

MUTANTS IN THE NOW

Sheet Side A

Campaign Title

SUBJECT MUTATED AT

Name of Subject				Level	Date of Mutation		Catalyst Species (non-human)				
Subject's Core Values				Background, Social Class, and/or Occupation				☐ Animal-Born ☐ Human-Born			
Attribute Value		Prime Modifier		Skill Base	Skill Gain	Damage Dice	Injury	Mark	Initiative	Armor	
Cognition		+COG					☐	☐		Armor Penalty	
Determination		+DET					☐	☐	Defense	Morale	
Affinity		+AFF					☐	☐			
Perception		+PER					☐	☐			
Strength		+STR					☐	☐	Resistance	Resolve	
Prowess		+PRO					☐	☐	Specific Resist.		
Endurance		+END					☐	☐	Max HP	Current HP	
Speed		+SPD					☐	☐			
MUTATION DETAILS											
Size Rating	Weight	Height	Size Damage		LIFT	MOVE			Max SHT	Current SHT	
Classification Type		Classification Traits		Dietary Requirements							
Movement Type		Prehensility Type		Speech Type							
Mask Type		Other Evolutionary, Wild, & Zoomorphic Traits									
Animal Traits—Major & Unique											
Animal Traits—Minor											
Psionic Powers											
WEAPON ENTRIES											
FIGHTING STYLES								Name		Damage	
Style Name		Style Rank		Style Type				Type		Crits	
								Maneuvers or Traits			
☐ Barrage ☐ Bully ☐ Deathblow ☐ Disarm ☐ Distract								Name		Damage	
☐ Grab ☐ Lash ☐ Knockdown ☐ Knockout								Type		Crits	
☐ Reposition ☐ Press ☐ Pummel ☐ Taunt								Maneuvers or Traits			
☐ Brace ☐ Counter ☐ Decoy ☐ Recovery ☐ Trick								Name		Damage	
Style Abilities						Type		Crits			
						Maneuvers or Traits					

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Sheet Side B

Known Organizational Affiliations

MUTATION CAUSED BY

SKILL SUMMARY										SKETCH PORTRAIT	
Skill Name	Attribute A	Attribute B	Skill Base	Skill Gain	Advances	Skill Total	Package Skill	Hobby Skill	Specialty Skill	Marked	
							☐	☐	☐	☐	
							☐	☐	☐	☐	
							☐	☐	☐	☐	
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Skill Package A	Package Ability										
Skill Package B	Package Ability										
Skill Package C	Package Ability										
Background	Background Ability										
POSTSCRIPT											
Subplots											
Secondary Fighting Style	Style Abilities										
Tertiary Fighting Style	Style Abilities										
Unspent G00-P	XP Total	Other Notes									
All-Purpose Leftover Box											
KNOWN ASSOCIATES											
Contact Name											
Profession Gender											
Relevant Skills											
Contact Name											
Profession Gender											
Relevant Skills											
Contact Name											
Profession Gender											
Relevant Skills											
KNOWN POSSESSIONS											
Clothing											
General Possessions											
Gimmick Possessions											
Weapon Possessions											
Armor Possessions											
Money and Resources											