

MUTANTS IN THE NOW ~~NOOPS!~~

MUTANTS IN THE NOW REVISED > REV 2

UPDATES AND ERRATA

The following is a compiled set of errata and updates for *Mutants in the Now, Revised* (including the 1st, 2nd, and 3rd printings). It does not include fixes for the previous *Kickstarter Edition* or the later *Revision 2*. It does not include every spelling or layout error, but focuses on rules issues and the like.

PLANNED RELEVANCE

This is meant as a toolbox, not a necessary patch; the game works fine as-is. *Revised Edition* was a more profound set of fixes for the *Kickstarter Edition*, but the goal with *Revised 2* is chiefly to reduce cross-referencing as further supplements come out, as it has been out for five years and cruft is starting to build up. If you've been playing the game already, this isn't a mandatory patch, but you'll probably want to peruse the changes and decide which to incorporate.

WHAT DO I NEED TO LOOK AT?

Terminology corrections will help with general clarity for everyone.

Most players will want to check the updates for their species in Species Updates and relevant Trait sections.

Gamemasters will want to see the various Rules and NPC sections and see what's been changed and new.

IT'S SO LONG!

I aimed to be clear and contextual rather than concise.

CORRECTION NOTATION

Corrections and updates will note "1st" and/or "2nd", meaning they only apply to the first and/or second printing of *Revised*. *Those without a designation are updates or additions to all printings of Mutants in the Now Revised.*

In addition some updates are noted with *italicized text* in order to highlight a particular change made to a section.

And with all that, let's upgrade your game!

TERMINOLOGY CORRECTIONS

These are broad corrections to terminology across the entire book:

ATTACK: References to "attacks" are now often replaced with "maneuver" or "strike" as appropriate, as "attack" is not a mechanical term in *Mutants in the Now*.

AUTOTOMY: The sub-trait of Shed Skin, "Autotomy," is now designated as "Tail Autotomy" to reflect the addition of other types of Autotomy (like Limb Autotomy) in *Mutants From the Archives: Pet Shop Blues*.

BURROWER (1st/2nd): Consistent trait typo, corrected to "Burrow".

CAPYBARA: The "Capybara" species is now designated "Capybara, Greater" to account for other potential species of *Hydrochoerus*.

CHINCHILLA: The "Chinchilla" species is now designated "Chinchilla, Long-Tailed" to account for other potential species of *Chinchilla*.

COLD RESISTANCE: Consistent trait typo; the correct term is "Cold Tolerance".

DIG (1st/2nd): Playtest term lingering in the text, corrected to "Burrow".

EUBLEPHARIDAE: This classification trait has been replaced with the more precise "Gekkota" as per expansions.

HARD ADVANTAGE & HARD DISADVANTAGE : "Hard advantage" is now often abbreviated as "+HA", and hard disadvantage is often "+HD" as of *Mutants in the Next*, due to the commonality of its usage. Both terms have been updated in the glossary and rules descriptions as well.

HEAT RESISTANCE: The correct term now used is "Heat Tolerance".

RUDIMENT (1st/2nd): Consistent typo, corrected to "Ruminant".

MOUTHPARTS: This term was added to consolidate mouth-based natural weapons (Beak, Mandibles, Sucker, Teeth), and replaces references to such for some dependent abilities where relevant.

MUTATIONS (1st/2nd): Used in NPC statblock descriptions, but the correct term should be "trait"; "minor mutations", "major mutations", and "anthropomorphic mutations" should be "minor animal traits", "major animal traits", and "anthropomorphic traits", respectively.

SALIENTA (1st/2nd): Consistent typo, corrected to "Salientia".

SQUIRREL, GRAY/GREY: This was inconsistent. It's now corrected to "Squirrel, Eastern Grey".

TEMPORARY WILL/SHT/HP: "Temporary WILL" "Temporary SHT", and "Temporary HP" are now often abbreviated as "T-WILL", "T-SHT", and "T-HP" as in *Mutants in the Next* due to commonality of usage. Both terms have been updated in the glossary and rules descriptions as well.

CHARACTER CREATION CORRECTIONS

PAGE 12 (1st, You're Good At...): *Clarified as italicized below-*

Roll 4d6 eight times to determine the values of your eight attributes in order: Cognition, Determination, Affinity, etc. You may spend takebacks to reroll the results (pg. 10), and later have the opportunity to adjust them with takebacks (pg. 10).

For this step, write down only your attribute value and G00-P modifier. (See the chart on the following page.) Other steps will modify your attributes, so wait to mark down prime mods, skill base and gain, and damage dice until requested in Step #7. *The G00-P modifier for each attribute is totaled together to provide your base G00-P.*

Attributes provide bonuses to fight actions, skills, damage, and many other things. Don't worry about understanding every aspect and term immediately!

We refer to attributes in two different ways in *Mutants in the Now*:

- * When an attribute is referred to by its full name, (like Cognition), that refers to the full value rated from 1-30.
- * When an attribute is referred to with a three-letter format (like "+ABC"), that refers to an attribute's prime modifier as shown on the chart; -4 to +8.

SPECIES UPDATES

Each of these details a set of traits that either add or replace existing traits (if it has the same base name), add or replace their starting G00-P, etc. If a unique trait has a new description, replace the existing description. A "*" at the end of trait designates a new trait found in the new trait sections.

Some of these updates were already provided in *Mutants in the Next*; this supercedes them.

ALLIGATOR, AMERICAN (PG. 20)

Major Traits: Swallow (10 G00-P)
Minor Traits: Polyphasic (alert),
Camouflage [swamp]

ARMADILLO, NINE-BANDED (PG. 20)

Major Traits: Swift: Sprint
(5 G00-P)
Minor Traits: Teeth (gripping,
insectivorous)

AXOLOTL (PG. 20)

Minor Traits: Camouflage
[freshwater]

BADGER, AMERICAN (PG. 20)

Major Traits: Burrow (10 G00-P,
Tunnel +2 G00-P),
Tough Hide (5 G00-P)
Minor Traits: Backburrow*, Cold
Tolerance [33°F],
Enhanced Hearing

BAT, LITTLE BROWN (PG. 20)

Minor Traits: Camouflage [forest]

BEAVER, NORTH AMERICAN (PG. 20)

Major Traits: Drill* (5 G00-P)
Minor Traits: Beast of Burden*

BOBCAT (RED LYNX) (PG. 20)

Minor Traits: Cold Tolerance [33°F],
Polyphasic*, Weather
Sense*

CANARY, DOMESTIC (PG. 21)

Minor Traits: Polyphasic* (alert)

CAPYBARA, GREATER (PG. 21)

Minor Traits: Polyphasic*

CARIBOU, BARREN-GROUND (PG. 21)

Minor Traits: Cold Tolerance [0°F],
Polyphasic*
Antlers Out (Horns + 5 G00-P): Any
attempt to use a maneuver against
you after a charge is at +HD until
your next turn.

CAT, AMERICAN SHORTHAIR (PG. 21)

Basic Traits: Felidae (basic)
Major Traits: Dark* (5 G00-P)
Minor Traits: Meme*, Polyphasic*,
Weather Sense*

CAT, MAINE COON (PG. 21)

Basic Traits: Felidae (unit)
Minor Traits: Cold Tolerance [30°F],
Polyphasic*,
Weather Sense*

CHEETAH (PG. 21)

Minor Traits: Camouflage:
Disruptive*
[savanna tallgrass]

CHICKEN, WHITE LEGHORN (PG. 21)

Minor Traits: Polyphasic* (alert)

CHINCHILLA, LONG-TAILED (PG. 21)

Major Traits: Dark* (5 G00-P)
Minor Traits: Backburrow*,
Cold Tolerance [45°F]

COCKROACH, AMERICAN (PG. 22)

G00-P: 41
Basic Traits: Winged, Zoomorphic:
Independent Wings

Major Traits: Flight: Strenuous*
(15 G00-P),
Splay* (5 G00-P)

Minor Traits: Cold Tolerance
[50°F], Heat Tolerance
[110°F], Lidless
Sleep: Eyeguard, Toxin
Digestion [pesticides]

COW, HOLSTEIN (PG. 22)

Minor Traits: Polyphasic*,
Reduced Sleep*

COYOTE, MEXICAN (PG. 22)

Major Traits: Dark (5 G00-P),
Unnerving Vocalization
(3 G00-P,
Howl +2 G00-P,
Snicker +2 G00-P)
Minor Traits: Polyphasic*,
Weather Sense*

CROCODILE, AMERICAN (PG. 22)

Major Traits: Swallow (10 G00-P)
Minor Traits: Polyphasic* (alert)

DEER, WHITE-TAILED (PG. 22)

Minor Traits: Polyphasic* (brief),
Reduced Sleep*,
Standing Sleep*

DOG, BEAGLE (PG. 22)

G00-P: 30

Basic Traits: Canidae (scenthound*),
Facultative Carnivore

Minor Traits: Polyphasic*,
Weather Sense*

DOG, ENGLISH BULLDOG (PG. 22)

G00-P: 28

Basic Traits: Canidae (companion*),
Facultative Carnivore

Minor Traits: Polyphasic*,
Weather Sense*

DOG, GOLDEN RETRIEVER (PG. 23)

G00-P: 26

Basic Traits: Canidae (retriever*),
Facultative Carnivore

Major Traits: Unnerving Vocalization
(3 G00-P, Bark +2
G00-P, Howl* +2 G00-P)

Minor Traits: Polyphasic*,
Weather Sense*

DOG, GREAT DANE (PG. 23)

G00-P: 24

Basic Traits: Canidae (retriever*),
Facultative Carnivore

Major Traits: Dark* (5 G00-P))

Minor Traits: Polyphasic*,
Weather Sense*

DOG, WELSH CORGI (PG. 23)

G00-P: 30

Basic Traits: Canidae (herding*),
Facultative Carnivore

Minor Traits: Livestock Guardian*
(herder), Polyphasic*,
Weather Sense*

DOG, YORKSHIRE TERRIER (PG. 23)

G00-P: 34

Basic Traits: Canidae (companion*),
Facultative Carnivore

Minor Traits: Polyphasic*,
Weather Sense*

DONKEY, NORTH AMERICAN (PG. 22)

Minor Traits: Polyphasic*,
Reduced Sleep*

DUCK, MALLARD (PG. 23)

Minor Traits: Aquatic Sight, Beak
(pecking), Communal,
Float, Food Storage,
Polyphasic* (alert),
Standing Sleep*,
Ultraviolet Sight

**One Eye Open (Polyphasic: Alert + 2
G00-P):** You no longer need to spend
1 WILL to be treated as awake
while asleep, and the distracted
status doesn't reduce your Morale.
Special: Remove Claws (pursuit),
Enhanced Hearing, Pack Hunter, Rot
Digestion, Teeth (pursuit), and
Territorial.

EAGLE, BALD (PG. 23)

Minor Traits: Polyphasic*

ELEPHANT, AFRICAN (PG. 23)

Major Traits: Rideable* (5 G00-P)

Minor Traits: Heat Tolerance
[100°F], Polyphasic*,
Reduced Sleep*, and
Standing Sleep*

FALCON, PEREGRINE (PG. 24)

Major Traits: Prey Sight (5 G00-P)

Minor Traits: Polyphasic* (alert)
**World's Fastest (Sharp Sight + 5
G00-P):** The advantage from Sharp
Sight becomes +HA, and they add
20% to their MOVE when flying.

FERRET (PG. 24)

Minor Traits: Polyphasic*, Whiskers

FLY, HORSE- (PG. 24)

G00-P: 43

Major Traits: Cling* (5 G00-P),
Flight (20 G00-P)

Minor Traits: Blood-Drinker*
(allergenic)

FOX, ARCTIC (PG. 24)

Minor Traits: Camouflage [arctic],
Cold Tolerance [-5°F],
Food Storage,
Polyphasic*

Special: Remove Specialized
Predator.

FOX, RED (PG. 24)

Major Traits: Dark* (5 G00-P)

Minor Traits: Food Storage,
Polyphasic*

FROG, AFRICAN CLAWED (PG. 24)

Minor Traits: Camouflage
[freshwater],
Polyphasic* (alert)

FROG, BULL- (PG. 24)

Minor Traits: Camouflage
[freshwater],
Hibernation,
Polyphasic* (alert)

GAR, ALLIGATOR (PG. 24)

Major Traits: Stable (5 G00-P,
Aquatic* -3 G00-P)

Minor Traits: Breach Leap*,
Lidless Sleep*

GECKO, COMMON LEOPARD (PG. 24)

Basic Traits (1st/2nd): Gekkota
(replacing
Eublepharidae).

Minor Traits: Camouflage:
Disruptive*
[desert scrublands],
Polyphasic* (brief),
Teeth (insectivorous)

GILA MONSTER (PG. 25)

Minor Traits: Camouflage:
Disruptive*
[arid gravel],
Polyphasic* (brief)

GIRAFFE, RETICULATED (PG. 25)

Minor Traits: Camouflage:
Disruptive* [savanna
forests], Polyphasic*,
Reduced Sleep*,
Standing Sleep*

Stink Bull (Musk + 2 G00-P): Foes are
+D on maneuvers using mouthparts
(like beak, mandibles, teeth,
etc.) against you. If they already
have +D, this becomes +HD.

GOAT, SAANEN (PG. 25)

Minor Traits: Cold Tolerance [32°F],
Polyphasic*,
Reduced Sleep*

GOLOFISH (PG. 25)

Major Traits: Dark* (5 G00-P)

Minor Traits: Cold Tolerance [32°F],
Lidless Sleep*

GOOSE, CANADA (PG. 25)

Minor Traits: Polyphasic*,
Standing Sleep*

GOOSE, EMDEN (PG. 25)

Minor Traits: Polyphasic*,
Standing Sleep*

GORILLA, WESTERN LOWLAND (PG. 25)

Major Traits: Dark* (5 G00-P)

Minor Traits: Meme*

GUINEA PIG, AMERICAN (PG. 25)

Major Traits: Dark* (5 G00-P),
Prey Sight* (5 G00-P)

Minor Traits: Backburrow*,
Polyphasic*

GULL, RING-BILLED (PG. 26)

Minor Traits: Polyphasic*

HAMSTER, SYRIAN (PG. 26)

Major Traits: Dark* (5 G00-P),
Prey Sight* (5 G00-P)

Minor Traits: Backburrow*,
Polyphasic*

HAWK, RED-TAILED (PG. 26)

Major Traits: Prey Sight (5 G00-P)
Minor Traits: Polyphasic*

HEDGEHOG, AFRICAN PYGMY (PG. 26)

Minor Traits: Toxin Tolerance*
[serpentes]

Special: Remove Toxin Digestion.

HIPPOTAMUS (PG. 26)

Minor Traits: Hooves, Polyphasic*,
Standing Sleep*

HORSE, AMERICAN QUARTER (PG. 26)

Major Traits: Dark* (5 G00-P),
Rideable* (5 G00-P)

HUMMINGBIRD, RUBY-THROATED (PG. 26)

Minor Traits: Polyphasic*,
Standing Sleep*

HYENA, SPOTTED (PG. 26)

Minor Traits: Camouflage:
Disruptive*
[savanna tallgrass]

IGUANA, GREEN (PG. 26)

Minor Traits: Polyphasic* (alert),
Teeth (gripping,
razor*)

KANGAROO, RED (PG. 27)

Minor Traits: Balancing Tail*,
Polyphasic*

LION, AFRICAN (PG. 27)

Minor Traits: Polyphasic*,
Weather Sense*

LYNX, CANADIAN (PG. 27)

Minor Traits: Specialized Predator
[lagomorphal]

MONKEY, RHESUS MACAQUE (PG. 27)

Minor Traits: Polyphasic*

MOOSE (PG. 27)

Minor Traits: Cold Tolerance
[-30°F],
Polyphasic* (alert),
Reduced Sleep*

MOUNTAIN GOAT, ROCKY (PG. 27)

Minor Traits: Cold Tolerance
[-30°F], Polyphasic*,
Reduced Sleep*

MOUSE, DEER (PG. 27)

Minor Traits: Backburrow*,
Polyphasic* (brief)

MOUSE, HOUSE (PG. 28)

Major Traits: Dark* (5 G00-P)
Minor Traits: Polyphasic* (brief),
Toxin Digestion
[pesticides]

MUSKOX (PG. 28)

Minor Traits: Cold Tolerance
[-30°F],
Horns (warding)

Special: Remove (defense) as a sub-
trait of Horns.

NIGHTCRAWLER (PG. 28)

Major Traits: Sleepless* (5 G00-P)
Minor Traits: Hibernation, Water
Storage

OCTOPUS, COMMON (PG. 28)

Minor Traits: Polyphasic* (brief),
Pressure Resistance*,
Reduced Sleep*

OCTOPUS, FLAPJACK (PG. 28)

Major Traits: Pressure Tolerance*
[1 mi.] (3 G00-P),
Splay* (5 G00-P)
Minor Traits: Polyphasic* [brief],
Reduced Sleep*

OPOSSUM, GREY SHORT-TAILED (PG. 28)

Minor Traits: Toxin Tolerance*
[serpentes]

OPOSSUM, VIRGINIA (PG. 28)

Minor Traits: Marsupial Pouch,
Rot Digestion,
Toxin Tolerance*
[serpentes], Whiskers
Special: Remove Toxin Digestion.

ORCA (PG. 28)

Minor Traits: Breach Leap*, Cold
Tolerance [33°F],
Polyphasic* (alert),
Pressure Resistance*

OSTRICH, COMMON (PG. 28)

Basic Traits: Palaeognathae*
(replaces
Struthioniformes)

Minor Traits: Heat Tolerance
[110°F], Polyphasic*

OTTER, NORTH AMERICAN RIVER (PG. 29)

Special: Remove Specialist Predator.

OTTER, SEA (PG. 29)

Minor Traits: Polyphasic*

OWL, GREAT HORNED (PG. 29)

Minor Traits: Camouflage [forest],
Polyphasic*,
Standing Sleep*

PANDA, GIANT (PG. 29)

Minor Traits: Cold Tolerance [30°F],
Toxin Digestion*
[bambusoideae]

PANDA, RED (PG. 29)

Minor Traits: Cold Tolerance [0°F],
Toxin Digestion*
[bambusoideae]

PARROT, AMAZON (PG. 29)

Minor Traits: Polyphasic* (alert)

PENGUIN, EMPEROR (PG. 29)

Major Traits: Pressure Tolerance*
[3/4 mi.] (3 G00-P),
Stable: Aquatic*
(2 G00-P)

Minor Traits: Breach Leap*, Cold
Tolerance [-40°F],
Polyphasic* (brief)

Deep Diver (Breath Storage + Pressure
Tolerance + 2 G00-P): Increase the
amount of time you can hold your
breath to (Endurance x 2) minutes.
In addition, add *A to any retreat
or traverse action that involves
diving into water.

PIG, AMERICAN YORKSHIRE (PG. 30)

Minor Traits: Toxin Tolerance*
[serpentes]

PIG, MINATURE (PG. 30)

Minor Traits: Toxin Tolerance*
[serpentes]

PIGEON, COMMON (PG. 30)

Minor Traits: Polyphasic*

PIKA, COLLARED (PG. 30)

Minor Traits: Backburrow*,
Cold Tolerance [0°F]

PLATYPUS (PG. 30)

Minor Traits: Cold Tolerance [40°F],
Polyphasic*

RABBIT, EUROPEAN (PG. 30)

Size Rating (1st): 4

G00-P (1st): 33

Major Traits: Dark* (5 G00-P)

Minor Traits: Camouflage [savannal],
Polyphasic* (alert)

RABBIT, NEW ZEALAND WHITE (PG. 30)

Minor Traits: Meme*,
Polyphasic* (alert)

RACCOON, COMMON (PG. 31)

Basic Traits (1st/2nd): Procyonidae
(replaces Mustelidae)

Minor Traits: Camouflage:
Disruptive*
[forest shrubs]

RAT, BROWN (PG. 31)

Minor Traits: Camouflage [urban],
Cold Tolerance
[33°F], Polyphasic*,
Toxin Digestion
[pesticides], Whiskers

RAVEN, COMMON (PG. 31)

Basic Traits: Passerine* (replaces
Passeriformes)

Major Traits: Dark* (5 G00-P)

Minor Traits: Polyphasic*

RHINOCEROS, WHITE (PG. 31)

Minor Traits: Heat Tolerance [95°F],
Polyphasic*

SALAMANDER, RED-BACKED (PG. 31)

Minor Traits: Aposematic*,
Polyphasic* (alert)

SEA LION (PG. 31)

Minor Traits: Breach Leap*,
Flipper-Feet*,
Pressure Resistance*

SEAL, HARBOR (PG. 31)

Minor Traits: Breach Leap*,
Cold Tolerance [34°F],
Flipper-Feet*,
Polyphasic*

SECRETARYBIRD (PG. 31)

Major Traits: Prey Sight (5 G00-P)

Minor Traits: Balancing Tail*,
Polyphasic*

SHARK, GREAT WHITE (PG. 32)

Major Traits: Pressure Tolerance*
[1 mi.] (3 G00-P),
Sleepless* (5 G00-P),
Stable (5 G00-P),
Aquatic* -3 G00-P)

Minor Traits: Breach Leap*,
Lidless Sleep*,
Pollution Tolerance*
[heavy metals]

Special: Remove Toxin Digestion.

SHEEP, FINN-DORSET (PG. 32)

Minor Traits: Cold Tolerance [23°F],
Polyphasic*,
Reduced Sleep*

SHEEP, HAMPSHIRE (PG. 32)

Minor Traits: Cold Tolerance [28°F],
Polyphasic*,
Reduced Sleep*

SHREW, CINERUS (PG. 32)

Minor Traits: Camouflage [forest],
Cold Tolerance [0°F],
Polyphasic*

SKUNK, STRIPEO (PG. 32)

Minor Traits: Aposematic*,
Hibernation,
Toxin Tolerance*
[hymenopteral]

Special: Remove Toxin Digestion.

SNAKE, BOA CONSTRICTOR (PG. 32)

Minor Traits: Camouflage:
Disruptive*
[rainforest
freshwater], Float,
Lidless Sleep*:
Eyeguard

SNAKE, GARTER (PG. 32)

Minor Traits: Camouflage [forest],
Lidless Sleep*:
Eyeguard

Traces of Venom (Teeth + 3 G00-P): If you grab a foe successfully with your teeth for the first time in a scene, they gain the tired status if they're no more than 1 size rating larger than you, and don't have Toxin Resistance.

SNAKE, KING COBRA (PG. 32)

Minor Traits: Camouflage [forest],
Lidless Sleep*:
Eyeguard

SQUIRREL, EASTERN GREY (PG. 33)

Size Rating (1st): 2

G00-P (1st): 37

Major Traits: Dark* (5 G00-P),
Prey Sight (5 G00-P)

Minor Traits: Camouflage [savanna],
Polyphasic* (alert)

TARANTULA, CHILEAN ROSE (PG. 33)

Major Traits: Sleepless* (5 G00-P)

Minor Traits: Lidless Sleep*:
Eyeguard

TIGER, BENGAL (PG. 33)

Major Traits (1st): Swift:
Sprint (5 G00-P)

Minor Traits: Camouflage:
Disruptive*
[savanna tallgrass],
Polyphasic*,
Weather Sense*

TOAD, EASTERN AMERICAN (PG. 33)

Minor Traits: Camouflage (forest),
Distasteful*,
Polyphasic* (alert),
Spring Leap

Trill (2 G00-P): When you spend WILL to gain +A on distracting a foe, it becomes +HA. Add distract to your style maneuvers.

TORTOISE, GALAPAGOS (PG. 33)

Major Traits: Prey Sight (5 G00-P)

TURKEY, WILD / DOMESTIC (PG. 33)

Major Traits: Flight: Strenuous*
(10 G00-P)

Minor Traits: Polyphasic*

TURTLE, ALLIGATOR SNAPPING (PG. 33)

Minor Traits: Camouflage
[freshwater],
Sleep Surfacing

TURTLE, COMMON BOX (PG. 33)

Minor Traits: Cold Tolerance [40°F]
Special: Remove Defense Posture from
minor traits.

TURTLE, RED-EARED SLIDER (PG. 33)

Minor Traits: Sleep Surfacing

VULTURE, TURKEY (PG. 34)

Major Traits: Prey Sight (5 G00-P)

Minor Traits: Polyphasic*

WALRUS (PG. 34)

Minor Traits: Cold Tolerance [-5°F],
Flipper-Feet*

WEASEL, LONG-TAILED (PG. 34)

Minor Traits: Territorial

WHALE, HUMPBACK (PG. 34)

Minor Traits: Breach Leap*,
Polyphasic* (alert),
Pressure Resistance*

WOLF, GRAY (PG. 34)

Major Traits: Dark* (5 G00-P),
Unnerving Vocalization
(3 G00-P, Bark +2
G00-P, Howl* +2 G00-P)

Minor Traits: Polyphasic*

CHINCHILLA, BLUE (PG. 34)

Minor Traits: Cold Tolerance [35°F]

MOUSE, SLINKY (PG. 34)

Major Traits: Splay* (5 G00-P)

Minor Traits: Polyphasic* (brief)

PIG, FLYING (PG. 34)

G00-P: 23

Major Traits: Flight (20 G00-P,
Diving +5 G00-P), Prey
Sight (5 G00-P)

Minor Traits: Toxin Tolerance*
[serpentes]

ADDED CLASSIFICATIONS

These are basic or renamed traits added to pg. 35 for corrected or clarified classification traits. In addition, some subtypes from *Mutants from the Archives: Pet Shop Blues* were added for clarity with that book.

CHONDRICHTHYES: Cartilaginous fishes such as rays and sharks that lack solid bones.

GEKKOTA: An infraorder that includes geckos and some limbless lizards.

PALAEOGNATHAE: Of this order of flightless birds, only ostriches have survived to the modern day.

CLASSIFICATION TRAITS-

SUBTYPE (CANINE)

Some species have a subtype that further defines their origins and existence, like domestic dogs and cats.

Subtly different than the "official" breed divisions of kennel clubs, *Mutants in the Now* sorts dogs into the following categories, with *Mutants from the Archives: Pet Shop Blues* completing the list.

COMPANION: Canines bred to provide comfort for humans, including many small or "toy" breeds.

GUARD: These pooches are put to the purpose of protecting people and property.

HERDING: These dogs' hunting instincts have been diverted to the preservation and guidance of livestock.

RETRIEVER: These canines find and fetch slain fowl with a "soft mouth" that avoids overt damage to the corpse.

SCENTHOUND: A dog who has been selected for their sense of scent, whether to track game or materials.

CLASSIFICATION TRAITS-

SUBTYPE (FELINE)

For *Mutants in the Now*, cats are sorted by size and weight. Note that individuals can defy these strict sizes.

COMPANION: Feline with a small footprint, well under ten pounds. They're typically SR 6, but may be SR 5.

BASIC: Around nine to twelve pounds, well within SR 6.

UNIT: These upsized felines are typically over thirteen pounds; usually hovering around SR 6 to 7.

UPDATED TRAITS

These are traits that were updated in *Mutants in the Next* or *Mutants in the Now Rev2*.

ZOOLOGICAL TRAITS (UPDATED)

Independent Wings has been updated to provide a fairer value for your GOO-P.

INDEPENDENT WINGS (WINGED + 0 GOO-P*): Your wings are separate limbs from your arms, allowing you to fly and manipulate objects at the same time. *If this is a basic trait for your from your species (or gained from an animal trait or wild mutation) and you don't purchase the Flight trait, you can purchase the minor animal traits of Spring Leap or Wingburst separately even if your species doesn't normally have access to it. *This trait increases the cost of Flight by +5 GOO-P.*

MAJOR TRAITS (UPDATED)

These traits were chiefly updated and expanded in *Mutants in the Next*.

FLIGHT (Winged or Patagium + 15 GOO-P): This allows you to fly with a 100% MOVE bonus if you have enough space to use your wings. However, unless you have the independent wings special trait, you cannot hold or manipulate objects while doing so, as your arms double as wings. You can remain aloft for Endurance in minutes, or triple that time in good flying weather (spring, summer, high mountaintops, or convergence zones), before gaining the tired status. You cannot fly again until that status is cleared.

If you're flying and don't have the Hover sub-trait, you must land when entering a melee (as a moment). If you don't, you must take the retreat action as your next action or the first action in the following turn. Taking off also takes a moment to perform in addition to any move action.

Strenuous (-5 GOO-P, universal): Your flight only adds +50% to your MOVE, and your flight time is measured in turns (six seconds) instead of minutes. Cannot be combined with Burst, Hover, or Migratory.

MUSK (10 GOO-P): You have a powerful smell. When somebody enters melee with you, they become unbalanced. Furthermore, when you enter melee with somebody else, the unbalanced status lasts until the end of their next turn.

This doesn't affect characters that have the same species and the Musk animal trait, or who have Senses: Anosmia.

STABLE (5 GOO-P): Foes are +D to perform any maneuver that would inflict prone on you (like the knockdown maneuver). *This does not function while flying or leaping unless a sub-trait specifies otherwise.*

Aquatic (-3 GOO-P, universal): You only gain the benefit of Stable while swimming.

SWALLOW (10 GOO-P): Your species typically swallows their prey whole. If you are grabbing a foe with a size rating at least 2 lower than your own, you may make a second grab attempt to swallow them. A success replaces the grabbed status with the swallowed status (pg. 85) and your grabbing status with the swallowing status (pg. 85). *If you cannot digest what you're swallowing due to dietary limitations or the Noxious trait, the +D on all actions while having a target swallowed becomes +HD due to indigestion.*

TOXIC (10 GOO-P): You are covered in a toxin that makes your skin poisonous. Any foe biting or grabbing you unarmed (without a weapon that supports grab) gains the envenomed state and has an additional effect as detailed below. You may only have one type of venom, dictated by your species. *You cannot be envenomed by foes (or inflict toxins on foes) if you share the same toxic venom sub-trait and classification trait.*

TOXIC (10 GOO-P): You are covered in a toxin that makes your skin poisonous. Any foe biting or grabbing you unarmed (without a weapon that supports grab) gains the envenomed state and has an additional effect as detailed below. You may only have one type of venom, dictated by your species. *You cannot be envenomed by foes (or inflict toxins on foes) if you share the same toxic venom sub-trait and classification trait.*

Howl (+2 GOO-P): You can bully a foe at range, inflicting the unbalanced status instead of startled when doing so.

MINOR TRAITS (UPDATED)

This reflects updates from *Mutants in the Next*.

In addition, various traits have had "attack" changed out for more precise terms, like:

- * Crane Legs (pg. 46), Horns (antlers, pg. 47), Mandibles (piercing, pg. 48), Standing Posture (pg. 48): Replace "attacks" or "attack" with "strikes" or "strike".
- * Teeth (gnawing, pg. 48): Replace "attack" with "maneuver".

CAMOUFLAGE: When in the natural environment for your species, gain +A on any dramatic roll to go unnoticed. Urban environments are considered unnatural for the purposes of this trait.

If a Camouflage trait specifies a specific environment (like Camouflage: Arctic), apply it to that environment without choosing one. Sample environments for camouflage include but are not limited to: arctic, cave, coastal, deep sea, desert, forest, freshwater, jungle, mountains, ocean surface, reef, savanna, and swamp.

Disruptive: A distinctive pattern blends you into a very specific environment; otherwise, it stands out. Pick a specific backdrop within your camouflage's environment appropriate to your coloration; like tall grass on the savanna for a tiger, or branches within the jungle for a leopard. Your camouflage is limited to that specific circumstance, but gains +HA instead of +A.

CRUSHING JAW: Your mouthparts now do massive damage. If you do not have a *mouthpart mutation*, this can substitute for it, but you only do 1d6 with a bite.

HOOVES: You have hooved feet. When used as a natural weapon for kicks, treat your size rating as if it were 1 larger for purposes of unarmed damage. In addition, you gain Resistance 4 against hazards inflicted by you stepping on them (like hot coals, caltrops, etc.).

***Knuckle (universal, requires Grasping or Prehensility):** Your hooves' bony reinforcement has been retained in your hand's structure. Unarmed damage with your arms now treats your size rating as if it were one larger.*

SPECIALIZED PREDATOR: Gain +A on dramatic rolls to locate and surprise foes of the listed classification type.

WHIPTAIL: You have a heavy tail that does 1d8 weapon damage with the following supported maneuvers: disarm, knockdown, and lash. It has the reach weapon type (pg. 86).

NEW TRAITS

These are new traits from *Mutants in the Next* or *Mutants from the Archives: Pet Shop Blues* that have been incorporated into *Mutants in the Now* Rev2.

MAJOR TRAITS (NEW)

CLING (5 GOO-P): Through claws, hooks, or sticky pads, you can hang onto other creatures easily. The cling maneuver (pg. 128) becomes supported for both your fighting style and natural weapons, and benefits from all your animal traits, unique traits, and style abilities that reference grab, grabbing, or grabbed now also include cling, clinged, and clinging respectively. You no longer need to spend a moment to sustain clinging, and may instead end it as a reaction after any action (but not reactions). You may also take a moment to automatically cling to a willing ally. Your weight is treated as ½ for the purposes of allies lifting or carrying you.

DARK (5 GOO-P): You have an unusually dark coloration. Note that many species with this trait are not universally dark, but may embody it, like a "black panther" as opposed to a spotted leopard or jaguar. In an area without widespread light (more than a candle or flashlight, or with massive shadows), you gain +A on dramatic rolls to avoid notice and gain surprise. In addition, foes are +D to target you under these circumstances unless they're in melee with you. If they would already be at +D, it becomes +HD. You can't take the Chameleon or Camouflage animal traits.

DRILL ([any natural weapon] + 5 GOO-P): You can drill or hammer into surfaces with a natural weapon with shattering force. This can break any most organically-derived substances, like wood, drywall, and mud, but not hard minerals like concrete or brick. This takes two actions in a fight, or a moment if you spend 1 WILL. The GM may rule it takes longer if it's thicker than a door or mid-sized tree. Knocking over objects like trees may create a hazard (Now, pg. 81) targeting a melee or non-melee combatant randomly, but you can spend 1 WILL to target a specific melee or a single foe not in a melee.

PRESSURE TOLERANCE (3 GOO-P):
When underwater, you can descend to a depth typical for your species without harm. Descending further subtracts that depth from the point you would start taking damage (Now, pg. 77), and you can descend an additional (Endurance x 50) feet without harm. Conventional SCUBA gear doesn't function or assist at those depths. You can't purchase Pressure Resistance.

RIDEABLE (5 GOO-P): Your species is domesticated as a riding animal. Allies of lesser size rating may automatically cling to you as a moment if you're willing. Their weight is treated as $\frac{1}{2}$ for LOAD, ☐ if they have Cling, and they don't suffer +D on melee maneuvers from clinging.

SLEEPLESS (5 GOO-P): Instead of sleeping, you go into a lower state of metabolism in which you're still aware of your surroundings, if less attentive. During this time, you're +D to any roll unless you "wake up", and cannot perform any complex or difficult task (typically those that might be associated with mental attributes), at which point you are considered to have the tired status and reinforce it until you complete a full eight hours of lowered metabolism.

SPLAY (5 GOO-P): Your species is remarkably low to the ground, or can quickly flatten. You can duck as a moment instead of a move action.

MINOR TRAITS (NEW)

APOSEMATIC: You have bright colors that warn predators of your toxicity, or act as a daring bluff. In the wild, no animal will attack you unless they have adapted specifically to eat your species (usually involving the Toxin Digestion trait).

BACKBURROW: Your species retreats into burrows backwards, allowing you to defend yourself more easily. You gain +A on retreat rolls when burrowing or in small spaces.

BALANCING TAIL: You have a long tail used to help balance your body when running bipedally. When making a dramatic roll to maintain balance on rough terrain while running, add +A, and reduce the difficulty of retreat and traverse actions by 1.

BEAST OF BURDEN: When performing tasks like pulling wagons, sleds, farm equipment, etc., or carrying heavy loads, add 10 to your Strength for purposes of LIFT, and gain +A on dramatic rolls to do so. In addition, if you would become tired while performing manual labor, either due to exertion or the environment, you can spend 1 WILL to cancel that tired status.

BLOOD-DRINKER (requires mouthparts): You feed on blood as your main diet or to sate a secondary physiological need, and have specialized mouthparts for such. When you roll a maximum value of a die while inflicting damage with a mouthpart natural weapon and have over 0 SHT, gain 1 T-SHT for every die showing that maximum value. This won't cause you to gain any more T-SHT than the maximum die value of your natural weapon (so if you have a sucker that inflicts 1d6 damage, you can't gain more T-SHT if you have 6 or more T-SHT already, even from other sources).

Allergenic: Your mouth carries saliva that commonly triggers allergic discomfort. After a strike with your required natural weapon that triggers Blood-Drinker, inflict allergen 1, or increase an existing allergen state by 1.

BREACH LEAP: By swimming forcefully, or due to an aerodynamic body structure, you can leap out of water as if you were standing or moving on land. If you have Saltation or Spring Leap, you can apply half the extra leaping distance that would normally provide.

DISTASTEFUL: You taste bitter and bad. Any foe that inflicts damage to you with mouthparts during a maneuver or attempts to inflict swallowed against you for the first time in a scene becomes stunned afterwards. They can perform a saving throw against being stunned, but a failed save inflicts the tired and unbalanced statuses as well, and reinforces stunned.

FLIPPER-FEET (requires Movement: Aquatic): Your flippers are capable of dragging you on land. Your move is only reduced to $\frac{1}{4}$ instead of $\frac{1}{10}$.

LIDLESS SLEEP: You can sleep underwater with your eyes open. You can make dramatic rolls to avoid surprise while asleep underwater, and aren't treated as inactive when surprised while asleep underwater.

Eyeguard: Thanks to clear scales or a cuticle surface that protects your eyes from drying out, this trait functions for you on land as well.

LIVESTOCK GUARDIAN: Your breed or species was domesticated to protect livestock. Choose a classification trait of a non-extraordinary, domesticated animal. You gain 1 T-WILL at the start of a fight scene if members of a that classification trait are present. For herbivores or facultative herbivores, this is your own classification type. For species with other types of diet, choose one classification type for a species you've been trained to protect. For example, a herd dog could choose Bovidae or Tylopoda. If you're in a melee with a member of the either species, you may spend 1 WILL as a reaction to a maneuver targeting that species to redirect it towards yourself.

Herder: You also guide herds and groups forcefully. You gain +A on bully maneuvers against the chosen classification trait, and can perform social interactions to convince them to change direction, start movement, or stop movement.

MEME: Your species has gained unusual fame due to the internet and viral content, and is embedded into humanity's unconscious. You gain +A on dramatic rolls to gain attention and notice online in photo or video content. When on the Astral, you can spend 1 WILL to gain 2 T-WILL once per scene.

POLLUTION TOLERANCE: You suffer no short-term harm from most manmade pollutants as long as they're diluted into soil, water, etc. You have +A on saving throws against direct exposure to fumes (including normal smoke) and runoff if it qualifies as a hazard.

PRESSURE RESISTANCE: You're adapted to deep dips. The amount you can descend in water without harm is increased to (Endurance x 50). Conventional SCUBA gear doesn't function or assist at those depths. You can't purchase Pressure Tolerance.

REDUCED SLEEP: You require less sleep than many other species; you only require four hours a day, or (9 +END) hours; whichever is less.

STANDING SLEEP: You can sleep while standing and ready. If surprised while sleeping, you're no longer inactive. When doing so, you only regain WILL on a 6 or higher.

TOXIN TOLERANCE: Your species can resist a particular type of toxin created by another animal (noted by a specific classification type). In any incidental poisoning from a wild animal, you do not become envenomed. If envenomed by a fight maneuver, if its value isn't greater than your size rating or Endurance (whichever is higher), negate the effects and damage of the toxin. If it exceeds that value, reduce it by your size rating or Endurance (whichever is higher) when determining its effects or damage.

UPDATED EQUIPMENT

Various traits have had more precise terms fixed, like:

- * Agent Gimmicks (poison dart, pg. 61): Replace "attack" with "strike". For the 1st and 2nd printing, replace "crit effect" with "weapon perk (pg. 87)".

UPDATED RULES

SUCCESS AND FAILURE

(Pg. 71)

Success means you hit a target or perform the task. If the relative quality of a task is important, higher rolls indicate greater success (even on % rolls).

Sometimes a roll is a critical success. For dramatic rolls, this occurs when you succeed AND roll doubles on your raw roll; if your skill is 45%, rolls of 11%, 22%, 33%, and 44% would be critical successes, but a 55% would not!

For fight rolls, a critical success is a raw roll of 20.

A critical success grants a perk (pg. 72). Unnamed characters can't gain critical successes.

Dramatic rolls always move the story forward in a notable way, even if the roll indicates a failure. When a character fails, there should be a notable consequence or event that arises from that failure. Examples include: a failed attempt to breach sets off an alarm, a clumsy investigation attracts goons that try to intimidate the character, an accident while climbing results in falling into an unexpected location, etc.

Whenever you fail or critically fail a roll, mark that skill. Marked skills become relevant during the advancement process (pg. 72).

If a character fails, they may choose to make their failure into a critical failure once per session. This inflicts a cost (see pg. 72), but grants 20 XP to the group due to the learning experience the first time it occurs in a session.

PERKS AND COSTS (PG. 71)

As noted previously, a roll may provide a perk or cost. This is not an all-inclusive list, and the player may negotiate with the gamemaster for other possible perks. Similarly, the gamemaster may dictate other costs, but they should not exceed the severity of existing costs. Players select perks; gamemasters select costs.

Perks from dramatic rolls include:

- * The player may dictate the exact result of their success to the gamemaster and group.
- * The character gains 1 CLUE related to their success as dictated by the gamemaster.
- * The character gains +HA on a future roll related to their current success. *The player declares when to use it, but the gamemaster declares how that +HA is described. (You may have only one "stored" +HA in this manner.)*

Perks from fight rolls include:

- * Add two damage dice to your roll (of the highest die type you would roll), as long as the maneuver being performed inflicts rolled damage.
- * The character gains 1 T-WILL.
- * Act first in the following turn, if they didn't act first this turn.
- * Destroy or disable a foe's equipment-based weapon, gimmick, or armor.
- * A special perk from a weapon (pg. 87).

Costs for any roll can include:

- * Broken or lost equipment, weapon, or gimmick.
- * An injured attribute (pg. 86).
- * A foe or authority alerted to their activities.
- * Frightening or alienating a contact.
- * Lose a CLUE (a red herring, lost evidence, etc.)
- * Lose a WILL (lost confidence, stress, etc.)
- * An ongoing negative status that doesn't recover without a plot contrivance.

HEALING (1ST, PG. 72)

Characters regain SHT at a rate of 50% of their Endurance per hour, or full Endurance if they fully rest and perform no other activities. Similarly, HP is regained at +END per day (minimum 1), +2 for a day of full rest. Increase this by 50% if somebody makes a successful dramatic roll to treat their injuries.

A successful First Aid (or other plausible) dramatic roll immediately after a fight scene grants characters SHT equal to the combined value of both ten-sided dice used for the roll (so 18 would be 1+8=9 SHT) and the lower of the two dice in HP (so an 18 would grant 1 HP). If rolling d10s with a printed value of "0", count 0 as 10 for this purpose.

Injuries are healed when all HP is recovered, though they may have lingering effects in terms of role-play. If an injury is inflicted without HP damage involved (as with a cost), it heals after (38 - Endurance) hours.

VALUES (1ST, PG. 72)

All named characters have values related to their motivations and ethics. These rarely relate directly to rolls, but if a character has two or more values that apply to a roll thematically and they spend WILL on a dramatic roll, they regain that WILL if that roll is a failure. The gamemaster is the final arbiter when a character's values apply to such a roll.

When performing teamwork, if the leading character is aware of an assistant's value, they can use one such value in place of their own when applying values to WILL expenditure, relating it thematically in regards to the characters' aid or in regards to how they motivate their assistant.

If a character is aware of a characters' value in a social interaction, they may use one of them in place of their own when applying values to WILL expenditure on a roll. As with using one's own values, the roleplay for the roll should be thematically linked to the value, with the character leveraging it.

Whether player characters know each other's values depends on their group type.

- * A diverse group doesn't know each other's values from the start.
- * Each member of a connected group has one value the rest of the group is aware of.
- * Each member of a family group has two values the rest of the group is aware of.

When commiserating to regain WILL, a character may forgo WILL regain to reveal a value to the rest of the party once per adventure.

Learning the value of a non-player character requires a social interaction with at least three steps in an investigation. Learning a value takes the place of gaining a CLUE for purposes of how many CLUES one can gain in such a scene.

Player characters don't perform rolls to engage in social interactions with each other unless both players consent to resolve matters in that fashion. In addition, characters can't gain secondary benefits (like a trait that provides T-WILL) from social interactions with other PCs, contacts, or companions; only other non-player characters can provide such benefits.

TEAMWORK (PG. 75)

At times, characters will work together on a task; for example, searching a crime scene, repairing a damaged vehicle, or researching rare information.

When they do so, one character is chosen as a team leader, and they can have a number of assistants equal to +AFF (minimum 0).

Particularly large groups working on a task, like office departments or construction crews, don't count for this. They may just be a necessary tool for a task with a large scope, or may grant +A.

To determine the skill rating of a team, start with the skill rating of the leader, and add each assistant's +AFF to the skill total before rolling.

Any consequence or cost is shared by the entire group. While they may not have the same consequences, the results of failure apply to all. The leader decides whether a failure becomes a critical failure.

When performing teamwork, if the leading character is aware of an assistant's value, they can use one such value in place of their own when applying values to WILL expenditure, relating it thematically in regards to the characters' aid or in regards to how they motivate their assistant.

MANEUVERS (PG. 82)

All maneuvers are rolled at +D without a fighting style that supports them, except for the basic strikes (melee, ranged, or psionic) or any maneuver listed as N/A.

Maneuvers that use +STR, +PRO, +END, or +SPD can only be done in melee unless specified otherwise or supported by a ranged weapon. Maneuvers target Defense unless otherwise mentioned. Maneuvers that use +AFF (social maneuvers) can be done at melee or range and target Morale instead of Defense.

MANEUVER ACTIONS

(1ST/2ND, PG. 82)

STRIKE-LASH [+PRO+SPD+ESC]: A lash functions as a melee strike, but gains +A on the maneuver roll, and drops the highest single roll on damage dice *after rolling*. If you're rolling 4 or more damage dice, drop the 2 highest rolls instead. If you're rolling 7 or more dice, drop 3.

FOCUS ACTIONS (PG. 83)

RECOVERY: When you have focus at the start of your turn, you can spend a moment, 1 WILL, and your focus to gain +END (*minimum 3*) in T-SHT and remove a status of your choice.

Bonus: It no longer costs 1 WILL.

STATUSES (PG. 84)

DEAFENED: The character cannot comprehend audible communication. In addition, when the deafened status is gained, they may only add the higher of the two prime mods added to Defense or Resolve (*this drawback is overridden by the distracted status*), and gain and reinforce the unbalanced status.

Ends after making a raw roll of 19 or 20 on a maneuver, or at scene's end, whichever comes first.

STARTLED: The character must spend a moment on the next turn if they're not grabbed or swallowed to perform a retreat. (*Retreating once as a moment is a special effect of this status.*) If grabbed, discard this status and gain unbalanced instead.

Ends once their next turn is complete.

STATES (PG. 85)

ENVENOMED (XDX): The character gains an envenomed value that increases by the listed die roll at the end of each of their turns, and the character can suffer one additional status. If it equals or exceeds their Endurance, they must spend 1 WILL at the start of each turn or immediately fall unconscious and enter a perilous situation (pg. 86) requiring medical treatment.

If a character is envenomed while already envenomed, the new state replaces the old one if the value is higher.

Ends once the status's die rolls its minimum or maximum value, at which point they take non-injuring, absolute damage equal to the envenomed value before the roll. They cannot be envenomed again this scene.

WEAPON TYPES (PG. 82)

BULLET: This weapon fires bullets, which do not add strength or size damage. Bullet weapons only add +PER or +PRO to ranged strikes (*whichever is higher*), not both. Natural Resistance and Armor add +2 to their value against bullets, and saving throws against maneuvers with them are +A.

REACH: If you are not in melee, you may perform melee maneuvers against targets with this weapon. You are treated as if you were in melee momentarily for purposes of your trait and style effects.

If you perform a grab or similar maneuver (cling, etc.) with a reach weapon, you enter melee with them. If they grab you while you're grabbing them with a held reach weapon, you may choose to become disarmed to avoid becoming grabbed (or granting them the grabbing state).

PSIONIC BOOSTS (PG. 91)

When using a psionic ability, you may spend 1 WILL to add its boost effect, as detailed under the power. *If you have a maximum WILL of 0, you may take a cost instead.*

Boosts only last for a single action unless stated otherwise; using a boost on a maintained power requires an additional point of WILL spent when taking the maintain action. Using a boost is not an action, but it frequently modifies or enables an action. The WILL must be spent before the action is performed.

T-WILL may not be used to fuel boosts; you must use WILL from your main reserve. If you have a maximum WILL of 0, you may take a cost once per scene to fuel a boost.

LEVELING PROCESS (PG. 94)

Leveling (or a "level-up") has several rules that apply universally, unless specifically contradicted by a character trait:

- * A skill only advances once per level-up.
- * When increasing a character's attribute after character creation (such as by a fighting style), the character's skills do not reflect any changes to an attribute's base skill and base gain. Skills gained later use the base skill and gain of the attribute when they're acquired.
- * When increasing a character's attribute after character creation), secondary attributes ARE modified by this change.
- * A character may not level up during a play session unless a montage is performed.

There are several major steps to process:

1. Switch your fighting style, if you wish.
2. Increase the rank of a single fighting style by one.
3. Choose marked skills to advance.
4. Choose remaining skills to advance, increase attributes, and add HP and SHT.
5. *If this is your 2nd, 4th, 6th, 8th, or 10th level, gain a milestone.*
6. *If this is your 3rd, 6th, or 9th level, gain three additional skill advances.*

MILESTONES

(1ST/2ND, PG. 94)

At 2nd, 4th, 6th, 8th and 10th level, you gain a set of milestones, which allows you to select three of the following options. Unless otherwise mentioned, you may only select a given option once.

Often, these advances represent special changes, so you may wish to discuss with your group how your character grows (whether it's taking classes, exposure to Goop, a side story in which you get a contact, etc.).

- * Choose two skills to advance. These can be exchanged for new hobby skills or proficiencies as noted above.
- * If you have all of the primary skills of a skill package, gain its package ability.
- * Advance any two unmarked attributes by +1, and mark them.
- * Add (+COG x 2) to a skill base (minimum 2).
- * Add +END to SHT (minimum 2).
- * Gain +1 CTCT.
- * Gain +1 WILL.
- * Gain 2 gimmicks of any type.
- * Gain 3 GOO-P in mutations. This may be selected twice to gain 5 GOO-P, or three times to gain 6 GOO-P. You don't need to spend them immediately.

Once you have completed a milestone, remove any marks from your attributes.

RULES (NEW)

These are either added rules sections, elements, or entirely revised sections.

DAMAGE (PG. 75)

The following sidebar replaces all references to unarmed damage:

UNARMED (BARE-HANDED) DAMAGE

Unarmed strikes with no natural weapon only inflict size and strength damage, but they add a die to size damage, then increase (if positive) or decrease (if negative) that die a number of times equal to +STR. This added size damage die counts as weapon damage for purposes of abilities, traits, and added damage for supported maneuvers. Such maneuvers have the blunt type (pg. 86).

SIZE AND COMBAT (PG. 82)

The following sidebar has been added:

GRABBING GIANTS

If your size rating is 1 lower than your target, you're +D to grab them. If it's 2 lower, you're +HD. If 3 lower or smaller than your target, you're just not heavy enough to impair them, and can only cling instead. You may negate this penalty on grab attempts against a grabbing character while you're grabbed, but if you do so, you must end the grabbed status and grabbing state immediately thereafter.

STATUSES (PG. 84)

CLINGED: Any maneuver performed by the clinged character targeting the foe clinging to them is at +D. The clinged target may use focus maneuvers in place of the clinging character as if the clinged was the target instead. For dramatic scenes, a clinging character counts towards the clinged character's LOAD.

If both the clinging and clinged characters use a focus maneuver simultaneously, only one may do so; the clinged character decides which activates.

This status ends when the clinging character ends the clinged status (and the related clinging state) as a moment, the clinging character becomes grabbed or swallowed, or the clinging character suffers a non-AoE maneuver that removes them from melee.

STATES (PG. 85)

ALLERGEN X: The target has a reaction or irritation that adds X to the difficulty of saving throws.

This state ends when the character makes a successful saving throw.

CLINGED: This character is hanging onto a larger character without overtly restricting them. They gain +A on melee maneuvers against the clinged target if they have one status, and +HA if the clinged target has two or more statuses. They're +D to perform melee maneuvers against any other target. This state requires the character to spend a moment at the start of each turn to maintain the clinged status, or it ends. If the clinged character performs a move action, you move with them and remain in melee with them. If they successfully bully the clinged target, they become unbalanced instead of startled. The clinging character's Defense becomes that of the clinged target.

This state ends when the clinging character is grabbed, is targeted by a successful non-AoE maneuver that removes them from melee, or they end it as a moment. Ending the clinging state ends the clinging status.

VILLAIN UPDATES

These are minor corrections to various villain weapons, maneuvers, and traits.

WILLIAM "BILLY BRONX"

BRONCK (PG. 103)

Laser Rifle: Strike +5 (6d8 non-injuring, +A on saving throws against it, overheats on a raw roll of 1)

ACQUISITION AGENT

(PG. 103)

Laser Pistol: Strike +3 (4d6 non-injuring, +A on saving throws against it, can be used in melee without +D but inflicts unbalanced on user when doing so, overheats on a raw roll of 1)

VEGAS (PG. 106)

Laser Pistol: Strike +4 (6d6 non-injuring, +A on saving throws against it, can be used in melee without +D but inflicts unbalanced on user when doing so, overheats on a raw roll of 1)

BEASLEY (PG. 108)

SHT: 72

Skills (Competency 40%): Athletics 70%, Bargain 65%, Boating 55%, Burglary 75%, Deduction 60%, Driving 60%, Shadowing 70%, Stalk 80%, Track 70%

Laser Pistol: Strike +4 (6d6 non-injuring, +A on saving throws against it, can be used in melee without +D but inflicts unbalanced on user when doing so, overheats on a raw roll of 1)

SAM (PG. 108)

Combat Shotgun: Strike +5 (4d8, +A on saving throws against it, burst)

NINJA GENIN

(1ST/2ND, PG. 110)

Extreme Skater: Genin gain +A on any move actions, but knockdown maneuvers targeting them also gain +A.

BONUS SHEETS

There are a few unaddressed fixes:

MUTATION SHEETS (PG. 125)

Any reference to "1d4" should be replaced with "1d6".

FIGHT SHEETS (PG. 126)

Strike-Maintain has no Prime Mod associated with it; it should be "N/A".

MUTANTS IN THE NOW

MUTANTS IN THE NOW REVISION 2

UPDATES AND ERRATA

The following is a compiled set of errata and updates for *Mutants in the Now, Revised 2* (including the 1st, 2nd, and 3rd printings). It does not include fixes for the previous *Kickstarter Edition* or *Revised Edition*. Corrections for specific sections are noted in *italics*.

TERMINOLOGY

CORRECTIONS

These are broad corrections to terminology across the entire book:

Camouflage: **Disruption:** Typo; this should be "Camouflage: Disruptive".

SPECIES UPDATES

Replace the entire minor traits section below with the following:

DUCK, MALLARD (PG. 23)

Minor Traits: Aquatic Sight, Beak (pecking), Communal, Float, Food Storage, Polyphasic (alert), Standing Sleep, Ultraviolet Sight

VILLAIN UPDATES

These are minor corrections to various villain weapons, maneuvers, and traits.

WILLIAM "BILLY BRONX"

BRONCK (PG. 103)

Unarmed Maneuvers: Strike +11 (2d10+1d12), Grab +11, Press +10, Pummel +11, Taunt +6

ROMAN PIKE (PG. 104)

Lynchpin Traits: PCs are at +HD to perform maneuvers against him while he has unnamed minions present. He has Armor equal to the number of minions and gains +HA on move actions while his minions are present.

BEASLEY (PG. 108)

SHT: 72

Skills (Competency 50%): Athletics 70%, Bargain 65%, Boating 55%, Burglary 75%, Deduction 60%, Driving 60%, Shadowing 70%, Stalk 80%, Track 70%

BONUS SHEETS

There are a few unaddressed fixes:

MUTATION SHEETS (PG. 125)

Any reference to "1d4" should be replaced with "1d6".

FIGHT SHEETS (PG. 126)

Strike-Maintain has no Prime Mod associated with it; it should be "N/A".