

MUTANTS IN THE NOW **OOOPS!**

MUTANTS IN THE NEXT

1ST THRU 4TH PRINTING UPDATES AND ERRATA

The following is a compiled set of errata and updates for *Mutants in the Next*. All of these updates apply to the 1st printing, but any marked with "2nd" or "3rd" apply to the second or third printings as well, while "1st -3rd." refers to first through third printings. If there is no printing designation, it applies to all four printings. Corrections for specific sections are noted in *italics*.

TERMINOLOGY CORRECTIONS

These are broad corrections to terminology across the book:

CROW (1st/2nd): The "Crow" species is now designated "Crow, American" to account for other potential species of *Corvus*.

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

CHINCHILLA (1st): The "Chinchilla" species is now designated "Chinchilla, Long-Tailed" to account for other potential species of *Chinchilla*.

CLUB: A lingering term from playtesting, this major trait should be listed as "Macetail".

INDEPENDENT FLIGHT (1st/2nd): Replaced with the correct term "Independent Wings".

LIU MIN JIAO (1st): This iw corrected to "liúlàngjiào".

LONG TONGUE: Replaced with the correct term "Sticky Tongue".

MUTATIONS: 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.

PARIETAL SENSE: Replaced with the correct term "Parietal Eye".

PASSERIFORMES: Inconsistent; should be "Passerine".

PINCER (crushing): The sub-trait was inconsistent; it should be "pinching" instead of "crushing".

PLUMAGE (1st/3rd): Holdover from playtesting, replace with "Flamboyant".

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

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

SALTWATER ADAPTATION: Incorrect term; correct to "Saltwater Tolerance".

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

CHARACTER CREATION CORRECTIONS

PAGE 10, COLUMN 2: Step #4: Your Origin Story

All mutants continue to B-series tables as directed by their Source of Mutation (A-1 and A-2), and determine their species from the resulting C-Series and D-Series results.

[OPTION I]: Human-born mutants roll on J-1: Human Social Class (pg. 18).

[OPTION II]: Both mutants and humans declare themselves to be adults or roll on J-2: Age Group. Humans and human-born mutants continue on to the K-series and L-series tables indicated.

[OPTION I]: *Humans roll for social class or age (if using [OPTION II]) as per a human-born mutant, then go on to K-2: Adult Opportunities (pg. 20), and K-3: Bonus Opportunities (pg. 21). They then select any job filters they wish (pg. 22), and move on to the L-series table indicated. If you're not using [OPTION II], all characters are presumed to be adults.*

[OPTION III]: Adult humans roll as per a human-born mutant, then go on to K-2: Adult Opportunities (pg. 20), and K-3: Bonus Opportunities (pg. 21). They then select any job filters they wish (pg. 22), and move on to the L-series table indicated. If you're not using [OPTION II], all characters are presumed to be adults.

PAGE 12: Option #1: Human-Born Mutants (1st-2nd)

Correct the final bullet point to the following:

- * When using these rules, animal-born mutants gain +3 HP and +5 *SH* during Step #9.

BACKGROUND TABLE UPDATES

The following tables have the some numeric corrections:

PAGE 18: Table B-9: Deliberate Mutation (1st-2nd)

01-30 FORCED EXPOSURE:

A familiar individual exposed you to Goop forcibly out of curiosity, spite, or other motivations.

31-50 MUTANTS LIKE

US: A mutant, perhaps one who you were familiar with before mutation, exposed you to Goop with permission.

51-80 PERSONAL

QUEST: You deliberately sought out exposure to Goop, knowing it would mutate you or believing it would have another benefit.
Roll %:

- * 01-40: Found it at an organization.
- * 41-60: Found it at a spill site.
- * 61-00: Got somebody to help mutate you.

81-90 PUBLIC

EXPERIMENTATION:

As per the result under B-7: Public Experiment (pg. 18).

91-00 SELF-

EXPERIMENTATION:

As per the result under B-7: Self-Experimentation (pg. 18)

PAGES 20-21: Table K-2: Adult Opportunities (1st-2nd)

- 50 to -26: **SURVIVOR:** You have no formal education, only the school of the street or a rough rural existence. You survive through the others' charity and hard-earned skills. Gain a wild skill package, -75% on B-10: Wealth II, and roll on L-4: Outcast Occupations (pg. 24).
- 25 to -16: **CRIMINAL, DISORGANIZED:** You broke the law to survive, whether that's property crime or just a border crossing. You never had help or formal training, whether a petty thief or an "illegal" immigrant. Gain a street skill package, -60% on B-10: Wealth Chart II, and roll on L-5: Criminal Occupations (pg. 24).
- 15 to -06: **CRIMINAL, ORGANIZED:** While you're a criminal, you're in a larger gang or mob that looks after you in return for loyalty. Whether you're involved in illegal goods, gambling, intimidation, or other crime, you've learned from more experienced criminals. Gain a covert skill package, -35% on B-10: Wealth Chart II, and roll on L-5: Criminal Occupations (pg. 24).
- 05 to +10: **DROPOUT:** Hardship forced you out of school, and chances are you're working a dead-end job. Gain a basic skill package, -50% on B-10: Wealth Chart II, and roll on L-6: Precarious Occupations (pg. 26).
- +11 to +15: **GO JOIN THE MILITARY:** The military offered you stability you didn't have, and you took it. With limited options, and chances are you never went beyond the enlisted ranks. Gain a military skill package, -45% on B-10: Wealth Chart II, and roll on and roll on L-7: Authority Occupations (pg. 28).
- +16 to +40: **HIGH SCHOOL GRADUATE:** You graduated high school, but struggle to find steady or well-paying work. Gain a basic or street skill package, -35% on B-10: Wealth Chart II, and roll on L-6: Precarious Occupations (pg. 26).
- +41 to +55: **TRADE EDUCATION:** You learned through a vocational school, family business, certification, or other "professional but not academic" education. Gain a professional skill package, -25% on B-10: Wealth Chart II, and roll on L-8: Trade Occupations (pg. 30).
- +56 to +75: **COLLEGE DEBT:** You have an undergraduate degree, and with luck, you might be able to pay it off by age 45. Gain a basic or professional skill package, -30% on B-10: Wealth Chart II, and roll on your choice of L-8: Trade Occupations (pg. 30) or L-10: Collegiate Occupations (pg. 32).
- +76 to +85: **MORE COLLEGE DEBT:** Roll %; 01-70, you have a master's degree, 71-00, you have a Doctorate. You might even pay for it someday. Chances are a relative helped pick up the slack, and you owe them. Gain a basic, professional, or science skill package, -40% on B-10: Wealth Chart II, and roll on your choice of L-10: Collegiate Occupations (pg. 32) or L-11: Academic Occupations (pg. 34).

+86 to +95: **MILITARY SERVICE:** After high school or college, you enlisted to serve your country out of patriotism, family history, desire for adventure, etc.

Roll %:

- * 01-70: You were in the enlisted ranks, gaining a basic or military skill packable, and -25% on B-10 Wealth Chart II.
- * 71-00: You were in the officer ranks, gaining a professional or military skill package, and gain +0% on B-10: Wealth Chart II.

Either way, roll on your choice of L-7: Authority Occupations (pg. 28) or L-8: Trade Occupations (pg. 30).

+96 to +110: **COLLEGE, NO STRINGS:** You made it through college largely on scholarship, grants, or a college savings. Gain a basic, professional, or science skill package, -15% on B-10: Wealth II, and roll on your choice of L-9: Sports Occupations (pg. 32), L-10: Collegiate Occupations (pg. 32), or L-11: Academic Occupations (pg. 34).

+111 to +150: **PRESTIGIOUS UNIVERSITY:** Your family ensured you went to a famous, elite college. Gain a skill package of any type or five hobbies of your choice, +0% on B-10: Wealth Chart II, and roll on the occupation table of your choice except L-4: Outcast Occupations (pg. 24) or L-13: Weird Occupations (pg. 35).

PAGE 23: Table L-3: Adult Opportunities (1st-2nd)

Replace the result of 91-00%, "Spoiled", with the following:

Spoiled: You've gotten everything you wanted, but probably never learned to appreciate it. Gain three hobby skills, +1 Determination, +1 Endurance, +1 CTCT, one extravagant gimmick, and +10% on B-9: Wealth II.

PAGE 30: Table L-8: Trade Occupations (1st-2nd)

Replace the result of 21%, "Commerical Pilot", with the following:

Commerical Pilot: This is your captain speaking... Gain a skill package: Aviation or Service, a hobby, advance two skills, and +1 Endurance.

JUVENILE SPECIES UPDATES

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

BUTTERFLY, MONARCH [CHIL0, TEENAGER] (PG. 42)

Minor Traits: Toxin Digestion
[asclepias]

FROG, BULL [CHIL0] (PG. 42)

Minor Traits: Camouflage
[freshwater]

HELLBENDER [CHIL0] (PG. 42)

Minor Traits: Camouflage
[freshwater]

SALAMANDER, SPOTTED [CHIL0] (PG. 43)

Minor Traits: Camouflage
[freshwater]

TOAD, CANE [CHIL0] (PG. 43)

Minor Traits: Camouflage
[freshwater],
Cold Tolerance [45°F]

TOAD, EASTERN AMERICAN [CHIL0] (PG. 43)

Minor Traits: Camouflage
[freshwater]

WILD MUTATION UPDATES

In line with the changes to species details in *Mutants in the Now Revision 2*, wild mutations have been accordingly updated.

READING WILD MUTATIONS (PG. 52)

- * **ANTHROPOMORPHIC TRAITS:** This mutation adds or alters the species' anthropomorphic traits. If a species anthropomorphic trait is in the same category as an existing one, *the wild mutation replaces it*. For example, a creature with Movement: Bipedal that gains the Marine wild mutation replaces it with the Movement: Aquatic trait added by that wild mutation.
- * **ZOOMORPHIC TRAITS:** This mutation provides or alters zoomorphic traits.
- * **BONUS MAJOR AND MINOR TRAITS:** These traits are added at no cost.
- * **BONUS ATTRIBUTE:** These are bonuses to attributes or sub-attributes that this mutation grants.
- * **BONUS SKILL:** If a skill is listed here, gain it as an expertise. If you gain the same skill from a package or as an expertise otherwise, advance it three times.
- * **UNIQUE TRAIT:** An effect unique to this mutation.
- * **ENHANCE:** Available enhanceable traits that can replace your species' enhanceable traits. You may replace one of your species' enhanceable traits with one from this wild mutation. When replacing a trait, only mental attributes (Cognition, Determination, Affinity, Perception) may replace each other, and only physical attributes (Strength, Prowess, Endurance, Speed) may replace each other.
- * **SPECIAL:** Unusual rulings or modifications for this wild mutation.
- * **EXTRA MAJOR AND MINOR TRAITS:** These are added to your animal traits available for purchase, and require their normal G00-P cost and any normal requirements to obtain. Any trait in italics is already provided by the wild mutation as a bonus trait, and is included to indicate an available sub-trait.
- * **BANNED TRAITS:** These are animal or zoomorphic traits you may not take after being affected by a wild mutation, including any sub-traits thereof. If a second wild mutation provides a banned trait from the first wild mutation as a bonus trait, reroll.

If a term is represented in parentheses (like so), that denotes a sub-trait. If a term is represented in brackets [like so], that specifies a specific option for that trait. For traits like *Cold*, *Heat*, or *Pressure Tolerance*, a randomized formula is provided to determine their exact efficacy. For traits like *Camouflage* or *Specialized Predator*, if a specific option isn't designated, then just select an appropriate one.

When multiple traits are designated with "or", that means the player makes a choice between the two options provided.

Traits designated with an * are new to *Mutants in the Next*, have expanded information, or new, relevant sub-traits in this book.

WILD MUTATIONS (PG. 52-62)

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

ALPINE (pg. 52)

Bonus Minor Traits:

Cold Tolerance $[-5^{\circ}\text{C} + (2d20)]$

Extra Minor Traits:

Camouflage [mountains]

APHOTIC (pg. 52)

Bonus Major Traits: Pressure

Tolerance* $[(1d6)^2 \times 1000 \text{ ft.}]$

Bonus Minor Traits: Cold

Tolerance $[-15^{\circ}\text{C} + (2d20)]$,

Saltwater Tolerance

CHIONOPHILE (pg. 53)

Bonus Minor Traits:

Camouflage [arctic],

Cold Tolerance $[-100^{\circ}\text{C} + (d\%)]$

FEATHER-DUSTER (pg. 54)

Bonus Minor Traits:

Cold Tolerance $[5^{\circ}\text{C} + (2d20)]$

HIDE ARMOR (pg. 55)

Extra Minor Traits: Heat Tolerance

$[90^{\circ}\text{C} + 1d20]$

INNSMOUTH (pg. 55)

Extra Major Traits: Pressure

Tolerance* $[1d8 \times 1000 \text{ ft.}]$

METALLIC SCALES (pg. 55)

Bonus Minor Traits: Flamboyant,

Heat Tolerance $[90^{\circ}\text{C} + 1d20]$

SALTY FROG (pg. 56)

Bonus Minor Traits:

Heat Tolerance $[80^{\circ}\text{C} + 1d20]$

SPINAL SAIL (pg. 57)

Extra Minor Traits:

Heat Tolerance $[88^{\circ}\text{C} + 1d20]$

SULFURIC (pg. 57)

Bonus Major Traits:

Pressure Tolerance

$[1,000 \text{ ft.} \times (1d8+9)]$

Bonus Minor Traits: Heat Tolerance

$[110^{\circ}\text{C} + 3d6]$

WOOLLY (pg. 57)

Bonus Minor Traits: Cold Tolerance

$[-50^{\circ}\text{C} + 3d20]$

Extra Minor Traits: Camouflage

[forest or arctic]

XEROCOLE (pg. 57)

Bonus Minor Traits:

Heat Tolerance $[95^{\circ}\text{C} + 1d20]$

MARINE (pg. 59)

Extra Major Traits: Pressure

Tolerance* $[500 \text{ ft.} \times 1d20]$

Bonus Minor Traits:

Cold Tolerance $[5^{\circ}\text{C} + 2d20]$

SEABIRD (pg. 60)

Extra Minor Traits:

Cold Tolerance $[10^{\circ}\text{C} + 2d20]$

THYREOPHORIC (pg. 61)

Extra Minor Traits:

Heat Tolerance $[88^{\circ}\text{C} + 1d20]$

TROGLOFAUNA (pg. 61)

Extra Minor Traits:

Cold Tolerance $[10^{\circ}\text{C} + 2d20]$

SPECIES UPDATES (PG. 72-87)

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 GOO-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 section.

AARDVARK (PG. 72)

Minor Traits: Camouflage [savanna]

ALBATROSS, WANDERING (PG. 72)

Minor Traits: Cold Tolerance [28°F]

ANOLE, GREEN (PG. 72)

Minor Traits: Camouflage [savanna],
(color shift)

BADGER, HONEY (PG. 72)

Minor Traits: Toxin Tolerance*
[neurotoxins]

BAT, COMMON VAMPIRE (PG. 73)

Minor Traits: Camouflage [cave]

BAT, FLORIDA BONNETED (PG. 73)

Minor Traits: Camouflage [forest]

BAT, NEW ZEALAND LESSER SHORT-TAILED (PG. 73)

Minor Traits: Camouflage [forest]

BEAR, POLAR (PG. 73)

Minor Traits: Camouflage [arctic]

BEARDED DRAGON, CENTRAL (PG. 72)

Minor Traits: Camouflage [desert],
Heat Tolerance [107°F]

BEE, COMMON EASTERN BUMBLE (PG. 73)

GOO-P: 43

Major Traits: Flight (20 GOO-P,
Hover +5 GOO-P)

BEE, WESTERN HONEY (PG. 73)

GOO-P: 43

Major Traits: Flight (20 GOO-P,
Hover +5 GOO-P)

BUTTERFLY, MONARCH (PG. 74)

GOO-P: 40

Major Traits: Flight (20 GOO-P,
Hover +5 GOO-P)

Minor Traits: Toxin Digestion
[asclepias]

CARDINAL, NORTHERN (PG. 74)

Minor Traits: Cold Tolerance [5°F]

CAT, BRITISH SHORTHAIK (PG. 74)

Basic Traits: Felidae (basic)

Minor Traits: Cold Tolerance [41°F]

CAT, PERSIAN (PG. 74)

Basic Traits: Felidae (basic)

CAT, SIAMESE (PG. 74)

Basic Traits: Felidae (smol)

CHIPMUNK, EASTERN (PG. 74)

Minor Traits: Camouflage [forest]

COCKROACH, MADAGASCAR (PG. 74)

Minor Traits: Camouflage [forest],
Heat Tolerance [90°F]

CONDOR, CALIFORNIA (PG. 74)

Minor Traits: Heat Tolerance [100°F]

CRAB, GIANT HERMIT (PG. 74)

Minor Traits: Toxin Tolerance*
[actinaria]

Special: Remove Toxin Digestion.

CRAB, RED KING (PG. 74)

Minor Traits: Cold Tolerance [35°F]

DOG, AKITA (PG. 75)

GOO-P: 27

Basic Traits: Canidae (guard),
Facultative Carnivore

Minor Traits: Cold Tolerance [27°F]

DOG, BRIARD (PG. 75)

GOO-P: 26

Basic Traits: Canidae (herding),
Facultative Carnivore

Minor Traits: Cold Tolerance [33°F]

DOG, DOBERMANN (PG. 75)

GOO-P: 26

Basic Traits: Canidae (guard),
Facultative Carnivore

DOG, DOGUE DE BORDEAUX (PG. 76)

G00-P: 24

Basic Traits: Canidae (guard)

DOG, POODLE (PG. 76)

G00-P: 28

Basic Traits: Canidae (companion)

Minor Traits: Cold Tolerance [40°F]

DOG, PUG (PG. 76)

G00-P: 30

Basic Traits: Canidae (companion),
Facultative CarnivoreSpecial (1st-2nd): Basic traits should
be transferred to major traits,
and the above replaces the basic
traits.**DOG, ROTTWEILER (PG. 76)**

G00-P: 26

Basic Traits: Canidae (guard),
Facultative Carnivore**DOG, SHIBA INU (PG. 76)**

G00-P: 30

Basic Traits: Canidae (companion),
Facultative Carnivore

Minor Traits: Cold Tolerance [20°F]

DOG, SIBERIAN HUSKY (PG. 76)

G00-P: 30

Basic Traits: Canidae (draft),
Facultative Carnivore

Minor Traits: Cold Tolerance [10°F]

ELK (PG. 76)

Minor Traits: Cold Tolerance [-20°F]

EMU (PG. 77)

Minor Traits: Camouflage [savanna]

FIREFLY, COMMON EASTERN (PG. 77)

G00-P: 43

Major Traits: Flight (20 G00-P),
Hover +5 G00-P)**FLY, LESSER FRUIT (PG. 77)**

G00-P: 43

Major Traits: Flight (20 G00-P)

FLYING FOX, LARGE (PG. 77)

Minor Traits: Camouflage [jungle]

FLYING SQUIRREL, EASTERN (PG. 77)

Minor Traits: Camouflage [forest]

FOX, FENNEC (PG. 77)Minor Traits: Camouflage [desert],
Heat Tolerance [100°F]**FOX, GRAY (PG. 77)**

Minor Traits: Camouflage [forest]

FROG, WOOD (PG. 78)

Minor Traits: Camouflage [forest]

HAWK, SHARP-SHINNED (PG. 78)Minor Traits: Camouflage [forest],
Specialized Predator
[passerine]**HELLBENDER (PG. 78)**Minor Traits: Camouflage
[freshwater]**HORNED LIZARD, TEXAS (PG. 78)**

Minor Traits: Heat Tolerance [102°F]

JAGUAR (PG. 78)Minor Traits: Camouflage: Disruptive
[rainforest jungle]**LADYBUG, SEVEN-SPOTTED (PG. 78)**

G00-P: 43

Major Traits: Flight (20 G00-P,
Hover +5 G00-P)Minor Traits: Specialized Predator
[sternorrhynchal]**LEECH, MEDICINAL (PG. 79)**

Minor Traits: Camouflage [swamp]

LOBSTER, AMERICAN (PG. 79)

Minor Traits: Cold Tolerance [35°F]

MANTA RAY, GREATER OCEANIC (PG. 79)Major Traits: Pressure
Tolerance [1 mi.] (3
G00-P)

Special: Remove Pressure Resistance.

MANTIS, EUROPEAN (PG. 79)

G00-P: 30

Major Traits: Flight (20 G00-P)

Minor Traits: Camouflage [forest]

MOLE, STAR-NOSED (PG. 80)

Minor Traits: Cold Tolerance [10°F]

MOSQUITO, COMMON MALARIA (PG. 80)

G00-P: 42

Major Traits: Flight (20 G00-P,
Hover +5 G00-P)

MOTH, ROSY MAPLE (PG. 80)

G00-P: 46

Major Traits: Flight (20 G00-P,
Hover +5 G00-P,
Silent +5 G00-P)

MUDDPUPPY, COMMON (PG. 80)

Minor Traits: Camouflage
[freshwater]

OSPREY (PG. 80)

Minor Traits: Specialized Predator
[mugiliformes or
protacanthopterygii]

OWL, NORTHERN SAW-WHET (PG. 81)

Minor Traits: Camouflage [forest],
Cold Tolerance [20°F]

PORBEAGLE (PG. 81)

Major Traits: Pressure
Tolerance [1 mi.]
(3 G00-P)

Minor Traits: Cold Tolerance [35°F]
Special: Remove Toxin Digestion.

PUFFIN, ATLANTIC (PG. 81)

Minor Traits: Camouflage
[ocean surface]

RAT, BLACK (PG. 82)

Minor Traits: Cold Tolerance [40°F]

RHINOCEROS, BLACK (PG. 82)

Minor Traits: Heat Tolerance [100°F]

SEA TURTLE, LOGGERHEAD (PG. 82)

Minor Traits: Cold Tolerance [40°F]

SCORPION, EMPEROR (PG. 82)

Minor Traits: Heat Tolerance [95°F]

SHARK, GREAT HAMMERHEAD (PG. 82)

Major Traits: Flight (20 G00-P,
Hover +5 G00-P)

Minor Traits: Toxin Tolerance*
[chondrichthyes]

Special: Remove Toxin .

SHARK, WHALE (PG. 83)

Major Traits: Pressure Tolerance
[1.5 mi.] (3 G00-P)

SNAKE, BALL PYTHON (PG. 83)

Major Traits: Camouflage (savanna)

SNAKE, PRAIRIE RATTLE- (PG. 83)

Major Traits: Camouflage
[mountains],
Heat Tolerance [95°F]

SPARROW, HOUSE (PG. 83)

Minor Traits: Camouflage [forest]

SPIDER, COMMON HOUSE (PG. 84)

Minor Traits: Camouflage [urban]

SPIDER, SOUTHERN BLACK WIDOW (PG. 84)

Major Traits: Dark (5 G00-P)

SQUID, HUMBOLOT (PG. 84)

Major Traits: Pressure
Tolerance [0.5 mi.]
(3 G00-P)

Minor Traits: Camouflage (deep sea)

TERRAPIN, DIAMONDBACK (PG. 84)

Minor Traits: Camouflage
[freshwater]

TOAD, CANE (PG. 84)

Minor Traits: Camouflage [forest],
Cold Tolerance [45°F],
Heat Tolerance [105°F]

TROUT, RAINBOW (PG. 84)

Minor Traits: Saltwater Tolerance

TUATARA (PG. 84)

Minor Traits: Camouflage [coastal],
Cold Tolerance [40°F]

TURTLE, SPINY SOFTSHELL (PG. 85)

Minor Traits: Camouflage
[freshwater]

VOLE, MEADOW (PG. 85)

Minor Traits: Camouflage [savanna]

WALKINGSTICK, COMMON (PG. 85)

Major Traits: Mimesis [branch]
(5 G00-P)

Minor Traits: Camouflage [forest]

WARTHOG, COMMON (PG. 85)

lerance [100°F]

WASP, GREAT BLACK (PG. 85)

G00-P: 43

Major Traits: Flight (20 G00-P,
Hover +5 G00-P)

Minor Traits: Ultrasonic Hearing

WHALE, BLUE (PG. 85)

Special: Correct the cost of Suction to 5 G00-P.

WOODPECKER, PILEATED (PG. 85)

Minor Traits: Cold Tolerance [30°F],
Toxin Digestion [tall
grasslands]

ZEBRA, PLAINS (PG. 85)

Minor Traits: Camouflage: Disruptive
[tall grassland]

ZEBRAFISH (PG. 85)

Minor Traits: Heat Tolerance [100°F]

DEBUGGER (PG. 86)

Minor Traits: Specialized Predator
[amphibians]

CHUPACABRA (PG. 87)

Minor Traits: Heat Tolerance [95°F]

FROG, LOVELAND (PG. 87)

Minor Traits: Camouflage [forest]

ROUSE (PG. 87)

Minor Traits: Heat Tolerance [100°F]

JACKALOPE, DOUGLAS (PG. 87)

Minor Traits: Camouflage [savanna]

UPDATED TRAITS

These are traits that were updated since the initial printing.

ANTHROPOMORPHIC TRAITS (UPDATED)

Prehensility (pg. 89)

Species can only obtain Prehensility: Chelipeds if it is listed as a species trait. *It can be increased to Prehensility: Prehensile for 5 G00-P.*

PREHENSILITY: CHELIPEDS (N/A): Your front legs have become pincers or other limbs used to grab or manipulate rather than ambulate. Any *grasping* task involving tools, weapons, or manipulating an object is at +D. This does not apply to unarmed combat maneuvers. You gain the Pincer trait at no cost, and may use it with multiweapon fighting.

ZOOMORPHIC TRAITS (UPDATED)

Independent Wings (pg. 90)

Independent Wings has been changed to match the fixes from *Mutants in the Now*.

INDEPENDENT WINGS (WINGED + 0 G00-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 G00-P.*

MAJOR TRAITS (UPDATED)

Flight: Strenuous (pg. 92)

This has been adjusted to note conflicts with other sub-traits.

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.*

MINOR TRAITS (UPDATED)

Weather Sense (pg. 92)

This has been adjusted to note conflicts with other sub-traits.

WEATHER SENSE (requires an Enhanced sense): You can sense severe inclement weather (storms and greater) up to (Perception) miles away, and mild inclement weather up to (+PER) miles away. Though you don't get details on its type, you get a rough idea of its severity.

PSIONIC POWERS (UPDATED)

Telepathic Powers (pg. 109)

There are adjustments to some of the psionic powers. Add the [Deception] tag to Telepathic Assimilation, and:

TELEPATHIC BOND (10 GOO-P)

You can forge a profound psychic link with other characters, and all bonded characters gain a deep understanding of each other's emotions and values, becoming aware of each other's specific values in a nuanced sense.

This takes physical contact and a full dramatic scene to establish. Creating a bond costs 1 WILL and reduces one's maximum WILL by 1 from each member for two participants, plus an additional cost of 1 WILL and reduction of 1 maximum WILL from each participant participating; a bond with four members costs 3 WILL for each and reduces the maximum WILL of each by 3. This cannot be done by taking a cost, nor can T-WILL or P-WILL be used for it.

Each linked character can "borrow" a single value from another member in the bond once per roll. Moreover, they can exchange WILL freely (as a moment in a fight scene), or use a skill another bond-member has learned as a hobby with a number of advances equal to the number of people in the bond (not counting themselves). They suffer +HD when trying to deceive or trick a character they're bonded with. Lastly, they're aware of the direction of any character they're bonded with, but only have a vague sense of distance (near, far, distant).

The bond has no distance limitation, but bond-members cannot use its functions if separated by another time or dimension. Such otherworldly or temporal distance doesn't break the bond, and it still can be used with members in the same time or world. Breaking the bond requires 1 WILL from any member who wishes to disconnect from the bond (or a cost if they have 0 WILL). This power does not enable detailed communication, but those with Telepathic Communication can use it as a means to communicate an unlimited distance with bond-members. Similarly, bonded characters can share dreams, and characters that enter the Astral (such as through Astral Jaunt) can enter together voluntarily regardless of distance. Astrally accompanying characters have no context for the trip through this power alone; just the choice whether to join.

Boost: You can use a combat bonus, single combat style ability, or package ability belonging to another bond-member for a single fight action, dramatic roll, or challenge.

NEW TRAITS

These are traits that were added from *Mutants in the Archives: Pet Shop Blues*.

CLASSIFICATION UPDATES

Classification Traits— Subtype (Canine) (pg. 88)

In addition to the subtypes from *Mutants in the Now*, this adds the following Canine subtype from *Mutants From the Archives: Pet Shop Blues*.

DRAFT: Though dogs aren't often beasts of burden, these breeds are meant to pull sleds, carts, and other loads.

MINOR TRAITS (NEW)

TOXIN TOLERANCE: Your species can resist a particular type of toxin created by another animal (noted by a specific classification type). In any normal interaction like an incidental sting, you do not become envenomed. If envenomed by a fight maneuver by a foe with this classification type, if the envenomed quality isn't greater than your size rating or Endurance (whichever is lower), it has no effect (including statuses or states) and cannot inflict damage. If it exceeds that value, reduce its value by your size rating or Endurance (whichever is lower) when determining any effects or damage from it.

UPDATED FIGHTING STYLES

There are a variety of small corrections and updates for fighting styles.

Báihèquán (1st-3rd, pg. 116)

Types: Inspiration or Tradition

Base Ability (*Three Battles*): When you have focus, you may take an action without losing that state. You may still choose to lose it and gain 1 T-WILL as normal.

Core Bonus: +2 Prowess, +1 Speed

Core Ability (*Flying Crane*): If your foe has no non-reinforced status when you inflict a status upon them, inflict unbalanced as well.

Supported Maneuvers: Barrage, Counter, Disarm, Lash, Press

Bājíquán (1st, pg. 116)

Types: Sport or Tradition

Core Ability (*Explosive Force*): When you inflict damage with a melee maneuver on an unbalanced foe, add a damage die of your choice. If repositioning an unbalanced foe, you may gain +A instead.

Core Bonus: +2 Strength, +1 Speed

Base Ability (*Six Ways of Opening*): If your foe has weakness, you may reroll any damage dice from a melee maneuver with a value equal to or lower than the weakness value rather than adding damage.

Supported Maneuvers: Knockdown, Knockout, Press, Pummel, Reposition

Desperate Prey (pg. 116)

Types: Wild

Core Ability (*Defiance*): If you fail a retreat, gain 1 T-WILL, and you may perform any strike maneuver as a moment that turn. It does not count towards the one-strike limit.

Core Bonus: +2 Determination, +1 Strength

Base Ability (*Snap*): When you spend a WILL to gain +A on a maneuver against a foe, add one die of weapon damage. If the maneuver doesn't normally do damage, inflict your weapon damage die instead.

Supported Maneuvers: Barrage, Bully, Lash, Pummel, Reposition

Okichataw (1st, pg. 117)

Types: Sport or Tradition

Core Ability (*Worthy*): If a critical success or failed save grants a perk in a fight scene, gain 1 T-WILL.

Core Bonus: +2 Strength, +1 Prowess

Base Ability (*Life and Death*): When you successfully hit a foe with a melee maneuver or thrown weapon, you can spend 1 WILL to force them to make a saving throw (in place of the WILL they would spend). When using a weapon with the hand type, increase the difficulty of saves against your maneuvers by its glancing damage.

Supported Maneuvers: Barrage, Deathblow, Knockdown, Press, Pummel

Desperate Prey (1st, pg. 118)

Types: Street or Secret

Core Ability (Cleaning the Wall): If you have focus, gain Resistance 3. If you take no damage from a strike, you may perform a counter or decoy maneuver as if they missed.

Core Bonus: +2 Speed, +1 Endurance

Base Ability (Asking for Rice): If a foe misses you or fails to damage you with a strike, gain 1 T-WILL.

Supported Maneuvers: Counter,
Distract, Decoy,
Grab, Reposition

Special: *Characters that reduce their skills to take a street fighting style (an option for human-born and human characters) can't select Liúlàngjiào.*

UPDATED SKILLS

A small correction to Politics' optional skills.

Politics (1^{st-2nd}, pg. 120)

It's not honest work.

Package Bonus: +1 Determination
+1 Affinity

Package Ability: Once per social interaction, you may spend 1 WILL to skip a step.

Types: Professional or Military

Primary Skills: Image, Legalities,
Network

Optional Skills: Bargain, Mislead

NEW SKILLS

A skill package and associated skills that were accidentally cut from early printings.

Academics (1^{st-3rd}, pg. 119)

Mmm. Yes. Well. Let me explain.

Package Bonus: +1 Cognition
+1 Determination

Package Ability: When you spend a CLUE to ask a question, you can also spend 1 WILL to ask a second question.

Types: Professional or Science

Primary Skills: Befuddle, Information,
University

Optional Skills: Abstraction, Archives

Skills (1^{st-3rd}, pg. 122)

Befuddle

[Cognition/Affinity]

Persuading with technical or baffling explanations.

Information

[Cognition/Perception]

Collating public, scientific, and academic data quickly.

University

[Cognition/Perception]

Navigating education's bureaucracy and resources.

UPDATED RULES

Robots and fighting styles got a number of clarifications:

Robots (pg. 132)

Robots have some complex considerations as NPCs.

- * Robots do not have attributes, though they have derived sub-attributes and traits.
- * Similarly, they do not take injuries. Instead, they have an amount of AP (Armor Points), and whenever that AP is reduced to 0, they make a Toughness roll against the remaining damage the AP can't cover. If successful, they refresh their AP, and lose 1 AP cumulatively, like Armor does. If they fail, they lose a system, and refresh their AP without losing its value. So if a robot had 4 AP, was damaged three times, then failed twice and succeeded once, they'd have 2 AP remaining. If their AP is reduced to 0, they automatically fail any Toughness rolls.
- * If injured due to a status, trait, or effect, they instead suffer a system failure.
- * Each robot has a Construction Reliability Parameter (CRP) rating. When a robot suffers a number of system failures equal to their CRP, they're defeated.
- * If a maneuver inflicts so much damage the robot could not effectively save against it, the weapon has the AoE weapon type, or their AP is 0, reduce their CRP by 1 in addition to system failure. If more than one of the above factors is true, reduce it by 2 instead.
- * In addition, any maneuver against a robot that causes damage can take one of these perks:
 - * Increase CRP by 1 and choose a system failure of your choice.
 - * Reduce CRP by 1.
- * If a maneuver references a physical attribute (like an strike with an explosive weapon; Now, pg. 87), use their Save bonus doubled. A save of +8 would mean an effective Endurance of 16.
- * Robots cannot have the envenomed state inflicted upon them. Any disoriented or distracted statuses they suffer are cleared after performing an action.
- * When making any fight roll for a move action (such as retreat or traverse), they do so with a bonus equal to their [MOVE / 10]. So a robot with a MOVE of 100 would make retreat rolls at +10. Many robots have unusual size ratings that can impact their movement actions as well (Now, pg. 76).
- * Any maneuver or weapon a robot has listed is treated as supported or proficient, respectively. It has no other supported maneuvers or proficiencies unless noted otherwise.
- * Robots cannot gain or spend WILL or T-WILL unless they have a listed WILL trait.
- * Robots do not perform social maneuvers unless they have them specifically listed.
- * Robots do not make saving throws unless they have traits that give them a bonus to do so (like Fearless or Stability), in which case they always do so with no WILL cost or gain.
- * Though robots may have animal traits listed, those traits are robotic and artificial in nature.
- *

High-Sticking (Hockey) (1st-3rd, pg.132)

Rank 2: +1 Speed

Rank 3: "Checking": When attempting a style-or weapon-supported maneuver against a foe, reroll any fight roll equal to or under your foe's Armor or Resistance (whichever is higher). If they have type-specific Resistance, only blunt Resistance counts for this calculation.

Rank 4: +1 Prowess

Rank 5: "Roughing": *If ESC is +2 or less, add +3 to fight rolls, but don't add +ESC to your rolls.*

Rank 6: +1 Strength, +1 Speed

Rank 7: "Holding": When you have a foe grabbed and inflict strength or size damage, add a damage die to each.

Rank 8: +1 Determination, +2 Endurance

Rank 9: "Hooking": When removing a foe from melee with a melee maneuver, roll 1d8. If the roll is equal or less than the current +ESC, inflict an injury.

Rank 10: +2 Strength, +2 Speed

- * Robots are +HD to affect directly with Telepathic or Memetic powers, and have extremely high Resolve scores. Some will have Resolve X; this refers to robots that have no adaptability, learning, or problem-solving abilities, who can't be affected by Telepathic or Memetic powers.
- * Robots can't be affected or sensed by Biokinetic powers.
- * Unless stated otherwise, robots have no Diet trait, Prehensile: Locomotors, Mask: Bestial ("Cybernetic"), Respiration: Air-Breathing, Senses: Sight, Hearing, Anosmia. Movement is always stated specifically for robots. *Note that Anosmia may make them immune to airborne effects (like a skunk's Spray).*

VILLAIN UPDATES

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

PROTEUS SECURITY OFFICER (PG. 146)

Glock 22 (bullet, ammo): Strike: Ranged +3 (3d8)

EXECUTIVE SECURITY OFFICER (PG. 147)

X-32 Pulsed Projector (energy, light, pulse, experimental): Strike: Ranged +4 (4d12, drop the two lowest dice)

ACQUISITION BIO-SPECIALIST (PG. 147)

Glock 22 (bullet, ammo): Strike: Ranged +4 (3d8)

ACQUISITION WRANGLER (PG. 147)

Sonic Rifle (energy, stun, prototype): Strike: Melee +4 (2d12)

TYPHON XR-9 "BULWARK" (PG. 149)

Dual P-20M Gauss Cannons (ammo, burst): Strike: Ranged +6 (6d10 bullet; drop two lowest dice)

TYPHON XR-8A "POACHER" (PG. 149)

P-11I Cannon (laser mode) (burst, energy, light): Strike: Ranged +7 (8d8 energy)

P-11I Cannon (ion mode) (burst, energy, stun): Strike: Ranged +7 (5d12)

KAEDE (PG. 157)

Minor Animal Traits: Beak, Camouflage [*forest*], Claws (perching), Cold Tolerance [*20°F*], Enhanced Hearing, Grasping Feet, Ultrasonic Hearing, Ultraviolet Sight

VESPERA (PG. 168)

Minor Animal Traits: Cold Tolerance [*30°F*], Enhanced Hearing, Flamboyant, Infrasonic Hearing, Ultrasonic Hearing