

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".