

MUTANTS IN THE NOW **OOOPS!**

MUTANTS IN THE MINI: OLD SCHOOL RENAISSANCE

1ST AND 2ND PRINTING UPDATES AND ERRATA

The following is a compiled set of errata and updates for *Mutants in the Mini: Old School Renaissance*. All of these updates apply to the 1st printing, but any marked with "2nd" apply to the second printing as well. Corrections for specific sections are noted in *italics*.

ARTISTIC IDENTITY UPDATES (1ST, PG. 11)

We've got two simple corrections:

"LEONARDO DA VINCI", LEONARDO DI SER PIERO DA VINCI (1452-1519; Cognition, Perception): One of the most famous polymaths in history, known for both his towering artistic talent and imaginary inventions. Despite only a small number of his works surviving—and his "inventions" remaining obscure for a long period—he would become the most famed Renaissance painter. Gain the *Invention+* and *Painter+* skill packages, the expertise of Visual Arts, the hobbies of Biology, *Instrument+*, *Mysticism*, *Philosophy*, and *Weapons*. Add one expertise and one hobby of your choice, the values of Education and Observation, and when performing an untrained roll for a skill keyed to a mental attribute, gain +A if applying a value to that roll.

"MICHELANGELO", MICHELANGELO DI LODOVICO BUONARROTI SIMONI (1498-1564; Determination, Perception): Known as "Il divino", Michelangelo's works—in sculpture, paint, and architecture—were famous for the reverence they inspired. Temperamental, he lived a frugal and isolated life, throwing himself into decades-long projects single-mindedly. Gain the *Drudgery**, *Painter+* and *Sculpture+* skill packages, and the hobbies of *Architecture*, *Berate**, *Lyric+*, and *Visual Arts*. Add one hobby of your choice, the values of *Dedication* and *Frugality*, and *when you perform a task that takes more than one dramatic roll keyed to a mental attribute, add the skill gain once on each subsequent roll, to a maximum of five skill gains. These skill gains only remain for the task in question.*

SKILL PACKAGE UPDATES (1ST, PG. 11)

The skill package for *Invention* has one adjustment:

INVENTION (PG. 14)

Package Ability: *Gain an anachronistic or agent gimmick*, and increase max gimmicks by 1 (typically to 4). You can discard a gimmick upon a level-up to gain a different anachronistic or agent gimmick.

TERMINOLOGY CORRECTIONS (1ST)

These are corrections to terminology in regards to the Aspazzolatori fighting style (pgs. 16-17) and Raphael's traits (pg. 20).

Bank or Banked (pgs. 16-17): This term was changed to "store" or "stored" in the fighting style as not to conflict with the use of "bank" as a mechanical term in *Mutants from the Archives: Pet Shop Blues*.

Preparation (pg. 20): This should be changed to "Prepped" as not to conflict with similar uses of the term.

SPECIES UPDATES (1ST/2ND)

Each of these details a set of traits that either add or replace existing traits (if it has the same base name).

EEL, PELICAN (PG. 23)

Minor Traits: Cold Tolerance [6°F]

LION, CAVE (PG. 23)

Minor Traits: Cold Tolerance [11°F]

WREN, EURASIAN (PG. 23)

Minor Traits: Camouflage [forest], Cold Tolerance [32°F]