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Character Creation

ATOMIC TOMORROW ADVENTURES

CHARACTER CREATION

The Solar System of the atomic future needs heroes with grit, charm, and rocket-powered determination. This system guides you through creating a character ready for adventure among the planets.

FOUR-COLUMN CHARACTER CREATION

Characters in Atomic Tomorrow Adventures are created by selecting one option from each of four columns, building a complete concept that combines extraordinary qualities, professional expertise, cultural origin, and personal background.

THE FOUR COLUMNS

Column A	Column B	Column C	Column D
EPITHET	PROFESSION	ORIGIN	BACKGROUND
<i>What makes you extraordinary</i>	<i>What you do</i>	<i>Where you're from</i>	<i>Your upbringing or past</i>

By combining these four elements, you'll create a distinctive character with a clear concept, like "Two-Fisted Rocket Jockey from Martian Military Family" or "Brilliant Scientist from Venus with Academic Training."

GENERATING ATTRIBUTES

Your seven core attributes form the foundation of your character's capabilities.

ATTRIBUTE GENERATION BY ORIGIN

- **TERRANS:** Must use the Standard Array of 15, 14, 12, 11, 10, 9, 8 (distributed as desired)
- **ALL OTHER ORIGINS:** Roll 2d10 for each attribute and arrange, with results below 3 becoming 3 and results above 18 becoming 18
- **TERRAN EXILES:** May roll attributes like other origins instead of using the Standard Array

The only way to have attributes outside the 3-18 range is through Origin or Background modifiers, which are applied after the initial generation.

ATTRIBUTE DESCRIPTIONS

- **BRAWN:** Physical strength, toughness, athletic power
- **REFLEX:** Physical coordination, dexterity, reaction speed
- **NERVE:** Mental composure, courage under pressure
- **SAVVY:** Intelligence, technical knowledge, perception
- **CHARM:** Charisma, leadership, persuasiveness
- **GRIT:** Endurance, willpower, mental fortitude
- **GUILE:** Cunning, deception, craftiness

COLUMN A: EPITHET

Your epithet represents what makes you extraordinary compared to ordinary people. It provides special abilities and unique dice roll interpretations that other characters don't possess.

GRITTY/TOUGH EPITHETS

Epithet	Primary Benefit	Benefit
Grizzled	+2 GRIT	You have 1 extra wound on your track before incapacitation (5 wounds instead of 4)
Hard-Bitten	+1 GRIT, +1 NERVE	+20% resistance to environmental hazards and extreme conditions
Battle-Scarred	+2 NERVE	Wounds never affect your initiative rolls, regardless of penalty level
Steely-Eyed	+2 NERVE	In standoffs and intimidation contests, opponents need a critical success to shake you
Hardboiled	+1 GRIT, +1 GUILF	Immune to emotional manipulation and can function without sleep for 48 hours with no penalty
Iron-Willed	+2 GRIT	When you would normally be incapacitated by a wound, you can continue functioning by making a GRIT check each round. However, sustaining any additional wound immediately renders you unconscious.
Two-Fisted	Can fight effectively with a weapon in each hand	Can Parry and Block one more time per turn with no penalty

SKILLED/EXPERT EPITHETS

Epithet	Primary Benefit	Benefit
Crack	In your primary professional skill, any roll of doubles or ending in 0 or 5 succeeds	+10% to all other professional skills
Hotshot	+10% to three skills of your choice	Your show-off maneuvers succeed more often, granting +20% when attempting flashy actions
Virtuoso	One professional skill at +20% above normal maximum	Critical successes on professional skill rolls create lasting positive reputation

Epithet	Primary Benefit	Benefit
Legendary	Your name opens doors (+20% to social interactions where your reputation matters)	After adequate preparation for a task within your expertise, you can perform one flawless execution (requires describing your preparation)
Peerless	+10% to all professional skills in your field	After studying a problem in your field for at least an hour, you can attempt solutions that would be impossible for others
Uncanny	Sixth sense for danger (+20% to detect ambushes, traps, and betrayals)	Animals and children instinctively trust you

ADVENTUROUS EPITHETS

Epithet	Primary Benefit	Benefit
Intrepid	+1 NERVE, +1 REFLEX	+20% to all exploration and pathfinding rolls
Swashbuckling	+20% to acrobatic combat maneuvers	Can goad opponents into making mistakes by targeting their pride
Bold	After any failure, gain +20% to your next roll if attempting a different approach	Recover from setbacks twice as quickly as normal characters
Daring	+20% to genuinely dangerous actions	Never suffer special or critical failures when attempting risky actions
Audacious	Can attempt normally impossible stunts at -40% instead of being automatically impossible	Your daring inspires allies, granting them +10% to their next action
Lucky	When you fail a roll, any result ending in 7 allows you to reroll (you can continue rerolling as long as you keep getting 7s)	+20% to games of chance and randomized situations

CLEVER/SMART EPITHETS

Epithet	Primary Benefit	Benefit
Brilliant	+2 SAVVY	When examining clues or evidence, you can make correlations others miss (+20% to deduction and analysis)
Ingenious	Can create impromptu tools from available materials on any successful SAVVY roll	Your jury-rigged solutions ignore the first Special Failure, breaking only on Critical Failures or a second Special Failure
Silver-Tongued	+2 CHARM	Persuasion attempts that succeed create lasting belief changes rather than temporary compliance
Enigmatic	People find it difficult to read you (-20% to others' attempts to analyze your intentions)	Strangers often confide in you, sharing secrets they normally wouldn't
Veteran	+1 GRIT, +1 SAVVY	Better situational awareness; you can detect ambushes on any successful roll, not just critical success

CHARMING EPITHETS

Epithet	Primary Benefit	Benefit
Plucky	+1 CHARM, +1 NERVE	In any Social Contest trying to intimidate, frighten or overawe you, you reduce the degree of success score against you by 1.

Epithet	Primary Benefit	Benefit
Seductive	+1 CHARM, +1 GUILF	In Seduction Social Contests, Opposed wraps back around to Receptive (skipping Convinced). It's still not mind control, and NPCs can want you and still betray you or refuse you out of loyalty or scruples.
Stunning	+2 CHARM	You command attention. You are noticed wherever you go, unless heavily disguised. Villains prefer to capture or spare you rather than mar your beauty.
Suave	+1 CHARM, +1 SAVVY	Special and Critical failures on Social skills become ordinary failures.
Well-Heeled	+1 CHARM, GUILF	When failing a roll that could be resolved with money, you may immediately make a GUILF check. Success means you find a way to throw credits at the problem and turn your failure into a success - but at double the normal cost.

Choose one epithet that best represents your character's extraordinary quality.

COLUMN B: PROFESSION

Your profession represents your training, expertise, and the career that has shaped your capabilities. It determines your primary skill set and starting equipment.

PROFESSION CATEGORIES

EXPLORERS & SCOUTS

- **SCOUT**: First into unknown territory, survival expert
- **TRAILBLAZER**: Pathfinder and mapping specialist
- **RUIN DELVER**: Investigator of ancient structures and artifacts
- **PLANETARY SCOUT**: Expert in surveying new worlds
- **XENO-TRACKER**: Specialist in tracking alien life forms

ACES & PILOTS

- **ROCKET JOCKEY:** Expert spacecraft pilot
- **ASTROGATOR:** Navigation and stellar cartography specialist
- **ASTRO RACER:** Competitive spacecraft racing professional
- **ORBITAL JUMPER:** Zero-G movement specialist
- **STUNT PILOT:** Expert in aerial acrobatics

SCIENTISTS & INNOVATORS

- **BRAINIAC:** Broad scientific knowledge and expertise
- **ATOMICIST:** Specialist in atomic energy and physics
- **XENOBIOLOGIST:** Expert in alien life forms
- **MAD GENIUS:** Unorthodox inventor and theorist
- **TECH WIZARD:** Master of improvised technology

COMMERCE & TRADE

- **SPACE TRADER:** Interplanetary merchant and commerce expert
- **CARTEL BROKER:** Negotiator for powerful commercial interests
- **INSURANCE ADJUSTER:** Risk evaluator and claims investigator
- **ADVENTURE CAPITALIST:** Investor in high-risk, high-reward ventures
- **EXOTIC DEALER:** Specialist in rare and unusual goods

SOLDIERS & ENFORCERS

- **SPACE RANGER:** Law enforcement officer
- **SOLAR MARINE:** Military combat specialist
- **BOUNTY HUNTER:** Professional fugitive tracker
- **MERCENARY:** Soldier for hire
- **BODYGUARD:** Personal protection specialist

MECHANICS & ENGINEERS

- **WRENCH MONKEY:** Spacecraft repair specialist
- **ATOMECH:** Atomic engine technician
- **GADGETEER:** Creator of specialized devices
- **SALVAGER:** Expert in recovering and repurposing technology
- **ROBOTICIST:** Robot programmer and engineer

SCOUNDRELS & OPPORTUNISTS

- **SPACE RAT:** Street-smart survivor
- **GRIFTER:** Professional con artist
- **SMUGGLER:** Transporter of illegal goods
- **CAT BURGLAR:** Professional thief
- **GAMBLER:** Professional risk-taker

PSYCHICS & ESPERS

- **MENTALIST:** Telepath and mind reader
- **TELEKINETIC:** Moves objects with mental power
- **PRECOG:** Sees potential futures
- **EMPATH:** Senses and influences emotions
- **WILD TALENT:** Unpredictable psychic abilities

DIPLOMATS & COMMUNICATORS

- **XENO-LINGUIST:** Alien language specialist
- **NEGOTIATOR:** Professional deal-maker
- **AMBASSADOR:** Official representative
- **NEWSHOUND:** Journalist and investigator
- **SOCIALITE:** Connected networker

MEDICAL EXPERTS

- **SAWBONES:** Emergency medical practitioner
- **XENODOC:** Specialist in alien physiology
- **PSYCHIATRIST:** Mental health specialist
- **COMBAT MEDIC:** Battlefield medicine expert
- **LIFE SCIENTIST:** Biological researcher

SPECIALIZED ROLES

- **PROSPECTOR:** Mineral and resource hunter
- **ASTEROID MINER:** Extracts resources from asteroids
- **CHRONICLER:** Records events and knowledge
- **TERRAFORM TECH:** Planetary environmental engineer
- **ENTERTAINER:** Professional performer
- **DILETTANTE:** Consummate dabbler

Choose one profession that best represents your character's career and expertise.

COLUMN C: ORIGIN

Your origin reflects where you were born and raised, shaping your physical adaptations, cultural knowledge, and baseline abilities.

ORIGIN SELECTION

Origin	Description	Attribute Mods	Cultural Skills	Environmental Adaptations
TERRAN	Born on Earth, shaped by generations of genetic engineering	SAVVY +1, GRIT -1	Bureaucracy +15%, Technology +10%, History +5%	Genetically Optimized, Social Programming, Environmental Sensitivity
LOONIE	Raised in the low gravity of Luna	BRAWN -1, REFLEX +1, GUILE +1	Zero-G Operations +15%, Mechanics +10%, Local Knowledge: Luna +5%	Low-G Adaptation, Radiation Resistance, Bone Density Issues
MARTIAN	Child of the red planet, frontier hardiness	BRAWN +1, GRIT +1, CHARM -1	Survival: Mars +15%, Ancient History +10%, Geology +5%	Dust Lungs, Cold Tolerance, Water Efficiency
VENUSIAN	Raised in Venus's steaming jungles and cloud cities	BRAWN +1, NERVE +1, SAVVY -1	Survival: Jungle +15%, Weather Prediction +10%, Xenobiology +5%	Heat Tolerance, Enhanced Lung Capacity, Venus Eyes
BELTER	Born among the asteroids of the Belt	BRAWN -1, GUILE +1, GRIT +1	Zero-G Operations +15%, Resource Management	Vacuum Sense, Low Consumption Metabolism,

Origin	Description	Attribute Mods	Cultural Skills	Environmental Adaptations
			+10%, Asteroid Navigation +5%	Spatial Awareness
JOVIAN	Raised in habitats orbiting Jupiter	SAVVY +1, REFLEX +1, CHARM -1	Engineering +15%, Radiation Safety +10%, Zero-G Operations +5%	Radiation Resistant, Artificial Gravity Adaptation, Technical Intuition
SATURIAN	Born in the shadow of Saturn's rings	REFLEX +1, CHARM +1, BRAWN -1	Artistic Expression +15%, Astronomy +10%, Cultural History +5%	Enhanced Visual Acuity, Cold Adaptation, Heightened Color Perception
DEEP SPACER	Born aboard long-haul vessels between stars	GRIT +1, NERVE +1, CHARM -1	Astrogation +15%, Ship Systems +10%, Entertainment +5%	Space Legs, Temporal Flexibility, Confined Space Comfort
GENMODDED	Engineered for specific purposes or environments	+2 to one attribute, -1 to different attribute	Genetics +15%, Medical Self-Care +10%, Social Adaptation +5%	Choice of adaptations based on engineering purpose
RED MARTIAN	Descendant of ancient Martian civilization	PSI +30%, BRAWN -1, CHARM +1	Telepathy +15%, Ancient Martian History +10%, Cultural Diplomacy +5%	Natural Telepathy, Martian Physiology, Limited Oxygen Needs

Choose one origin that best represents where your character comes from.

COLUMN D: BACKGROUND

Your background reflects your upbringing, education, and personal history before becoming an adventurer.

BACKGROUND SELECTION

Background	Description	Attribute Effects	Additional Skills	Resources & Connections
MILITARY FAMILY	Raised in the discipline of service	GRIT +1, CHARM -1	Tactics +10%, Military Protocol +10%, Firearms +5%	Military contacts, access to surplus equipment
MERCHANT CLAN	Raised in the trading business	CHARM +1, GRIT -1	Negotiation +10%, Market Analysis +10%, Appraisal +5%	Trading contacts, credit line with merchant houses
FRONTIER HOMESTEAD	Raised on the edges of civilization	GRIT +1, CHARM -1	Survival +10%, Repair +10%, Animal Handling +5%	Wilderness skills, network of frontier contacts
ACADEMIC TRAINING	Formal education in institutions	SAVVY +1, BRAWN -1	Research +10%, Mathematics +10%, History +5%	Academic credentials, university connections
STREET URCHIN	Raised in urban underbellies	GUILE +1, CHARM -1	Streetwise +10%, Theft +10%, Urban Navigation +5%	Criminal contacts, knowledge of urban secrets

Background	Description	Attribute Effects	Additional Skills	Resources & Connections
CORPORATE UPBRINGING	Raised in corporate culture	SAVVY +1, NERVE -1	Business +10%, Computer Operation +10%, Corporate Politics +5%	Corporate connections, understanding of business structures
ARISTOCRATIC FAMILY	Born to privilege and power	CHARM +1, GRIT -1	Etiquette +10%, Politics +10%, Art Appreciation +5%	Wealthy connections, social status, financial resources
SPACER FAMILY	Raised aboard ships and stations	REFLEX +1, BRAWN -1	Zero-G Operations +10%, Ship Systems +10%, Vacuum Survival +5%	Network of spacers, familiarity with various vessels
RELIGIOUS ORDER	Raised in spiritual tradition	NERVE +1, GUILF -1	Theology +10%, Meditation +10%, Ancient Languages +5%	Religious contacts, respected status in religious communities
LABORATORY SUBJECT	Subject of scientific experimentation	GRIT +1, CHARM -1	Medical Knowledge +10%, Laboratory Procedures +10%, Psychology +5%	Unique physical capabilities, connections to scientific community

Background	Description	Attribute Effects	Additional Skills	Resources & Connections
MEGACITY NATIVE	Raised in the towering urban centers of Earth	SAVVY +1, GRIT -1	Urban Navigation +10%, Technology (Infrastructure) +10%, Social (Crowd Management) +5%	Knowledge of urban shortcuts, contacts in city services, access to hard-to-find goods
POLITICAL DYNASTY	Born into a family of political influence	CHARM +1, NERVE -1	Politics +10%, Persuasion (Public Speaking) +10%, History +5%	Political connections, family name recognition, access to restricted information
UNDERWORLD FAMILY	Raised in organized crime or black market circles	GUILE +1, SAVVY -1	Streetwise +10%, Deception +10%, Security (Alarm Systems) +5%	Criminal contacts, knowledge of illegal operations, access to black market goods
SHOWBIZ FAMILY	Raised in the entertainment industry	CHARM +1, NERVE -1	Performance +10%, Social (Networking) +10%, Artistry +5%	Media contacts, performance venues, celebrity recognition

Background	Description	Attribute Effects	Additional Skills	Resources & Connections
REGRESSED/BARBARIAN	Raised in an isolated community rejecting technology	BRAWN +1, SAVVY -1	Survival +10%, Combat (Primitive Weapons) +10%, Nature Lore +5%	Extraordinary physical capabilities, non-technological survival skills, tribe connections
COLONIST	Raised in a newly established off-world colony	GRIT +1, CHARM -1	Resource Management +10%, Technical Improvisation +10%, Community Relations +5%	Colony network, self-sufficiency skills, adaptability to harsh conditions
REFUGEE	Displaced from home by disaster or conflict	NERVE +1, CHARM -1	Survival (Urban) +10%, Bartering +10%, Situational Awareness +5%	Network of fellow refugees, ability to adapt to new environments, resource acquisition skills
SHIP-BORN	Born and raised on long-voyage spacecraft	REFLEX +1, BRAWN -1	Ship Systems +10%, Navigation (Spacecraft) +10%, Social (Confined Communities) +5%	Extensive knowledge of ship operations, contacts among space transport crews, familiarity with multiple ports

Background	Description	Attribute Effects	Additional Skills	Resources & Connections
NOBLE HOUSE	Member of an established aristocratic lineage	CHARM +1, GRIT -1	Etiquette +10%, History (Lineages) +10%, Social (Influence) +5%	Family wealth and prestige, political connections, access to exclusive venues
ATOMICORP EMPLOYEE	Raised in corporate atomic energy sector	SAVVY +1, NERVE -1	Science (Nuclear Physics) +10%, Engineering (Atomic) +10%, Corporate Politics +5%	Corporate security clearance, technical knowledge of atomic systems, industry contacts
ORBITAL HABITAT	Raised in artificial orbital colonies	REFLEX +1, BRAWN -1	Zero-G Operations +10%, Engineering (Life Support) +10%, Psychology (Confined Spaces) +5%	Understanding of habitat operations, orbital community contacts, recycling expertise
VENUSIAN CLOUD DRIFTER	Raised in nomadic airships above Venus	REFLEX +1, SAVVY -1	Piloting (Airship) +10%, Survival (High Atmosphere) +10%, Meteorology +5%	Navigation in cloud layers, contacts among nomadic communities, unique cultural knowledge

Background	Description	Attribute Effects	Additional Skills	Resources & Connections
BELT PROSPECTOR FAMILY	Raised by asteroid miners and resource hunters	GRIT +1, CHARM -1	Mineral Identification +10%, Zero-G Operations +10%, Jury-Rigging +5%	Knowledge of valuable asteroid locations, assessment of mineral worth, mining contact network
STATION BRAT	Raised on a space station with minimal adult supervision	REFLEX +1, NERVE -1	Zero-G Acrobatics +10%, Station Layouts +10%, Scrounging +5%	Knowledge of station maintenance shafts and hidden areas, station crew contacts, improvisation skills
FILTHY RICH	Born with a platinum spoon in your mouth	+1 CHARM, -1 GRIT	Business +15%, Social (Etiquette) +15%, Persuasion (Negotiation) +10%, Streetwise (Information Gathering) +5%	You get a 300 cr/month stipend from your folks. When making a purchase over \$100 credits, roll percentile dice. On a roll ending in 0 or 5, the item is acquired at half price due to family connections or bulk discount arrangements.

Choose one background that best represents your character's upbringing.

CALCULATING SKILLS

Your skill percentages are determined by combining your Core (attribute contribution or FLEXX) with bonuses from Profession, Origin, and Background:

Skill Formula

Core = either Attribute \times 2 or 20% for FLEX skills, +5%

Final Skill % = Core + Professional Bonus + Origin Bonus + Background Bonus

Skill Level Guide

- **0-25%:** Novice (basic understanding)
- **26-50%:** Competent (reliable in most situations)
- **51-75%:** Professional (expert in the field)
- **76-95%:** Master (among the best in the Solar System)
- **96%+:** Legendary (stuff of future stories)

FINISHING TOUCHES

Solar Scouts Training

Every character starts with Solar Scouts Training, which represents self-defense training (or school of hard knocks) that they've been given in their upbringing

- Solar Scouts Training is Reflex \times 2 + 15%. It never goes up, but you should track critical success checks normally
- Solar Scouts Training covers unarmed combat, pistols, rifles, survival, and first aid
- When making advancement checks if you have a Solar Scouts Training check to make, success will grant you the appropriate specialization, e.g. Combat (Pistols) and you'll stop using Solar Scouts Training for that skill, while still using it for other combat modes.

Personal Details

- **Name:** Choose a name appropriate to your character's origin and background
- **Appearance:** Describe distinctive features, style, and presence
- **Age:** Typically 20-50 for human adventurers
- **Personality:** Define core traits and attitudes

Connections

- **Contacts:** People who can provide information or assistance
- **Enemies:** Those who oppose or dislike your character
- **Obligations:** Responsibilities your character carries

Equipment

Start with:

- All equipment listed for your Profession
- One signature item related to your Epithet
- Standard environmental suit appropriate to your Origin
- 2d10 × 10 Credits for additional purchases

Signature Gadget (Optional)

Roll on the Signature Gadget table to create a unique device that defines your character's style and capabilities.

Hobby (Optional)

Pick one skill that you know at Core + 5% that's something of a hobby of yours.

SAMPLE CHARACTER: STELLA "LUCKY" BLACKSTAR

EPITHET: Lucky (When failed rolls end in 7, can reroll once) **PROFESSION:** Rocket Jockey (Spacecraft pilot) **ORIGIN:** Belter (Born in the asteroid belt) **BACKGROUND:** Merchant Clan (Raised in trading business)

ATTRIBUTES:

- BRAWN: 9 (-1 from Belter origin = 8)
- REFLEX: 15
- NERVE: 11
- SAVVY: 10
- CHARM: 11 (+1 from Merchant Clan = 12)
- GRIT: 10 (+1 from Belter, -1 from Merchant Clan = 10)
- GUILF: 12 (+1 from Belter = 13)

DERIVED STATISTICS:

- Initiative: 75 (REFLEX 15 × 5)
- Attribute Checks are Attribute × 5. In the rules whenever you see something like GRIT check, that means roll against GRIT × 5

KEY SKILLS:

- Pilot: 70% (REFLEX 15 × 2 = 30 + 40 professional)
- Zero-G Operations: 45% (REFLEX 15 × 2 = 30 + 15 origin)
- Ship Systems: 40% (SAVVY 10 × 2 = 20 + 10 professional + 10 background)
- Negotiation: 44% (CHARM 12 × 2 = 24 + 10 background + 10 background)
- Asteroid Navigation: 30% (SAVVY 10 × 2 = 20 + 10 origin)

EQUIPMENT:

- Custom flight jacket with Belter clan insignia
- Pilot's precision chronometer
- Personal navigation computer
- Hidden lucky charm (severed circuit board from her first crash)
- Environmental suit with Belter modifications
- Trading contacts list and merchant credit chip
- 140 Credits (rolled 2d10 = 7, so 7 × 10 = 70 + Merchant Clan bonus)

SIGNATURE GADGET: Cosmo-Field Paragon Navigation System

- Projects force field that filters out radiation interference
- Increases effective sensor range by 50%

- Gains +15% on initiative when using this device