# ATOMIC TOMORROW ADVENTURES

Name	
Epithet Profession	
Profession	
Origin Background	
Background	

### **ATTRIBUTES**

		Check	
BRAWN	;	× 5:	Physical strength
REFLEX	;	× 5:	Agility, speed
NERVE		× 5:	Courage, composure
SAVVY	;	× 5:	Intelligence
CHARM	;	× 5:	Charisma
GRIT	;	× 5:	Endurance
GUILE	;	× 5:	Cunning

#### **Wound Track**

0 1 2 3 4 5

#### SPECIAL ABILITIES

Epithet Ability	
Description	

## Signature Gadget

Description



#### SKILLS

CORE SKILL VALUES								
BRAWN	REFLEX	NERVE	SAVVY	CHARM	GRIT	GUILE	FLEX	
							25%	
		Core Skill	Value = (Attri	bute × 2) + 59	%			

Skill (Specialization)	Core	Prof	Origin	Back	Total
Solar Scouts Training	_	_	-	_	35%
	. 📖				
				<u></u>	

#### **SKILL RESOLUTION**

Roll d100: Roll under your skill percentage to succeed Critical Success: Doubles (11, 22, etc.) <= skill % Special Success: Roll ending in 0 or 5 <= skill % Critical Failure: Doubles above your skill % Special Failure: Roll ending in 0 or 5 above skill % Automatic Success: Rolls of 01-05 regardless of skill Automatic Failure: Rolls of 96-00 regardless of skill