

ATOMIC TOMORROW ADVENTURES

Name

Epithet

Profession

Origin

Background

ATTRIBUTES

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

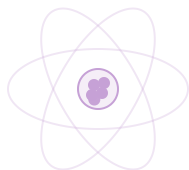
SPECIAL ABILITIES

Epithet Ability

Description

Signature Gadget

Description



SKILLS

	Value
Solar Scouts Training (REFLEX × 2) + 15	

Basic Skill Resolution

- Roll d100:** Roll percentile dice (d100) and try to roll **under** your skill percentage
- Critical Success:** Doubles (11, 22, etc.) ≤ your 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 your skill %
- Automatic Success:** Rolls of 01-05 regardless of skill
- Automatic Failure:** Rolls of 96-00 regardless of skill