

ATOMIC HIGHWAY

THE HOMEBREWER'S GUIDE

Creating your own material for a game is one of the great joys of rpgs, so here are some useful guidelines for anyone who wants to create new Rearings, Pursuits, Mutations/Flaws, Vehicles, Beasts and Mutant Horrors, Humanoid Animals, and Psychic Powers

Rearings

Skills: Each Pursuit has 6 skill points, with no individual skill having a rating higher than 1 except Lore, Notice, Tech, and Stealth, any of which can be rated up to 2. You can provide choices using the “or” designation.

Weapons/Gear: In most cases 1-2 basic weapons can be assigned, the knife being the most common for its all-round utility. Gear-wise, most provide a single roll on any one of the Scavenging tables (pages 54-60) except Military, if appropriate, and possible 1-2 knick-knacks or minor items appropriate to the Rearing concept.

Pursuits

Skills: Pursuits provide 10 skill points. Because of Natural Skills and the skill levels provided by Rearings, placing more than 1-2 points in any single skill in a new Pursuit only results in wasted skill points. Because of this, no more than 1 point can be placed in a Pursuit for Notice or Stealth, but up to 2 points can be placed in any of the others. As before you can provide choices including offering a small selection of skills from which to make limited picks.

Armor: Only provide this if it really fits the concept; most Rearings do not possess armor, and what armor there is tends to be light and incidental, to protect as much from accident.

Weapons: Most Pursuits should provide 1-2 weapons, typically choices of one ranged and/or one melee depending on whether the Pursuit concept is likely to really see much conflict. Heavy Weapons should not be part of a Pursuit’s starting weaponry.

Clothing: Basic garments should be listed as appropriate.

Gear: This should provide the Pursuit with the basic tools and materials necessary to perform the concept’s basic functions, and no more. Don’t overdo it or be too generous. If a Pursuit is likely to have multiple items of a single type, have the number be rolled on a die.

Transport: No more than a single means of transport should be offered, but a choice can be provided. Be careful that you don’t give more vehicle points to your new Pursuit than the existing vehicle-based Pursuits (Airman, Hauler, Outrider, Raider, Road Warrior) already possess, as you run the very real risk of making your new Pursuit more attractive than the others then. In each case, the basic vehicle type the Rearing commonly used was taken as a base cost, then enough points were added to make some thematically-appropriate modifications.

Pets: If a Pursuit possesses a pet, it should be limited to a single one.



HomeBrewer's Guide

Mutations/Flaws

All of the Mutations presented in Atomic Highway are based squarely on natural abilities found in various mammalian species. This is important, in part, to keep the overall feel of the game more grounded than in many post-apocalyptic roleplaying games, and give things a slightly evolutionary bent. If a new Mutation profoundly benefits a skill, it should instead provide that skill at 6. If it only provides a small but significant enhancement to a skill it should provide a bonus die for the appropriate Attribute/Skill rolls. Try to keep new Mutations and Flaws short and simple, and try to avoid producing anything that renders an existing Mutation or Flaw redundant.

Vehicles

Use the table on page 43 as guidance in assigning a new vehicle its Attributes. Vehicles beyond those boundaries of size, power, and speed are subjects for later expansion. Any appropriate Customizations and Flaws should be assigned as suits the basic vehicle. The total cost of the vehicle is the cost of its Attributes, Customizations, and Flaws, plus an extra cost based on its numbers of possible passengers (beyond its operator):

0-1 passenger: 0 vehicle points.

2-3 passengers: 1 vehicle point

4-7 passengers: 2 vehicle points.

8-11 passengers: 3 vehicle points.

12-30 passengers: 4 vehicle points.

31-60 passengers: 5 vehicle points.

Beasts and Mutant Horrors

Nearly every animal has Understanding 0, Appeal 0, and Senses 2 (modified for appropriate Mutations/Abilities). Senses values are listed in the order they appear in the Mutations/Abilities/Flaws so a creature with Enhanced Sense (Smell), Dull Sense (Hearing), would have Senses 2/6/1 (its general Senses, its Smell, its Hearing). Other Attributes as well as Skills should be assigned to fit the concept, using the existing entries as guidelines. Mutations/Abilities/Flaws are also assigned as is appropriate.

Humanoid Animals

Creating these is an involved step-by-step process:

1) Do your research. Heavily research the animal, its natural abilities and weaknesses (especially senses), and its diet.

2) Assign all appropriate Mutations and Flaws. All Humanoid Animals have the Mutie Flaw. Those with

flippers, hooves, and most ungulates, have Crude Hands. Most Humanoid Animals are Color-Blind. Many have Selective Diet in some form or another. Only assign Swift if the animal is known to routinely exceed 40mph. Assign Fragile to any animals with hollow bones or an average natural weight of under 15lbs. Assign Enduring to any animal with an average weight of 400lbs. or higher.

3) Calculate the cost. Count the number of Mutations/Abilities and Flaws the new entry has and compare them.

4) Balance the costs:

4a) If the animal has more Mutations/Abilities than Flaws, firstly reduce the number of Attribute Points available by 1 down to 17; this negates one of the excess Mutations/Abilities. If a balance has not been reached, then reduce the number of customization Skill points to 2; this negates another excess Mutation/Ability. If the numbers are still not balanced, reduce the customization Skill points to 0, negating a third excess Mutation/Ability. If the two are still not balanced, reduce the number of Attribute points again on a one-for-one basis.

4b) If the animal has more Flaws than Mutations/Abilities, increase the number of Attribute Points available by 1 up to 19; this negates one of the excess Flaws. If a balance has not been reached, then do the same again, increasing the Attribute Points available to 20, negating another excess Flaw. If there are still excess Flaws, increase the number of customization Skill points by 2 for each excess Flaw left.

Psychic Powers

The optional psychic powers in Atomic Highway are pretty low-key and while useful are not anything like as powerful as you might find in say, a comic book. If you create new psychic powers, keep them also relatively low-powered. Use the existing powers as guidelines.

