



ATOMIC HIGHWAY

Name: _____ Player: _____

Concept: _____ Race: _____

Rearing: _____ Pursuit: _____

☐ **MUSCLE**

☐ **UNDERSTANDING**

☐ **TENACITY**

☐ **APPEAL**

☐ **NIMBLENESS**

☐ **TOUGHNESS**

☐ **SENSES**

SKILLS

Athletics	00000	Ride	00000
Boat	00000	Scavenge	00000
Brawl	00000	Shoot	00000
Criminal	00000	Sleight	00000
Drive	00000	Stealth	00000
Heal	00000	Survive	00000
Intimidate	00000	Tech	00000
Lore	00000	Zoofinity	00000
Melee	00000	_____	00000
Notice	00000	_____	00000
Persuade	00000	_____	00000
Pilot	00000	_____	00000

DIFFICULTY

Difficulty Rating	Successes Needed
Difficult	1
Extreme	2
Arduous	3
Tremendous	4
Heroic	5+

PORTRAIT

FORTUNE COSTS

Effect	Cost
Extra Success	1
Reroll Bad Things Happen	3
Plot Tweak	2
Plot Twist	5
Reduce Opponent's Success	2
Reduce Injury	1
Perform Dual Action	2

MUTATIONS

FLAWS

FORTUNE



ARMOR

Type

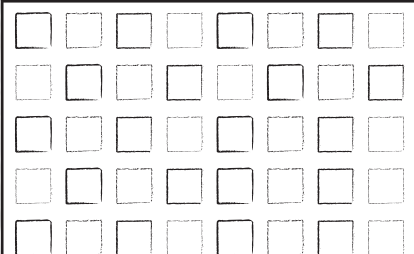
Protection

WEAPONS

Weapon	Attribute	Skill	Damage	Max Range	Capacity	Reload	Hands	Burst
_____	_____	_____	_____	_____	_____	_____	1 / 2	☐
_____	_____	_____	_____	_____	_____	_____	1 / 2	☐
_____	_____	_____	_____	_____	_____	_____	1 / 2	☐
_____	_____	_____	_____	_____	_____	_____	1 / 2	☐
_____	_____	_____	_____	_____	_____	_____	1 / 2	☐

GEAR

HEALTH



Health = (Muscle+Tenacity+Toughness) x2