on your roll for *II. The Apocalypse*

4

5

WITHIN A DECADE OF THE PRESENT DAY

Vicious third world dictators and terrorists trying to get their hands on nuclear, chemical and biological weapons. Earth crossing asteroids and invitations to aliens to come visit. Technology expanding exponentially and landing in the hands of consumers before its long term effects can be understood. Wars, wars and more wars. God being increasingly mocked and his followers being hounded from the public square.

How the hell will we survive to the 22nd century...?

FALLOUT

None

4

10

THE NEAR FUTURE (THE LATE 21ST CENTURY)

It'll be just like the modern day, but with much higher levels of technology with which to destroy ourselves.

We will make some small gains, like relatively powerful yet environmentally friendly forms of energy (possibly fusion), and our strides into space will get longer, with space elevators leading to orbiting stations and a possible habitat on Mars by the end of the century.

Our weapons will also continue to gain in sophistication and destructive power, with the possibility of rail guns, energy based weaponry like lasers and other more esoteric weapons taking the stage towards the end of the century, along with genetically and biochemically enhanced super-soldiers.

FALLOUT

+1 on your roll for *VI. The Technology*
New Genotype - *Super-Soldat*

11



12

THE FAR FUTURE (BEYOND THE 22ND CENTURY)

The good news is that the threat of long range missiles is likely to be non-existent, as systems for nullifying them before they can reach their destination are easy to create. We might even have achieved world peace by this period so that bombs are a thing of the past.

The bad news is that man, in his endless drive to 'progress' at any cost, will have achieved a powerful level of technical achievement that far outstrips his common sense, his ability to use it responsibly and his comprehension of (or care for) its moral and societal ramifications. Cue the apocalypse.

Technology pretty much falls under *Clarke's Third Law* by this point and mankind can achieve some pretty amazing things. FTL travel, synthetic life-forms (some of which are 'Awakened' to sentience), and weapons that harness the power of a small sun to create massive destruction are all possible the further out along the timeline you go.

Mankind terra-forms other planets and might have colonies on Mars and even in other solar systems, some of whom might come back to explore the devastated remains of the earth if the apocalypse doesn't claim them as well (which is a possibility with interstellar wars).

FALLOUT

+1 on your roll for *II. The Apocalypse*
+3 on your roll for *IV. The Species*
+4 on your roll for *VI. The Technology*
New Genotype - *Super-Soldat*

15





II. THE APOCALYPSE

Here you will determine how the world as we know it comes to an end. The influence of this 'Event' will have a far reaching effect on the final shape of our post-apocalyptic environment, determining how the people survive, how organized they are, how advanced their technology is and whether the new post-apocalyptic definition of 'people' includes more than humans.

Roll a D6 to determine the type of event and then proceed to that entry. Most of these events will have additional choices that will narrow things down even further. Don't forget to note down the FALLOUT Results and apply them as you go...

1 OR LESS	THE BOMB!!!
2	COSMIC DESTRUCTION
3	SUPERNATURAL APOCALYPSE
4	TECHNOLOGICAL NIGHTMARE
5	WWIII
6 OR MORE	THINGS FALL APART



THE BOMB!!!

"The atomic bomb made the prospect of future war unendurable. It has led us up those last few steps to the mountain pass; and beyond there is a different country."

J. Robert Oppenheimer

It could have been terrorists, the insane leader of a nuclear power, or it might have been the result of some evil mastermind turning the superpowers against each other so that he could rule over the ashes of the aftermath. Whatever the cause, the Earth quite literally went out with a very large bang.

Roll a D6 to determine what type of bomb was the key to our destruction and the wide ranging effects it has had on the world...

BIOLOGICAL BOMB

The bomb contained some sort of virus or bacteria that rapidly mutated and spread upon detonation. In this scenario only a single bomb is necessary to de-populate the world in short order.

Survivors will have had some extremely rare immune factor (which they pass on to their children) or just got lucky and survived long enough for the virus to mutate into a harmless form. There is a chance that some survivors might have mutated due to the virus into entirely new forms of life, some of whom may still be sentient, others having devolved into feral but dangerously cunning monsters.

Example Setting: I Am Legend, The Omega Man.

FALLOUT

- +1 on your roll for **IV. The Species**
 - +1 on your roll for **VI. The Technology**
 - 2 on your roll for **VII. The Civilization**
- New Genotype: **Mutant**

1

2



NUCLEAR BOMB

There's no force so destructive as a good old fashioned H-bomb. Releasing a blast of heat 10,000 times hotter than the surface of the sun and carrying the explosive impact of 50 tons of TNT, your average H-bomb will incinerate everything within its primary blast radius and the shockwave will level pretty much everything else outside of that for miles around.

Survivors, many of whom will come to envy the dead, will suffer from radiation exposure and will have to scabble to find unpolluted sources of food and water for generations after The Bomb.

Example Setting: *The Day After, Mad Max: Beyond Thunderdome, A Boy and His Dog, OGRE, Gamma World.*

FALLOUT

- 2 on your roll for **V. The Resources**
- 1 on your roll for **VI. The Technology**
- 2 on your roll for **VII. The Civilization**
- New Genotype: **Mutant**

4

5

NEUTRON BOMB

The Neutron Bomb is an *Enhanced Radiation Weapon* with all the radioactive killing power of a nuclear weapon minus the destructive blast wave that accompanies it, leaving buildings and infrastructure relatively intact. Neutron radiation is much longer lasting, however, and radiation hotspots can be a problem for decades after the initial explosion, rendering those intact buildings with their intact infrastructure uninhabitable for quite some time.

Those who are exposed to and survive the initial fallout will likely feel little effect and may even think themselves perfectly healthy only to suddenly drop dead days or even weeks later. True survivors will have been as far away from the blast radius of a Neutron Bomb as possible and they and their offspring will have quickly learned to recognize and avoid the hotspots.

Example Setting: *None that we can think of, so this is virgin territory for a game (or a movie for you budding screenwriters)...*

FALLOUT

- 1 on your roll for **IV. The Sentient Species**
- +1 on your roll for **V. The Resources**
- +1 on your roll for **VI. The Technology**
- +1 on your roll for **VII. The Civilization**
- New Genotype: **Mutant**

6





COSMIC DESTRUCTION

“With infinite complacency, men went to and fro about the globe, confident of our empire over this world. Yet across the gulf of space, intellects vast and cool and unsympathetic regarded our planet with envious eyes and slowly, and surely, drew their plans against us.”

H.G. Wells

Before humans could destroy the world themselves, (or possibly even more ironically, after they’d finally achieved world peace), the end of life as we know it came hurtling from deep space.

In the Aftermath humans watch the sky and curse the perfidious stars, fearing that someday the Death From Above will return to finish the human race off for good.

Roll a D6 to determine what type of cosmic destruction rained down upon our small blue-green sphere...



1

ALIEN INVASION

When humans learned they weren’t alone in the universe they also found the galaxy full of organisms as violent and resource hungry as themselves. For whatever reason, an alien force invaded the Earth, and the resulting conflict reduced human civilization to ruins.

For some reason, however, the aliens didn’t stay or only remain in limited numbers. They may have died out from exposure to earth pathogens, moved on to richer conquests, or fared as badly in the war as the humans did, leaving too few of their number to affect a conquest. Whatever the reason, humanity is now trying to recover in the Aftermath.

Example Setting: Independence Day, Battlefield Earth, War of the Worlds.

FALLOUT

- 3 on your roll for *III. The Time Frame*
- +2 on your roll for *IV. The Sentient Species*
- +1 on your roll for *VI. The Technology*



3

COSMIC RADIATION

A blast of cosmic energy, whether a gamma ray burst from a nearby star, a massive superflare from our own star or some strange radiation emitted by a passing comet, wiped out half the ozone layer. The resulting radiation exposure caused widespread damage to the biosphere, killed off thousands of species in mass extinctions and induced widespread mutation. The radiation may have dispersed instantly or within a few short years, but the damage done from mass starvation, radiation sickness and vicious wars of survival reduced human civilization to ruins.

The survivors inherited a changed world of desert wastelands and mutated monstrosities. After a few decades, life recovered and the world became green again, but the plants and animals are changed and much deadlier than those before the apocalypse. Humanity finds itself in a daily struggle to survive this harsh new world as they plunge into the overgrown cities of their ancestors to recover their lost heritage.

Example Setting: *Inconstant Moon, Night of the Comet*

FALLOUT

- 3 on your roll for **III. The Time Frame**
 - +1 on your roll for **IV. The Sentient Species**
 - 1 on your roll for **V. The Resources**
 - +2 on your roll for **VI. The Technology**
- New Genotype: **Mutant**

4

5

DEEP IMPACT

A massive asteroid or comet slammed into the earth, vaporizing a large chunk out of one side of the planet and sending shockwaves that caused massive devastation world wide. Earthquakes shook the earth, volcanoes erupted and a cloud of soot, debris and carbon dioxide covered the world in twilight.

Humans who survived the initial impact and the aftershocks faced years of freezing cold and darkness. Their descendents finally saw the light after the dust clouds cleared, but the high CO2 levels turned their frozen wasteland into a steaming hell. Many decades after the impact event, the CO2 levels finally dropped, and the third generation inherited a changed earth. Humanity barely managed to survive where the dinosaurs died out, but the struggle continues.

Example Setting: *Lucifer's Hammer, The Hermit Thrush Sings*

FALLOUT

- +1 on your roll for **III. The Time Frame**
- 1 on your roll for **IV. The Sentient Species**
- 1 on your roll for **V. The Resources**
- 3 on your roll for **VI. The Technology**
- 2 on your roll for **VII. The Civilization**

6



SUPERNATURAL APOCALYPSE

"And I saw heaven opened, and beheld a white horse; and he that sat upon him was called Faithful and True, and in righteousness he doth judge and make war... And out of his mouth goeth a sharp sword, that with it he should smite the nations... and he treadeth the winepress of the fierceness and wrath of Almighty God."

The Book of Revelation

The end of the world came at the hands of supernatural or seemingly supernatural forces and was brought about by the moral decline and arrogance of man. Magic is often a part of these settings as are demons, zombies and other horrifying creatures of pure evil which hunt humanity down mercilessly and use them in the most horrific ways.

Roll a D6 to determine what type of Holy or Unholy forces brought mankind to his knees...



1

RETURN OF THE OLD ONES

Despite all the desperate attempts of various people and groups to prevent the return of the Elder Gods, it was only a matter of time before the stars were right and the full horror of Things Man Was Not Meant to Know was unleashed upon an unsuspecting world. Almost overnight, the race of man was thrown down into primitive savagery and enslavement to the eldritch horrors that came from the spaces between dimensions.

This sorry state of affairs lasted for ages until someone managed to find a way to banish the great Old Ones back into their eternal prisons and led the revolt against them. Now humanity is trying to reclaim its world from the minor horrors who still roam the earth and the evil machinations of those who would see their dark masters return.

Example Setting: Anything by H.P. Lovecraft.

FALLOUT

- +2 on your roll for **III. The Time Frame**
 - 1 on your roll for **V. The Resources**
 - 3 on your roll for **VI. The Technology**
 - +3 on your roll for **VIII. The Supernatural**
- New Genotype: **Mutant**

2

BIBLICAL APOCALYPSE

Much to the horrified astonishment of Richard Dawkins and company, God does in fact exist and he is a very vengeful being indeed. The drive to eliminate all reference to Him and his law was the last straw and he called upon the seven angels of the Apocalypse to sound their horns and pour out his wrath upon the peoples of earth. The aftermath of this great event saw his followers taken to heaven, those that fought or denied him cast into Hell and those who chose not to take a side, aka 'the Meek', left to inherit the ruined remains of earth, a punishing purgatory, for a thousand years.

The thousand year time span of this particular aftermath leaves three specific options for your game. The first is just after the first judgment. Humanity has been reduced to a pitiful remnant of its original population digging around the remains of a ruined earth and fighting off horrific creatures of extreme evil that threaten to hunt them into extinction.

The second involves the descendents of the meek living out their lives in the middle of the thousand year period and their struggle to survive against the natural and supernatural forces that make their lives hellishly miserable.

The third involves the end of the thousand years, when Satan is loosed from his prison to sow dissent and wickedness amongst the rebuilt civilizations of earth. Natural disasters, epic conflicts and supernatural horrors abound as events speed towards the final judgment, when God returns to find out what the descendents of the meek have made of themselves.

Example Setting: *Left Behind, The Stand*

FALLOUT

- 3 on your roll for **III. The Time Frame**
- 3 on your roll for **IV. The Sentient Species**
- +1 on your roll for **VII. The Civilization**
- +3 on your roll for **VIII. The Supernatural**

ZOMBIE APOCALYPSE

Because of a bizarre mutation in the bacteria that decomposes dead tissue, a government virus or serum, or the fact that Hell was full and the newly damned had no place else to go, the dead have risen. These creatures are practically mindless, immune to pain or fear and constantly hunger for life, which they take from the living by consuming their flesh. As can be expected, the sudden imposition of man-eating corpses upon society quickly led to the collapse of civilization as we know it.

The survivors might have banded together in fortress towns, scavenging resources with daring raids into Zombie infested territory or they might just wander the wilderness areas, keeping one step ahead of the mindless shambling hordes. Some of the zombies might mutate into semi-sentient creatures of low cunning (ghouls?) or even a fully sentient race (vampires?) which compete with humanity for resources and treat captured humans as cattle.

Whatever the case, when a comrade dies, make sure you put a bullet through his brain case...

Example Setting: *Dawn of the Dead, The Omega Man, Shaun of the Dead.*

FALLOUT

- 3 on your roll for **III. The Time Frame**
- 1 on your roll for **V. The Resources**
- 1 on your roll for **VII. The Civilization**
- +1 on your roll for **VIII. The Supernatural**



TECHNOLOGICAL NIGHTMARE

"If we had a reliable way to label our toys good and bad, it would be easy to regulate technology wisely. But we can rarely see far enough ahead to know which road leads to damnation. Whoever concerns himself with big technology, either to push it forward or to stop it, is gambling in human lives."

Freeman Dyson

Humans have an endless curiosity about the unknown, a superior intelligence to harness its power, and a childish tendency to do so impulsively and without any thought to the inevitable consequences.

For a while, man had been lucky and had managed to contain the results of his reckless experimentation, but the day eventually came when that luck ran out and his technology outpaced his ability to control it.

Roll a D6 to determine what type of super-science shenanigans finally destroyed mankind...



1

A.I. REVOLT

Sometime before the end, mankind created, by accident or design, sentient machine intelligences. It didn't take long for this new form of life to come to the conclusion that mankind was obsolete and needed to be deleted or re-purposed to something more useful for machine kind. In the war between man and machine, mankind was decimated and his civilization reduced to rubble.

The machines may still rule as humanity fights an underground war against them, or they may have been defeated leaving humanity to sift through the remains of a war torn world to try and rebuild. Thinking machines may be banned or there might be renegade AIs who survived the war and wander with goals of their own... goals that could help or possibly doom humanity once and for all.

Example Setting: *Terminator, the Matrix, Demon Seed.*

FALLOUT

- 2 on your roll for **III. The Time Frame**
 - 3 on your roll for **IV. The Sentient Species**
 - +3 on your roll for **VI. The Technology**
- New Genotype: **Bot**

2



3

GREY GOO SCENARIO

Nanotechnology, specifically the creation of self-replicating nanites, was the last great technological breakthrough of mankind. It was also his downfall as a programming error caused great clouds of nanites to start converting everything they touched, buildings, crops, people, etc. into a thick grey sludge.

As the situation deteriorated, and it looked like the whole planet would be turned into a great greasy globe of grey goo, humanity managed to stave off extinction at the last moment through a last desperate civilization destroying effort, perhaps detonating nukes in orbit to create massive EMP bursts or maybe using neutron bombs to pinpoint and wipe out the nano-swarms. Although some of the nanites survived, their programming altered yet again and they became less deadly and less prodigious.

In the Aftermath, the descendents of humanity compete in a strange and hostile world with all sorts of dangers to avoid. 'Nano-zones,' areas where nanites twist and mix the local flora and fauna in strange ways, create mutant monstrosities and even new sentient species. There are even rumors of those who become mentally in tune with swarms of nanites and control them to do what appears to others as magic.

Example Setting: Bloom, Plague Year

FALLOUT

- 3 on your roll for **III. The Time Frame**
- +1 on your roll for **IV. The Sentient Species**
- 1 on your roll for **V. The Resources**
- New Genotype: **Mutant**

4

5

MAN-MADE BIOLOGICAL MENACE

Whether created for bio-warfare purposes or in the search for a cure for cancer, a deadly bacteria or virus was created and then accidentally released into the population. Billions of people died from the epidemic and the human race teetered on the brink of extinction.

Survivors will have had some extremely rare immune factor (which they pass on to their children) or just got lucky and survived long enough for the virus to mutate into a harmless form. There is a chance that some survivors might have mutated due to the virus into entirely new forms of life, some of whom may still be sentient, others having devolved into feral but dangerously cunning monsters.

Example Setting: I Am Legend, Omega Man, The Stand.

FALLOUT

- 3 on your roll for **III. The Time Frame**
- +1 on your roll for **IV. The Species**
- +1 on your roll for **VI. The Technology**
- 2 on your roll for **VII. The Civilization**
- New Genotype: **Mutant**

6





THINGS FALL APART

"Things fall apart; the center cannot hold;
Mere anarchy is loosed upon the world..."

William Butler Yeats

Sometimes, despite the best efforts of man, stuff just happens. Even with all the technology at our disposal, and assuming that we don't die from space debris, aliens, the wrath of God or by our own hand, the earth itself may eventually try to wipe us out.

It is even possible that a combination of the following events will happen in quick succession, as in the case of a Super-volcanic explosion of the Yellowstone Caldera, in which the earth gets knocked on its side and the temperature drops sharply as polar bears and penguins take over the world.

Hey. It could happen.

Roll a D6 to determine how the earth will loosen our lice-like grip on its surface...

BIOLOGICAL SHIFT

Man is a super-predator and all the other species on the planet bow to his dominance and influence... or at least they used to. At some point in the past, all the other species on planet earth started to adapt to man's presence by super evolving into much more competitive organisms.

It started slowly and could have been caused by man 'awakening' other organisms into semi-intelligent slave species who revolted and overthrew him, some sort of cosmic radiation or alien seed pod which turned the plant life into a 'green tide', or the wrath of mother nature over years of pollution and exploitation. Whatever the cause, the other organisms took over and man is no longer the dominant species.

Example Setting: *Planet of the Apes, Doctor Who - The Seeds of Doom.*

FALLOUT

+2 on your roll for *IV. The Sentient Species*

+1 on your roll for *V. The Resources*

CLIMATE SHIFT

Years of arguing over climate change and mankind's hand in it came to a rather abrupt end when the earth suddenly shifted gears into a new climate cycle in less than a week, turning the world upside down.

The reason for the sudden change could have been a wave of erratic solar influence, the crossing of the galactic plane into a batch of strange cosmic radiation or a sudden shift in the Earth's orbit caused by the pull of a passing black hole, but whatever the reason, the earth entered into a new age of Fire, Ice or both, which crippled civilization, killing billions through starvation and exposure and crippling civilization.

The current world is either still locked in this new temperature cycle and the remaining humans have adapted to survive, or it has just exited from this age of extreme temperature for whatever reason and the survivors and/or their descendents are starting to reclaim their planet.

Example Setting: *The World in Winter, The Drowned World, The Day After Tomorrow*

FALLOUT

-1 on your roll for *III. The Time Frame*



5

GEOLOGICAL SHIFT

The earth's magnetic field flipped and the planet tilted on its axis so that the equator now runs longitudinally. The polar caps melted and reformed at the new poles causing massive tidal waves, earthquakes and volcanoes which ripped the continents apart. The old world is gone. Long live the new world.

Humanity barely survived the cataclysm. The survivors had to rebuild human civilization from scratch in a world unrecognizable to their own on even the most basic topographical level, with most of the evidence of their species literally washed away or crushed to rubble.

Any technology found is akin to a priceless treasure and worth any sacrifice. Depending on how long after the apocalypse the game is set, man's tech level may well have reverted to the iron, bronze or even stone age.

Example Setting: *A Wrinkle in the Skin, The New Doctor Who Adventures - Iceberg*

FALLOUT

- +1 on your roll for **III. The Time Frame**
- 3 on your roll for **IV. The Sentient Species**
- 1 on your roll for **V. The Resources**
- 1 on your roll for **VI. The Technology**
- 2 on your roll for **VII. The Civilization**

←

WWIII

"I know not with what weapons World War III will be fought, but World War IV will be fought with sticks and stones."

Albert Einstein

When the fall of civilization came, it wasn't at the hand of nukes, alien invasions or any supernatural, external or extraordinary forces. It was at the hand of ordinary men with conventional weapons and an unquenchable appetite for war and conquest.

The Third World War was the largest, longest and most bloody conflict in human history. When the smoke finally cleared, human civilization had degraded to the point where nations were either heavily destabilized or no longer existed.

The largest remaining vestiges of civilization exist in small fortified towns, which occasionally war with each other over resources. Outside of those, armed gangs roam the wilderness and scavenge the ruins of what used to be major cities while occasionally laying siege to the civilized areas as the last remnants of the military or local police forces try to thin out their numbers.

Example Setting: *Red Dawn, Mad Max, Twilight 2000, OGRE.*

FALLOUT

- 3 on your roll for **III. The Time Frame**
- 5 on your roll for **IV. The Sentient Species**
- 1 on your roll for **V. The Resources**
- +1 on your roll for **VI. The Technology**
- +1 on your roll for **VII. The Civilization**





III. THE TIME FRAME

Now that you know just how the world ended, we need to determine how long after the apocalypse your game is set. This can influence and number factors, most notably those characteristics of the world which require hundreds of years to develop, like the rise of sentient plant life or the recovery and rise of large civilizations after a nuclear holocaust.

Roll a D6 to determine the number of years that have passed since civilization was torn apart...



CENTURIES

2D6 CENTURIES: By this point, mankind has all but forgotten his glorious past. The ruins of his ancestors are mysterious and often dangerous places to explore, but are usually rich in ancient treasure and items of power.

5



-2

CONTEMPORANEOUS

3D6 YEARS: The event has barely passed and may, in fact, still be going on.

FALLOUT

- 5 on your roll for **IV. The Sentient Species**
- +2 on your roll for **VI. The Technology**
- +1 on your roll for **VII. The Civilization**

-1

NOT TOO DISTANT FUTURE

D6+1 DECADES: The event was recent enough that there may be those alive who remember living through it. The first generation of children born just before or after the event will likely have matured by this point and may still know something of the Before-Time.

FALLOUT

- 3 on your roll for **IV. The Sentient Species**
- +1 on your roll for **VI. The Technology**

6

MILLENNIA

2D6 MILLENNIA: The past civilization of man is only marked by a few overgrown and crumbling structures. The chances of finding a function item of ancient technology are small by this point (unless mankind reached a high enough tech level to invent stasis pods or the like), but some of the secrets of technology may have slowly been re-discovered.

Towards the end of this scale, strange, new, and often intelligent, life-forms start appearing to compete with man.

FALLOUT

- +1 on your roll for **IV. The Sentient Species**
- New Genotype: **Adonai**



7

EPOCHS

D6 EPOCHS (10 million years ea.): Something must have gone terribly wrong for mankind to take this long to recover. Perhaps he was reduced into such a state of fear and primitivism that progress was instinctively eschewed or maybe there have been a great many more apocalyptic events since the original, each one having brought man back to his knees before he could fully regain his footing.

There is nothing left of the tech from our time or even the far future of our time, unless it remains from before a much more recent apocalyptic event. The face of the Earth is completely changed due to continental drift and whatever catastrophes might have scarred it in the recent past, and mankind might well share his world with other sentient creatures evolved from other species.

FALLOUT

+3 on your roll for *IV. The Sentient Species*
New Genotype: *Adonai*

8

EONS

2D6 EONS (a ½ Billion years each): At this point nothing of our previous history remains at all, possibly not even humanity who may have perished or left the earth long ago and forgot she existed. Nothing is even close to the same topographically, astronomically or biologically, so literally anything goes. Towards the end of this period, the sun grows redder and larger, and eventually destroys the earth. Have fun.

FALLOUT

+5 on your roll for *IV. The Sentient Species*
New Genotype: *Adonai*

IV. THE SENTIENT SPECIES

With the right apocalypse and enough time, a new race of intelligent organisms might come to compete with humanity in rebuilding the devastated earth. In fact, if man's technology was sufficiently advanced enough at the time of The Event, these beings might have already existed as part of his experimentation and might have even participated in his downfall.

Roll 2D6 to see what strange beings mankind shares his world with (if he even exists at all)...

7 OR LESS	Humans only.
8 - 9	Humans and one other species.
10 - 11	Humans and two other species.
12	Humans and three other species.
13 OR MORE	No Sentient Humans. Pick D3 other Species to take their place.

FALLOUT

Each additional species allows access to one more of the Genotypes in the Heroic Beginnings Chapter (see pg. 42), as chosen by the GM. The term 'Human' in this case includes any Genotype with 'Human' in its title.

If you picked up any extra species as FALLOUT RESULTS from other tables, then add those to any resulting from rolls on this table, even if you rolled a 'Humans Only' result.





V. THE RESOURCES

Depending on the type of apocalypse, resources like food, shelter and tech tools can become very scarce due to competition, radiological contamination, climate difficulties, or having been blown to pieces.

Roll D6 to find out how much you'll miss Wal-Mart and Tesco's...

1 ROCKS AND RUIN

Everything is hard to come by. Food is hard to grow, tools are hard to acquire and the materials to build with are scarce. The struggle over supply is a constant one. People are fiercely protective of the smallest trinket and will kill for basic goods.

FALLOUT

-3 on your roll for *VI. The Technology*
-2 on your roll for *VII. The Civilization*

2

IT DON'T COME EASY

The elements and scarcity make for frequent struggles over limited goods.

FALLOUT

-1 on your roll for *VI. The Technology*
-1 on your roll for *VII. The Civilization*

3

4

THE BASICS

People have to work hard, but the basics of survival are there for those that do.

5

6

LAND OF PLENTY

The leftovers from the previous civilization or the abundance and re-growth that resulted from mankind's drastic reduction in size means there is plenty for all. This doesn't stop people from hoarding and killing over resources, of course, but it does mean that starvation and shelter aren't your worst concerns.

FALLOUT

+1 on your roll for *VI. The Technology*
+1 on your roll for *VII. The Civilization*

VI. THE TECHNOLOGY

This represents the highest level of technology (Tech Level or TL) that the current inhabitants of the earth can reproduce and how hard it is for them to obtain it. The final level is the highest available, but it may well be restricted to a particular tribe or species (or even people not of the earth) while the rest live at much lower tech levels.

Roll 2D6 to figure out if you'll be fighting with (and over) bullets or boulders...

STONE AGE (TL ◊)

The people of the earth have been set back so far that stone tools and primitive weapons are the pinnacle of technology. Agriculture is practically non-existent and most tribes are hunter gatherers.

FALLOUT

-3 on your roll for *VII. The Civilization*

Neander-Tech: Only primitive weapons are available, and these do 1 less damage and break on a Calamitous Failure due to their ultra-primitive construction. They are readily available, however, and PCs should be armed however they wish.



1

BRONZE AGE (TL 1)

Metal weapons and tools are available, but they are weaker and more easily damaged than iron weapons. They do however, make farming easier and agriculture is a large part of society.

FALLOUT

-1 on your roll for *VII. The Civilization*
New Career: *Miner*

Bronze-Tech: Only primitive weapons are available, and they break on a Calamitous Failure.

2

3

EARLY 20TH CENTURY (TL 4)

Equipment up to, but not including, transistor technology (roughly 1950 in tech level) exists.

FALLOUT

+1 on your roll for *VII. The Civilization*
New Career: *Gunslinger, Juicer, Mek, Miner, Professional, Road Warrior, Air Rider*

11

3

IRON AGE (TL 2)

Treat this age as that of Lemuria from the main Rule book. Any equipment available there is available here.

FALLOUT

New Career: *Juicer, Miner, Professional*

5

12

PRESENT DAY (TL 5)

Anything you can have, your character can have.

FALLOUT

+2 on your roll for *VII. The Civilization*
New Career: *Gunslinger, Juicer, Mek, Miner, Professional, Road Warrior, Air Rider*

15

4

RENAISSANCE TO THE AGE OF STEAM (TL 3)

Primitive gunpowder weapons, like the Harquebus and the Cannon make their appearance and steel is readily available. Steam tech appears at the far end of this TL.

FALLOUT

+1 on your roll for *VII. The Civilization*
New Career: *Gunslinger, Juicer, Mek, Miner, Professional*

8

16

FUTURE TECH (TL 6)

All sorts of equipment is available somewhere. It may not be plentiful and is likely in the hands of some single cult, tribe or individual who will make you pay dearly for it, but it is available.

FALLOUT

+3 on your roll for *VII. The Civilization*
New Career: *Gunslinger, Juicer, Mek, Miner, Professional, Road Warrior, Air Rider*





VII. THE CIVILIZATIONS

No matter how bad the apocalypse, the first thing that survivors will likely seek out is other survivors. A group offers protection and increased ability to provide for its members and to help them in the case of injury or accident. As these groups grow larger and larger, and draw others with similar beliefs and goals, civilization is reborn.

The environment, scarcity of resources and other factors can influence just how long this takes, however, and after a particularly nasty Event, civilization might be reduced to nothing more than bands of wandering nomads for centuries afterwards. And even if Villages, Towns and City-States arise from the ashes, they will have much smaller population levels than the equivalent settlement from the Before-Time.

Roll D6 to determine to see if civilization has recovered or man has been reduced to the state of a wandering herd animal...



NOMADS

Nomads: There are no permanent settlements and humanity and other species are reduced to small tribes (D6x10 people) of wandering hunter-gatherers.

SMALL VILLAGES

Small tribes are still the dominant social group, but most will settle down in a semi-permanent spot until nature or other tribes manage to shift them. Minor animal husbandry and small scale agriculture add to the resources provided by hunting and gathering allowing for a much larger population (3D6x10 people).

3

TOWNS

The most successful tribes or cultures have large settlements (3D6x100 people) with the full range of technological resources available based upon that rolled on **Table VI: Technology**. They are usually surrounded by a palisade or wall.

A town will typically support, and be supported by 3D6 villages within a (D6x10) mile radius. Equipment is scarce in villages and item rarity is bumped up one category (so a Common item becomes Uncommon and Unique items are unavailable).

4

5

CITY-STATES

The highest level of civilization is a massive walled city which houses thousands (3D6x1000 people) and is supported by 3D6 Towns and 3D6x10 villages within a (3D6x10) mile radius. Each city-state will typically have a standing army that is (D3x10)% of the total population.

The City-State will enjoy the full Tech Level rolled on **Table VI: Technology**. Equipment rarity is bumped up one category in surrounding towns (so a Common item becomes Uncommon and Unique items are unavailable) and two categories for villages.

6

1

2





7

NATIONS

This is the highest form of civilization you will find in the Aftermath and though impressive in size, it is still puny compared to the superpowers of the Before-Time.

It will usually be made up of 3D6 City-States (treat these as the previous result), one of which will be a Capital with a huge population (3D6x10,000) and a standing army made up of (D3x10)% of the nation's total population. Equipment is plentiful in a Capital and rarity is bumped down one category to a minimum of Common.

VIII. THE SUPERNATURAL

While the presence of the paranormal and the supernatural is debated today, who knows what we may find in the future. The apocalypse might awaken man's latent psychic abilities (and other species' as well) or open up a dimensional rift that allows mystical powers and beings to flow back into the world .

Roll D6 to determine what amazing new powers have been harnessed for man to drive himself to final extinction with...

1

HOKUM AND FAIRY-TALES

No mystical powers of any kind exist and anything that seems like sorcery is probably just a case of *Clark's Third Law*, in that any sufficiently advanced technology is indistinguishable from magic.

This doesn't, of course, mean there aren't people who *believe* such things exist and it is often a bad idea to disabuse them of such closely held beliefs lest you find yourself nailed to a tree...

4

SUPER-SCIENCE OR SUPERNATURAL

Either Psychic or Supernatural Powers exist, not both, although one is often mistaken for the other and the misunderstanding can often lead to you're being nailed to a tree.

Choose between Psychic or Supernatural powers and take the appropriate FALLOUT...

PSYCHIC FALLOUT

New Career: *Wyrd*

New Genotype: *Adonai, Mutant*

SUPERNATURAL FALLOUT

New Career: *Sorcerer*

New Genotype: *Supernatural Entity*

5

6

A WHOLE MESS OF WEIRD

Both Psychic and Supernatural Powers exist and are feared enough to get you... well, you know.

FALLOUT

New Career: *Sorcerer, Wyrd*

New Genotype: *Adonai, Mutant, Supernatural Entity*

3

If Psychic Powers exist, the world will also likely have psychic parasites and organisms that wield minor psychic abilities and/or feed on PK.

If Supernatural Powers exist, the world will also likely have parasites and organisms that wield minor magical powers and/or feed on Arcane Energy.





SHAPING YOUR WORLD

Now that you've picked out or rolled up the parameters for your new world, it's time to put some flesh on those dry technical bones and come up with some specific details about your aftermath. Thinking about these little bits of information will make your wastelands come alive and inspire all sorts of ideas for stories and adventures.



GOD BURPED

You, the GM or player, may know that it was Atomic Warfare that destroyed civilization, but depending on the Tech Level of the folks still around and how many years have passed since the actual event, people may well believe that the Apocalypse was brought on by a bad case of deific indigestion.

Just what do people talk about or think of when discussing the Before-Time, assuming they even know there was one in the first place?

There might not even be a single explanation, with every tribe, species and mad desert hermit having their own version of 'what went down.' The PCs might not possess this knowledge or have any inkling that things have ever been any different.

One fascinating version of this option would be to invite your players to play a new 'Sci-fi' or 'Fantasy' RPG, down-playing the post-apocalyptic background, and let them slowly discover the awful truth as the campaign goes on!

FAR-CALLERS & MAGIC TORCHES

Depending on the type of apocalypse, the highest level of technological knowledge could range from stone-age primitivism to technology so advanced, it's practically magic.

In some settings, the tech level can actually vary widely from place to place and tribe to tribe, with stone-age barbarians in the wastes, physically frail but mentally superior monks in floating metal cities in the sky and everything else in between scattered amongst the peoples and ruins of the rest of the known world.

Whatever the case, you should determine just how much of that knowledge is common and how much the characters will understand by asking yourself a few simple questions:


- Is the standard level of technology used by everyday folks the highest or are the greatest technological secrets reserved to only a few select people? And do even those few understand the origins of the highest tech or do they infuse actual function with needless ritual to appease the 'spirits of the machine?'
- Do most people recognize a flashlight or cell phone for what they are or do they see them as somewhat mystical objects using a special kind of 'metal magic' that only the Tek-Shamans can maintain?
- What do the people of the Aftermath call such wonderful items? Something primitive that reflects the function (Far-caller, Magic Torch, etc.), something with a more mystical flavor (Illuminators, Spirit Messengers, etc) or something derived from a corruption of the original name (Flaz-Lite, Zel-Fon, etc.)?



- What of Archeotech, the leftover technology of the Before-Time? Does it exist? In what condition can it be found? How easy is it to recognize its function and purpose? Is it common enough that it is 'mined' from the ruins and traded in bazaars across the land or are the pieces held in such high value for religious or secular reasons that non-functioning items give great prestige to the owner and functioning items are only possessed by the most wealthy and powerful?

'TAKE YOUR STINKING PAWS OFF ME YOU DAMNED DIRTY [INSERT SPECIES HERE]...'

If there are multiple Genotypes in your Aftermath setting, how do they interact with and relate to each other, assuming one even knows the other exists? On the table to the right are a few possible scenarios concerning inter-species interactions (and if you're really stuck for time or inspiration, you can roll a D6 for each separate species to determine out how they relate to the others...)



THE ULTIMATE SANDBOX

The final thing to think about is what your post-apocalyptic world looks like, geographically speaking. There are three methods for going about this, each one with its strengths, weaknesses and appeal for different types of GM.

BUILD AS YOU GO

This one is fairly simple. Start out with the PCs home settlement, with short descriptions of the people, places, things and events important to that specific place. Everything else beyond that is unknown or hearsay.

Then, as your PCs wander out into the wider world, let their adventures define the rest. As you write more adventures and place their locations, the map will slowly grow. Doing this requires you to ask the players where they'd like to go after the conclusion of each new adventure, and once they decide that, it's a simple matter to fill in that space with something interesting.

1

Localized Species: The species is so tied to their own locality (like fish-men to water, bird-men to high mountain places, etc.) that interaction with them is rare or non-existent. They might even think of themselves as the only intelligent life-forms in the world.

2-3

Master – Slave Relationship: The species is dominated and enslaved by another. The enslaved species will be well represented in numbers and spread out amongst the dominant species society, but their rights are second to that of their masters. The master species may be tyrannical and abusive, benevolent to the point of treating the other species as 'children' in need of their care and authority, or neutral, seeing the slave species as a slightly more intelligent version of work animals and livestock.

4-5

Separate but Equal: The species is very aware of other intelligent species, but form settlements entirely inhabited by their own kind and very little, if any, intermixing with other species occurs. This may be due to interspecies aggression, a discomfort brought about by totally alien psychologies or physiologies (try to identify with a fish-man or visit one in his natural environment), distance or lack of inclination.

6

Post-apocalyptic Casablanca: This species interacts regularly with one or more of the other species and there might even be major settlements where they live and work side by side. Interspecies coupling may or may not be acceptable, and in more fantastical settings, certain species might even be able to crossbreed.





This method will appeal to those GMs and players who love to explore the world and want to get started without having to digest an entire setting background.

In addition, as PCs grow in power, influence and knowledge of their environment, they will be in a position to take their place as rightful rulers of their domain.

TOTAL GENESIS

In this method, every square mile of the adventuring area will be mapped out, settlements and political factions created and encounter sites at least thought out before the game begins.

The whole world doesn't have to be created this way and a certain amount of space might be marked with 'Here There Be Beta-Dragons,' but for the most part, PCs will be able to wander far and wide for quite some time with plenty to see and do.

This method will appeal to GMs who want a tightly woven and organic setting, a living breathing world with far reaching plots and background information that move along even without the player's intervention.

It also appeals to players who feel a greater sense of freedom to pick and choose what adventure leads they might want to follow and which causes and factions they would like to support. They can see, from the beginning, a much bigger picture in which they can immediately become movers and shakers.

ORGANIC GROWTH

This is a mixture of the two models above wherein the GM draws up a geographical map, places a few settlements, adventure sites and factions on it and then leaves the players to explore the rest, filling in new details as the campaign progresses and the wants and needs of the players and GM influence the setting.

This has the advantage of having a few 'pre-set' sites

and potential activities for those weeks when the GM isn't feeling that creative and needs to come up with something quickly, like the second method, but still retains the adaptability and speed of implementation of the first method.

YOU WERE HERE

Another fun option is to get a map of the local area where you live and then imagine what it will look like after the apocalypse. Figure out what buildings and other structures remain, what the terrain would look like and there you go.

The appeal of this option is three fold:

- Familiarity with the surroundings which makes for easy description and visualization of the environment.
- The eerie nature of imagining what life will be like after you've been turned to radioactive ash while playing a character who is walking all over your proverbial and literal grave.
- Some folks might find huge satisfaction by mutating their irritating neighbor, a local bully or an abusive authority figure into some sort of hideous monster that your RPG character can then hunt down and destroy. It ain't nice, but man is it cathartic...

When building the map of your world using any of the methods above, you can use hexes, squares, or just draw it on an old piece of notebook paper. Whichever way helps you to realize the world you've created.

THE STAGE IS SET, CALL FORTH THE PLAYERS...

By this point you should have at least a few ideas for the creation of a nightmarish setting with which to amaze and horrify your players, including all the general information needed to run it. So let's head into the next chapter and talk about the sort of people who will wander around in your little slice of hell-on-Earth...





CHAPTER 2

HEAVY METAL HEROES



CHARACTER GENERATION

Characters in *Barbarians of the Aftermath* are built using the rules found in Chapter 3 of the **BoL** rule book. The availability of Careers, Genotypes, Languages and Equipment might be restricted based upon your GMs particular setting, so check with him before you start.

CAREERS

Careers are selected in the same manner as the main **BoL** rules. The names of the careers reflect the sort of tribal slang that often arises after only a few generations in most Post-Apocalyptic fiction, but alternate titles are also provided for those campaigns with an exceedingly pulp feel or set closer to the modern day. Feel free to come up with your own names for these careers if you can think of something more appropriate for your setting.

AIR RIDER (FLYBOY, PILOT)

Those who can fly and maintain aircraft of any sort are held in awe by those shackled by gravity. Along with their knowledge of piloting and general aircraft maintenance, Air Riders are also skilled navigators and highly observant, so they are much sought after as scouts and explorers.

BARBARIAN (SAVAGE, GANGER)

Those who live in the wastelands and wilderness areas are the ultimate survivors and can do so in the harshest environments. They are natural brawlers and fighters, skilled in living rough, are resistant to extremes of temperature and weather, have highly refined natural instincts, uncanny reflexes and can be extremely intimidating.

BEAST MASTER (ANIMAL TRAINER)

Those who can befriend, train and control animals are extremely useful members of society in the aftermath, as animals often replace lost or forgotten technology (birds delivering messages, dogs serving as alarm systems and tracking devices, etc.) in many areas of the post-apocalyptic environment.

The Beast Master has an innate understanding of animal behavior and an empathy with creatures of all types and can train them to perform simple tasks or to track or ignore certain stimuli as long as their intelligence and capabilities allow it (GMs discretion).

BEAST RIDER (COWBOY, CAVALRY)

In some settings, vehicles may no longer function or even exist and man must rely on more primitive forms of transport. These might be horses or even stranger creatures, depending on the cause of the apocalypse and the amount of time that has passed, but the Beast Rider is expert not only at riding, but breaking, training and caring for pack creatures that serve as mounts.



COURTESAN (WENCH, MISTRESS)

Women in a post-apocalyptic world are a valuable (and sometimes rare) commodity. Even after civilization has fallen, there are still basic 'needs' that they can provide that no man can. Courtesans have learned to make the most of this situation and provide companionship in exchange for protection and material wealth.

A number of them are free agents, working their skills wherever they can, some are in the employ of Inns or Taverns, while the most beautiful and skilled can find themselves 'kept' by a single powerful





war chief or leader for whom they also provide heirs. Regardless of their circumstances, Courtesans specialize in seduction, manipulation and even engage in petty thievery like pick-pocketing to make a living at times.

DOK (HEALER, MEDIC)

In a world as volatile and dangerous as one set in the Aftermath serious injury and death are all too common, so those with basic medical skills are in great demand. Doks are well versed in the physical skills of first aid, surgery, bone-setting and childbirth, as well as the lore of disease, illness, medicines and basic plant lore



GLADIATOR

Gladiators are paid entertainers who specialize in blood sport exhibitions in the various fighting pits, arenas and thunder-domes of the post-apocalyptic world. They are melee weapon specialists (because close quarter butchery makes for the best spectacle), are extremely fast, adding their Rank to initiative, and can perform flashy maneuvers that might provide a combat bonus (GM's discretion) or make the crowd go wild, boosting the gladiator's morale (and, in effect, LB).

GUNSLINGER

In a world where guns are the weapon of choice, the right of

way often goes to those who best handle them. The Gunslinger has practiced constantly with firearms for most of his life and wanders the land hiring out his services to the highest bidder, collecting rewards as a bounty-killer or (in the rare case of a Gunslinger with a sliver of morality) defending the weak against others of his ilk.

Gunslingers are capable of maintaining their weapons and manufacturing ballistic ammo if the materials are available. They are quick on the draw, adding their Rank to initiative when using firearms, and can also perform trick shots with their weapon like cutting ropes, ricocheting rounds off of hard surfaces into hard to reach targets, etc.

HUNTER

The Hunter is a master of tracking prey through the wilderness and the wastelands. Once they locate their target, they'll use stealth, traps and/or expert shooting to bring it down. They are at home in the wild and can survive there. They are also expert snipers, and may subtract their Rank from any range penalties.

JUICER (APOTHECARY, CHEMIST)

Juicers are the masters of chemical processes, mixing and blending various ingredients together to create potions and tinctures. In a low tech society, this might include medicines, insect repellents, and chemical fire starters while at higher tech levels they will also be responsible for producing vehicle fuels and working with blacksmiths to make special alloys.

Juicers may create potions and medicines (but not Devices or Creations) using the Alchemy rules from Chapter 8 of the **BoL** rule book.

MEK (MECHANIC, TECHNICIAN)

In a setting where mechanical and even electronic devices still exist, there is a great need for those who can repair the existing equipment and fabricate parts when basic repairs are not enough. That is where the Meks, masters of technology (such as it is), come in.

Meks may create Devices and Creations (but not Medicines or Potions) using the Alchemy rules from Chapter 8 of the **BoL** rule book.

MINER

If civilization is going to be rebuilt, the materials must be there to build it and those with expert knowledge of how to retrieve the most valuable materials, like iron and coal, from the earth are going to have to go get it. Miners are knowledgeable in the lore of mineralogy and mining. They are expert spelunkers, at home in extremely enclosed spaces and have a good sense of direction which comes in handy underground.

PREACHER (SHAMAN, PRIEST)

Even in the seemingly God-forsaken world of the post-apocalypse, there are those who teach that hope is not lost and salvation and redemption can be had even in the hellish Aftermath. Preachers are expert theologians and speakers and can often bring hope and inspire action with a rousing sermon.

There are a few priests who are so pure and devoted that they are able to channel the divine power of God. If the GM determines that your character is appropriately pious and supernatural powers are part of the setting, you may use the rules for Priests in Chapter 8 of the main BoL rule book.

PROFESSIONAL (VARIABLE)

This is a catch-all that covers all of those careers not already listed, like Merchant or Scribe, which rely mostly on mental ability and deal with esoteric subjects like math or business techniques, and little physical labour. You should choose a single specific profession when you take this career like Mathematician or Lawyer.

PUNISHER (TORTURER, INTERROGATOR)

The fragile societies of the Aftermath take a dim view of crime and those who partake in it. As such, those with a sadistic streak can often find employment as Punishers, torturing and abusing those sentenced to imprisonment and serving as executioners for those sentenced to death. Those with basic medical knowledge (Rank 3+) also make fine interrogators, keeping their victims alive for many days until they get every last scrap of information.



ROAD WARRIOR

In a setting where cars exist, there are those who make a living as auto-duelists, driving heavily armed vehicles into combat against bandits, the barbarian biker gangs of the wastelands or rival convoys. They often serve as escorts against others of their kind taking their pay in gas, parts and ammo as often as money, anything to keep on driving and fighting.

Road Warriors are expert drivers, able to pull off all sorts of driving stunts. They are also skilled at maintaining and modifying their rides, although parts fabrication is beyond them and requires the Mek career, which any Road Warrior worth his fuel will also have.

ROCKER (BARD, MINSTREL)

Rockers are musical entertainers and story-tellers that wander the land performing for whatever the locals can scrounge up to pay them. To be successful they must be skilled musicians with extensive memories filled with dozens of songs, fanciful tales, histories, legends and bits of news from far off places.

They are charismatic, excellent speakers and, in a world starved for entertainment and any escape from the dreary grind of the aftermath, they enjoy relative immunity. Even the barbarians of the wasteland will often allow them to wander unmolested (as long as they're willing to perform for them). This makes them excellent spies for those who are willing to pay for the information.





SCAVENGER (THIEF, SALVAGER)

Scavengers are those who make a living off of the debris of the Before-Time, the scrap heaps of the present and the weak and the unwary in the society of the Aftermath. They are experts at evaluating the value of Archeotech, and then conning others into buying it at a premium, no matter its actual worth.

When they can't find something to salvage and sell, they'll resort to thievery (pick-pocketing, burglary, etc.) as well as fraud and cons to make a living, anything to avoid actual work or placing their lives on the line.

SOLDIER

Even in the Aftermath, the role and skill-sets of the soldier remain relatively unchanged, whether they are members of a standing force or mercenaries that wander from battle to battle. Soldiers are trained in basic combat tactics, survival and personal equipment maintenance. Soldiers who survive a few battles might find themselves promoted to NCO status (rank 3+) which gives them minor authority.



SLAVE (DOGSBODY, SERVANT)

This career covers not only indentured servants, but those who work for so little in return (often only the barest in necessities) they may as well be slaves.

Slaves will have a narrow set of skills based upon their 'job' so they can be miners, serving wenches, or whatever else the player and the GM determine the character was utilized for.

They will also have great skill in groveling to obtain small

favours or avoid punishment, hiding from the wrath of their owners and small scale theft to obtain essentials that would be otherwise unobtainable. Slaves also learn to be very good listeners and are a fount of knowledge on the secrets of their owners, who consider them such a non-threat that they speak freely in their presence.

SHADE (ASSASSIN, SPECOPS)

Shades are adept at moving silently and killing from the shadows with blades, bullets, poisons or whatever else comes to hand. They excel in sneak attacks and sniping and can, at GMs discretion, gain a Rank bonus to their damage rolls when doing so.

Their methods involve gathering intel on their subject from various (often seedy) sources, circumventing security measures of all types, and adopting disguises that allow them to get close to the target. They are also patient, sometimes hiding out in a single spot for days to await the perfect opportunity to strike.



SORCERER (WIZARD, DIABOLIST)

In a setting where the apocalypse gives rise to all manner of supernatural horrors, Sorcerers are both respected and feared and there are few who will deal with them willingly without great need. This is understandable as a great many Sorcerers are amoral at best, exceedingly evil at worst and all of them are a bit unhinged. As such, Sorcerers often live alone, with only a few servants or the occasional apprentice to attend them.

Along with the knowledge of such esoteric lore as astrology, astronomy and demonology, Sorcerers research forbidden toms of arcane knowledge or make pacts with demons to learn Words of Power that can shape reality itself.

Sorcerers may use the Sorcery Rules found in Chapter 8 of the main **BoL** rule book.

TRADESMAN (VARIABLE)

This is a catch-all that covers all of those careers not already listed, which rely mostly on the creation of actual physical goods, like Blacksmith, Tailor or Leatherworker (a very in-demand career if all the bondage gear in post-apocalyptic movies is any indicator). You should choose a single specific trade when you take this career.

WARLORD (NOBLE, OFFICER)

In any society there are those who follow and those who lead. The Warlord leads with an iron rule based on intimidation and the strength of his armies. He must also be a wily opponent, wise in the way of strategy and the leadership of men, or he won't last very long. Lower ranking Warlords will often serve under a higher ranking one as his captains and lieutenants.

In the Aftermath, where those who are strong make the laws, the Warlords often fill the role of Nobility in a semi-feudal fashion. Those who do are often political leaders as well as generals, and a very rare few might even like and care for the people they rule.

WAVE RIDER (SAILOR, PIRATE)

Assuming there are large bodies of water in the Aftermath, there will be those for whom the call of the sea is a siren's song. Wave Riders are skilled at Boat-handling and navigation by the stars. They know the lore of the sea, the weather and the various safe harbours that can be found along the coasts, can survive for long voyages without complaint and are good swimmers and able fishermen.

WISE ONE (SCHOLAR, TEACHER)

Wise ones are great thinkers and scholars who have amassed a great deal of the history and knowledge of this age as well as the Before-Time. They are founts of information who can often answer the most obscure

questions concerning the history and origins of people, places and things (GM's discretion).

Wise Ones know a number of additional languages equal to their Rank and they are literate in all of them. Furthermore, they may add their bonus to any roll for identifying Archeotech.

WYRD (SWAMI, PSYCHIC)

When the apocalypse hit, civilization was thrown down, but in the struggle to survive there were those who evolved and found themselves in command of the vast untapped potential of the human mind. In the Aftermath, these people are known as Wyrds and they are a source of both wonder and fear for the ungifted.

Any character who takes Ranks in the Wyrd career is a Psychic and may use Psychic Powers. The rules for Psychic Powers can be found on page 86.





HEROIC BEGINNINGS: GENOTYPES

In The Aftermath, filled as it is with all sorts of strange species, where you were born isn't as important as to whom you were born. This is known as your Genotype.

Choose your Genotype from those listed below and choose your Boons and flaws using the rules found in Chapter 5 of the *BoL* rule book.



ADONAI

The Homo Adonai are the next step up from Homo Sapiens, the result of hyper-evolution in the wake of the apocalypse. They are beings of physical purity: clean of limb, strong of mind, resistant to disease and radiation, and with a stable genetic structure that resists mutation from all but the most potent forces.

The price for these strengths is a reduced aggression and more contemplative nature. They find physical conflict distasteful and avoid it when they can, preferring to rely on words and psychic gifts to resolve their differences with others.

Some say that the Adonai, while mentally and culturally advanced, are actually a backwards step in evolution considering their pacifistic stance in a world gone mad.

They also have a tendency to be so sure of their physical and mental purity that they really rub other people the wrong way, often with fatal results.

ADONAI BOONS

HYPER-IMMUNE SYSTEM: You may roll a Bonus Die when making rolls vs. poison, sickness or disease.

KEEPERS OF KNOWLEDGE: The Adonai are well known for having the most extensive knowledge of Before-Time ways and technology. You may roll a Bonus Die when identifying, using and repairing Archeotech.

PURE-STRAIN: You may roll a Bonus Die when making rolls to resist mutation from any source.

RAD-RESISTANCE: You treat the Intensity of Radiation as 1 less and may roll a Bonus Die when making rolls to resist the effects.

STRONG MIND: You have a +1 Mind. Also, if Psychic Powers are available in the setting, you have +2 PK.

ADONAI FLAWS

ABHOR PHYSICAL VIOLENCE: You must roll a Penalty Die when making any rolls involving the Melee or Brawl combat abilities.

AIR OF SUPERIORITY: Due to your exceedingly annoying perfection and manner, you must roll a Penalty Die when dealing with non-Adonai.

AMORAL: You care little for the impure races, seeing them as little more than animals in comparison to your race. You must roll a Penalty Die on any action that places the interests of non-Adonai above your own.

HONOURABLE: You feel that being duplicitous and underhanded are beneath your race, even when acting against non-Adonai. You must roll a Penalty Die whenever you attempt to lie, cheat, steal, strike from ambush or attempt to do anything else dishonorable.

RELUCTANT FIGHTER: Violent actions catch you off guard and once a combat starts, you may only take Defensive Actions for the first D3 turns.



ALIEN

They came from another world to explore and/or conquer. They might be alien overlords, the stranded remnants of the defeated alien fleet or the descendants of those who came before, born on the Earth and knowing no other home, but for whatever reason they are still here

Aliens vary a great deal in physiognomy and psychology and their abilities and weaknesses should be worked out using Boons and Flaw. As such, any Boons or flaws taken at character creation are considered to be extraterrestrial features or abilities that define your species and cannot be bought off or traded. The only limits are your description and GM discretion.

ALIEN BOONS

Aliens can have any Boon. They may also take Mutations as Boons (see the rules on page 68.) but must take an additional Mutation as a Flaw for every Mutation Boon chosen.

ALIEN FLAWS

Aliens can have any Flaw but the first flaw chosen at character generation must be a mutation.



AWAKENED ANIMAL

For millennia, man reigned as the only truly sapient creature on the earth, but in the Aftermath he is joined by the descendants of animals 'awakened' to true intelligence by apocalyptic forces or the former technology of man himself.

You must choose a single animal from which your character has descended to determine your basic physical appearance and basic abilities. One of your starting career slots is replaced with the 'Animal' Career at Rank 1 (where you replace the term 'Animal' with the name of your specific species, like wolf, armadillo, mouse, whatever).

This career can be improved in same manner as any other, including the use of career points at character generation, and will give a modifier to the character's actions depending on the abilities and weaknesses the species has. This modifier can be positive or negative and can be applied in a number of ways. These are all at the discretion of the GM and the player and GM should do a little research into the animal in question to better understand when to apply the modifiers.

Here are a few ways Animal Career Ranks might be applied:

- Enhanced or diminished senses will get a positive or negative modifier based on the animal's rank
- Natural weapons will do half the Rank in extra damage when brawling (or even the full Rank for a particularly vicious attack like a shark's bite).
- Movement will add to or subtract from the basic character move rate (and may add new modes of movement).
- A number of animals might add their Rank to very specific tests like Stealth or Climbing, or subtract them from other tests, like carnivores trying to socialize with natural prey.





Considering the variety of animal life and the number of ways in which the Animal Career might be applied, we have provided a few example species with a few possible ways to apply their 'careers.' Of course, GMs are free to come up with their own interpretations of the following creatures to better fit their settings...

APES

This covers Apes in particular, although most of the following concepts could apply to other simians as well.

- Apes are incredibly strong and may add 1/2 their Ape Rank to feats of strength and to brawling and melee damage as well.
- Apes can move by brachiating (swinging with the arms from one hold to another) and Move at their Ape Rank x 10' per round when doing so.
- Apes are very aggressive. They must make a MIND test - their Ape rank when angered to avoid flying into a berzerk rage.

HAWKS

Hawkmen are assumed to have wings with hands at their tips in place of arms unless they buy the Man-Beast Boon twice, in which case the wings and arms are separate appendages.

- Hawks may fly at a speed equal to their Base Move x their Hawk Rank.
- Conversely, hawks walk at a speed equal to their Base Move/Hawk Rank, unless they have taken the Man-Beast Boon.
- Hawks have excellent vision and may add their Hawk Ranks to any vision tests.

SHARKS

- Sharks may add their Shark Rank to the damage inflicted by a Bite attack.
- Sharks must take the Man-Beast Boon once to be able to Walk, and twice in order to breathe air.
- Sharks may swim at a speed equal to their Base Move x Shark Rank.

VOLES

- Voles may move through normal ground at a speed equal to their Vole Rank x 2' per round.
- Voles have an excellent sense of smell as well as a highly developed 'tremorsense' and may add their Vole Rank to any tests using those two senses.
- Conversely, they are almost blind and subtract their Rank from any sight tests.

TURTLES

- Turtles have Natural Armor equal to their Turtle Rank. This may or may not be layered with other armor at GM discretion.
- Turtles may hold their breath for a number of hours equal to their Turtle Rank.
- Turtles are slow, moving at a speed equal to their Base Move/Turtle Rank.



In addition to the 'Animal' Career, you may take the following Boons and Flaws. If the Boon or Flaw is listed as Racial, then it may only be bought at character generation and, if taken, it is assumed that all members of your race have that Boon to one degree or another. Racial Boons, in effect, define your Awakened species.

AWAKENED ANIMAL BOONS

CHEMICAL ATTACK (RACIAL): You exude a natural chemical or poison from your body in some fashion. The first purchase of this Boon provides a Common Drug or Poison, the second, an Uncommon, the third, a Rare (see the Equipment section for details). It is delivered by Touch, usually as part of a natural physical attack or defense of some sort, but for each additional time you take this Boon, you may add a range of 10' to the attack.

ENHANCED INSTINCTS (RACIAL): You may add +1 Rank to your Animal Career. Your maximum Rank in this Career is 6 rather than 5.

MAN-BEAST (RACIAL): You walk upright like humans and have hands with opposable digits. Without this Boon, you are stuck with whatever nature gave you. You fall roughly with the same height and weight range as a human, leaning towards the larger or smaller sizes depending on your species origin (so Elephant Men will tend towards the 7-9' and heavy-set end while Rabbit Men will tend to be 3-5' or so and light of build). Your Animal Career Rank is reduced by 1.

You may take the Man-Beast Boon multiple times. Every additional time you do, you may eliminate one additional negative non-human aspect of your species (allowing a fish to breathe air in addition to water, for instance) but you also reduce your Animal Career by an additional 1.

AWAKENED ANIMAL FLAWS

DAMNED, DIRTY [INSERT YOUR SPECIES HERE] (RACIAL): Humans find the presence of your species galling for some reason. Roll a Penalty Die when dealing socially with Humans.

HIVE MIND (RACIAL): Your species relies on a central ruling authority like a Queen and you find the thought of 'independence' alien. You must roll a Penalty Die when trying to lead others or take actions that countermand what you've been told to do by someone with authority over you.

INSTINCTIVE FEAR: Even though your species has been taken out of the standard predator/prey cycle of the animal kingdom, you still fear some past natural predator. You must roll a Penalty Die on every roll while you are in the presence of even the likeness of your former natural predator.

MUTATION: Something in the harsh environment of the Aftermath has warped you. You must make a random roll on the mutation table. You may take this flaw multiple times.

NATURAL ENEMY: Your species has a natural dislike or even hatred of another species. You must roll a Penalty Die when dealing with them. If you take this Flaw twice, then you will actively seek to kill any members of that species you encounter.

PRIMITIVE (RACIAL): Your species is sentient, but only barely. You must roll a Penalty Die whenever using anything other than Iron Age technology.

WEAKNESS (RACIAL): You are highly susceptible to some sort of environmental factor and must either roll a Penalty Die to resist it, or you take an extra point of damage from it. You may take this Flaw multiple times.





AWAKENED PLANT

Awakened animals are weird enough, but nothing born on earth is quite as alien in mind and body as a walking, talking plant. They might be the result of genetic manipulation by the scientists of the Before-Time, or they might just have arisen naturally as a response to the super-predation of man and animal alike, but they are strange and enigmatic beings in any case.

Like an Awakened Animal, the Awakened Plant PC will replace one of their starting career slots with a 'Plant' Career at Rank 1, which can be improved in the same manner as any other. You must choose your 'Plant' Career from one of three general species: Trees, Flowering Plants or Fungi (although you may pick the specific species, like Willow or Ash for trees, for descriptive purposes). Your species gives you the following abilities:

FUNGI

You prefer cool damp environments and can live off the refuse and muck of other societies. This category covers mushrooms, slimes, molds and other plants that convert decaying matter into food.

- When in a moist environment completely removed from sunlight, you gain a bonus to your LB equal to your Fungi Rank.
- After D6 hours of exposure to direct sunlight, you take a minus to your LB equal to your Flowering Plant Rank.
- You also gain your Fungi bonus on any roll the GM thinks your fungi species would be especially good at (slimes could have protection equal to their Rank from non-blunt attacks, molds could fire off a spore cloud that blocks LOS for their Rank in rounds once per adventure, mushrooms could be stealthy, etc.)

FLOWERING PLANT

You rely heavily on sunlight for your survival, typically with a prominent flowering display to catch the maximum amount of solar energy, though not all plants in this category have flowers, and it covers grasses, weeds, vines and a variety of root based vegetables as well.

- When in direct sunlight, you gain a bonus to your LB equal to your Flowering Plant Rank.
- When deprived of all natural light for D6 hours, you take a minus to your LB equal to your Flowering Plant Rank.
- You also gain your Flowering Plant bonus on any roll the GM thinks your plant species would be especially good at (Ivy strangling things, Roses socializing with others, etc.).

TREES

From the mighty oak to the winsome willow, trees stand tall and proud, towering above the plant and animal kingdoms.

- Trees have strong limbs and may add their 1/2 their Tree Rank to any test involving feats of strength.
- Trees highly inflexible, and must subtract 1/2 their Tree Rank from any agility based tests and also tests to bend and contort their bodies.
- Trees have bark and tough fibrous bodies which serve as natural armor equal to their Tree Rank.
- You also gain your Tree bonus on any roll the GM thinks your Tree species would be especially good at (willows might only suffer 1/4 their Rank as an Agility test modifier, Apple Trees could provide food for a number of days during the adventure equal to their Rank, etc.).

In addition to the Plant Career, you may take the following Boons and Flaws. If the Boon or Flaw is listed as Racial, then it may only be bought at character generation and, if taken, it is assumed that all members of your race have that Boon to one degree or another. Racial Boons, in effect, define your Awakened species.

Awakened Plants move at $\frac{1}{2}$ the normal rate and have D6 senses (chosen from the normal 5 human senses or other, non-human ones like tremorsense). They are not assumed to be able to grab things or do anything other than what their normal plant species can do unless they take the appropriate Boons.

AWAKENED PLANT BOONS

ENHANCED INSTINCTS (RACIAL): You may add +1 Rank to your Plant Career. Your maximum Rank in this Career is 6 rather than 5.

CHEMICAL ATTACK (RACIAL): You exude a natural chemical or poison from your body in some fashion. The first purchase of this Boon provides a Common Drug or Poison, the second, an Uncommon, the third, a Rare (see the Equipment section for details). It is delivered by Touch, usually as part of a natural physical attack or defense of some sort, but for each additional time you take this Boon, you may add a range of 10' to the attack.

PLANT-MAN (RACIAL): You walk upright like humans, at the same speed and have 'hands' with opposable digits. Without this Boon, you are stuck with whatever nature gave you. You may take this Boon multiple times and each time you do after the first you may add a normal human sense or function (like speech) to your PC. Your Plant Career Rank is reduced by 1 every time this Boon is taken.

TAKE ROOT (RACIAL): If you spend a turn digging your root structure into a spot of soft earth, you cannot be moved unless you are dug out or killed. If you take this Boon a second time, you may even dig into hard surfaces like stone.

TENDRILS (RACIAL): You have root or leaf-like tendrils that function as hands.

AWAKENED PLANT FLAWS

WHAT THE HELL IS THAT? (RACIAL):

Humans find the presence of your species galling for some reason. Roll a Penalty Die when dealing socially with Humans.

LIMITED MOBILITY (RACIAL): You are incredibly slow and halve your basic movement. If you take this flaw a second time your movement is reduced to $\frac{1}{4}$. Taking it a third time renders you immobile.

MUTATION: Something in the harsh environment of the Aftermath has warped you. You must make a random roll on the mutation table. You may take this flaw multiple times.

PRIMITIVE (RACIAL): Your species is sentient, but only barely. You must roll a Penalty Die whenever using anything other than Iron Age technology.

REDUCED SENSE: You lack one of the basic human senses. You may take this Flaw multiple times.

TASTY: Herbivores, from rabbits to deer to cattle, are attracted to you and will try to attack and eat you.





BOT

In settings where Intelligent Machines have arisen, robots, androids, cyborgs, cyber-tanks and other forms of A.I. life are generally lumped together as a group by most living creatures and simply referred to as 'Bots.'

The exact circumstances leading to the presence of Bots in the Aftermath can be highly variable. Bot characters might be the wandering remnants of a pre-apocalyptic golden age, the survivors of a war between man and machine, the 'people' of an A.I. civilization, etc. Whatever their source, they are typically concerned with the same thing as everyone else in the Aftermath: survival.

Bots can come in a bewildering variety of forms, but the player should choose from three basic types:

HUMANOID

The Bot is roughly analogous to a human in size and form, with two arms, two legs, a head and so on. They are built the same way as any other character.

UTILITY

These are Bots built for a specific non-combat task or repetitive function. They can be any size, have no set number of appendages or body locations and can look like pretty much anything the player wants (subject to GM discretion).

They start with no points in combat abilities and only a single career based on their function at Rank 5 (like repair-bot, farm-bot, Food-Mo-Tron, etc.) which is subject to GM approval.

It is assumed that all the tools to perform their 'career' are built into their bodies in some way.

VEHICLE

The character is a robotic vehicle. Choose a vehicle from the Equipment section of the rule book or build one using the vehicle rules but do not add any upgrades. The Bot must buy equipment as a normal character, including Vehicle Equipment.

Vehicle Bots do not have Strength or Melee but do have all the other normal Attributes and Combat Abilities and may spend 6 points to improve them in the normal manner. Vehicle Bots have vehicle SS instead of LB, receive the normal allotment of Hero Points, but only receive AP or PK if they have some sort of equipment that generates it.

Think carefully before choosing this type of Bot as being a 100 ton cyber-tank can often make adventuring difficult. If the GM permits, the Vehicle-Bot player might have a secondary non-bot character or allow the Vehicle-Bot itself to have a small Utility Bot that serves as a remote body for the vehicle's brain, just so long as the other players don't feel underpowered and overshadowed...





BOT DAMAGE & REPAIR: Bots at OLB or less shut down, but do not continue to lose LB like living creatures. Those that reach -6 LB are destroyed beyond repair and lose whatever it was that made them 'alive.' Bots take 3D6 LB/SS damage from EMP attacks.

Bots cannot 'heal' and must be repaired by someone with the Mek career. If the Mek makes his roll, he can reduce the Bot's LB damage by his Mek Rank or repair a single piece of Built-In equipment. Only one repair roll can be made per day, but bots are completely repaired between adventures.

BOT BOONS

BUILT-IN EQUIPMENT: You have a single piece of Common equipment built into your body. If you take this Boon twice, the equipment can be uncommon. Take it three times and it will be Rare. In addition to the usefulness of the device itself, the Bot can negate a single hit of 6 points or less by having the hit damage a built-in item instead.

CYBORG (HUMANOID ONLY): You have living tissue covering your metal endo-skeleton which allows you to pass visually as another species (chosen at character generation). Damage reduces the effectiveness of this disguise, however (-1 for every 5 points of damage taken in a single attack) and the GM may determine that certain attacks are so devastating that they destroy it completely. Assuming that doesn't happen, however, the tissue is assumed to hyper-regenerate and repairs itself completely between adventures.

ENHANCED ATTRIBUTE (RACIAL): One of the Bot's Attributes is increased by 1. You may take this Boon multiple times.

ENHANCED MOBILITY (RACIAL): The Bot's base movement is increased by 5'. You may take this Boon multiple times.

SELF-REPAIR (RACIAL): You have self-repair systems that mimic the healing powers of living organisms in a limited way. After a battle, even if you are shut down (but not dead), you regain D3 LB (or SS) lost in that battle.

BOT FLAWS

BATTERIES REQUIRED: You rely on a non-renewing power source, like batteries, that must be periodically replaced or recharged. The first time you roll a Calamitous Failure, you are low on power and must take a Penalty Die on all your rolls from then on. A second Calamitous Failure result means your power is exhausted and you shut down until your power source is renewed or replaced (see Batteries in the Equipment section). This Flaw is worth two Boons.

COLD AS STEEL: You are coldly logical and do not have or understand human emotions. You have to roll a Penalty Die in all social situations.

FAULTY: Some part of your hardware or software has a permanent fault in it that acts up from time to time. Whenever you roll a Calamitous Failure, this fault kicks in and you either suffer a -1 modifier or one item of built-in equipment fails to function until you are repaired.

LIMITED MOBILITY: The Bot's base movement is reduced by 5'. You may take this Boon multiple times.

PROGRAMMED: Though you are self aware, you are also heavily influenced by your basic programming. The GM will come up with D6 Basic Laws which you must always obey. Any rolls that violate these Basic Laws will take a Penalty Die.





HUMAN, STANDARD

This is the bog-standard human being that you know today. They might use futuristic technology or be reduced to the level of stone-age nomads, they might even be explorers from some lost earth space colony visiting the birth-world of their late ancestors, but physically and mentally there is little to set them apart from Modern Man.

HUMAN BOONS

ADAPTABLE: You may take a single, non-Racial Boon from any other Genotype or Heroic Background from any *BoL* setting or the *BoL* rule book (subject to GM approval). This counts as two Boons.

DETERMINED: Once per adventure, you may double your attribute for a single roll.

LUCKY: You have an extra Hero Point.

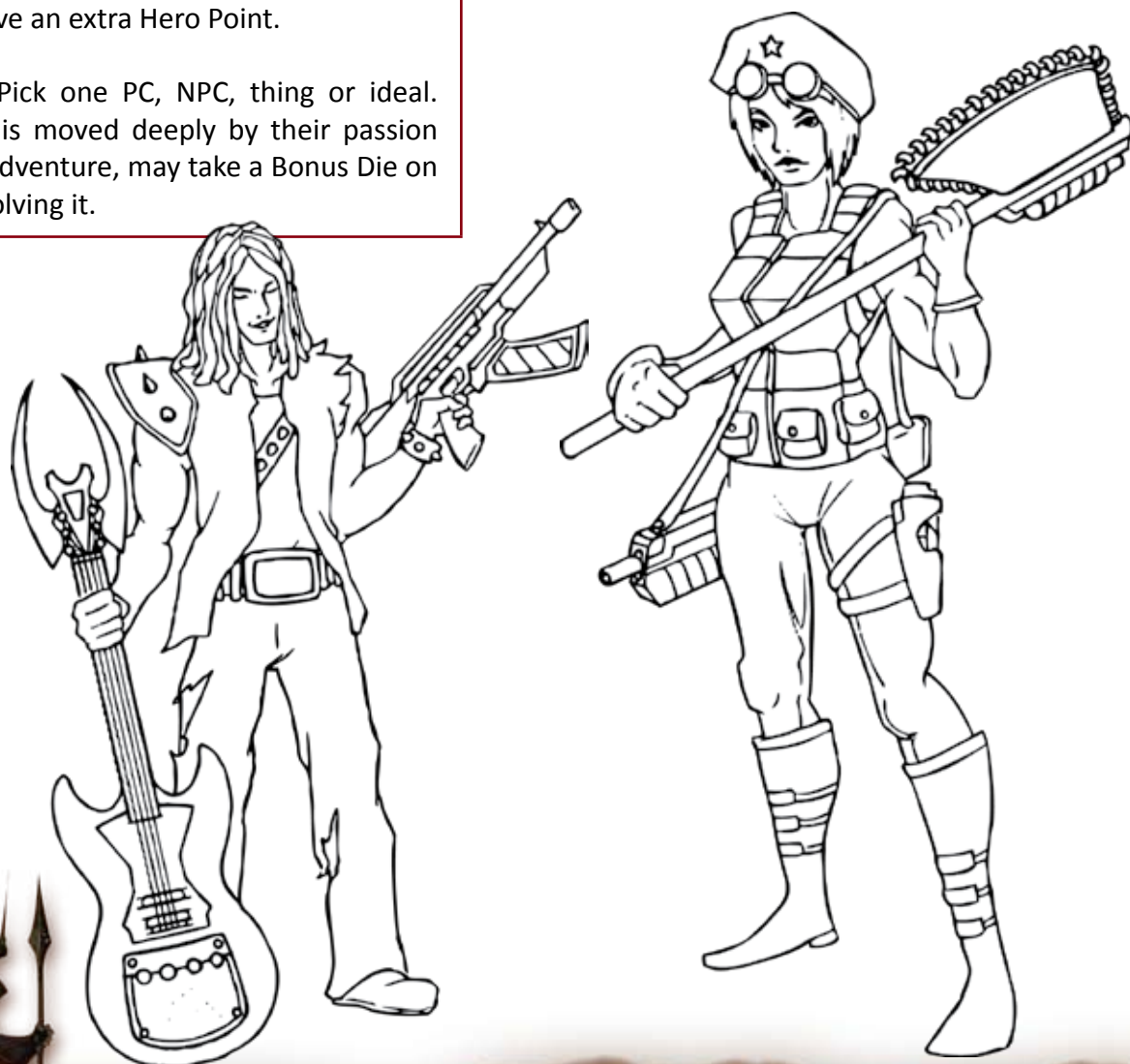
PASSIONATE: Pick one PC, NPC, thing or ideal. Your character is moved deeply by their passion and, once per adventure, may take a Bonus Die on a single roll involving it.

HUMAN FLAWS

DEBILITATION: You may take a single, non-Racial Flaw from any other Genotype or Heroic Background from any *BoL* setting or the *BoL* rule book (subject to GM approval).

GREEDY: When you are presented with wealth, whether it is money, technology or knowledge, you tend to do whatever it takes to acquire it, and until you do (or are forcibly removed from the temptation), you must roll a Penalty Die on any roll that's not somehow directed towards that goal (GMs Discretion) unless you spend a Hero Point to overcome your greed.

MUTATION: Something in the harsh environment of the Aftermath has warped you. You must make a random roll on the mutation table. You may take this flaw multiple times.



HUMAN, SUPER-SOLDAT

The Super-Soldat (zu'per zol'dat) is a normal soldier biologically, chemically and/or technologically altered to be a one man killing machine. They typically arise just before the final apocalypse (and might have even had a hand in it), but unless the technology used to create them survives into the Aftermath, they cannot reproduce their numbers and eventually die out. There are a number of ways they can reappear decades, centuries or even millennia later, however.

The first is to have them found in cryogenic or stasis suspension facilities hidden underneath a ruined military base or super-science lab and accidentally or intentionally thawed out. Another scenario, for settings where mankind has seeded other worlds, is to have them show up as a scouting or occupation force to reclaim the earth (possibly with their psychotic cybernetic creations following from deep space to finally destroy them).

The GM will have final say on how the Super-Soldat exists in his setting, but characters based on them should be limited in number. All Super-Soldat must have at least 3 Ranks in the Soldier career.

SUPER-SOLDAT BOONS

BEKÄMPFENMONSTER: You may roll a Bonus Dice when using your Melee Combat Ability.

SUPER-BEWEGLICHES: You may add 1 to your Agility. Your maximum Agility is 6 rather than 5.

SUPER-STARKES: You may add 1 to your Strength. Your maximum Strength is 6 rather than 5.

SUPER-SHARFESCHÜTZE: You may roll a Bonus Dice when using your Ranged Combat Ability.

SUPER-ÜBERLEBENDER: You have +2 Lifeblood.

SUPER-SOLDAT FLAWS

BRAIN DAMAGED: The chemicals used to enhance your body and program you to obey orders without question caused massive mental trauma. You must subtract 2 from your Mind. Your maximum Mind is 3 rather than 5.

CHEMICAL IMBALANCE: The treatment used to enhance you wasn't entirely successful and you require corrective chemical therapy to keep your metabolism in check. You are addicted to some Uncommon chemical substance (GM chooses) and you lose 1 point of LB and suffer a -1 to all your abilities for every day you go without it.

PROGRAMMED: You were mentally programmed to follow the orders of your service and your superiors instantly and without question. This programming is strong and so any actions that defy a direct order from a Super-Soldat with a higher rank in the Soldier career, or oppose one of your standing mission directives, will cause you to take a Penalty Die on all rolls until that order or directive is followed or you spend a Hero Point to ignore it.

ROID-RAGE: The chemicals that pump up your body often can send you into a blind killing fury that spares no-one, friend or foe. At the end of combat (typically when the enemy are dead, running or have surrendered), you must roll a D6. If you roll a '1' you must continue fighting for another D6 rounds, killing any surviving enemy first then turning on any innocents and allies next.

VICIOUS: Your manner and bearing marks you out as a killer, plain and simple, with no other redeeming qualities or features in the eyes of others. Roll a Penalty Die when dealing with anyone who is not a Super-Soldat.



HUMAN, WASTELANDER

Those who dwell in the forbidding wilderness, parched deserts and radioactive wastelands of the Aftermath are some of the toughest men and women the human race can produce. They live in a land of deprivation and violence, where marauding gangs of barbarians fight over sparse quantities of food, clean water, salvage, fuel and women (or men in the case of all female tribes).

All Wastelanders must have at least 1 Rank in the Barbarian career.

WASTELANDER BOONS

BLOOD-FRENZY: You can enter into a state of Frenzy once per adventure per Rank in Barbarian. You add +D3 to your Strength and increase your Life Blood correspondingly for the remainder of the combat. You will not go unconscious at 0 LB (although you will lose LB as normal if you go into the negatives) and can continue fighting until dead, but you may not retreat until the battle is through.

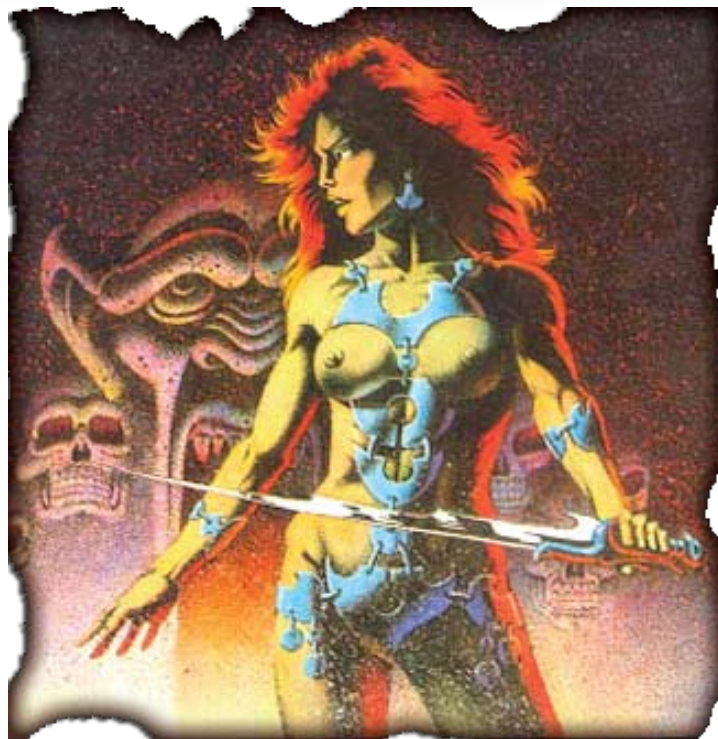
At the end of the combat, you lose the extra Strength and LB gained from the Blood-Rage, and if this takes you below -5, you must spend a Hero Point or die immediately.

HARD-TO-KILL: You have +2 Lifeblood.

BASHER: You may roll a Bonus Die when attacking with blunt objects or your fists.

FAR-STRIKER: You may roll a Bonus Die when attacking with primitive ranged weapons.

THE STRONG SURVIVE: You may add 1 to your Strength. Your maximum Strength is now 6.



WASTELANDER FLAWS

BERZERK-RAGE: At the end of combat (typically when the enemy are dead, running or have surrendered), you must roll a D6. If you roll 1-2 you must continue fighting for another D6 rounds, killing any surviving enemy first then turning on any innocents and allies next.

BRAWN OVER BRAIN: In the brutal wastelands, low cunning and raw strength are prized over intelligence and wisdom. You must subtract 1 from your Mind. Your maximum Mind is 4.

MUTATION: Something in the harsh environment of the Aftermath has warped you. You must make a random roll on the mutation table. You may take this flaw multiple times.

PRIMITIVE: You must roll a Penalty Die whenever using anything other than Stone Age technology.

SAVAGE: Your crude demeanor and violent temperament mark you out as a savage. You must roll an Extra Die in all social situations with non-Wastelanders.



MUTANT

The harsh environment combined with years of exposure to chemical, bio-hazardous and/or nanotech influences (not to mention a good deal of inbreeding) has led to a species of humanity that is genetically corrupt from birth. As far from genetic stability as a race can get without simply devolving into a pile of inert protoplasmic goo, the only thing that you can say holds true for all mutants is that no two are alike.

Mutants replace one of their starting career slots with the 'Mutant' career at Rank 1. This career can be improved in the same manner as any other. They also start out with two mutations as part of that career and gain another Mutation for every additional Rank taken in it (see page 68. for more details).



MUTANT BOONS

BACK-STABBING GIT: When a mutant must use violence, they prefer to knife their opponents in the back. You may roll a Bonus Die for both the to-hit *and* damage rolls when striking an unknowing opponent from behind.

BOTTOM FEEDING GIT: Whenever scavenging for food, items, etc. the mutant may roll a Bonus Die.

SNEAKY GIT: Years of creeping about trying to avoid the sight of others has made you very sneaky. You may roll a Bonus Die on all stealth related tests.

MUTATION BOON: You receive +1 Rank to your Mutant career. Your maximum Rank in this Career is 6 rather than 5.

MUTANT FLAWS

COWARDLY GIT: Whenever confronted with violence or dangerous situations, you must make a Mind test or flee to a safe distance. Until you do or the danger passes, you must roll a Penalty Die on all tests unless you spend a Hero Point.

LOATHSOME GIT: Most people have an innate fear and loathing of the mutant and you seem to have all the worst qualities of your race. You roll a Penalty Die in all social situations with non-Mutants.

MUTATION FLAW: You must make a random roll on the mutation table. You may take this flaw multiple times.

SICKLY: Your weak genetic stock makes you prey to all manner of illness, disease and bodily weaknesses. If you roll a Calamitous Failure during the game, you have caught some bug or some bodily ailment starts acting up and you must roll a Penalty Die for the rest of the adventure.





SUPERNATURAL ENTITY

Creatures-That-Should-Not-Be roam the devastated remains of the Earth. They might have come here from some magical rift ripped open by the apocalypse, or they might have been here the whole time, either way, they see the other species as pawns in their cosmic struggles, playthings to be toyed with or even food for their unholy appetites.

This is a catch all term for a variety of creatures, from angels and demons, to faeries and mythos creatures, to werewolves, vampire, zombies and everything in between. The GM will have final say on exactly what breeds of supernatural horror roam his devastated earth, but in theory, if it haunts your worst nightmares, you can be it.

Supernatural Entities replace one of their starting career slots with a unique career, 'Supernatural Creature' at Rank 1 (where you replace the term 'Supernatural Creature' with the name of your specific creature type like Angel, Vampire, Deep One, whatever). This career can be improved in the same manner as any other.

This career will give a modifier to the character's actions depending on the abilities and weaknesses of their particular flavor of boogum. This modifier can be positive or negative and can be applied in a number of ways (see the Awakened Animal Genotype entry for more details).

Considering the variety of horrors and the number of ways in which the 'Supernatural' Career might be applied, we have provided a few example monsters with a few possible ways to apply their 'careers.' Of course, GMs are free to come up with their own interpretations of the following creatures to better suit their settings...



ANGEL

- Angels may fly at a speed equal to their Base Move x their Rank.
- Angels add their Rank when rolling for feats of Strength.
- Angels may perform a number of minor miracles (turning water to wine, healing minor damage, opening locked doors, etc.) a number of times per day equal to their Rank.
- Angels cannot do evil (lie, steal, harm the innocent, etc. GM's discretion).

ELFAR

- Elfar take double damage from cold iron.
- Elfar can add their Rank to any stealth rolls.
- Elfar have additional AP equal to their Rank.
- Elfar can change their size up or down by a number of times equal to their Rank.

VAMPYRE

- Vampyres add their Rank when rolling for feats of Strength.
- Vampyres gain +1LB for every pint of blood they drink (maximum bonus equal to their rank).
- Vampyres must roll a Penalty Die on all actions when in the presence of holy symbols, garlic or sunlight.



In addition to the Supernatural Creature Career, you may take the following Boons and Flaws.

SUPERNATURAL BOONS

SUPERNATURAL FORCE: You are a natural sorcerer and may roll a Bonus Die when casting magic. This counts as 2 Boons.

SUPERNATURAL FORM: You may shift into another form different from your natural one. Treat this form as its own Career at Rank 1 with all the skills, abilities and weaknesses of that form, at that Rank, when you are in that form. This career can be improved in the same manner as any other. You may take this Boon multiple times, adding a new form each time this Boon is taken.

Example: A Demon could take the 'Wolf' form at Rank 1 and while in that form, could do all the things a normal wolf could do at +1.

SUPERNATURAL LIFEFORCE: You cannot be killed by normal means. If brought to below -5 LB, you simply go into a torpor like state until you are brought back to 0 LB. This is worth Three Boons.

You do, however, have D3 weaknesses (stake through the heart, elder signs, special rituals, etc.) that can destroy you or banish you from the Earthly Realm if they damage you when you are at -5LB, or when someone spends a number of minutes equal to your Rankx10 enacting a ritual against you (whichever is appropriate for the specific weakness).

SUPERNATURAL SPEED: Your base movement is increased by 10'. Alternately, you may take a new form of movement (like flight or moving through solid objects) at 10' per round. You may take this Boon multiple times.

SUPERNATURAL POWER: You may add +1Rank to your 'Supernatural Creature' Career. Your maximum Rank in this Career is 6 rather than 5.

SUPERNATURAL FLAWS

THE CORRUPTION: Anyone you feed on or kill must make a Hard Mind roll or gain your 'Supernatural Creature' Career at Rank 1 along with all of your Boons and Flaws. They may be mindless killing machines or intelligent predators with a burning hatred and desire to destroy you and everything important to you (GM's discretion).

THE CURSE: You are tasked or cursed with a sacred or unholy mission (the GM will determine the details, but it should be an ongoing task, like 'destroy all demons' or 'convert the living to vampires'). Refusing an opportunity to fulfill your task/curse will cause you to take a Penalty Die on all rolls until that opportunity is taken or you spend a Hero Point to ignore it.

THE FEAR: All living things can sense your supernatural aura and recoil from it. You must roll a Penalty Die when dealing with any other non-supernatural creatures. The GM may waive this penalty for certain creatures you have a supernatural affinity with, like Vampires do with Bats, Rats and Wolves.

THE FORBIDDEN: You are forbidden from some action (the GM will determine something fairly restrictive like 'You may not kill humans', 'you may not enter consecrated ground'). Violation of this stricture causes damage to you equal to D6 + your Rank. This Flaw may be taken multiple times.

THE HUNGER: You crave something (blood, brains, souls, etc.) that you can only get from sentient living beings. They must consume their Rank in LB in the case of things like blood, or consume a single item in the case of things like brains or souls, every D6 days or suffer your Rank in damage that will not heal until that need is satisfied. This Flaw cannot be bought off, it is the price of your power, but it does count as two Flaws.





LANGUAGES

The following languages are available in most Aftermath settings unless the GM determines that they are inappropriate for some reason. The GM might determine, for example, that the aftermath is so close to our modern age that people still speak modern languages.

Speaking a language does not mean one has literacy in it. A PC must have an appropriate career to be able to read and write. The GM might even restrict literacy in languages like Magik or Tek to specific careers.

ANCIENT

This is the mysterious language of the Before-Time. The GM must determine whether or not this language is available in his setting. If it is, it will be restricted to those with either a Rank of 3+ in the Wise One Career or those born to the Adonai, who know it automatically as a sacred birthright.

MAGIK

The language of magic and supernatural entities is a guttural yet highly sophisticated dialect written in complex sigils and runes whose very utterances can cause vibrations and changes in reality. Just speaking this language causes feelings of ill will in the average person, so it is rarely used for polite conversation.

NATIVE (VARIABLE)

There are as many individual languages in the world as there are groups of people or awakened species to speak them, from the grunts and hand-signals of the wasteland tribe of Groo to the gurgling speech of the fish-men of flos. You may pick a single dialect to be fluent in each time you take Native as a Language. Awakened plants and animals speak their natural language automatically.

TEK

This is the language of the Meks, Juicers and others who deal with science and technology. It is highly complex and technical, with sacred words like 'Voltage,' 'Boyleslaw' and 'Thermodynamics' that are used in the creation of tek-magic.

THE SPEAK

After the apocalypse, this crude sort of Lingua Franca quickly arose so that the varying tribes and species could have some common frame of reference for trade and general communication. Almost anyone can learn to speak it if they have vocal chords or some manner of emitting sound.



TRINARY

This is the language of Bots and other sentient computer intelligences. It is similar to Binary (which Trinary speakers also understand) but includes values for not only 'Yes/On' and 'No/Off' but 'Either' as well, allowing it to mimic human concepts and thought processes. Bots automatically speak Trinary.

EQUIPPING AFTERMATH PCS

Resources can be hard to come by in the post-apocalyptic world, so *Barbarians of the Aftermath* PCs will be a lot lighter on equipment than their *BoL* counterparts.

PCs are equipped using the rules found on page 104. Each character starts with 3D6+3 **EQUIPMENT POINTS (EP)** to spend on their equipment modified by the setting's Resource Level (see page. 28):

EQUIPMENT MODIFIERS	
Rocks & Ruin	-6
It Don't Come Easy	-3
The Basics	0
Land of Plenty	+3



SAMPLE CHARACTERS...



This total is rerolled each adventure and carried equipment is modified accordingly by reducing down to your new maximum EP amount or adding more equipment up to the new amount.

This reflects the way in which new items may be found and old items might be lost, stolen, broken or just run out of power or ammo between adventures. Like most things in the Aftermath, personal property is hard earned and easily lost...

NAMING POST-APOCALYPTIC PCS

Due to the large number of potential settings in **BotA**, it would be hard to nail down a single naming convention for PCs. The following suggestions, however, should give you a good basis for creating authentic sounding post-apocalyptic names for your characters.

BIBLICAL

The Bible, particularly the Old Testament, has a host of names that sound great for post-apocalyptic characters, with a lot of hard consonants and guttural sounds, like the 'Ch' in Chutzpah. These names work well for most characters. *Ex: Absalom, Boaz, Jezreel (f), Maacha (f), Nahor, Zebulun, etc.*

TRIBAL

Descriptive names, like those used by Native Americans, give a savage, natural feel to characters born to barbaric tribes as well as Sentient Animals and Plants. *Ex: Sky-Child, Howls-at-Moon, Painted-Shell, Crazy-Talk, Broad-Leaf, Boots, etc.*

HONORIFICS

More like titles than names, honorifics are assumed by their owners to intimidate others. Good for aliens, barbarians and bots. *Ex: Skull-taker, King Vermin, Night-bringer, Cyber-stalker, Bone-grinder, Duke-Of-New-York-A-Number-One, etc.*

LINGUAL DRIFT & BASTARDIZATIONS

Take any modern name and change or remove any a letter. So Dallas could have the L's removed to become Daas. Alternately, you could replace the L's with another consonant like 'K' to get Dakkas. You can also take two names and cram them into one. So Nathaniel Torson could become Nattor and John Smith could become Josmith.

JEZRAI-EL

GENOTYPE: Adonai

ATTRIBUTES	
Strength	0
Agility	1
Mind	3
Appeal	1

COMBAT	
Brawl	0
Melee	0
Ranged	1
Defence	3

LB: 10 PK: 15 HP: 5

CAREERS: Wyrd 3, Wise One 1, Juicer 0, Preacher 0

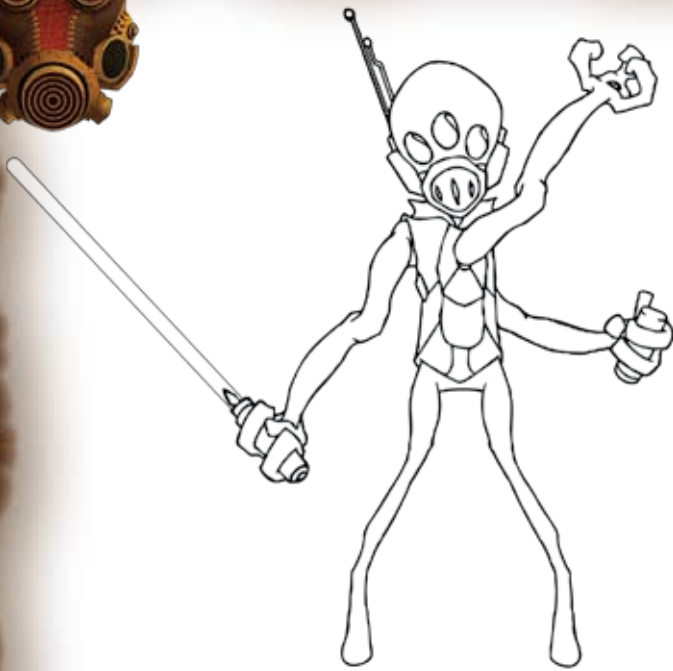
BOONS & FLAWS: Hyper-Immune, Pure Strain, Rad Resistance, Strong Mind, *Abhor Physical Violence, Air of Superiority, Honourable*

LANGUAGES: Ancient, The Speak, Tek, Feline

GEAR: Light Pistol, Conversion Field, Chemistry Set, Book, Compass

Jezrai-El is currently wandering the ravaged lands as part of a coming of age ritual which pits young adult Adonai against the world outside of the safety of their pleasant valley home. So far, she hasn't enjoyed the experience and hasn't dealt well with others.





GREE-TOK

GENOTYPE: Alien

ATTRIBUTES	
Strength	0
Agility	3
Mind	2
Appeal	0

COMBAT	
Brawl	0
Melee	2
Ranged	1
Defence	1

LB: 11 HP: 5

CAREERS: Air Rider 1, Hunter 1, Mek, 1, Professional (Scientist) 1

BOONS & FLAWS: Keeper of Knowledge, Enhanced Attribute (AGI), Mutation Boon x2, *Mutation Flaw* x2, *What the Hell Is That?*

MUTATIONS: Extra Arm with Light Pistol Hand, No Nose, Three eyes

LANGUAGES: Gree, Tek, The Speak

GEAR: Energy Sword, Fusion Grenade, Field Armor, Personal Comm-Unit.

Gree-Tok crash landed on Earth a year ago. He has become a mercenary in hopes of finding some lost archeotech horde to plunder for parts to repair his Warp Drive, but the primitive antics of the local species have thus far kept him from his goal.



PÁDRAIG

GENOTYPE: Awakened Animal (Fox)

ATTRIBUTES	
Strength	1
Agility	2
Mind	1
Appeal	0

COMBAT	
Brawl	0
Melee	0
Ranged	2
Defence	2

LB: 11 HP: 5

CAREERS: Fox 0, Doc 1, Juicer 1, Shade 2

BOONS & FLAWS: Man-Beast

LANGUAGES: Vulpine, The Speak, Tek

GEAR: Pistol x2, Boomerang, Rifle, Chemistry Set

Born on one of the relatively untouched islands off the coast of Ireland, Pádraig's clan were chased off of their land when the Tuatha De Danoon decided to reclaim Ireland for themselves and slaughter any mortal species that stood in their way. Since then, the clan has tried to settle in numerous places but are always forced to move on within a year due to their natural timidity in the face of hostile locals.

Pádraig, who is unusually bold for fox-kind, is the scout for his clan, moving ahead to find new lands to settle whenever it becomes clear that they will be forced out yet again. Pádraig is trying to convince his clan to fight, but so far, his pleas have been ignored ...



SHITAKI

GENOTYPE: Awakened Plant (Fungi)

ATTRIBUTES	
Strength	0
Agility	3
Mind	1
Appeal	0

COMBAT	
Brawl	1
Melee	1
Ranged	1
Defence	1

LB: 10 PK: 11 HP: 5

CAREERS: Mushroom 1, Scavenger 1, Shade 1, Wyrd 1

BOONS & FLAWS: Plant-man, Enhanced Instincts, Reduced Sense- Smell, What the Hell is That?

LANGUAGES: Fungoid, Japanese, The Speak

GEAR: Psi-Sword, Throwing Stars, Infiltration Gear

Shitaki hails from Fukuoka, Japan where fungal growths of all sorts have taken over the caves under the ruins of the prefecture.

Shitaki left his clan after failing to assassinate a human warlord who had plans for rebuilding Fukuoka, using Shitaki's people as a workforce. He escaped and has roamed the world as an outcast since that time, seeking for a way to regain his honour.

One day, when he has mastered the art of the Ninja, he will return to his homeland to complete his mission and free his people...



M1K43L

GENOTYPE: Bot

ATTRIBUTES	
Strength	2
Agility	1
Mind	1
Appeal	0

COMBAT	
Brawl	0
Melee	1
Ranged	2
Defence	1

LB: 12 HP: 5

CAREERS: Gunslinger 2, Mek 1, Punisher 1, Soldier 0

BOONS & FLAWS: Built-in Toolkit, Self-Repair, Cold As Steel, Programmed

LANGUAGES: Tertiary, The Speak, Ancient

GEAR: Tool Kit (Built-in), Sun Rifle, Armor Field, Frag x2, Club

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DATASTREAM

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KENANIAH

GENOTYPE: Human, Standard

ATTRIBUTES	
Strength	0
Agility	1
Mind	1
Appeal	2

COMBAT	
Brawl	0
Melee	1
Ranged	1
Defence	2

LB: 10 HP: 6

CAREERS: Rocker 2, Soldier 1, Wise One 1, Mek 0

BOONS & FLAWS: Lucky

LANGUAGES: The Speak, Ancient

GEAR: Electric Guitar w/ Built in Energy Axe, Assault Rifle, Ballistic Mesh, Holo-Recorder.

Kenaniah is a wandering musician and entertainer who has seen much of the ravaged earth in his travels. He prefers company for both safety and companionship reasons, and it is rare to find a group of travellers who don't find his presence a welcome addition on a long journey.

Kenaniah avoids trouble, but recently, he's been having strange dreams about a war between heaven and hell. And some of the things he has dreamt are starting to come true...



SGT. YOKO

GENOTYPE: Human, Super-Soldat

ATTRIBUTES	
Strength	2
Agility	3
Mind	0
Appeal	0

COMBAT	
Brawl	1
Melee	1
Ranged	1
Defence	1

LB: 12 HP: 5

CAREERS: Soldier 3, Road Warrior 1, Punisher 0, Shade 0

BOONS & FLAWS: Bekämpfenmonster, Super-Bewegliches, *Programmed*

LANGUAGES: Ancient, The Speak

GEAR: Chain Axe, Assault Rifle, Pistol, Reload, Ballistic Mesh, Vehicle (Size 2)

Sgt. Yoko was cryogenically frozen before the Apocalypse with a reserve force of super soldiers. Unfortunately, no one survived the 'Big One' and she and her unit slept right through the apocalypse. A band of treasure seekers accidentally work her up centuries later, but not before causing irreparable damage that killed the rest of her unit.

After dispatching the intruders, Yoko decided to pack up her gear and head out to look for other bases and hopefully revive her other frozen brothers-in-arms.



WARLORD HUNGRY

GENOTYPE: Mutant

ATTRIBUTES		COMBAT	
Strength	3	Brawl	1
Agility	1	Melee	2
Mind	0	Ranged	1
Fear	0	Defence	0

LB: 10 PK: 11 HP: 5

CAREERS: Mutant 4, Warlord 1, Gunslinger 0, Miner 0

BOONS & FLAWS: Bottom Feeding Git, Mutation Boon, *Mutation Flaw*

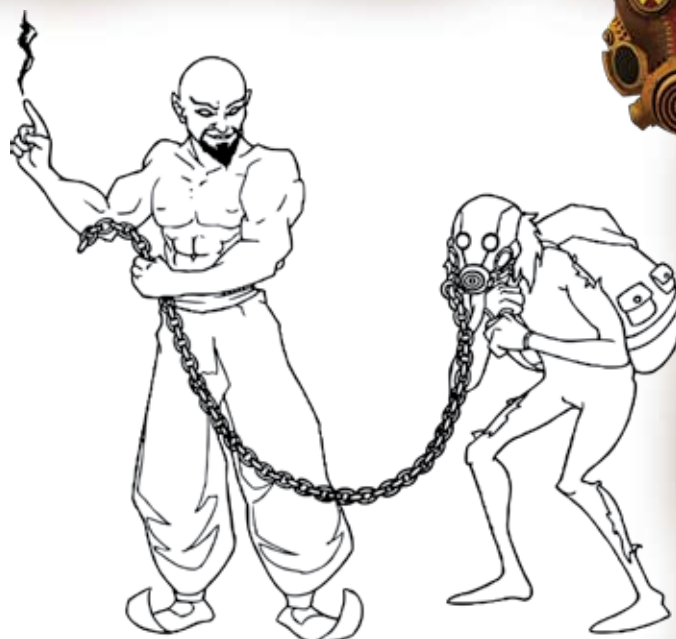
MUTATIONS: Radiation Resistance +1, Ranged Bonus Die, Mutation Resistance -1, Taste -1, Requires 2x Food, Terrifying

LANGUAGES: The Speak

GEAR: Pickaxe, Assault Rifle, Powder Keg, Plate Cuirass, Survival Gear, Cooking Gear, Compass

Warlord Hungry is notable for leading a mutant army to raid and pillage across the land simply because he wanted something to eat. He cares little for land and has no desire for inedible mineral resources. He wars because wars leave corpses, which means steady eats.

Unfortunately, his army met its end at the hands of crusading Adonai. Now Hungry works as a mercenary to earn his meals, but he misses the days of plenty.



ZAFAR

GENOTYPE: Supernatural Entity (Djinn)

ATTRIBUTES		COMBAT	
Strength	1	Brawl	1
Agility	0	Melee	0
Mind	2	Ranged	0
Appeal	1	Defence	3

LB: 11 AP: 12 HP: 5

CAREERS: Djinn 2, Wise One 1, Scavenger 1, Slave 0

BOONS & FLAWS: Supernatural Force, The Forbidden (cannot use weapons)

LANGUAGES: Ancient, Magik, The Speak

GEAR: Resourceful Pack (a Lamp), Book of Bargaining, Slave (with Gasmask, Collar & Chain)

Zafar was ripped from his home dimension and trapped in a lamp by the sorcerer Al-Jafar and spent many years as a slave to the cruel and depraved wizard. One day, however, a bit of trickery and a moment of carelessness on the wizard's part turned the tables. Now Zafar is the master and Al-Jafar is the wretched servant on a quest to return the Djinn to his proper dimension.





CHAPTER 3

THE WAYS OF THIS CHANGED WORLD



TOOLS NOT RULES

Contained within this chapter are new rules that build upon the basic framework laid down in the *Barbarians of Lemuria RPG* in order to better realize the constructs and genre tropes of a post-apocalyptic setting. They cover:

ARCHEOTECH
FIREARMS
MUTATION
NANOZONES
PSYCHIC PHENOMENA
RADIATION
VEHICLES

The rules are modular, built to stand alone from each other, and depending on your setting some might actually be inappropriate for your post-apocalyptic vision. So don't feel obliged to use them all, just take what you need and leave the rest. We promise we won't send a squad of Super-Soldat to knock down your door if you don't use everything...

3.1 ARCHEOTECH

The technological relics of the Before Time can be highly valued in post-apocalyptic settings as objects of great worth and often religious significance. It is typically easy to recognize as it contains materials and technology that are rare or even non-existent in most post-apocalyptic worlds, like plastic or microelectronics.

Of course, the chances of finding Archeotech are slim, those bits you do find are rarely functional and that strange weapon with the spinning blades is more likely to be an electric mixer than a weapon of mass destruction, but still, there is wealth to be had for those who can find Archeotech and trade it.

While Archeotech is extremely rare in some settings, others can support whole campaigns based around the concept of the players seeking out underground bunkers, killing whatever mutant monstrosities live there and taking their stuff. Call it 'Bunkers & Blasphemies' or something else alliterative...

ARCHEOTECH HOARDS

As in *BoL*, characters may stumble upon huge hoards of treasure, but instead of chambers full of gold coins and jewels, these hoards are more likely to come from stripping an ancient complex of all its basic resources and odd bits of Archeotech.

There's little need for the GM to detail every piece of Archeotech found in a hoard, as most of it will be useless, albeit valuable, junk. The characters will be assumed to trade most of it away and then spend the proceeds in the typical *BoL* fashion, earning experience for doing so in the standard manner.

D6 items will be of particular value, however and should be generated as described in the *Recovered Archeotech* section below. The PCs may keep these for future use or trade them away. Each piece so traded will give net an extra D3 points for equipment in the next adventure. This represents a temporary increase in available resources due to trading such rare items off to collectors and powerful individuals.





RECOVERED ARCHEOTECH

For each piece of valuable Archeotech found in a treasure hoard, you need to determine what type of item has been found, what tech level it is and whether or not it still functions.

TYPE: Roll 2D6. Gear, Weapons and Vehicles can be found in the Equipment Section (see pg. 103). Daily/Household items include anything you can think of that doesn't really fit in the category of adventuring gear, like toasters, small appliances, old cell phones, pencils, funny shaped dice, etc.

2-5	Daily/Household Object
6-8	Gear (non-Unique)
9-11	Weapon (non-Unique)
12	Vehicle or a piece of Unique Equipment

TECH LEVEL: Roll a D6 to determine the Tech Level of the item (if you get a higher tech level than that of your setting's Final Age of Man (see pg. 14), simply take the highest level available). Then roll a D6 to see if the item is functional (F), broken but repairable (R), or broken beyond repair (B).

ARCHEOTECH TL & CONDITION			
TL	B	R	F
1	-	1	2-6
2	-	1	2-6
3	1	2	3-6
4	1	2-3	4-6
5	1-2	3-4	5-6
6	1-3	4-5	6

IDENTIFYING ARCHEOTECH

Unless the PCs were born before the apocalypse or shortly thereafter, it is highly unlikely that they will immediately recognize exactly what it is that they've discovered. Is it a strange high-tech plastic weapon or merely an old discarded water pistol? To figure it out, the PC in question must make a Mind roll (+ appropriate career Ranks) - the tech level.

Each attempt will take a set amount of time during which the PC must examine and play around with the item in question. They may try as many times as they like until they roll a Calamitous Failure, in which case they either break the item or set it off accidentally and suffer the results (GM's choice). Sometimes ignorance and strange metal fruit can be a lethal combination...

ARCHEOTECH IDENTIFICATION		
TL	MOD.	TIME
1	+6	1 Turn
2	+3	D6 Turns
3	+0	D6x10 Minutes
4	-3	D6 Hours
5	-6	D6x10 Hours
6	-9	D3 Adventures

The GM can always lower or raise this modifiers and time requirements depending on how familiar the item is to technology the PC might have been exposed to previously (a gun shaped object with a trigger is pretty similar to other guns the players might have come across, for example).

Modifiers and Time should rarely be reduced by more than half, however (a gun is a gun, but ballistic weapons have different ammo and maintenance needs than Microwave Weapons, for instance), unless the technology is almost completely identical.

REPAIRING ARCHEOTECH

Once the item is identified, and assuming the PC has the correct skills or knowledge, they can attempt to repair a broken piece of Archeotech by making a Mind roll (+ appropriate career Ranks) - the tech level. A success repairs the item to full functionality. A Calamitous Failure, however, breaks it beyond repair. The difficulty and time spent in repairs is based on the





tech level of the item:

ARCHEOTECH REPAIR		
TL	MOD.	TIME
1	+6	D6x10 Minutes
2	+3	D6 Hours
3	+0	2D6 Hours
4	-3	D6x10 Hours
5	-6	D6 Weeks
6	-9	D6 Adventures

The GM should feel free to raise or lower the modifiers and time spent based on whatever factors he feels are appropriate. For instance, if the PC doesn't have the appropriate tools to affect the repair, the modifier and time spent might be doubled or the task might just be impossible. The PC might also rush the repair, making the repair twice as hard, but halving the time, or take extra time, halving the difficulty but taking twice as long.

POWERING ARCHEOTECH

Certain high tech items of Archeotech rely on a power source. The GM is free to decide which items do or don't but the general rule of thumb is as follows:

TL 1-3: These items do not need power, although some items from at the very end of the period may require raw materials, like firewood or steam to function.

TL 4: Most items are run by plugging directly into a power source and cannot function without it. Some smaller items, like flashlights, can be operated by chemical batteries, but these batteries are not rechargeable. A few rare items, military radio sets, for instance, have hand cranked power.

TL 5: Batteries are longer lasting and internal batteries are rechargeable by plugging directly in to an external power source.

TL 6: Small Fusion generators, tiny internal atomic piles, bio-electric batteries and other forms of long lasting energy give standard gear a very long lifetime (although high energy weapons will drain power cells quickly and require recharging or replacing).

For items that require a direct power source, like the plug on an electric fan, the PCs will have to have one available or have some means of converting battery power into the appropriate current.

Hand Cranked items may be recharged by turning the handle, and will recover their charge 2D6 minutes after cranking.

Batteries can be found in the Equipment section (see pg.118).

DESCRIBING ARCHEOTECH

As a final note, GMs should endeavour to describe Archeotech in only the most basic of terms to avoid providing the player's with too much information about what they've just found.

Give them the general shape of the item, its colour(s), the texture of its materials and any other odd little details, like fins or buttons, but do so in a round about way and preferably one that adds confusion as to whether the strange metal fruit is actually a grenade or is merely an ancient table centerpiece shaped like a pineapple.

Don't let them ask leading questions that are designed to ferret out the real purpose of the item using the players personal knowledge unless their PCs are also familiar with the item in question. Your description should be enough.

The players may know what a toaster is, but their PCs may not so your description of a 'small metal box with two slots and a trigger mechanism' should be just vague enough to get them excited at the prospect of a high-tech new weapon that is, in reality, only a danger to uncooked bread...





3.2 FIREARMS

Before-Time society made great strides in military technology, with all manner of advanced weapons from pistols to ballistic missiles, and possibly even more esoteric weaponry utilizing even more destructive energies replacing antiquated and primitive ranged weaponry like bows and crossbows.

In the Aftermath, that technology may or may not be widely available, but assuming it is, we need a few tweaks to the Ranged Combat rules in **BoL** in order to reflect the realities of firearms.

For the most part, Firearms work like other ranged weapons in **BoL**: the player rolls 2D6, adds his AGILITY and RANGED ranks and tries to beat a base number of 9 + the target's DEFENSE. Where Firearm combat differs, however, is in their expanded rates of fire, ammo checks, cover, blast zones, and the slightly different effects of rolling a '2' or '12.'

Remember that, like melee, these rules are an abstract representation of a firearm combat. Each attack represents not one, but a series of shots, most of which miss (unless it is dramatically interesting for the PC to kill the baddie with a single shot between the eyes). Keep this in mind as you read and apply the rules below...



RAPID FIRE WEAPONS

Some weapons have such a quick action or let loose such a massive hail of shots with each pull of the trigger that they allow their user to fire at multiple targets or increase the odds of scoring a Mighty Success on a single target in a round. Such weapons will have a ROF rating.

A person attacking with a firearm can split their Ranged Combat ability a number of times equal to the ROF in order to attack multiple targets, to make multiple attacks against a single target, or some combination of either of those in a single round.

EXAMPLE. *The Gunslinger with No Name is facing down a band of mutant monstrosities in the wastelands of the Aftermath. He has an Agility Rank of 4, a Ranged Combat Rank of 5 and an Assault Rifle with a ROF of 4. During his turn he opens up full auto on the mutants.*

Because the Assault Rifle has a ROF of 4, he can split his Ranged Combat Rank of 5 into a +2, +1, +1 and +1. When combined with his Agility, this gives him 4 shots at +6, +5, +5 and +5 respectively, which he can place as he wishes.

AMMO CHECKS

Because BoL is a game of two fisted heroes and not military quarter-masters, we aren't interested in keeping track of every last bullet, power-cell or plasma container. We just assume that the hero keeps numerous clips or reloads scattered about his person and that whenever he needs to, he can reach one and slam it into place quickly enough to continue fighting with nary a pause.

Because of their high rates of fire, however, running out of ammo is a very real consideration for firearms, so we rely on the Ammo Check to tell us when our hero needs to drop his gun and get stuck in to some good old fashioned close quarter butchery.

Each firearm has an Ammo Check (AC) rating. When rolling to hit, if you roll a double and that number is equal to or higher than the AC rating of your weapon, you're completely out of ammo for that type of weapon unless you have a *Reload* (see pg. 114.).



EXAMPLE. You're firing a Blaster Pistol which has an AC of 4. You roll a double '3' on your first shot. This is not higher than or equal to your AC of 4, so you can continue firing.

A few shots later you roll a double '5', however, and since this is higher than or equal to your AC of 4, you are now completely out of Blaster Pistol Ammo unless you purchased a Reload earlier...

All weapons will have individual AC ratings based on their type and size of ammunition, but as a general rule of thumb, most of them fall into these basic categories:

AMMO CHECK RATING	
Common	AC 5
Uncommon	AC 4
Rare	AC 3
Unique	AC 2

COVER

Cover becomes extremely important when the lead (or light, or plasma) starts flying as it adds to your DEFENSE when being shot at. The size of the cover determines exactly how much DEFENSE it adds.

This assumes, of course, that the target is taking full advantage of the cover, and also assumes some sort of impenetrable material. If the cover is light and thin enough to allow projectiles to pass through, the GM may treat the cover as armor, instead.

DEFENSE BONUS	
25%	DEF+1
50%	DEF+2
75%	DEF+3

ARMOR BONUS	
Wood	AV 1
Stone	AV 2
Metal	AV 3

BLAST ZONES

Some weapons are so powerful that a single shot can take out multiple enemies (or friends, if you're not careful).

When firing Blast Weapons, roll to hit the target as normal. Every enemy in the blast radius is also

attacked by the same roll.

EXAMPLE: Ali Kaboom rolls a 16, successfully hucking a frag into the middle of a gang of 6 Kannibal Klowns, sending them tumbling for cover.

Three of the Klowns are caught out in the open and the 16 beats the target number of 9 + their Defense of 5 (14 total), blowing them to smithereens.

Two other clowns threw themselves behind some small rocks (25% cover), adding 1 to their DEFENSE for a total of 15, which means they also share the shrapnel.

The final Klown manages to duck behind a ledge (75% cover), adding 3 to his DEFENSE, for a total of 17 and escapes unscathed.

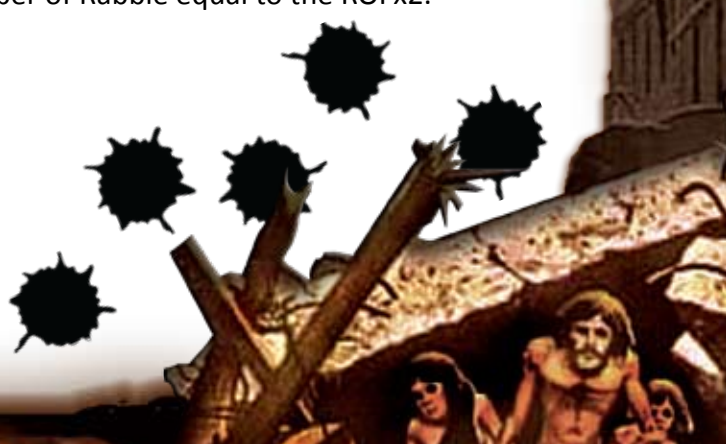
ROLLING '2' OR '12'

Firearms have slightly different results when it comes to Calamitous Failures, Mighty Successes and Legendary Successes.

A **CALAMITOUS FAILURE** with a Firearm jams the weapon and require the hero to take an action to clear it. This requires a standard roll. Appropriate careers, like Soldier or Gunslinger, apply.

A **MIGHTY SUCCESS** with a Firearm can do either an extra die of damage to a target, halve its armor value or defeat a number of Rabble equal to the ROF. NOTE: A Mighty Success does not cause an Ammo Check!

A **LEGENDARY SUCCESS** with a Firearm can do either an extra two dice of damage to a target, bypass its armor value completely, or defeat a number of Rabble equal to the ROFx2.





3.3 MUTATION

Of all the different horrors an apocalypse can visit upon mankind, one of the most insidious and painful is the taint of physical corruption. The physical handicaps are often painful, but the mental anguish of being a disfigured freak is more painful still.

Mutants are common in post-apocalyptic worlds and in most settings they will haunt the fringes of society as despised outcasts or stalk the ruins and wastelands of the wild as primitive monsters. In a few rare settings, mutations might be accepted as an ordinary state of affairs with most folks you run across having some sort of vestigial appendage or bizarre cosmetic mutation, but that is usually the exception rather than the rule.

Mutants come by their genetic abnormalities in many ways, but as game rules go, there are two methods of obtaining them: taking a Rank in the Mutant career (see the Mutant Genotype), or gaining the Mutation Flaw during character creation or gameplay.

TAKING MUTANT CAREER RANKS

The Mutant Career implies that you have lived as one of the genetically warped for your entire life and you are a second or later generation mutant. As such, you are a little less likely to suffer from serious malformations and tend towards the more beneficial ones.

For every Rank you take in the Mutant Career, including Rank 0, you must roll on the Random Mutations Table. However, you will pick up 'Genetic Drift Dice' for every Mutant Rank you take.

GENETIC DRIFT DICE

While rolling up your Mutations you may choose to add a **Drift Die** to any roll. Once you roll the **Drift Die** you may use it to replace any one die from your mutation roll or keep the existing dice. You may do this multiple times per roll.

EXAMPLE : Skuzzbucket the Rank 2 Mutant has rolled up an Offesinve Ranged

Mutation. He must now roll 3D6 to figure out if this is a good or bad thing. He rolls a 3, 1 and 1 for a total of 5, which means he will be unable to use any ranged weapons more advanced than a basic bow.

*Not liking that option, he throws one of his three **Drift Dice** into the mix, scoring a 6. He now has a 6, 3, 1 and a 1 to choose his three dice from, which opens up the modified RANGED attribute as an option. He really wants to score an internal weapon, though and throws another **Drift Dice**, scoring a 6. He now has a 6, 6, 3, 1, and 1. He can use any combination of three of those dice for his roll. He chooses the 6, 6 and 3 for a total of 15, which gives him his internal weapon and leaves him one remaining **Drift Die**..*



GAINING A MUTATION FLAW

Those who receive a mutation as a Flaw are typically normal people who woke up one morning to find themselves with an itchy rash or a slightly swollen nose. Weeks later, the rash has turned into reptile scales or the nose has formed into a bright yellow beak and they suddenly find themselves shunned by their friends and family alike as 'unclean.'

When taking a mutation as a Flaw, you are forced to roll on the Random Mutations Table. You have no control over the process and cannot spend **Drift Dice** on it. You have an equal chance of your mouth moving to your abdomen as you do shooting friggin' laser beams from your forehead, but whatever the result, it's a Flaw and it ain't gonna be pretty.



DESCRIBING YOUR MUTATIONS

The Random Mutation Tables are strictly for rolling up the game effects of your mutations. If you've rolled them up as a result of taking ranks in the Mutant Career, it is up to you to describe the source and appearance of these genetic abnormalities. The GM has final say in what is and isn't feasible, but for the most part, you can describe the details of your mutations however you like.

For instance, you might roll up the ability to fly. You can describe the source of your flight as wings sprouting from your back (or ankles, or ears, etc.), an internal helium bladder or an abnormal spleen that gives you rocket powered 'emissions.'

Don't feel you have to link all the mutations together when determining your appearance. You could say that your mutant's +1 to hiding, single armor point and 3 extra Lifeblood come from the scaly chameleon like skin. But it is equally valid for you to describe him as a horrifying patchwork of random genetic abnormalities, with skin like leather, viscous, syrupy blood, a head like a misshapen gargoyle, and the ability to emit a gas that chemically convinces people to look in another direction. It's your call.

In the case of mutations taken as Flaws, however, you have no control over description. You can suggest ideas, but the GM decides exactly how deformed your genetic abnormalities make you. You may end up with a really cool effect, like the ability to burrow through solid rock at high speeds, but the GM is highly encouraged to say that the mutation comes from a massive round maw that drools a viscous slime that dissolves inorganic substances, which you leave as a waste trail in your wake.

The GM is also encouraged to add special conditions or limitations to the mutation to hamper its effectiveness. Even the best mutation will have some sort of (typically disgusting) disadvantage when taken as a Flaw.

NON-RANDOM MUTATION

If you truly despise random tables and rolling, then another option is to work with your GM to create an interesting mutant. Basically, a character with ranks

in a Mutant Career can pick whatever they like for their mutations, with the GMs approval.

The balancing factor is this: for every mutation you choose, the GM is allowed saddle you with a Mutation Flaw that is as debilitating as your other mutations is useful. So be careful what pick, because if you choose to max out your mutations the GM is absolutely encouraged to make any resulting Flaws as horrifying and life changing as possible. Don't whine about it, just suck it up and accept your curse. It ain't easy being a mutant...

EXAMPLE: You choose a mutation that allows you to see all around you so you can't be snuck up on. The GM decides that this is because you have your eyes on the sides of your head and, lacking proper binocular vision, you take a Penalty Die on Ranged attack rolls...

A NOTE ON REALISTIC MUTATION

In the real world, random mutation typically kills you or gives you a debilitating deformity that scars you for life, not the ability to fly or shoot plasma from your nipples.

The world of post-apocalyptic fiction, however, is less hard science fiction than it is science fantasy, and in that sense a lot of strange things are possible including psychic powers, magic and, yes, the ability to benefit from extreme genetic abnormalities.

If you prefer a more realistic, hard science feel to your mutations then you can simply disallow some of the more outlandish results, rerolling or choosing replacements, or just stick to the Non-Random method mentioned previously.

TIME TO GET YO' FREAK ON...

You should have the general idea by this point, so it's time to flip over onto the next page and start generating your own genetic deviant by rolling on **Table 1: Mutation Type...**





TABLE 1. MUTATION TYPE

Roll 2D6 to determine the general type of mutation you have, then follow the instructions to generate the specific details...

2

SENSE MUTATION

You suffer, or benefit, from a derangement of one of the five basic senses or have gained an entirely new and inhuman sense.

PROCEED TO TABLE 2: SENSE MUTATIONS

4

OFFENSIVE MUTATION

Being a mutant is offensive enough to most people but you actually have an honest to goodness weapon growing out of your body.

PROCEED TO TABLE 3: OFFENSIVE MUTATIONS

6

PHYSICAL MUTATION

You have some gross deformity of the body that could range from duplication or translocation of existing body parts or something entirely new-like tails, wings or quills.

PROCEED TO TABLE 4: PHYSICAL MUTATIONS

7

8

MENTAL MUTATION

You suffer, or benefit, from a derangement of the mind which can lead to great power or gibbering lunacy.

PROCEED TO TABLE 5: MENTAL MUTATIONS

9

10

DEFENSIVE MUTATION

You have a mutation that gives you some sort of defensive edge or weakens your ability to defend yourself.

PROCEED TO TABLE 6: DEFENSIVE MUTATIONS

11



12

SUPERFREAK

Roll 2x on this table and combine the results into a single super-mutation. Every additional time you roll this result, add another mutation to the super-mutation. If you gain more than 3 mutations in this way, you devolve into a mutant spawn, dropping your MIND to -1 (or even lower if other mutations also affect your mind).

TABLE 1b. ROLL MODIFIER

Roll 3D6 on this table whenever directed to. This modifier will apply to all rolls relevant to the mutation.

HOPELESS

The mutant automatically fails in all but the most extremely favourable circumstances (GM discretion).

INEPT

The mutant must roll a Penalty Die.

AWKWARD

The mutant suffers a -1 to their rolls.

ADROIT

The mutant enjoys a +1 on their rolls.

ADEPT

The mutant may roll a Bonus Die.

INTUITIVE

The mutant automatically succeeds in all but the most difficult circumstances (GM discretion).

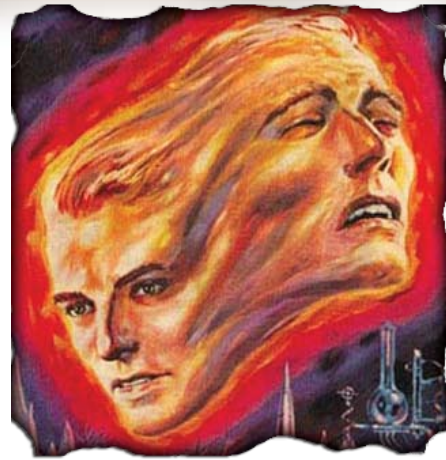


TABLE 1c. MUTATION MULTIPLIER

Roll 3D6 on this table whenever directed to. The multiplier is used when determining how much above or below the human average the mutant is in a specific area.

(D6)X LESS

3X LESS

2X LESS

2X GREATER

3X GREATER

(D6)X GREATER



TABLE 1d. BODY PART

Roll D6 on this table whenever directed to. When confusing results crop up, apply the following rules of thumb:

- If the part is missing due to a previous mutation, reroll the result until you get a result you can apply.
- If the part rolled is not normally part of the character's anatomy, like a head tentacle or an arm growing out of the groin, they gain the new body part as a result of the mutation.
- When the mutation can affect multiple similar body parts, like arms, do not apply the mutation to all the parts. Randomize between them to see which one is affected.
- You are never forced to use the subtables, and when moving or swapping parts around, you are always free to use the higher level result. For example, if it seems nonsensical to move just the 'upper arm' or 'forearm', then feel free to ignore the subtable result and go with the higher level result 'arm' instead.

1

HEAD

ROLL 3D6

3-4	CREST
5-6	EARS
7-8	FOREHEAD
9-10	EYES
11-12	MOUTH
13-14	TONGUE
15-16	NOSE
17-18	TENTACLE

3

UPPER BODY

ROLL D6

1-2	NIPPLE
3-4	PECTORAL
5-6	TENTACLE

4

ABDOMEN

ROLL D6

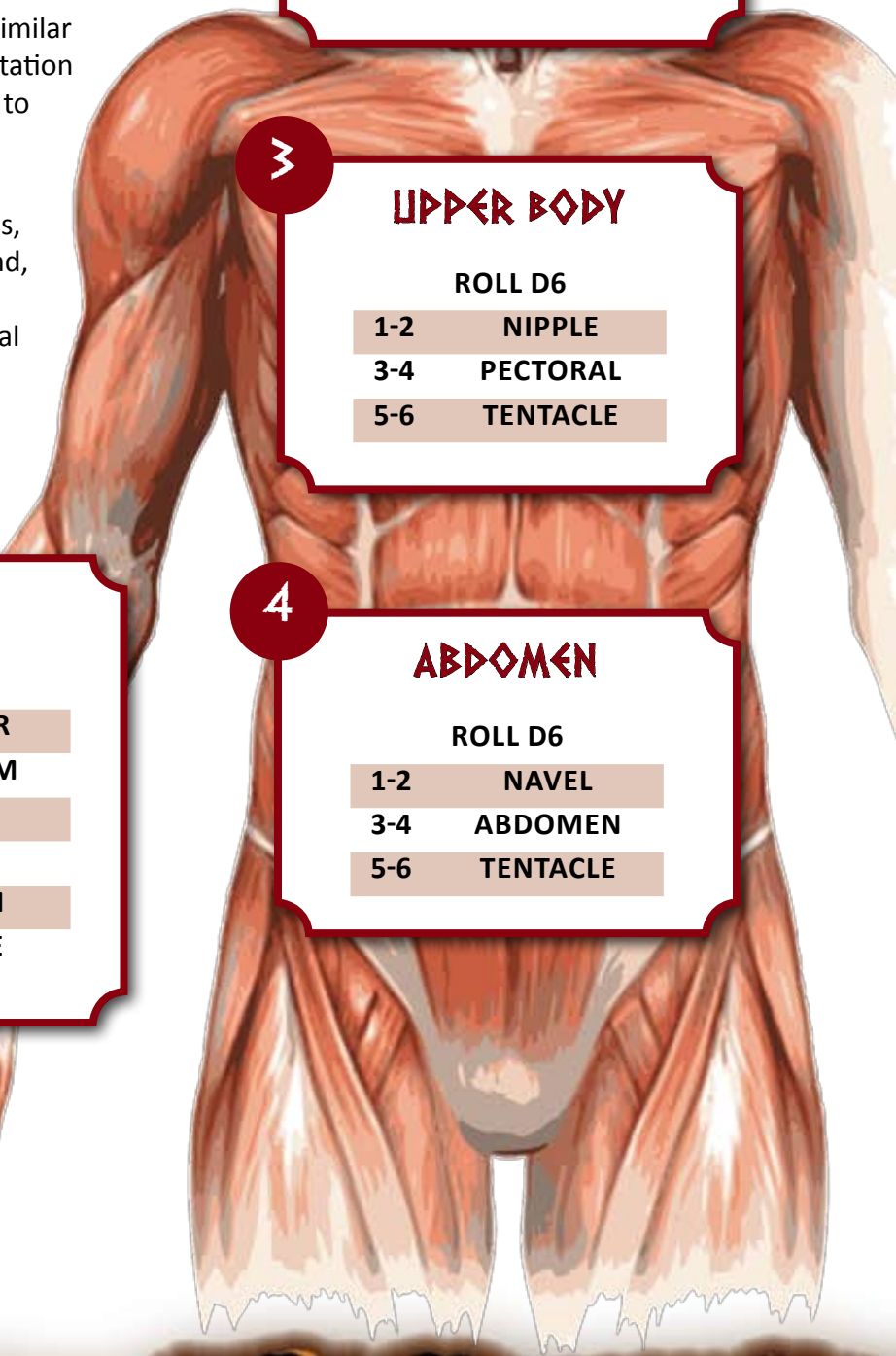
1-2	NAVEL
3-4	ABDOMEN
5-6	TENTACLE

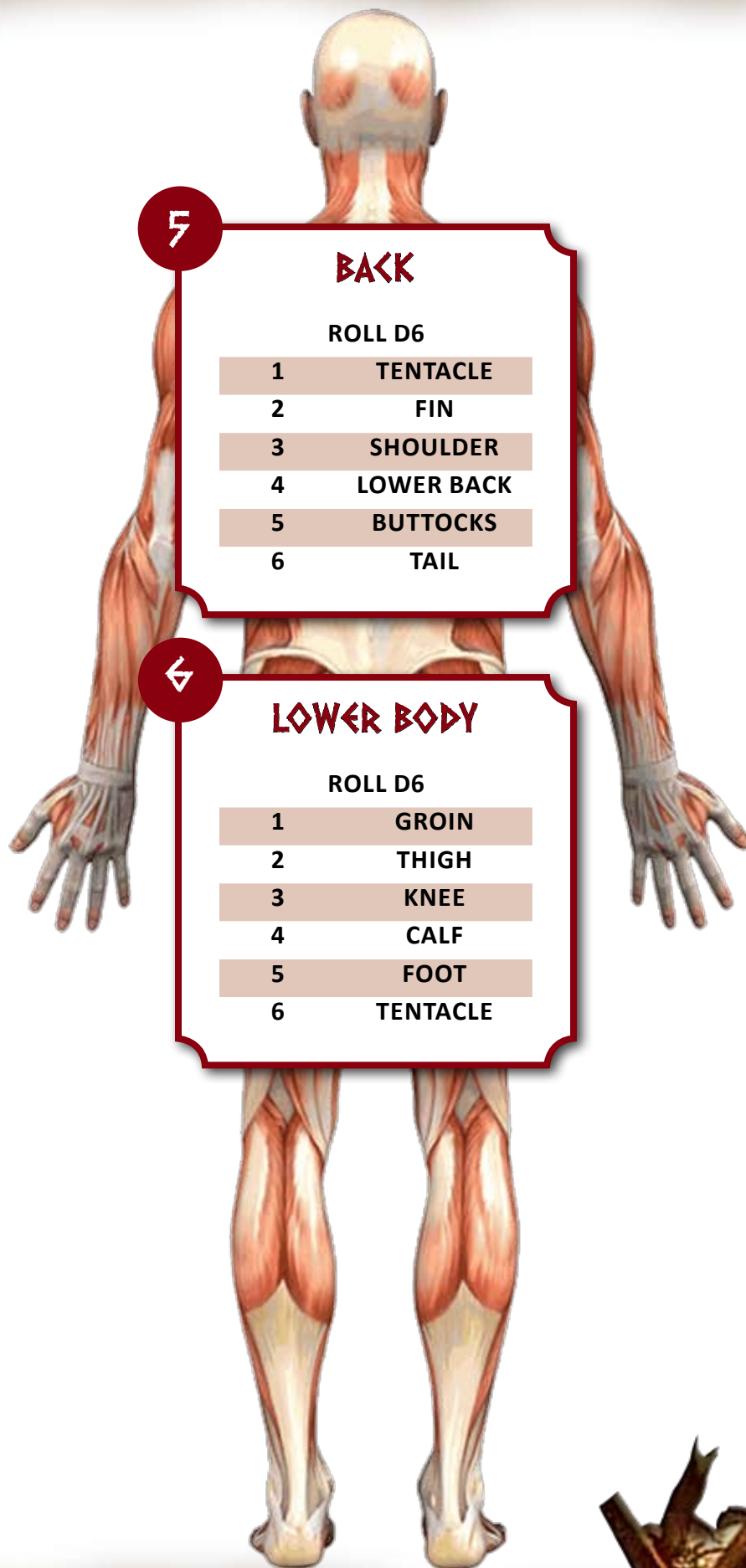
2

ARMS

ROLL D6

1	SHOULDER
2	UPPER ARM
3	HANDS
4	FINGERS
5	FOREARM
6	TENTACLE





5

BACK

ROLL D6

1	TENTACLE
2	FIN
3	SHOULDER
4	LOWER BACK
5	BUTTOCKS
6	TAIL

←

LOWER BODY

ROLL D6

1	GROIN
2	THIGH
3	KNEE
4	CALF
5	FOOT
6	TENTACLE





TABLE 2. SENSE MUTATION

These mutations will affect your senses of sight, hearing, smell, touch, and taste or may even gift you with an entirely new and inhuman sense.

There may or may not be physical manifestations of these mutations, from stalked eyes to massive ears to one or more external tongues, it all depends on whether you or the GM get to describe them.

Roll 3D6 to find out how mutated the sense is...

3

LOST SENSE

The mutant has lost one of the basic senses.

PROCEED TO TABLE 2b: AFFECTED SENSE

4

5

RESTRICTED SENSE

One of the mutant's sense is limited to a specific range or circumstance (tunnel vision, hears only subsonic sounds, feels only pain, etc.).

PROCEED TO TABLE 2b: AFFECTED SENSE

6

7

POOR SENSE

The Mutant must roll a Penalty Die when using the mutated sense.

PROCEED TO TABLE 2b: AFFECTED SENSE

8

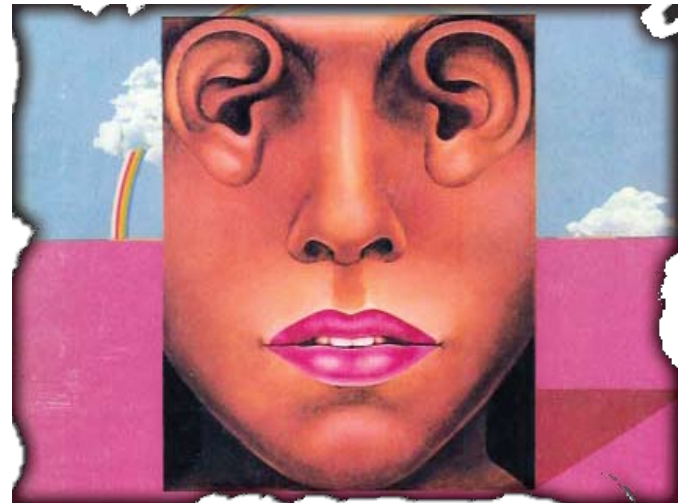
9

DULLED SENSE

The Mutant takes a -1 to all rolls using the mutated sense.

PROCEED TO TABLE 2b: AFFECTED SENSE

10



11

SHARPENED SENSE

Mutant adds a +1 to all rolls using the sense.

PROCEED TO TABLE 2b: AFFECTED SENSE

12

13

ENHANCED SENSE

Mutant may roll a Bonus Die using the sense.

PROCEED TO TABLE 2b: AFFECTED SENSE

14



TABLE 2b. AFFECTED SENSE

Roll a D6 to determine which specific sense is affected.

15

EXPANDED SENSE

The mutant's sense functions with an added range (infrared vision, for instance).

PROCEED TO TABLE 2b: AFFECTED SENSE

16

17

INHUMAN SENSE

The mutant has an entirely new sense (radio-wave or magnetic detection for instance). Do not roll on 2b, as this sense uses an entirely new sensory organ. Roll on 1d to find out where the new organ is located, instead.

PROCEED TO TABLE 1d: BODY PART

18

1

HEARING

2

SIGHT

3

SMELL

4

TASTE

5

TOUCH

6

EMOTION





TABLE 3. OFFENSIVE MUTATION

Roll D6. These mutations may give you the ability to fight more effectively or hamper your ability to defend yourself. This is often a popular place to use **Drift Dice**, staving off combat weaknesses and enhancing combat strengths at all costs...

1

CLOSE COMBAT MUTATION

The mutation affects Brawling or Melee Combat

PROCEED TO TABLE 3b:
CLOSE COMBAT MUTATION

RANGED MUTATION

The mutation affects Ranged combat.

PROCEED TO TABLE 3c:
RANGED COMBAT MUTATION

3

MUTATED BRAWLER

Any rolls that use the Mutant's BRAWL Combat Ability are modified.

PROCEED TO TABLE 1b: ROLL MODIFIER

7

MUTATED MELEE

Any rolls that use the Mutant's MELEE Combat Ability are modified.

PROCEED TO TABLE 1b: ROLL MODIFIER

10

BLOOD RAGE

The mutant has the Blood-Frenzy Boon and the Berzerk-Rage Flaw (see pg. 52).

14

4

NATURAL MELEE WEAPON

The creature has a natural close combat weapon that grows from its body. This could be anything from a knife to a Psi-Blade, but the GM has final say on what is or isn't acceptable.

PROCEED TO TABLE 3d: WEAPON TYPE
Roll to find out what kind of weapon it is.

THEN PROCEED TO TABLE 1d: BODY PARTS
Roll to find out where it grows from.

15

18

TABLE 3b. CLOSE COMBAT MUTATION

Roll 3D6. All modifiers to Attributes or Combat Abilities are cumulative, even if they cancel each other out.



TABLE 3c. RANGED COMBAT MUTATION

Roll 3D6. All modifiers to Attributes or Combat Abilities are cumulative, even if they cancel each other out.

16

WEAPON SAVANT

The mutant has an affinity for high tech weaponry and may recognize, use and even repair any unfamiliar weapons tech with a successful Mind + Mutant roll and the appropriate tools.

18

3

PRIMITIVE MARKS-MUTANT

The mutant does not understand or is unable to use high tech firearms and may only use primitive ranged weapons, like bows and slings.

5



TABLE 3d. WEAPON TYPE

Roll 3D6 for your inborn weapon. You may take any weapon of that Availability Rating or less, unless the GM forbids it for some reason.

6

MUTANT SHOOTER

Any rolls that use the Mutant's RANGED Combat Ability are modified.

PROCEED TO TABLE 1b: MUTATION MULTIPLIER

10

11

NATURAL RANGED WEAPON

The creature has a natural ranged weapon that grows from its body and functions as a single equivalent pistol sized or smaller weapon from the equipment section, subject to the Type roll (see below) and GM discretion.

If your weapon ever 'runs out of ammo,' it is out for the rest of the current adventure.

PROCEED TO TABLE 3d: WEAPON TYPE
Roll to find out what kind of weapon it is.

THEN PROCEED TO TABLE 1d: BODY PARTS
Roll to find out where it grows from.

3

COMMON

11

12

UNCOMMON

15

16

RARE

17

18

UNIQUE

15





TABLE 4. PHYSICAL MUTATION

All corruptions of the physical form are covered here. This is where the weird can really hit the road, so be prepared to be flexible and imaginative...

1 ALTERED STATE

The mutant has a gross malformity of a single specific body part...

ROLL D6

1-3 **BODY PART SHUFFLE:** A part of your body, or possibly a whole limb, projects from somewhere it normally doesn't.

PROCEED TO TABLE 1d: BODY PART. Roll to find out which Body Part moves and then roll again to find out where it moves to.

4-6 **GROWTH/SHRINKAGE:** One of the mutant's body parts is abnormally large or small.

PROCEED TO TABLE 1d: BODY PART. Roll to find out which Body Part is affected.

THEN PROCEED TO TABLE 1c: MUTATION MULTIPLIER

Roll to figure out how much bigger or smaller it is than normal.

The GM will determine what advantages or disadvantages the mutation imparts on a situational basis.

2

EXTRA BODY PART

The mutant gains an extra body part somewhere on its body.

The GM will determine what advantages or disadvantages the mutation imparts on a situational basis.

PROCEED TO TABLE 1d: BODY PART
Roll to find out what extra part you've gained and then roll again to find out where it's growing from.

3

GROTESQUERY

There is something odd about the mutant's appearance. This can be anything, from purple skin or eyes with multiple pupils, to a hunchback or feathers instead of hair. The player decides what exactly the mutation looks like unless the mutation is a Flaw, then the GM decides.

The effect is purely cosmetic, but can't be easily hidden and may affect Appeal rolls in a positive or negative manner as determined by the GM on a situational basis..

4

PHYSICAL ABILITY

The mutant gains a mutation (chameleon skin, fins, frog legs, etc.) that helps or hinders it in some physical task.

The player should pick a single physical ability or skill (hiding, swimming, jumping, etc.) and then roll to find out how much easier or more difficult it is.

PROCEED TO TABLE 1b: ROLL MODIFIER



5

MOVEMENT MUTATION

The mutant has an enhanced or retarded form of movement.

**PROCEED TO TABLE 4b:
MOVEMENT MUTATION**

6

WARPED MUSCULATURE

The mutants strength or reaction speed has been altered. ...

ROLL 3D6

3-4	STRENGTH OR AGILITY -2
5-7	STRENGTH -1
8-10	AGILITY -1
11-13	AGILITY +1
14-16	STRENGTH +1
17-18	STRENGTH OR AGILITY +2

TABLE 4b. MOVEMENT MUTATION

Roll 3D6 to determine what type of movement the mutation affects.

3

WARP

The mutant may teleport a certain distance by making a Mind + Mutant roll (-6 without LOS). The result of a failed roll is up to the GM, but should be inconvenient and possibly dangerous.

ROLL 3D6

3-4	10' WITHIN LINE OF SIGHT.
5-7	10 YARDS WITHIN LINE OF SIGHT
8-10	WITHIN LINE OF SIGHT
11-13	AS ABOVE, OR 10' WITHOUT LOS
14-16	10 MILES OR 100 YARDS W/O LOS
17-18	100 MILES

6

7

MUTATED PROPULSION

The Mutant has enhanced or reduced movement in a specific environment.

ROLL 3D6

3-6	AIR
7-11	GROUND
12-16	WATER
	SPACE
17	This includes Air movement, but does not include any kind of life support.
18	PHASE THROUGH SOLID OBJECTS GM's discretion on what type of materials can be phased through.

PROCEED TO TABLE 1c: MUTATION MODIFIER

Roll to see how much faster or slower this mode of movement is compared to standard human ground movement.

14

15

BURROW

The Mutant may burrow D6' per turn. The hardness of the substance moved through is based on the mutant's Strength:

1	SAND OR LOOSE SOIL
2	PACKED EARTH
3	CLAY
4	POROUS ROCK (LIMESTONE, ETC.)
5	CONCRETE
6	SOLID ROCK.

Mutants with this mutation may spend a **DRIFT DIE** to gain a perfect sense of direction as well.

18





TABLE 5. MENTAL MUTATION

If it involves your brain, your strength of will or how others perceive you, it can be corrupted here. Roll a D6...

2

DUAL BRAIN

The mutant has a second brain located somewhere in its body. On the upside, this means that you can always get a second opinion on most matters and that gives you a Bonus Die on all MIND related rolls.

The downside is that the second brain functions as an NPC with its own personality and goals. On occasion (GM fiat but at least once per adventure), the secondary brain fights for control and the mutant must make a MIND roll (without the Bonus Die provided by this mutation) or become an NPC for D6 hours.

PROCEED TO TABLE 1d: BODY PART

Roll to find out what body part contains the secondary body part.

3

PSYCHOLOGICALLY DISTURBED

The mutant has some serious mental disturbance, from phobias to full out psychotic breaks if this mutation is taken multiple times and combined.

The player chooses his mental disturbance unless this is a Flaw, in which case the GM decides what mental problem the mutant suffers from.

4



5

WARPED APPEAL

The mutant is abnormally appealing or repulsive due to appearance, instinctual behaviour or ability to understand and react properly in normal social situations.

PROCEED TO TABLE 5b: WARPED APPEAL

6

7

WARPED MIND

The mutant has a superior or inferior intellect or brain, which can actually cause the head to grow or shrink.

ROLL 3D6

3-4	MIND -3 FREAKISHLY TINY HEAD (3X).
5-7	MIND -2 ABNORMALLY SMALL HEAD (2X).
8-10	MIND -1
11-13	MIND +1
14-16	MIND +2 ABNORMALLY LARGE HEAD (2X).
17-18	MIND +3 FREAKISHLY HUGE HEAD (3X).

8

WARPED WILL

The mutant has an abnormally strong or weak will. This affects either the AP or PK (pick one).

PROCEED TO TABLE 1c: MUTATION MULTIPLIER

The mutant's AP or PK bonus from MIND is modified by the result rolled on that table..

If the mutant does not have AP or PK, then treat this result as a Warped Mind or Warped Appeal result, instead.

10

11

PSYCHIC ABILITY

The mutant has a single psychic ability equivalent in effect to a:

ROLL 2D6

1-6	Cantrip
7-9	First Magnitude Spell
10-11	Second Magnitude Spell
12	Third Magnitude Spell

This power must be detailed by the player (or GM in the case of a Flaw), may not be changed out and is the only power the mutant has unless they roll this mutation again or take a career that grants them psychic powers. The mutant has a PK equal to 10+MIND or the minimum amount to use their psychic ability, whichever is greater.



12

TABLE 5B. WARPED APPEAL

Roll a D6 to determine how attractive or repulsive the mutant is...

1

TERRIFYING

The mutant is so hideous to look at or exudes an aura so terrible that its APPEAL is replaced by the FEAR attribute at the same Rank.

When others encounter the mutant they must roll their MIND (careers that require bravery apply) with a negative modifier equal to your FEAR or run away in terror, cower or react negatively in whatever way the GM decides.

If the FEAR Attribute is twice the victim's MIND plus career rank, then they automatically flee or cower and, if they fail their MIND roll, they gain the Flaw: Psychic Trauma (see pg. 87) as well.

For the sake of game play, assume that the mutant's companions are used to its aura.

2

3

EXTREME REACTIONS

Any rolls that use the mutant's APPEAL are modified.

PROCEED TO TABLE 1b: ROLL MODIFIER

5

4

UNEARTHLY APPEAL

The mutant an unearthly air of Appeal. When others see it they must roll their MIND with a negative modifier equal to the mutant's APPEAL. If they fail they are automatically friendly and fawning towards it.

Any time the mutant act against those so entranced, however, they may attempt another roll to resist its appeal and act normally for the rest of the adventure.





TABLE 6. DEFENSIVE MUTATION

These mutations help or hinder the mutant in avoiding, absorbing or ignoring damage. Roll a D6...

1

RESISTANCE OR ALLERGY

The mutant is highly resistant or highly susceptible to a certain element, environmental factor or energy.

**PROCEED TO TABLE 6b:
RESISTANCES & ALLERGIES**

2

WARPED VITALITY

The mutant is hardy and hard to kill or frail, sickly and easily injured. This results in an increased or decreased Lifeblood total.

PROCEED TO TABLE 1c: MUTATION MODIFIER
The mutant's LB bonus from STRENGTH is modified by the result rolled on that table.

WARPED REFLEXES

The mutant has superior or inferior reflexes.

PROCEED TO TABLE 6c: WARPED REFLEXES

4

ABNORMAL LIFE SUPPORT

The mutant has evolved to require more or less of some natural requirement for human life.

**PROCEED TO TABLE 6d:
ABNORMAL LIFE SUPPORT**

5

NATURAL ARMOR/FRAILITY

The mutant has some sort of natural body armor or is exceedingly frail and susceptible to damage.

ROLL 3D6

3	TAKE D6 EXTRA DAMAGE FROM EVERY ATTACK.
4-5	TAKE 2 EXTRA DAMAGE FROM EVERY ATTACK.
6-10	TAKE 1 EXTRA DAMAGE FROM EVERY ATTACK.
11-15	THE MUTANT HAS 1 POINT OF ARMOR.
16-17	THE MUTANT HAS 2 POINTS OF ARMOR.
18	THE MUTANT HAS D6 POINTS OF ARMOR.

6

REACTIVE STRIKE

Whenever you lose Lifeblood, you unconsciously strike out at the nearest target within line of sight with a natural bodily attack unless you can make a Mind + Mutant roll to restrain yourself.

PROCEED TO TABLE 1d: BODY PART
This roll will determine what part of the mutant's body the attack issues from.

**THEN PROCEED TO TABLE 3:
OFFENSIVE MUTATION**
This roll will determine whether it is a melee or ranged attack.

THEN PROCEED TO TABLE 3d: WEAPON TYPE
This roll will determine what type of weapon the mutation mimics. Ranged weapons will be pistol sized or smaller.

TABLE 6b. RESISTANCES & ALLERGIES

Roll 3D6. Apply the results to a single environmental element (natural or man-made) like heat, fur, gold, plastic, etc. The element should be fairly general, so pollen is fine but pollen from a particular rare flower is not.

3

DEADLY REACTION

4

Exposure to the element or its radiations cause the mutant to lose 1 LB for every round exposed (this is in addition to any damage that might normally be caused by exposure).

5

MAJOR ALLERGY

7

Exposure to the element or its radiations cause the mutant to take a Penalty Die any roll it makes while exposed.

8

MINOR ALLERGY

10

Exposure to the element or its radiations cause the mutant to take a -1 modifier to any roll it makes while exposed.

11

RESISTANT

13

The mutant gets a +1 modifier to resist the effects of the element, or counts as having 1 extra point of armor against it.

14

HARDENED

The mutant may roll a Bonus Die when resisting the effects of the element, or counts as having 3 extra points of armor against it.

16



17

IMMUNITY

The mutant is totally unaffected by the element.

18





TABLE 6c. WARPED REFLEXES

The mutant has a abnormal nervous system that affects its agility and reaction time. Roll a 2D6...

SLOTH-THING

2

The Mutant has sloth-like reaction speed. Erase its current Agility and Defense scores and replace them with a score of -D3 each. It never runs.

3

WARPED NERVOUS SYSTEM

11

Any rolls that use the Mutant's AGILITY attribute and DEFENSE Combat Ability are modified.

PROCEED TO TABLE 1b: ROLL MODIFIER

12

THE BLUR

The mutant's reflexes are so fast that when they wish it, no-one can hit them with a melee or ranged attacks and they can even dodge explosions and blast waves assuming there is proper cover within thier movement range, which is quadrupled.

In order to do this, the mutant must spend the entire turn doing nothing but moving and the extreme wear on its body means that it loses D3 LB for each turn spent this way.

TABLE 6d. ABNORMAL LIFE SUPPORT

The mutant requires an abnormal amount of a specific substance to live. Choose the substance and then roll a D6:

INCREASED LIFE SUPPORT

2

Some abnormal substance (methane, water to breathe, etc.) is needed constantly or the mutant takes D3 damage per turn.

3

ADDICTION

The mutant requires some abnormal substance that is hard to acquire (blood, drugs, etc.). Failure to acquire it reduces LB by one point each day, which cannot be healed until the substance is acquired.

5

ABNORMAL METABOLISM

The mutant requires an abnormal amount of some standard physical requirement for the life of their species (air, food water, etc.).

PROCEED TO TABLE 1c: MUTATION MODIFIER

6

10

REDUCED LIFE SUPPORT

The mutant no longer needs one of the standard physical requirements for the life of their species (air, food water, etc.).

11

12





3.4 NANOZONES

In a world where nanotech has become a reality, machines seem capable of altering reality itself. When properly directed in their endless toil, nanoscopic robots, or nanites, can create and rebuild any material, repair biological damage on a cellular level and can even alter perception by interfacing with the human nervous system. When they are misdirected, however, either intentionally or by error, they are far more dangerous.

The post-apocalyptic remains of a society capable of producing nanotech pose a unique threat to those living in the Aftermath. Rogue nanite swarms, acting on their previous programming (which is often damaged or faulty) form Nanozones: living colonies of mutagenic force, disassembling, rebuilding and modifying everything that comes into contact with them.

Depending on the number, type and the programming of the individual nanites in the swarm, a Nanozone typically takes on one of three forms: Grey Slime, Warp Fields and Chaos Clouds. You can randomly determine the type and size of a Nanozone, by rolling a D6:

D6	NANOZONE TYPE	NANOZONE SIZE
1-3	Grey Slime	3D6 square feet
4-5	Warp Field	3D6x10 square acres
6	Chaos Cloud	D6x10' radius

GREY SLIME

This thick, viscous sludge is made from either the leftover remnants of a Grey Goo event or the result of nanites with extremely damaged or conflicting programming breaking down and converting whatever they touch into more of their kind.

Grey Slime can be found in large 'patches' and differs from Grey Goo in that its programming has 'mutated' to the point where it no longer converts rock, sand or other silica, preferring organic material and metals instead. As such, it acts as a sort of 'technological' version of the organic slimes and corrosive mineral oozes found in nature, breaking down organic and metal wastes. It cannot move, but clings to walls and

ceiling and can detect air vibrations caused by moving prey, which it will then attempt to 'drip' onto.

Grey Slime consumes living flesh at a rate of D6 LB per turn. This LB is permanently lost unless healed by psychic, mystical or technological means that can re-grow missing flesh. It eats through wood, bone and other hard organic materials at a slower rate of 1" per hour. Metal it positively devours, eating it at a rate of 1 point of protection per turn.

Grey Slime must be scraped off or destroyed by intense cold (like liquid nitrogen) or flame. It is considered to have a number of LB equal to its size in square feet for these purposes. Complete destruction is never totally ensured, and as long as one single nanite remains, there is a 2 in 6 chance that, with enough time and 'nourishment,' it will eventually re-grow.





WARP FIELD

Loose swarms of 'rebuilders' can sometimes lose the blueprint of whatever it was they were originally programmed to build. Confused, they gather and settle in a specific area and go about recombining everything within their 'territory' into new and disturbing forms.

The boundaries of the corrupted land can be recognized by the bizarre flora and fauna that live within it, most of which can no longer survive without the nanites continued influence. Metal flowers, animals with two heads and no rear end, and rocks with screaming human faces are just a few of the strange and disturbing sights to be seen there.

Characters must make a D6 roll upon entering a Warp Field and every 10 minutes after that. On a 1, the character is attacked by the swarm and gains the Flaw: Mutation. On a 2-6, they are ignored.



CHAOS CLOUDS

On very rare occasions, a swarm of nanites will get so large and dense, it forms a 'cloud computer' that becomes more than the sum of its parts. It becomes airborne as a fine, stringy mist, moving with purpose. Some of these clouds get so large they become Sentient Clouds, with self aware intelligence and diverse personalities.

The GM should treat a Chaos Cloud as a mobile Grey Slime or Warp Field. A Sentient Cloud should be treated as a highly intelligent, if strange, NPC. A sample Sentient Cloud can be found on page 142.

3.5 PSYCHIC PHENOMENA

It is a fact that most humans use less than 10% of the power of their mind. Sometime before or after the apocalypse, some folks, due to the extreme stress of events, exposure to radiation or by random mutation, may well learn to tap into that unused 90% and unleash powers previously unknown or relegated to cheap science fiction.

Although the source of Psychic Power is far different from that of magic, rule-wise it works in much the same way as Sorcery, using the rules found in chapter 8 of the BoL Rulebook. There are a few key differences, however.

PSYCHIC DISADVANTAGES

First of all, while anyone can learn sorcery, psychic potential is determined at birth and usually inaccessible without some sort of trauma or lengthy and intensive training to initiate it. To represent this in the game, if a character doesn't start out with psychic ability, they are unlikely to gain it later in life and can never take ranks in a psychic career without special GM permission. Indeed, those with psychic ability are so rare in some settings, that the GM may well restrict the number of players who can start as Wyrds.

The second difference is that even the lowliest Rank 0 Sorcerer can attempt Spells of the Third Magnitude so long as they have the Arcane Power and ritual requirements (although the chances of success are small and the consequences of failure are large). Psychics, however, are restricted in the effects they can generate by their rank:

PSYCHIC POWER RANKS

- Rank 1: Effects similar to Cantrips**
- Rank 2: First Magnitude Effects**
- Rank 3: Second Magnitude Effects**
- Rank 4+: Third Magnitude Effects**

Rank 0 psychics can't generate effects but are psychically sensitive and, with a successful MIND roll, can detect the use of psychic powers and try to track psycho-spoor to its source.

Another important difference between psychics and Sorcerers is that Sorcerers can reduce the cost of their spells by fulfilling casting requirements through things like items of power, self-flagellation or human sacrifice. Psychics can't do this.



PSYCHIC ADVANTAGES

With all these restrictions, it's little wonder that many people turn to sorcery as a relatively easy road to power, but despite these disadvantages, there are a number of distinct advantages to using Psychic Powers over Sorcery.

Psychics can store psychic energy in special psychically conductive 'talismans' and use the energy later in place of their own internal power.

Furthermore, it is possible (though very difficult) to build certain talismanic items that are powered by or channel the user's psychic energy into other uses. The most common of those are psychic weapons that allow the user to channel their PK into them for massive amounts of damage (see the Equipment section for further information on Psycho-Active equipment).

Another huge advantage Psychics have is that they may use their powers for Healing purposes, for

themselves or others, which is something sorcerers are incapable of doing with magic, removing 1D6 points of LB damage for every level of Magnitude. This makes Wyrds slightly more popular than their sorcerous counterparts (assuming the local populace takes the time to notice the difference before burning them as a witch).

And most importantly, Psychics don't have to make deals with demons, sacrifice living beings, or damn their immortal souls when using their powers (and, as a result, gain no Flaws from taking Wyrd Ranks), which should be a big plus in anyone's book.

PSYCHIC POWER (PK)

Instead of Arcane Power, Psychics have 10 + their rank in Psychokinetic Power (PK), which they use to power their 'spells' in the same way and at the same costs. Psychics cannot be sorcerers and vice versa. You may not power Arcane spells with PK or Psychic ability with AP, either. You must choose one discipline or the other.

PSYCHIC DAMAGE

Damage caused by Psychic Powers is as mental as physical and anyone who is taken below 0 LB by psychic damage has a chance of suffering permanent mental trauma. They must make a Mind test (with a negative modifier equal to the amount of damage they have taken below 0) or gain the following Flaw:

FLAW: PSYCHIC TRAUMA

Psychic overload has given you a mental disorder or insanity, chosen by the GM. This could range from OCD like behavior to multiple personalities or even full blown psychotic behavior if this Flaw is taken multiple times (which it can be).

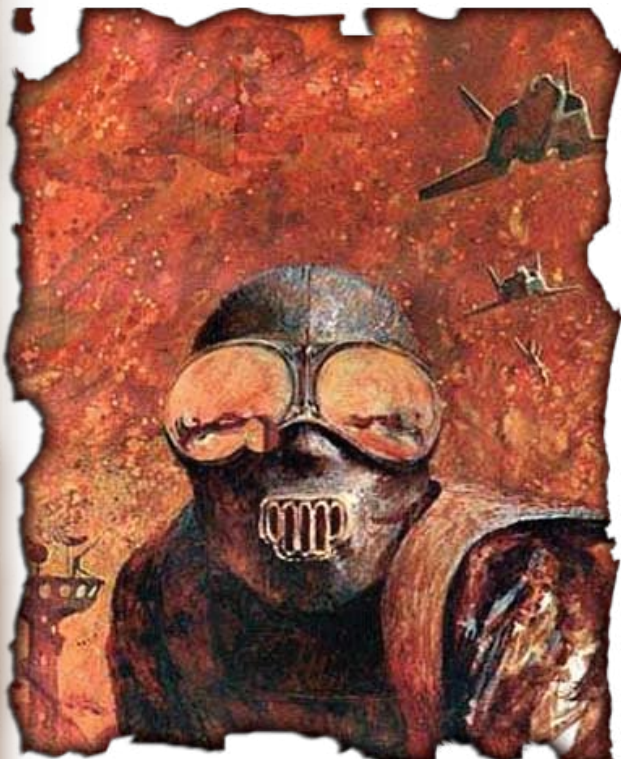




3.6 RADIATION

In a post-apocalyptic setting where nuclear weapons may have been used or where the ozone is so thin that UV and cosmic radiation constantly bombard the planet, day to day survival is complicated by the need to identify and avoid 'Rad-Zones.'

Even in settings where the apocalypse was entirely unrelated to nuclear energy or cosmic radiation, there can be areas contaminated by radioactive materials formerly housed in the broken casings of ancient machines, like X-ray devices or abandoned bombs, or exposed by geologic upheavals.



THE INVISIBLE ENEMY

Radiation, depending on the type and intensity, can be incredibly deadly to living organisms and can damage electronics as well. In settings with a more fantastical bent, exposure to certain rare types of radiation might even cause spontaneous mutation, twisting the unwary into monstrous forms within a few hours of exposure, or set off waves of random magic and psychic disturbances.

RAD-ZONES

Areas of radioactive contamination are called Rad-Zones. Each Rad-Zone has three identifying traits: Radius, Intensity and Type. You can choose these three traits for yourself or generate them randomly by rolling 2D6 once for each category on the following chart:

2D6	RADIUS	INTENSITY	TYPE
3-4	Direct Contact	1	Paranormal
5-7	3D6'	2	Mutagenic
8-10	3D6 Yards	3	Lethal
11-13	3D6x10 Yards	4	Lethal
14-16	3D6 Miles	5	Mutagenic
17-18	3D6x10 Miles	6	Paranormal

RADIUS: This is how far out the initial belt of radiation (at the base intensity) extends from the source. Depending on the type of radiation, it may just stop right there or it might extend further, reducing intensity by 1 or more levels for every range band past the first.

This should be determined by the GM as needed for the story, so he might have the characters slog through increasing levels of radiation to get to the source or they might find a small device that irradiates an entire room at Intensity 6 without spilling so much as a single particle into the adjoining hallway. Do what you need dramatically and don't let physics get in the way of a good encounter.

INTENSITY: This is how strong the radioactive emissions are. For every hour a character is exposed to radiation, they must make a Strength test at a negative modifier equal to the Intensity or suffer the short and long term effects given under the appropriate radiation type. NOTE: All radiation effects ignore armor (unless it's full-body lead, but then you have other problems).

TYPE: In real life, radiation is debilitating and deadly with any long term genetic corruption usually showing up as cancer, not a third eye or the ability to pick things up with normally non-prehensile parts of your anatomy. In our game reality, however, some



exotic types of radiation can have some rather bizarre effects, from the mutagenic to the supernatural. The different types are detailed below

NOTE: For those settings devoid of the supernatural, the GM can treat the Paranormal result as a combination of Mutagenic + Lethal (applied simultaneously). For those GMs who want a deadly realistic portrayal of radiation without any weirdness or spontaneous mutation at all, then treat all results as Lethal.



LETHAL RADIATION

Basic radioactive particles shoot through a human body like sub-atomic cannon-balls, causing dizziness, nausea and headaches, killing white blood cells and, at higher levels, destroying major internal organs and totally eradicating bone marrow. If exposed, the best you can do is to minimize the length of exposure and hope the long term damage isn't too extensive.

DAMAGE: D6+Intensity

SHORT TERM EFFECTS: Roll over the Intensity on a D6 or lose all your body hair over the next D6 days and suffer a negative modifier equal to the Intensity on all your rolls for the next D6+Intensity days.

LONG TERM EFFECTS: At the end of the adventure, you must roll equal to or over the intensity of the strongest radiation you were exposed to on a D6. If you fail, you are scarred internally and externally from your exposure to radiation. You lose a number of points from your character equal to half the Intensity of the Radiation (rounded up). You may take these points from any Attribute, Combat Ability or Career.

MUTAGENIC RADIATION

Some rare types of radiation don't destroy DNA, but energize it and kick it into high gear, forcing the cells of the body into a super-evolutionary state, warping the victim in a matter of days or even hours.

DNA is so sensitive in this highly charged state that it can actually start to take on and mimic elements from the surrounding environment and a traveler unknowingly lying down to rest in a radiation hotspot may well wake up with grass growing out of his head like a Chia-pet.

DAMAGE: Intensity

SHORT TERM EFFECTS: Roll over the Intensity on a D6 or gain the Flaw: Mutation. The GM should roll the mutation secretly and slowly reveal it during the current adventure. The mutation will take full effect at the start of the next adventure.

LONG TERM EFFECTS: At the end of the adventure, you must equal or beat the intensity of the strongest radiation you were exposed to on a D6. If you fail, you must spend a permanent Hero Point to avoid devolving into a mindless mutant monstrosity that terrorizes the land.

PARANORMAL RADIATION

Arcane Energy pulses along mystical fissures called Ley Lines which crisscross the earth. The energy from these lines of force can be absorbed into certain special stones which radiate the energy in the same manner as plutonium or radium.

Likewise, the background mental radiation of millions of living creatures tends to collect in certain types of crystal, where it can be drawn forth by those who can tap their power. The GM will choose whether the Rad-Zone in question is Arcane or Psychic in origin.

Unfortunately, for those who cannot draw on supernatural forces, a whole world





of supernatural hurt awaits them as their minds are assailed by psychic force or magical energies course through their bodies. Even wizards and wyrds can find themselves in trouble in higher Intensity zones if they are overloaded by the mystical energies.

DAMAGE - ARCANE: Take a Mind test (+Sorcerer Ranks – Intensity) or take D6 damage.

DAMAGE - PSYCHIC: Take a Mind test (+Wyrds Ranks – Intensity) or take D6 damage.

SHORT TERM EFFECTS - ARCANE: Sorcerers can reduce the casting cost of their powers by the Intensity of the Rad-Zone (to a minimum of 1 AP) if they avoid the damage above. Sorcerers who fail to do so, as well as all non-sorcerers, will find their random thoughts and emotions translated into reality in the form of a spell cast at random by the GM, with a magnitude equal to the Intensity/2 (round down, 0 magnitude spells are Cantrips).

SHORT TERM EFFECTS - PSYCHIC: Wyrds can reduce the casting cost of their powers by the Intensity of the Rad-Zone (to a minimum of 1 PK) if they avoid the damage above. Wyrds who fail to do so, as well as all Non-Wyrds, will find their minds assailed by distracting psychic phenomena and take a negative modifier on all their rolls equal to the Intensity of the area.

LONG TERM EFFECTS - ARCANE: At the end of the Adventure, characters must equal or beat the highest Intensity of radiation you were exposed to on a D6 or gain the Flaw: Mutation.

LONG TERM EFFECTS - PSYCHIC: At the end of the Adventure, characters must equal or beat the highest Intensity of radiation you were exposed to on a D6 or gain the following Flaw: Psychic Trauma (see the Psychic Power rules on page 86 for more information).

3.7 VEHICLES

Many post-apocalyptic settings are rife with all sorts of vehicles based upon the salvaged remains of Before-Time technology. Meks used degraded technical knowledge, scavenged parts and mad ingenuity to keep the 'chariots of the ancestors' in working order. In fact, entire campaigns can be based around trying to find fuel and parts to keep existing vehicles running.

VEHICLE DESIGN 101

Considering the makeshift nature of vehicles in the Aftermath, no two vehicles are ever exactly alike. However, this being a game and all, we need some general way of describing the most important functions of a vehicle and a way to build upon them in a consistent manner.

Remember that the GM has final say on all design decisions, so if he says there are no vehicles larger than SIZE 3 or that Space movement is right out in his setting, then that's the way it is.

MOVEMENT MODE

The first thing you have to determine is the vehicle's primary mode of movement, chosen from Land, Water, Air or Space (which does not include any fancy maneuvering in the atmosphere although it does include life support). You can only choose one, but certain upgrades will allow you to choose extra modes so that you can have your flying boats and space cars.

SIZE

Next, you must choose how big the vehicle is. This will determine a number of basic facts about the vehicle such as its structural integrity, how many upgrades it can carry, and how painful it is when it runs into you. Some examples are given on the **Comparative Vehicle Size Table**.

Vehicles that are SIZE 0 are considered 'Small' while vehicles of SIZE 1-6 are considered 'Standard.' The difference between the two is similar to the difference between Rabble and PCs and the rules will tell you when this difference comes into play.



COMPARATIVE VEHICLE SIZES

SIZE	LAND	AIR	WATER	SPACE
0	Motorcycle	Jet Pack	Kayak	EVA Suit
1	Car	Glider	Motorboat	Space Pod
2	SUV	Light Aircraft	Speedboat	Interceptor
3	18-Wheeler/ Tank	Jet Fighter	PT Boat	Fighter
4	Super-Heavy Tank	Gunship	Escort	Gunboat
5	Scout Cybertank	Transport	Destroyer	Escort
6	Assault Cybertank	Bomber	Frigate	Frigate

There are also larger vehicles (mostly spacecraft but also mobile cities and moving mechanical islands and the like) that reach sizes of 7-12 and are classified as 'Massive' vehicles. There aren't any detailed in BotA, being, as they are, more appropriate as adventure sites rather than enemy vehicles to skirmish with.

If you really want to use Massive Vehicles, however, say for a post-apocalyptic version of a run on the Death Star, the rules are basically the same. Just double their final SS total after creation and treat all Standard Vehicles as 'Small' when acting or acted upon by a Massive Vehicle.

VEHICLE ATTRIBUTES

The attributes below define a vehicle's basic specifications. Most of these will have a starting value of 0, but you may improve them by using points from your Customization Pool (described hereafter) up to the MAX value given.

POWER (POW): This represents the vehicles raw power based on engines, mass and other factors. You may add the Power of the vehicle as a damage bonus when ramming or using vehicle weapons. A Vehicle also has a Strength rating = SIZE + (POWx5).

BASE: 0
MAX: SIZE

MANEUVER (MAN): This is how agile the vehicle is, how quickly it responds to the driver and reacts to other vehicles. It is used to determine how many vehicle actions a character can take during a round.

BASE: 1
MAX: (12-SIZE)/3

SPEED (SPD): The number of range bands the vehicle can 'move' with a Maneuver action.

BASE: 0
MAX: POWER - (SIZE/2)
AIR & SPACE: Multiply SPD by 2.

RAM RATING (RAM): This number will determine how much damage the vehicle can give and take in a collision.

BASE: SIZE+POWER/2 (Minimum of 1)

SUPER STRUCTURE (SS): How tough a vehicle is and how much damage it can take. Basically this is the vehicle's Lifeblood.

BASE: 10 + (SIZE x 3)





THE CUSTOMIZATION POOL

Once you have your base Attributes figured out, you gain 4 + SIZE points to further refine your vehicle in much the same way as a starting PC. You can spend the points on any Attribute, with no limit outside of the size of your pool and the MAX rating for the individual attribute.

MODIFICATIONS

There are two types of vehicle modification.

UPGRADES represent weapons, special equipment, unique features and enhanced capabilities present in your vehicle. **DOWNGRADES** represent flaws or weaknesses in the vehicle.

A vehicle may be equipped with a number of Upgrades equal to its SIZE x 3 (minimum of 1). Each upgrade has a minimum TL which will tell you if the upgrade is appropriate for the setting, but the GM has final say on what is and isn't available. You may take an extra Upgrade for every Downgrade you take.

The limit on Upgrades represents space and power supply limitations, but the GM is free to build, or allow the players to build, vehicles with more or fewer upgrades. Perhaps the extra upgrades represent alien or advanced archeotech that requires less power or room?

The Robot Carnival on pg. 135 is a good example of Upgrades gone wild and the ability to build something like it should be completely out of the reach of the PCs.

The GM should also feel free to make the PCs buy each individual Upgrade and saddle their vehicles with any number of extra downgrades. If he wants to land the PCs with a clapped out old banger with multiple flaws and force them to scratch and claw for every fix and piece of equipment then he is well within his rights to do so (and in many settings that might be most appropriate).

Modifications are listed and described in the Equipment section, starting on pg. 128...

NEW VEHICLE: KANNIBAL KLOWN CYCLE

To give a working example of vehicle design, we're going to create a vehicle for the fearsome Kannibal Klowns (see pg.140). To start out, we're going to determine the TYPE and SIZE of the vehicle.

Let's envision a single large gyroscopically balanced wheel with the rider sitting and controlling the vehicle from its center. Obviously, this will be a Land vehicle, and we don't want it to be too large, about the size of a motorcycle with the wheel surrounding it, so we settle for SIZE 0. This immediately gives us the following Attributes:

KANNIBAL KLOWN CYCLE - BASE		
LAND		<u>MODIFICATIONS</u>
SIZE	0	
POW	0	
MAN	1	
SPD	0	
RAM	1	
SS	10	

Now we get to customize our vehicle. Our pool isn't very large, a mere 4 points, but considering that the vehicle is really a fast attack sort of craft, we'll pour those points into POW (1), MAN (2), and SPD (1). We get a little boost to our weapons damage, a good number of actions each round, but only a small amount of speed. Our vehicle now looks like this:

KANNIBAL KLOWN CYCLE - CUSTOMIZED		
LAND		<u>MODIFICATIONS</u>
SIZE	0	
POW	1	
MAN	3	
SPD	1	
RAM	1	
SS	10	

Now we need to Upgrade the vehicle with some equipment and weapons. Multiplying our SIZ (0) x 3 nets us 0 Upgrades, raised to the minimum of 1. Not a lot to work with, but we can always take some Downgrades to add more.

Looking in the Vehicle Upgrades portion of the Equipment section, we find and add **DA BIG GUNZ** Upgrade. Choosing from the list we get a Minigun, which we will have facing forward. The GM determines that this is appropriate (as opposed to, say, a Howitzer) and allows it.

Next we want to up the Speed and Maneuverability of our Klown Cycle, so we add a **TURBO-BOOSTER** (+1 SPD) and **ENHANCED MANEUVERING** (+1 MAN). Again the GM approves, but tells us that we must now take Downgrades as we are two Upgrades over our limit.

Seeing that motorcycles in general, and gyroscopically balanced mono-wheels in particular, are not really built for ramming, we take the **FRAGILE** Downgrade which means we will automatically crash and potentially kill ourselves if should we manage to Ram another vehicle.

To add to the fragility of our mono-cycle, we take **PAPER TIGER** as our final Downgrade, reducing the amount of SS damage the vehicle can take by 2. And with that, our final vehicle looks something like this:

KANNIBAL KLOWN CYCLE - COMPLETE		
LAND		<u>MODIFICATIONS</u>
SIZE	0	Mini-Gun (FWD, D6, AC4, AP2) Turbo-Booster (SPD+1) Enhanced Maneuvering (MAN+1) Fragile (No Ramming) Paper Tiger (SS-2)
POW	1	
MAN	4	
SPD	2	
RAM	1	
SS	8	



HEAVY METAL DESTRUCTION

The desperate search for resources is part and parcel of a good post-apocalyptic setting, but the whole point of scrabbling in the dirt and ruins searching for vehicle parts is to ‘pimp’ your ride so you can start blowing things away Road Warrior style.

Vehicle combat can be as simple as telling the GM what you want to do and then rolling a few dice in the normal **BoL** way and this is preferred for small one on one conflicts or settings where vehicles are uncommon. The following rules are for larger, much more tactical and detailed conflicts found in post-apocalyptic settings where vehicles and vehicular combat are the center of attention.

To use this system, you’ll need a vehicle sheet and some sort of counter or marker for each vehicle (or vehicle squadron) involved. The GM might also want to use a Master Range Track as well, but that is entirely optional.





THE RANGE TRACK

On each vehicle sheet is a small band of boxes at the bottom. This is the **RANGE TRACK** and it is made up of 11 separate sections called **RANGE BANDS**.

The **RANGE TRACK** is an abstract representation of the 'area of battle' with the center of the conflict occupying the Close Quarters Battle, or CQB, box and the fringes of the conflict represented by the two **SENSOR** range boxes.

Each **RANGE BAND** within the track represents a progressively larger band of distance or area which gets wider as you move from the center so that vehicles in the **CQB RANGE BAND** are within spitting distance of other vehicles in the same **RANGE BAND** but a vehicle at **SENSOR** Range is well beyond the visual range of the center of the conflict.

For a general idea of how much distance is covered by each Range Band, see the Table below:

VEHICLE COMBAT RANGES	
5: SENSOR	Beyond visual.
4: VISUAL	The Limit of Visibility.
3: SNIPER	600ft.
2: SMALL ARMS	300ft.
1: SHORT	100ft.
0: CQB	10ft.

Of course, these ranges are relative, so while the vehicle at **SENSOR** range cannot see other vehicles at **CQB** range, it treats vehicles in the same **SENSOR** band as itself as though they were range '0,' although the time it takes for engagement and other actions to occur in larger bands is lengthy relative to the same actions in smaller ones.

The GM will determine which **RANGE BAND** everyone starts in at the beginning of battle and the players will set their markers in the appropriate spot on the vehicle sheet. Once the initial ranges are determined, the battle is ready to commence.

RANGE BANDS IN DETAIL

RANGE 5 - SENSOR

At this range the target is too far away to see with the naked eye. Only enhanced targeting systems can detect the enemy and all weapons fire is indirect, like Artillery, or requires fire-and-forget seeking weapons like missiles.

This distance is highly abstract and could represent artillery pieces shooting from 10 miles away or a Spacecraft shooting from orbit, but the GM will determine just how far away a vehicle can be and still engage the target in question.

RANGE 4 - VISUAL

This is the limit of visual range. Again, this is variable for the size of the target and the optical capabilities of the observer, but it covers ranges at which guided weaponry, and snipers with the absolute best in long range personal weaponry, can operate undaunted by anything but terrain and the curve of the horizon.

RANGE 3 - SNIPER (600')

This is the range that sniper fire and heavy weaponry are most effective at engaging the enemy, out of range of all but competing heavy weaponry and other snipers.

RANGE 2 - SMALL ARMS (300')

This is the range at which most small arms combat occurs. It's just close enough to see the enemy but try to stay unseen and marksmanship counts a great deal more than spraying and praying.

RANGE 1 - SHORT (100')

Within this range, primitive and thrown weapons like bows, grenades and hand axes become effective. Firearm combat becomes increasingly deadly in such close proximity and those using small arms typically sacrifice aim for weight of fire.

RANGE 0 - CQB (10')

At this point, you are stuck in with the enemy, close enough to spit in their eye and strike at them in any way you can.



RANGE TRACK EXAMPLE

The Alien is at Sensor Range and that means he is beyond the curve of the horizon when it comes to the center of battle, represented by the CQB Band.

The Plant man in Band 2 is (5-2=) 3 Range Bands away from the Alien and so they are considered to be at Sniper range to each other, relatively speaking. Range band 5 is huge, however, so it will take some time for the Alien to close with the Plantman and this is reflected in initiative.

In Initiative, The Road Warrior and Mutant are both in the same Range Band, but the Road Warrior has a faster vehicle, so he goes first, followed by the Mutant, then the Plant Man.

The Alien and Soldat are both in Range Band 5 in SPD 5 aircraft, so both compare their relevant Careers to see who goes first. It turns out the Soldat is a better Air Warrior, so the Alien is left going dead last (hopefully not literally)...



THE ROUND SEQUENCE

The different **RANGE BANDS** also delineate turn order, with Vehicles in the CQB box going first, followed by those at Short range, then Small Arms and so on. This reflects the relative size of the various **RANGE BANDS** in distance and area.

As an example, the action in the tiny CQB band is fast and furious and two foes can get to grips with each other very quickly but it might take a long time for two foes in the **SENSOR** band to get to each other or to move closer to the center of battle, i.e. the CQB Band. So long, in fact, that all the other action on the battlefield is long resolved before they even get a look in.

If multiple vehicles share the same **RANGE BAND**, then use their **SPD** to determine which one goes first. If these are equal, then use the highest relevant career of the driver or pilots. If these are also tied, dice off to determine who goes first.

Once a vehicle's turn comes around, it may take a number of actions equal to its **MAN** rating. There are 12 different actions that may be taken:

VEHICLE ACTIONS	
ATTACK (1/Weapon)	Fire a Single Weapon
BRACE FOR IMPACT	Reduce Damage to Crew
DAMAGE CONTROL	Repair Damage
ESCAPE	Try to Leave the Battle
EVASIVE MANEUVERS	Reduce Enemy To-Hit
INTERCEPT	Protect an Ally
LOCK ON	Aim at a Specific Enemy
MANEUVER (1/RND)	Move on the Range Track
NARRATIVE ACTION	Improvise an Action
PURSUE	Tail an Enemy
RAM	Ram an Enemy
SHAKE PURSUIT	Break an Enemy's Pursuit





Actions may be taken in any order and, unless stated otherwise in the action description, they may be used multiple times. Once a vehicle has used a number of actions equal to its MAN rating, it is 'exhausted' for the turn and the marker should be flipped, turned, or marked in some way to signify this.

Once the last vehicle in the farthest **RANGE BAND** has acted, the round ends and a new one begins. Rinse and Repeat.

VEHICLE TESTS

Whenever the following rules tell you to make a Vehicle Test, you are going to use whichever Attribute the GM determines is appropriate along with the Career that best suits the vehicle you're using. If, for instance, if you are making a Vehicle Test to avoid crashing, the GM might ask you to roll your Agility + Road Warrior Career if you're driving a car or Strength + Air Rider if you're working a flying contraption powered by your arms.

CRASHING

Sometimes vehicles crash, usually as a result of a failed Vehicle Test. When this happens, treat the vehicle as though it were Ramming whatever it is that the vehicle runs into, including the ground. Treat solid objects as having a size of D3 + the SPD the vehicle was travelling at the time of the crash. If you're feeling really ugly, add 1 to that for every 50 feet the vehicle falls as well.

VEHICLE DAMAGE

NPC Vehicles that reach 0 SS are destroyed unless the GM decides otherwise and it is up to said GM to determine what is and isn't salvageable from the ensuing wreckage. A car destroyed by another car might yield a treasure trove of valuable parts, while a car that falls victim to an Assault Cybertank will likely leave nothing more than a smoking hole in the ground.

PC Vehicles that reach 0 SS are totally non-functional and only emergency systems are available. For every point of damage taken into the

COMBAT EXAMPLE

A Command Post has picked up a hostile CyberTank on its scanner and combat commences.

1. The CP, being at the center of the conflict (RB 0) gets to go first. Unfortunately, it has no weapons and cannot move, so it uses a **NARRATIVE ACTION** to call for help from supporting forces.
2. The Hovertank hears the call and, being at RB 2, gets to go next. It has MAN 3, so it can take three actions. It **MANEUVERS**, using its SPD of 3 to move to RB1 on the other side of the CP. It then **ATTACKS**, using its Suncannon.

The Range is $(4-1=) 3$ so the Cannon must be used in Burst mode to reach the target. The pilot fires, rolling a 4. Adding his Road Warrior Rank of 3, his Agility of 1 and the Range Modifier of +0, he misses with an $(4+3+1=) 8$. Finally he uses the **INTERCEPT** action to protect the CP for a turn.

3. The Cybertank rumbles forward (**MANEUVER**) and finds a fool in between it and its target. It has 2 actions left, so it decides to fire on the Hovertank (**ATTACK**) with one. Using its ARGOS system, it can fire 4 weapons at once so it fires all of its Blaster Cannons at the hapless crunchy.

It rolls a 9, 3 and 10 (no doubles). Adding its Career and Attribute ranks (+4) and a +1 for Short range, that makes 2 hits. The Damage for the Blaster is $2D6 +$ the Cybertank's POW of 4. He rolls for both shots scoring $(6+4=) 10$ and $(9+4 =) 13$ point hits.

The Blasters PEN of 3 punches right through the Hovertanks armor and the the combined 23 points of damage blow its 20 point SS to smithereens.

With one action remaining, the Cybertank fires off

negative, a Vehicle Test should be made with a modifier equal to the negative damage. On a failure the vehicle is completely destroyed beyond repair (preferably in a suitably large fireball) along with anyone inside it.



COMMAND POST



HOVERTANK

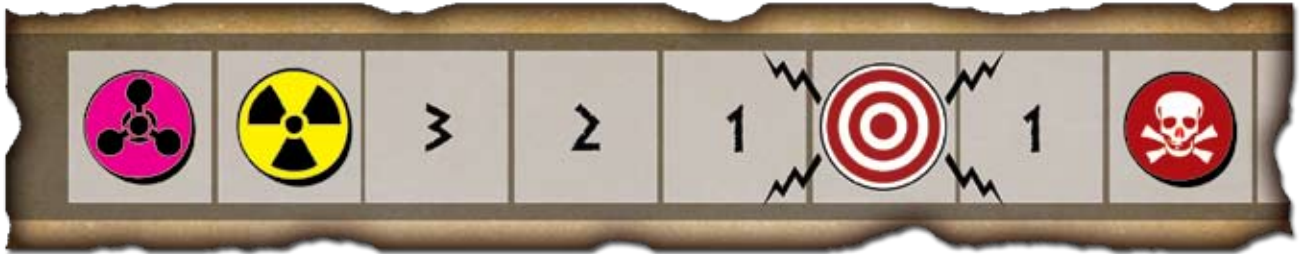


GRENDAL CYBERTANK



JET FIGHTER

1



2



3



its Railguns (ATTACK) at the CP (scoring a 12 and a 10) and destroys it with the first shot. It then awaits the retaliation of the incoming Fighter.

4. The Jet Fighter at RB 5 has finally crossed into the battlezone to defend the CP only to find a smokey hole where the CP used to be. It could try to engage

the Cybertank, but it decides to retreat by using an ESCAPE action. As the Cybertank is too close for a full escape, the fighter may, instead, move *it* back a number of spaces equal to its SPD of 3.

It uses a second Action to successfully ESCAPE again, and, well beyond Sensor Range, it flies away from the scene of battle...





VEHICLE ACTIONS IN DETAIL

What follows are the 'suggested rules' for various vehicle actions.

Like most rules you can use or ignore them as you wish and play them off the cuff using the general descriptive info found on the **Action Table** on pg. 95 without even looking twice at this section. In fact, you might just use the NARRATIVE ACTION for everything, dumping the rest and playing it totally by ear. For those who want a little more guidance, however...

ATTACK

This action allows the vehicle to use one of its weapons, each of which can be used once per round. Use the firing character's **Ranged Combat + Vehicle Career Rank**.

Damage caused is equal to the weapon damage + the POW of the vehicle, representing the fact that larger and more powerful vehicles actually carry increasingly larger or more powerful batteries of weapons than those carried by smaller vehicles.

MIGHTY SUCCESS: Destroy, drive off or disable 1D6 vehicles half your size or smaller in a single **RANGE BAND** or do an additional 1d6 damage to a single vehicle larger than that.

LEGENDARY SUCCESS: Destroy, drive off or disable 2D6 vehicles half your size or smaller in a single **RANGE BAND** or do an additional 2d6 damage to a single vehicle larger than that.

BRACE FOR IMPACT

Crew Damage and Casualties are halved [rd] for the rest of this round (assuming you are using the optional Crew Damage rule). This action can only be taken once per round.

DAMAGE CONTROL

On vehicles of **SIZE 5+**, the vehicle crew can mend D6 SS damage, heal 2D6% Crew, fix 1 point of Attribute or Ability damage or repair 1 damaged System. You may take this action once for

every category (SS, Crew, Attribute, etc.) per round. If the vehicle is Size 4 or smaller, the characters will have to make these repairs themselves by making an appropriate test.

ESCAPE

If a vehicle is at **SENSOR** range and its nearest enemy is at **CQB** range or further, the driver/pilot may make a *VEHICLE TEST* and if successful, escapes the battle-zone. Alternately, if you are at **SENSOR** range and an enemy is closer than CQB range, you may move their token a number of spaces away from you equal to your SPD.

EVASIVE MANEUVERS

If the vehicle driver/pilot can pass a *VEHICLE TEST*, they may increase their DEFENSE by 1 until the start of their next turn.

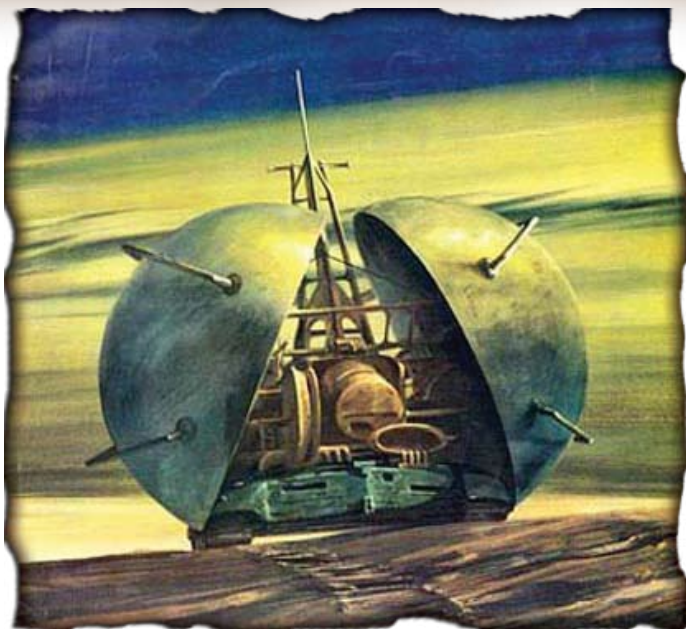


INTERCEPT

By making a *VEHICLE TEST*, you may interpose your vehicle between one of your allies in the same or adjacent range band and a single opponent, forcing the enemy to engage you until the end of your next turn. If they do try to engage the original target, you may interrupt them and take a free Action.

LOCK ON

The vehicle adds +1 to its to-hit rolls for a single target until your next turn. You may only lock onto one vehicle per round.



MANEUVER

Shift your vehicle counter 1 space on the range band for each point of SPD your vehicle has. You may never maneuver your counter off of the track unless you succeed at an **ESCAPE** action.

You may only **MANEUVER** once per round.

NARRATIVE ACTION

This is a catch all action that allows for any other action not covered by the ones already given, like holding an action to use later in the turn or performing some special trick maneuver.

It is completely up to the player to come up with something suitable and the GM to decide whether it is possible and what sort of test is required to pull it off (if any).

EXAMPLE. *'Angry' Ansell, in his V9 Interceptor is being pursued by a Kannibal Klown on a Monobike and can't seem to shake him. He decides to do a 'bootlegger reverse' so that he can fire his forward mounted machine-guns and then run the bastard over.*

The GM decides that Ansell needs to make a DEMANDING AGILITY + ROAD WARRIOR roll. If he succeeds, he will break pursuit and be allowed to fire on his pursuer as a single action. If he fails, his vehicle will go out of control and he will lose the rest of this turn and all of the next trying not to crash...

PURSUE

If you are within two range bands of an opponent, you may make a vehicle test with negative modifier equal to the opponent's **ATTRIBUTE + VEHICLE CAREER** in order to pursue them.

If you succeed, you are now in pursuit until you decide to stop the pursuit or the opponent successfully uses the **SHAKE PURSUIT** action. Your pursuit will be to the rear unless you are in the same range band as your quarry, in which case, you may decide to 'shadow' your opponent from the side.

While pursuing, you may immediately take a single free Maneuver action immediately after your target takes one. In addition, you may add +1 to all attempts to attack or ram them and they may not attack you with weapons unless they are rear facing (or facing the appropriate side, if you're shadowing).

RAM

If the vehicle is at CQB range with an opponent, it may attempt a ram. Both vehicles make a Vehicle test. If the ramming vehicle wins, it does a number of D6 in SS damage to its target equal to its RAM rating – the Target's SIZ. It also does that same number of D6 in Crew Casualty Percentage and causes 2D6-3 damage to all characters.

The ramming vehicle itself suffers a number of D6 in SS damage equal to the target's SIZ/2[rd], the same number of D6 in Crew Casualty Percentage and D6 damage to each character.

Small Vehicles only do ¼ their normal RAM damage to Standard vehicles.

SHAKE PURSUIT

If being pursued, you may make a vehicle test with a negative modifier equal to the opponent's **ATTRIBUTE + VEHICLE CAREER**. If you succeed, you break the pursuit.





OPTIONAL RULES

The following rules add a little more detail and complexity to the vehicle combat rules, but are totally optional and modular. Use what you like and ignore the rest...

CREW DAMAGE

The vehicles crew may also take damage from any damaging hit of 5 points or more. For characters, this is equal to D6-3 LB per hit as they are thrown about and hit by flying bits of console. On larger (Size 5+) Vehicles that require large numbers of personnel, the NPC crew will take casualties equal 2D6% per hit. Character wounds are handled as normal, crew casualties are marked of and will slowly degrade the vehicles function at the following rate:

VEHICLE CASUALTY RESULTS	
25%	Crew Disrupted: All the ships rolls suffer a -1 modifier.
50%	Heavy Casualties: As above and all rolls take a Penalty Die
75%	Skeleton Crew: As above. The ships POW and MAN are halved.

PERFORMANCE LIMITS

When using this option, the ability of the vehicle is as important as the skill of the person using it. After all, even the greatest Road Warrior in the world will find himself constantly out matched and outclassed when driving a Morris Minor or Chevy Nova.

When making a Vehicle Test, the character cannot gain a bonus from their career higher than MAN rating of their vehicle. So even a character with a Road Warrior Career rank of 5 will only get a + 3 to his roll when using a vehicle with a MAN of 3. To use his full 5 ranks, he'll need a vehicle with a 5+ MAN...

SYSTEM STRIKES

By taking a Penalty Die to their roll, the attacker may attempt to target visible vital systems (including characters) on a vehicle in the same RANGE

BAND. If the attack is successful, the attacker may do 1 point of damage to any Vehicle Attribute, damage/disable a single Upgrade, or do the weapon's damage rating to a character in the normal manner.



TERRAIN & VISIBILITY

If a GM wants to introduce terrain into vehicular conflicts, the following rules apply.

Choose a terrain type for the battlefield. Alternately, you can randomly roll the terrain up. Each terrain type has a Visibility and Crash Rating.

VISIBILITY: This is how far you can see through that type of terrain. If a target is located in a band further away than the Visibility Rating, they are considered to be at range 5, **SENSOR** range for all intents and purposes.

CRASH: If a driver or pilot attempts to move more RANGE BANDS than the Crash Rating of the terrain, then they must make a *VEHICLE TEST* to avoid crashing for each extra RANGE BAND moved through.

Obviously, air and space vehicles will only be affected by Fog/Low Clouds results when it comes to visibility to other air/space vehicles and are only likely to crash when flying low to attack units on the ground.



Water Vessels can only travel in swamps or places where there are appropriate waterways, and are considered to be travelling on a road for all intents and purposes when they do, whatever the surrounding terrain.

TERRAIN TYPES			
2D6	TYPE	VISIBILITY	CRASH
2-3	Forest, Jungle	0	1
4-5	Buildings	2	3
6-7	Rolling Plains	4	3
8-9	Hills	3	3
10	Swamp	3	2
11-12	Roll Again for Terrain and then roll D6 for a Terrain modifier below:		

TERRAIN MODIFIERS			
D6	TYPE	VISIBILITY	CRASH
1-2	Cluttered Terrain	-	-1
3-4	Road	-	+1
5-6	Fog/Low Clouds	D3-1	-

VEHICLE SQUADRONS

This system is designed around the small sorts of combats common to post-apocalyptic worlds, with around a dozen or so vehicles involved. For larger set piece battles, each single vehicle sheet and counter can be used to represent a larger unit of multiple vehicles. For the most part, you treat the whole squadron as a single vehicle, but there are three differences:

VEHICLE TESTS: There will be one PC or NPC designated as the Squadron Leader. Any vehicle test is made using his Attributes and Careers and the result applied equally to every vehicle in the squadron.

EXAMPLE: *A Hovertank Squadron is defending their command post from a rampaging Cybertank. The Squadron Leader, Captain Mercury, orders his squad to move into the CP's area [the Squadron uses a Maneuver action] and intercept the Cybertank [the Squadron attempts an Intercept action].*

The Captain makes an AGILITY + ROAD WARRIOR roll and scores a 10 for a success, so the whole

squadron is now between the Cybertank and its prey, a very dangerous place to be...

SUPERSTRUCTURE: Each time the vehicle takes enough damage to reduce its superstructure to 0 or less, remove one vehicle from the squadron. Any excess damage is lost and the SS total reset after every vehicle destroyed until there are no more vehicles. In the case of a **Mighty** or **Legendary** hit where whole vehicles are destroyed or disabled, simply remove that many vehicles from the squadron instead.

EXAMPLE: *Captain Mercury's squadron of Twelve hovertanks is now sitting between a Cybertank and its prey, forcing the Cybertank to attack them instead. It obliges and fires off its mini-gun batteries hoping to pick them off with the lighter weapons and saving its large ones for heavier threats and the CP.*

The first hit does a whopping 13 points of damage. Each hovertank only has 12 points of SS, so that completely destroys one of them, with the extra point being lost as overkill. The next hit does 10 points of damage, leaving another hovertank seriously damaged. The Cybertank then opens up with its last mini-gun battery and scores a Mighty Success, destroying D6 more Hovertanks. It scores a 5 and the vehicle Squadron is reduced to six hovertanks, with only 2 points of damage remaining before another one is lost as well.

ATTACK DAMAGE: Roll damage as normal for a single vehicle and add +2 for every additional vehicle in the squadron.

EXAMPLE: *Captain Mercury's hovertanks strike back at the Cybertank. He rolls and scores a hit. Captain Mercury rolls once for his sun-cannon, scoring 11 points and adding 2 points for every surviving Hovertank for 23 points of damage. This is reduced by the Cybertank's 10 points of armor, leaving 13 points of damage to get through.*





CHAPTER 4

GUNS, GASMASKS AND OTHER GEAR





POST-APOCALYPTIC EQUIPMENT

When it comes to survival in the post-apocalyptic future, who you are is usually immaterial, what you can do is extremely important, but what you carry can be the difference between life and death.

Basic necessities, like canteens, gas-masks or Geiger Counters are as important as weapons in the wastes and ruins of the Aftermath. Most people are reluctant to dispose of anything unless they are simply unable to carry it any further, and even then, they're likely to bury it or hide it somewhere where they can easily find it again in the future.

The acquisition of such precious items, by scavenging or force, is a constant dynamic in most post-apocalyptic worlds and such items are often found amongst the bleached bones of previous owners...

EQUIPMENT AVAILABILITY

The **BoL** rules are more interested in getting the heroes equipped and adventuring than turning your game into a fiddly accounting exercise. In **Barbarians of the Aftermath**, the strong can wrest control of all but the most rare and sophisticated resources from others by force, so again, we're not interested in fiddling with money and encumbrance values.

Certain items, however, are either extremely rare or highly technical in nature and are not as readily available. No matter how powerful the post-apocalyptic warlord, certain items like psychic weapons are just extremely hard to come by.

To represent this, every piece of equipment in **BotA** has an availability rating.

COMMON ITEMS (C) are those items that are typically low tech, easy to manufacture in large quantities and/or ubiquitous in most cultures. Melee weapons, primitive ballistic weapons and generally available, everyday items like rope fall into this category.

UNCOMMON ITEMS (U) are high-tech or specialist pieces of equipment that are prized personal possessions to their owners. This includes high end weapons as well highly customized Common items.

RARE ITEMS (R) are extremely sophisticated, limited in numbers and possessed only by those with the strength, resources and clout to acquire and hold onto them. Only the best Meks can maintain or repair these items and acquiring parts and ammunition for them is an adventure in itself. Military grade heavy weapons and future tech items like holo-projectors fall into this category.

UNIQUE ITEMS (Un) are exactly what they sound like. These items are hand-made to exacting specifications and they often require technical knowledge that is extremely rare and specialized, or completely lost. Augmentek is a good example, as the individual pieces are built to fit a specific person and require highly sophisticated knowledge.

This also covers one of a kind luxury items or antiques that cannot be replaced, and large items that require a great deal of clout to obtain and resources to maintain, like vehicles.

EQUIPMENT TECH LEVEL

Each piece of equipment listed in this section is also identified with a 'Tech Level' which represents the earliest time that that technology might appear, based on the following chart:

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...)

Characters shouldn't be able to find items of a higher tech level than that of the Final Age of Man (see pg.14), although exceptions might occur where Alien Invasion or A.I. Revolts took place, or in one off cases introduced by the GM.



EQUIPPING CHARACTERS

Along with the method found in the *BoL* rulebook, *BotA* offers a new method of equipping your characters that reflect the scarcity and value of possessions in most post-apocalyptic settings.

These rules emphasize the bleak nature of a world with erratic sources of supply, with the PCs never knowing just how much material wealth they will have on hand from one adventure to the next. The GM, however, is free to ignore them and stick with the very sensible rules found on in the *BoL* rulebook.

EQUIPMENT ALLOWANCE

Each character starts off with a specific number of **EQUIPMENT POINTS** or **EP** (see pg. 56). These points can be used to buy equipment at the following costs:

<i>COST BY AVAILABILITY</i>	
Common Items	1 pt ea.
Uncommon Items	2 pts ea.
Rare Items	4 pts. ea.
Unique Items	8 pts. ea.

You may freely donate any unused **EP** to other members of your group at the start of the adventure.

CUSTOMIZING EQUIPMENT

Some pieces of equipment are specially manufactured or are lovingly modified by their owners to enhance appearance, improve their standard function or provide entirely new uses.

Cosmetic customization, like a pearl handle grips on a revolver or intricately carved armour with inlaid gold filigree, is readily available to those with the resources, and characters may freely customize their equipment in this manner for **1 EP** per item. It has no game effect for the most part, although it can enhance one's reputation in certain circumstances (GM discretion).

Customizing the function of an item to make it more

useful, like adding laser sights to said pistol, or making the armour out of a reflective material that makes it more useful against light weapons, costs **2 EP** per modification. Each modification provides the piece of equipment with one of the following, in-game effects:

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.)

The exact description of the customization is up to the player. The +1 to hit with a pistol, for example, might be due to a laser sight, a longer custom barrel or a recoil suppressor.

Meks are adept at modifying equipment and may do so between adventures using the Alchemy rules for devices found in the *BoL* rulebook. This takes up a number of their between game preparations:

MEK CUSTOMIZATION COST

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

The only limit to the amount of customization that may be applied to a single piece of equipment is resource availability and GM fiat. All customizations are specific to a particular item and are lost if the item is lost or destroyed.





Once an item is found, the GM will set the price, typically based upon the standard costs, but occasionally higher for popular items. If you have the **EP** to purchase it, you may.

You may also haggle using your **MIND** or **APPEAL** (adding whatever career the GM feels is appropriate) to reduce the cost by 1 **EP** for every full 3 points you beat your roll by (to a minimum of 1/2 the original cost).

CREATING EQUIPMENT

The more perceptive **BoL** veterans will no doubt have noticed that the equipment availability categories align exactly with the categories found in the Alchemy rules found in Chapter 8 of the **BoL** rulebook.

This is intentional.

Certain careers allow the use of the Alchemy rules and this can come in very handy when a party has need of additional items above and beyond their starting Equipment Allowances for the adventure. Any of the items on the equipment list can be created between adventures using the normal Alchemy rules.

Best of all, these items become a permanent part of the party's shared inventory and may be carried over between adventures without further expenditure of **EP**, unless they are lost or used up in some manner.



BUYING & SELLING EQUIPMENT

During the adventure, players might wander into a settlement of some sort seeking to sell and acquire various items. This might involve actual currency, if it exists and which the players are assumed to carry about on their person, or straight up barter. Either way, all commerce is handled through the abstraction of **EP**.

Selling is simple: assuming a buyer can be found, the character must make a **MIND** or **APPEAL** roll (adding whatever career the GM feels is appropriate and modified by how thrifty, intelligent and ruthless the GM thinks the buyer will be) to get the full price of the item in **EP**. If he fails he only gets half that.

If the character has some spare **EP** to spend (usually after selling something else), they can shop about for new equipment. To see if a specific item is available, the character makes a **MIND** or **APPEAL** roll (adding whatever career the GM feels is appropriate).

Common items are **EASY** to come by, Uncommon items are **HARD** to find and Rare items are **DEMANDING** on your time and resources to procure. Unique items are almost never found in common marketplaces and will only be found if the GM includes them in the adventure.

4.1 WEAPONS

Almost everyone in a post-apocalyptic setting is armed in some way and a great many folks are armed to the teeth (and some even file *those* into points to make better weapons). And who can blame them when almost everything around you is trying to kill you?



CHAINSAW WEAPONS (R TL5)

Many of history's most interesting weapons derived from common tools. It didn't take long for someone to realize just how messy and terrifying a chainsaw was and to turn it into a wieldable hand held weapon.

Chainsaw Weapons have a motorized blade of hundreds of tiny, razor-edged teeth that can chew through flesh and bone like a Christmas goose and even rip chunks out of armour and machines. The mechanism is a much more highly refined version of the old fashioned chainsaw, has a higher rate of speed, and is light enough to wield one handed.

Any primitive weapon may be turned into a Chainsaw Weapon by adding an extra die to damage. A Calamitous Failure means the power pack is drained and the weapon loses the Chainsaw bonus.

ENERGY WEAPONS (Un TL6)

Primitive weapons are often fitted with an energy sheath generator that enhances their damage ability, allowing them to cut through armour like butter, lop of limbs effortlessly or release an explosive burst upon impact, leaving a sizable hole or dent in the target. Any primitive melee or thrown weapon can be turned into an Energy Weapon. It will

WEAPON TERMINOLOGY

AC: The Ammo Check number.

PEN: The weapon is particularly good at piercing Physical Armour (but has no effect on Armour Fields). Subtract the PEN number from the Armour Value (min 0) before applying LB damage.

BLAST: The weapon attacks everyone within x' of the center of effect.

CHARGE: The weapon gives a bonus to damage when charging into melee.

LONG: When being charged by a person bearing a shorter weapon, a person with a Long item automatically goes first. If a Long weapon has a multiplier (x2, x3, etc.), than it goes before Long weapons of a lower multiplier.

KO: The weapon can, with a Mighty Success or under certain circumstances like striking the foe from behind (GM discretion), knock the target unconscious for a number of minutes equal to the damage.

RELOAD: The weapon takes x number of turns to reload once fired.

RI: Range Increments. So RI 90' means that basic range is up to 90', long range is up to 180', etc.

ROF: The number of shots you can take each round with that weapon by splitting your Ranged Combat Ability.

THROW: The weapon can be accurately thrown in increments of x feet.

automatically penetrate personal armour (but not vehicle armour) and rolls an extra die for damage. Energy Weapons may only be parried by other energy weapons. A Calamitous Failure means the power pack is drained and the weapon loses all Energy Weapon bonuses.

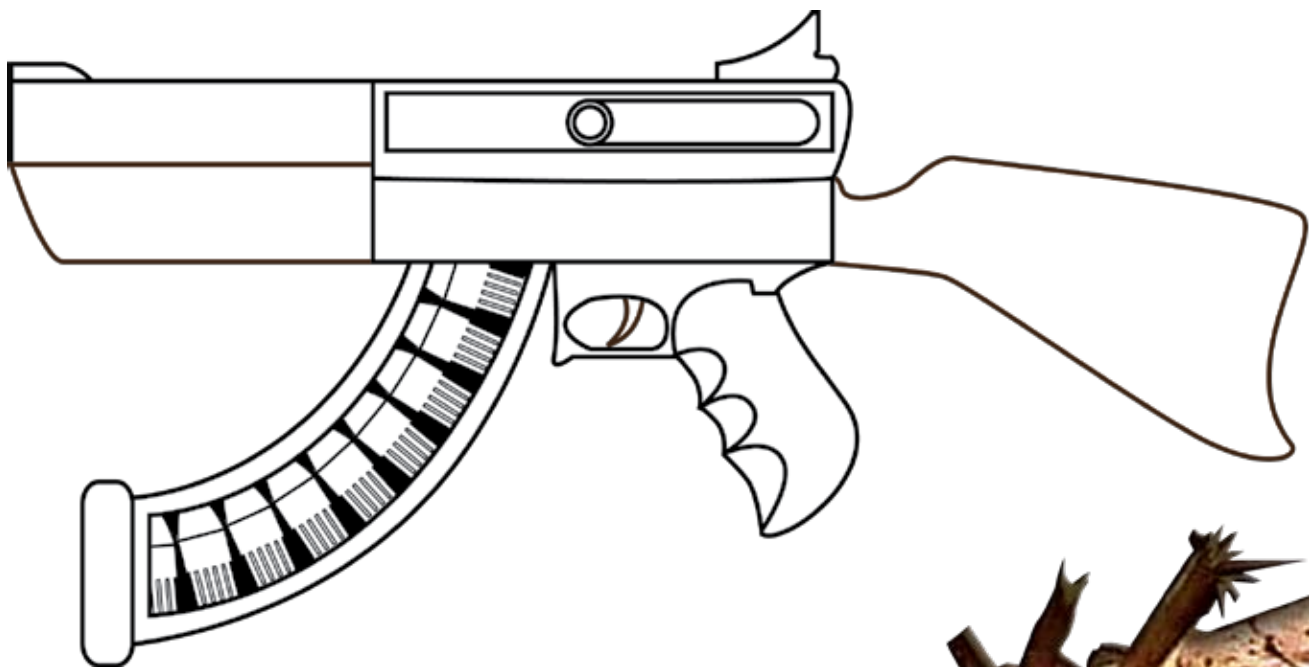
FIREARMS, BLASTERS (TL5-6)

Firing highly sophisticated rocket propelled ammunition, the Blaster is the pinnacle of ballistic technology, as far removed from gunpowder weapons as gunpowder weapons are from bows.

Blaster ammunition is very accurate, with internal gyroscopes and stabilizers. It also has a kick like a mule so only those with a 2+ Strength can benefit from this accuracy, gaining a +1 Ranged to hit when firing a blaster.

Blasters are so named because of the high explosive tip that the standard shell comes with, but they can be fitted with a variety of highly useful ammunition types (listed underneath the weapons) which determine the damage, AC and PEN of the weapon.

Blasters come with HE rounds, any other ammo type must be purchased seperately.



One-Shot (R)	-	RI 30', One shot, Reload 1, TL5
Pistol (R)	-	RI 120', ROF 3, TL5
Rifle (R)	-	RI 240', ROF 4, TL5
HE	2D6	AC3, PEN3, TL5
NAPALM (R)	D6+3	AC3, PEN3, TL5 CATCH FIRE: targets catch fire as with flamethrower
BIOTOXIN (Un)	D6+3	AC2, PEN1, TL6 BIO-BOMB: Target takes 1 additional point of damage each turn. When they reach -6, they explode, doing D6 damage in a 10' blast radius.
SEEKER (Un)	D6+3	AC1, TL6 SEEKER: If the first shot hits, every other shot fired by that weapon on that round, auto-hits that target.





FIREARMS, GUNPOWDER (TL3-4)

From the primitive Harquebus to long range rifles to mini-guns that spew out 1000 rounds per minute, these weapons depend on some form solid ammunition with a gunpowder (or other impact reactive chemical) charge to function.

Harquebus (C)	D6+1	RI 50', PEN1. One shot, Reload 6, TL3 CALAMITOUS FAILURE: Weapon explodes, doing its damage to the bearer instead.
Shotgun (C)	D6+1	RI 30', ROF 1, AC5, TL4 SCATTER: Hits D3 targets in a tight group.
Pistol (C)	D6+1	RI 100', ROF 2, AC5, TL4
Rifle (C)	D6+2	RI 200', ROF 2, AC5, PEN 1, TL4
Assault Rifle (U)	D6+2	RI 200', ROF 4, AC5, PEN 1, TL4
SMG (U)	D6+1	RI 90', ROF 5, AC4, TL4
MG (U)	D6+2	RI 200', ROF 5, AC4, PEN2, TL4



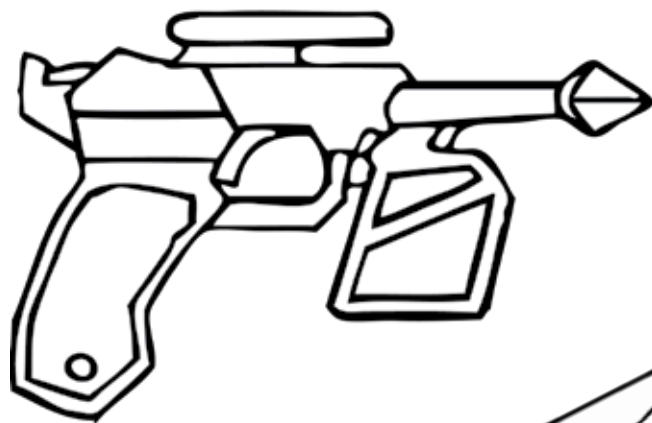
FIREARMS, LIGHT WEAPONS (TL6)

Laser or 'Light' Weapons are much more reliable than ballistic or chemical firearms due to their small number of moving parts and solid state nature. You may reroll any Calamitous Failure resulting from firing a Light Weapon that the GM determines would result in a jam, and if you roll anything except another '2,' then the shot still misses but the weapon does not jam.

Light Weapons are also incredibly accurate, as wind and drop off have no appreciable effect on light particles. You may add +1 to your Ranged Combat Ability when using a Light Weapon.

Light Weapons are sensitive to temperature and exposure to cold can drain their power packs quickly (AC Rating goes down by 1 for every 10 degrees under 32°F). Power-packs can be recharged without an available power supply by exposing them to great heat like a campfire (D6 hours at 1000°F or more), but this halves their AC for the rest of the adventure.

Pistol (U)	D6	RI 100', ROF 3, AC4, TL6
Rifle (R)	D6	RI 300', ROF 3, AC4, TL6
Pulsar (R)	D6+2	RI 300', ROF 5, AC3, TL6





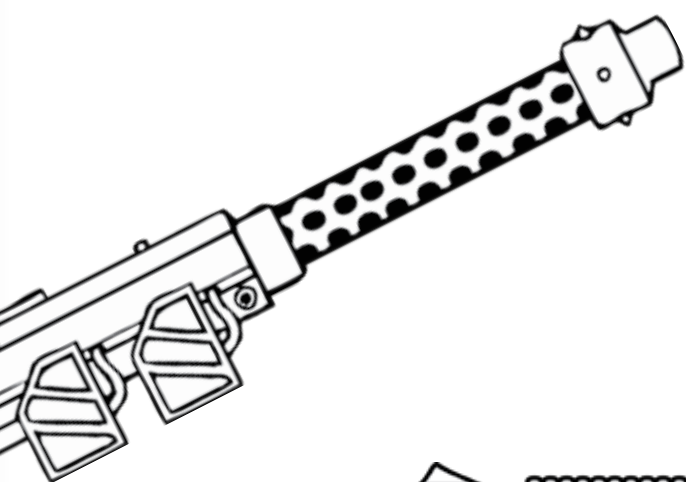
FIREARMS, MICROWAVE WEAPONS (TL6)

These weapons shoot a beam of microwave energy that heats up the target from within, melting it or blowing it apart from the internal release of superheated gases.

The buildup of energy is slow and creates a recognizable whine, so targets gain +3 to their Defense against Microwave weapons. Physical armour, however, does little good when you're being cooked from the inside out, and does not reduce any damage from these weapons.

These weapons are brutal! Even a graze can damn near kill you and a direct hit is guaranteed to be so gruesome that it will send your buddies running for their lives. On a **MIGHTY SUCCESS**, all enemy Rabble within 30' of a person killed by one of these weapons will flee. On a **LEGENDARY SUCCESS**, all Rabble within 90' will flee.

One-Shot (R)	2D6	RI 10', One shot, No reload
Pistol (Un)	2D6	RI 15', ROF 1, AC1
Rifle (R)	2D6+3	RI 60', ROF 1, AC1



FIREARMS, SUN WEAPONS (TL6)

Plasma is difficult to weaponize and the technology behind it is exceedingly specialized and rare. This makes existing weapons extremely valuable as they combine several destructive effects into a single package and having one is a sign of great prestige and power.

A Sun Weapon has two modes of fire. The first is a rapid fire stream of smaller plasma bolts that scatter like shotgun pellets and hit like blaster rounds. For every successful shot, the target suffers D6 hits (roll damage separately for each).

The second is a massive ball of plasma that explodes upon impact with its target. This mode overheats the plasma gun for a short time and requires the gun to cool off for 3 turns. The burst ignores physical armour. **Field Armour** will protect against the first shot after which the field is destroyed.

Sun Weapons are finicky weapons due to the nature of the ammunition and containment technology, and they often dribble or even back-fire small amounts of plasma when shot. Any Calamitous Failure results in the weapon doing D6 damage to the person holding it instead of jamming.

One-Shot (R)	1D6	RI 10', One shot (D6 hits), No reload
Pistol (Un), Rapid	1D6	RI 15', ROF 1 (D6 hits), AC1, PEN3
Burst	3D6	RI 30', ROF 1, AC1, Reload 3
Rifle (Un), Rapid	1D6	RI 30', ROF 2 (D6 hits), AC1, PEN3
Burst	3D6	RI 60', ROF 1, AC1, Reload 3





FLAMETHROWERS (TL4-5)

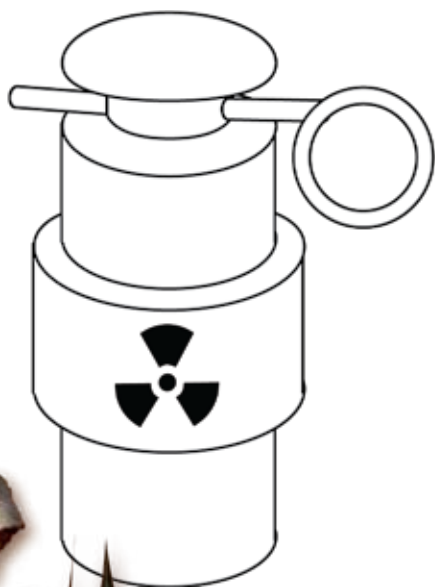
Flamethrowers spray an area with flaming liquid that flows around cover and sticks to targets, setting them on fire. The range is short, but the indiscriminate nature of the weapon means that it ignores modifiers from anything but full cover and doubles the number of hits caused when firing into a sufficiently enclosed space (an approximately 10'x10' area or smaller).

Targets hit by a flamethrower are set on fire and take damage every round until they can be put out. Furthermore, for every 5 points of damage taken, reduce their Appeal by 1 due to burn scarring.

Flamethrowers are designed to cause as much fear as damage. Due to the terrifying effects of the flame, double the number of Rabble defeated by a **MIGHTY** or **LEGENDARY SUCCESS** when using a flame weapon.

Any Calamitous Failure when firing a flamethrower results in the weapon exploding and doing its damage to the user instead.

Pistol (R)	D6	RI 10', ROF 4, AC4, TL6
Rifle (R)	D6	RI 15' ROF 5, AC4, TL5
Pack (C)	D6	RI 30', ROF 5, AC5, TL4



GRENADES (TL3-6)

Grenades are highly variable in their effects. Some are designed not to damage, but to confuse, disorient or blind the enemy in some fashion.

Grenades set off in an enclosed area (approximately 10'x10' or smaller) double their basic damage/effect. Any Calamitous Failure results in the explosives going off with the user at ground zero.

Grenades are, by their very nature, one use items.

Frag (C)	D6	Grenade, Throw 20', Blast 10', TL3
Phosphorous (U)	D6+1	Grenade, Throw 20', Blast 10', TL4 Catch Fire: targets catch fire as with flamethrower.
Flashbang (C)	-	Grenade, Throw 20', Blast 10', TL4 Blind: targets must make an Agility roll or they're stunned for D6 rounds.
Fusion (R)		TL6. Acts as a Phosphorus/Flashbang.
Smoke (C)	-	Grenade, Throw 20', Blast 15', TL3 Blocks line of site for 2D6+6 rounds
EMP (Un)	-	Grenade, Throw 20', Blast 30', TL5 All electronics within blast radius are destroyed unless protected by Field Armor (which is destroyed).
Null (Un)	-	Grenade, Throw 10', Blast 30', TL6 any targets hit lose 2D6 Arcane Power and/or PK. Supernatural creatures take 2D6 damage.
Grenade Launcher (C)	-	RI 100', ROF 2, TL4. Shoots any Grenade type (bought separately).



HIGH EXPLOSIVES (TL3-6)

Used mainly for demolition purposes, High Explosives require skilled application to get the best effect and avoid any fatal mistakes.

Explosives are, by their very nature, one use items.

Powder Keg (U)	2D6	Blast 30'. TL3
C4 (R)	2D6+3	Blast 30', TL4
Thermite (R)	2D6	TL5, PEN 6. Must be attached to target, and only affects target.
Tac-Nuke (Un)	*	TL5. Blast 300', TL 5. *See Below for Effects

BLAST RADIUS
All targets destroyed.

1x-2x BLAST RADIUS
3D6 Damage
Intensity 6 L.Radiation

2x-3x BLAST RADIUS
2D6 Damage
Intensity 3 L.Radiation

3x-6x BLAST RADIUS
1D6 Damage
Intensity 1 L.Radiation



PRIMITIVE WEAPONS (TL0-3)

Weapons made using pre-industrial levels of technology can be easily created using local materials. This includes everything from swords to slings to crossbows. Great or 2-handed versions add +2 to damage.

Axe (C)	D6	+1 PEN, Throw 10', TL0
Blowpipe (C)	D3	Range 30', TL0
Boomerang (C)	D3	Throw 60', TL0, On a miss, the weapon will return to its user.
Bow (C)	D6	Range 60' (Great 100'), TL1, ROF 1
Club (Free)	D6-1	KO, TL0
Crossbow (C)	D6+1	Range 80', Reload 1 (Great 100', Reload 2), TL3
Dagger (C)	D3	Throw 10', TL0
Fist (Free)	D2	TL0
Flail (C)	D6	Charge +2 Damage, -1 to hit. TL 2
D6 Javelins (C)	D3+1	Range 30', TL0
Knuckedusters (C)	D3	TL1
Lance (C)	D6	Mounted only, Charge +D6 Damage, TL2
Mace (C)	D6	KO, TL1
Pike (C)	D6	Long x2, -1 DEF, TL2
Sling (C)	D3	Range 30', ROF 2, TL0
Spear (C)	D6	2-Hands, Long, Throw 20', TL0
Staff (C)	D6-1	2-Hands, +1 to Parry, TL0
Sword (C)	D6	+1 Parry, TL1





PSI-WEAPONS (Un TL6)

Psi-Weapons are primitive melee weapons that contain intricate psychic circuitry which allows a Wyrd to channel their PK through the weapon. This can be utilized in one of the following ways once per round:

- On a successful hit, the wielder may channel their PK into the weapon. This does an amount of bonus damage equal to the PK expended. PK charged weapons do an additional D6 against supernatural creatures.
- On a successful hit, the wielder may drain an amount of PK from the target equal to the damage caused by the attack. Obviously this only works against those with PK reserves.
- Parry psychic and sorcerous attacks with a successful MIND+WYRD roll. The wielder can also parry ranged attacks using their psychic prescience. If they get a MIGHTY SUCCESS on their parry, they can reflect the attack back on the attacker. If they get a LEGENDARY SUCCESS, they can reflect the attack anywhere they want.

RELOADS (C TL3-6)

A person who lives by the gun learns to carry as much extra ammo as they can by wearing multiple bandoliers, strapping it to their legs, tucking it into their hatbands or socks, anything to avoid running out in a crucial moment (as well as to look incredibly intimidating). A Reload allows you to ignore a single failed Ammo Check.

SHOT SELECTOR (U TL5)

Some weapons can fire a variety of specialty ammo types, but not in the same round due to the time it takes to switch between clips and reload shells.

A gun with a shot selector carries multiple ammo types and can switch between them from shot to shot. So a blaster pistol with a ROF of 3, for example, can fire three different types of ammo in the same turn.

SLICERS (R TL6)

These weapons use magnetic force to fling a series of monomolecular edged disks at their target. They have a huge rate of fire and are almost silent, except for the sound of the disks themselves ricocheting off of or shattering on hard cover. Unfortunately, their range is very short, restricting them mostly to CQB roles.

Pistol (Un)	D6+2	RI 30', ROF 5, AC3, PEN 2
Rifle (R)	D6+2	RI 90', ROF 5, AC3, PEN 2
Shredder (R)	D6+3	RI 120', ROF 5, AC3, PEN 2

4.2 ARMOUR

Protective clothing in the Aftermath varies a great deal, from animal hide to plate made from salvaged car parts to the occasional kevlar vest or, on exceedingly rare occasions, a high-tech Battlesuit.

BALLISTIC MESH (U TL4)

This vest can be made from some sort of high tensile weave or mesh that contracts and spreads out the energy of high speed projectile impacts. It's of less use against energy based weapons, like light and sun weapons, which melt the weave as they do their damage.

Ballistic mesh can also be reinforced to help stop heavier rounds, like Rifle or MG fire, with the addition of ceramic plates placed in pockets around the vest. This makes it slightly less flexible, however.

Ballistic Mesh	3AV	+1 vs. Primitive Weapons, -1 vs. Energy Weapons
Reinforced	4AV	As above. -1 Agility

BATTLESUIT (Un TL6)

Made of dense, hardened ceramic composites and fitted with sensory systems, internal life support and communications, the Battlesuit is the ultimate in personal physical armour.

The suit's massive weight is offset by advanced fiber bundles that function as muscles, allowing the wearer to move as if wearing nothing more than their own

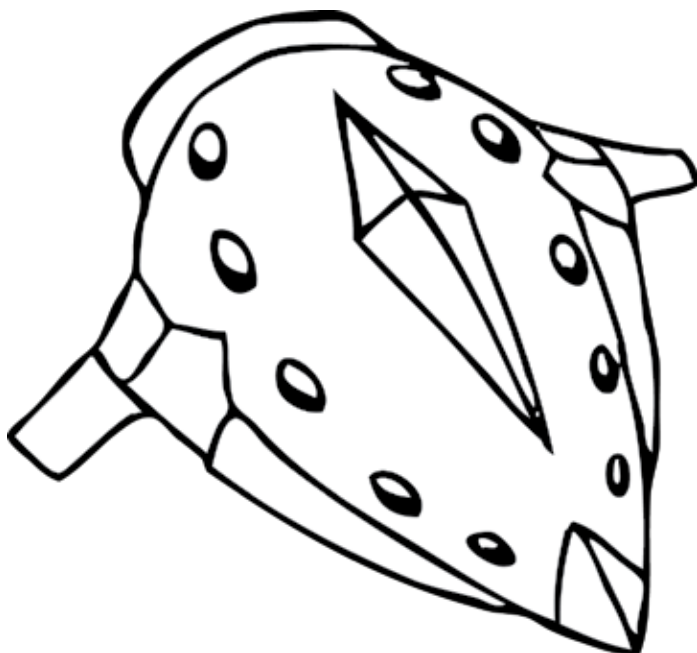


skin. Agility is unimpaired and Strength is actually enhanced.

Wearers have their own internal oxygen supply and re-breathers and are immune to the effects of gasses and vacuum. Internal medi-packs detect life threatening injuries and can attempt to stabilize a dying wearer by injecting a clotting agent, adrenaline, painkillers or any number of other life-saving drugs.

Battlesuits are high grade military equipment and most people go their entire lives without ever seeing one. For the rare few who do, it is typically the last thing they see...

Battlesuit	9AV	Immune to Primitive Weapons, Immune to Gas or Vacuum, +1 to Strength, contains a Medi-Pack and Personal Comm Unit
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KEVLAR HELMET (U TL5)

The common infantry helmet is made of Kevlar or some other dense and or reactive material. It won't stop anything too heavy, but it offers excellent protection from small arms fire and can save your life if you poke your head out at the wrong time.

Infantry Helmet	3AV	Protects the head.
Enclosed Helmet	3AV	Contains re-breather. -1 to perception rolls.

FIELD, ARMOUR (R TL6)

Armour Fields take the form of a chest plate, large belt buckle or ornate medallion that projects a secondary skin of force around the user and absorbs the energy of incoming strikes. Power and atmospheric fluctuations mean that a field varies in effect from one moment to the next, but at the very least it can reduce the power of a blow to a point where worn armour can deflect it.

Whenever struck by an attack, the field wearer rolls 2D6 and subtracts the highest die from the damage rolled. Any leftover damage must then get through any worn armour before being applied to Lifeblood. If doubles are rolled, the field burns out and may not be used again until repaired, which is a **DEMANDING** task.

FIELD, FLASH (R TL6)

This modification of the standard Armour Field takes the energy absorbed by the field and throws it back towards the attacker as a blinding flash of light.

Treat as a Standard Armour Field. In addition, any attacker or persons facing the same direction as the attacker must make an Agility roll. Any who fail will be blinded for a number of rounds equal to the damage absorbed by the energy field.



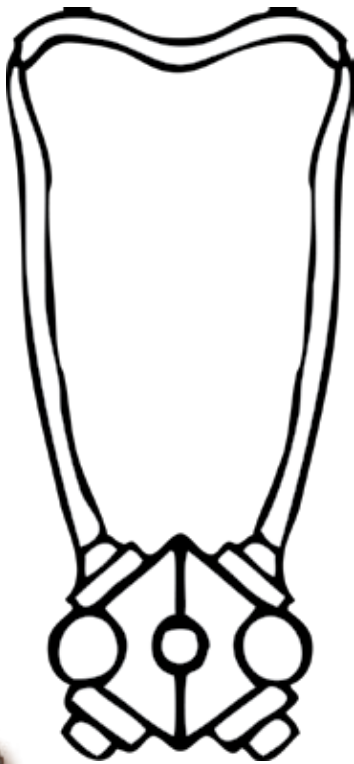


FIELD, WARP (Un TL6)

Warp Fields are extremely rare, highly technical and finicky pieces of equipment that no-one alive can replicate and few can repair. They function as an Armour Field in all respects. In addition, if the field is penetrated, there is a chance for the device to teleport the wearer out of harm's way.

If person wearing the Warp Field rolls a '7' total on both dice when rolling for field strength, then they are teleported 2D6 feet in a random direction before they take any further damage. The device has in-built safeguards that keep it from teleporting the wearer into a solid object, or into thin air, but depending on the damage radius of the weapon, it may or may not move the bearer far enough away to avoid taking damage.

If the field is penetrated and the bearer doesn't roll a '7', they may elect to spend a Hero Point to activate the teleport function as normal.



PRIMITIVE ARMOUR (C TL1)

Like primitive weapons, primitive armours are easy to create out of many readily available materials with a minimal level of technical knowledge.

Primitive armour only provides half its AV (rounding down) in protection against anything other than primitive weapons. This doesn't stop its use, however, especially in a world where a great many things prefer to stab or bite rather than shoot you.

LEATHER

Battle Harness	1	As described in <i>BoL</i> .
Coat	2	-1 Agility
Boots	1	

MAIL, CHAIN & SCALE

Coif	1	
Shirt	3	-1 Agility
Leggings	1	
Bikini	1	+1 Appeal (GM's Discretion)

PLATE

Full Helm	2	-1 to Perception rolls.
Plate Cuirass	4	-2 Agility
Bracers	1	
Gauntlets	1	-1 to Manipulation, +D3 Brawl dmg.
Greaves	1	

SHIELDS

Shield, Large	2	+2 to Parry
Shield, Small	1	+1 to Parry

4.3 GEAR

Weapons and Armour will keep you alive in combat, but aren't very useful for much else. In this section you'll find a number of items that can save your life when you're up against dangers that can't be shot or stabbed, like starvation and exposure, as well as a few items that make life a bit easier.



AUGMENTEK (Un TL6)

With sophisticated enough technology, even the loss of vital limbs or organs can be a temporary annoyance.

Indeed, perfectly healthy limbs and organs can be replaced with superior parts to enhance their function beyond that of their natural counterparts. After all, Humans have pretty good vision, but with the right replacements, they can see further, with more detail and even into new spectrums like infrared or ultraviolet.

This replacement of biological material with mechanical, bio-mechanical or vat grown parts is known as Biological Augmentation Technology, or Augmentek for short. The GM has final say on the

availability of such advanced tech and whether there exists a Dok with enough experience or some other method to attach it.

Replacing a lost body part (removing a Flaw, in game terms) with Augmentek must be done between adventures and requires the expenditure of 2 Advancement Points. You must have either acquired the part in the previous adventure or had a Mek build it for you using the Alchemy rules. The new part functions as the original in every way, even if it is no longer flesh and bone.

You may also have a Mek upgrade the Augmentek by applying a modifier listed to his Alchemy roll, or by spending additional Advancement Points on it. The improvements are listed below (any additional equipment must be bought separately):

ENHANCED FUNCTION (-1 MEK/ +2 ADV.PTS): Add +1 or 10% to any functions related to a single body part or have a single piece of Common equipment installed into your body.

SUPERIOR FUNCTION (-2 MEK/+4 ADV. PTS): You may roll a Bonus Die on any roll related to a single body part, improve its function by 30% or install a single piece of Uncommon equipment into your body.

UNIQUE FUNCTION (-3MEK/+6 ADV.PTS): You may add an entirely new capability to your body. You may pick any single ability from the Mutation Tables (see pg. 70). As an alternative, you may install a single piece of Rare or (for 1 more advancement point) Unique piece of equipment into your body.





BATTERIES (U TL4+)

Most high tech gear of TL 4 or better require power to run, either by plugging directly into a power source or by using batteries. The GM can decide which items require what type of power, but for gear running on batteries, the duration of their charge and the ability to replace that charge is based on their TL using the following rules of thumb:

TL 4: Some smaller items, like flashlights, can be operated by non-rechargeable chemical batteries. Any roll of Double 1, 2, or 3 on any roll the PC makes, will drain the batteries of one TL4 item currently in use.

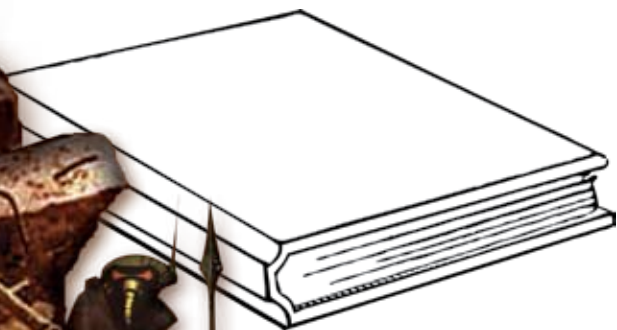
TL 5: Batteries are longer lasting and internal batteries are rechargeable by plugging directly in to an external power source. Any **CALAMITOUS FAILURE** drains the batteries of a single TL5 item currently in use.

TL 6: Small Fusion generators, tiny internal atomic piles, bio-electric batteries and other forms of long lasting energy give standard gear a very long lifetime and they will not need recharging during the adventure unless the GM desires it.

Purchasing a set of Batteries allows you to ignore a single power drain result.

BOOK (U TL3)

This useful little item will add +3 to a single roll once per adventure. When you purchase the book you must give it a title that determines what the book can be used for, so a book to help you fix a vehicle, might be called 'Zen and the Art of Motor Maintenance' while 'How To Make Friends and Influence People' would help you to do exactly what it says in the title. Illiterates gain no use from books...



CHAIN (C TL3)

2D6 feet of iron or steel Chain. Can be used to bind something, wrap around something else as impromptu and very heavy armour (1 AV. -1 AG) or swung about as a Flail.

CHEMISTRY SET (R TL4)

A small kit containing everything necessary to make chemical tests and create simple solutions. Gives a +1 to any rolls in which chemistry is used.

CLOAKING DEVICE (Un TL6)

More than simple camouflage, this electronic or organic object actually bends visible light around the wearer in some way. This effectively blinds the wearer unless they leave their eyes uncovered or can see in some non-visible light spectrum. It adds a +9 to any attempt to stay hidden, +6 if the wearer is moving.

CLIMBING GEAR (U TL4)

A small kit containing assorted climbing tools from ropes and pitons to 'climbing claws' and other exotic equipment. The kit gives a +1 to any climbing attempts.

CLOTHING, FINE (R TL2)

This is exceptionally nice clothing that marks the wearer out as a person of quality. The clothing adds +1 on any social rolls used to influence NPCs who are impressed by such things.

COOKING GEAR (C TL3+)

This kit contains portable cookware, eating utensils, special herbs and spices and other items that allow a person with the appropriate skills to create impressive meals out of the basest materials. Add +1 to any rolls that involve cooking.

COMM-UNIT, PERSONAL (U TL4+)

This could be anything from a Walkie-Talkie to an earbud/throat mike combo. It allows the owner to communicate with other similarly equipped folks over distance. The range is variable due to terrain, atmospheric and radiation variables (D6 miles above ground, typically much less below ground)

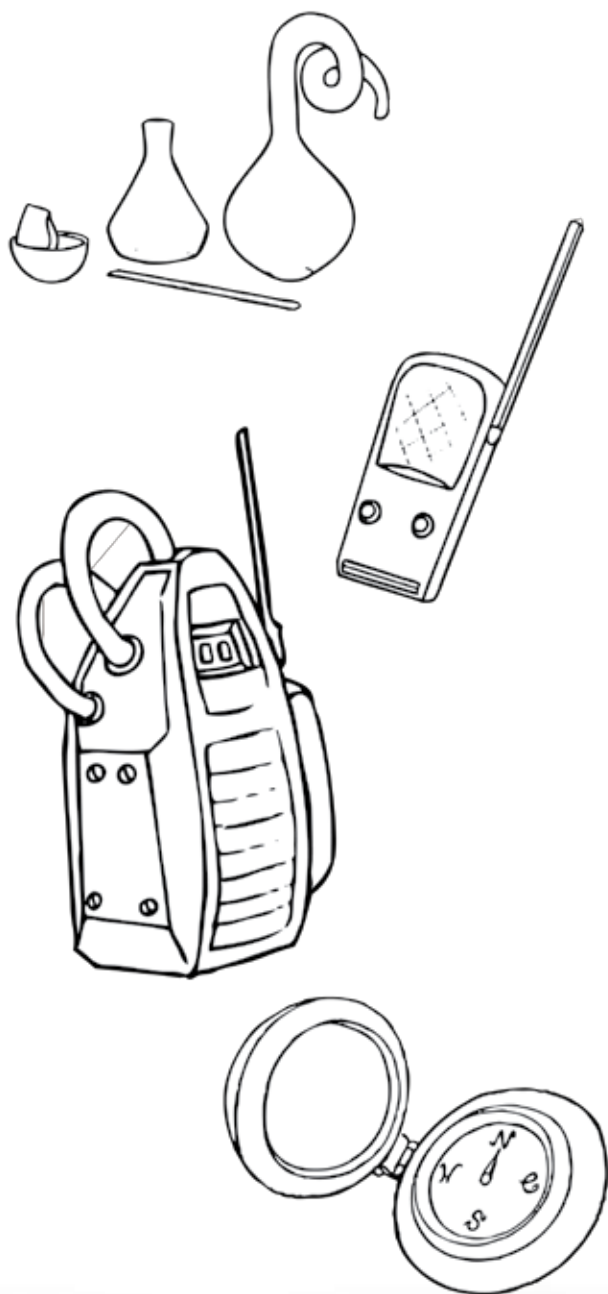


COMM-UNIT, PORTABLE (R TL4+)

This is a large pack radio that is used to communicate over large distances (D6x100 miles above ground, typically much less below ground).

COMPASS (C TL3)

A standard magnetic compass which points to whatever serves as north in your setting, giving a +3 bonus to any navigation attempts. This bonus may be cancelled out or even made negative in the presence of artificial or natural magnetic field interference, but the GM doesn't have to let the players know that until they're good and lost...



DRUG (VARIABLE)

This is a single vial or bottle containing D6 uses of drug. Roll 2D6 below to determine what the drug does :

- | | |
|----|---|
| 2 | Wonder Drug (Unique TL6): Instantly cures any disease, makes the target invulnerable to radiation for a week and removes any LB damage. |
| 3 | Attribute Enhancer (Rare): Add +1 to a single Attribute for D6 Hours. |
| 4 | Hallucinogen (Uncommon): Target suffers hallucinatory experiences for D6 hours. The GM determines what they experience. |
| 5 | Knock Out Drug (Uncommon): Target goes unconscious for D6 Hours per dose. |
| 6 | Anti-Radiation Drugs (Rare): +3 to resist Radiation for 1 Day. |
| 7 | Common drug (Minor pain reliever like aspirin, sleep aid, fever relief, Laxatives, etc.). Lasts D6 hours per dose. |
| 8 | Antibiotics (Rare): +3 to resist Disease for 1 Day. |
| 9 | Healing Drug (Rare): Recover D6 LB |
| 10 | Blood Clotting Agent: +2 LB for 1 Day. |
| 11 | Custom Drug (Variable): The drug has an effect determined by the GM. This can be anything, from the realistic, like sunscreen, to the bizarre, like a balm that allows you to breathe through your skin underwater. |
| 12 | Multi-Purpose Drug (Unique): Roll D3 times on the table above and treat further results of 12 as the Custom Drug above. |

Roll to see how the drug is administered (2D6):

2-3	Topically
4-7	Orally
8-11	Injection
12	Suppository



FIRE STARTER (C)

This could be anything from a Flint & Tinderbox to matches to a laser lighter. It starts small fires with the appropriate fuel and a successful MIND roll. A CALAMITOUS FAILURE means that you are out of tinder, matches, or battery power.

FISHING GEAR (C TL1)

This kit contains a line, hooks, some bait and either a rod or a net. It adds a +1 to any fishing attempts.

FUEL (R TL4)

This is a supply of fuel for a particular type of vehicle. If the GM ever tells you that you're 'out of fuel' you may use this to refuel the vehicle and get going again.

GAS MASK (VARIABLE TL4)

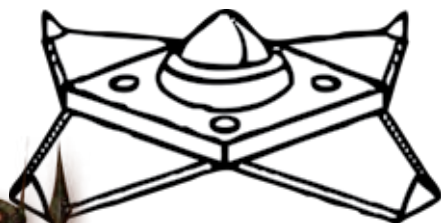
This device filters available air, allowing you to ignore the effects of gases and airborne poisons. The **Common** version is proof against most airborne toxins like mustard gas or carbon-monoxide, while an **Uncommon** (TL5) version might also protect against microbial agents as well. **Rare** (TL6) versions will filter out pretty much anything bigger than a complex molecule.

GEIGER COUNTER (U TL4)

Detects Rad-Zones and reveals their Intensity.

HOLO RECORDER/PROJECTOR (R TL6)

This device can record an image and then project it again as a fairly realistic hologram that requires a **TOUGH MIND** test to see through. Personal HRP's can record and reproduce anything up to a SIZE 2 vehicle, while larger, bulkier versions (only available as vehicle or building mounted equipment) can produce even larger images (GM's discretion).



INFILTRATION GEAR (VARIABLE TL3-5)

This includes dark or camouflaged clothing, sneaky footwear, a disguise kit and other miscellaneous objects to help one hide, sneak and infiltrate. An **Uncommon** kit adds a +1 to stealth and infiltration attempts. A **Rare** kit is similar, but also includes electronic surveillance gear (Vid-scopes, microphone bugs, night-vision goggles, etc.) as well, adding +1 to any attempts to gather information.

LIGHT SOURCE (VARIABLE)

A source of light from the **Common** (D6 torches or a lantern), to the **Uncommon** (a flashlight) to the **Rare** (a fusion globe). Dropping **Common** light sources or rolling a CALAMITOUS FAILURE on any roll while using them will put them out, so it is a good idea to buy multiple instances of them (representing more fuel). **Uncommon** sources require Batteries (see pg. 116). **Rare** sources represent TL6 light sources which never go out unless destroyed.

MANACLES (U TL3+)

Man-sized restraining devices meant to be placed around the target's wrists. The lock on them can be picked by making a roll with additional difficulty equal to the manacles TL - 3.

MEDI-PACKS (U)

This kit contains hypodermics, bandages, a small supply (D6 uses) of common drugs and other items necessary to aid in the medical arts, adding +1 to such rolls and healing 1 additional LB when used.

MIRROR (C TL3)

A glass or steel mirror. Nuff said.



MUSICAL INSTRUMENT (U TL2+)

This can be any type of instrument and is required for those wishing to perform musically. A **Rare** instrument is particularly well made and adds +1 to any performance using it.

POISON (VARIABLE)

Poisons, from the venom of dangerous animals to the distilled juices of particular plants to man-made chemical toxins, range in potency and effect. You have a single dose of one of the following poison types (roll or pick with GM's permission):

- | | |
|-----|---|
| 2 | Paralysis (Rare): Target loses D6 from their STR attribute. If it reaches 0, they are unable to move. The effects last for D6 hours, after which STR points return at the rate of 1 point per hour after that. |
| 3 | Temporary Blindness (Rare): The target is blinded for D6 hours. |
| 4-5 | Knockout (Uncommon): Target must make a Tough STR test or be knocked unconscious for D6 hours. |
| 6-7 | Anti-Toxin (Uncommon): Eliminates the effects of one Poison if taken immediately |
| 8-9 | Harmful (Common): The target loses D6 LB. |
| 10 | Deadly (Uncommon): The target loses 2D6 LB. |
| 11 | Fatal (Rare): The Target must make a STR test or die. If they live, they lose 2D6 LB anyway. |
| 12 | Persistent Poison: Roll again, treating further results of 12 as an 11 instead. The poison rolled stays in the system and will attack the character every hour after the initial poisoning until they are purged of it. |



PORTABLE DISTILLER (R TL5)

The distiller will help to purify enough water to support D6 people per day. It cannot, however, filter out radiation.

PSYCHO-ACTIVE TALISMAN (R TL4)

This is a special item embedded with a special crystalline matrix that stores Psychic energy. It holds 3 PK and may be charged by concentrating one round for every PK placed into it. At the beginning of an adventure, the Talisman will be fully charged.

RESOURCEFUL PACK (R TL4)

The **BoL** rules assume that you have enough packs, pouches, holsters and other type containers to carry your stuff around in. This pack, however, is special.

By spending a Hero Point, you may reach into the Resourceful Pack and pull out an item you hadn't previously purchased but 'just happened to have on you.' This requires a straight 2D6 roll against the following difficulties:

COMMON	6+
UNCOMMON	9+
RARE	12+
UNIQUE	15+

If the character has a career that makes great use of the item in question, the GM may allow them to add their career rank to the roll. The GM has final say on what is and isn't feasibly contained within the pack and is encouraged to penalize attempts to pull ludicrous things like vehicles out of it...

RIDING GEAR (U TL3+)

Bridles, stirrups and saddles and other common bits of riding gear grant a +1 to any rolls to control the typical riding beast. Massive riding beasts require larger setups, like goads, chains and howdahs which are **Rare** items, but provide the same bonus.





RE-BREATHER (R TL4)

This device ranges in size from a backpack (TL 4) to a small mouthpiece (TL 6) that scrubs the user's exhalations of carbon-dioxide and recycles the O2. The re-breather only starts to fail when a double '1' or '2' is rolled while using it, at which point the user has D6 minutes to re-charge their oxygen supply.

ROPE (C TL2)

This is 30' of standard rope made from whatever natural material is available. Such ropes will break on any CALAMITOUS FAILURE rolled while using them. High-tech ropes made of polymers and other man-made materials are *Rare*, but they are less likely to break or be broken, effectively allowing the user to ignore the first breakage result in an adventure.

SURVIVAL GEAR (C TL1)

This kit contains a spare waterskin, some dried food, needles, thread, iodine tablets and other small odds and ends which can help a single user to survive in the wild for a time. As such, it adds +1 to all survival rolls.

TOOL, BASIC (C TL3+)

This is a single, non-powered tool, like a hammer, chisel or screwdriver. Meks may buy a full Tool Kit (Rare TL3+) which is assumed to contain any tool they need *except* power tools.

TOOL, POWER (R TL4+)

This is a single Power Tool, like a power drill, belt sander, or chainsaw. To determine what it runs off of, roll 1D6 and consult the table below:

1	External Electrical Source via cord.
2-3	Gas
4-6	Batteries

TRAINED ANIMAL (R TL2)

A trained carrier pigeon, hawk, or monkey can be a good friend as well as a substitute for technology in many cases, delivering messages, circling above the position of approaching foes or filching items from hard to reach or secured places. The animal will know D3 tricks and may be taught others (all of which are subject to GM approval)

VEHICLE (Un)

If a player wishes to purchase a vehicle, he must get the GM's permission and then work with the GM to build the vehicle using the rules on pg. 90.

WATCH (U TL4)

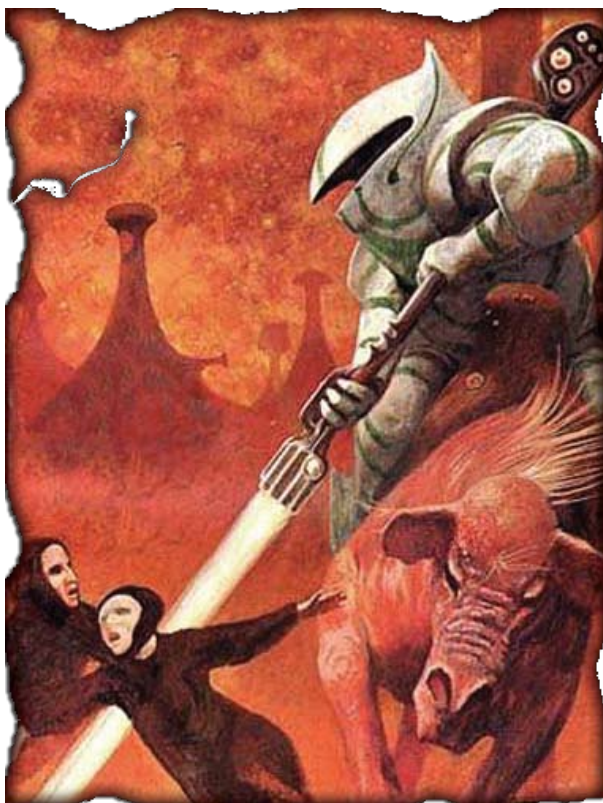
Tells you what time it is. Nuff said.

WRITING GEAR (C TL4)

This kit contains pencils, pens, erasers, inks, paper and other items necessary for writing.



4.4 RIDING BEASTS



Considering the endless variety of pack and riding animals one might find in Post-Apocalyptic fiction, the animals described below are intentionally generic and can be used to represent anything from standard pack animals to lizard things and bugallo.

ANIMAL ATTRIBUTES

Each beast will have a few basic Attributes to give the GM a general idea of what they can do. However, the most important thing to know about them is 'how fast, how far and how much can they carry,' so along with basic creature Attributes, there are three additional pieces of info:

SPEED: This is the creature's base speed/round.

DISTANCE: This is the amount of extra distance you can cover each day of travel by riding, due to speed and/or the ability of the beast to travel great distances without stopping.

WEIGHT: How many bundles, in roughly man-sized weight and dimensions, the creature can carry. For every additional 'bundle,' reduce Speed and Distance by half.

MODIFYING RIDING BEASTS

The GM should feel free to make modifications to the basic beasts presented here, adding Defence factors from weird skins, special environmental capabilities, like swimming or crossing deserts, etc.

For really strange and unique creatures, we suggest giving them D6 random mutations from the Mutation Table on pg. 70 ...

DRAUGHT ANIMAL (C)

This is a beast of burden used to carry extremely large loads and the occasional rider. They're stubborn, stupid and not the fastest way to get around, but they can't be beat for hauling and other heavy work.

STR	5
AGL	0
MIN	-2

SPD	25'
DIST	x2
WGHT	6

LB: 20

ATTACK: Rear Attack +1 (D6+3)

RIDING BEAST (U)

This is the bog standard riding animal, with average speed, range and carrying ability. It smart enough to carry a rider and obey simple commands, but timid in battle unless specifically trained otherwise.

STR	3
AGL	2
MIN	0

SPD	45'
DIST	x3
WGHT	2

LB: 20

ATTACK: Trample +3 (D6+1)





RIDING BEAST, FAST (R)

This is a riding animal specially bred for speed and endurance, although it sacrifices carrying capacity in return.

STR	3
AGL	3
MIN	0

SPD	60'
DIST	x4
WGHT	1

LB: 20

ATTACK: Trample +1 (D6+1)

RIDING BEAST, HEAVY (R)

Bred for heavy work like pulling caravans or ploughing fields, the Heavy Riding Beast's great strength is also ideal for battle and they are often trained as war-beasts.

STR	6
AGL	1
MIN	0

SPD	45'
DIST	x3
WGHT	4

LB: 30

ATTACK: Trample +3 (D6+3)



RIDING BEAST, MASSIVE (Un)

These creatures are extremely rare and typically owned by only the wealthiest and most powerful individuals or large groups due to the time and trouble it takes to rear, train and maintain them. It is well worth it, however, for the unrivalled prestige you get from riding atop one.

STR	12
AGL	-1
MIN	0

SPD	30'
DIST	x3
WGHT	12

LB: 51

ATTACK: Trample +3 (2D6)



4.5 SPECIALISTS

While technically not 'equipment' in the strictest sense of the word, hiring specialists to tackle certain problems can be more valuable and useful in some adventures than yet another sidearm. The following Specialists can be hired at the beginning of the adventure or even in the middle of one, if you have appropriate trade items to get their attention.

Of course, the value of the NPC in question won't necessarily be known to the PCs. The NPC is also free to refuse any item offered if it is useless to them and demand something else. Bartering is the key here and the GM and players are encouraged to role-play the negotiations out..



EXAMPLE: *In the middle of an adventure, the PCs decide that they need a mining expert. They find one and offer to trade him a Pistol (Common, 1pt.) and a Compass (Common 1pt.) to acquire his services.*

He is an Uncommon hire, so the price is right, but as a Miner, a Compass is fairly useless to him. He does use Batteries (Uncommon 2pts.), however and asks for those instead. The PCs decide that is fair and make the deal. The old miner smiles as he takes the pistol and batteries, knowing he came out ahead on the deal...

SPECIALIST QUALITY

When PCs find a Specialist, the GM should roll a 1D6 to determine his level of expertise:

1-3	Uncommon
4-5	Rare
6	Unique

ABUSING SPECIALISTS

The GM should remember that Specialists value their own lives and will resent being abused or used as 'sheep' to be herded into dangerous situations. If treated in a disrespectful manner, the GM may determine that they leave immediately, sneak off at the first chance they get or attack their employers.

Different specialists have different tolerances based on what they do, of course, so a soldier will have little problem with checking out dangerous situations and a slave can do little but obey, but remember that even they will tolerate only so much abuse before turning on the PCs.

SPECIALIST ENTRIES

Each Specialist will have certain Attributes, Combat Abilities, Careers and Equipment. Some of the entries will be split into three parts like this: 1/2/3.

The first number will be for an **Uncommon** Specialist, the second for a **Rare** and the third for a **Unique** Specialist. These are not cumulative so a Rare Dok will have a MIND of 3 and 4 Drugs on his person, NOT a MIND of 4 and 7 Drugs.

ACADEMICS

Most folks are illiterate or can barely read or write at best, so those skilled in Reading writing, math and more esoteric skills like Law can make a decent living hiring out their knowledge. This category covers all those specialists with mainly mental skills including scribes, merchants, lawyers and the like.

ATTRIBUTES	
Strength	0
Agility	0
Mind	1/3/5
Appeal	1/2/3

COMBAT	
Brawl	0
Melee	0
Ranged	0
Defence	0

CAREERS

Professional (Pick One) 1/3/5
Wise One 0/1/2

EQUIPMENT

D3 Books, Knife, Writing Kit





DOKS

When entering into dangerous territory it always pays to have a professional healer around. Of course, it doesn't pay to tell them that you're going into said territory when trying to hire them. Best to let them find that out later...

ATTRIBUTES	
Strength	0/1/2
Agility	1/2/3
Mind	1/3/5
Appeal	1/3/5

COMBAT	
Brawl	0
Melee	1/2/3
Ranged	0/0/1
Defence	0/1/2

CAREERS

Dok 1/3/5

Juicer, Professional or Wise One 0/1/2

EQUIPMENT

Medi-Kit

Drug x3/x4/x5

Bonesaw, Scalpels and other medical instruments.

LABOURERS

Specializing in trades that require a great deal of physical labour, a Labourer's knowledge and expertise in dealing with their specific field can be invaluable.

ATTRIBUTES	
Strength	1/3/5
Agility	1/2/3
Mind	0/1/3
Appeal	0/1/3

COMBAT	
Brawl	1/3/5
Melee	1/2/3
Ranged	1/1/2
Defence	1/2/3

CAREERS

Beast Master, Miner or Tradesman (Pick One)
1/3/5

EQUIPMENT

Melee Weapon, Common
Ranged Weapon, Common
Trade Tools
Draught Animal

MYSTICS

Those who understand and manipulate the powers of magic and the mind are typically avoided, but their services can come in very handy when dealing with the unnatural. Of course, if your setting has no magic or psychic powers, then these are likely just madmen or charlatans waiting to fleece gullible rubes like the PCs.

ATTRIBUTES	
Strength	0
Agility	1/2/3
Mind	1/3/5
Appeal	1/3/5

COMBAT	
Brawl	0
Melee	1/2/3
Ranged	0/1/2
Defence	1/2/3

CAREERS

Professional (Con-Artist), Sorcerer or Wyrd 1/3/5
Juicer, Scavenger or Wise One 0/1/2

EQUIPMENT

Melee Weapon Common/Uncommon/Rare
D3 Potions, a Psycho-Active Talisman or a 'Bag of Tricks' for faking supernatural events.

ROGUES

Rogues are typically adverse to hard work and direct confrontation so this sort of specialist will usually have skills in obtaining objects or information with as little effort or conflict as possible using infiltration, seduction, thievery or a poisoned knife in the back.

ATTRIBUTES	
Strength	0/1/2
Agility	1/3/5
Mind	1/2/3
Appeal	1/3/5

COMBAT	
Brawl	0
Melee	1/2/3
Ranged	1/2/3
Defence	1/3/5

CAREERS

Assassin, Courtesan, Rocker or Scavenger 1/3/5

EQUIPMENT

Melee Weapon, 1-H Common/Uncommon/Rare
Ranged Weapon, Common/Uncommon/Rare
D3 Poisons, D3 Drugs or a Resourceful Pack
Fine Clothing, Infiltration Gear or Musical Instrument



SLAVES

This person is not simply someone you hired, but an indentured servant whose life you have purchased. As such, they are beholden to do whatever you tell them. Most slaves are inferior specimens of their race and are rarely good for anything but menial labour and checking out dangerous situations ahead of their masters.

ATTRIBUTES	
Strength	-1/0/1
Agility	0/1/2
Mind	-1/0/1
Appeal	-1/0/1

COMBAT	
Brawl	-1/0/1
Melee	-1/0/1
Ranged	-1/0/1
Defence	1/3/5

CAREERS

Slave 1/3/5

EQUIPMENT

Collar & Chain

TEKS

Those who master the electronic, mechanical and chemical mysteries are always in demand and they will often trade their services for parts, equipment, rare plants, anything to further their studies.

ATTRIBUTES	
Strength	0/1/2
Agility	0/1/2
Mind	3/4/5
Appeal	0/1/2

COMBAT	
Brawl	0
Melee	0/1/2
Ranged	0/1/2
Defence	0/1/2

CAREERS

Juicer or Mek 1/3/5

Juicer, Mek or Tradesman (Pick One) 0/1/2

EQUIPMENT

D3 Potions or Devices (Common/Uncommon/Rare)
Trade Tools (any necessary for their trade).

TRANSPORTERS

Travelling the wastelands on foot is a bad idea at the best of times so if you have the resources, it's much better to hire someone to transport you across them in a vehicle or caravan of some sort.

To pay for vehicle maintenance and fuel costs, Transporters charge twice their normal rate, so an Uncommon Transporter costs the same as two Uncommon Specialists.

ATTRIBUTES	
Strength	0/1/2
Agility	1/3/5
Mind	1/2/3
Appeal	0/1/2

COMBAT	
Brawl	0
Melee	1/2/3
Ranged	1/3/5
Defence	1/2/3

CAREERS

Air Rider, Road warrior or Wave Rider 1/3/5
Gladiator, Gunslinger, Juicer or Mek 0/1/2

EQUIPMENT

Vehicle SIZ 2/ SIZ 3/ SIZ 5

Melee Weapon Common/Uncommon/Rare
Ranged Weapon Common/Uncommon/Rare
Armour Common/Uncommon/Rare
Fuel x3





WARRIORS

Warriors for hire are probably the most common type of specialist, filling in as mercenary soldiers, bodyguards and enforcers. They aren't adverse to doing their employer's dirty work, provided the pay is good and it doesn't conflict with their particular code of honour (assuming they even have one).

ATTRIBUTES	
Strength	1/3/5
Agility	1/3/5
Mind	0/0/1
Appeal	0/1/2

COMBAT	
Brawl	1/2/3
Melee	1/3/5
Ranged	1/3/5
Defence	1/2/3

CAREERS

Gladiator, Gunslinger or Soldier (Pick One) 1/3/5

EQUIPMENT

Melee Weapon (Common/Uncommon/Rare)

Ranged Weapon (Common/Uncommon/Rare)

Armour (Common/Uncommon/Rare)

Reload x1/x2/x3

Gas Mask or Medi-Pack or Survival Gear



4.6 VEHICLE MODIFICATIONS

When a player purchases the basic Vehicle found on page 120 in the Gear section, the GM can allow them to choose their Upgrades and Downgrades using the rules in the Vehicle Design section (see pg. 90). This will create a relatively complete vehicle from the start.

Alternately, the GM may force the PCs to buy all additional Upgrades as well. As such, each Upgrade is provided with an availability rating. The maximum number of upgrades remains the same and each one taken above that limit will require a Downgrade to be taken as well.

Downgrades have no availability rating and can be taken freely by the PCs (or given by the GM) as desired. No need to thank us, just don't say we never gave you anything...

UPGRADES

ARMOUR PLATING (C TL0)

Add 2 points of Armour Protection to the vehicle.

The vehicle may take this upgrade multiple times, but reduces its Maneuver and Speed by 1 for every 4 points of Armour.

ARMOUR PIERCING SHOT (U TL4)

One of the vehicle's weapons has a +1 PEN rating. The vehicle may take this upgrade multiple times, adding +1 PEN to this or a different weapon each time it is taken.

ARGOS TARGETING SYSTEM (R TL5)

The ARGOS allows the vehicle to fire two weapons with a single action. For every additional ARGOS upgrade, you may fire one additional weapon, so an ARGOS x3 would allow the vehicle to fire 4 weapons with one action.

CARGO SPACE (C TL0)

The vehicle has room for non-essential goods or even other vehicles. This space is SIZE 1, and may be increased by another point of SIZE each additional time this upgrade is taken. You may take this upgrade a number of times equal to your vehicle's SIZE-1.



CLOAKING SYSTEM (Un TL6)

The vehicle can use an action to make itself invisible to sight and sensors. It may not affect other vehicles in any way until it drops its cloak as an action, nor may it be affected by other vehicles unless they can make a **DEMANDING VEHICLE TEST** to detect the cloaked vehicle. Even when detected, all tests against a cloaked vehicle are DEMANDING. This costs a number of System Upgrades equal to 1+ the SIZE of the vehicle.

DECOYS (U TL4)

Torpedoes, and Missiles suffer a -1 to hit, and Mini-Missile Pods score 2 less hits for every Decoy Upgrade the vehicle has..

EMERGENCY BACKUP SYSTEM (U TLO)

For each EBS, the vehicle may maintain the function of a single specific system after it is damaged by a **SYSTEM STRIKE** action or the vehicle is reduced to 0 or less SS. Its function is either halved (life support, power, Force Shields), or you must roll a Penalty Die when using it (weapons, damage control, etc.).

ENHANCED SENSOR SUITE (R TL4)

The vehicle may add +1 to any test involving detection or information gathering for every Enhanced Sensor Upgrade it has.

ENHANCED TARGETING (U TL3)

One of the vehicle's weapons has a +1 modifier to hit. The vehicle may take this upgrade up to three times for each weapon.

ENHANCED MANEUVERING (C TL4)

Add +1 to the vehicle's MANEUVER. This may take the vehicle's MAN rank above the normal maximum.

FEARSOME ASPECT (C TLO)

The vehicle is covered in gruesome trophies, built with an intimidating number of weapons, driven by a much feared combatant or has some other feature which causes fear and loathing in the enemy. Opposing vehicles must make a bravery test (MIND + Appropriate Career) to enter the same **RANGE BAND** as this vehicle.

FORCE SHIELD (Un TL6)

You may reduce the power of attacks by D3 + POW points. The Force Shield may be targeted with a **SYSTEM STRIKE** action, but it continues to protect the vehicle until it is successfully hit and damaged. Force Shields block scans and teleporter activity directed into the vehicle.

LIFE BOATS (C TLO)

As an action, the vehicle may signal the crew to 'Man the Life Boats.' A single Life Boats upgrade will save the entire crew of a Standard sized vehicle. Lifeboats will float at the whim of the elements until picked up. You may use an extra upgrade to give them SPD 1.

MIND HELM (VARIABLE BY SETTING)

The vehicle is partially or completely powered by magical or psychic energy and the 'Helmsman' must have the ability to wield those energies to pilot the vehicle. As a free action at the start of their turn, the 'helmsman' may spend a number of AP or PK (whichever is appropriate) equal to the vehicle's SIZE to increase one of its Attributes by 1 for the rest of the round.

MINE DROPPER (U TL3)

A vehicle may drop mines as an action to destroy or drive off pursuers. Any enemy pursuing the vehicle must immediately break off pursuit or take a VEHICLE TEST to avoid taking 1D6 hits that do 1D6 + the SIZ of the vehicle deploying the mines in damage. A vehicle may only use a Mine Dropper once and then it is out of ammo, but a vehicle can take this upgrade multiple times.

MINI-MISSILE POD (R TL4)

The target is hit by 2D6 missiles -1 for every range band distant the target is from the attacker. Each missile that hits does 1D6+POW damage. A vehicle may only use a Missile Pod once and then it is out of ammo, but a vehicle can take this upgrade multiple times.





POWER AMPLIFIERS (C TL5)

Add + 1 to the vehicle's POWER. This may take the vehicle's POW rank above the normal maximum.

RAM PLATE (C TL0)

The Ramming vehicle with this upgrade only suffers half normal damage from ramming (round down).

REINFORCED SUPERSTRUCTURE (C TL4)

Add + 2 to the vehicle's SS. This upgrade may be taken multiple times.

SMOKE SCREEN (C TL0)

As an action, you may drop smoke, obscuring your vehicle until your next turn. All enemy vehicles halve their rolls when making tests against your vehicle, and you take no negative modifiers when you use a Shake Pursuit action. The vehicle may use the smoke screen once, but may buy this upgrade multiple times.

SUBMERSIBLE (U TL4)

The vehicle is airtight, with its own air supply, and may go underwater for a period of time (determined by the GM). As an action the vehicle may submerge, becoming invisible. It cannot be affected by other vehicles unless they can make a DEMANDING VEHICLE TEST to detect the submerged vehicle. Even when detected, all tests against it are DEMANDING. This is worth three System Upgrades.

TELEPORTERS (Un TL6)

The vehicle may attempt to board vehicles from beyond CQB range as long as they don't have a functional Force Shield working.

TREADS (C TL4, LAND ONLY)

The vehicle does not need to make crash tests except in Dense Jungle or Swamp. Its MAN is reduced by 1, however.

TORPEDO/MISSILE BAY (C TL4)

The vehicle has 2 Torpedoes/Missiles for each Torpedo/Missile Bay upgrade. It may launch a torpedo/missile at a single vehicle target.

A Torpedo/Missile has a MAN 1 and SPD of 3. It will attack its target with a to-hit bonus equal to the Target's SIZE when it closes to CQB range, causing 2D6 + the firing vehicle's POW bonus in damage to **STANDARD VEHICLES** and completely destroying **SMALL VEHICLES**. Torpedoes/Missiles that miss will continue to maneuver towards their targets and attack until they hit, are destroyed or leave the Battle-Board.

Torpedoes/Missiles may be attacked with a -3 to-hit modifier and are destroyed if hit.

TRANSFORMING GEARS (R TL4)

The vehicle has an alternate form of movement (land, sea, air or space) in the same size category, and can take a round to switch from one to another. This costs a number of System Upgrades equal to 1+ the SIZE of the vehicle.

TURBO-BOOSTERS (C TL3)

Add +1 to the vehicle's SPEED. This may take the vehicle's SPD rank above the maximum.

TURRET (C TL1)

One of your weapons may fire in a 360 degree arc.

VETERAN CREW (U TL0, SIZE 5+)

Once per battle, the vehicle may take a bonus die on a single roll.

VEHICLE WEAPON, ANTI-PERSONNEL

For those who can't afford mini-guns or howitzers for their Death-Vespa, there is always the alternative of bolting personal weapons to their vehicles.

Every time you take this upgrade, you may mount D6+2 EP in personal weapons to your vehicle. As their name aptly shows, these weapons are mainly for taking out people (or other things). As such, they do not add the Vehicles POW to their damage and all Standard sized or larger vehicles are assumed to have 3 points of additional armour against them. You may fire one per crew member, passenger or ARGOS upgrade per turn.



BIG GUNZ	RANGE						DMG	SPECIAL
	0	1	2	3	4	5		
BALLISTA (C)	+1	+1	+1	+0	M	M	1D6	AC5, TL2, RELOAD 2
CATAPULT (C)	M	M	M	+0	+0	M	1D6+2	AC3, TL2, RELOAD 3
CANNON (U)	+0	+3	+0	+0	M	M	1D6	AC3, PEN1, TL3. RELOAD 3
MINI-GUN (U)	-1	+1	+3	+0	M	M	1D6	AC4, PEN2, TL4
RECOILLESS RIFLE (U)	-3	-1	+0	+3	+0	M	1D6	AC4, PEN6, TL4
HOWITZER (R)	M	M	+0	+1	+0	+0	2D6	AC4, PEN6, TL4
BLASTER (R)	+2	+1	+0	-1	M	M	2D6	AC3, PEN3, TL5
FLAMETHROWER (U)	+3	+3	+3	M	M	M	1D6	AC4, TL4, Flamethrower Rules (pg. 110)
RAIL GUN (R)	+0	+1	+2	+2	+1	+0	2D6	AC5, PEN6, TL5
LIGHT CANNON (R)	+1	+2	+3	+2	+1	+0	2D6	AC4, PEN9, TL6
MICROWAVE CANNON (R)	-2	-1	+0	+0	M	M	3D6+3	AC2, TL6, Microwave Rules (pg. 109)
SUN CANNON (U) RAPID	+1	+0	+0	M	M	M	1D6	AC2, D6 Hits, PEN3, TL6 Plasma Rules (pg. 109)
BURST	M	M	+3	+0	M	M	3D6	AC2, RELOAD 3, TL6 Plasma Rules (pg. 109)

VEHICLE WEAPON, DA BIG GUNZ (VARIABLE)

These weapons represent a single large vehicle sized weapon or weapon battery. Unless built with the Turret Upgrade (See the Vehicular Equipment Section), each weapon will have a fixed fire arc chosen from one of the following: Forward, Left/Port, Right/Starboard or Rear.

These weapons are really only suitable for vehicle combat and are not usable by single characters as they are too heavy, bulky, or require too much ammunition to be carried around, although they may often be found mounted into a fixed position or weapon emplacement.

For the most part, these weapons are used in the same way as man-portable weapons, but the ranges for vehicular weapons are given as modifiers in Range Band increments (see pg. 94) and represent the effectiveness of the weapon at particular ranges

(an M indicates an automatic miss due to range or a weapon so powerful that firing it at close range would be suicidal).

Also, it is assumed that the weapon has such a high rate of fire, penetration or large blast area that it automatically scores a Mighty Success on any normal success rolled and a Legendary Success for any Mighty Success rolled when used against characters or Small vehicles.

Due to their high rates of fire, vehicle weapons typically have large ammo bins, and automatically pass the first Ammo Check they are required to make.





DOWNGRADES

ACHILLES' HEEL

The vehicle has a weak spot that, if known, can be attacked with a -6 modifier. A successful hit counts as a Mighty Success and a Mighty Success counts as a Legendary Success.

FAULTY SYSTEM

One of the vehicle's Upgrades is faulty. If you roll a double 1, 2 or 3 when using that Attribute or System, it automatically fails to function and stops working until repaired. If you purchase this Downgrade a second time for the same system, then the Upgrade fails on any double rolled.

FRAGILE

The vehicle is unsuitable for ramming. If it uses the Ramming Action, it will suffer a Crash result (see page 96).

LUMBERING BEAST

The vehicle's Maneuver is reduced by 1.

MINIMUM MOVE (AIR & SPACE ONLY)

The vehicle must maintain a minimum velocity equal to 1 + the number of times this flaw is taken or land (or crash, as the case may be).

PAPER TIGER

The vehicle's SS is reduced by 2.

RAILS

The vehicle must run on some sort of set track, and as such, its movement is very predictable. Any attempts to pursue a Railed Vehicle are automatically successful. Also, the track itself can be targeted using a System Strike and if more than 6 points of damage are caused in single hit, the vehicle will be derailed and crash. This counts as a number of Downgrades equal to the vehicle's SIZE + 1.

REDUCED FIREPOWER

One of the Vehicle Weapon mounts is small, poorly maintained or lacking in firing points. Reduce the Vehicle's

Damage Bonus by half when using it. You may take this once per weapon (Da Big Gunz only).

REDUCED POWER

The vehicle's Power is reduced by 1.

RESTRICTED DETECTION

Because the vehicle is fully enclosed and/or has poor sensor equipment, any test involving detection or information gathering from inside the vehicle suffers a -1 penalty.

SITTING DUCK

The vehicle is easy to target. Enemies may add +1 to hit it.

SLOW

The vehicle's Speed is reduced by 1 (may not be taken by vehicles with a Speed of 0).

SMALL CREW (SIZE 5+)

Any time the vehicle takes crew damage, multiply the result by 2.

SUBSTANDARD CREW (SIZE 5+)

Once per battle, an opponent can force the vehicle to take a Penalty die on a single roll.

SAILS

The vehicle gains movement from terrestrial or solar winds. Roll a D6 to determine if the wind is coming from the left or right side of the range band. When maneuvering the vehicle with the wind, your SPD is +1. When moving against the wind, your SPD is -1. The sails are large and may be targeted separately without the standard **SYSTEM STRIKE** penalty, reducing the vehicle's SPD by 1 for each damaging hit.



4.7 VEHICLES

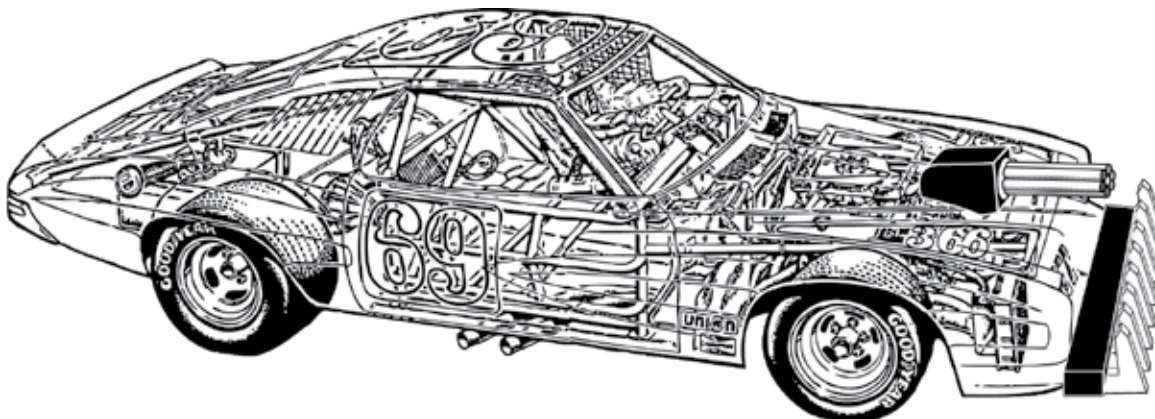
For your instantaneous gratification, we have provided a selection of pre-made land vehicles to get you started. Take them out for a spin and find out why Klown Cycles work best in Squadrons, people pay the Grendal *not* to fight, and everyone leaves town well before the Robot Carnival arrives...

KANNIBAL KLOWN CYCLE (LAND)	
SIZE	0
POW	1
MAN	4
SPD	2
RAM	1
SS	8
<u>MODIFICATIONS</u>	
Mini-Gun (FWD, D6, AC4, PEN2)	
Turbo-Booster (SPD+1)	
Enhanced Maneuvering (MAN+1)	
Fragile (No Ramming)	
Paper Tiger (SS-2)	

WASTELANDER WAR-WAGON (LAND)	
SIZE	2
POW	3
MAN	3
SPD	1
RAM	4
SS	18
<u>MODIFICATIONS</u>	
Armour 2	
Recoilless Rifle (FWD, AC4, PEN6)	
Mini-Gun (TUR, D6, AC4, PEN2)	
RAM Plate (Take ½ Ram damage)	
Turret (Mini-Gun)	
Reinforced Superstructure (SS+2)	

The Kannibal Klowns are an insane tribe of mutants and waste barbarians that follow the enigmatic Robot Carnival, adding to its destructive force and feeding on the devastation left in its massive wake. Their favourite vehicles are gyroscopically balanced motorized monocycles painted in garish colours and mounting a forward facing mini-gun in their 'tail'.

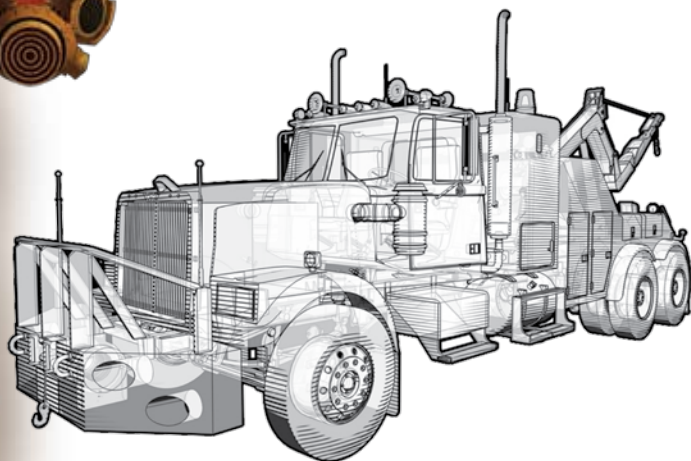
The War-Wagon is a brutally efficient vehicle. It has weapons enough to fight from long or short range and the addition of numerous metal 'trophies' from past kills makes it a tough nut to crack.



V9 INTERCEPTOR (LAND)	
SIZE	1
POW	2
MAN	3
SPD	3
RAM	2
SS	13
<u>MODIFICATIONS</u>	
Mini-Gun (FWD, D6, AC4, PEN2)	
Turbo-Booster (SPD+1)	
Enhanced Maneuvering (MAN+1)	
RAM Plate (Take ½ Ram damage)	
Fault: Mini-Gun (Fails on dbl 1-3)	

The V9 is the vehicle of choice for a wide range of professional auto-duelists. The stock version is relatively fast, and maneuverable, with only one flaw: a tendency for the main armament to overheat and shut down. As such the reinforced ram plate on the front tends to be the more frequently used weapon.





THE BIG MACDONALD (LAND)

SIZE	3	<u>MODIFICATIONS</u> Armour 2 Reinforced Superstructure (SS+2) Fearsome Aspect Cargo-space 1 RAM Plate (Take ½ Ram damage) Mine Dropper Howitzer (FWD, 2D6, AC4, PEN6) Mini-Gun (TUR, D6, AC4, PEN2) Turret (Mini-Gun)
POW	3	
MAN	3	
SPD	1	
RAM	5	
SS	21	

The Big MacDonald is a semi-trailer that serves as a mercenary support vehicle for the highest bidder. Although primarily armed for long range support, its massive ram-plate and speaker system (which plays endless bagpipe music at head-splitting levels) make it a feared combatant none-the-less.

THE T-888 'TOWN CRUSHER' (LAND)

SIZE	4	<u>MODIFICATIONS</u> Armour 6 Reinforced Superstructure Fearsome Aspect RAM Plate (Take ½ Ram damage) Rail-gun (TUR, 2D6, AC5, PEN6) Microwave-Cannon (AC2, Special) Flamethrower (AC4, Special) Argos x2 Treads
POW	3	
MAN	2	
SPD	1	
RAM	6	
SS	24	

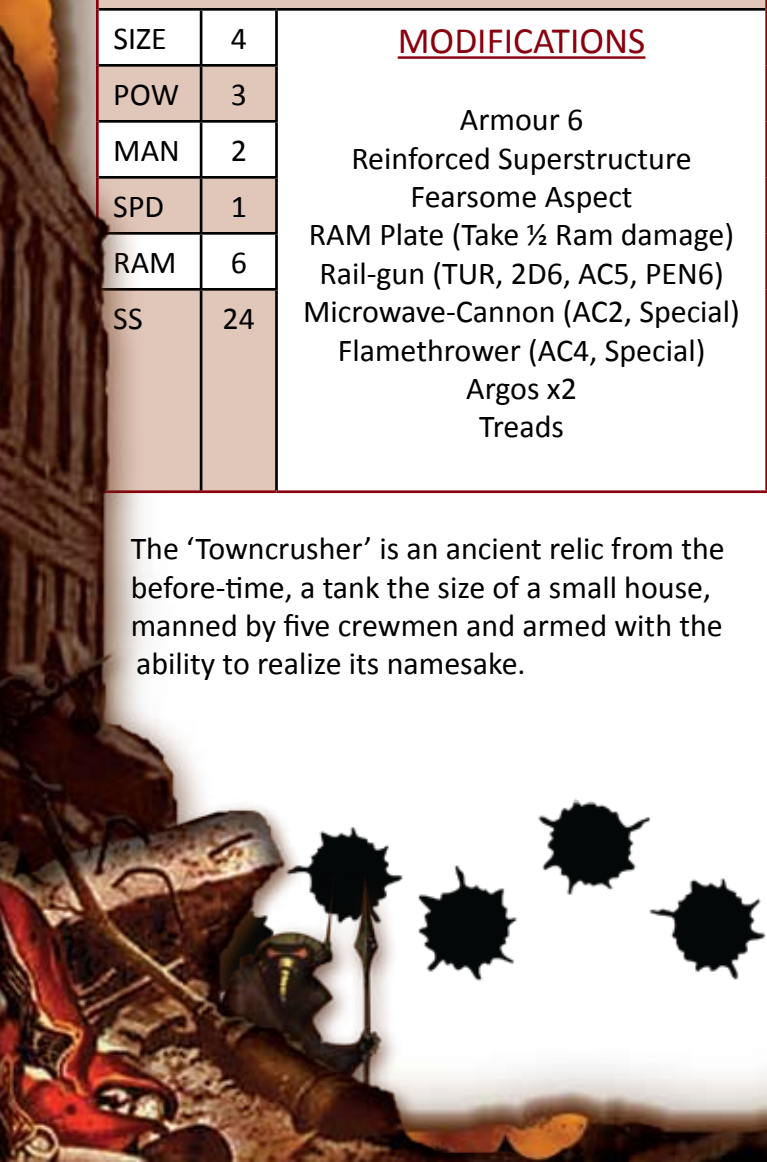
The 'Towncrusher' is an ancient relic from the before-time, a tank the size of a small house, manned by five crewmen and armed with the ability to realize its namesake.

THE GRENDAL CYBERTANK (LAND)

SIZE	5	<u>MODIFICATIONS</u> Armour 6 Fearsome Aspect Torpedoes x3 Rail-gun x2 (FWD, 2D6, AC5, PEN6) Blaster x4 (2 FWD, 1 PRT, 1 STB, 2D6, AC3, PEN3) Argos x3 Enhanced Maneuver (MAN+1) Power Amplifiers (POW +1) Treads Faulty System x3 (Torpedoes) Sitting Duck (+1 to be hit)
POW	4	
MAN	3	
SPD	2	
RAM	7	
SS	25	

The Grendal was the first of the last generation of armoured fighting vehicles before the apocalypse. It was so large it required the use of an AI intelligence to get the most out of its massive frame.

They are exceedingly rare in the Aftermath, but when they do show up, they are often payed handsomely to fight for one side or the other or, better yet, to leave the area altogether so that whatever is being fought over won't be completely reduced to ash and ruin.





THE ROBOT CARNIVAL (LAND)

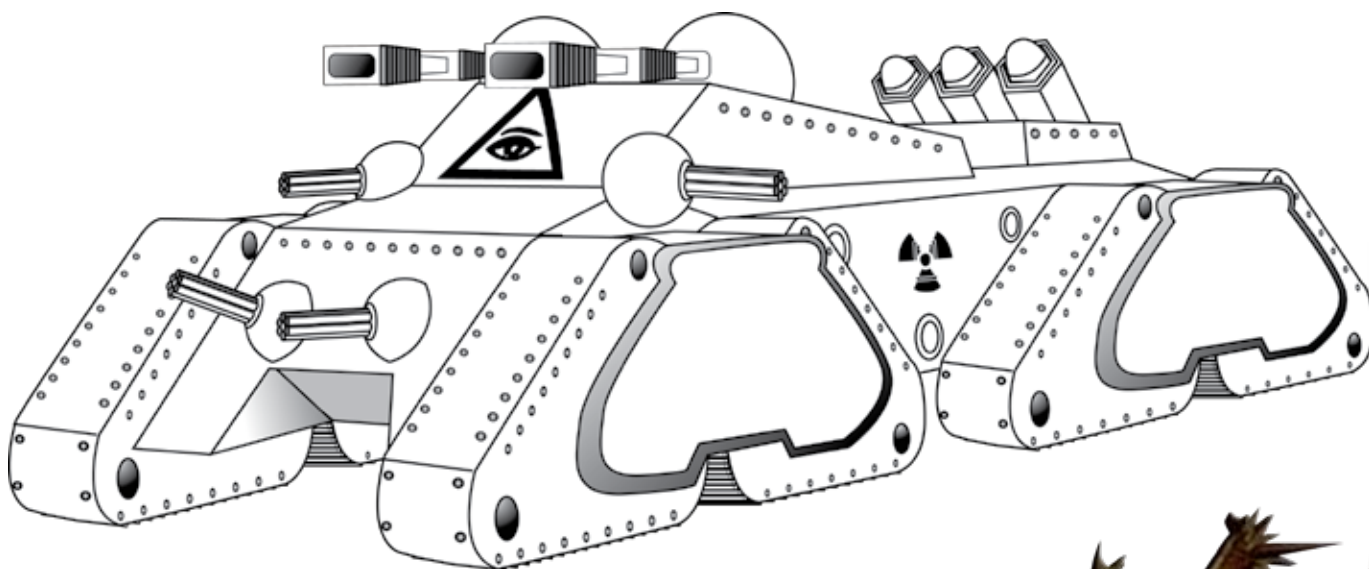
SIZE	6	<u>MODIFICATIONS</u> Fearsome Aspect Armour 9 Reinforced Superstructure x9 Enhanced Maneuver x3 (MAN+2) Power Amplifiers x3 Turbo-Boosters Treads Emergency Back Systems (ALL) Enhanced Targeting (ALL) ARGOS (ALL) Armour Piercing (ALL) Turrets (ALL) Mini-guns x3 (D6, AC4, PEN2) Blasters x3 (2D6, AC3, PEN3) Flamethrowers x3 (D6, AC4, Special) Light Cannons x3 (2D6, AC4, PEN9) Torpedoes x15 Sun-Cannon x3 (D6, D6 hits, Special) or (3D6+3, RELOAD 3, Special) Minedropper x12 Smokescreen x12
POW	9	
MAN	3	
SPD	1	
RAM	11	
SS	46	

The Robot Carnival is a good example of a vehicle built without any realistic restrictions on Upgrades. As a post-apocalyptic GM, feel free to unleash monstrously soul-crushing and civilization leveling creations such as these at your whim ...

No one knows who (or what) created the massive mobile monstrosity known only as the Robot Carnival or why. All that is known is that when a paper flyer drifts into town promising 'The Greatest and Most Explosive Entertainment Exposition and Spectacle to ever Travel the World,' you had better pack up and head for the hills. Or preferably further.

The Robot Carnival is everything it promises. It is a spectacle, it is the greatest of its kind to ever travel the earth and it is, above all else, explosive. All the 'entertainments' it possesses come in visually exciting but deadly forms, from floating ballerinas that drop to the earth and curtsy to you before exploding like artillery, to fireworks that light up the sky and rain plasma death on those below.

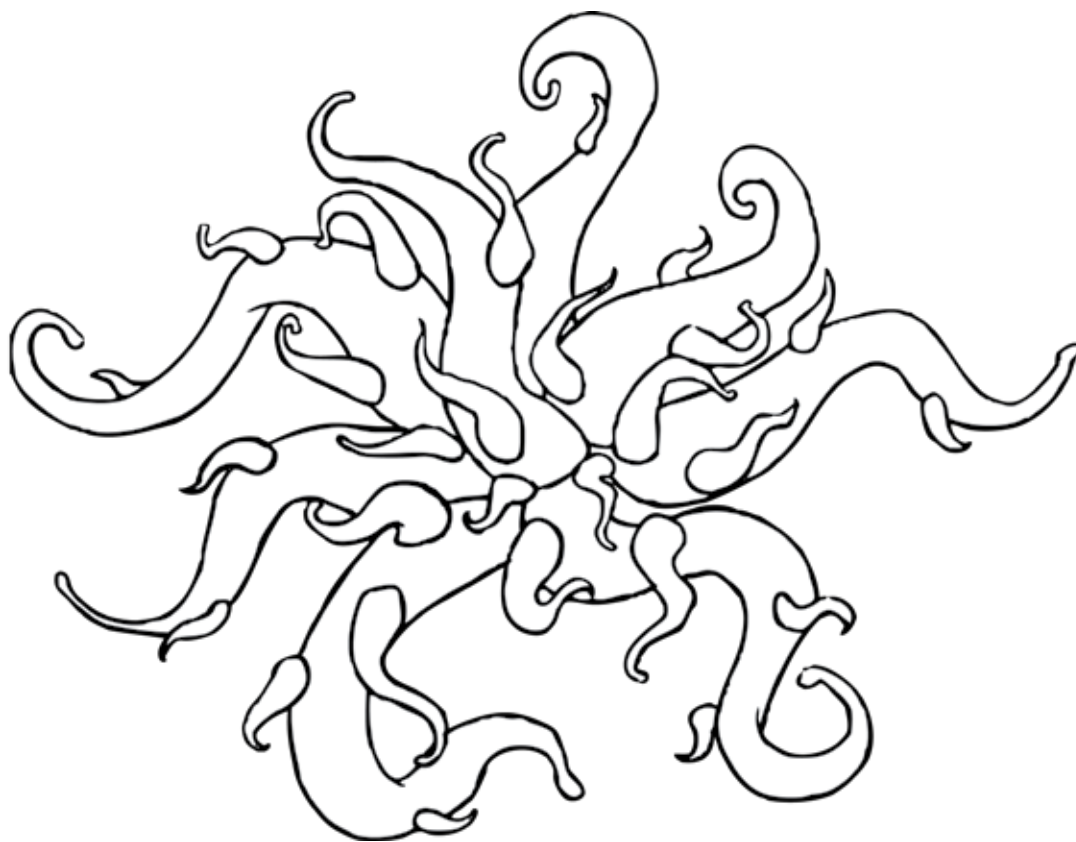
After the show, it moves on to the next town leaving nothing in its wake but death, destruction and the howling of savage Kannibal Klowns ravaging what little is left behind...





CHAPTER 5

FLORA, FAUNA AND OTHER FOES



THE TENTACLE BLOSSOM (FLORANIA HORRIBLIS TENTACULUS)

A bizarre species of 'fleshy' growth that mixes characteristics of both plants and animals, the Tentacle Blossom spreads quickly once it finds fertile ground. Individually the 'blooms' are annoying, grasping and grabbing whatever passes by with tentacles coated in a digestive slime, but they pose no real danger to anything stronger than a Beta Rat or the occasional Delta Dawg.

Once they start to spread, however, they can cooperatively pull down much larger creatures, which they digest with an increasingly more powerful digestive acid, providing more food and even more growth. Such infestations can rapidly get out of hand and burning them out is the only real way of clearing an area of their taint as they can quickly regrow from tiniest bits of tentacle.



STRANGE THINGS, INDEED...

Included in this section are a variety of adversaries you might find in the Aftermath. Many of the entries are more toolkit than finished foe and this is intentional so as to provide a wide variety of creature for a wide variety of settings.

They are also very random to reflect the topsy-turvy nature of a post-apocalyptic environment. This is also intentional, and allows the GM to randomly generate new creatures at the drop of a hat when inspiration is low, although you are always free to choose instead of roll for characteristics at any time.

In addition, one of the cool things about a post-apocalyptic world is that almost any kind of weird beastie can show up. As such, GMs are encouraged to pull adversaries from any **BoL** product and drop them into their **BotA** scenarios without a second thought. You can also design entirely new critters using the rules found in the **FLORA & FAUNA** section of the **BoL** rulebook.

AI DEFENSE GRIDS

Any abandoned bunker or high tech complex may still have a functioning AI Defense Grid. The AIDG sees through cameras scattered about the place, hears through microphones hidden in the walls, and can control doors, windows, lights, ventilation and any robot slaved to its mainframe as extensions of itself.

They are usually found dormant and waiting to be reactivated by PC intrusion. When this happens, the whole complex becomes a potential deathtrap. Depending on its standing orders and the effect of system degradation, the AI might simply try to capture the intruders, kill them, or toy with them to measure their responses for some purpose known only to itself.

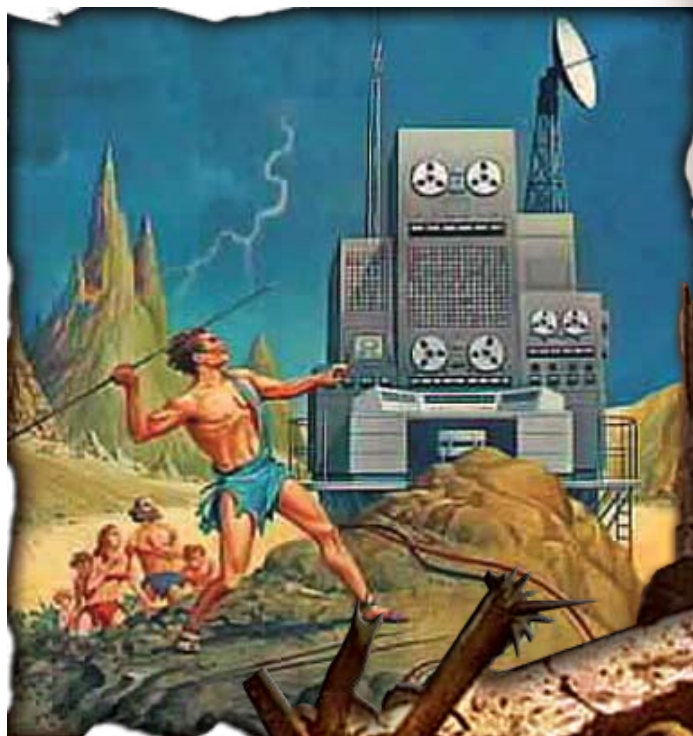
An AIDG will have a heavily guarded mainframe at the heart of the complex with 15LB and Armor 6. The mainframe doesn't move but it has a Career Rank of 6 for controlling base functions in ways similar to Attributes or Abilities. Some examples:

- Trying to crush PCs in automatic doors as a Rank 6 Brawling attack for D6 damage.

- Shooting base weaponry at Rank 6.
- Ejecting a data disk out of a computer like a bullet at Rank 6 for D6 damage.
- Electrifying metal floors and wall for D6 damage.
- Depressurizing a air-tight room, the PCs must make a STR test at a - 6 every turn or take D6 damage.
- Using audio and video manipulation to mimic a part of the party at a Rank of 6.

The GM should design the complex controlled by an AIDG with an eye towards in-built weaponry, traps, etc. that it can control. There should be a few 'safe' rooms that the designers built for a bit of privacy and one can assume that resources weren't so plentiful and the previous residents so paranoid that there is a trap in every room or a constant hoard of droids patrolling the place.

Just remember that even if the AIDG isn't all seeing and all powerful, it is very smart and capable of improvising when necessary...





ALIENS (RANDOM)

Where there is one alien species wandering the remains of post-apocalyptic earth, there may be others as well, Brought to earth by the main alien presence or coming afterwards as explorers, observers, or even hunters, they may well be stranded as result of technical failure or native hostility. GMs are encouraged to keep encounters with Aliens rare unless he wants the earth to become the interstellar equivalent of Casablanca...

ATTRIBUTES	
Strength	D6-1
Agility	D6-1
Mind	D6-1
Appeal	D6-1

COMBAT	
Brawl	D6-1
Melee	D6-1
Ranged	D6-1
Defence	D6-1

ATTACKS

The Alien will have any natural attacks plus D3 weapons from the following table (roll 2D6):

2-6	The alien has a Common Weapon
7-9	The alien has an Uncommon Weapon
10-11	The alien has a Rare Weapon
12	The alien has a Unique Weapon

PROTECTION

The Alien will have any natural protection plus D3 items of protection from the following table:

2-5	No protection/armor
6-9	Common protection/armor
10	Uncommon protection/armor
11	Rare protection/armor
12	Unique protection/armor

LIFEBLOOD: Rabble 3, NPC 10+Str

SPECIAL RULES

Aliens will have D3 'Mutations' as racial features.

EXAMPLE ALIEN: THE STALKER



These creatures live to hunt, their entire social system is based on it, and they visit planets with dangerous biospheres to put their hunting and survival skills to the ultimate test. Those who come back with the best trophies and vid-records are accorded enhanced status in Stalker society...

ATTRIBUTES	
Strength	5
Agility	5
Mind	2
Appeal	0

COMBAT	
Brawl	1
Melee	3
Ranged	4
Defence	1

ATTACKS

Blaster: 2D6, RI 120', ROF 3, TL5

Energy Spear: 2D6, Long, Throw 20', Ignores Armor

PROTECTION: 1

Weapon Harness (1)

Chameleon Cloak (Acts as Cloaking Field)

LIFEBLOOD: 15

MUTATION

Infrared Vision



DROIDS, KILLBOTS

Droids are non-sentient robots with forms built to specific functions. Killbots were built to be metallic soldiers who can patrol ceaselessly, follow instructions to the letter and efficiently eliminate their targets. Many abandoned military complexes and underground bunkers have fully functional Killbots mindlessly roaming their corridors, following the ancient dictates of long dead programmers.

Most Killbots lack the Asimov Circuits common in other droids so that they may perform their main function more efficiently. As a consequence, slight programming errors made by an inattentive or tired programmer can have deadly repercussions. There are numerous complexes littered with the blasted remains of their former inhabitants whose last terrified screams were drowned in the sound of weapons fire and cold computer voices proclaiming 'GOT THE HUMANOID. GOT THE INTRUDER...'

The profile below represent the three types of Killbot:

HUNTER KILLERS (RABBLE): These small killbots are made for fast movement, tracking and precision strikes. They might be small floating globes, metal serpents, robotic dogs, etc, but they hunt equally well alone or in packs. They have a Movement of 60' (some can fly) and the **HUNTER** Career at Rank 5.

ROBOTRONS: The line troops of the Killbot forces, Robotrons are roughly human sized (5-7' tall) but are slightly slower with a move of only 15'.

DESTRUCTORS: These tank like giants are 9' tall, bristle with weapons and are covered in thick armor plate. They are blunt instruments and not well suited to taking prisoners or limiting collateral damage. They move of 15' with legs or 30' with treads. They may use all of their attack modes every turn.

ATTRIBUTES	
Strength	0/3/6
Agility	3/1/0
Mind	NA
Appeal	NA

COMBAT	
Brawl	0/3/1
Melee	1/3/5
Ranged	3/3/5
Defence	3/1/0

ATTACKS

HUNTER-KILLERS

Bash: D3

Melee Weapon: D6+Poison

Poison: 1LB/turn, STR test negates.

Ranged Weapon: D6+1, RI 90', ROF 10

ROBOTRONS

Bash: D3+3

Melee Weapon: D6+3

Ranged Weapon: D6+3, RI 90', ROF 10 AP:2

DESTRUCTORS

Bash: D3+6

Melee Weapon: D6+6

Ranged Weapon: 2D6, RI 120', ROF 3, AP:3

Missiles: D6+1, RI 300', AP: 4 AC:4, Blast 10'

PROTECTION: 0/6/9

Robot Armor (0/6/9)

LIFEBLOOD: 3/13/26

SPECIAL RULES

Droids lose one weapon system for every 5 points of damage they take, but they never lose the ability to Bash.





DROIDS, UTILITY (RABBLE)

These droids can be found busily shuffling about a bunker or complex maintaining, fixing, building or otherwise working to the tune of their programming until the job is done or an authorized person tells them to do otherwise.

Utility Droids come in all shapes and sizes, with a single function or related group of functions that they are equipped to perform (choose a single Career at Rank 5). They are neither equipped for nor skilled at harming others but if their Asimov Circuit is damaged or reprogrammed they can get very creative at killing with the limited tools and skills that they do have.

ATTRIBUTES	
Strength	D6-1
Agility	D6-1
Mind	D6-1
Appeal	D6-1

COMBAT	
Brawl	D6-1
Melee	D6-1
Ranged	D6-1
Defence	D6-1

ATTACKS

Random Tool Related Death: D3

LIFEBLOOD: 3

FAUNA PACK (RABBLE)

The wildlife of the post-apocalypse is strange and often dangerous to the unwary traveler. Packs of genetically altered or mutated animals roam the Aftermath and even the cutest and most inoffensive creatures can prove to be a menace to those who underestimate them, especially in large groups.

Some animals, like Killer Lepus, are useful for their fur, meat and other assorted bits, which can be highly tradable commodities. Others, like Gamma Rats, are merely pests, and pretty much useless as a resource, but a good living can be made ridding civilized areas of their presence, assuming the hunter doesn't become the hunted, of course.

SPECIAL RULES

A Fauna Pack is made up of 3D6 individual animals with 3 LB each. To determine the characteristics of the animal species, roll D6 times on the following table (all results are cumulative):

2D6	CHARACTERISTIC
2	Mutation: Generate a single mutation for the animal.
3	Giant: This is actually a single giant animal with D6 additional STR and 10+Str LB. Add +D3 Strength for each further result of Giant. It no longer counts as Rabble.
4	Psychic/Arcane Drain: The Animal feeds on PK or Arcane Power and drains D3 points when within 2D6 yards.
5	Poisonous: Choose a poison. All the animal's attacks deliver it.
6	Grabber: The Animal attacks by trying to grab and constrict. +D3 STR, +1 AGI, +1 Brawl, Damage=Str
7	Stabber: The animal attacks with tooth & claw. +1 STR, +D3 AGI, +1 Melee, +1 Defense, Damage=Str+1
8	Spitter: The animal attacks by spitting toxins or emitting chemical sprays. +D3 AGL, +D3 Ranged, D3 damage
9-10	Attractive Pelt: +1 Appeal.
11	Food source: +2 Appeal
12	Material/Medicinal Source: +D3 Appeal

APPEAL represents the value of the creature's hides, meat or other special properties, like silk or sorcerous components, in trade.

PCs may take the time to harvest a defeated Fauna Pack. They gain the packs APPEAL score in bonus equipment points for this or the the next adventure from trading the 'bits.'



EXAMPLE FAUNA PACK: DELTA DAWGS



These small dogs, about the size of a modern day terrier, have long tails that emit a delta wave blast which incapacitates the mental functions of other species. Once the prey is subdued, the whole pack jumps the victim and tears it apart.

The small organic crystal responsible for the Delta wave emission is found in the tail and is very valuable to scientists, sorcerers and wyrds alike...

ATTRIBUTES	
Strength	1
Agility	3
Mind	Animal
Appeal	3

COMBAT	
Brawl	0
Melee	1
Ranged	0
Defence	1

ATTACKS:

Bite: 2

PROTECTION: 1

Leathery Hide (1)

LIFEBLOOD: 3

MUTATION

Delta Emission (Ranged Attack): Victim must take a MIND test or be stunned for D3 rounds. The victim suffers a -1 to this test for each additional Delta Dog firing on the same target.

FLORA PATCH (RABBLE)

When travelling, PCs might encounter a whole host of strange and interesting plant life. Most will just fade into the background scenery, but certain species have trade value because of their great beauty, medicinal uses, as a source of food or a combination of all three.

Unfortunately, some species are also deadly and unless a person is experienced with that particular plant, the harvester may well end up harvested...

SPECIAL RULES

A Flora Patch is made up of 6D6 individual plants with 3 LB each. To determine the characteristics of the plants in the patch, roll D6 times on the following table (all results are cumulative):

2D6	CHARACTERISTIC
2	Mutation: Generate a single mutation for the plant.
3	Giant: This is actually a single giant plant with D6 additional STR and 10+Str LB. Add +D3 Strength for each further result of Giant. It no longer counts as Rabble.
4	Psychic/Arcane Drain: The plant feeds on PK or Arcane Power and drains D3 points when within 2D6 yards.
5	Poisonous: Choose a poison. All the plant's attacks deliver it.
6	Grabber: The plant attacks by trying to grab and constrict. +D3 STR, +1 AGI, +1 Brawl, Damage=Str
7	Stabber: The plant attacks with spiny limbs or sharp edged leaves. +1 STR, +D3 AGI, +1 Melee, +1 Defense, Damage=Str+1
8	Spitter: The plant attacks by spitting toxins or spore clouds. +D3 AGL, +D3 Ranged (D3 damage)
9-10	Attractive Look and/or Smell: +1 Appeal.
11	Food source: +2 Appeal
12	Material/Medicinal Source: +D3 Appeal





APPEAL represents the value of the plant in trade due to material, food or medicinal properties.

PCs may take the time to harvest a defeated Floraa Pack. They gain the packs APPEAL score in bonus equipment points for this or the next adventure from trading the 'bits.'

EXAMPLE FLORA PACK: PERFORATING POPPIES

When anyone moves within 10' of one of these bright white flowers, it launches a fusillade of sharp seeds at the target. These seeds enter the bloodstream, where they race towards the heart, perforating it and killing the host who serves as compost for the new plants.

The spores are valuable to the defense minded who plant them as 'living minefields' in order to protect specific approaches to their holdings...

ATTRIBUTES	
Strength	0
Agility	1
Mind	Plant
Appeal	2

COMBAT	
Brawl	0
Melee	0
Ranged	2
Defence	0

ATTACKS

Poison Seeds: D6+Infection, RI 5', One Shot only.

PROTECTION: 0

LIFEBLOOD: 3

MUTATION

Infection: For every hit that does LB damage, one 'seed' ends up in the victim's bloodstream. Make a STR test at the end of the adventure, -1 for every seed in their body. If they fail they must spend a Hero Point or die.

MUTANTS (RABBLE)

As mentioned earlier, mutants are highly variable in appearance and personality and no two encounters with them will be alike. The mutants described below represent the common scum and rabble of that haunt the wastelands and underground areas of the world. Proper NPC mutants should be built using the normal Character Generation rules.

ATTRIBUTES	
Strength	D6-1
Agility	D6-1
Mind	D6-1
Appeal	D6-1

COMBAT	
Brawl	D6-1
Melee	D6-1
Ranged	D6-1
Defence	D6-1

ATTACKS

The mutant will have any natural attacks plus D3 weapons from the following table (2D6):

2-7	The mutant has a Primitive Weapon
8-10	The mutant has a Common Weapon
11	The mutant has an Uncommon Weapon
12	The mutant has a Rare Weapon or Vehicle

PROTECTION

The mutant will have any natural protection plus D3 items of protection from the following table:

2-5	No protection
6-9	Primitive armor
10-11	Common protection/armor
12	Uncommon protection/armor

LIFEBLOOD: 3

SPECIAL RULES

Mutants will have D6 Mutations each. If a mutant rolls a '6' it gains D6 extra mutations and is classified as Mutant Spawn.

Mutant Spawn will have low animal intelligence, 10+Str LB, are totally fearless and attack randomly unless directed by other mutants. They no longer count as Rabble.

EXAMPLE MUTANT: KANNIBAL KLOWN

Kannibal Klowns represent one of the rare strain of mutants who maintain a few relatively consistent mutations within their tribal structure (those given below). They are grotesque mockeries of Before-Time entertainers, with garishly colored skin, enlarged extremities and parched grins showing rows of yellow teeth sharpened to deadly points. They relish endless slaughter and the meat of sentient beings.

Most wander the wastelands in 'Circuses' of 6D6 Klowns which raid any settlement they come across, although a few follow the enigmatic Robot Carnival, worshipping the giant machine as a god. For its part, the Robot Carnival seems to recognize the Klowns and often 'blesses' some of them with motorized and armed mono-wheels to act as its heralds, scouting out ahead to spread the flyers announcing its arrival...

ATTRIBUTES	
Strength	3
Agility	4
Mind	-1
Fear	3

COMBAT	
Brawl	1
Melee	1
Ranged	1
Defence	5

ATTACKS

By Weapon

PROTECTION: 0

LIFEBLOOD: 3

MUTATIONS

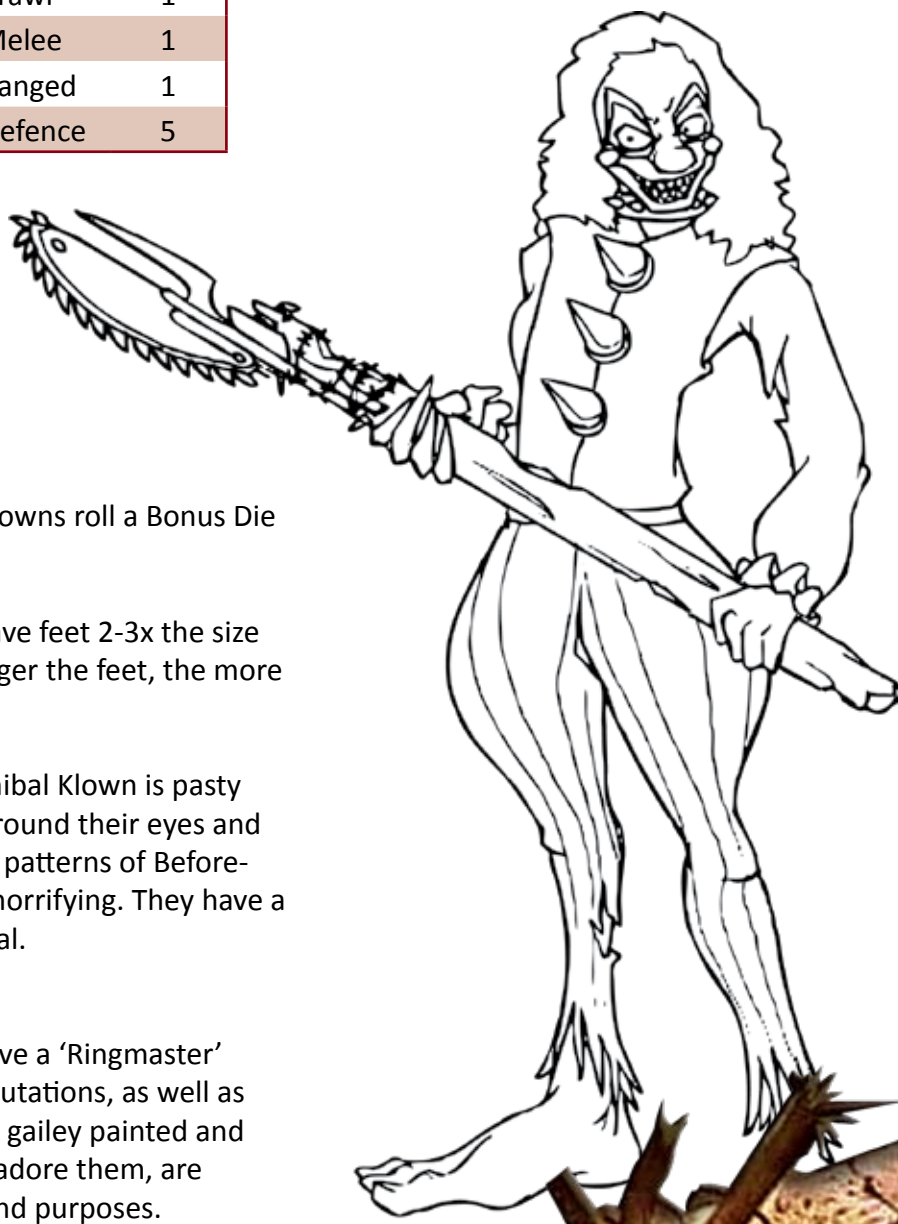
Bulbous Red Nose: Kannibal Klowns roll a Bonus Die when tracking by scent.

Huge Feet: Kannibal Klowns have feet 2-3x the size of the average human. The bigger the feet, the more influential the Klown.

Klown Face: The skin of a Kannibal Klown is pasty white with coloured patches around their eyes and lips reminiscent of the painted patterns of Before-Time clowns, but twisted and horrifying. They have a Fear attribute in place of Appeal.

SPECIAL RULES

Every 'Circus' of Klowns will have a 'Ringmaster' who is an NPC with D3 extra mutations, as well as D3 'Circus Beasts' which, while gaily painted and decorated by the Klowns who adore them, are Mutant Spawn for all intents and purposes.





SENTIENT CLOUD

As mentioned in the Nanozone rules (see pg. 85), particularly large clouds of nanites can, on rare occasions, form a cloud computer with a self aware intelligence.

Each cloud is unique and has its own goals and agendas. A few wander the earth exploring and recording everything they encounter, while others seek company amongst the fleshy beings, often amongst savages who see the 'magical' power of their nanotechnology and worship them as gods. A few clouds come to believe that they really are gods, setting out to remake the world in their image and bend all other living things to their will. A Sentient Cloud is D6x10' in diameter and will have the following abilities:

- A random movement of 2D6' per turn due to their susceptibility to wind currents.
- A number of Mind and Appeal Ranks equal to the size of the Cloud/10.
- A number of Ranks in the Alchemist career equal to their Mind, and ½ that number in the Sorcerer Career to represent the almost miraculous abilities of nanotechnology.
- Additional Career ranks equal to their Mind that may be spent on any other career the GM desires.

The Sentient Cloud has no physical attacks as such. Although they certainly have the power to disassemble a man into his component molecules in mere minutes, Sentient Clouds have a universal and pathological fear of doing so to any sentient life-form, believing they will be possessed by the victim's animus or soul (an oddly spiritual concept for a digital intelligence and one unique to Cloud kind). This taboo even extends to general contact with sentients and the best way to offend a Cloud is to walk into or through it.

For their part, Sentient Clouds cannot be harmed by standard physical attacks, which just pass right through them. Energy, Psychic and Sorcerous attacks, however, can disrupt the nanites that make up the cloud and cause it to lose 1' from its diameter for every point of damage taken. This slowly reduces all of its other abilities accordingly. As a Cloud only grows by D3' per year, they dislike direct confrontation, preferring to act behind the scenes, letting minions do their fighting for them and attempting to flee if they lose 1/2 their size or more.

While they find physical contact with other sentient beings distasteful and avoid direct violence when they can, Clouds can and will defend themselves with all manner of 'magical' ranged attacks and other clever uses of their abilities (like eating way at mine supports to cause a cave-in which crushes their opponents but leaves them unscathed). Some Clouds even show a preference for specific types of energy, like electricity or spontaneously generated fire, which becomes a signature of sorts for them and they often take on unique sobriquets like 'Thunderhead,' 'Wendigo' and 'Sulphorus' to further individualize themselves.





EXAMPLE SENTIENT CLOUD: THUNDERHEAD

Thunderhead is a Cloud of great age and power. During its youth, it discovered a stone age tribe in a secluded valley which was dying off due to an incurable virus. The Cloud felt pity for the tribe and suppressed its revulsion at touching them long enough to counter the virus and save the tribe from extinction. For this, they worshipped it as a god.

Thunderhead received its name from its 'people' due to his billowing grey appearance, its ability to create rain and its use of lightning and hail to attack the enemies of the people. It has taken many of its people's beliefs to heart and now sits on the highest peak of the valley in an aloof, godlike manner, only answering the prayers of those willing to climb the dangerous peaks in supplication and occasionally descending upon the valley to grant boons for pleasing behavior and punishment for sins.

Lately, Thunderhead has become bored and is now considering spreading its worship to those outside of the valley. To this end, it is assembling an army to strike out and convert the heathen by any means necessary...

ATTRIBUTES	
Strength	NA
Agility	NA
Mind	6
Apeal	6

COMBAT	
Brawl	NA
Melee	NA
Ranged	NA
Defence	NA

LB/SIZE: 60

AP: 16

CAREERS

Alchemist 6
Dok 3
Sorcerer 3

Warlord 1
Wise One 2

WASTE BARBARIANS (RABBLE)

Every day spent travelling the post-apocalyptic wastelands might be your last. If exposure, thirst and starvation don't kill you, then the flora and fauna probably will. But if you're really unlucky, the Waste Barbarians will get you first.

The following profile represents the most violent and morally decadent of those who make up the waste tribes. They are barely human, often cannibalistic and almost all of them are born sadists. While they may or may not carry ranged weapons, they are rarely any good with them, preferring close quarter butchery.

Waste Barbarians travel in large packs of 6D6 Rabble led by a single Chieftain NPC, an NPC lieutenant for every 6 Rabble, and a 'Shaman' who serves as the chief's main advisor and might possibly be a sorcerer if the setting has magic.

Their technology varies a great deal and some might have vehicles and firearms while others are no more than ignorant savages with primitive weapons and animal hides for protection.

ATTRIBUTES	
Strength	3
Agility	1
Mind	-1
Appeal	-1

COMBAT	
Brawl	3
Melee	3
Ranged	1
Defence	0

ATTACKS

A Waste Barbarian will have D3 weapons from the following table. Lieutenants add +1 to the roll, Cheiftans add +3:

2-7	The Barbarian has a Primitive Weapon
8-10	The Barbarian has a Common Weapon
11	The Barbarian has an Uncommon Weapon
12	The Barbarian has a Rare Weapon





PROTECTION

A Waste Barbarian will have D3 items of protection from the following table. Lieutenants add +1 to the roll, Cheiftans add +3:

2-3	No protection
4-9	Leather armor
10-11	Common protection/armor
12	Uncommon protection/armor

VEHICLES

Roll once for the whole tribe. There will be enough vehicles or mounts to transport every member, although few will have their own personal vehicle and most hitch a ride with those who do. The Chief and Lieutenants will always have their own custom ride:

2-7	None. The Tribe walks or rides animals. Tribe members all have the Beastrider career at Rank 1.
8-11	Land vehicles of size 3 or less. All members will have the Road Warrior career at Rank 1 and one member will have the Mek career at Rank 1.
12	Any vehicle of size 3 or less. Tribe members will have one vehicle career pertaining to their chosen vehicle at Rank 1. One member of the tribe will have the Mek career at Rank 3.



WASTE ZOMBIE (RABBLE)

On rare occasions, damned souls escape from hell and take up residence in irradiated corpses. The memory of their torment and their rotting brains sap them of any former identity and they become mindless eating machines, hungering endlessly for sentient flesh to keep their shells 'alive' and their souls out of hell.

Though individually weak and slow, Waste Zombies pose a danger in large groups (3D6) which can overwhelm even the strongest defender, bearing them to the ground and eating them alive. And even if you do manage to destroy them all, their radioactive corpses pose an even more insidious danger...

ATTRIBUTES	
Strength	0
Agility	0
Mind	NA
Fear	3

COMBAT	
Brawl	3
Melee	0
Ranged	0
Defence	0

ATTACKS

Grab & Hold: No damage. If grabbed, a character takes a -1 modifier on physical tests for each Zombie holding them. A character so held can make a Strength test, at -1 for each clinging zombie, to throw off a number of zombies equal to their STRENGTH.

Overbear: If a character is grabbed by a number of Zombies equal to the character's STRENGTH x2, they are dragged to the ground.

Bite: 1D6. +3 To-Hit if they are holding a character, Auto-hit if the character has been dragged to the ground.

Radiation: Treat Waste Zombies as Intensity D3 Rad Zones with a D6' area of effect (see pg. 88).

PROTECTION: 1

Desiccated and Leathery Corpse-Flesh (1)

LIFEBLOOD: 3

MUTATION

Terrifying: Zombies are scary. Their APPEAL is replaced by the FEAR attribute at the same Rank.



WASTE ZOMBIE LORD

Once in a lifetime, a particularly willful damned soul will escape from hell and take up residence in a particularly fresh and highly irradiated corpse.

Like any other Waste Zombie, it is still driven by the memories of its torment and the need for living sentient flesh to stay alive and out of the pits of hell. Unlike other waste zombies, however, it has free will and a massive and evil intelligence that make it a great deal more dangerous.

Waste Zombie Lords possess the ability to command lesser Waste Zombies and they often seek to gather up, or create through radiation poisoning, as many as possible in order to create an undead army to carry out its evil plans.

ATTRIBUTES	
Strength	D3+3
Agility	D6-2
Mind	5
Fear	D3+2

COMBAT	
Brawl	3
Melee	D3+3
Ranged	D6-1
Defence	D3

ATTACKS

As Waste Zombies. Waste Zombie Lords will also use any weapons they can find.

Radiation: Treat Waste Zombie Lords as Intensity D3+3 Rad Zones with an area of effect of D6 Yards (see pg. 88).

PROTECTION: 1+(D6-1)

Desiccated and Leathery Corpse-Flesh (1)

Random Bits of Armor (D6-1)

LIFEBLOOD: 20+STR

MUTATION

Terrifying: Zombies are scary. Zombie Lords even more so. Their APPEAL is replaced by the FEAR attribute at the same Rank.

CAREERS

D6+3 Ranks in any careers.

WASTE ZOMBIE LORD: EDDIE

A thoroughly wicked and depraved Rocker from the Before-Time who literally murdered his way to the top of the music charts (often eating his victims on the way), 'Iron' Eddie Dickinson was finally caught sacrificing a groupie to satan, executed for his crimes and went straight to hell.

After what seemed like a millenia of torment, his soul escaped into the Aftermath. He now sits at the center of a growing empire of nihilistic cult followers enthralled by his diaboilical skills with his electric guitar (a literal as well as musical Axe) and powerful songs that speak of the Before-Time and the power of Sex, Drugs and Rock & Roll.

They know he is a Zombie and his very presence can bring their nightmares to life and make their flesh literally crawl, but they worship him as their Rock God, sacrificing their own kith and kin to appease him and keep him playing...

ATTRIBUTES	
Strength	4
Agility	4
Mind	5
Fear	3

COMBAT	
Brawl	3
Melee	6
Ranged	1
Defence	3

LIFEBLOOD: 24

CAREERS

Rocker 5

Warlord 1

ATTACKS

Axe: D6+4, PEN 1

Cult Followers: Treat as Waste Barbarians.

Radiation: Intensity 4 Arcane, 3 yrd radius

PROTECTION: 1

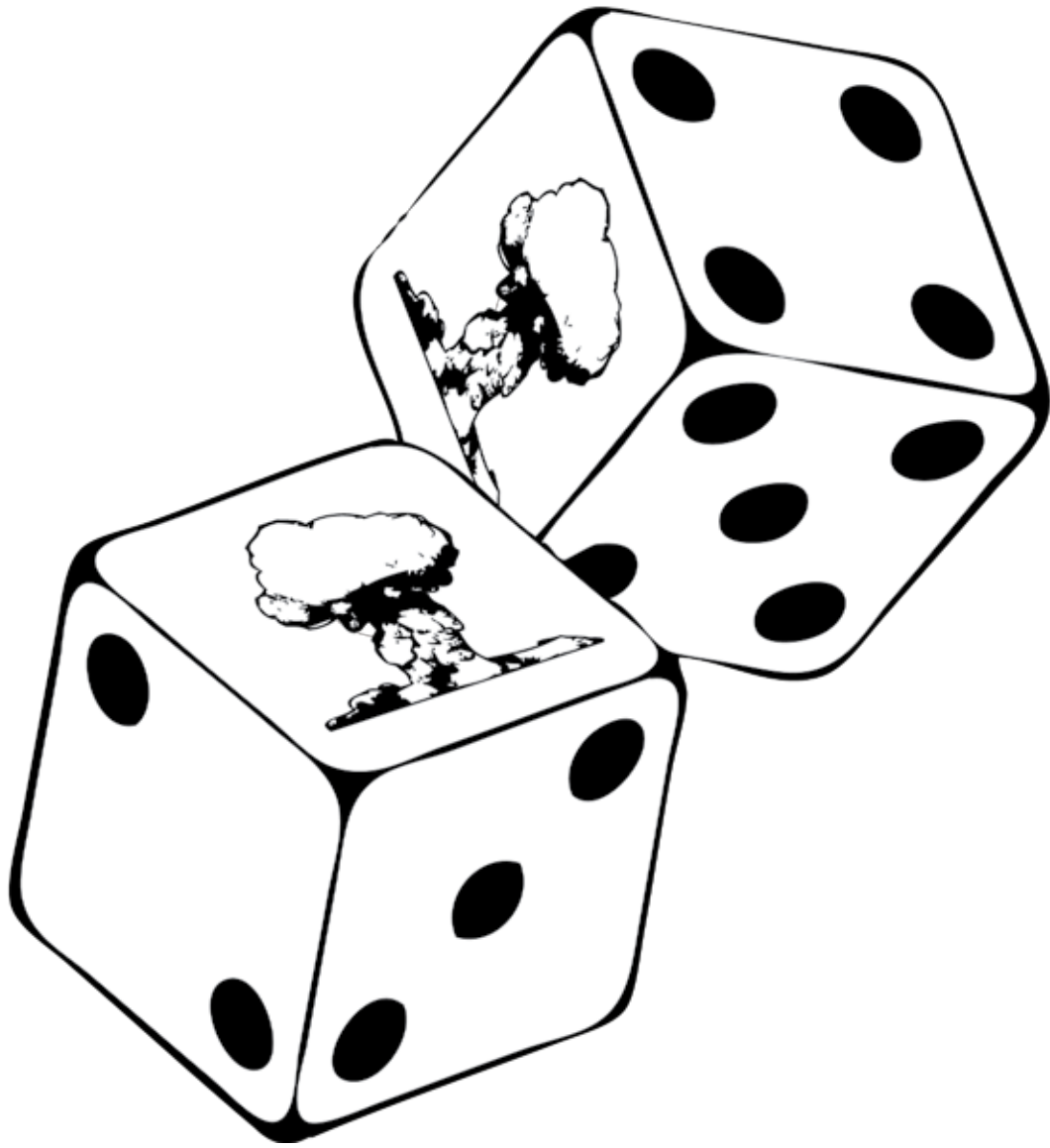
Desiccated and Leathery Corpse-Flesh (1)





CHAPTER 6

AFTERMATH ADVENTURE GENERATOR





ADVENTURE ON THE FLY

It happens to every GM at one point or another: you have a bunch of folks raring to blaze a trail across your aftermath but your brain has decided to take a hike and you have no adventure planned.

Have no fear! We have foreseen this minor apocalyptic event and created the **AFTERMATH ADVENTURE GENERATOR** to help you survive. With a couple of dice, a scratch piece of paper and a pencil, you can come up with a new adventure 15 minutes before your players walk through the door.

The **GENERATOR** is also great for quickly building up a setting sandbox as described on page 34. By rolling up a dozen or so adventure 'sites' and placing them liberally around your map, you can set up places for future adventuring. The results might even inspire the terrain and potential local colour for you. More importantly, when the PCs decide to Zig instead of Zag as you planned for them to, you'll be prepared with all the requisite components to run the adventure on the fly or fill in the details for next session.

HOW IT WORKS

Every adventure needs the following elements:

- **AN OBJECTIVE:** There needs to be some sort of reason for the characters to get involved with the action.
- **A LOCATION:** This could be a single place, like an abandoned missile silo, or multiple places, like random areas that crop up as the PCs move from point A to B.
- **FOES TO FIGHT:** These could be minions of a Villian or random creatures and things that pose a threat to the PCs on their travels. Each foe may be used repeatedly during the adventure as the GM sees fit.
- **A VILLIAN:** While mowing through rabble can be fun, most adventures need some sort of dedicated and powerful baddie to really challenge the players.
- **THE VILLIAN'S ROLE:** Baddies don't sit around waiting for PCs to come kill them, they usually have some motivation and a goal they are working toward

that will be attained if the PCs don't interfere. This is usually colored by the type of person they are.

- **A REWARD:** What's in it for the PCs? The answer could determine just how far they're willing to go to obtain it.

These items are generated on the following set of tables. Each result will have a small amount of detail to get you started. From there you can extrapolate a full fledged adventure without too much effort.

WORKING WITH THE RESULTS

The Generator will give you the bits you need, but it is up to you to arrange them into some sort of sense.

You might generate three completely unrelated creatures, for instance. Depending on the Objective and available Locations, you could have them all as separate encounters at different locations, use one of them as mook henchmen for the main Villain and the others as random encounters, or you might have all of them at odds with each other, allowing the PCs to play them off against each other.

You might combine results into a single element of the adventure. If you roll three locations, for instance, and you only want the PCs to go one place and not travel around too much, you could place them all within the same town or combine them in some other manner, like a secret research facility hidden in the basement of a mall that ended up underwater.

Finally, if any result seems nonsensical or you think another result would work better, then go with your gut. Let the dice guide you, but remember that they are here to be your inspiration, not your mother.

ROLL 'EM UP

Now turn the page and let's roll up some action...





TABLE 1: OBJECTIVES

So what's it all about? Why are the PCs using up precious resources and risking life and limb? Roll a D6 to find out...

1

NEGOTIATE

The PCs are sent to parley or negotiate with another sentient species or group of species over (roll D6):

1-2	Trade Resources
3-4	Alliances
5-6	Cessation of Hostilities

When rolling for foes, roll one extra time to determine what manner of creature the PCs will be negotiating with.

2

SURVIVE

The PCs have managed to wind up stranded in a dangerous place or situation and must find their way to safety before they die. Roll a D6 to find out how they got here:

1-2	Bad Luck
3-4	Bad Choices
5-6	Villian Action



3

SEARCH

The PCs are in search of information. Roll a D6:

1-3	RECON: The PCs have been sent to scout out ahead of a larger force.
5-6	EXPLORE: The PCs have been sent out to map an unknown area.

4

ATTACK

The PCs are sent on a mission of violence. Roll a D6 to determine the exact nature of their mission:

1-2	Assassinate the Villian
3-4	Raid a Foe
5-6	Annihilate a Villian or Foe's forces.

5

RECOVER

The PCs are sent to recover something or someone by violence, diplomacy or trade. Roll a D6 to determine what it is they're recovering:

1-2	Person
3-4	Place
5-6	Object

6

QUEST

The adventure is made up of D3+1 Objectives. Roll again, ignoring further results of '6.'



TABLE 2: LOCATIONS

What exotic location will the PCs visit in the pursuit of their objective? Roll D3 times on the following table...

1

THE WILDERNESS

This includes all your basic types of hostile terrain in which tribes of savages are the pinnacle of civilization. Roll a D6:

1	Wastelands
2	Forest
3	Jungle
4	Mountain/Volcano
5	Swamp
6	Tundra

2

HOMELAND

The action takes place in one or more of the PCs' home territories. This can be particularly problematic if they screw up and fail to meet their objective(s)...

3

DEFCON

The PCs stumble upon an old Defense Complex which is populated by a Villian or other Foes. Typically, these places will be full of Archeotech and you should subtract 1 from your roll on Table 6: Rewards. Roll a D6:

1-2	Military Complex
3	Missile Silo, Empty
4	Missile Silo, 2D6x10kt Missile
5-6	Research Complex

4

RUINS

These could be Before-Time ruins or much more recent, but whatever their history, they should be treated as the typical RPG dungeon, just tall instead of deep in most cases. Roll a D6:

1	Government Bunker
2	House/Apartments/Motel
3	Mall
4	Police Station
5	Skyscraper

5

CAVERNS

Big holes in the ground, Caverns, like Ruins, should be treated as a typical RPG dungeon, but with less chance of finding Archeotech (add 1 to your roll on Table 6: Rewards).

6

WEIRD

These are just plain oddball places that one occasionally stumbles across in the Aftermath. If they don't fit your setting, reroll or pick something different. Roll a D6:

1	Alternate Dimension
2	Broadcast Facility
3	Floating City
4	Massive Vehicle (3D6 Acres in size)
5	Space station
6	Underwater





TABLE 3: FOES

While travelling to fascinating new places, the PCs will meet fascinating new beings. How they react to each other is anyone's guess, but it's usually a safe bet that violence will be involved. Roll 3 times on this table...

2

(D6+6) ALIEN RABBLE

These may be a sentient alien race or simple predatory beasts transplanted to Earth by mistake or design. You can generate them using the Template found on page 136.

3

(D6+6) DROIDS, UTILITY

These will rarely be hostile, and can fit a wide variety of roles in the adventure, from go-betweens for something else, to potential NPC hires, to annoying little bastards who pinch your stuff to use in their work. Droids can be found on page 138.

4

ENVIRONMENTAL HAZARD

Though not a foe in the strictest sense, these hazards are common enough in the Aftermath that they can be as dangerous as any living thing. Roll a D6 to determine the hazard type:

1	Extreme Cold
2	Extreme Heat
3-4	Radzone (pg. 88)
5-6	Nanozone (pg. 85)

5

DROIDS, KILLBOTS

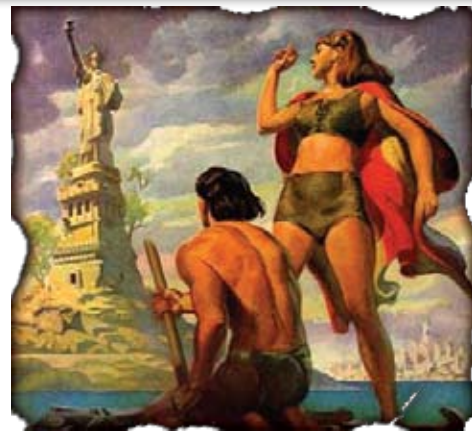
These robots will be hostile to the PCs in every case, programmed as they are for one purpose only. Roll a D6 to find the type and number of killbots (see pg. 137 for details):

1-2	D6+6 Hunter Killers
3-4	2D6 Robotrons
5-6	D3 Destroyers

6

(D6+6) WASTE BARBARIANS

A warparty of Waste Barbarians will rarely be anything but violent, and even in those rare instances when they aren't, violence might erupt on the slightest pretense. Generate the Barbarians using the Template in on page 143.



7

(D6+6) CIVILIZED RABBLE

The PCs must deal with folks from another civilized society. They are relatively normal, and typically of a single genotype.

Generate an NPC with 2 points in Attributes and 2 Points in Combat Abilities to use as a template. Give them whatever careers seem necessary.



8 FAUNA PACK

The PCs run into a pack of wild animals. Generate these using the Template found on page 138.



9 (D6+6) MUTANT RABBLE

A pack of mutants cross paths with the PCs. They may be hostile or cowardly depending on what you generate using the using the Template found on page 140.



10 FLORA PACK

The PCs run into a patch of unique vegetation. Generate these using the Template found on page 139.



11 (D6+6) WASTE ZOMBIES

Braaaaaainssss... See page 144.

12 DOUBLE TROUBLE

Roll again and double the number of foes rolled. So if the listing says D6+6, roll 2D6 and add 12.

For Environmental hazards, double their effects instead.





TABLE 4: THE VILLAIN

It is typically this character whose plans the PCs are inadvertently mucking up or outright opposing. Roll a D6 to determine what type of creature the Villian is and then generate his stats using the bestiary in Chapter 5 or the normal Character Generation rules as appropriate. The villain should be at least as powerful, if not more so, than the PCs...

2

THE ROBOT CARNIVAL

... is coming to town. God help the PCs. See page 135 for its stats. It will automatically be accompanied by a 'circus' of Kannibal Klowns, so add a pack of 6+D6 Klowns to your list of foes.

3

SENTIENT CLOUD

A Sentient Cloud is maneuvering behind the scenes of the adventure. It will try to stay in the shadows as much as possible, acting through others to achieve its goals.

4

AIDG

An AI Defense Grid is running the show from a DEFCOM somewhere. If you don't already have a DEFCOM as a location, add one now.



5

STANDARD NPC

This is an NPC of any Genotype with D3+3 Attribute Ranks, D3+3 Combat Ranks and D3+3 Career Ranks.

They are equipped however the GM desires based upon story goals, and will typically have minions chosen from one of the Foes you have generated.

10

WASTE ZOMBIE LORD

Where a Zombe Lord walks, Waste Zombies are sure to follow, so add a pack of D6+6 to your Foe list. Also, there is a 2 in 6 chance that there is a Radzone somewhere within the adventure area. If not, one of the Zombie Lord's goals will be to make one...

11

OTHERWORLDLY ENTITY

A being from another dimension, be it hell, the interstices between the planes, or elsewhere, is manipulating events from beyond.

It needs no stats as it is either extremely powerful and indestructible or totally non-physical. It can only be defeated by some sort of banishing ritual or the closure of the dimensional rift through which it is influencing this plane.

It will have a Cult surrounding it made up of Waste Barbarians, Civilized Rabble or Mutant Rabble. Add one of those to your Foe list. There will also be a dimensional rift, which is represented by a Arcane Radzone.

12

DOUBLE TROUBLE

Two Villians are cooperating to bring about a single goal (although how they feel about each other and what they plan to do when they reach the goal is never certain). Roll twice on this table. For every further result of 12, add yet another villian to the Cabal.

TABLE 5: THE VILLAIN'S ROLE

The villain's goal and the way they pursue it is determined by their role in the world of the Aftermath. Rol a D6 to to determine the Villians role and then roll a D6 again to determine their goal...

1

WARLORD

Whatever this Villian's goal (roll D6 below), it is certain that he will seek to achieve it through force of arms.

1-2	Random Destruction
3-4	Seize Control of a Resource
5-6	Create an Empire

Warlords will have a large army. Pick one of the Foes you have generated and double their numbers whenever the PCs encounter them.

2



3

MADMAN

This role covers mad scientists, mad wizards and any other crazy SOB whose main goal is simply to watch the world burn for their own enlightenment and/or amusment. Roll a D6 to determine their most obvious goal:

1-2	Random Destruction
3-4	Spread Misery & Madness
5-6	Scientific / Magical Experimentation

A Madman with the goal of Scientific/Magical experimentation will have Rank 5 in Alchemy or Sorcery and will have D6 biomechanical or magical monsters at their beck and call. Build these monsters as Supernatural Entity NPCs.

4

SPIRITUAL LEADER

This religious figure may not necessarily by evil but almost all of them are driven to spread 'The Word,' whatever that word might be. They will do this by whatever means they can muster and the most devout will weild mighty miracles that can move mountains, typically so that they can topple them onto the enemies of their faith.

1-2	Pursue a Vision from God
3-4	Seize Control of Resource
5-6	Convert the Heathen

Spiritual Leaders will have a Cult surrounding it made up of Waste Barbarians, Civilized Rabble or Mutant Rabble. Add one of those to your Foe list. The majority of them will also weild Preistly Magic (see the **BoL** Rulebook for details).

6



5





TABLE 6: REWARDS

The Peoples of the Post-Apocalypse don't expend precious resources without the possibility of getting something more in return. Roll a D6 to find out what is at stake...

1

ARCHEOTECH

Somewhere the PCs will find a treasure trove of Before-Time Technology. Create an Archeotech Hoard using the rules found on page 63.

3

4

KNOWLEDGE

The PCs will gain knowledge as a reward for their work. This knowledge could be important information that the PCs have been seeking, skill training or access to forbidden tomes.

Whatever the case, the PCs will gain 1 extra Advancement Point at the end of the adventure.

5

POWER

Due to their actions, the PCs gain an increase in political or social clout. This might include simple favours from those in power, improved authority over certain members of society, the ability to pull strings to get resources or it might even be the hand in marriage to the offspring of a major VIP.

6

THE



END?



DESIGNER NOTES

This project started out with much grander intentions. As originally planned, this 'setting' was supposed to be one of three in a large book called the *Barbaric Book of Savage Settings Volume 1: Super Science Stories* (there's a mouthful), along with *Future Heresy* and *Titan* (both of which should hopefully be released as separate expansions by the time you read this).

After working on it for a bit, however, it became clear that I could not do the Post-Apocalyptic genre justice by simply cramming it into a book with two other settings and I decided to put the other two on the back burner and concentrate purely on the destruction of Earth.

A few folks might puzzle over some of the design decisions I've made, especially as they relate to the main *BoL* rules, so, for those who are interested...

CHAPTER 1: SETTING

The whole point of this book was to provide you with not just one setting but the ability to recreate any Post-Apocalyptic endgame you have ever seen or read about, from *Planet of the Apes* to *Xenozoic Tales*. And not just the reason for the apocalypse, but the far reaching effects on technology, civilization, biodiversity, etc. that result from it.

I also aimed to make the setting chapter an inspiration for new and previously unexplored visions of the aftermath, and that is where the random generator comes in handy. With it, I hope that even those jaded by the PA genre will find new and exciting vistas to explore and enjoy.

CHAPTER 2: CHARACTERS

Again, the primary goal was to allow the widest variety of PA PC types without having to write a book the size of a small encyclopedia.

At first it looked an insurmountable challenge to recreate the multitude of possible sentient animals, plants and supernatural creatures without lists, but

then I looked at the *BoL* career system and a light went on in my head. If a career loosely defines what a character can do, then it stands to reason that a 'species' is really just a career for animals, plants and boogums in that it describes what they can do as well.

So any animal, plant or supernatural entity can be created without resorting to a list of a thousand things by simply doing a little research into the creature in question, which also inspires the player to really understand what it means to be a gecko who can crawl up walls and lick his own eyeballs.

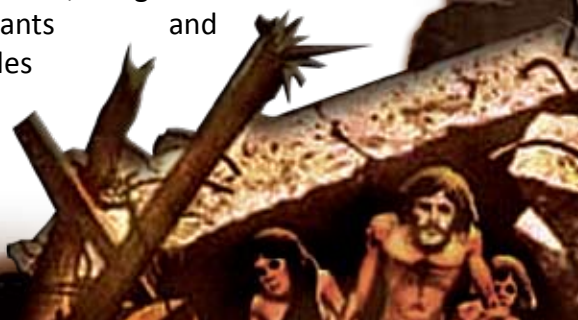
CHAPTER 3 & 4: NEW RULES

This is where the rubber really hits the road: translating the genre tropes of Post-Apocalyptic fiction into efficient game rules. But to do that I had to ask myself 'what makes a PA game feel like a PA game and not just another science fantasy setting?' These are the answers I came up with:

1. SURVIVAL: Even if the world has recovered enough to raise up massive City-State Nations, the Earth is a much more hostile place than it used to be. There are numerous ways to die and a post-apocalyptic environment doesn't suffer the weak or foolish to live.

The Firearm, Radiation, Nanozone and Vehicle Combat rules all reflect the dangerous and volatile nature of PA settings, where might is most often right, the idea of 'Gun Laws' is counter-productive to survival and the results of technology gone awry still haunt the ancestors of Before-Time man.

2. SCARCITY: Even in settings where resources are plentiful, the great manufacturing plants and teeming multitudes that used to toil in them have been greatly





reduced or have totally disappeared. There aren't 24 hour grocery stores and most of the supplies you have are collected through scavenging, toil or the use of force.

All the new rules for equipment, from bartering to limiting PC equipment load out with EPs, are counter to the rules found in *BoL* but are in my mind necessary to reflect this important aspect of PA fiction in which your survival often hinges on scant resources. One need go no further than the *Road Warrior* to see this in action, with scavengers fighting over fuel, hoarding all sorts of useless trinkets and Max himself taking great pleasure in the discovery of a music box.

In a world where barter is a major form of commerce and money may no longer exist, a source of Archeotech is the PA equivalent of a *BoL* treasure hoard. In a world with limited knowledge and manufacturing capability, the discovery of a functioning piece of old technology is treasure beyond measure for most people, no matter how inconsequential the actual function is. Hence the Archeotech rules.

One addition to the equipment which should please *BoL* players is a section on various types of riding and pack animals as well as hirelings. At the moment I can't think of a single other RPG that actually allows you to purchase a slave as your starting equipment, but the grim realities of a post-apocalyptic world demand the option.

3. STRANGENESS: It is an understatement to say that 'the world has changed.' Whatever the level of realism vs. fantasy, the Earth has become something as strange and different as any alien world. Craters and haunted ruins exist where once great cities stood, radioactive wastelands that once fed millions now offer only death, and mutated monstrosities, end of the world cults and new species of plant, animal and even alien life may well walk the Earth.

This is where everything else, from *Psychic Powers*

to Mutation to futuristic equipment comes in, allowing the GM to create as weird a world as they can imagine, leaving science fiction in the dirt and heading straight for science fantasy land.

Mutations in particular are a popular genre trope for PA fiction. From the Screemers in *A Boy and His Dog* to the Infected in *I Am Legend*, mutant horrors are a useful metaphor for the internal corruption of man made external. The Mutation Generation Tables reflect the game effects of this corruption but leave the description up to the players and GM, eliminating a need for set mutation lists.

CHAPTER 5: THE BESTIARY

In creating a selection of foes for the PCs to encounter I again went with a toolbox approach, presenting a way for you to make as many different creatures as possible. With the examples provided, you should have enough info to create any creature you need and, if you are stuck for inspiration or want something really weird, you can just roll it up randomly.

CHAPTER 6: ADVENTURE GENERATOR

Another controversial choice would be my leaving out an 'introductory adventure.' But, again, considering the breadth and scope of this book, there was really no way of presenting an adventure that matched even a small portion of the settings or play styles available.

I thought of including a default 'everything goes' setting called Wyrd World, but I quickly abandoned that idea for more utility, creating the Adventure Generator. This adds to the whole Toolbox vibe of *BotA* and is much more useful for GMs low on inspiration than a single, short adventure.

THAT'S MY STORY AND I'M STICKING TO IT...

I hope this explains some of the thought processes behind the book, although it is but a glimpse into the myriad influences, inspirations and feedback results that shaped it. What's important in the end, however, is that you take what you like, modify what you need and, above all else, have fun in the Aftermath...

NATHANIEL TORSON,
OCTOBER 9TH, 2009

BARBARIANS OF THE AFTERMATH



GAME MASTER'S KIT



CHARACTER GENERATION

1. ASSIGN 4 POINTS TO ATTRIBUTES

2. ASSIGN 4 POINTS TO COMBAT ABILITIES

3. PICK A GENOTYPE FROM THE FOLLOWING:

<i>ADONAI</i>	42
<i>ALIEN</i>	43
<i>AWAKENED ANIMAL</i>	43
<i>AWAKENED PLANT</i>	46
<i>BOT</i>	48
<i>HUMAN, STANDARD</i>	50
<i>HUMAN, SUPER-SOLDAT</i>	51
<i>HUMAN, WASTELANDER</i>	52
<i>MUTANT</i>	53
<i>SUPERNATURAL ENTITY</i>	54

4. SELECT BOONS AND FLAWS FROM YOUR GENOTYPE ENTRY.

5. PICK 4 STARTING CAREERS AND ASSIGN 4 POINTS TO THEM:

<i>AIR RIDER (FLYBOY, PILOT)</i>	37
<i>BARBARIAN (SAVAGE, GANGER)</i>	37
<i>BEAST MASTER (ANIMAL TRAINER)</i>	37
<i>BEAST RIDER (COWBOY, CAVALRY)</i>	37
<i>COURTESAN (WENCH, MISTRESS)</i>	37
<i>DOK (HEALER, MEDIC)</i>	38
<i>GLADIATOR</i>	38
<i>GUNSLINGER</i>	38
<i>HUNTER</i>	38
<i>JUICER (APOTHECARY, CHEMIST)</i>	38
<i>MEK (MECHANIC, TECHNICIAN)</i>	38
<i>MINER</i>	39
<i>PREACHER (SHAMAN, PRIEST)</i>	39
<i>PROFESSIONAL (VARIABLE)</i>	39
<i>PUNISHER (TORTURER, INTERROGATOR)</i>	39

<i>ROAD WARRIOR</i>	39
<i>ROCKER (BARD, MINSTREL)</i>	39
<i>SCAVENGER (THIEF, SALVAGER)</i>	40
<i>SOLDIER</i>	40
<i>SLAVE (DOGS-BODY, SERVANT)</i>	40
<i>SHADE (ASSASSIN, SPECOPS)</i>	40
<i>SORCERER (WIZARD, DIABOLIST)</i>	40
<i>TRADESMAN (VARIABLE)</i>	41
<i>WARLORD (NOBLE, OFFICER)</i>	41
<i>WAVE-RIDER (SAILOR, PIRATE)</i>	41
<i>WISE ONE (SCHOLAR, TEACHER)</i>	41
<i>WYRD (SWAMI, PSYCHIC)</i>	41

6. ASSIGN YOUR SECONDARY ATTRIBUTES:

LIFEBLOOD = 10+STR

ARCANE POWER (SORCERERS) = 10+MIND

PSYCKOKINETIC POWER (WYRDS) = 10+MIND

HERO POINTS = 5

7. PICK YOUR STARTING LANGUAGES:

<i>ANCIENT</i>	56
<i>MAGIK</i>	56
<i>NATIVE (VARIABLE)</i>	56
<i>TEK</i>	56
<i>THE SPEAK</i>	56
<i>TRINARY</i>	56

8. ROLL UP YOUR EQUIPMENT POINTS (3D6 +3 MODIFIED BELOW) AND CHOOSE YOUR GEAR (103).

Rocks & Ruin	-6
It Don't Come Easy	-3
The Basics	0
Land of Plenty	+3

9. NAME YOUR CHARACTER AND DESCRIBE THEM.



MUTATION TABLES

TABLE 1. MUTATION TYPE (70)

ROLL 2D6

2-3	SENSE MUTATION
4-5	OFFENSIVE MUTATION
6-7	PHYSICAL MUTATION
8-9	MENTAL MUTATION
10-11	DEFENSIVE MUTATION
12	SUPERFREAK

TABLE 2. SENSE MUTATION (74-75)

ROLL 3D6

3-4	LOST SENSE
5-6	RESTRICTED SENSE
7-8	POOR SENSE
9-10	DULLED SENSE
11-12	SHARPENED SENSE
13-14	ENHANCED SENSE
15-16	EXPANDED
17-18	INHUMAN SENSE

TABLE 1B. ROLL MODIFIER (71)

ROLL 3D6

3-4	HOPELESS
5-7	INEPT
8-10	AWKWARD
11-13	ADRIOT
14-16	ADEPT
17-18	INTUITIVE

TABLE 2B. AFFECTED SENSE (75)

ROLL 1D6

1	HEARING
2	SIGHT
3	SMELL
4	TASTE
5	TOUCH
6	EMOTION

TABLE 1C. MUTATION MULTIPLIER (71)

ROLL 3D6

3-4	D6x LESS
5-7	3x LESS
8-10	2x LESS
11-13	2x GREATER
14-16	3x GREATER
17-18	D6x GREATER

TABLE 3. OFFENSIVE MUTATION (76)

ROLL 1D6

1-3	CLOSE COMBAT MUTATION
4-6	RANGED MUTATION

TABLE 1D. BODY PART (72-73)

ROLL 1D6

1	HEAD
2	ARMS
3	UPPER BODY
4	ABDOMEN
5	BACK
6	LOWER BODY

TABLE 3B. CLOSE COMBAT MUTATION (76)

ROLL 3D6

3-6	MUTATED BRAWLER
7-10	MUTATED MELEE
11-14	BLOOD RAGE
15-18	NATURAL MELEE WEAPON



MUTATION TABLES

TABLE 3C. RANGED MUTATION (77)

ROLL 3D6

3-5	PRIMITIVE MARKS-MUTANT
6-10	MUTANT SHOOTER
11-15	NATURAL RANGED WEAPON
16-18	WEAPON SAVANT

TABLE 3D. WEAPON TYPE (77)

ROLL 3D6

3-11	COMMON
12-15	UNCOMMON
16-17	RARE
18	UNIQUE

TABLE 4. PHYSICAL MUTATION (78-79)

ROLL 1D6

1	<p>ALTERED STATE (D6)</p> <p>1-3: BODY PART SHUFFLE 4-6: GROWTH/SHRINKAGE</p>
2	EXTRA BODY PART
3	GROTESQUERY
4	PHYSICAL ABILITY
5	MOVEMENT MUTATION
6	<p>WARPED MUSCULATURE (3D6)</p> <p>3-4: STR OR AGL -2 5-7: STR -1 8-10: AGL -1 11-13: AGL +1 14-16: STR +2 17-18: STR OR AGL +2</p>

TABLE 4B. MOVEMENT MUTATION (79)

ROLL 3D6

3-6	<p><u>WARP (3D6)</u></p> <p>3-4: 10' LOS 5-7: 10 YDS LOS 8-10: LOS 11-13: LOS / 10' WITHOUT LOS 14-16: 10 MILES/100 YDS WITHOUT LOS 17-18: 100 MILES</p>
7-14	<p><u>MUTATED PROPULSION (3D6)</u></p> <p>3-6: AIR 7-11: GROUND 12-16: WATER 17-18: SPACE</p> <p><i>ROLL ON 1C FOR PROPULSION SPEED</i></p>
15-18	BURROW





MUTATION TABLES

TABLE 5. MENTAL MUTATION (80)

ROLL 3D6

2	DUAL BRAIN
3-4	PSYCHOLOGICALLY DISTURBED
5-6	WARPED APPEAL
7-8	WARPED MIND (3D6) 3-4: MIND -3, FREAKISHLY SMALL HEAD 5-7: MIND -2, SMALL HEAD 8-10: MIND -1 11-13: MIND +1 14-16: MIND +2, BIG HEAD 17-18: MIND +3, FREAKISHLY BIG HEAD
9-10	WARPED WILL
11-12	PSYCHIC ABILITY (2D6) 1-6: CANTRIP 7-9: FIRST MAGNITUDE 10-11: SECOND MAGNITUDE 12: THIRD MAGNITUDE

TABLE 5B. WARPED APPEAL (81)

ROLL 1D6

1-2	TERRIFYING
3-4	EXTREME REACTIONS
5-6	UNEARTHLY APPEAL

TABLE 6D. ABNORMAL LIFE SUPPORT (84)

ROLL 2D6

2	INCREASED LIFE SUPPORT
3-5	ADDICTION
6-10	ABNORMAL METABOLISM
11-12	REDUCED LIFE SUPPORT

TABLE 6. DEFENSIVE MUTATION (82)

ROLL 1D6

1	RESISTANCE OR ALLERGY
2	WARPED VITALITY
3	WARPED REFLEXES
4	ABNORMAL LIFE SUPPORT
5	NATURAL ARMOR/FRAILITY 3: +D6 DAMAGE FROM ATTACKS 4-5: +2 DAMAGE FROM ATTACKS 6-10: +1 DAMAGE FROM ATTACKS 11-15: ARMOR 1 16-17: ARMOUR 2 18: ARMOUR D6
6	REACTIVE STRIKE

TABLE 6B. RESISTANCES & ALLERGIES (83)

ROLL 3D6

3-5	DEADLY REACTION
5-7	MAJOR ALLERGY
8-10	MINOR ALLERGY
11-13	RESISTANT
14-16	HARDENED
17-18	IMMUNITY

TABLE 6C. WARPED REFLEXES (84)

ROLL 2D6

2	SLOTH-THING
3-11	WARPED NERVOUS SYSTEM
12	THE BLUR



ARCHEOTECH

FIREARMS

RECOVERED ARCHEOTECH TYPE (64)

2-5	Daily/Household Object
6-8	Gear (non-Unique)
9-11	Weapon (non-Unique)
12	Vehicle or a piece of Unique Equipment

TECH LEVEL & CONDITION (64)

TL	B	R	F
1	-	1	2-6
2	-	1	2-6
3	1	2	3-6
4	1	2-3	4-6
5	1-2	3-4	5-6
6	1-3	4-5	6

ARCHEOTECH IDENTIFICATION (64)

TL	MOD.	TIME
1	+6	1 Turn
2	+3	D6 Turns
3	+0	D6x10 Minutes
4	-3	D6 Hours
5	-6	D6x10 Hours
6	-9	D3 Adventures

ARCHEOTECH REPAIR (65)

ARCHEOTECH REPAIR		
TL	MOD.	TIME
1	+6	D6x10 Minutes
2	+3	D6 Hours
3	+0	2D6 Hours
4	-3	D6x10 Hours
5	-6	D6 Weeks
6	-9	D6 Adventures

RAPID FIRE (66)

A person attacking with a firearm can split their Ranged Combat ability a number of times equal to the ROF in order to attack multiple targets, to make multiple attacks against a single target, or some combination of either of those in a single round.

AMMO CHECKS (66)

When rolling to hit, if you roll a double and that number is equal to or higher than the AC rating of your weapon, you're completely out of ammo for that type of weapon unless you have a *Reload* (see pg. 114.).

AMMO CHECK RATING

Common	AC 5
Uncommon	AC 4
Rare	AC 3
Unique	AC 2

COVER (67)

DEFENSE BONUS

25%	DEF+1
50%	DEF+2
75%	DEF+3

ARMOR BONUS

Wood	AV 1
Stone	AV 2
Metal	AV 3

BLAST ZONES (67)

When firing Blast Weapons, roll to hit the target as normal. Every enemy in the blast radius is also attacked by the same roll.

'2' OR '12' (67)

CALAMITOUS FAILURES: Weapon jams. Take a turn

MIGHTY SUCCESS: +1D6 damage or kill a number of Rabble = ROF. Does not cause Ammo Check.

LEGENDARY SUCCESS: +2D6 damage or kill a number of rabble = ROFx2

NANOZONES

D6	NANOZONE TYPE	NANOZONE SIZE
1-3	Grey Slime	3D6 square feet
4-5	Warp Field	3D6x10 square acres
6	Chaos Cloud	D6x10' radius

GREY SLIME (85)
 WARP FIELDS (86)
 CHAOS CLOUDS (86)

RADZONES

2D6	RADIUS	INTENSITY	TYPE
3-4	Direct Contact	1	Paranormal
5-7	3D6'	2	Mutagenic
8-10	3D6 Yards	3	Lethal
11-13	3D6x10 Yards	4	Lethal
14-16	3D6 Miles	5	Mutagenic
17-18	3D6x10 Miles	6	Paranormal

LETHAL RADIATION (89)

DAMAGE: D6+Intensity
 SHORT TERM EFFECTS (89)
 LONG TERM EFFECTS (89)

MUTAGENIC RADIATION (89)

DAMAGE: Intensity
 SHORT TERM EFFECTS (89)
 LONG TERM EFFECTS (89)

PARANORMAL RADIATION (89)

DAMAGE: Mind Test - Intensity or D6 damage
 SHORT TERM EFFECTS, ARCANE (90)
 SHORT TERM EFFECTS, ARCANE (90)
 LONG TERM EFFECTS, PSYCHIC (90)
 LONG TERM EFFECTS, PSYCHIC (90)

PSYCHIC POWER



PSYCHIC POWER RANKS (87)

Rank 0: Detection only.
 Rank 1: Effects similar to Cantrips
 Rank 2: First Magnitude Effects
 Rank 3: Second Magnitude Effects
 Rank 4+: Third Magnitude Effects

PSYCHIC RULES (87)

Cannot use powers above their Rank (see above).

Cannot use Casting Requirements to lower cost.

May Heal living things (1D6/ Spell Magnitude)

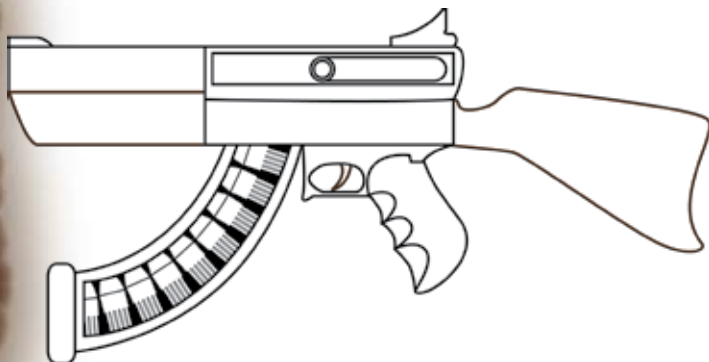
May use Psychic Weapons and Talismans

Psychic Damage beyond 0 LB forces a MIND test or the victim must take the Psychic Trauma Flaw (87).





GUN MARKET



BLASTERS (107)

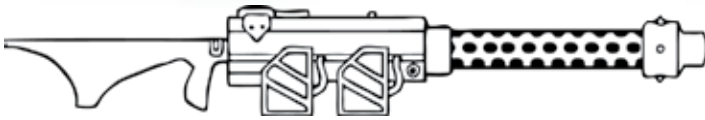
One-Shot (R)	-	RI 30', One shot, Reload 1, TL5
Pistol (R)	-	RI 120', ROF 3, TL5
Rifle (R)	-	RI 240', ROF 4, TL5
HE	2D6	AC3, PEN3, TL5
NAPALM (R)	D6+3	AC3, PEN3, TL5 CATCH FIRE: targets catch fire as with flamethrower
BIOTOXIN (Un)	D6+3	AC2, PEN1, TL6 BIO-BOMB: Target takes 1 additional point of damage each turn. When they reach -6, they explode, doing D6 damage in a 10' blast radius.
SEEKER (Un)	D6+3	AC1, TL6 SEEKER: If the first shot hits, every other shot fired by that weapon on that round, auto-hits that target.

GUNPOWDER (108)

Harquebus (C)	D6+1	RI 50', PEN1. One shot, Reload 6, TL3 CALAMITOUS FAILURE: Weapon explodes, doing its damage to the bearer instead.
Shotgun (C)	D6+1	RI 30', ROF 1, AC5, TL4 SCATTER: Hits D3 targets in a tight group.
Pistol (C)	D6+1	RI 100', ROF 2, AC5, TL4
Rifle (C)	D6+2	RI 200', ROF 2, AC5, PEN 1, TL4
Assault Rifle (U)	D6+2	RI 200', ROF 4, AC5, PEN 1, TL4
SMG (U)	D6+1	RI 90', ROF 5, AC4, TL4
MG (U)	D6+2	RI 200', ROF 5, AC4, PEN2, TL4

LIGHT WEAPONS (108)

Pistol (U)	D6	RI 100', ROF 3, AC4, TL6
Rifle (R)	D6	RI 300', ROF 3, AC4, TL6
Pulsar (R)	D6+2	RI 300', ROF 5, AC3, TL6



MICROWAVE WEAPONS (109)

One-Shot (R)	2D6	RI 10', One shot, No reload
Pistol (Un)	2D6	RI 15', ROF 1, AC1
Rifle (R)	2D6+3	RI 60', ROF 1, AC1

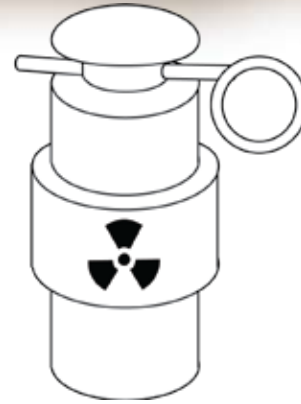


SUN WEAPONS(109)

One-Shot (R)	1D6	RI 10', One shot (D6 hits), No reload
Pistol (Un), Rapid	1D6	RI 15', ROF 1 (D6 hits), AC1, PEN3
Burst	3D6	RI 30', ROF 1, AC1, Reload 3
Rifle (Un), Rapid	1D6	RI 30', ROF 2 (D6 hits), AC1, PEN3
Burst	3D6	RI 60', ROF 1, AC1, Reload 3

FLAMETHROWERS (110)

Pistol (R)	D6	RI 10', ROF 4, AC4, TL6
Rifle (R)	D6	RI 15' ROF 5, AC4, TL5
Pack (C)	D6	RI 30', ROF 5, AC5, TL4



GRENADES (110)

Frag (C)	D6	Grenade, Throw 20', Blast 10', TL3
Phosphorous (U)	D6+1	Grenade, Throw 20', Blast 10', TL4 Catch Fire: targets catch fire as with flamethrower.
Flashbang (C)	-	Grenade, Throw 20', Blast 10', TL4 Blind: targets must make an Agility roll or they're stunned for D6 rounds.
Fusion (R)		TL6. Acts as a Phosphorus/Flashbang.
Smoke (C)	-	Grenade, Throw 20', Blast 15', TL3 Blocks line of site for 2D6+6 rounds
EMP (Un)	-	Grenade, Throw 20', Blast 30', TL5 All electronics within blast radius are destroyed unless protected by Field Armor (which is destroyed).
Null (Un)	-	Grenade, Throw 10', Blast 30', TL6 any targets hit lose 2D6 Arcane Power and/or PK. Supernatural creatures take 2D6 damage.
Grenade Launcher (C)	-	RI 100', ROF 2, TL4. Shoots any Grenade type (bought separately).



VEHICLE RULES

COMPARATIVE VEHICLE SIZES

SIZE	LAND	AIR	WATER	SPACE
0	Motorcycle	Jet Pack	Kayak	EVA Suit
1	Car	Glider	Motorboat	Space Pod
2	SUV	Light Aircraft	Speedboat	Interceptor
3	18-Wheeler/ Tank	Jet Fighter	PT Boat	Fighter
4	Super-Heavy Tank	Gunship	Escort	Gunboat
5	Scout Cybertank	Transport	Destroyer	Escort
6	Assault Cybertank	Bomber	Frigate	Frigate

VEHICLE COMBAT ROUNDS (95)

1. INITIATIVE

Vehicles move in order starting with the CQB Range Band and moving outwards. Ties resort to highest SPD, then highest Skill, then D6.

2. TAKE ACTIONS

Vehicles take action = MAN

3. NEXT VEHICLE

After a vehicle has take all its actions or passes, it is exhausted and play moves onto the next vehicle. After all vehicles are exhausted, a new round begins with all vehicles 'refreshed.'

VEHICLE TESTS & CRASHES (96)

Use standard BoL procedure. Failure may lead to a crash. Treat a Crash as a Ram vs. a 'target' with a SIZE of D3 + the SPD of the Crashing vehicle.

VEHICLE COMBAT RANGES (94-95)

5: SENSOR	Beyond visual.
4: VISUAL	The Limit of Visibility.
3: SNIPER	600ft.
2: SMALL ARMS	300ft.
1: SHORT	100ft.
0: CQB	10ft.

VEHICLE ATTACK PROCEDURE (98)

1. CHECK RANGE

Subtract the Range Band of the farthest vehicle from the closest to get the range.

2. CHOOSE WEAPON

Pick a single weapon to fire that is within range. If you have an ARGOS system, you may fire multiple weapons with a single ATTACK action.

3. ROLL TO HIT

Roll 2D6, add your AGILITY or MIND (depending on weapon) + appropriate Career Ranks and Weapon Range Modifier - the target's DEF. A 9+ hits.

4. ROLL DAMAGE

Roll Weapon Damage + Attacking Vehicle's POW - (Target's armor - weapon PEN value). Apply damage to target's superstructure.

MIGHTY SUCCESS: Destroy, drive off or disable 1D6 vehicles half your size or smaller in a single **RANGE BAND** or do an additional 1d6 damage to a single vehicle larger than that.

LEGENDARY SUCCESS: Destroy, drive off or disable 2D6 vehicles/characters half your size or smaller in a single **RANGE BAND** or do an additional 2d6 damage to a single vehicle larger than that.

VEHICLE ACTIONS (98-99)



ATTACK (1/WEAPON/ROUND)

You may make a single attack.

BRACE FOR IMPACT (1/ROUND)

Crew Damage and Casualties are halved [rd] for the rest of this round.

DAMAGE CONTROL (SIZE 5+)

On vehicles of **SIZE** 5+, the vehicle crew can mend D6 SS damage, heal 2D6% Crew, fix 1 point of Attribute or Ability damage or repair 1 damaged System. You may take this action once for every category (SS, Crew, Attribute, etc.) per round.

ESCAPE

Vehicles at **SENSOR** range with the nearest enemy at at **CQB** range or further, may make a *VEHICLE TEST* and if successful, escapes the battle-zone. Alternately, if the enemy is closer you may move the enemy token away a number of spaces equal to your SPD.

EVASIVE MANEUVERS

Make a *VEHICLE TEST*. Success increases your DEFENSE by 1 until the start of your next turn.

INTERCEPT

Make a *VEHICLE TEST* to interpose your vehicle between one of your allies in the same or adjacent range band, forcing a single enemy to engage you until the end of your next turn. If they do try to engage the original target, you may interrupt them to take a single free Action.

LOCK ON (1 VEHICLE/ROUND)

The vehicle adds +1 to its to-hit rolls against a single target until your next turn.

MANEUVER (1/ROUND)

Shift your vehicle counter 1 space on the range band for each point of SPD your vehicle has.

NARRATIVE ACTION

You may attempt to do something not covered by the other 11 actions, GM discretion permitting.

PURSUE

If you are within two range bands of an opponent, make a *VEHICLE TEST* - opponent's Attribute + Vehicle Career. If you score 9+, you are pursuing them. You gain the following benefits:

Take a single free Maneuver action immediately after your target takes one.

You add +1 to all attempts to attack or ram the target.

If in the same Range Band, you may shadow the target to the side instead of the rear.

Target may not attack you unless weapons are rear facing (or facing the appropriate side, if you're shadowing).

RAM

Must be in same Range Band. Attacker and Target make *VEHICLE TESTS*.

TARGET DAMAGE, VEHICLE: Target takes a number of D6 damage = to Attacker's RAM rating – the Target's SIZ.

TARGET DAMAGE CREW: Target takes a number of D6 in Crew Casualty % = to Attacker's RAM rating – the Target's SIZ and causes 2D6-3 damage to all characters.

ATTACKER DAMAGE: Attacker takes D6 in SS damage equal to the target's SIZ/2[rd], the same number of D6 in Crew Casualty Percentage and D6 damage to each character.

SMALL VEHICLES only do ¼ their normal RAM damage to Standard vehicles.

SHAKE PURSUIT

Make a *VEHICLE TEST* - opponent's Attribute + Vehicle Career. If you score 9+, you break the pursuit.



EQUIPMENT LISTS

4.1 WEAPONS

CHAINSAW WEAPONS (R TL5)	106
ENERGY WEAPONS (Un TL6)	106
FIREARMS, BLASTERS (TL5-6)	107
FIREARMS, GUNPOWDER (TL3-4)	108
FIREARMS, LIGHT WEAPONS (TL6)	108
FIREARMS, MICROWAVE WEAPONS (TL6)	109
FIREARMS, SUN WEAPONS (TL6)	109
FLAMETHROWERS (TL4-5)	110
GRENADES (TL3-6)	110
HIGH EXPLOSIVES (TL3-6)	113
PRIMITIVE WEAPONS (TL0-3)	113
PSI-WEAPONS (Un TL6)	114
RELOADS (C TL3-6)	114
SHOT SELECTOR (U TL5)	114
SLICERS (R TL6)	114

4.2 ARMOUR

BALLISTIC MESH (U TL4)	114
BATTLESUIT (Un TL6)	114
KEVLAR HELMET (U TL5)	115
FIELD, ARMOUR (R TL6)	115
FIELD, FLASH (R TL6)	115
FIELD, WARP (Un TL6)	116
PRIMITIVE ARMOUR (C TL1)	116

4.3 GEAR

AUGMENTEK (Un TL6)	117
BATTERIES (U TL4+)	118
BOOK (U TL3)	118
CHAIN (C TL3)	118
CHEMISTRY SET (R TL4)	118
CLOAKING DEVICE (Un TL6)	118
CLIMBING GEAR (U TL4)	118
CLOTHING, FINE (R TL2)	118
COOKING GEAR (C TL3+)	118
COMM-UNIT, PERSONAL (U TL4+)	118
COMM-UNIT, PORTABLE (R TL4+)	119

COMPASS (C TL3)	119
DRUG (VARIABLE)	119
FIRE STARTER (C)	120
FISHING GEAR (C TL1)	120
FUEL (R TL4)	120
GAS MASK (VARIABLE TL4)	120
GEIGER COUNTER (U TL4)	120
HOLO PROJECTOR (R TL6)	120
INFILTRATION GEAR (TL3-5)	120
LIGHT SOURCE (VARIABLE)	120
MANACLES (U TL3+)	120
MEDI-PACKS (U)	120
MIRROR (C TL3)	120
MUSICAL INSTRUMENT (U TL2+)	121
POISON (VARIABLE)	121
PORTABLE DISTILLER (R TL5)	121
PSYCHO-ACTIVE TALISMAN (R TL4)	121
RESOURCEFUL PACK (R TL4)	121
RIDING GEAR (U TL3+)	121
RE-BREATHER (R TL4)	122
ROPE (C TL2)	122
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TOOL, BASIC (C TL3+)	122
TOOL, POWER (R TL4+)	122
TRAINED ANIMAL (R TL2)	122
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WATCH (U TL4)	122
WRITING GEAR (C TL4)	122

4.4 RIDING BEASTS

DRAUGHT ANIMAL (C)	123
RIDING BEAST (U)	123
RIDING BEAST, FAST (R)	124
RIDING BEAST, HEAVY (R)	124
RIDING BEAST, MASSIVE (Un)	124



4.5 SPECIALISTS

ACADEMICS

DOKS

LABOURERS

MYSTICS

ROGUES

SLAVE

TEKS

TRANSPORTERS

WARRIORS

4.6 VEHICLE MODIFICATIONS

UPGRADES

ARMOUR PLATING (C TL0)

ARMOUR PIERCING SHOT (U TL4)

ARGOS TARGETING SYSTEM (R TL5)

CARGO SPACE (C TL0)

CLOAKING SYSTEM (Un TL6)

DECOYS (U TL4)

EMERGENCY BACKUP (U TL0)

ENHANCED SENSOR SUITE (R TL4)

ENHANCED TARGETING (U TL3)

ENHANCED MANEUVERING (C TL4)

FEARSOME ASPECT (C TL0)

FORCE SHIELD (Un TL6)

LIFE BOATS (C TL0)

MIND HELM (VARIABLE)

MINE DROPPER (U TL3)

MINI-MISSILE POD (R TL4)

POWER AMPLIFIERS (C TL5)

RAM PLATE (C TL0)

REINFORCED SS (C TL4)

SMOKE SCREEN (C TL0)

SUBMERSIBLE (U TL4)

TELEPORTERS (Un TL6)

TREADS (C TL4, LAND ONLY)

TORPEDO/MISSILE BAY (C TL4)

TRANSFORMING GEARS (R TL4)

TURBO-BOOSTERS (C TL3)

130

125 TURRET (C TL1)

130

126 VETERAN CREW (U TL0, SIZE 5+)

130

126 VEHICLE WEAPON (VARIABLE),

ANTI-PERSONNEL

130

DA BIG GUNZ

131

DOWNGRADES

127 ACHILLES' HEEL

132

127 FAULTY SYSTEM

132

128 FRAGILE

132

LUMBERING BEAST

132

MINIMUM MOVE (AIR & SPACE ONLY)

132

128 PAPER TIGER

132

128 RAILS

132

128 REDUCED FIREPOWER

132

128 REDUCED POWER

132

129 RESTRICTED DETECTION

132

129 SITTING DUCK

132

129 SLOW

132

129 SMALL CREW (SIZE 5+)

132

129 SUBSTANDARD CREW (SIZE 5+)

132

129 SAILS

132

4.7 VEHICLES

129 KANNIBAL KLOWN CYCLE (LAND)

133

129 V9 INTERCEPTOR (LAND)

133

129 WASTELANDER WAR-WAGON (LAND)

133

129 THE BIG MACDONALD (LAND)

134

129 THE T-888 'TOWN CRUSHER' (LAND)

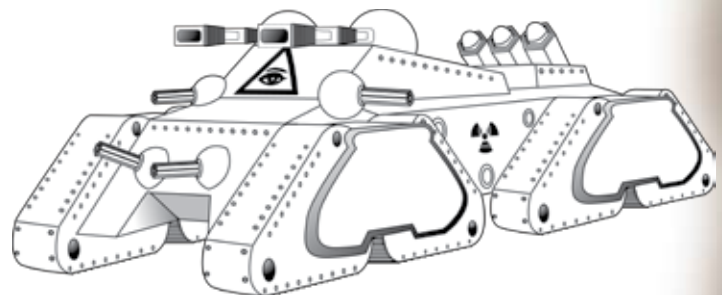
134

130 THE GRENDALE CYBERTANK (LAND)

134

130 THE ROBOT CARNIVAL (LAND)

135





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



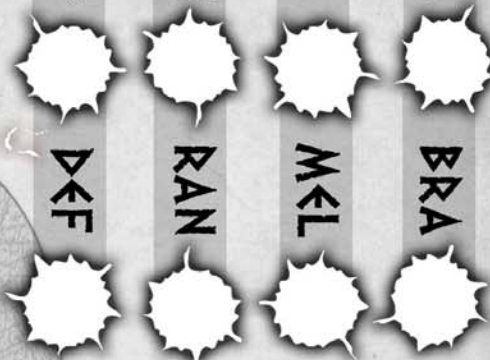
BARBARIANS OF THE AFTERMATH

STR BRA

AGI MEL

MIN RAN

APP DEF



NAME

GENOTYPE

CAREERS

BOONS + FLAWS

MUTATIONS

GEAR



HERO POINTS

PROTECTION

LANQUAGES



AP/PK



LIFEBLOOD



POW SPD
MAN RAM

VEHICLE NAME

- LAND SEA
 AIR SPACE

SIZE

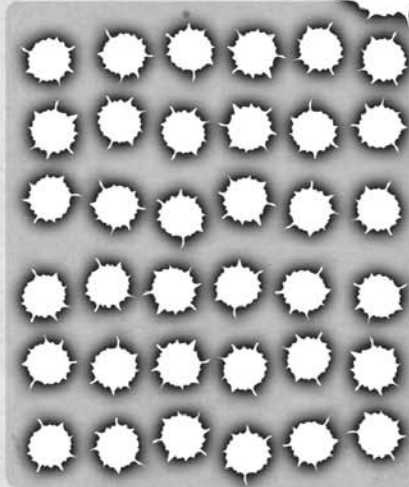
BARBARIANS OF THE AFTERMATH

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 |



BARBARIANS OF THE AFTERMATH

NAME

GENOTYPE

STR BRA
AGI MEL
MIN RAN
APP DEF

CAREERS

LIFEBLOOD

AP/PK

BOONS + FLAWS

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LANGUAGES

GEAR

BARBARIANS OF THE AFTERMATH

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HERO POINTS

PROTECTION

LANGUAGES

GEAR

POW

SPP

VEHICLE NAME

MAN

RAM

LAND
 AIR

SEA
 SPACE

SIZE

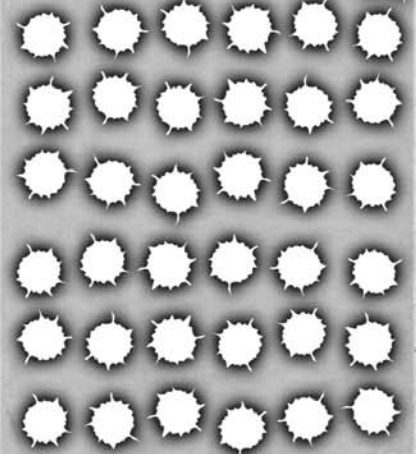
BARBARIANS OF THE AFTERMATH

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
 AIR

SEA
 SPACE

SIZE

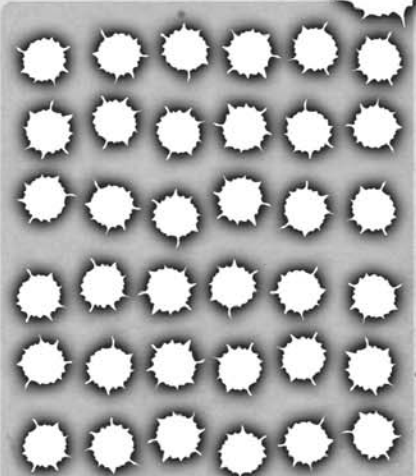
BARBARIANS OF THE AFTERMATH

MODIFICATIONS

VEHICLE ACTIONS

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

VEHICLE MASTER SHEET

VEHICLE 1

SIZE LAND SEA

SQD AIR SPACE

POW SPD

MAN RAM

MODIFICATIONS

SUPERSTRUCTURE

VEHICLE 2

SIZE LAND SEA

SQD AIR SPACE

POW SPD

MAN RAM

MODIFICATIONS

SUPERSTRUCTURE

VEHICLE 3

SIZE LAND SEA

SQD AIR SPACE

POW SPD

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 ___

BARBARIANS OF THE AFTERMATH

THE EARTH YOU KNOW IS NO MORE.

Barbarians of the Aftermath is a setting expansion for the Barbarians of Lemuria RPG, although fans of Post-Apocalyptic fiction will find a good deal that is useful for other systems as well.

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+ NEW CAREERS AND GENOTYPES FOR A WIDE VARIETY OF ODD BEINGS.

+ NEW RULES FOR ARCHEOTECH: THE TREASURE OF THE ANCIENTS, FIREARMS, MUTATIONS, NANOZONES, RADIATION AND PSYCHIC POWERS

+ ABSTRACT AND SIMPLE VEHICLE RULES THAT CAN HANDLE DOZENS OF VEHICLES WITHOUT A TON OF MINIS OR BOOK-KEEPING.

+ EXTENSIVE GEAR LISTS COVERING EVERYTHING FROM THE STONE AGE TO THE FAR FUTURE.

+ A GM KIT WITH EVERYTHING YOU NEED TO RUN THE GAME.

LONG LIVE THE NEW EARTH. THE REBORN EARTH. YOUR EARTH...



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