



## CHARACTER NAME

## SIDE B

## ANIMAL TRAITS

[illegible]

| MAJOR TRAITS<br><i>(Cost as listed)</i> | G00-P<br>Cost | SUB-TRAITS<br><i>(Cost as listed)</i> | G00-P<br>Cost |
|-----------------------------------------|---------------|---------------------------------------|---------------|
|                                         |               |                                       |               |
|                                         |               |                                       |               |
|                                         |               |                                       |               |
|                                         |               |                                       |               |
|                                         |               |                                       |               |
|                                         |               |                                       |               |
|                                         |               |                                       |               |
|                                         |               |                                       |               |
|                                         |               |                                       |               |
|                                         |               |                                       |               |
|                                         |               |                                       |               |
| Total G00-P Cost (Major Traits):        |               | Total G00-P Cost (Sub-Traits):        |               |

## OTHER MUTATIONS

| ATTRIBUTE<br>ENHANCEMENT | +0<br>0 G00-P            | +1<br>1 G00-P            | +2<br>3 G00-P            | +3<br>6 G00-P            | +4<br>10 G00-P           | +5<br>15 G00-P           | G00-P<br>Cost |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|---------------|
|                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |               |
|                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |               |
|                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |               |
|                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |               |
|                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |               |
| Total G00-P Cost:        |                          |                          |                          |                          |                          |                          |               |

| <b>PSIONIC POWERS</b><br><i>(Cost as listed)</i> | <b>G00-P<br/>Cost</b> |
|--------------------------------------------------|-----------------------|
|                                                  |                       |
|                                                  |                       |
|                                                  |                       |
|                                                  |                       |
|                                                  |                       |
|                                                  |                       |
|                                                  |                       |
|                                                  |                       |
| <b>Total G00-P Cost:</b>                         |                       |

## FINAL G00-P COSTS

| Side B: Animal Trait, Attribute Enhancement, and Psionic Power Costs | Goo-P Cost |
|----------------------------------------------------------------------|------------|
| Minor Traits and Sub-Traits                                          |            |
| Major Traits                                                         |            |
| Major Sub-Traits                                                     |            |
| Attribute Enhancement                                                |            |
| Psionic Powers                                                       |            |
| Side B Total Goo-P Cost:                                             |            |

| AVAILABLE G00-P TOTAL         | Attribute Raw Rolls | G00-P Adjustment |
|-------------------------------|---------------------|------------------|
| Cognition                     |                     |                  |
| Determination                 |                     |                  |
| Affinity                      |                     |                  |
| Perception                    |                     |                  |
| Strength                      |                     |                  |
| Prowess                       |                     |                  |
| Endurance                     |                     |                  |
| Speed                         |                     |                  |
| Species G00-P                 |                     |                  |
| <b>Total Available G00-P:</b> |                     |                  |

| FINAL G00-P SUMMARY               |  |
|-----------------------------------|--|
| Total Available G00-P:            |  |
| Subtract Side A G00-P Total Cost: |  |
| Subtract Side B G00-P Total Cost: |  |
| Remaining G00-P:                  |  |

# MUTANTS IN THE NOW

## CHARACTER CREATION CHARTS AND WORKSHEET

CHARACTER NAME

### ATTRIBUTE AND TRAIT WORKSHEET

| ATTRIBUTE ADJUSTMENTS | Raw Roll<br>(after rerolls) | Takeback<br>Adjustments | Background<br>Bonuses | Mutation<br>Bonuses | Style<br>Bonuses | Skill<br>Package<br>Bonuses | Total<br>Attribute<br>Score |
|-----------------------|-----------------------------|-------------------------|-----------------------|---------------------|------------------|-----------------------------|-----------------------------|
| Cognition             |                             |                         |                       |                     |                  |                             |                             |
| Determination         |                             |                         |                       |                     |                  |                             |                             |
| Affinity              |                             |                         |                       |                     |                  |                             |                             |
| Perception            |                             |                         |                       |                     |                  |                             |                             |
| Strength              |                             |                         |                       |                     |                  |                             |                             |
| Prowess               |                             |                         |                       |                     |                  |                             |                             |
| Endurance             |                             |                         |                       |                     |                  |                             |                             |
| Speed                 |                             |                         |                       |                     |                  |                             |                             |

| Secondary<br>Trait                  | Formula                                 | Misc.<br>Bonus | Total<br>Trait |
|-------------------------------------|-----------------------------------------|----------------|----------------|
| Initiative                          | +PER+SPD                                |                |                |
| Defense                             | 10+PRO+SPD                              |                |                |
| Morale                              | 10+DET+PER+Resolve                      |                |                |
| Superficial Harm<br>Threshold (SHT) | Size SHT + Endurance<br>+ Determination |                |                |
| Hit Points (HP)                     | Endurance x 2                           |                |                |
| Willpower<br>(WILL)                 | +DET (minimum 0)                        |                |                |
| Contacts (CTCT)                     | +AFF (minimum 0)                        |                |                |
| Lifting Power<br>(LIFT)             | (Strength x 10) x Size<br>LIFT Modifier |                |                |
| Move Rate<br>(MOVE)                 | (Size Rating x 3)<br>+ (Speed x 3)      |                |                |

### CHARACTER CREATION CHARTS

#### SIZE RATING

| SIZE<br>RATING | Weight<br>Range | Average<br>Height | Size<br>Damage | LIFT Mod | Size SHT | Resistance | GOO-P<br>Cost |
|----------------|-----------------|-------------------|----------------|----------|----------|------------|---------------|
| 0              | Neg-0.29        | Under 6"          | -5r            | 1/1000   | 0        | Vuln 5     | NA            |
| 1              | 0.3-0.49        | 6"                | -4r            | 1/500    | 2        | Vuln 4     | 1             |
| 2              | 0.5-0.99        | 9"                | -3r            | 1/250    | 4        | Vuln 3     | 1             |
| 3              | 1-2             | 1'                | -2r            | 1/125    | 6        | Vuln 2     | 1             |
| 4              | 3-4             | 1½'               | -1r            | 1/60     | 8        | Vuln 1     | 1             |
| 5              | 5-7             | 2                 | 0              | 1/30     | 10       | 0          | 1             |
| 6              | 8-14            | 2½'               | 0              | 1/15     | 13       | 0          | 2             |
| 7              | 15-29           | 3'                | 0              | 1/8      | 16       | 0          | 2             |
| 8              | 30-59           | 4'                | 1d6            | 1/4      | 19       | 0          | 2             |
| 9              | 60-119          | 5'                | 1d6            | 1/2      | 22       | 0          | 2             |
| 10             | 120-249         | 6'                | 1d6            | 1        | 25       | 0          | 2             |
| 11             | 250-999         | 8'                | 1d8            | 2        | 29       | 1          | 5             |
| 12             | 1000-1t         | 10'               | 1d10           | 4        | 33       | 1          | 5             |
| 13             | 1t-2t           | 12'               | 1d12           | 8        | 37       | 2          | 5             |
| 14             | 3t-4t           | 16'               | 2d8            | 15       | 41       | 2          | 5             |
| 15             | 5t-8t           | 20'               | 2d10           | 30       | 45       | 3          | 5             |
| 16             | 9t-15t          | 24'               | 2d12           | 60       | 50       | 4          | 10            |
| 17             | 15-30t          | 32'               | 3d10           | 125      | 55       | 5          | 10            |
| 18             | 31t-60t         | 40'               | 3d12           | 250      | 60       | 6          | 10            |
| 19             | 61-120t         | 48'               | 4d12           | 500      | 65       | 7          | 10            |
| 20             | 121t+           | Over 48'          | 5d12           | 1000     | 70       | 8          | 10            |

#### ATTRIBUTES

| ATTRIBUTE<br>VALUE | Prime<br>Mod | Skill Base | Skill Gain | Damage<br>Dice | Bonus<br>GOO-P |
|--------------------|--------------|------------|------------|----------------|----------------|
| 1                  | -4           | 10%        | +2%        | -2r            | +19            |
| 2                  | -4           | 15%        | +2%        | -2r            | +18            |
| 3                  | -4           | 20%        | +2%        | -2r            | +17            |
| 4                  | -3           | 24%        | +2%        | -1r            | +16            |
| 5                  | -3           | 28%        | +2%        | -1r            | +15            |
| 6                  | -2           | 32%        | +2%        | 0              | +14            |
| 7                  | -2           | 36%        | +2%        | 0              | +13            |
| 8                  | -1           | 40%        | +2%        | 1d6            | +12            |
| 9                  | -1           | 43%        | +3%        | 1d6            | +11            |
| 10                 | +0           | 46%        | +3%        | 1d6            | +10            |
| 11                 | +0           | 49%        | +3%        | 1d6            | +9             |
| 12                 | +1           | 52%        | +3%        | 1d8            | +8             |
| 13                 | +1           | 55%        | +3%        | 1d8            | +7             |
| 14                 | +2           | 58%        | +3%        | 1d10           | +6             |
| 15                 | +2           | 60%        | +4%        | 1d10           | +5             |
| 16                 | +3           | 62%        | +4%        | 1d12           | +4             |
| 17                 | +3           | 64%        | +4%        | 1d12           | +3             |
| 18                 | +4           | 66%        | +4%        | 2d8            | +2             |
| 19                 | +4           | 68%        | +4%        | 2d8            | +1             |
| 20                 | +4           | 70%        | +4%        | 2d8            | +0             |
| 21                 | +5           | 71%        | +5%        | 2d10           | -2             |
| 22                 | +5           | 72%        | +5%        | 2d10           | -4             |
| 23                 | +5           | 73%        | +5%        | 2d10           | -6             |
| 24                 | +6           | 74%        | +5%        | 2d12           | -8             |
| 25                 | +6           | 75%        | +6%        | 2d12           | -10            |
| 26                 | +6           | 76%        | +6%        | 2d12           | -12            |
| 27                 | +7           | 77%        | +6%        | 3d10           | -14            |
| 28                 | +7           | 78%        | +7%        | 3d10           | -16            |
| 29                 | +7           | 79%        | +7%        | 3d10           | -18            |
| 30                 | +8           | 80%        | +8%        | 3d12           | -20            |

#### CONTACTS

| CTCT    | First<br>Contact | Second<br>Contact | Third<br>Contact |
|---------|------------------|-------------------|------------------|
| -4 to 0 | N/A              | N/A               | N/A              |
| +1      | 1 skill          | N/A               | N/A              |
| +2      | 2 skills         | N/A               | N/A              |
| +3      | 3 skills         | N/A               | N/A              |
| +4      | 3 skills         | 1 skill           | N/A              |
| +5      | 3 skills         | 2 skills          | N/A              |
| +6      | 3 skills         | 2 skills          | 1 skill          |
| +7      | 3 skills         | 2 skills          | 2 skills         |
| +8      | 3 skills         | 3 skills          | 2 skills         |