

JULIAN KAY'S MUTANTS IN THE NOW



THE RETRO-MODERN MUTANT-ANIMAL ROLE-PLAYING GAME!

JULIAN KAY'S MUTANTS IN THE NOW

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REVISED EDITION

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Get character sheets, combat references, and more at <https://j-k.games>

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All characters and organizations presented in this game are fictional. Some characters are inspired by public figures, but are amalgamations of various detestable traits held by a variety of jerks, rather than any specific jerk. Real-world organizations may be mentioned, but their activities and members are wholly fictional.

This game is not associated with the After the Bomb series published by Palladium Books. No compatibility is implied or intended. Some game elements resemble the tone or structure of Palladium Books for purposes of homage and satire.

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PROTEUS, INC. EXECUTIVE BOARD

Meeting Minutes for May 4, 2021

Meeting called to order at 10:00am by Roman Pike, CEO.

Members Present:

Roman Pike, *CEO*

Dick Cain, *CFO*

Werner Wolton, *Senior Vice President, Pharmaceuticals*

Page Stephens, *Senior Vice President, Biotechnology*

Gabriel Johns, *Chief of Internal Security*

Dr. Judith Noble, *Head of Genetic Research*

Members Absent:

Devin Nixon, *Head of External Acquisitions*

Guests Present:

Xandre Van Zyl, *Eumenides Security Representative*

Secretary: Rose Bryant

Meeting Notes: Report presented by Dr. Noble regarding the present state of chimera research and development. Pike interrupted the presentation on chimeric dog breeds, asking when there would be "badass animals" added to the mix, adding that "the military already has [REDACTED] dogs." Noble pointed out that canines were more reliable, and Johns brought up the difficulty of acquiring exotic animals and the resulting security risks. Pike conceded, inquiring as to whether or not he would, at least, have his space monkeys. Dr. Noble continued her presentation, which did include the requested information on ongoing zero-g chimera tests, as well as allergy testing done on Squeaky! Slinky!™ to avoid the resulting lawsuits involving the Mutant Blues™ reportedly causing severe allergic reactions in some children.

Van Zyl provided a field report regarding the "Bad Boys" and their capture of a chimeric fox. Cain brought up that a better name should be chosen for marketing purposes. "No product should have 'bad' in the name." Pike silenced him to point out that they need to make sure the name is "badass", offering "Devil Dogs" as an alternative. Judging by the silence that followed, there were no objections to the rebranding proposal.

Stephens reported on the scaffolding progress for human heart modeling and artificial heart transplants. Discussion followed, largely regarding pricing. It was agreed that prices should be put higher than existing organ transplants, and that artificially grown transplants should be given the luxury branding treatment to be discussed with Marketing. Similarly, transgenic platypus milk's antibacterial properties will be marketed for its "detox" properties (ensure customers sign waiver at web store until FDA approval).

Johns provided a report on recent security breaches by the "ninja gang." Pike gave him severe, but constructive, criticism, inquiring as to how a bunch of street thugs could get through his sophisticated security and accusing him of running "a [REDACTED] clown show." Johns countered with the difficulty of keeping a department safe from criminals who managed to walk a two-hundred-plus foot wire between buildings, and that they had kept the [REDACTED] safe and secure, despite the internal breach into the computer network. Van Zyl offered a contract expansion that was refused. Dr. Noble suggested that the "Bad Boys" look into the matter, which was accepted.

Resolutions:

- Dr. Noble to inquire with Nixon to the possibility of obtaining more "badass" animals, like poisonous snakes, hyenas, or birds of prey.
- Increase the number of monkeys undergoing astronautical training. Review and consider cutting testing of opossums because they "look ugly", tortoises due to them being considered "lazy animals", and axolotl because "I don't even know what the [REDACTED] that is."
- Submit the name "Devil Dogs" to Marketing for review, and have them workshop a marketing package for the swan / pig hybrids to agricultural firms, emphasizing the combination of bacon and wings. Continue to develop transgenic moose as "the bigger beef."
- Review security procedures around [REDACTED] and every non-senior employee with knowledge of [REDACTED]. Engage Eumenides Security to eliminate any potential security leaks.

Introduction



In the '80s and '90s mutant animals RULED role-playing. Whether they were stopping mysterious muggings, thwarting their twisted creators, or venturing across time and space, hundreds of thousands of role-players played out their adventures.

Then they went away.

Perhaps they went to the future. Maybe their creators abandoned them. Or it could be that they needed a break.

But now they're back. And ready to KICK BUTT.

How to Role-Play

Role-playing games are a form of cooperative storytelling where YOU are the character. A GAMEMASTER describes the setting, devises plots, allies, and villains, and guides you through dramatic tales of adventure. YOU inhabit this world, stepping into the skin (and fur, scales, etc.) of your character to make decisions, battle foes, and explore a wild narrative.

For example, you're playing BALTHASAR, a mutant bat, and you survey the streets from your rooftop perch. The smell of whatever cities smell like is in your nose. Suddenly, you see a group of young punks below you.

Their shadows stretch under streetlights as they break into a storefront and steal game systems and TVs. That's how you know they're punks. Do you descend to copstop them? Do you cheer them on? Do you drop down and take your own PSbox? Do you try and join their crime circle? Do you try and convince them to find a better way, like flipping burgers? Maybe the last one isn't going to get you very far.

The choice is YOURS.

Safety and You

Due to their freewheeling nature, role-playing games may involve uncomfortable or harmful subject matter. Safety tools can help you avoid emotional harm at your table.

To begin, have players establish at the start of the game regarding various subjects or situations people are uncomfortable with or just want to see glossed over. Doing this at the start sets expectations.

Another option is to use an "X card", an item players can use to indicate discomfort and to move on from the current scene or subject matter. The player need not provide an immediate reason as to why the card is employed, as those very discussions can be harmful or digressive.

Lastly, though mutant animals are part animal, that's not an excuse to engage in unacceptable behavior for your play group, regardless of how a given species acts in a wild. If it's wrong for a human to do it, assume it's wrong for a mutant to do it, too.

The Setting

A world with mutants resembles our own at the surface level. Everybody lives their normal lives, doing normal things, dealing with the normal drama of modern existence. But under it all, there's a bubbling cauldron of weirdness.

Unknown to most, mysterious forces have unleashed the neon-blue, luminescent substance known as "Goop" on the world. Animals that come into contact change swiftly, often mutating into humanoid forms, but sometimes displaying wild and evolution-defying mutations.

Genetic modification has increased faster than our own as a result. Genetically modified pets are exotic and expensive, but not unknown, and corporations meddle with life to find the next profitable avenue.

Psychic powers have existed on the fringe of humanity's awareness, and only a few organizations have managed to prove their existence. But the number of psychically gifted is accelerating, chiefly due to mutation.

Meanwhile, powerful factions panic, scrambling to learn the secret of the Goop, and trying to find ways to recruit or control mutants. Companies aim to unlock the potential of the glowing liquid. Criminal organizations seek the unique talents of chimeras to aid their schemes. And even beings from other worlds recognize a certain novelty in this sudden Earthly uplift.

And mutant animals find themselves caught between it all. Can they carve a place in the world? Or will the powerful and ambitious subjugate them in their struggle for dominance?

That's up to YOU to answer!

GLOSSARY

Glance over this, and when confused, return here.

+A: When you roll with this effect or trait, you roll it "with advantage". See "Advantage".

+D: When you roll with this effect or trait, you roll it "with disadvantage". See "Disadvantage".

ABILITY: A benefit granted by a fighting style or skill package. Combat styles provide base and core abilities, while skill packages provide package abilities.

ABSOLUTE DAMAGE: Non-injuring damage that ignores Resistance or Armor and does not heal normally; usually from some physical ailment like thirst or illness.

ADD A DIE: Add an additional die of the type indicated. A 1d12 weapon die adds another d12 (for 2d12 total). A 2d8 weapon die would add a d8 for a total of 3d8, and so on.

ADD %: When a value has % added, add all % bonuses together before multiplying the base value, and round off. So, if a character has a speed of 12 and adds 100% from one mutation and add 50% from another mutation, they would add 150% to 12 for a total of 30. If a trait reduces a value by an explicit fraction (see Reduce to X/X), perform that function after any addition of % is resolved.

ADVANCE A SKILL: Add a skill's skill gain to its skill base the specified number of times, as if it had gained a level.

ADVANTAGE: When you make a dramatic roll at advantage, you may flip your roll. When you make a fight roll at advantage, roll 2d20 and discard the die of your choice. See "+A".

ANIMAL TRAIT: A beneficial trait a mutant animal retains from their species. Animal traits are divided into minor, major, and unique traits.

ANTHROPOMORPHIC TRAIT: A trait that represents a mutant animal becoming more human, or better able to function in a human-dominated world.

ARMOR: The ability to withstand damage through a hardened shell or worn protection that reduces serious injuries and HP damage taken.

ATTRIBUTE: One of eight different measurements of your character's potential. When attributes are referred to by a three-letter abbreviation, like "+ABC", this refers to the prime modifier provided by the attribute, not the full value.

ATTRIBUTE BOOST: A means through which you can boost four of your eight attributes with GOO-P. Three of the available attributes are determined by the character's species, with a fourth selected by the player.

BACKGROUND: Circumstances a mutant experienced after mutation. Divided into city, rural, and institutional backgrounds.

BASE ABILITY: A technique learned by every practitioner of a fighting style.

BOOST: A special effect of a psionic power activated by spending WILL (but not temporary WILL).

CHIMERA: A formal term for mutant animals.

CLASSIFICATION: The loosely scientific grouping of animals a mutant's species falls under (type) or physical traits held by different species (form).

CONTACT (CTCT): An ally of a mutant animal that can be called upon for aid in dramatic scenes.

CORE ABILITY: A technique only learned through a character's first fighting style.

CORE BONUS: An attribute bonus only granted by a character's first fighting style.

DAMAGE DICE: Dice rolled to determine damage. Typically divided into damage derived from one's attributes, size, and weapon.

DECREASE A DIE: If you "decrease" a die, replace it with a smaller die. A d12 becomes a d10, a d10 becomes a d8, etc. d6s cannot decrease further.

DEFENSE: A character's ability to avoid physical attacks.

DISADVANTAGE: When you make a dramatic roll at disadvantage, the higher result is always the tens digit. When you make a fight roll at disadvantage, roll 2d20 and discard the higher result. See "+D".

DRAMATIC ROLL: A % roll made using an attribute or skill, typically during a dramatic scene.

DRAMATIC SCENE: A scene without direct combat, often involving dramatic rolls and social interaction.

ESCALATION (+ESC): A bonus to maneuvers in fight scenes that represents escalating violence.

FIGHT ROLL: A d20 roll made during a fight scene, often with prime modifiers added (even if the prime modifier is negative). This is typically notated as 1d20+ABC.

FIGHT SCENE: A scene involving combat.

FIGHTING STYLE: The melee fighting strategy employed by a character, whether a martial art or natural fighting style.

FLIP: When you "flip" after rolling %, it means you can swap which number is the tens digit and which is the ones; for example, a 72 could become 27.

GENEMOD: A species that has been genetically modified.

GOO-P: Genetic-Organic Optimization Points. You spend these points to mutate your animals, representing the anthropomorphic potential after you're exposed to Goop. Pronounced "goo-pee".

GOOP: A mysterious, blue, luminescent substance that causes vastly accelerated mutation.

HIT POINTS (HP): A measure of a character's ability to take serious harm to their body.

INCREASE A DIE: If you "increase" a die, replace it with a higher die. A d6 becomes a d8, a d8 becomes a d10, etc. You cannot increase d12s or d20s.

INITIATIVE: The order in which characters act during a fight scene. May also refer to the bonus added when rolling to determine that order.

LEVEL: The overall experience and competency of a player character.

MARK: Attributes and skills may be marked, which flags them for special cases during character advancement.

MAXIMIZE A DIE: If you maximize a die or dice, you don't roll; instead, just treat that die or dice as if you rolled the highest possible value.

MAJOR TRAIT: An animal trait that provides a remarkable benefit.

MINOR TRAIT: An animal trait that provides a modest or circumstantial benefit.

MORALE: A character's ability to avoid mental assaults.

MUTANT ANIMAL: Goop has caused a mutation in this animal, typically by making them more human, but stranger alternatives are possible.

NON-BINDING: Used to describe a random table that's optional and just used to flesh your character out. You may reroll freely on these, or ignore their result.

NON-INJURING DAMAGE: Damage that cannot inflict injuries, even after depleting HP.

NON-LETHAL DAMAGE: Damage that can only reduce SHT, not HP.

NON-PLAYER CHARACTER (NPC): A character depicted by the gamemaster.

PACKAGE ABILITY: A special benefit granted by a skill package.

PERCENTAGE ROLL: See "roll %".

PLAYER CHARACTER (PC): The main characters of the game, depicted by players.

PRIME MODIFIER: The bonus or penalty an attribute provides to d20 rolls, notated as +ABC, where "ABC" is the three-letter abbreviation for that attribute.

PSIONIC POWERS: Esoteric and physics-defying powers that can be gained by mutation.

RANK: A measure of a mutant's proficiency with a fighting style.

RAW ROLL: The number on the dice rolled before applying any modifiers or changes to their value.

REDUCE TO X/X: When a value is reduced to an explicit fraction ($\frac{1}{2}$, $\frac{1}{4}$), it is done after the addition of any % values is resolved (rounding off). So, if a character has a speed of 12 and adds 150% for a total of 30, but has a trait that reduces it to $\frac{1}{2}$, the fraction would be multiplied after; for a total of 15. If multiple traits reduce a value to a fraction, use the smallest of the multiple fractions. See "Add %".

REMOVE A DIE: To remove a die from a damage roll means to remove a die of the type indicated; a weapon that does 6d6 damage is reduced to 5d6, for example.

RESISTANCE: The ability to withstand damage, typically through some flexible protection like scales or spines. Resistance eliminates damage dice that roll equal to or under its value.

RESOLVE: The ability to withstand mental damage due to an unusual mental structure or psionic defenses. It functions like Resistance, but for mental damage.

ROLL XDY: An instruction to roll X number of dice that have Y sides; a request to roll 2d8 means to roll two eight-sided dice. This game uses 6, 8, 10, 12, and 20-sided dice. For Xd10, treat ten-sided dice as 1-10.

ROLL %: This is a special roll using two ten-sided dice. Before rolling, declare which is the tens die and which is the ones die, then roll. For example, a 6 and a 1 would be 61. Treat rolls of 10 as a 0, but a result of 00 equals 100. Also known as a "percentage roll".

SCENE: A sequence of events that takes place in a single context and/or time period: a location, meeting, event, etc. When that context significantly shifts, it becomes a new scene.

SIZE RATING: A measure of your mutant's size.

SKILL PACKAGE: A closely related set of skills that also provides a unique advantage known as a package ability.

SKILL: A profession, trade, or hobby your character trained in. Skills have both a skill base and a skill gain based on your attributes and level.

SKILL BASE: The percentage chance of success with your skill before any improvement.

SKILL GAIN: The percentage amount your skill increases by when increasing your level.

SPECIALTY SKILL: A skill that a character is particularly proficient at due to practice or talent.

SPECIES: The animal a mutant was prior to mutating.

SUPERFICIAL HARM THRESHOLD (SHT): A measure of a character's ability to avoid serious injury and ignore minor wounds.

TAKEBACKS: During character creation, you get a limited number of takebacks to adjust random rolls.

TEMPORARY: An adjective that, when applied to SHT or WILL, means it vanishes at the end of a scene.

UNARMED: Fighting without crafted weapons; bare-hand, tooth, claw, and other natural "weapons" count as unarmed.

UNIQUE TRAIT: An animal trait unique from your species that provides a remarkable benefit.

UNNAMED CHARACTER: A non-player character that's not of major importance to the narrative.

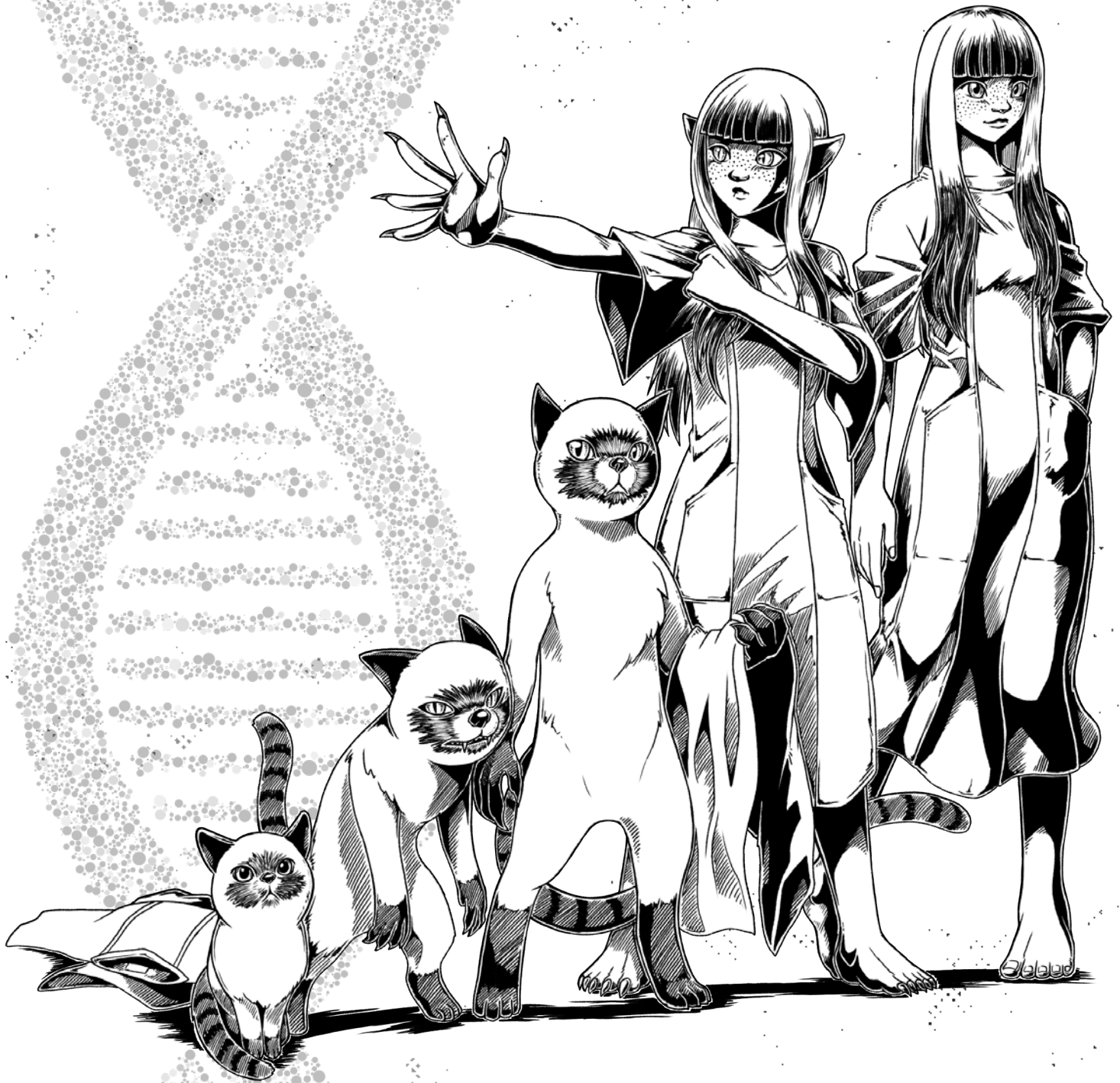
VALUE: A trait that details a character's closely-held beliefs and priorities.

WILL: An expendable resource which lets you push yourself beyond your usual limits. Stylized as "WILL".

Zoomorphic Trait: A trait that serves a similar role to evolutionary traits, but using a different morphology. For example, the tauric Tauric trait allows you to have both an animal's body and legs and a humanoid body and arms (like a centaur), and the independent wings trait grants an additional set of forelimbs separate from your wings.

This is a reference, not test material.

Character Creation



Character creation is long and complicated because characters are ~~long~~ important and complicated. Just follow each step to the right.

It's suggested you do this as a group to share in the character creation socially, and to collectively answer any questions that arise. It's worth meeting to ensure you've got a compatible group of chimeras and to enjoy the process together!

Step-By-Step: "The Big Picture"

Character creation consists of these steps:

STEP #1: GETTING TOGETHER

As a group, have the players decide what type of group of mutants they want to play. This determines how takebacks are distributed in Step #2, and whether you share rolls in Step #3 for background and species.

STEP #2: CURSING YOUR DICE

This is where you receive takebacks to modify your rolls in later steps.

STEP #3: YOU'RE GOOD AT...

Roll for your eight core attributes, spend takebacks to reroll them if desired, and determine your base G00-P.

Reminder: This is the only time you can reroll attributes!

STEP #4: YOUR ORIGIN STORY

This is where you roll on source of mutation, background, and species tables to determine your backstory and animal type, and spend takebacks to modify your table results as you like. You can also roll on optional tables to determine more about your mutant!

Reminder: Note down your type of background (for use in Step #6), skill packages and hobby skills gained (for use in Step #7), equipment packages gained (for use in Step #8), and bonuses to secondary attributes (to total them in Step #9).

STEP #5: LET'S MUTATE!

This is where you spend your G00-P to mutate from a basic species template into an anthropomorphic (or weirder) being, choosing your size rating, anthropomorphic (or zoomorphic) traits, attribute enhancement, animal traits (minor, major, and unique), and psionic powers.

Reminder: You can select a single attribute aside from that detailed by your species that you may enhance. Also, this is your last opportunity to spend takebacks before they're converted to SHT and HP (pg. 65)!

STEP #6: HOW YOU FIGHT

Select your fighting style, whether that's a martial art, natural instinct, or sport.

Reminder: Your fighting style can gain special benefits for maneuvers when they overlap with a weapon you select in Step #8.

STEP #7: GETTING GOOD

Select your skill packages, hobby skills, and specialty skills. Then determine your skill ratings.

Reminder: After choosing skill packages, make sure to note down the skill base and skill gain for each skill and the prime modifier for each attribute. In addition, remember to gain additional specialty skills equal to your +COG, and that +COG is added to the skill rating of your specialty skills.

STEP #8: GET STUFF

Select your equipment package and gimmicks, weapons, or armor, and roll for wealth.

Reminder: You can look at the weapons and armor list on pg. 88 for further details.

STEP #9: WRAPPING UP

Select your contacts and values, determine your secondary attributes, note down your final name and describe your character.

Reminder: You don't have to select your contacts; you can roll on the random contacts tables to ease the process (pg. 66).

Step #1: Getting Together

Before creating characters, the players should decide amongst themselves what type of group of mutant animals they wish to play.

- * **A DIVERSE GROUP** where your group rolls the background of each character separately. As you go on, decide how circumstance forged your mutants into a found family.
- * **A CONNECTED GROUP** where you all have the same background, but different species. In this case, you all roll for the same source of mutation and background, but roll separately for species based on that.
- * **A FAMILY GROUP** with the same background and species. Roll for the same source of mutation, background, and species together.

The decision you make will determine how takebacks are distributed in Step #2 and how you roll background and species in Step #3.

Step #2: Cursing Your Dice

Character creation involves many random rolls, some of which may give unsatisfactory results. To assist, you can spend takebacks in the following ways before applying any bonuses or penalties:

SPEND ONE (1) TAKEBACK TO:

- * *Reroll* an attribute entirely in Step #3, and take the roll of your choice.
- * *Add* a roll of 1d6 after Step #3 to one unmarked attribute of your choice, mark it, then subtract that roll from a different, unmarked attribute of your choice.
- * *Reroll* a % roll (if the result is the same as before, you may reroll again), and take the roll of your choice.
- * *Flip* a % roll (see page 6).

SPEND TWO (2) TAKEBACKS TO:

- * *Take* a specific species you backed on Kickstarter at the Secret of the Goop level, if you did so.

Track takebacks using tokens or 1d6.

If playing as a diverse group, each player gains 4 takebacks.

Connected and family groups gain 3 takebacks each. They then get 3 takebacks held by the group, which they may spend on % rolls they roll together (source of mutation, background, and/or species). If there are arguments regarding the use of a takeback, the gamemaster should act as a fair arbiter.

If dissatisfied with the amount of takebacks provided, you may ask your gamemaster for additional takebacks. Any additional takebacks provided by the gamemaster must be given equally to each player; if the gamemaster gives you 2 takebacks, all other players also receive 2 takebacks.

You may only spend takebacks in steps #3, #4, and #5. If you have takebacks remaining after finishing mutations in Step #5, they're converted into bonus HP and SHT on a 1-for-1 basis in Step #9; if you have 2 takebacks left over, you get +2 HP and +2 SHT. (Leftover group SHT gives the bonus to all players.) It's not an ideal exchange, but if you rolled well enough to resist spending them, it's fine.

Note the purpose of takebacks isn't to get an ideal result, but to tweak results towards something you might prefer. Getting a weird, random result is part of the appeal!

Marked Attributes and Skills

Some mechanics, like character creation and advancement, may ask you to mark or unmark your attributes and skills. This has no effect on rolls or the value of those attributes and skills, but affects how your attributes and skills can be adjusted or improved in the future.

Process of Mutation

The Goop mutates animals quickly, and they express mutations at a speed related to their degree of exposure. A small exposure may take days or weeks for the change, while being doused may force it in minutes or seconds. Most mutants retain their relative age compared to a human, but age similarly to humans thereafter (with some exceptions). There doesn't seem to be undue strain outside of an increase in appetite.

Mutant animals pick up skills with abnormal speed over the ensuing days, weeks, or months, and can achieve surprisingly advanced education in a short period of time. It's believed the Goop "supercharges" a mutant animal's ability to learn and adapt, and given the right environment, they can develop an education in months that might take years for a human. However, this benefit quickly fades. It also results in many mutants having specialized, "savant" educations, while their emotional development lags behind.

However, mutants often defy expectations, as each one of them is a unique exception.

This Isn't Realistic!

There are a few factors this game doesn't worry about: one of them is being cold-blooded. Cold-blooded creatures are very limited by season and environment in a way that isn't typically fun to role-play; "You're sleepy all day again." Moreover, this game presumes any creature that has intelligence to rival humanity needs warm blood to power their brain. Therefore, Mutants in the Now treats all mutants as warm-blooded.

Species are sometimes adjusted from reality for purposes of simplification, differentiation, or just to fulfill the popular image of an animal. While a great deal of research has been done, when reality gets in the way of fun, fun wins.

This game doesn't concern itself with sexual dimorphism in most cases. Some animals have very distinct sizes and traits between different genders, but we're not simulating nature. We're simulating mutants. A female moose gaining antlers is a shorter genetic jump than growing hands or eating meat.

We're also not worried about the finer details of animal courtship, mating, and gender. Mutants can go with whatever human gender identity, sexuality, or lack thereof they find appropriate, and aren't bound by species in that regard.

Similarly, a species' tendencies should not be a blank check for in-character behavior. Just because a species eats its young or fights for sexual dominance doesn't mean you need to (or should) depict that. It's not an excuse.

Finally, the designer of this game openly rejects genetic reductionism, ableism, and eugenics. The use of genetic themes in this game is to have fun with anthropomorphic animals and their superpowers, not to think less of other humans because of some strained reinterpretation of these rules.

A Quick Rules Primer

While the rules are covered in great depth later (pg. 70), here's some basics:

- * Dramatic rolls are done by rolling % (pg. 7), with success occurring when the dice roll equal to or under a skill value (typically 1-100%).
- * Fight rolls are rolled on a twenty-sided die, adding between one or more modifiers. Typically, one or two of these are prime modifiers (+ABC), modifiers derived from one's ability scores (pg. 13).
- * Damage can be inflicted; this damage is usually derived from your Strength or Determination (pg. 13), your size rating (pg. 37), and the damage die provided by a weapon (pg. 88); each provides dice that are rolled and summed for damage.
- * You'll be asked to roll at advantage or disadvantage (pg. 71), representing the odds being for or against your favor. These effects cancel each other out, are often abbreviated as +A or +D. If these are "hardened", this advantage or disadvantage is harder to cancel out (pg. 71).
- * You get two actions during your turn in a fight, which are used to perform maneuvers (pg. 82) and moves (pg. 82). You can also perform one moment (pg. 83) a turn.
- * There are many effects a character can suffer in a fight, like being unbalanced, stunned, startled, and many other effects (pg. 84). Badly hurt characters take injuries.

Step #3: You're Good At...

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.

COGNITION [+COG]: This determines one's ability to think abstractly and understand technology and complex systems.

Cognition adds to and enhances specialty skills, provides extra hobby skills, and contributes rolls enhanced by a CLUE.

STRENGTH [+STR]: This determines one's buffness, muscle mass, lifting power, and striking force.

Strength damage dice add to melee damage, and +STR contributes to your melee strike rolls and "power" maneuvers like knockdown.

DETERMINATION [+DET]: This determines one's ability to withstand stress, psychic powers, and adversity.

Determination provides WILL, and contributes to saving throws, Morale, psionic damage, and superficial harm threshold (SHT).

PROWESS [+PRO]: This determines one's agility, balance, dexterity, and hand-eye coordination.

Prowess enhances Defense and many maneuvers used in fight scenes, from attacks to movement.

AFFINITY [+AFF]: This determines one's ability to understand, connect to, and empathize with humans and mutants.

+AFF adds to dramatic rolls for challenges and interactions, and determines your starting contacts.

ENDURANCE [+END]: This determines one's ability to withstand physical exhaustion, illness, and injury.

Endurance determines one's HP, and contributes to superficial harm threshold (SHT) and saving throws.

PERCEPTION [PER]: This determines one's situational awareness and ability to pick out fine details.

Add +PER to rolls to obtain a CLUE, and +PER enhances ranged and psionic strikes.

SPEED [+SPD]: This determines one's ability to react, move swiftly, and strike quickly.

Speed determines MOVE, and contributes to Defense and initiative.

Attribute Chart

ATTRIBUTE VALUE: This is the raw value of the attribute.

PRIME MOD: This is the modifier the attribute uses on fight rolls or when specifically referenced by dramatic rolls.

SKILL BASE / GAIN: These determine the skill base and skill gain for skills related to that attribute.

DAMAGE DICE: This is the number of dice added when an attribute modifies damage. A result of "-XR" means it *reduces* the total value or number of other damage dice rolled (pg. 80).

GOO-P: This modifies your starting GOO-P. Only the final raw roll by the end of Step #3 applies to this; later bonuses to attributes do not modify this benefit.

Secondary Attributes

There are several secondary attributes not resolved until Step #9, but here's a quick run-down as they're referenced in the intervening steps:

INITIATIVE: Your ability to react quickly in a fight.

DEFENSE: Your ability to avoid physical danger.

MORALE: Your ability to withstand psionic and social assaults.

HIT POINTS [HP]: Your ability to take serious injuries.

SUPERFICIAL HARM THRESHOLD [SHT]: Your ability to take glancing blows and avoid serious harm.

WILLPOWER [WILL]: A resource used to for extra effort and to improve your chances on a roll.

CONTACTS [CTCT]: This is the measure human contacts you have. When abbreviated to "CTCT", it adds to +AFF to determine the number and skills of the contacts you have.

LIFTING POWER [LIFT]: This is a measure of your deadlift capacity.

MOVE RATE [MOVE]: This is a measure of how many feet you can move in the space of three seconds.

ATTRIBUTE VALUE	PRIME MOD	SKILL BASE	SKILL GAIN	DAMAGE DICE	BONUS 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

Step #4: Your Origin Story

In line with the guidelines for your type of group in Step #2, determine your character's source, background, and species randomly by rolling % on the following tables, starting with A-1. Bonuses added by table results are added to your attribute value, NOT the prime mod. Bonuses to WILL are added directly to your total reserve of WILL points, and bonuses to CTCT are added to your Affinity prime modifier for determining your total contacts (pg. 64) in Step #9.

Some results cause you to switch tables. You cannot roll more than once on the same table; if you get a result that causes you to do so, reroll until you get a valid result.

When the book refers to your background type, it's determined by the last table you rolled on: city, rural, or institution.

BACKGROUND TABLES

Table A-1: Source of Mutation

- 01-40 **CHEMICAL LEAK:** Goop leaked from an industrial site, commercial laboratory, or personal lab, either by negligence or sabotage. Roll on B-1: City Background (pg. 14) and C-1: City Species (pg. 15).
- 41-70 **TRANSPORTATION ACCIDENT:** Goop spilled due to a crash, theft, or mishap. Roll on B-2: Rural Background (pg. 14) and C-2: Rural Species (pg. 15).
- 71-00 **EXPERIMENTATION RESULT:** There was a deliberate experiment on an animal using Goop. Roll on B-3: Institutional Background (pg. 15) and C-3: Institutional Species (pg. 15).

Table B-1: City Background

- 01-10 **SELF-TAUGHT SURVIVOR:** You scraped by alone. While you've had contact with humans, you had no guardian and survived via instincts and hard lessons. Gain: one basic or wild skill package, an additional wild skill package, four hobbies, a survivor equipment package (scavenger or urban), +2 Determination, +2 Will, +10 SHT, and +A on initiative rolls.
- 11-30 **FRINGES OF SOCIETY:** A street community adopted you: a homeless community, undocumented immigrants, runaways, etc. In turn, you assist them. Gain: one basic skill package, one street skill package, one wild skill package, four hobbies, a survivor equipment package (scavenger or urban), +2 to Perception, +1 CTCT, and +5 SHT.

- 31-40 **RAISED BY A HUMAN:** A human or human family adopted and raised you in secret. This is a relatively healthy home; if you want a more troubled past, check with your group first (see Safety, pg. 5). Gain: two basic skill packages, one professional skill package, five hobbies, one basic equipment package, +2 to Cognition, and +1 CTCT.
- 41-50 **RAISED BY A MUTANT:** An experienced mutant mentored you. Roll for the mutant's source and background, then gain the same packages and bonuses.
- 51-65 **RAISED BY A MUTANT COMMUNITY:** A clandestine group of mutant animals found and raised you. In return, you keep their secrets. Gain: one basic skill package, one street skill package, one wild skill package, four hobbies, one survivor or basic equipment package, +2 Speed, +1 WILL, and Value: Community.
- 66-80 **ADOPTED BY AN INSTITUTION:** A large institution caught you early in life, and you grew up there. Roll on B-3: Institutional Background (pg. 15).
- 81-85 **FLED TO THE WILD:** You escaped the city early in life, growing up in the wild. Roll on B-2: Rural Background (pg. 14).
- 86-00 **SWALLOWED BY THE SHADOWS:** A covert group (criminal or espionage) raised you as an agent. Gain: two covert skill packages, one basic skill package, one hobby, one agent equipment package, +2 Prowess, +2 Speed, and +A on dramatic rolls to avoid notice. Your fighting style may be a secret fighting style.

Table B-2: Rural Background

- 01-20 **LARGELY FERAL:** You have avoided meaningful contact with humanity and have yet to be enculturated. Gain: two wild skill packages, five hobbies, a survivor equipment package (scavenger or wild), +2 Strength, +2 Endurance, +2 Speed, and +A to any dramatic roll to find food, shelter, or avoid danger in the wild. The character starts without language. To understand and speak a language, they must spend a hobby to do so, and an additional hobby to write.
- 21-40 **SELF-TAUGHT SURVIVOR:** As per the city background, but you gain a survivor equipment package (scavenger or wild) instead.
- 41-50 **BACK-TO-THE-LANDER:** A person or community separated from wider society adopted you. This may be a self-isolating enclave, a counterculture group, an indigenous community, etc. Gain: two basic skill packages, one military or professional skill package, five hobbies, a basic or survivor equipment package, +1 CTCT, +1 WILL, and Value: Community.
- 51-55 **RAISED BY A HUMAN:** Like the City Background, but replace a professional skill package with a wild skill package.

- 56-60 **RAISED BY A MUTANT:** As per the City Background.
- 61-80 **FARM LIVING:** A small farm family or community raised you. Gain: two basic skill packages, one professional skill package, four hobbies, one basic equipment package, +2 STR, +2 END.
- 81-96 **URBAN IMMIGRANT:** Though you mutated in the wild, you migrated to "civilization". Roll on B-1: City Background (pg. 14).
- 96-00 **ADOPTED BY AN ORGANIZATION:** Though you mutated in the wild, an institution claimed you early in life. Roll on B-3: Institutional Background.

Table B-3: Institutional Background

- 01-10 **RURAL ESCAPE:** The organization released you, or you escaped soon after your mutation. Roll on B-2: Rural Background (pg. 14).
- 11-15 **URBAN ESCAPE:** As per Rural Escape, but roll on B-1: City Background instead (pg. 14).
- 16-30 **LAB SUBJECT, SOLITARY:** A lab raised you as an experiment, but you escaped, or the organization released you. There has not been immediate pursuit. Gain: two basic skill packages, one professional or science skill package, one hobby, one escapee equipment package, +2 Cognition, +2 Perception, and +A to dramatic rolls to escape from confinement.
- 31-35 **RAISED BY A MUTANT:** An older mutant raised you while in captivity before your escape or release. As per the City Background, but replace any equipment with an escapee equipment package.
- 36-45 **RAISED BY A HUMAN:** The institution had the member raise you like one of their own. As per the City Background.
- 46-60 **ASSISTED ESCAPEE:** A member of the institution fled with you, raising you on the run. Roll %: 01-30% you've successfully gone underground, while 31-00% you're still hunted by the institution, possibly with the help of law enforcement or government organizations. Gain: one basic skill package, one covert skill package, one science skill package, three hobbies, one basic equipment package, +2 Perception, +1 CTCT, and +1 WILL.

- 61-70 **PUBLIC MASCOT:** The institution raised you as a public relations symbol. Your feelings depend on your experience, but it has likely been a difficult existence due to high expectations and a restricted life. Gain: one basic skill package, a basic or professional skill package, six hobbies, one basic equipment package, and +4 Affinity.
- 71-95 **AGENT/EMPLOYEE:** The institution raised you to aid them with your unique genetic abilities. While broadly treated as an employee, the institution won't allow you to easily leave their service. Gain: one basic skill package, two covert, military, or professional skill packages, two hobbies, one basic or agent equipment package, +10 SHT, +2 Prowess, and +1 WILL. Your fighting style may be a secret fighting style.
- 96-00 **SPONSORED FREEDOM:** The organization raised you publicly as an adopted ward with monetary support. Their reasons could be charitable, scientific, or self-serving. Gain: three skill packages from the following categories: basic, professional, or science, four hobbies, a basic equipment package, and +3 Cognition.

SPECIES TABLES

Table C-1: City Species

- 01-50 **URBAN SPECIES:** Roll on table D-1 (pg. 16).
- 51-80 **PET SPECIES:** Roll on table D-2 (pg. 16).
- 81-85 **WILD SPECIES:** Roll on table D-4 (pg. 16).
- 86-98 **ZOO SPECIES:** Roll on table D-5 (pg. 16).
- 99-00 **GENEMOD SPECIES:** Roll on table D-7 (pg. 16).

Table C-2: Rural Species

- 01-10 **URBAN SPECIES:** Roll on table D-1 (pg. 16).
- 11-20 **PET SPECIES:** Roll on table D-2 (pg. 16).
- 21-40 **FARM SPECIES:** Roll on table D-3 (pg. 16).
- 41-00 **WILD SPECIES:** Roll on table D-4 (pg. 16).

Table C-3: Institutional Species

- 01-20 **PET SPECIES:** Roll on table D-2 (pg. 16).
- 21-30 **WILD SPECIES:** Roll on table D-4 (pg. 16).
- 31-40 **ZOO SPECIES:** Roll on table D-5 (pg. 16).
- 41-90 **LAB SPECIES:** Roll on table D-6 (pg. 16).
- 91-00 **GENEMOD SPECIES:** Roll on table D-7 (pg. 16).

Table D-1: Urban Species

01-04	Bat, Little Brown
05-15	Cat, American Shorthair
16-18	Cat, Maine Coon
19-22	Cockroach, American
23-25	Coyote, Mexican
26-27	Deer, White-Tailed
28-29	Dog, Beagle
30-31	Dog, Bulldog
32-34	Dog, Great Dane
35-37	Dog, Golden Retriever
38-39	Falcon, Peregrine
40-41	Fox, Red
42-46	Gull, Ring-Billed
47-48	Hawk, Red-Tailed
49-56	Mouse, House
57-59	Opossum, Virginia
60-61	Owl, Great Horned
62-68	Pigeon, Rock Dove
69-72	Rabbit, European
73-76	Raccoon, Common
77-85	Rat, Brown
86-88	Raven, Common
89-91	Skunk, Striped
92-97	Squirrel, Gray
98-00	Turtle, Red-Eared Slider

Table D-2: Pet Species

01	Axolotl
02-04	Canary, Domestic
05-22	Cat, American Shorthair
23-26	Cat, Maine Coon
27-28	Chicken, White Leghorn
29-30	Chinchilla
31-32	Gecko, Common Leopard
33-38	Goldfish
39-42	Guinea Pig, American
43-46	Dog, Beagle
47-49	Dog, Bulldog
50-54	Dog, Great Dane
55-59	Dog, Golden Retriever
60-63	Dog, Welsh Corgi
64-67	Dog, Yorkshire Terrier
68-69	Ferret (Domestic Polecat)
70-74	Hamster, Syrian
75-76	Hedgehog, African Pygmy
77-79	Iguana, Green
80-83	Mouse, House ("Fancy")
84-85	Parrot, Amazon
86-87	Pig, Miniature
88-89	Rabbit, New Zealand
90-92	Rat, Brown ("Fancy")
93-94	Snake, Boa Constrictor
95-96	Tarantula, Chilean Rose
97-98	Turtle, Eastern Box
99-00	Turtle, Red-Eared Slider

Table D-3: Farm Species

01-07	Cat, American Shorthair
08-25	Chicken, White Leghorn
26-45	Cow, Holstein
46-47	Dog, Beagle
48-49	Dog, Great Dane
50-51	Dog, Golden Retriever
52-53	Dog, Welsh Corgi
54-55	Donkey, North American

56-60	Duck, Mallard (Domestic)
61-64	Goat, Saanen
65-66	Goose, Embden
67-73	Horse, American Quarter
74-88	Pig, American Yorkshire
89-90	Rabbit, New Zealand
91-96	Sheep, Hampshire
97-00	Turkey, Wild ("Standard Bronze")

Table D-4: Wild Species

01-02	Alligator, American
03-04	Armadillo, Nine Banded
05-06	Badger, American
07-08	Bat, Little Brown
09-12	Bear, Grizzly
13-14	Beaver, North American
15-16	Bison, American
17-18	Boar, Wild
19	Bobcat (Red Lynx)
20-21	Caribou
22-23	Cougar (Puma)
24	Coyote, Mexican
25	Crocodile, American
26-27	Deer, White-Tailed
28	Dolphin, Bottlenose
29-30	Duck, Mallard
31	Eagle, Bald
32	Falcon, Peregrine
33-34	Fly, Horse-
35	Fox, Arctic
36-37	Fox, Red
38-39	Frog, American Bullfrog
40	Gar, Alligator
41	Gila Monster
42-43	Goose, Canada
44-45	Groundhog
46	Gull, Ring-Billed
47	Hawk, Red-Tailed
48	Hummingbird, Ruby-Throated
49	Lynx, Canadian
50-51	Mole, Eastern
52	Moose
53	Mountain Goat, Rocky
54-55	Mouse, Deer
56	Musk Ox
57	Muskrat
58	Nightcrawler
59	Octopus, Common
60	Octopus, Flapjack
61	Opossum, Virginia
62-63	Otter, North American River
64	Orca (Killer Whale)
65	Pika, Collared
66	Porcupine, North American
67	Prairie Dog
68	Rabbit, European
69-70	Raccoon, Common
71	Raven, Common
72	Rat, Brown
73	Roadrunner, Greater
74-75	Salamander, Red-Backed
76	Seal, Harbor
77	Sea Lion, California
78-79	Shark, Great White
80	Shrew, Cinereus (Masked)
81-82	Skunk, Striped
83-84	Snake, Garter
85-86	Squirrel, Grey
87-88	Toad, Eastern American

89	Turkey, Eastern Wild
90	Turtle, Eastern Box
91	Turtle, Red Slider
92-93	Turtle, Alligator Snapping
94	Vulture, Turkey
95	Walrus, Pacific
96	Weasel, Long-Tailed
97	Whale, Humpback
98-99	Wolf, Gray
00	Wolverine

Table D-5: Zoo Species

01-03	Alligator, American
04-05	Axolotl
06-10	Bear, Grizzly
11-12	Capybara
13-14	Cheetah
15-20	Chimpanzee, Common
21-25	Dolphin, Bottlenose
26-31	Elephant, African
32-33	Giraffe, Reticulated (Somali)
34-39	Gorilla, Western Lowland
40-41	Hippopotamus
42-43	Hyena, Spotted
44-46	Kangaroo, Red
47-50	Lion, African
51-54	Monkey, Capuchin
55-57	Panda, Giant
58-60	Panda, Red
61-62	Pangolin, Giant
63-64	Parrot, Amazon
65-66	Penguin, Emperor
67-68	Octopus, Common
69	Opossum, Gray Short-Tailed
70-73	Orca (Killer Whale)
74-75	Ostrich, Common
76-77	Otter, Sea
78-79	Platypus, Duck-Billed
80-81	Rhinoceros, Southern White
82-83	Sea Lion, California
84-85	Secretarybird
86-87	Snake, Boa Constrictor
88-89	Snake, Gaboon Viper
90-91	Snake, King Cobra
92-96	Tiger, Bengal
97-98	Tortoise, Galapagos
99-00	Wolf, Gray

Table D-6: Lab Species

01-08	Cat, American Shorthair
09-20	Chimpanzee, Common
21-26	Dog, Beagle
27-28	Dog, Golden Retriever
29-31	Frog, African Clawed
32-38	Guinea Pig, American
39-43	Hamster, Syrian
44-57	Monkey, Rhesus Macaque
58-65	Mouse, House ("Fancy")
66-67	Opossum, Gray Short-Tailed
68-71	Pig, Miniature
72-80	Rabbit, New Zealand
81-95	Rat, Brown ("Wistar" / Albino)
96-00	Sheep, Finn-Dorset

Table D-7: GeneMod Species

01-33	Chinchilla, Blue
34-66	Mouse, Slinky
67-00	Pig, Flying

Optional Tables

These tables are non-binding and optional.

Institution Tables

These tables are provided for institutional characters who wish to flesh out their originating organization, or for characters with similar circumstances.

Table E-1: Institution Type (1st Word)

01-15	Agricultural
16-30	Biological
31-45	Chemical
46-50	Criminal
51-55	Energy
56-70	Health
71-85	Military
86-90	Shadowy
91-94	Extraterrestrial
95-97	Extradimensional
98-00	Extratemporal

Table E-2: Institution Type (2nd word)

01-30	Agency/Bureau
31-50	Cabal/Conspiracy
51-00	Company/Corporation

Table E-3: Institution Type (Scope)

01-10	Tiny (small business)
11-20	Local (local offices)
21-40	Large (multiple offices)
41-60	National (major cities)
61-80	National (everywhere)
81-00	Multinational

Personalization Tables

These tables are provided for those who want a little more detail on their mutants.

Table F-1: Height

- 01-10 **UNUSUALLY SHORT:** You're (1d20+20)% shorter than your size rating would indicate. Subtract 20% from rolls on the weight table.
- 11-25 **SHORT:** You're (1d10+10)% shorter than your size rating would indicate. Subtract 10% from rolls on the weight table.
- 26-49 **BELOW AVERAGE:** You're (1d10)% shorter than your size rating would indicate. Subtract 5% from rolls on the weight table.
- 50-51 **AVERAGE:** You're precisely average height or length for your size rating.
- 52-75 **ABOVE AVERAGE:** You're (1d10)% taller or longer than your size rating would indicate. Add 5% to rolls on the weight table.
- 76-90 **TALL:** You're (1d10+10%) taller or longer than your size rating would indicate. Add 10% to rolls on the weight table.
- 91-00 **UNUSUALLY TALL:** You're (1d20+20)% taller or longer than your size rating would indicate. Add 20% to rolls on the weight table.

Table F-2: Weight

Modified rolls less than 01 are unusually light, while those more than 00 ("100%") are unusually heavy. Note that this may or may not indicate being overweight, depending on the build, traits, and attributes of the character.

- 01-05 **UNUSUALLY LIGHT:** You're (1d20+10)% lighter than your size rating would indicate.
- 06-15 **LIGHT:** You're (1d10+10)% lighter than your size rating would indicate.
- 16-49 **BELOW AVERAGE:** : You're (1d10)% lighter than your size rating would indicate.
- 50-51 **AVERAGE:** You're precisely average weight for your size rating.
- 52-85 **ABOVE AVERAGE:** You're (1d20)% heavier than your size rating would indicate.
- 86-95 **HEAVY:** You're (2d20+20)% heavier than your size rating would indicate.
- 96-00 **UNUSUALLY HEAVY:** You're (2d20+60)% heavier than your size rating would indicate.

Table F-3: Life Before Mutation

- 01-15 **AVERAGE EXISTENCE:** There wasn't anything too dramatic in your life as an animal. It wasn't idyllic, and you still had the same pressures, but you weren't having a hard time.
- 16-25 **CONNECTED TO PEOPLE:** Wherever you grew up—a public or national park, as a therapy animal, on the fringe of a human household—you got to be acquainted with humanity in a positive manner, even if your existence was wild.
- 26-37 **CONSTANT COMPETITION:** Another animal—from your species or another—seeking the same food, resources, or mates—made your life difficult. Every season, you fought. Roll %; 01-40%, you often came out behind, 41-60%, you were evenly matched, 61-00%, you often came out ahead.
- 38-49 **EXILED BY HUMANITY:** Humanity destroyed your home environment, either due to encroachment, carelessness, or outright hostility. You had to survive in an environment unsuitable to you, whether that was a new home or an area dominated by humanity.
- 50-61 **HARDSHIP AND STRUGGLE:** For whatever reason, the food and resources you need were very difficult to come by. You had to fight your whole life just to survive.
- 62-72 **ISOLATED LIFE:** You grew up without much experience or contact with humans. In the wilderness, this means you probably grew up far from human habitats. If you were a pet or experiment, this likely means you didn't see your "master" or experimenter directly much. In the city, you probably grew up in an abandoned locale like a warehouse or sewage system.
- 73-80 **LIFE OF PLENTY:** Your life as an animal was idyllic; food and shelter was abundant in your environment, and you haven't had to struggle.
- 81-92 **SUDDEN UPHEAVAL:** A sudden change or disaster devastated your home environment. You had to move or survive during an inhospitable series of events. This may have been caused by climate change or its ilk, but humanity wasn't directly involved.
- 93-00 **TRACKED SUBJECT:** A scientist tagged you with a bio-logger to gain data on you and your environment. This was likely damaged or destroyed by your mutation, but there's a detailed record of your previous life recorded somewhere.

Table F-4: Mutation Peers

- 01-50 **MUTATED ALONE:** You mutated entirely alone.
- 51-70 **MUTATED WITH FAMILY, HOMOGENOUS:** You mutated with a pack, family, mate, or litter. The character has a number of relatives out there with similar mutations.
- 71-85 **MUTATED WITH FAMILY, HETEROGENEOUS:** As above, but each member has wildly different mutations.
- 86-90 **MUTATED WITH DIFFERENT ANIMALS:** You mutated alongside others by happenstance. Roll 1d6 times on the same C-series species table to determine what animals you mutated alongside (pg. 15).
- 91-95 **MUTATED WITH PREY / PREDATOR:** You were hunting or being hunted, and both parties ended up being mutated. Select an animal from your species table that would make a suitable predator or prey (pg. 16).
- 96-00 **TWIN MUTATION:** You have a sibling that mutated in the exact same way you did.

Table F-5: How I Learned to Fight

For those with street, sport, or traditional fighting styles (pg. 52), you may be wondering how you can square your martial education with your background. This table provides some cues to help you figure out why you might have an unusual or intricate style.

- 01-05 **BEFORE MUTATION:** As an animal, you watched a human (owner, hermit, eccentric researcher) engage in regular martial arts practice. As an animal, you recall their motions deep in your memory.
- 06-20 **GENEROUS TEACHER:** A charitable teacher (likely a contact) discovered you, and they've been willing to provide after-hours lessons to help you defend yourself.
- 21-30 **INDOCTRINATION:** You were briefly in a cult or gang that all used the same fighting style, but they asked you to do something you wouldn't. You left, and they're not happy.
- 31-40 **JUST LIKE THE MOVIES:** Every morning you wake up and open palm slam a DVD into the slot. Right then and there, you start doing the moves alongside your favorite martial arts star, and you do every move hard.
- 41-50 **MARTIAL MANUAL:** You found a beat-up copy of an instruction manual, an old series of VHS instruction tapes, or maybe even some secret scrolls.
- 51-55 **MUSCLE MEMORY:** You don't remember a lot of your early experiences as a mutant, for some reason. But you remember how to fight. You remember that very well.
- 56-70 **ONLINE LEARNING:** Maybe you just learned from online videos, or even studied in online classes where they can't necessarily see your face... or you can at least replace your kitten face with a kitten filter.
- 71-75 **RIVAL INSTRUCTION:** You have a rival or foe you've fought enough to have picked up their techniques.
- 76-85 **STREET FIGHTER:** Somebody headhunted you for an illegal fighting club, either due to novelty or your peculiar talents as a mutant. You've picked a few things up as a result.
- 86-95 **STUDY FROM AFAR:** You know those big glass windows some dojos use? It's like they don't even want to hide their "secret" techniques!
- 96-00 **WEIRD HAPPENINGS:** Maybe the Goop somehow transferred somebody's martial arts wisdom? A dying psionic imprinted their skills on you? You learned from a tribe of martial cryptids? Whatever it is, few would believe you.

Step #5: Let's Mutate!

Each mutant animal starts out as a blank slate, without anthropomorphic traits or the animal traits of their species. To gain either, they need to spend Genetic-Organic Optimization Points (G00-P)! You only begin with your size rating, basic traits, and G00-P value.

- * Add the G00-P value of your species to the total gained from your attributes in Step #3 (pg. 13).
- * Mark down the size rating and basic traits gained from your species.
- * Check the listing for your animal on pages 20-34 to see what animal traits (major, minor, and unique traits) you can purchase.

Finally, you may (and probably will) spend your points in the following categories:

SIZE RATING (SR): This determines a character's physical size. Most characters should be around size 7-13; otherwise, they'll often be constrained. Note that the G00-P costs are per level; see the size rating section (pg. 37).

ANTHROPOMORPHIC TRAITS: These determine how humanoid you are. With some exceptions, all animals start with the default of *Movement: Quadrupedal*, *Prehensility: Locomotors*, *Speech: Nonvocal*, and *Mask: Bestial*. You buy anthropomorphic traits in "stages" along an evolutionary path, and the costs for each step are cumulative. If your species starts with an different anthropomorphic trait, it's listed under "basic traits".

ZOOMORPHIC TRAITS: These unusual mutations function similarly to (or replace) anthropomorphic traits, but have specific requirements and effects.

ANIMAL TRAITS: These are your species' natural traits, each of which has a G00-P cost to obtain (or retain, depending on how you look at it). You may only take animal traits listed under your species. Animal traits are separated into major, minor, and unique traits. Major and unique traits have a listed G00-P cost, while minor traits cost 1 G00-P apiece. Some have sub-traits; for major traits, they have a listed cost, but for minor traits, they're only 1 G00-P apiece.

PSIONIC TRAITS: These are mental powers that can be unlocked through the power of G00-P. Each has a listed G00-P cost. A mutant can purchase any psionic trait regardless of species.

ATTRIBUTE ENHANCEMENT: These are categories where you can spend G00-P to enhance your attributes (determined in Step #3). Three of these are determined by your species, and you select one additional attribute that may be enhanced. This is a good place to put leftover points.

In the rare case of a negative starting G00-P value, you must reduce your size until you have G00-P value of 0 or higher. If you wish, you may reduce it further to gain more G00-P.

You can spend G00-P in any order you like, but the suggested order is:

- * Choose a size and spend or gain G00-P as necessary to reach it.
- * Then, check your basic evolutionary steps and decide what you want for each, spending G00-P for each step as necessary.
- * If playing a species with a rare evolutionary trait under basic traits (designated as "Respiration:" or "Senses:"), decide on your evolutionary traits for those.
- * Check your available animal traits and decide which you wish to buy. You can also buy attribute enhancements or psionic traits during this time, if you wish.
- * If you have leftover points, spending them on attribute enhancements or minor traits should cover the rest.

List of Species

There are a variety of traits to understand when reading about your species:

SIZE RATING: This is your character's starting size rating.

G00-P: The amount of G00-P your species adds to your existing total from attributes (or, in very rare cases, subtracts).

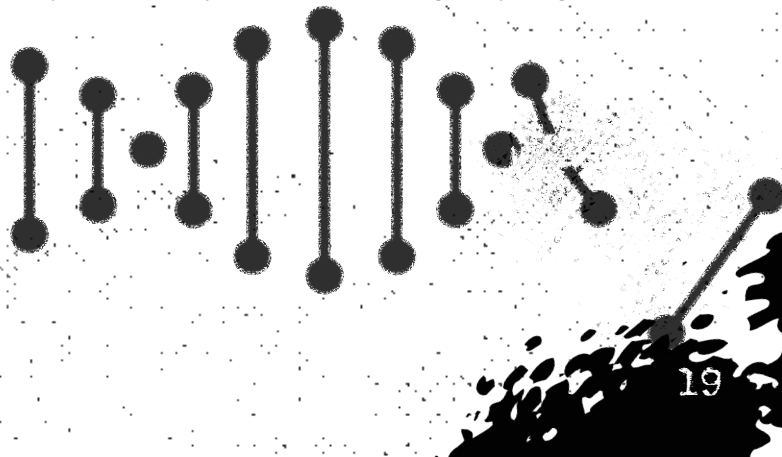
ENHANCE: These are the three base attributes (not prime modifiers) you can increase with G00-P, in addition to the one you select.

BASIC TRAITS: This consists of (in order) your species' classification traits, anthropomorphic diet trait, anthropomorphic traits beyond the basic traits (if any), rare anthropomorphic traits, and zoomorphic traits your species gains automatically.

MAJOR TRAITS: These are the major animal traits and sub-traits you may purchase. If a sub-trait is listed in parentheses, it's available and optional for your species. If a sub-trait is listed after a colon, it's required if you wish to purchase the trait, and its cost (or reduction in cost) is figured into the trait's price.

MINOR TRAITS: As above, but minor.

UNIQUE TRAIT: Each species has a unique animal trait you may purchase. If a unique trait has "[major or minor trait] + [cost]", that means it requires the purchase of that trait as a prerequisite to its purchase.



ALLIGATOR, AMERICAN

This huge aquatic reptile thrives across the Southeastern US.

Size Rating: 11 **G00-P:** +20

Enhance: Perception, Strength, Endurance

Basic Traits: Crocodilia, Carnivore

Major Traits: Aggressive (5 G00-P), Breath Storage (5 G00-P), Exoskeletal Defense (15 G00-P), Fearless (5 G00-P), Natatorial (5 G00-P), Swift: Sprint (5 G00-P), Unnerving Vocalization (3 G00-P, Bellow +5 G00-P)

Minor Traits: Apex Predator, Aquatic Sight, Aqualocation, Camouflage, Claws (pursuit), Crushing Jaw, Death Roll, Hibernation, Infrasonic Hearing, Rot Digestion, Teeth (crushing), Whiptail

Gatorbite (Crushing Jaw + 2 G00-P): When using your teeth to do damage to a grabbed target, reroll any 1 on damage dice.

BADGER, AMERICAN

American badgers hunt rodents and other burrowing mammals.

Size Rating: 7 **G00-P:** +31

Enhance: Determination, Strength, Endurance

Basic Traits: Musteloidea, Carnivore

Major Traits: Aggressive (5 G00-P), Burrow (10 G00-P), Enhanced Smell (5 G00-P)

Minor Traits: Claws (digging), Rot Digestion, Teeth (pursuit)

Burrow Chaser (Burrow + 5 G00-P): You dig at $\frac{1}{6}$ of your move, and roll with +A to strike or grab any animal while both of you are digging or in a burrow.

BEAVER, NORTH AMERICAN

A large rodent known for dam-building.

Size Rating: 8 **G00-P:** +24

Enhance: Cognition, Perception, Endurance

Basic Traits: Rodentia, Herbivore, Prehensility: Grasping

Major Traits: Breath Storage (5 G00-P), Enhanced Scent (5 G00-P), Natatorial (5 G00-P), Prey Sight (5 G00-P)

Minor Traits: Aquatic Sight, Claws (digging), Teeth (gnawing), Whiptail

Dam Builder (2 G00-P): You are +A on dramatic rolls related to construction when directly involved, or to demolish anything made of wood or softer materials.

ARMADILLO, NINE-BANDED

The "Hoover Hog" faces few threats save for speeding cars.

Size Rating: 6 **G00-P:** +33

Enhance: Perception, Endurance, Speed

Basic Traits: Xenarthra, Carnivore

Major Traits: Breath Storage (5 G00-P), Burrow (10 G00-P), Enhanced Scent (5 G00-P), Exoskeletal Defense (15 G00-P), Prey Sight (5 G00-P)

Minor Traits: Bed Treader, Claws (digging), Float, Hibernation, Languid, Rot Digestion, Sticky Tongue, Teeth (insectivorous)

Nine-Alarm Spring (2 G00-P): You may take an additional move action as the first action on the first turn of a fight, but it cannot be used to enter melee.

BAT, LITTLE BROWN

This tiny bat is struggling to survive both disease and humanity.

Size Rating: 1 **G00-P:** +39

Enhance: Perception, Prowess, Speed

Basic Traits: Chiroptera, Winged, Carnivore

Major Traits: Echolocation (10 G00-P), Energetic (15 G00-P), Flight (15 G00-P), Nightsight (5 G00-P)

Minor Traits: Communal, Hibernation, Red Sight, Teeth (insectivorous), Ultrasonic Hearing, Ultraviolet Sight

Tracking Echolocation (Echolocation + 5 G00-P): +A on fight rolls when using any maneuver that adds +PRO against flying foes, traverse rolls while flying, or dramatic rolls to maneuver in flight.

BISON, AMERICAN

Activists rescued the "buffalo" from the brink of extinction.

Size Rating: 13 **G00-P:** +10

Enhance: Determination, Strength, Endurance

Basic Traits: Bovidae, Herbivore

Major Traits: Enhanced Scent (5 G00-P), Prey Sight (5 G00-P), Stampede (5 G00-P), Swift (8 G00-P), Stable (5 G00-P), Tough Hide (5 G00-P)

Minor Traits: Enhanced Hearing, Hooves, Horns (charging), Rudiment Digestion

Buffalo Buffalo (5 G00-P): After performing a charge, add a damage die to any weapon damage done that turn.

AXOLOTL

The "Mexican walking fish" is actually an aquatic salamander.

Size Rating: 0 **G00-P:** +40

Enhance: Determination, Perception, Speed

Basic Traits: Urodela, Carnivore, Respiration (Water-Breathing)

Major Traits: Natatorial (5 G00-P), Nightsight (5 G00-P), Prey Sight (5 G00-P), Regenerative (5 G00-P), Suction (5 G00-P), Swallow (10 G00-P)

Minor Traits: Aqualocation, Aquatic Sight, Aquatic Scent, Bed Treader, Camouflage (color shift), Flexible, Rot Digestion

Limb Regeneration (2 G00-P): At the end of any scene, you may remove the severing quality from an injury.

BEAR, GRIZZLY

One of the most fearsome bears, known for its size and aggression.

Size Rating: 11 **G00-P:** +18

Enhance: Determination, Strength, Endurance

Basic Traits: Ursidae, Omnivore

Major Traits: Aggressive (5 G00-P), Enhanced Scent (5 G00-P), Fearless (5 G00-P), Stable (5 G00-P), Tough Hide (5 G00-P), Unnerving Vocalization (3 G00-P, Roar +5 G00-P)

Minor Traits: Apex Predator, Claws (ascent, mauling), Hibernation, Teeth (pursuit), Rot Digestion, Standing Posture

Bear Hug (5 G00-P): When grabbing a foe, you also do your highest unarmed glancing damage to them at the end of each turn your foe remains grabbed.

BOAR, WILD

Settlers brought the boar to the Americas in the 19th Century.

Size Rating: 10 **G00-P:** +23

Enhance: Determination, Strength, Endurance

Basic Traits: Suidae, Omnivore

Major Traits: Aggressive (5 G00-P), Enhanced Smell (5 G00-P), Rooting +2 G00-P, Fearless (5 G00-P), Prey Sight (5 G00-P), Stable (5 G00-P), Tough Hide (5 G00-P), Toxin Resistance (2 G00-P)

Minor Traits: Enhanced Hearing, Hooves, Rot Digestion, Territorial, Tusks (goring)

Razorback (Aggressive + 5 G00-P): When you use aggressive, you may add a damage die to any unarmed weapon damage inflicted by your next action.

BOBCAT (RED LYNX)

The smallest of the lynxes, named for its "bobbed" tail.

Size Rating: 7 **G00-P:** +31
Enhance: Perception, Prowess, Speed
Basic Traits: Felidae, Carnivore
Major Traits: Enhanced Smell (5 G00-P), Nightsight (5 G00-P), Rake (5 G00-P), Swift: Sprint (5 G00-P)
Minor Traits: Claws (ascent, hooked, retractable), Enhanced Hearing, Fall Righting, Rot Digestion, Teeth (slaying), Whiskers
Ambitious Hunter (5 G00-P): When you use a natural weapon or try to strike or grab a foe of greater size with a melee weapon, add an additional weapon damage die.

CARIBOU, BARREN-GROUND

The "reindeer" is the only semi-domesticated deer.

Size Rating: 11 **G00-P:** +20
Enhance: Affinity, Strength, Endurance
Basic Traits: Cervidae, Herbivore
Major Traits: Enhanced Scent (5 G00-P), Prey Sight (5 G00-P), Swift (8 G00-P)
Minor Traits: Cold Tolerance, Enhanced Hearing, Horns (antlers), Ruminant Digestion, Ultraviolet Sight
Antlers Out (Horns + 5 G00-P): Any attempt to use a maneuver against you after a charge is at hardened +D until the end of the turn.

CHEETAH

The fastest land animal, adapted for pure speed.

Size Rating: 9 **G00-P:** +27
Enhance: Perception, Prowess, Speed
Basic Traits: Felidae, Carnivore
Major Traits: Enhanced Scent (5 G00-P), Sharp Sight (5 G00-P), Swift (8 G00-P)
Minor Traits: Claws (hooked, pursuit), Teeth (slaying), Whiskers
Burst Acceleration (Swift + 5 G00-P): You can gain an extra 100% speed (for a total of 200%) when using Swift, but may only do so for +END turns. At the end of this period or when you stop moving for a turn, gain the tired status. In addition, when you move into melee with this burst of speed, your foe is distracted (in addition to becoming unbalanced).

CANARY, DOMESTIC

Humans bred this small finch for its song and plumage.

Size Rating: 2 **G00-P:** +28
Enhance: Perception, Affinity, Speed
Basic Traits: Passerine, Winged, Herbivore, Movement: Bipedal
Major Traits: Flight (15 G00-P), Prey Sight (5 G00-P)
Minor Traits: Beak (pecking), Claws (perching), Chemical Scent, Flamboyant, Songbird
Coal Mine (2 G00-P): Any dramatic roll you make is +A to detect or avoid environmental hazards.

CAT, AMERICAN SHORTHAIR

The classic domestic cat of the US, with a variety of colors and coats.

Size Rating: 6 **G00-P:** +33
Enhance: Affinity, Perception, Prowess
Basic Traits: Felidae, Carnivore
Major Traits: Cat Fancy (5 G00-P), Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Swift: Sprint (5 G00-P)
Minor Traits: Claws (ascent, hooked, retractable), Enhanced Hearing, Fall Righting, Spring Leap, Teeth (slaying), Territorial, Ultrasonic Hearing, Whiskers
Working Cat (5 G00-P): Foes with a lower size rating can't gain surprise against you.

CHICKEN, WHITE LEGHORN

The iconic domesticated chicken, chiefly used for egg-laying.

Size Rating: 5 **G00-P:** +23
Enhance: Perception, Affinity, Endurance
Basic Traits: Galliformes, Winged, Omnivore, Movement: Bipedal
Major Traits: Flight: Burst (5 G00-P), Prey Sight (5 G00-P), Sharp Sight (5 G00-P)
Minor Traits: Beak (pecking), Chemical Scent, Claws (pursuit), Independent Eyes, Ultraviolet Sight
Flighty and Free-Range (Flight: Burst + 2 G00-P): When using Flight: Burst, you may stay aloft for +END rounds instead (minimum 2).

CAPYBARA

This peaceful creature is the largest rodent in the world.

Size Rating: 10 **G00-P:** +25
Enhance: Affinity, Perception, Endurance
Basic Traits: Rodentia, Herbivore
Major Traits: Breath Storage (5 G00-P), Enhanced Scent (5 G00-P), Natatorial (5 G00-P), Prey Sight (5 G00-P)
Minor Traits: Aquatic Scent, Aquatic Sight, Bottling, Claws (digging), Communal, Rudiment Digestion, Standing Posture, Teeth (gnawing)
Placid (2 G00-P): Non-carnivorous animals—or animals with a smaller size rating—will not flee or attack unless you perform a maneuver against them, and may even use you as a perch. This does not include humans.

CAT, MAINE COON

One of the largest domestic cats, with a calm demeanor.

Size Rating: 6 **G00-P:** +33
Enhance: Affinity, Strength, Prowess
Basic Traits: Felidae, Carnivore
Major Traits: Cat Fancy (5 G00-P), Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Swift: Sprint (5 G00-P)
Minor Traits: Claws (ascent, hooked, retractable), Cold Resistance, Enhanced Hearing, Fall Righting, Teeth (slaying), Territorial, Ultrasonic Hearing, Whiskers
Jumbo Jaeger (5 G00-P): When you move into melee with a foe who has a lower size rating, they gain weakened (+STR) in addition to unbalanced.

CHINCHILLA, LONG-TAILED

An Andean rodent hunted for fur and caught for domestication.

Size Rating: 2 **G00-P:** +33
Enhance: Affinity, Endurance, Speed
Basic Traits: Rodentia, Herbivore, Prehensility: Grasping
Major Traits: Burrow: Slow (5 G00-P), Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Prey Sight (5 G00-P), Swift (8 G00-P)
Minor Traits: Claws (climbing, digging), Cold Tolerance, Communal, Enhanced Hearing, Fluffy, Hibernation, Infrasonic Hearing, Spring Leap, Teeth (gnawing), Ultrasonic Hearing, Whiskers
Famous Fur (2 G00-P): +A on social interactions where voluntary physical contact is involved.

CHIMPANZEE, COMMON

The closest living relative of humanity is smart and social.

Size Rating: 9 **G00-P:** +15
Enhance: Cognition, Strength, Prowess
Basic Traits: Primates, Omnivore,
Movement: Semi-Bipedal, Prehensility:
Grasping
Major Traits: Aggressive (5 G00-P),
Arboreal (5 G00-P), Unnerving
Vocalization (3 G00-P)
Minor Traits: Communal, Grasping Feet,
Nearly Human, Territorial
Pan's Potential (8 G00-P): Gain two
additional specialty skills.

COW, HOLSTEIN

Their black-and-white coat is iconic.

Size Rating: 13 **G00-P:** +10
Enhance: Affinity, Strength, Endurance
Basic Traits: Bovidae, Herbivore
Major Traits: Enhanced Scent (5 G00-P),
Pain Tolerance (8 G00-P), Prey Sight
(5 G00-P), Stampede (5 G00-P), Tough
Hide (5 G00-P)
Minor Traits: Communal, Enhanced
Hearing, Horns (charging, outward),
Hooves, Rudiment Digestion
Burdened Beast (2 G00-P): Gain +5 SHT.

DEER, WHITE TAILED

The most widespread ungulate in the Americas.

Size Rating: 10 **G00-P:** +25
Enhance: Perception, Endurance, Speed
Basic Traits: Cervidae, Herbivore
Major Traits: Adaptable (5 G00-P),
Enhanced Scent (5 G00-P), Prey Sight
(5 G00-P), Swift (8 G00-P)
Minor Traits: Communal, Enhanced
Hearing, Horns (antlers), Hooves,
Ruminant Digestion, Ultraviolet Sight
White-Tail Posture (2 G00-P): After
rolling initiative, shift an ally
with lower initiative in order up
one step (unless it would cause them
to exceed your own). If you cannot,
increase the escalation die by 1
instead.

COCKROACH, AMERICAN

Though from Africa, this bug was spread across the world on ships.

Size Rating: 0 **G00-P:** +41
Enhance: Determination, Endurance,
Speed
Basic Traits: Blattodea, Omnivore,
Movement: Hexapodal, Senses:
Vibration
Major Traits: Adaptable (5 G00-P),
Adhesive (10 G00-P), Breath Storage
(5 G00-P), Compound Sight (5 G00-P),
Enhanced Scent (5 G00-P), Exoskeletal
Defense (15 G00-P), Nightsight
(5 G00-P), Musk (10 G00-P),
Regenerative (5 G00-P), Swift (8
G00-P), Toxin Resistance (2 G00-P)
Minor Traits: Antennae, Claws
(climbing), Cold Tolerance, Heat
Tolerance, Mandibles (chewing),
Rot Digestion, Spurs (leg), Toxin
Digestion, Vibration Sense
Ancient Survivor (5 G00-P): You do not
gain the tired status at 0 SHT.

COYOTE, MEXICAN

This canine is well-known for its adaptability and cleverness.

Size Rating: 7 **G00-P:** +30
Enhance: Determination, Affinity,
Speed
Basic Traits: Canidae, Facultative
Carnivore
Major Traits: Adaptable (5 G00-P),
Enhanced Scent (5 G00-P), Nightsight
(5 G00-P), Swift: Sprint (5 G00-P)
Minor Traits: Claws (pursuit), Enhanced
Hearing, Rot Digestion, Teeth
(pursuit), Ultrasonic Hearing
Trickster Icon (5 G00-P): The first time
you're successful at a fight action
using +AFF during each of your turns,
gain 1 temporary WILL.

DOG, BEAGLE

Bred to track small game, this stocky dog has become ubiquitous.

Size Rating: 7 **G00-P:** +31
Enhance: Perception, Affinity,
Endurance
Basic Traits: Canidae, Carnivore
Major Traits: Enhanced Scent (5 G00-P),
Good Dog (5 G00-P), Nightsight (5
G00-P), Unnerving Vocalization (3
G00-P, Bark +2 G00-P)
Minor Traits: Claws (pursuit),
Communal, Enhanced Hearing, Pack
Hunter, Rot Digestion, Teeth
(pursuit), Territorial, Ultrasonic
Hearing
Beagling (Enhanced Scent + 2 G00-P): When
tracking, you may do so at your full
MOVE, and if you find your target,
gain 1 temporary WILL.

COUGAR

These big cats of many names adapt well to new environments.

Size Rating: 10 **G00-P:** +25
Enhance: Perception, Prowess,
Endurance
Basic Traits: Felidae, Carnivore
Major Traits: Adaptable (5 G00-P),
Enhanced Scent (5 G00-P), Nightsight
(5 G00-P), Rake (5 G00-P), Swift:
Sprint (5 G00-P), Unnerving
Vocalization (3 G00-P)
Minor Traits: Apex Predator, Claws
(ascent, hooked, retractable),
Enhanced Hearing, Rock Climber, Teeth
(slaying), Spring Leap, Territorial,
Whiskers
Competitive Predator (5 G00-P): If you
perform a successful maneuver against
a carnivore (as defined by species,
not mutation) this turn, gain 1
temporary WILL at the end of the
turn.

CROCODILE, AMERICAN

This crocodile is one of the few reptiles to thrive in saltwater.

Size Rating: 11 **G00-P:** +20
Enhance: Perception, Strength,
Endurance
Basic Traits: Crocodilia, Carnivore
Major Traits: Breath Storage (5 G00-P),
Exoskeletal Defense (15 G00-P),
Fearless (5 G00-P), Natatorial (5
G00-P), Swift: Sprint (5 G00-P),
Unnerving Vocalization (3 G00-P,
Bellow +3 G00-P)
Minor Traits: Apex Predator,
Aqualocation, Aquatic Sight, Claws
(pursuit), Death Roll, Crushing Jaw,
Hibernation, Infrasonic Hearing, Rot
Digestion, Teeth (gripping), Whiptail
Crocbite (Teeth + 5 G00-P): When you
roll the maximum value of a die on a
strike using teeth, add +ESC to your
damage.

DOG, BULLDOG

While no longer bred for baiting, they retain their stockiness.

Size Rating: 8 **G00-P:** +29
Enhance: Determination, Affinity,
Strength
Basic Traits: Canidae, Carnivore
Major Traits: Enhanced Scent (5 G00-P),
Good Dog (5 G00-P), Nightsight (5
G00-P), Stable (5 G00-P), Unnerving
Vocalization (3 G00-P, Bark +2 G00-P)
Minor Traits: Claws (pursuit),
Communal, Enhanced Hearing, Pack
Hunter, Rot Digestion, Teeth
(pursuit), Territorial, Ultrasonic
Hearing
Butcher's Bull (5 G00-P): When trying
to grab a target with a higher size
rating, your maneuver is +A.

DOG, GOLDEN RETRIEVER

This dog is popular for its energy and friendly demeanor.

Size Rating: 9 GOO-P: +27

Enhance: Affinity, Strength, Speed

Basic Traits: Canidae, Carnivore

Major Traits: Enhanced Scent (5 GOO-P), Good Dog (5 GOO-P), Nightsight (5 GOO-P), Unnerving Vocalization (3 GOO-P, Bark +2 GOO-P)

Minor Traits: Claws (pursuit), Communal, Enhanced Hearing, Float, Pack Hunter, Rot Digestion, Teeth (pursuit), Territorial, Ultrasonic Hearing

Eager (Communal + 2 GOO-P): When assisting in teamwork, your bonus from communal is increased to +4.

DOG, YORKSHIRE TERRIER

Though bred as a terrier, this dog is now known as a city breed.

Size Rating: 5 GOO-P: +35

Enhance: Perception, Affinity, Prowess

Basic Traits: Canidae, Carnivore

Major Traits: Enhanced Scent (5 GOO-P), Good Dog (5 GOO-P), Nightsight (5 GOO-P), Unnerving Vocalization (3 GOO-P, Bark +2 GOO-P)

Minor Traits: Claws (pursuit), Communal, Enhanced Hearing, Rot Digestion, Pack Hunter, Teeth (pursuit), Territorial, Ultrasonic Hearing

Warning Bark (2 GOO-P): When a foe fails to surprise you, increase escalation by 1 and gain +A on initiative. If you already have +A to initiative, harden it.

DUCK, MALLARD

Found in bodies of freshwater across the world.

Size Rating: 3 GOO-P: +25

Enhance: Perception, Endurance, Speed

Basic Traits: Anseriformes, Winged, Omnivore, Movement: Bipedal

Major Traits: Adaptable (5 GOO-P), Flight (15 GOO-P, Migratory +5 GOO-P), Natatorial (5 GOO-P), Prey Sight (5 GOO-P), Sharp Sight (5 GOO-P)

Minor Traits: Claws (pursuit), Communal, Enhanced Hearing, Pack Hunter, Rot Digestion, Teeth (pursuit), Territorial

One Eye Open (2 GOO-P): You can make dramatic rolls to notice things while asleep, and never suffer disadvantage due to exhaustion or inattention when noticing foes.

DOG, GREAT DANE

A huge dog and watchful guardian, bred in Germany to hunt boars.

Size Rating: 10 GOO-P: +25

Enhance: Perception, Affinity, Endurance

Basic Traits: Canidae, Carnivore

Major Traits: Enhanced Scent (5 GOO-P), Good Dog (5 GOO-P), Nightsight (5 GOO-P), Swift: Sprint (5 GOO-P), Unnerving Vocalization (3 GOO-P, Bark +2 GOO-P)

Minor Traits: Claws (pursuit), Communal, Enhanced Hearing, Pack Hunter, Rot Digestion, Teeth (pursuit), Territorial, Ultrasonic Hearing

Boar-Catcher (8 GOO-P): When you strike or grab a target, they are +D on any saving throw against it.

DOLPHIN, BOTTLENOSE

The most common and famed of the dolphin species.

Size Rating: 11 GOO-P: +30

Enhance: Cognition, Affinity, Speed

Basic Traits: Cetacea, Finned, Carnivore, Movement: Aquatic

Major Traits: Breath Storage (5 GOO-P), Echolocation: Aquatic (5 GOO-P), Natatorial (5 GOO-P), Prey Sight (5 GOO-P), Swift: Sprint Swimmer (2 GOO-P)

Minor Traits: Aquatic Sight, Clicks, Enhanced Hearing, Infrasonic Hearing, Migration Sense, Saltwater Tolerance, Sleep Surfacing, Teeth (pursuit), Ultrasonic Hearing, Whiptail

Thanks For All the Fish (8 GOO-P): Gain an additional specialty skill. When making a social interaction roll, skip one step.

EAGLE, BALD

The national bird of the United States, with a distinct plumage.

Size Rating: 6 GOO-P: +23

Enhance: Perception, Strength, Speed

Basic Traits: Accipitriformes, Winged, Carnivore, Movement: Bipedal

Major Traits: Flight (15 GOO-P, Diving +5 GOO-P), Sharp Sight (5 GOO-P)

Minor Traits: Apex Predator, Claws (talons), Grasping Feet, Beak (hooked), Red Sight, Ultraviolet Sight

Opportunist (5 GOO-P): They gain Vigilance as a specialty skill. If trained in it, they advance it three times.

DOG, WELSH CORGI

Raised to herd by nipping at the heels of livestock.

Size Rating: 7 GOO-P: +31

Enhance: Affinity, Prowess, Endurance

Basic Traits: Canidae, Carnivore

Major Traits: Enhanced Scent (5 GOO-P), Good Dog (5 GOO-P), Nightsight (5 GOO-P), Stable (5 GOO-P), Unnerving Vocalization (3 GOO-P, Bark +2 GOO-P)

Minor Traits: Claws (pursuit), Communal, Enhanced Hearing, Pack Hunter, Rot Digestion, Teeth (pursuit), Territorial, Ultrasonic Hearing

Cur Dog (8 GOO-P): When a foe of greater size rating targets you with maneuver against you, they roll +D.

DONKEY, NORTH AMERICAN

A tireless workhorse, but which refuses any dangerous task.

Size Rating: 11 GOO-P: +20

Enhance: Determination, Perception, Endurance

Basic Traits: Equidae, Herbivore

Major Traits: Adaptable (5 GOO-P), Enhanced Scent (5 GOO-P), Prey Sight (5 GOO-P), Stable (5 GOO-P), Swift (8 GOO-P)

Minor Traits: Enhanced Hearing, Hooves (mule kick), Ruminant Digestion, Ultraviolet Sight

Stubborn (5 GOO-P): The donkey gains the value: self-preservation and +1 WILL.

ELEPHANT, AFRICAN

The largest land animal is hard to forget.

Size Rating: 14 GOO-P: +5

Enhance: Cognition, Strength, Endurance

Basic Traits: Proboscidea, Herbivore

Major Traits: Enhanced Scent (5 GOO-P), Nightsight (5 GOO-P), Prey Sight (5 GOO-P), Stable (5 GOO-P), Stampede (5 GOO-P), Tough Hide (5 GOO-P), Unnerving Vocalization (3 GOO-P, Bellow +5 GOO-P)

Minor Traits: Communal, Enhanced Hearing, Float, Heat Tolerance, Infrasonic Hearing, Trunk, Vibration Sense, Tusks (defensive, goring), Water Scent

Large and in Charge (5 GOO-P): Gain +A on knockdowns and bully attempts if your size rating is higher than your target's.

FALCON, PEREGRINE

The most widespread bird of prey and the fastest animal on Earth.

Size Rating: 3 GOO-P: +27

Enhance: Perception, Prowess, Speed

Basic Traits: Falconiformes, Winged, Carnivore, Movement: Bipedal

Major Traits: Flight (15 GOO-P), Diving +5 GOO-P, Nightsight (10 GOO-P), Sharp Sight (5 GOO-P)

Minor Traits: Apex Predator, Beak (hooked), Claws (talons), Grasping Feet, Ultraviolet Sight

World's Fastest (Sharp Sight + 5 GOO-P): Advantage from Sharp Sight is hardened, and they add 20% to their MOVE when flying.

FOX, ARCTIC

A fox specialized for profound cold.

Size Rating: 5 GOO-P: +33

Enhance: Perception, Endurance, Speed

Basic Traits: Canidae, Omnivore

Major Traits: Burrow: Slow (5 GOO-P), Enhanced Scent (5 GOO-P), Nightsight (5 GOO-P), Swift: Sprint (5 GOO-P)

Minor Traits: Camouflage, Claws (pursuit), Cold Tolerance, Magnetopredation, Teeth (pursuit), Rot Digestion, Snow Shoes, Specialized Predator, Ultrasonic Hearing

Headfirst (2 GOO-P): When charging into melee with only one foe, the foe gains disoriented in addition to unbalanced.



FROG, BULL

Unusually large and invasive, and it throws its weight around.

Size Rating: 2 GOO-P: +28

Enhance: Determination, Strength, Endurance

Basic Traits: Salienta, Carnivore, Respiration: Amphibious

Major Traits: Catching Tongue (5 GOO-P), Natatorial (5 GOO-P), Nightsight (5 GOO-P), Prey Sight (5 GOO-P), Slippery (5 GOO-P), Swallow (10 GOO-P), Swift: Saltation (10 GOO-P)

Minor Traits: Camouflage, Parietal Eye, Teeth (gripping)

Croak (5 GOO-P): When pressing foes, you may affect every target in melee as an area of effect (AoE).

FERRET

A polecat domesticated to hunt burrowing game and live as a pet.

Size Rating: 4 GOO-P: +36

Enhance: Affinity, Endurance, Speed

Basic Traits: Musteloidea, Carnivore

Major Traits: Burrow (10 GOO-P), Energetic (15 GOO-P), Enhanced Scent (5 GOO-P), Swift (8 GOO-P)

Minor Traits: Claws (digging), Flexible, Rot Digestion, Teeth (pursuit)

Ferretting (2 GOO-P): When in a small crevice or tunnel (defined as one where you block entry or exit fully), gain +A on strikes with melee weapons.

FOX, RED

The largest and most widespread fox, known for its cunning.

Size Rating: 6 GOO-P: +31

Enhance: Perception, Prowess, Speed

Basic Traits: Canidae, Omnivore

Major Traits: Dig: Slow (5 GOO-P), Enhanced Scent (5 GOO-P), Nightsight (5 GOO-P), Swift: Sprint (5 GOO-P)

Minor Traits: Claws (pursuit), Enhanced Hearing, Magnetopredation, Teeth (pursuit), Rot Digestion, Ultrasonic Hearing

Cagey (8 GOO-P): When you fail a saving throw against a maneuver performed by a foe in melee with you, gain an additional temporary WILL.

GAR, ALLIGATOR

One of the toothiest freshwater predators in North America.

Size Rating: 10 GOO-P: +25

Enhance: Perception, Strength, Endurance

Basic Traits: Ginglymodi, Finned, Carnivore, Movement: Aquatic, Respiration: Amphibious

Major Traits: Exoskeletal Defense (15 GOO-P), Natatorial (5 GOO-P), Prey Sight (5 GOO-P), Slippery (5 GOO-P)

Minor Traits: Apex Predator, Aquatic Sight, Teeth (gripping, pursuit), Whiptail

Ancient Armor (10 GOO-P): Gain Armor 3.

FLY, HORSE

Though it feeds on saps and nectars, it bites for blood.

Size Rating: 0 GOO-P: +38

Enhance: Perception, Endurance, Speed

Basic Traits: Diptera, Hexapodal, Winged, Herbivore, Senses: Vibration, Zoomorphic: Independent Flight

Major Traits: Adaptable (5 GOO-P), Adhesive (10 GOO-P), Compound Sight (5 GOO-P), Energetic (15 GOO-P), Enhanced Scent (5 GOO-P), Flight (15 GOO-P), Hover +5 GOO-P, Tough Hide (5 GOO-P)

Minor Traits: Antennae, Claws (climbing), Mandibles (piercing), Vibration Sense

Maddening (2 GOO-P): When you gain a critical hit on a maneuver against a foe while in melee, they lose 1 WILL. If they have 0 WILL when the crit occurs, they gain the disoriented status.

FROG, AFRICAN CLAWED

Though native to Africa, this frog is often a lab subject.

Size Rating: 1 GOO-P: +27

Enhance: Determination, Prowess, Endurance

Basic Traits: Salienta, Omnivore, Respiration: Amphibious

Major Traits: Enhanced Scent (5 GOO-P), Natatorial (5 GOO-P), Prey Sight (5 GOO-P), Nightsight (5 GOO-P), Rake (5 GOO-P), Slippery (5 GOO-P), Swallow (10 GOO-P), Swift: Saltation (10 GOO-P)

Minor Traits: Claws (hooked), Parietal Eye, Rot Digestion, Teeth (gripping)

Trash Eater (2 GOO-P): You can survive on nearly any form of organic matter and can always find something to eat outside of extreme environments.

GECKO, COMMON LEOPARD

Native to Central Asia, this was the first lizard domesticated.

Size Rating: 0 GOO-P: +40

Enhance: Perception, Prowess, Speed

Basic Traits: Eublepharidae, Carnivore

Major Traits: Enhanced Scent (5 GOO-P), Nightsight (5 GOO-P), Prey Sight (5 GOO-P), Regenerative (5 GOO-P), Shed Skin (5 GOO-P, Autotomy +3 GOO-P), Swift: Sprint (5 GOO-P)

Minor Traits: Camouflage, Claws (climbing), Enhanced Hearing, Teeth (gripping), Hibernation, Ultraviolet Sight, Whiptail

Neuroregenerative (5 GOO-P): At the end of any scene where you take one or more injuries, you may remove one injury of your choice.

GILA MONSTER

This poisonous reptile is the largest lizard in North America.

Size Rating: 3 GOO-P: +37

Enhance: Determination, Strength, Endurance

Basic Traits: Anguimorpha, Carnivore

Major Traits: Dig: Slow (5 GOO-P), Enhanced Scent (5 GOO-P), Prey Sight (5 GOO-P), Shed Skin (5 GOO-P)

Minor Traits: Claws (climbing), Hibernation, Teeth (gripping), Ultraviolet Sight, Water Storage, Whiptail

Gilatoxin (Teeth + 10 GOO-P): Your bite carries a 1d6 toxin that inflicts agony on any foe you bite successfully for as long as they're envenomed. Your teeth gain the injector trait, and this functions as if you had the venom trait.

GOLDFISH

One of the most popular pet fish across the world.

Size Rating: 0 GOO-P: +48

Enhance: Perception, Endurance, Speed

Basic Traits: Cypriniformes, Finned, Omnivore, Movement: Aquatic, Respiration: Water-Breathing

Major Traits: Adaptable (5 GOO-P), Natatorial (5 GOO-P), Prey Sight (5 GOO-P), Slippery (5 GOO-P)

Minor Traits: Aquatic Sight, Cold Tolerance, Communal, Flamboyant, Scales, Teeth (insectivorous), Ultraviolet Sight

Smart Little Fish (5 GOO-P): When choosing skill packages, select one and advance all the skills you gain from it.

GORILLA, WESTERN LOWLAND

The smallest of the gorillas is often found in captivity.

Size Rating: 11 GOO-P: +10

Enhance: Cognition, Strength, Endurance

Basic Traits: Primates, Herbivore, Movement: Semi-Bipedal, Prehensility: Grasping

Major Traits: Arboreal (5 GOO-P), Fearless (5 GOO-P)

Minor Traits: Communal, Grasping Feet, Nearly Human, Teeth (crushing)

Going Ape (8 GOO-P): When you take rolled damage from at least two damage dice in a fight, gain a temporary WILL. This bonus may only be gained once per round.

GIRAFFE, RETICULATED

Also known as the Somali giraffe, and commonly held in zoos.

Size Rating: 13 GOO-P: +10

Enhance: Perception, Strength, Speed

Basic Traits: Giraffoidea, Herbivore

Major Traits: Enhanced Scent (5 GOO-P), Musk (10 GOO-P), Prey Sight (5 GOO-P), Swift (8 GOO-P)

Minor Traits: Enhanced Hearing, Horns (blunt), Hooves, Infrasonic Hearing, Long Neck, Prehensile Tongue, Ruminant Digestion, Sticky Tongue, Water Storage

Stink Bull (Musk + 2 GOO-P): Foes are +D on maneuvers using mouthparts (like beak, mandibles, teeth, etc.) against you. If they're also unbalanced, this becomes hardened.

GOOSE, CANADA

The "Honker" is aggressive, widespread, and migratory.

Size Rating: 6 GOO-P: +23

Enhance: Determination, Endurance, Speed

Basic Traits: Anseriformes, Winged, Herbivore, Movement: Bipedal

Major Traits: Adaptable (5 GOO-P), Aggressive (5 GOO-P), Flight (15 GOO-P, Migratory +5 GOO-P), Natatorial (5 GOO-P), Prey Sight (5 GOO-P), Sharp Sight (5 GOO-P), Unnerving Vocalization (3 GOO-P)

Minor Traits: Float, Migration Sense, Red Sight, Ultraviolet Sight

Fearsome Fowl (5 GOO-P): When you bully a foe in melee, you may inflict your highest unarmed weapon damage on them. (This is in addition to any damage you may normally perform from the Bully maneuver.)

GROUNDHOG

The "woodchuck" is one of the largest marmots in North America.

Size Rating: 6 GOO-P: +33

Enhance: Determination, Perception, Endurance

Basic Traits: Rodentia, Herbivore

Major Traits: Burrow (10 GOO-P, Tunnel +2 GOO-P), Enhanced Scent (5 GOO-P)

Minor Traits: Claws (climbing, digging), Enhanced Hearing, Float, Hibernation, Teeth (gnawing)

Tunnel Rat (Burrow: Tunnel + 5 GOO-P): You have +A when making any dramatic roll to construct a tunnel, and +A when making any fight roll in a tunnel you've constructed.

GOAT, SAANEN

A common domestic goat from Switzerland, raised for milk.

Size Rating: 10 GOO-P: +25

Enhance: Determination, Perception, Endurance

Basic Traits: Bovidae, Herbivore

Major Traits: Adaptable (5 GOO-P), Enhanced Scent (5 GOO-P), Nightsight (5 GOO-P), Prey Sight (5 GOO-P)

Minor Traits: Cold Tolerance, Enhanced Hearing, Hooves, Horns (charging), Ruminant Digestion

Horned and Hardy (2 GOO-P): When you spend a WILL to gain +A on the roll for a saving throw, harden it.

GOOSE, EMOEN

A domestic goose well known for its white plumage and large size.

Size Rating: 7 GOO-P: +21

Enhance: Perception, Endurance, Speed

Basic Traits: Anseriformes, Winged, Herbivore, Movement: Bipedal

Major Traits: Aggressive (5 GOO-P), Flight (15 GOO-P, Migratory +5 GOO-P), Natatorial (5 GOO-P), Prey Sight (5 GOO-P), Sharp Sight (5 GOO-P)

Minor Traits: Float, Migration Sense, Red Sight, Ultraviolet Sight

Guard Goose (5 GOO-P): When an ally or allies would be subject to surprise, you may select one ally. That ally is no longer surprised. (You still are, however.)

GUINEA PIG, AMERICAN

Domesticated from wild cavies for both the home and lab.

Size Rating: 3 GOO-P: +37

Enhance: Affinity, Perception, Endurance

Basic Traits: Rodentia, Herbivore

Major Traits: Burrow (10 GOO-P), Enhanced Scent (5 GOO-P)

Minor Traits: Claws (digging), Communal, Enhanced Hearing, Spatial Memory, Teeth (gnawing), Ultrasonic Hearing

Popcorning (5 GOO-P): The first time you gain temporary WILL in a dramatic scene, gain 1 additional temporary WILL. This effect is cancelled if if you have any damage or statuses.

GULL, RING BILLED

This bird seeks food on land, air, and sea.

Size Rating: 3

G00-P: +25

Enhance: Perception, Endurance, Speed

Basic Traits: Charadriiformes, Winged, Omnivore, Movement: Bipedal

Major Traits: Adaptable (5 G00-P), Flight (15 G00-P, Migratory +5 G00-P), Natatorial (5 G00-P)

Minor Traits: Beak (pecking), Float, Migration Sense, Red Sight, Rot Digestion, Saltwater Tolerance, Ultraviolet Sight

Master Forager (2 G00-P): +A on any dramatic roll to find food or to detect toxins. If you consume a toxin, you may detect and regurgitate it as a moment after being envenomed for a turn.

HAMSTER, SYRIAN

The "golden" hamster was deeply domesticated.

Size Rating: 3

G00-P: +37

Enhance: Affinity, Endurance, Speed

Basic Traits: Rodentia, Herbivore

Major Traits: Burrow (10 G00-P, Tunnel +2 G00-P), Enhanced Scent (5 G00-P)

Minor Traits: Cheek Pouches, Claws (digging), Enhanced Hearing, Hibernation, Standing Posture, Teeth (gnawing)

Mister Saddlebags (Cheek Pouches + 2 G00-P): When using Cheek Pouches, it does not count towards your LIFT, and you can store one large item instead of two (but cannot bite or talk).

HAWK, RED-TAILED

An opportunistic and common bird of prey in North America.

Size Rating: 4

G00-P: +26

Enhance: Perception, Prowess, Speed

Basic Traits: Accipitriformes, Carnivore, Winged, Movement: Bipedal

Major Traits: Flight (15 G00-P, Diving +5 G00-P, Migratory +5 G00-P), Sharp Sight (5 G00-P)

Minor Traits: Apex Predator, Beak (hooked), Claws (talons), Grasping Feet, Migration Sense, Red Sight, Ultraviolet Sight

Low Flyer (2 G00-P): When flying, you do not suffer disadvantage for obstructions, and roll at +A when trying to establish surprise.

HEDGEHOG, AFRICAN PYGMY

The domesticated "four-toed" hedgehog.

Size Rating: 3

G00-P: +35

Enhance: Affinity, Perception, Endurance

Basic Traits: Eulipotyphla, Omnivore

Major Traits: Energetic (15 G00-P), Enhanced Scent (5 G00-P), Spines (15 G00-P), Toxin Resistance (2 G00-P)

Minor Traits: Claws (digging), Defense Posture, Enhanced Hearing, Hibernation, Teeth (insectivorous, pursuit), Toxin Digestion, Ultrasonic Hearing

Poison Hunter (Spines + Toxin Resistance + 5 G00-P): When a source of poison or filth is available, you may "anoit" your spines with it as an moment, inflicting the agony status on any character that takes 5+ points of damage from your spines in one maneuver. This lasts for one scene.

HIPPOTAMUS

Despite being a herbivore, the hippo is fiercely territorial.

Size Rating: 12

G00-P: +15

Enhance: Determination, Strength, Endurance

Basic Traits: Herbivore, Hippopotamidae

Major Traits: Aggressive (5 G00-P), Breath Storage (5 G00-P), Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Prey Sight (5 G00-P), Slippery (5 G00-P), Stable (5 G00-P), Tough Hide (5 G00-P), Unnerving Vocalization (3 G00-P, Bellow +5 G00-P)

Minor Traits: Aquatic Sight, Communal, Crushing Jaw, Bed Treader, Enhanced Hearing, Float, Infrasonic Hearing, Territorial, Tusks (dredging)

Blood Sweat (2 G00-P): You are immune to infection or toxins delivered via the skin, such as through the Toxic trait. Biting a foe bypasses this immunity.

HORSE, AMERICAN QUARTER

Known for its sprint, this is the mount of the cowboy and rodeo.

Size Rating: 12

G00-P: +15

Enhance: Affinity, Strength, Speed

Basic Traits: Equidae, Herbivore

Major Traits: Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Stampede (5 G00-P), Swift (8 G00-P), Tough Hide (5 G00-P)

Minor Traits: Enhanced Hearing, Hooves (mule kick), Rudiment Digestion

Quarter Mile (Swift + 2 G00-P): You may add 50% to your MOVE for (+END + 2) continuous rounds per scene (minimum 3). In addition, gain +A on dramatic rolls for any race or chase under 1/4 mile.

HUMMINGBIRD, RUBY-THROATED

Distinguished by the red throats of the males.

Size Rating: 0

G00-P: +28

Enhance: Perception, Prowess, Speed

Basic Traits: Apodiformes, Winged, Omnivore, Movement: Bipedal

Major Traits: Energetic (15 G00-P), Flight (15 G00-P, Hover +5 G00-P), Sharp Sight (5 G00-P)

Minor Traits: Beak (poking), Claws (perching), Red Sight, Spatial Memory, Sticky Tongue, Ultraviolet Sight

Travel Packed (2 G00-P): You can negate the tired status by spending 1 WILL, but only if you have recently (within the space of 24 hours) eaten your own weight in food.

HYENA, SPOTTED

A clever African hunter with sophisticated social groupings.

Size Rating: 10

G00-P: +24

Enhance: Affinity, Strength, Endurance

Basic Traits: Viverroidea, Facultative Carnivore

Major Traits: Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Swift (8 G00-P), Unnerving Vocalization (3 G00-P, Snicker +2 G00-P)

Minor Traits: Claws (pursuit), Communal, Enhanced Hearing, Pack Hunter, Teeth (crushing, pursuit), Ultrasonic Hearing

Bone-Breaking (Teeth + 5 G00-P): The hyena's bite inflicts severing injuries, and does 2d10 if their foe has Armor or Resistance.

IGUANA, GREEN

Though often domesticated, this large lizard is a demanding pet.

Size Rating: 5

G00-P: +35

Enhance: Perception, Prowess, Speed

Basic Traits: Iguania, Herbivore

Major Traits: Burrow: Slow (5 G00-P), Enhanced Scent (5 G00-P), Natatorial (5 G00-P), Prey Sight (5 G00-P), Shed Skin (5 G00-P, Autotomy +3 G00-P)

Minor Traits: Claws (climbing), Enhanced Hearing, Fall Righting, Hibernation, Parietal Eye, Scales, Teeth (gripping), Ultraviolet Sight, Whiptail

Razor Teeth (Teeth + 5 G00-P): Your teeth inflict ongoing 3 when inflicting damage due to bleeding.

KANGAROO, RED

A large marsupial, emblematic of the Australian continent.

Size Rating: 10 **G00-P:** +25
Enhance: Perception, Strength, Speed
Basic Traits: Macropodiformes, Herbivore
Major Traits: Enhanced Scent (5 G00-P), Prey Sight (5 G00-P), Swift (8 G00-P)
Minor Traits: Claws (mauling), Enhanced Hearing, Hindrunner, Marsupial Pouch, Spring Leap, Standing Posture, Water Scent, Water Storage, Whiptail
Power Kick (2 G00-P): You can maximize your weapon or size damage dice when performing an unarmed attack, but gain the inactive status after doing so. You cannot perform this while you have the inactive status.

MOLE, EASTERN

This tiny mole is common in the eastern United States.

Size Rating: 0 **G00-P:** +43
Enhance: Determination, Strength, Endurance
Basic Traits: Eulipotyphla, Carnivore, Senses: Receptors
Major Traits: Breath Storage (5 G00-P), Burrow (10 G00-P, Subterranean +5 G00-P, Tunnel +2 G00-P), Energetic (15 G00-P), Enhanced Scent (5 G00-P)
Minor Traits: Claws (digging), Teeth (insectivorous), Vibration Sense
Master Miner (Burrow + Tunnel + 2 G00-P): When constructing tunnels and chambers, you treat your size rating as if it was 2 higher when calculating how long it takes. This stacks with the bonus from Subterranean.

MOOSE

This iconic animal of Canada is the largest of the deer family.

Size Rating: 12 **G00-P:** +15
Enhance: Determination, Strength, Endurance
Basic Traits: Cervidae, Herbivore
Major Traits: Aggressive (5 G00-P), Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Prey Sight (5 G00-P), Sprint: Swift (5 G00-P), Stampede (5 G00-P)
Minor Traits: Cold Tolerance, Enhanced Hearing, Float, Hooves, Horns (antlers, charging), Ruminant Digestion, Territorial, Water Scent
Wary (2 G00-P): You may gain +A on initiative, but you must attempt to charge into melee with a foe if you choose to take the bonus.

LION, AFRICAN

The iconic big cat of the savannah.

Size Rating: 11 **G00-P:** +20
Enhance: Perception, Strength, Speed
Basic Traits: Felidae, Carnivore
Major Traits: Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Rake (5 G00-P), Swift: Sprint (5 G00-P), Unnerving Vocalization (3 G00-P, Bellow +5 G00-P, Roar +5 G00-P)
Minor Traits: Apex Predator, Claws (hooked, retractable), Communal, Pack Hunter, Teeth (slaying), Spring Leap, Territorial, Whiskers
Pride Tactics (Pack Hunter + 5 G00-P): You gain +A on any dramatic roll to hunt using teamwork, and any roll by a foe to retreat while in melee with you is done at +D if an ally is also in that melee.

MONKEY, CAPUCHIN

An adaptable monkey used in movies and as a helper animal.

Size Rating: 5 **G00-P:** +25
Enhance: Cognition, Affinity, Prowess
Basic Traits: Primates, Herbivore, Movement: Semi-Bipedal, Prehensility: Grasping
Major Traits: Adaptable (5 G00-P), Arboreal (5 G00-P)
Minor Traits: Communal, Prehensile Tail, Grasping Feet, Pack Tactics, Territorial
Raiding Troop (5 G00-P): When picking up an object, you do not receive the distracted status. Add the disarm maneuver to your fighting style. After taking an object, you gain +A on your next retreat roll.

MOUNTAIN GOAT, ROCKY

The mountain goat survives in a demanding habitat.

Size Rating: 10 **G00-P:** +25
Enhance: Determination, Strength, Endurance
Basic Traits: Bovidae, Herbivore
Major Traits: Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Prey Sight (5 G00-P), Stable (5 G00-P)
Minor Traits: Cold Tolerance, Enhanced Hearing, Hooves, Horns (charging), Rock Climber, Ruminant Digestion, Territorial
High Territory (2 G00-P): When trying to knockdown a foe on rough terrain, +A. In addition, +A on any roll to avoid a fall.

LYNX, CANADIAN

This lynx lives to hunt snow hares.

Size Rating: 7 **G00-P:** +31
Enhance: Determination, Endurance, Speed
Basic Traits: Felidae, Carnivore
Major Traits: Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Rake (5 G00-P), Swift: Sprint (8 G00-P)
Minor Traits: Claws (ascent, hooked, retractable), Enhanced Hearing, Fall Righting, Snow Shoes, Specialist Predator, Teeth (slaying), Whiskers
Rabbitlayer (2 G00-P): +A on any challenge or maneuver done against a target with the Lagomorpha trait.

MONKEY, RHESUS MACAQUE

The most common monkey in labs, and the first cloned by science.

Size Rating: 6 **G00-P:** +23
Enhance: Cognition, Determination, Prowess
Basic Traits: Primates, Herbivore, Movement: Semi-Bipedal, Prehensility: Grasping
Major Traits: Arboreal (5 G00-P), Natatorial (5 G00-P)
Minor Traits: Communal, Cheek Pouches, Grasping Feet, Nearly Human
Prankster (5 G00-P): When making dramatic rolls to break into a location or take an item, +A. You add the distract ability to your fighting style.

MOUSE, DEER

Suited to survive in tree nests or shallow burrows.

Size Rating: 0 **G00-P:** +38
Enhance: Perception, Endurance, Speed
Basic Traits: Rodentia, Omnivore
Major Traits: Adaptable (5 G00-P), Burrow: Slow (5 G00-P), Enhanced Scent (5 G00-P), Prey Sight (5 G00-P), Swift (8 G00-P)
Minor Traits: Cheek Pouch, Claws (climbing, digging), Enhanced Hearing, Float, Hibernation, Teeth (gnawing), Ultrasonic Hearing, Whiskers
Escape Artist (2 G00-P): +A on dramatic rolls to break free from confinement or find an exit.

MOUSE, HOUSE

Sometimes domesticated as the "fancy" or lab mouse.

Size Rating: 0

G00-P: +38

Enhance: Perception, Endurance, Speed

Basic Traits: Rodentia, Omnivore

Major Traits: Adaptable (5 G00-P), Burrow: Slow (5 G00-P, Tunnel +2 G00-P), Enhanced Scent (5 G00-P), Prey Sight (5 G00-P), Swift (8 G00-P)

Minor Traits: Claws (climbing, digging), Enhanced Hearing, Float, Toxin Digestion, Ultrasonic Hearing, Whiskers

Pest Instincts (5 G00-P): +A on dramatic rolls to avoid notice indoors.

NIGHTCRAWLER (L. TERRESTRIS)

This large worm is the most likely to surface from soil.

Size Rating: 0

G00-P: +58

Enhance: Determination, Strength, Endurance

Basic Traits: Oligochaeta, Detritivore, Movement: Limbless, Senses: Anosmia, Receptors, Vibration

Major Traits: Bisection (5 G00-P), Breath Storage (5 G00-P), Burrow (10 G00-P, Subterranean +5 G00-P), Regenerative (5 G00-P, +3 Bisection), Slippery (5 G00-P)

Minor Traits: Flexible, Languid, Rot Digestion, Vibration Sense

From Below (2 G00-P): When in a moist or rainy environment, you can surface from burrowing as a moment.

OPOSSUM, GREY SHORT-TAILED

A pint-sized predator common in labs.

Size Rating: 0

G00-P: +40

Enhance: Determination, Prowess, Endurance

Basic Traits: Didelphimorphia, Carnivore

Major Traits: Fearless (5 G00-P), Energetic (15 G00-P), Enhanced Scent (5 G00-P), Nightsight (5 G00-P)

Minor Traits: Claws (climbing), Play Possum, Teeth (insectivorous, pursuit)

Possum Pounce (5 G00-P): When you move and grab in the same turn, you may perform a melee strike as a moment.

MUSKOX

Known for its shaggy coat, thick horns, and defensive circles.

Size Rating: 11

G00-P: +20

Enhance: Determination, Strength, Endurance

Basic Traits: Bovidae, Herbivore

Major Traits: Enhanced Scent (5 G00-P), Fearless (5 G00-P), Musk (10 G00-P), Nightsight (5 G00-P), Prey Sight (5 G00-P), Stable (5 G00-P)

Minor Traits: Cold Tolerance, Communal, Enhanced Hearing, Fluffy, Hooves, Horns (defense), Ruminant Digestion

Babyguard (5 G00-P): During a fight, you may declare you're protecting an ally in melee with you as a moment. While doing so, all foes are +D to perform maneuvers against them unless you have a status. You may spend another moment to switch this protection to another ally in melee.

OCTOPUS, COMMON

Common to oceans across the world.

Size Rating: 6

G00-P: +36

Enhance: Cognition, Determination, Endurance

Basic Traits: Cephalopod, Carnivore, Movement: Octopodal, Respiration: Water-Breathing, Senses: Deaf, Zoomorphic: Tentacles

Major Traits: Adaptable (5 G00-P), Adhesive (10 G00-P), Breath Storage (5 G00-P), Chameleon (15 G00-P), Ink (5 G00-P), Regenerative (5 G00-P), Slippery (5 G00-P), Swift: Swift: Sprint Swimmer (2 G00-P) Venom: Gamma Neurotoxin (10 G00-P)

Minor Traits: Aqualocation, Aquatic Sight, Beak (hooked), Bed Treader, Compress, Flexible, Saltwater Tolerance, Suction Cups

Problem-Solver (2 G00-P): When you fail a roll you have +D on, you can spend 1 WILL to reroll.

OPOSSUM, VIRGINIA

An opossum of North America well-adapted to human habitats.

Size Rating: 6

G00-P: +26

Enhance: Determination, Prowess, Endurance

Basic Traits: Didelphimorphia, Omnivore, Prehensility: Grasping

Major Traits: Adaptable (5 G00-P), Enhanced Scent (5 G00-P), Musk (10 G00-P), Nightsight (5 G00-P), Toxin Resistance (2 G00-P)

Minor Traits: Claws (climbing), Float, Play Possum, Prehensile Tail, Teeth (insectivorous, pursuit), Toxin Digestion

Skilled Scavenger (2 G00-P): When searching through any sort of mess, +A on dramatic rolls to find what you seek.

MUSKRAT

A semiaquatic rodent, muskrats are closer to voles than rats.

Size Rating: 4

G00-P: +31

Enhance: Determination, Perception, Endurance

Basic Traits: Rodentia, Herbivore, Prehensility: Grasping

Major Traits: Breath Storage (5 G00-P), Burrow (10 G00-P, Tunnel +2 G00-P), Enhanced Scent (5 G00-P), Musk (10 G00-P), Natatorial (5 G00-P), Prey Sight (5 G00-P)

Minor Traits: Claws (digging), Teeth (gnawing), Whiptail

Lodge Builder (3 G00-P): +A on dramatic rolls for construction when personally involved, and on maneuvers in a tunnel or small building (cottage or smaller) you've personally constructed.

OCTOPUS, FLAPJACK

Known as "adorabilis" for it's cute qualities.

Size Rating: 0

G00-P: +43

Enhance: Determination, Affinity, Prowess

Basic Traits: Cephalopod, Carnivore, Movement: Octopodal, Respiration: Water-Breathing, Senses: Deaf, Zoomorphic: Tentacles

Major Traits: Adhesive (10 G00-P), Chameleon (15 G00-P), Ink (5 G00-P), Natatorial (5 G00-P), Regenerative (5 G00-P), Slippery (5 G00-P), Venom: Gamma Neurotoxin (10 G00-P)

Minor Traits: Aqualocation, Aquatic Sight, Beak (hooked), Compress, Flexible, Pressure Tolerance, Saltwater Tolerance, Suction Cups, Vibration Sense

Pancake (Compress + 2 G00-P): You can flatten 6 size ratings shorter (minimum 0). Gain +A to avoid visual notice, but reduce MOVE to $\frac{1}{2}$.

ORCA

The famous "killer whale" of waterparks.

Size Rating: 14

G00-P: +15

Enhance: Determination, Strength, Endurance

Basic Traits: Cetacea, Finned, Carnivore, Movement: Aquatic

Major Traits: Breath Storage (5 G00-P), Echolocation: Aquatic (5 G00-P), Fearless (5 G00-P), Natatorial (5 G00-P), (5 G00-P), Prey Sight (5 G00-P), Stable (5 G00-P), Swift: Swimmer (5 G00-P)

Minor Traits: Apex Predator, Aquatic Sight, Clicks, Cold Tolerance, Enhanced Hearing, Infrasonic Hearing, Migration Sense, Saltwater Tolerance, Sleep Surfacing, Teeth (crushing, gripping), Ultrasonic Hearing, Whiptail

Marine Brawler (5 G00-P): When in an aquatic environment, you may maximize one type of damage dice.

OSTRICH, COMMON

The world's largest bird and a flightless ground hunter.

Size Rating: 10 G00-P: +14

Enhance: Perception, Strength, Speed

Basic Traits: Struthioniformes, Winged, Facultative Herbivore, Movement: Bipedal

Major Traits: Aggressive (5 G00-P), Prey Sight (5 G00-P), Sharp Sight (5 G00-P), Swift (8 G00-P)

Minor Traits: Beak (pecking), Claws (pursuit), Heat Tolerance, Long Neck, Ultraviolet Sight, Water Storage

Wingmanuver (2 G00-P): When your wings are free to use (not holding objects, or if you have independent wings), +A on any move action.



OWL, GREAT HORNED

The infamous nocturnal bird of prey.

Size Rating: 4 G00-P: +26

Enhance: Perception, Strength, Speed

Basic Traits: Strigiformes, Winged, Carnivore, Movement: Bipedal

Major Traits: Adaptable (5 G00-P), Flight (15 G00-P, Diving +5 G00-P, Silent +5 G00-P), Nightsight (5 G00-P), Sharp Sight (5 G00-P)

Minor Traits: : Beak (hooked), Camouflage, Claws (talons), Enhanced Hearing, Grasping Feet, Red Sight, Ultraviolet Sight

Crushing Claws (Claws + 5 G00-P): When you perform a move and strike or move and grab with claws in a single turn, inflict disoriented on a raw roll of 16+.

PANGOLIN, GIANT

The largest pangolin, with enough weight to shatter termite mounds.

Size Rating: 8 G00-P: +29

Enhance: Determination, Strength, Endurance

Basic Traits: Pholidotomorpha, Carnivore

Major Traits: Burrow (10 G00-P), Defense Posture (5 G00-P), Enhanced Scent (5 G00-P), Exoskeletal Defense (15 G00-P), Musk (10 G00-P), Prey Sight (5 G00-P)

Minor Traits: Claws (digging, climbing), Sticky Tongue, Whiptail
Mound-Buster (Claws + 2 G00-P): You gain +A on any roll to personally break a structure, and can break down non-fortified doors, small trees, signs, and similar structures no taller than the average height associated with your (Size Rating + 1) without a roll.

OTTER, NORTH AMERICAN RIVER

The common freshwater otter of America.

Size Rating: 7 G00-P: +31

Enhance: Perception, Prowess, Endurance

Basic Traits: Musteloidea, Carnivore

Major Traits: Breath Storage (5 G00-P), Energetic (15 G00-P), Enhanced Scent (5 G00-P), Natatorial (5 G00-P), Nightsight (5 G00-P)

Minor Traits: Aqualocation, Aquatic Sight, Claws (pursuit), Enhanced Hearing, Specialist Predator, Teeth (pursuit), Whiptail, Whiskers

River Torpedo (2 G00-P): Gain +A on any move action while in water, and any dramatic roll involving moving downstream or with currents. Increase your MOVE by 50% in water if traveling downstream or with currents.

PANDA, GIANT

A symbol of China, known for their bamboo diet and cute looks.

Size Rating: 10 G00-P: +20

Enhance: Affinity, Strength, Endurance

Basic Traits: Ursidae, Herbivore, Prehensility: Grasping

Major Traits: Enhanced Scent (5 G00-P), Tough Hide (5 G00-P)

Minor Traits: Claws (ascent, mauling), Cold Tolerance, Crushing Jaw, Enhanced Hearing, Float, Teeth (pursuit), Toxin Digestion

Unthreatened (5 G00-P): The panda gains +1 WILL and the benefits of Apex Predator.

PARROT, AMAZON

Their mimicry and intelligence make these birds popular pets.

Size Rating: 2 G00-P: +28

Enhance: Cognition, Affinity, Speed

Basic Traits: Psittaciformes, Winged, Herbivore, Movement: Bipedal

Major Traits: Flight (15 G00-P), Prey Sight (5 G00-P)

Minor Traits: Beak (nutcracker), Claws (perching), Flamboyant, Mimicry, Ultraviolet Sight

Companion Bird (5 G00-P): When reusing a contact in an adventure, you may spend 1 WILL to provide hardened advantage on their roll.

OTTER, SEA

This otter thrives even far from land and can spend days at sea.

Size Rating: 9 G00-P: +27

Enhance: Perception, Strength, Endurance

Basic Traits: Musteloidea, Carnivore

Major Traits: Aggressive (5 G00-P), Breath Storage (5 G00-P), Natatorial (5 G00-P), Sharp Sight (5 G00-P)

Minor Traits: Aqualocation, Aquatic Sight, Bottling, Claws (hooked, retractable), Enhanced Hearing, Saltwater Tolerance, Teeth (pursuit), Whiptail, Whiskers

Pit Pockets (2 G00-P): You have a flap of skin under each forelimb that can hide two small objects. Dramatic rolls to notice them are at +D.

PANDA, RED

The "firefox" is a smaller mustelid with a bamboo diet.

Size Rating: 6 G00-P: +32

Enhance: Affinity, Strength, Endurance

Basic Traits: Musteloidea, Facultative Herbivore

Major Traits: Arboreal (5 G00-P, Head-First +2 G00-P), Enhanced Scent (5 G00-P)

Minor Traits: Claws (climbing, retractable), Cold Tolerance, Enhanced Hearing, Hibernation, Standing Posture, Teeth (pursuit), Territorial, Toxin Digestion, Whiskers

Escalade (2 G00-P): When climbing, gain +A on attempts to go unseen, and you have +A to escape confinement if climbing would assist it.

PENGUIN, EMPEROR

The largest penguin, evolved to survive in the harshest cold.

Size Rating: 9 G00-P: +17

Enhance: Perception, Endurance, Speed

Basic Traits: Sphenisciformes, Carnivore, Finned, Movement: Bipedal

Major Traits: Breath Storage (5 G00-P), Natatorial (5 G00-P), Prey Sight (5 G00-P)

Minor Traits: Aquatic Sight, Beak (hooked), Cold Tolerance, Saltwater Tolerance, Ultraviolet Sight

Deep Diver (2 G00-P): You can dive as far as (100 x Endurance) feet below sea level without +D or ill effects.

PIG, AMERICAN YORKSHIRE

The pinkest and most iconic of the domesticated pig breeds.

Size Rating: 11 **G00-P:** +18

Enhance: Perception, Strength, Endurance

Basic Traits: Suidae, Omnivore

Major Traits: Adaptable (5 G00-P), Enhanced Scent (5 G00-P, Rooting +2 G00-P), Tough Hide (5 G00-P), Prey Sight (5 G00-P), Toxin Resistance (2 G00-P)

Minor Traits: Enhanced Hearing, Hooves, Rot Digestion, Toxin Digestion

Easygoing (5 G00-P): Gain Resolve 3.



PIKA, COLLARED

A small lagomorph that makes its home in cold, rocky terrain.

Size Rating: 1 **G00-P:** +38

Enhance: Perception, Endurance, Speed

Basic Traits: Lagomorpha, Facultative Herbivore

Major Traits: Enhanced Scent (5 G00-P), Prey Sight (5 G00-P), Jackrabbit (5 G00-P), Steady (5 G00-P), Swift (8 G00-P)

Minor Traits: Claws (climbing, digging), Cold Tolerance, Enhanced Hearing, Hibernation, Rock Climber, Teeth (gnawing), Whiskers

Quick, Hide! (5 G00-P): +A on rolls to avoid notice when there are numerous boltholes or in rocky terrain.

PRAIRIE DOG

A burrowing ground squirrel of the southwest United States.

Size Rating: 3 **G00-P:** +36

Enhance: Affinity, Perception, Speed

Basic Traits: Rodentia, Facultative Herbivore

Major Traits: Burrow (10 G00-P, Tunnel +2 G00-P), Enhanced Scent (5 G00-P), Fearless (5 G00-P), Prey Sight (5 G00-P)

Minor Traits: Claws (digging), Communal, Enhanced Hearing, Standing Posture, Teeth (gnawing)

Alarm Response (8 G00-P): You grant your allies +A on initiative rolls.

PIG, MINIATURE

A pig specifically bred as a pet and a lab specimen.

Size Rating: 9 **G00-P:** +25

Enhance: Affinity, Perception, Endurance

Basic Traits: Suidae, Omnivore

Major Traits: Enhanced Scent (5 G00-P, Rooting +2 G00-P), Prey Sight (5 G00-P), Tough Hide (5 G00-P), Toxin Resistance (2 G00-P)

Minor Traits: Enhanced Hearing, Hooves, Rot Digestion, Toxin Digestion

Social Swine (5 G00-P): When this is purchased, gain either the effects of Cat Fancy or Good Dog permanently. (You cannot gain both.)

PLATYPUS, DUCK-BILLED

One of the few surviving, famously unique monotremes.

Size Rating: 4 **G00-P:** +36

Enhance: Determination, Perception, Endurance

Basic Traits: Monotremata, Carnivore

Major Traits: Breath Storage (5 G00-P), Enhanced Scent (5 G00-P), Natatorial (5 G00-P), Prey Sight (5 G00-P)

Minor Traits: Cheek Pouches, Cold Tolerance, Electroreception, Spurs (heel), Teeth (insectivorous), Ultraviolet Biofluorescence

Poison Spurs (Spurs + 15 G00-P): Your spurs carry a 1d8 toxin that inflicts agony and unbalanced for as long as they're envenomed. Your spurs gain the injector trait, and this functions as if you had the venom trait.

RABBIT, EUROPEAN

The European rabbit has spread as both a pet and an invader.

Size Rating: 4 **G00-P:** +36

Enhance: Perception, Endurance, Speed

Basic Traits: Lagomorpha, Herbivore

Major Traits: Adaptable (5 G00-P), Burrow (10 G00-P, Tunnel +2 G00-P), Enhanced Scent (5 G00-P), Jackrabbit (5 G00-P), Nightsight (5 G00-P), Prey Sight (5 G00-P), Swift (8 G00-P)

Minor Traits: Claws (digging), Communal, Enhanced Hearing, Play Possum, Spring Leap, Teeth (gnawing), Whiskers

Bolthole (2 G00-P): When near your main domicile, gain +A with dramatic rolls to notice or escape foes, or on retreat rolls in fight scenes.



PIGEON, COMMON

Feral rock doves have become a common sight in urban landscapes.

Size Rating: 2 **G00-P:** +26

Enhance: Cognition, Affinity, Speed

Basic Traits: Columbimorphae, Winged, Omnivore, Movement: Bipedal

Major Traits: Adaptable (5 G00-P), Flight (15 G00-P), Prey Sight (5 G00-P)

Minor Traits: Beak (pecking), Claws (perching), Ultraviolet Sight

Homing Instincts (2 G00-P): You may take any single place you have stayed at for several days and declare it your "home". You may always find your way back to it without a dramatic roll.

PORCUPINE, NORTH AMERICAN

This large, spiky rodent is a literal pain for most predators.

Size Rating: 7 **G00-P:** +31

Enhance: Determination, Perception, Endurance

Basic Traits: Rodentia, Herbivore

Major Traits: Enhanced Scent (5 G00-P), Musk (10 G00-P), Prey Sight (5 G00-P), Spines (15 G00-P)

Minor Traits: Claws (climbing), Defense Posture, Enhanced Hearing, Teeth (gnawing), Whiptail

Barbed (Spines + 5 G00-P): Whenever a foe takes damage from your spines, they are unbalanced if the damage is 4 or more.

RABBIT, NEW ZEALAND WHITE

These domesticated rabbits are known for their white coats.

Size Rating: 6 **G00-P:** +33

Enhance: Affinity, Perception, Speed

Basic Traits: Lagomorpha, Herbivore

Major Traits: Burrow (10 G00-P), Enhanced Scent (5 G00-P), Jackrabbit (5 G00-P), Nightsight (5 G00-P), Prey Sight (5 G00-P), Swift (8 G00-P)

Minor Traits: Claws (digging), Enhanced Hearing, Play Possum, Spring Leap, Teeth (gnawing), Whiskers

Adorbs (8 G00-P): Your contacts have no +D on tasks beyond the first when you're present.

RACCOON, COMMON

It's adapted to human communities as the dreaded "trash panda."

Size Rating: 7 GOO-P: +24

Enhance: Cognition, Perception, Endurance

Basic Traits: Musteloidea, Omnivore, Prehensility: Grasping

Major Traits: Adaptable (5 GOO-P), Arboreal (5 GOO-P, Head-First +2 GOO-P), Enhanced Scent (5 GOO-P), Fearless (5 GOO-P), Nightsight (5 GOO-P)

Minor Traits: Claws (climbing), Enhanced Hearing, Rot Digestion, Teeth (pursuit), Ultrasonic Hearing

Trash Panda (5 GOO-P): +A on any dramatic roll to break into a locked area or container (but not to get out).

RHINOCEROS, WHITE

A herbivore famous for its imposing horns.

Size Rating: 14 GOO-P: +5

Enhance: Determination, Strength, Endurance

Basic Traits: Rhinocerotidae, Herbivore

Major Traits: Aggressive (5 GOO-P), Enhanced Scent (5 GOO-P), Fearless (5 GOO-P), Prey Sight (5 GOO-P), Swift (8 GOO-P), Stable (5 GOO-P), Tough Hide (5 GOO-P)

Minor Traits: Horns (charging), Enhanced Hearing, Infrasonic Hearing, Territorial

Ramhorn (Horns + 5 GOO-P): When performing a charge and a successful strike with your horn in a single turn, maximize damage from your horn.

SEA LION, CALIFORNIA

Intelligent coastal predators trained for show and work.

Size Rating: 11 GOO-P: +30

Enhance: Affinity, Strength, Speed

Basic Traits: Pinnipedia, Finned, Carnivore, Movement: Aquatic

Major Traits: Breath Storage (5 GOO-P), Enhanced Scent (5 GOO-P), Natatorial (5 GOO-P), Stable (5 GOO-P), Unnerving Vocalization (3 GOO-P, Bark +2 GOO-P, Roar +5 GOO-P)

Minor Traits: Aqualocation, Aquatic Sight, Bottling, Communal, Enhanced Hearing, Teeth (pursuit), Saltwater Tolerance, Ultrasonic Hearing, Whiskers

Roar of the Sea (2 GOO-P): When you bully a foe, you can grant them +A on attempts to retreat until the end of their next turn.

RAT, BROWN

This rodent is everything from vermin to pet to lab subject.

Size Rating: 2 GOO-P: +36

Enhance: Determination, Perception, Endurance

Basic Traits: Rodentia, Omnivore

Major Traits: Adaptable (5 GOO-P), Burrow (10 GOO-P, Tunnel +2 GOO-P), Enhanced Scent (5 GOO-P), Natatorial (5 GOO-P)

Minor Traits: Claws (ascent, digging), Communal, Rot Digestion, Teeth (gnawing), Toxin Digestion, Ultrasonic Hearing, Whiptail, Whiskers

Cornered Rat (5 GOO-P): +A on dramatic rolls in urban environments to find your way or locate food. In addition, when you roll initiative for a fight scene while in urban environments, gain 1 temporary WILL.

ROADRUNNER, GREATER

The roadrunner is a swift ground hunter, if not as fast as 'toons.

Size Rating: 6 GOO-P: +22

Enhance: Perception, Prowess, Speed

Basic Traits: Cuculiformes, Faculative Carnivore, Winged, Movement: Bipedal

Major Traits: Flight: Burst (5 GOO-P), Prey Sight (5 GOO-P), Sharp Sight (5 GOO-P), Swift: Sprint (5 GOO-P)

Minor Traits: Beak (hooked), Claws (pursuit, talons), Heat Tolerance, Ultraviolet Sight, Water Storage

Flatout (8 GOO-P): When running on a flat area (like dry riverbeds or roads), increase your MOVE by 20%. After you take a move action, foes are +D on maneuvers against you until the start of your next turn.

SECRETARYBIRD

This unusual bird of prey hunts on foot, though it flies as well.

Size Rating: 6 GOO-P: +23

Enhance: Perception, Strength, Speed

Basic Traits: Cuculiformes, Winged, Carnivore, Movement: Bipedal

Major Traits: Flight (15 GOO-P), Sharp Sight (5 GOO-P), Toxin Resistance (2 GOO-P)

Minor Traits: Beak (hooked), Claws (pursuit, talons), Crane Legs, Specialized Predator, Ultraviolet Sight, Wingburst

Secretary Stomp (5 GOO-P): When performing a successful unarmed strike against a foe with a lower size rating, they become unbalanced. Treat your size rating as 1 higher for purposes of this trait if you have Crane Legs.

RAVEN, COMMON

The most common of all corvids, known for its avian intelligence.

Size Rating: 3 GOO-P: +25

Enhance: Cognition, Determination, Prowess

Basic Traits: Passeriformes, Winged, Omnivore, Movement: Bipedal

Major Traits: Flight (15 GOO-P), Prey Sight (5 GOO-P), Sharp Sight (5 GOO-P)

Minor Traits: Beak (pecking), Claws (perching), Communal, Magnetoreception, Mimicry, Spatial Memory, Ultrasonic Hearing

Nevermore (5 GOO-P): When spending WILL on challenge rolls, you can grant all opposed foes +D instead of gaining +A.

SALAMANDER, RED-BACKED

Red-backs avoid water, living in decaying plant matter.

Size Rating: 0 GOO-P: +30

Enhance: Determination, Perception, Speed

Basic Traits: Urodela, Carnivore, Respiration: Amphibious

Major Traits: Adaptable (5 GOO-P), Musk (10 GOO-P), Nightsight (5 GOO-P), Prey Sight (5 GOO-P), Shed Skin (5 GOO-P), Autotomy +3 GOO-P), Slippery (5 GOO-P), Swift: Sprint (5 GOO-P)

Minor Traits: Flexible, Rot Digestion, Teeth (insectivorous), Whiptail

Better Where It's Wetter (2 GOO-P): When rolling initiative for a fight scene in a moist or wet environment, gain 1 temporary WILL.

SEAL, HARBOR

A common seal found across the world.

Size Rating: 10 GOO-P: +35

Enhance: Perception, Prowess, Speed

Basic Traits: Pinnipedia, Finned, Carnivore, Movement: Aquatic

Major Traits: Adaptable (5 GOO-P), Breath Storage (5 GOO-P), Enhanced Scent (5 GOO-P), Natatorial (5 GOO-P), Slippery (5 GOO-P)

Minor Traits: Aqualocation, Aquatic Sight, Bottling, Cold Tolerance, Enhanced Hearing, Mimicry, Saltwater Tolerance, Teeth (pursuit), Ultrasonic Hearing, Whiskers

Solitary Seal (2 GOO-P): When in a scene where you hunt successfully on your own or defeat a named foe with no interference from others, you gain 1 temporary WILL in the following scene.

SHARK, GREAT WHITE

The largest macropredatory fish, made famous by film.

Size Rating: 12 **G00-P:** +25

Enhance: Determination, Strength, Endurance

Basic Traits: Chondrichthyes, Finned, Carnivore, Movement: Aquatic, Respiration: Water-Breathing

Major Traits: Enhanced Scent (5 G00-P), Natatorial (5 G00-P), Swift: Swimmer (5 G00-P), Tough Hide (5 G00-P)

Minor Traits: Abrasive, Apex Predator, Aquatic Scent, Aquatic Sight, Bloodscent, Electroreception, Food Storage, Migration Sense, Scales, Teeth (crushing, pursuit), Toxin Digestion

Deadly Bite (Teeth + 10 G00-P): When you deal damage with your teeth, you can cause an injury even on SHT damage if your damage exceeds your foe's Endurance.

SHREW, CINEREUS

The "masked" species is widespread in North America.

Size Rating: 0 **G00-P:** +40

Enhance: Determination, Prowess, Speed

Basic Traits: Eulipotyphla, Carnivore

Major Traits: Burrow (10 G00-P), Energetic (15 G00-P), Fearless (5 G00-P), Enhanced Scent (5 G00-P), Swift: Sprint (5 G00-P)

Minor Traits: Claws (digging), Cold Tolerance, Enhanced Hearing, Teeth (insectivorous)

Little Big Eater (Teeth + 10 G00-P): When you successfully perform a strike with your teeth, gain 1 temporary WILL.

SNAKE, GABOON VIPER

One of the most venomous snakes in the world, with massive fangs.

Size Rating: 7 **G00-P:** +41

Enhance: Determination, Prowess, Endurance

Basic Traits: Serpentes, Carnivore, Movement: Limbless

Major Traits: Enhanced Scent (5 G00-P), Shed Skin (5 G00-P), Swallow (10 G00-P), Venom: Alpha Cytotoxin (20 G00-P)

Minor Traits: Camouflage, Flexible, Hibernation, Inspirational, Languid, Scales, Teeth (fanged, grabbing)

Two-Inch Fangs (Teeth + 5 G00-P): Your base weapon damage for your teeth increases to 2d10.

SHEEP, FINN-DORSET

A famous hybrid breed known for producing a line of cloned sheep.

Size Rating: 10 **G00-P:** +25

Enhance: Determination, Perception, Endurance

Basic Traits: Bovidae, Herbivore

Major Traits: Enhanced Scent (5 G00-P), Nightsight (10 G00-P), Prey Sight (5 G00-P)

Minor Traits: Cold Tolerance, Communal, Enhanced Hearing, Fluffy, Hooves, Horns (blunt), Ruminant Digestion

Parental Instinct (5 G00-P): When entering melee with an ally with a lower size rating and a foe for the first time in a fight, add 1 to escalation.

SKUNK, STRIPED

The iconic skunk, known for its stripes and stink glands.

Size Rating: 5 **G00-P:** +33

Enhance: Determination, Perception, Endurance

Basic Traits: Musteloidea, Omnivore

Major Traits: Burrow: Slow (5 G00-P), Enhanced Scent (5 G00-P), Musk (10 G00-P, Spray +5 G00-P), Toxin Resistance (2 G00-P)

Minor Traits: Claws (digging), Enhanced Hearing, Teeth (insectivorous), Toxin Digestion

Iconic Stink (Musk + 2 G00-P): When a foe moves into melee with you, you may expend focus to bully them immediately as a reaction. If you have Stink Spray and they're currently affected by it, gain +A on this roll.

SNAKE, GARTER

A common snake found in the wild, with myriad color variations.

Size Rating: 1 **G00-P:** +49

Enhance: Determination, Perception, Speed

Basic Traits: Serpentes, Carnivore, Movement: Limbless

Major Traits: Enhanced Scent (5 G00-P), Shed Skin (5 G00-P), Swallow (10 G00-P)

Minor Traits: Camouflage, Flexible, Hibernation, Inspirational, Languid, Scales, Teeth (grabbing)

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 larger than you.

SHEEP, HAMPSHIRE

The iconic sheep with white wool, dark face, and dark legs.

Size Rating: 10 **G00-P:** +25

Enhance: Determination, Perception, Endurance

Basic Traits: Bovidae, Herbivore

Major Traits: Enhanced Scent (5 G00-P), Nightsight (10 G00-P), Prey Sight (5 G00-P), Stable (5 G00-P)

Minor Traits: Cold Tolerance, Communal, Enhanced Hearing, Fluffy, Hooves, Ruminant Digestion

Rugged (2 G00-P): +A on saving throws against disease and toxins.

SNAKE, BOA CONSTRICTOR

This snake has a crushing grip, but makes for an easygoing pet.

Size Rating: 7 **G00-P:** +41

Enhance: Determination, Strength, Endurance

Basic Traits: Serpentes, Carnivore, Movement: Limbless

Major Traits: Constriction (5 G00-P), Enhanced Scent (5 G00-P), Shed Skin (5 G00-P), Swallow (10 G00-P)

Minor Traits: Flexible, Camouflage, Heat Sense, Inspirational, Languid, Scales, Spurs (belly), Teeth (grabbing)

Sleeper Hold (Constriction + 5 G00-P): Any target you grab gains the tired status, and it cannot end while they're grabbed.

SNAKE, KING COBRA

Not a "true" cobra, its deadly bite makes that academic.

Size Rating: 7 **G00-P:** +41

Enhance: Determination, Prowess, Endurance

Basic Traits: Serpentes, Carnivore, Movement: Limbless

Major Traits: Enhanced Scent (5 G00-P), Shed Skin (5 G00-P), Swallow (10 G00-P), Venom: Alpha Neurotoxin (20 G00-P)

Minor Traits: Camouflage, Flexible, Hibernation, Hood, Inspirational, Languid, Scales, Teeth (fanged), Vibration Sense

Snake Eater (2 G00-P): +A on maneuvers against animals and mutants with the Serpentes trait.

SQUIRREL, EASTERN GRAY

A common squirrel in North America that's invasively spread.

Size Rating: 2 **G00-P:** +37

Enhance: Perception, Prowess, Speed

Basic Traits: Rodentia, Facultative Herbivore

Major Traits: Adaptive (5 G00-P), Energetic (15 G00-P), Arboreal (5 G00-P), Head-First +2 G00-P, Enhanced Scent (5 G00-P), Swift (8 G00-P)

Minor Traits: Claws (climbing), Enhanced Hearing, Spatial Memory, Teeth (gnawing)

Swift Climber (2 G00-P): You may use Swift when traveling up or through wooden structures and trees.



TOAD, EASTERN AMERICAN

A land-going amphibian common to the American East and Midwest.

Size Rating: 0 **G00-P:** +30

Enhance: Perception, Prowess, Endurance

Basic Traits: Salientia, Carnivore, Respiration: Amphibious

Major Traits: Burrower: Slow (5 G00-P), Catching Tongue (5 G00-P), Natatorial (5 G00-P), Nightsight (5 G00-P), Musk (10 G00-P), Prey Sight (5 G00-P), Shed Skin (5 G00-P), Swallow (10 G00-P), Toxic: Gamma Bufotoxin (15 G00-P)

Minor Traits: Camouflage, Hibernation, Languid, Parietal Eye, Spring Leap, Teeth (gripping)

Trill (2 G00-P): When you spend WILL to gain +A on distracting a foe, that advantage is hardened.

TURTLE, ALLIGATOR SNAPPING

Known across the waterways of the Americas for its fierce bite.

Size Rating: 8 **G00-P:** +27

Enhance: Determination, Strength, Endurance

Basic Traits: Testudines, Omnivore

Major Traits: Aggressive (5 G00-P), Breath Storage (5 G00-P), Defense Posture (5 G00-P), Fearless (5 G00-P), Natatorial (5 G00-P), Prey Sight (5 G00-P), Shell (15 G00-P)

Minor Traits: Aquatic Scent, Aquatic Sight, Beak (hooked), Camouflage, Claws (hooked), Hibernation, Infrasonic Hearing, Spurs (back), Vermiform

Snapping (Beak + 5 G00-P): Damage from your beak becomes severing, and if you gain surprise, you may inflict an injury with a successful melee strike with your beak.

TARANTULA, CHILEAN ROSE

Widely adopted as a pet due to the relative ease in capture.

Size Rating: 0 **G00-P:** +43

Enhance: Perception, Endurance, Speed

Basic Traits: Arachnida, Carnivore, Movement: Octopodal, Senses: Vibration

Major Traits: Adhesive (10 G00-P), Burrower: Slow (5 G00-P), Nightsight (5 G00-P), Stable (6 G00-P), Spines (15 G00-P), Darts +2 G00-P, Swift (8 G00-P), Spidersilk (10 G00-P), Spigots +5 G00-P, Tough Hide (5 G00-P), Venom: Gamma Neurotoxin (10 G00-P)

Minor Traits: Claws (climbing, pursuit), Mandibles (hollow), Rot Digestion, Vibration Sense

Needled (Spines + 3 G00-P): When a foe takes damage from your Spines or Darts, increase the damage by 1.

TORTOISE, GALAPAGOS

A huge and gentle reptile serving a symbol of isolated evolution.

Size Rating: 11 **G00-P:** +19

Enhance: Determination, Strength, Endurance

Basic Traits: Testudines, Facultative Herbivore

Major Traits: Defense Posture (5 G00-P), Enhanced Scent (5 G00-P), Shell (10 G00-P)

Minor Traits: Beak (pecking), Claws (digging), Food Storage, Languid, Long Neck, Longevity, Scales, Red Sight, Water Storage

Big Shell (Shell + 5 G00-P): Add 2 to the Armor value your shell provides.

TURTLE, COMMON BOX

This turtle's unique shell "seals" up.

Size Rating: 3 **G00-P:** +35

Enhance: Determination, Perception, Endurance

Basic Traits: Testudines, Omnivore

Major Traits: Burrower: Slow (5 G00-P), Defense Posture (5 G00-P), Enhanced Scent (5 G00-P), Prey Sight (5 G00-P), Shell (15 G00-P)

Minor Traits: Beak (pecking), Claws (digging), Cold Tolerance, Hibernation, Infrasonic Hearing, Scales, Defense Posture, Water Storage

Sealed Box (Defense Posture + 5 G00-P): When you retreat into your shell, add 2 to your Armor and Resistance.



TIGER, BENGAL

More of these cats are kept in captivity than live in the wild.

Size Rating: 11 **G00-P:** +20

Enhance: Determination, Strength, Speed

Basic Traits: Felidae, Carnivore

Major Traits: Aggressive (5 G00-P), Enhanced Scent (5 G00-P), Nightsight (5 G00-P), Rake (5 G00-P)

Minor Traits: Apex Predator, Camouflage, Claws (ascent, hooked, retractable), Enhanced Hearing, Float, Inspirational, Teeth (slaying), Spring Leap, Territorial, Whiskers

Tiger Blood (Aggressive + 8 G00-P): When you use aggressive, gain +END temporary HP.

TURKEY, WILD / DOMESTIC

A ground-hunting, tree-perching bird that's raised for its meat.

Size Rating: 6 **G00-P:** +21

Enhance: Determination, Strength, Endurance

Basic Traits: Galliformes, Winged, Omnivore, Movement: Bipedal

Major Traits: Aggressive (5 G00-P), Flight: Burst (5 G00-P), Prey Sight (5 G00-P), Sharp Sight (5 G00-P)

Minor Traits: Beak (pecking), Claws (perching, pursuit), Enhanced Hearing, Ultraviolet Sight

Gobble Gobble (5 G00-P): When successfully performing a bully maneuver, your foe gains unbalanced in addition to startled.

TURTLE, RED-EARED SLIDER

The popularity of this pet made it an worldwide invader.

Size Rating: 5 **G00-P:** +33

Enhance: Determination, Affinity, Endurance

Basic Traits: Testudines, Omnivore

Major Traits: Adaptable (5 G00-P), Breath Storage (5 G00-P), Defense Posture (5 G00-P), Natatorial (5 G00-P), Prey Sight (5 G00-P), Shell (15 G00-P)

Minor Traits: Aquatic Scent, Aquatic Sight, Beak (pecking), Claws (hooked), Hibernation, Infrasonic Hearing, Scales

Mudslider (2 G00-P): When within MOVE distance of a body of water, or similar, you may perform a dash towards it as a moment.

VULTURE, TURKEY

The "buzzard" can smell decay for miles.

Size Rating: 4

GOO-P: +25

Enhance: Perception, Strength, Speed

Basic Traits: Accipitriformes, Winged, Facultative Carnivore, Movement: Bipedal

Major Traits: Enhanced Scent (5 GOO-P), Flight (15 GOO-P), Sharp Sight (5 GOO-P)

Minor Traits: Beak (hooked), Claws (perching), Grasping Feet, Red Sight, Rot Digestion, Ultraviolet Sight

Carion Catcher (Enhanced Scent + 2 GOO-P): You can smell the nearest decaying meat present for (Perception) miles.

WHALE, HUMPBACK

A large baleen whale with lumpy looks and sophisticated songs.

Size Rating: 18

GOO-P: -20

Enhance: Affinity, Strength, Endurance

Basic Traits: Cetacea, Finned, Carnivore, Movement: Aquatic

Major Traits: Breath Storage (5 GOO-P), Natatorial (5 GOO-P), Tough Hide (5 GOO-P)

Minor Traits: Aqualocation, Aquatic Sight, Communal, Enhanced Hearing, Infrasonic Hearing, Migratory Sense, Saltwater Tolerance, Sleep Surfacing, Teeth: Baleen, Whalesong, Whiptail Longsong (Whalesong + 2 GOO-P): When using your song in a social interaction, you may add your +COG to your skill base. When interacting with other humpbacks, you may communicate using two-word phrases for whalesong instead of one word.

CHINCHILLA, MUTANT BLUE

This genemod was made very hardy to market it to children.

Size Rating: 2

GOO-P: +33

Enhance: Affinity, Determination, Speed

Basic Traits: Rodentia (Genemod), Herbivore, Prehensility: Grasping

Major Traits: Enhanced Scent (5 GOO-P), Nightsight (5 GOO-P), Pain Tolerance (8 GOO-P), Prey Sight (5 GOO-P), Swift (8 GOO-P)

Minor Traits: Claws (climbing), Cold Tolerance, Enhanced Hearing, Fluffy, Infrasonic Hearing, Teeth (gnawing), Ultraviolet Biofluorescence, Ultrasonic Hearing, Whiskers Biosynthetic Fur (5 GOO-P): Gain Armor 1, Resistance 1, and Resistance: fire 4.

WALRUS

One of the largest pinnipeds, known for their tusks.

Size Rating: 12

GOO-P: +25

Enhance: Perception, Strength, Endurance

Basic Traits: Pinnipedia, Finned, Carnivore, Movement: Aquatic

Major Traits: Breath Storage (5 GOO-P), Enhanced Scent (5 GOO-P), Natatorial (5 GOO-P), Slippery (5 GOO-P), Thick Hide (5 GOO-P)

Minor Traits: Aqualocation, Bottling, Cold Tolerance, Communal, Enhanced Hearing, Float, Infrasonic Hearing, Migration Sense, Saltwater Tolerance, Teeth (pursuit), Territorial, Tusks (dredging), Whiskers

Sleepless (5 GOO-P): You may stay awake for +END (minimum 2) days. For each day beyond the first, you sleep 50% longer when you do.

WOLF, GRAY

A universally known pack hunter and ancestor of the modern dog.

Size Rating: 9

GOO-P: +26

Enhance: Affinity, Strength, Endurance

Basic Traits: Canidae, Facultative Carnivore

Major Traits: Adaptable (5 GOO-P), Enhanced Scent (5 GOO-P), Nightsight (5 GOO-P), Swift (8 GOO-P)

Minor Traits: Claws (pursuit), Communal, Enhanced Hearing, Pack Hunter, Rot Digestion, Teeth (pursuit), Ultrasonic Hearing

Packmaster (Pack Hunter + 8 GOO-P): When you and an ally are in the same melee, spend a moment to grant +A on their first maneuver in their next turn.

MOUSE, SLINKY

The "Squeaky-Slinky" is highly stretchy with a colorful plume.

Size Rating: 0

GOO-P: +38

Enhance: Affinity, Perception, Prowess

Basic Traits: Rodentia (Genemod), Omnivore

Major Traits: Energetic (15 GOO-P), Enhanced Scent (5 GOO-P), Prey Sight (5 GOO-P), Swift (8 GOO-P)

Minor Traits: Claws (climbing, digging), Compress, Enhanced Hearing, Flamboyant, Flexible, Spring Leap, Teeth (gnawing), Whiskers

Stretch 'n Squish (Flexible + 2 GOO-P): You can double or halve your height for +END turns (minimum 1), and may take traits that require the limbless trait or forelimbs trait.

WEASEL, LONG-TAILED

A small but fierce predator that hunts burrowing animals.

Size Rating: 1

GOO-P: +39

Enhance: Perception, Prowess, Speed

Basic Traits: Musteloidea, Carnivore

Major Traits: Energetic (15 GOO-P), Enhanced Scent (5 GOO-P), Fearless (5 GOO-P), Swift (8 GOO-P)

Minor Traits: Claws (climbing, pursuit), Teeth (pursuit), Rot Digestion, Whiskers

Deathbite (Teeth + 10 GOO-P): Add deathblow as a maneuver with your teeth. When performing a deathblow, add +SPD to your roll.

WOLVERINE

A scavenger known for getting into fights with larger foes.

Size Rating: 7

GOO-P: +30

Enhance: Determination, Strength, Endurance

Basic Traits: Musteloidea, Facultative Carnivore

Major Traits: Energetic (15 GOO-P), Enhanced Scent (5 GOO-P), Musk (10 GOO-P), Fearless (5 GOO-P), Swift (8 GOO-P), Thick Hide (5 GOO-P)

Minor Traits: Claws (climbing, mauling), Cold Tolerance, Teeth (crushing, pursuit), Rock Climber, Rot Digestion, Snow Shoes, Territorial

Little Tough ([Claws or Teeth] + 5 GOO-P): When inflicting damage with claws or teeth on a foe with a greater size rating, you may add a weapon damage die.

PIG, FLYING

This winged pig cannot fly, but the Goop may enable liftoff.

Size Rating: 10

GOO-P: +18

Enhance: Affinity, Perception, Endurance

Basic Traits: Suidae (Genemod), Winged, Omnivore, Zoomorphic: Independent Flight

Major Traits: Enhanced Scent (5 GOO-P), Rooting +2 GOO-P, Flight (15 GOO-P), Sharp Sight (5 GOO-P), Tough Hide (5 GOO-P)

Minor Traits: Enhanced Hearing, Hooves, Rot Digestion, Toxin Digestion

Heavy Landing (Flight + 5 GOO-P): When moving into a melee while flying, any attempt by you to knockdown or press is +A until the end of your turn.

Classification Traits

These traits roughly categorize animals as groups for rules that reference those groups, like some psionic powers or package abilities. They don't have a direct effect on character generation, but you'll want to note them down.

CLASSIFICATION TRAITS-TYPE

These describe the scientific order, class, group, etc. that a species belongs to, as well as special distinctions relating to its genome.

ACCIPITRIFORMES: Birds of prey such as eagles, hawks, ospreys, and vultures make up this order.

ANQUIMORPHA: Beaded lizards, crocodile lizards, Gila monsters, monitor lizards, some limbless lizards, and Komodo dragons make up this infraorder of reptiles.

ANSERIFORMES: An order of birds that includes waterfowl of all sorts: ducks, geese, screamers, and swans.

ARACHNIDA: This order of arthropods includes spiders, ticks, and scorpions.

APODIFORMES: A diverse order of birds that includes hummingbirds, swifts, and treeswifts.

BLATTODEA: An order of insects that includes cockroaches and termites.

BOVIDAE: Cloven-hooved, rudiment mammals make up this family: antelopes, buffalo, cattle, goats, and sheep.

CANIDAE: A family of dogs, foxes, wolves, and other canine predators.

CEPHALOPOD: Tentacles: this class of mollusks includes squid, octopi, and nautili.

CERVIDAE: Hooved, ruminant mammals define this family, like deer, caribou, elk, and moose.

CETACEA: Aquatic mammals adapted to the water, like dolphins, orca, porpoises, and whales.

CHARADRIIFORMES: A wide variety of birds, most of which are shorebirds; auks, gulls, and waders.

CHIROPTERA: This clade of flying mammals encompasses bats and flying foxes.

COLUMBIMORPHAE: Pigeons and doves are the best-known birds of this clade.

CROCODYLIA: Alligators and crocodiles.

CUCULIFORMES: Cuckoos are the most numerous members of this order, but it also includes roadrunners, coucals, and anis.

CYPRINIFORMES: Carp and minnows are the most recognizable members of this order.

DIDELPHIMORPHIA: An order encompassing the opossums of the Americas, not to be confused with the "Possums" of Australia.

DIPTERA: This order includes all flies, including houseflies and mosquitoes.

EQUIDAE: A family of species including donkeys, horses, and zebras.

EULIPOTYPHILA: A group of small ground mammals including hedgehogs, moles, and shrews.

EXTINCT: No living examples of this creature can be found on modern-day Earth short of cloning, genemods, time travel, and other extraordinary methods.

FELIDAE: A family of cats both big and small.

GALLIFORMES: An order of ground-feeding birds like chickens, quail, and turkeys.

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

GENEMOD: A creature that's has been genetically crafted or altered.

INGLYMODI: Gars and their extinct relatives make up this clade of ray-finned fish.

GIRAFFOIDEA: A superfamily of mammals including giraffes, pronghorns, and okapi.

HIPPOTAMIDAE: This family's only surviving members are hippos.

IGUANIA: An infraorder of lizards that includes anoles, chameleons, iguanas, and many other lizards.

LAGOMORPHA: Rabbits, hares, and pikas make up much of this order.

MACROPODIFORMES: This suborder includes kangaroos, wallabies, bettongs, and rat kangaroos.

MONOTREMATA: A group of egg-laying mammals that includes platypuses and echidna.

MUSTELOIDEA: An order of carnivorous mammals including badgers, otters, red pandas, weasels, and many others.

OLIGOCHAETA: This subclass of worms is best known for earthworms.

PASSERINE: A massive order of birds that includes most small and perching birds, like blue jays, pigeons, robins, sparrows, wrens, and many more.

PHOLIDOTAMORPHA: A clade that includes all pangolins both living and extinct.

PINNIPEDIA: A carnivorous, aquatic clade that includes seals and walruses.

PRIMATES: An order of simians, including apes, chimpanzees, lemurs, monkeys, orangutans, and humans.

PROBOSCIDEA: Elephants and their extinct relatives make up this order.

PSITTACIFORMES: This order contains parrots and cockatoos.

RHINOCEROTIDAE: A family including species of rhino.

RODENTIA: Known by their prominent incisors, this order includes beavers, mice, rats, porcupines, and squirrels.

SALIENTA: This group of amphibians covers frogs and toads.

SERPENTES: Snakes define this suborder of limbless reptiles.

SPHENISCIFORMES: Penguins are members of this aquatic order of birds.

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

SUIDAE: This family consists of artiodactyl mammals, such as boars, hogs, and pigs.

URODELA: This order consists entirely of various salamanders.

URSIDAE: Bears make up the sole members of this chonky family.

VIVERROIDEA: This infraorder of carnivores includes hyenas, mongooses, and aardwolves.

XENARTHRA: An order of placental mammals including anteaters, armadillos, and sloths.

CLASSIFICATION TRAITS-FORM

These describe physical traits the species has. They don't have a direct rules effect, but are required to purchase some zoomorphic traits.

FINNED: This species has fins.

HEXAPODAL: A species with six limbs.

OCTOPODAL: A species with eight limbs.

MYRIAPODAL: A species with over eight limbs.

WINGED: This species has wings.

Attribute Enhancement

Each species has three attributes listed that you can enhance by spending GOO-P, increasing the attribute's value. You may select one additional attribute to enhance. Add these increases to the full value of the attribute, NOT the prime mod. Enhancing an attribute marks it (pg. 10), and note that marked attributes cannot be boosted or reduced with takebacks.

If the attribute you're enhancing is 10 or less, the enhancement it grants is doubled, even if that doubled bonus increases it above 10. So if you have an Strength of 9 and boost it by +4, that would be doubled for +8, giving a total of $(9 + 8) = 17$.

TOTAL GOO-P SPENT	BONUS
1	+1
3	+2
6	+3
10	+4
15	+5

Size Rating

A character's size rating is determined by their species. The cost for changing size is per each increment of size rating (SR), so going from SR 2 to SR 10 would cost 13 G00-P. In addition, you may gain G00-P by becoming smaller. Going from SR 16 to SR 11 would grant a character 30 G00-P.

Essentially, if increasing your SR, start with the cost of the rating just above that of your current SR. If decreasing it, you start by "selling off" your current SR instead.

Most adult humans have a SR of 10, and it's suggested that player characters range around size 7 to 13. Being smaller or larger presents a lot of issues when trying to interact with human environments, so discuss it with your group. Small characters are more likely to have trouble in crowds or manipulating various tools, while large characters will have difficulty finding housing or avoiding attention.

Size rating determines several different rules effects, including:

WEIGHT RANGE: A character's approximate mass in pounds or imperial ("short") tons. Weight is the chief measure used when determining size rating.

APPROXIMATE HEIGHT: The rough standing height or length of the character of that size rating in feet and inches, but this can vary depending on body type.

SIZE DAMAGE: The damage modifier for the character when using unarmed combat or a weapon of appropriate size.

LIFT MOD: Multiply the character's starting LIFT by this number.

SIZE SHT: A character's base amount of SHT is defined by size.

RESISTANCE: A character's natural Resistance. If the entry says "Vulnerability", this means they have Vulnerability instead of Resistance.

SIZE RATING	WEIGHT RANGE	AVG. HEIGHT	SIZE DAMAGE	LIFT MOD	SIZE SHT	RESISTANCE	G00-P COST
0	Neg-0.29	Under 6"	-5r	1/1000	0	Vulnerability 5	NA
1	0.3-0.49	6"	-4r	1/500	2	Vulnerability 4	1
2	0.5-0.99	9"	-3r	1/250	4	Vulnerability 3	1
3	1-2	1'	-2r	1/125	6	Vulnerability 2	1
4	3-4	1½'	-1r	1/60	8	Vulnerability 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	20

Anthropomorphic Traits-Basic

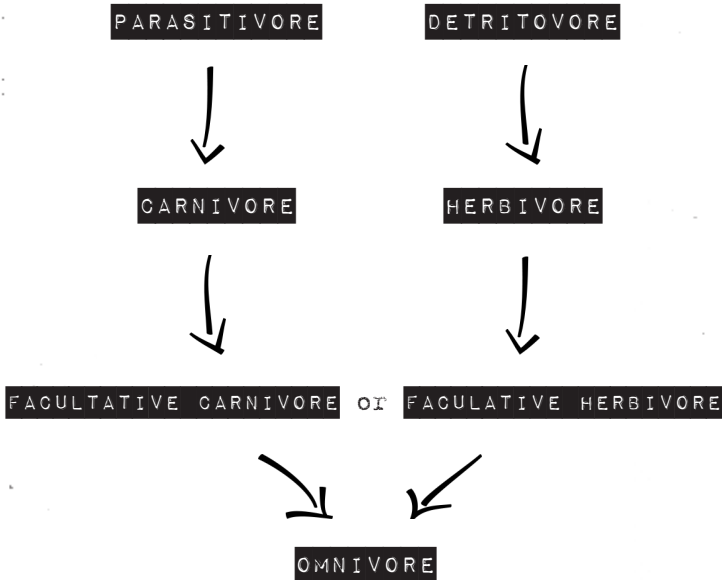
These traits mutate your character closer to a humanoid form. *Unless noted under a species' basic traits, mutants start with Movement: Quadrupedal, Prehensility: Locomotors, Speech: Nonvocal, and Mask: Bestial at no cost.* Such traits are marked as "default" below.

Determining the cost of each trait is done by following its evolution route. If a different anthropomorphic trait than the defaults above is listed under a species' basic traits, you start from that point on the evolution route. You may only progress further along this route; you cannot regress to a "lower" level.

Each evolution route determines what traits you can purchase along the way, and you total up the GOO-P costs for each step cumulatively. For example, a character with Limbless moving to Bipedal would start by purchasing Forelimbs, then move through Quadrupedal, Semi-Bipedal, and then Bipedal for a total of 20 GOO-P.

DIET

These mutations determine what you eat.



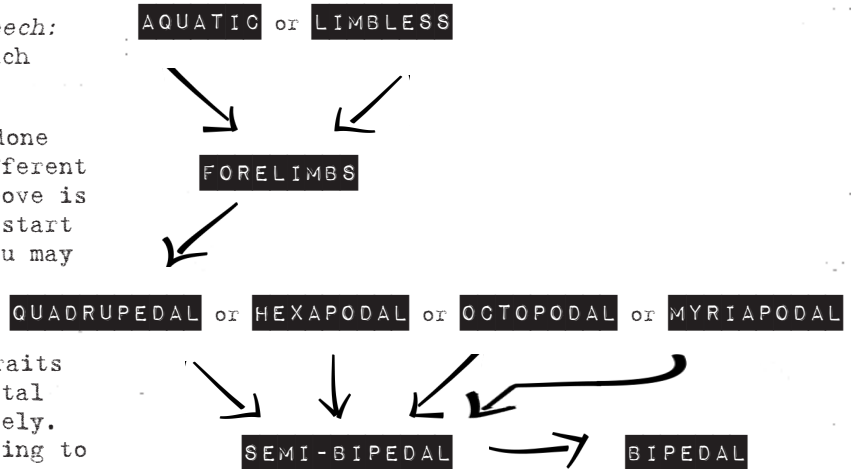
CARNIVORE, DETRITOVORE, HERBIVORE, OR PARASITIVORE (N/A): The character requires meat (for carnivores), dirt/offal (detritovores), plants (herbivores), or a host organism (parasitovores) to survive. They are treated as having regurgitation, ruminant, rot, or toxin digestion if their species has it as an option (waiving the usual cost), but they also suffer from food that is toxic to their base species. This digestion benefit is lost if they evolve beyond this anthropomorphic trait.

FACULTATIVE CARNIVORE OR FACULTATIVE HERBIVORE (1 GOO-P): The character primarily functions as a herbivore or carnivore, but can eat meat or plants to supplement their diet. Most of their diet (75%+) must be from their primary food source.

OMNIVORE (1 GOO-P): The character eats a combination of plants and meat, and can survive off one or the other solely with some health risks. They can digest any food a human can.

MOVEMENT

These mutations shift different forms of natural movement towards bipedalism.



AQUATIC (N/A): As a pure swimmer, you can only flop about and shift your weight on land. While you get Natatorial for free, reduce your MOVE on land to $\frac{1}{2}$, and you're treated as Inactive while beached. You do not start with locomotors.

LIMBLESS (N/A): You cannot stand, only slither. Reduce MOVE by $\frac{1}{2}$. You do not start with locomotors.

FORELIMBS (5 GOO-P): As per limbless, but you have two legs to drag yourself around. Reduce MOVE to $\frac{3}{4}$. When carrying or manipulating an object, MOVE is reduced to 0, and you become inactive and unbalanced. These statuses last until the object is released.

QUADRUPEDAL (default, 5 GOO-P): You use all your limbs for locomotion. While attempting to hold or manipulate an object, MOVE drops to 0, and you are inactive and disoriented. These statuses last until the object is released.

HEXAPODAL (N/A): As per quadrupedal, but you have six legs.

OCTAPODAL (N/A): As per quadrupedal, but you have eight legs.

MYRIAPODAL (N/A): As per quadrupedal, but you have over eight legs.

SEMI-BIPEDAL (5 GOO-P): You can stand and walk, but it's uncomfortable and unsteady. When walking on two legs, reduce MOVE by $\frac{1}{2}$. When carrying or manipulating an object, you become distracted and disoriented. These statuses last until the object is released.

BIPEDAL (5 GOO-P): The character stands on two legs for locomotion and may carry and manipulate objects freely.

PREHENSILITY

This is your ability to manipulate objects with your forelimbs. All mutants start with locomotors unless they have the Aquatic or Limbless trait, or otherwise noted. If you have more than two forelimbs (examples include hexapodal, octopodal, or myriapodal species), you only need purchase prehensility once for all your forelimbs.

LOCOMOTORS → GRASPING → PREHENSILE

LOCOMOTORS (default, N/A): Your limbs function chiefly for land locomotion, and you cannot hold objects easily. At best, you can drag or shove an object, or loosely hold it with both forelimbs. You cannot use weapons or perform tasks requiring tools. Gain this trait automatically if you're a mutant who evolves past Aquatic or Limbless.

GRASPING (5 GOO-P): You can grasp objects, if not manipulate them in any sophisticated manner. Any task requiring tools or weapons is at hard +D.

PREHENSILE (5 GOO-P): You can hold and manipulate tools and weapons with your forelimbs.

SPEECH

This is ability to speak human languages clearly.

NONVOCAL → SEMIVOCAL → VOCAL

NONVOCAL (default, N/A): You can make sounds typical for your species, but cannot form words for speech. You might be able to roughly mimic a few words, but nothing more. You're at a hard disadvantage on social rolls if you don't have another means of linguistic communication, and you cannot speak.

SEMIVOCAL (2 GOO-P): You can speak intelligibly, but are notably inhuman and off-putting, and may be misunderstood at times. You're +D on social rolls with humans and creatures who do not share your classification trait and who are not allies or contacts.

VOCAL (3 GOO-P): You can speak human languages clearly.

MASK

This is how easily you can pass for human. All species start with bestial.

BESTIAL → INHUMAN → KEMONOMIMI
CLOAKED ↙

Note that clearly inhuman traits can still give away a character's nature. A mutant with cloaked, hooves, and tauric isn't going to fool anyone from the waist down. Such "giveaway" traits still appear animalistic; said mutant would look like a centaur, not a human-skinned example of body horror.

BESTIAL (default, N/A): Your appearance is still closely rooted in your species. Even shadowed, your gait and silhouette will give you away as a mutant; at best, others might presume you're wearing a costume.

INHUMAN (2 GOO-P): You can pass for human when well-obscured (examples include concealing clothing, or when silhouetted), but any clear view will reveal fur, scales, or other nonhuman features.

KEMONOMIMI (3 GOO-P): You can pass for human with a minimum of effort; you have some vestigial elements like animal ears, eyes, or tail, etc., but you can obscure such identifiers with clothing and accessories.

CLOAKED (3 GOO-P): You can pass as human short of an invasive or precise exam. You have traits reminiscent of your original species; a bear mutant would be stocky and buff, for example.

Bionics and Assistance Devices

Mutants with an agent or experimental equipment package may get access to bionics or devices that simulate certain anthropomorphic traits (pg. 61), and may wish to reference them before making decisions during this step. Such devices come with drawbacks due to the lack of a GOO-P cost, and they can be disarmed or damaged.

If you think your character's story is better suited to replacement limbs, organs, or assistive devices without these flaws, buy the anthropomorphic trait normally and work out any fine details of the device's usage or maintenance with your group.

Disabilities and Mutation

Mutants in the Now doesn't mechanically detail disabilities unrelated to the mutation process. If you want to have a specific disability unrelated directly to mutation, feel free to claim it and work out any necessary details with your gamemaster. The advantage / disadvantage mechanic (pg. 71) is well-suited for those who wish to have a mechanical element to their disability or related assistive devices. Since there are different preferences on the subject, it's left up to individual groups.

Anthropomorphic Traits-Rare

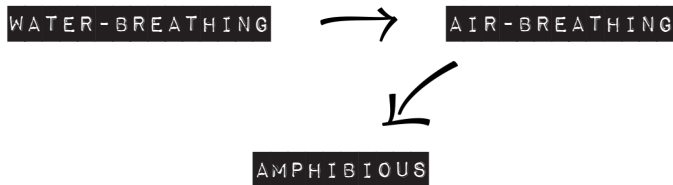
These are unusual evolutionary traits only referenced occasionally by various species. Fish and amphibians often have the respiration trait, and senses traits are found on invertebrates or subterranean species that lack them naturally.

Note that unlike the other categories, these two present even more severe disabilities if not "bought off". Think carefully about retaining any of these traits.

RESPIRATION

All species are Air-Breathing unless specifically noted as Amphibious or Water-Breathing.

Only Water-Breathing species have access to this evolution route; Air-Breathing species cannot "evolve" to Amphibious.



WATER-BREATHING (N/A): You cannot breathe on land without assistance, and begin suffocating upon exposure.

AIR-BREATHING (default, 0 GOO-P): You can breathe out of water normally. This can result from developing lungs, or the ability to process oxygen through your gills or skin.

AMPHIBIOUS (10 GOO-P): You can breathe either water or air. This is only available to species who have this as a basic trait or have the anthropomorphic trait for Water-Breathing.

SENSES

This is for species that lack humanity's major senses. Unless otherwise noted, all species have Senses: Sight, Hearing, and Scent.

All mutant animals have senses of taste and touch. Other senses are found under animal traits.



BLIND (N/A): You cannot sense or interpret light waves. You're treated as having the blind status, but you cannot recover from it.

RECEPTORS (2 GOO-P): You can sense the rough presence of light or dark, but without any details. You gain +D on ranged strikes and dramatic rolls to notice things visually. In addition, you cannot see fine detail (like most writing) clearly.

SIGHT (DEFAULT, 3 GOO-P): This allows you to see like a human does.

DEAF (N/A): You cannot sense vibrations or sound. You're treated as having the deafened status, but you cannot recover from it.

VIBRATION (2 GOO-P): You can sense the volume or direction of sound, but no more. You cannot interpret complex sounds like speech or music.

HEARING (default, 3 GOO-P): This allows you to hear like a human does.

ANOSMIA (N/A): You cannot notice the quality or nature of particles and gases in the air, and you cannot perform dramatic rolls related to that.

SCENT (DEFAULT, 2 GOO-P): This allows you to smell and notice scents like a human does.

Zoomorphic Traits

Zoomorphic traits are available based on a species' basic and available traits prior to mutation. For example, to take Independent Wings, a character's species must have the Winged trait,

CONCEALABLE (2 GOO-P PER TRAIT): You may hide an obviously inhuman physical trait when not in use, like gills or claws. Others are at +D to notice them when doing so. If the trait is large, like wings or additional limbs, this allows you to reliably hide them under clothing. The gamemaster is the final arbiter of what may be concealable; for example, external features like a shell or scales aren't readily concealable.

INDEPENDENT FINS (Finned + 5 GOO-P): Your fins are separate limbs from your arms, allowing you to swim and manipulate objects at the same time.

INDEPENDENT WINGS (Winged + 5 GOO-P): Your wings are separate limbs from your arms, allowing you to fly and manipulate objects at the same time.

LEGLESS GRASP ([Limbless or Forelimbs] + 2 GOO-P): You can use your serpentine body to grasp a single object at a time, though you cannot manipulate it without additional limbs. Your speed is reduced to 0 unless you have quadrupedal, semi-bipedal, or bipedal movement, in which case it is reduced by $\frac{1}{2}$.

MULTILIMBED ([Hexapodal or Octopodal] + 5 GOO-P for four limbs, or Octopodal + 10 GOO-P for six limbs): You can use four (for hexapods and octopods) or even six of your limbs (for octopods) as arms. This allows you to ready or hold additional weapons or objects at once. You may use moments to grab objects or reload without becoming distracted, and you gain barrage as a supported maneuver for your fighting style. When using multiweapon fighting, you can reroll any result of 2 to X on an applicable fight roll once per action, where X is the number of weapons you have in hand. However, any miss leaves you unbalanced. You may choose to strike normally (without this benefit to multiweapon fighting), losing the benefit and the penalty.

MYRIADLIMBED (Myriapodal + 15 GOO-P): You have ten arms or more, and you can hold up to ten objects normally. If you have more than ten arms, you can hold more by taking the unbalanced status. In addition, you gain all the benefits of multilimbed. While the benefit of rerolls is capped at 2-6, there is no longer a limit on the number of rerolls you may make.

TENTACLES (N/A): This is a free trait for species that feature it. When you spend WILL to gain +A on a grab or disarm roll, that advantage is hardened.

TAURIC ([Quadrupedal, Hexapodal, Octopodal, or Myriapodal] + 12 GOO-P): This functions as bipedalism, but you are a quadruped with a humanoid body and two additional limbs, like the mythical centaur. Gain +A on any roll to avoid knockdown or involving jumps. However, it presents some challenges for you in regards to human spaces and may inflict +D when space restrictions would get in your way.

SECONDARY LIMB ([Any one prehensile animal trait] + 2 GOO-P): This upgrades a tail, tongue, or trunk to full prehensility, and you may use it to manipulate and hold objects like a human arm and hand.

UPRIGHT SLITHER ([Limbless or Forelimbs] + 20 GOO-P): Despite being legless, you can slither with your torso positioned vertically, moving as if you were bipedal. While this maintains the $\frac{1}{2}$ MOVE penalty for being limbless, it gives +A on initiative. If you already have +A on initiative, that bonus becomes hardened.

Zoomorphic traits break away from standard evolution trees, resulting in possibilities too complex to easily map.

Animal Traits-Major

Each species has animal traits that can be purchased for the listed cost.

Some animal traits have a sub-trait listed afterwards, which can be purchased if listed for your species and modifies the cost of the trait by the listed amount. So Flight (15 GOO-P) with Migratory (+5 GOO-P) costs 20 GOO-P total. Sub-traits labeled "universal" may be taken by any species that gains access to the animal trait they're tied to. No major trait can have a cost reduced below 2.

Note that mutations with sight in the name require you to have the Sight trait, hearing mutations require the Hearing trait, and scent mutations require the Scent trait (pg. 40). Note that most mutants gain these traits by default.

ADAPTABLE (5 GOO-P): Your species thrives in a variety of environments and circumstances. You can always find available food and water without a roll as long as you aren't confined. When suffering +D on rolls due to the environment, status, or a state, any WILL you spend to gain +A is hardened.

ADHESIVE (10 GOO-P): You can travel on any surface that can hold your weight and isn't smooth (like glass, polished metal) reducing MOVE to $\frac{1}{2}$; even upside-down!

AGGRESSIVE (5 GOO-P): When you make a saving throw against a foe performing a maneuver against you in melee, you may gain +A on the roll. When you do so, you take damage normally even on a success, but you do not suffer any statuses even on a failure. If the maneuver doesn't normally do damage and you're in melee with the foe targeting you, you suffer the character's highest applicable damage type (size, strength, etc.) instead. Resistance or Armor may not reduce this damage or prevent injuries from it.

ARBOREAL (5 GOO-P): You gain the Climbing skill as a specialty skill and may climb horizontally on any surface or area with widespread handholds or branches at your full MOVE, or vertically with a MOVE restriction of $\frac{1}{2}$. If you're also trained in the Climbing skill, make it a specialty skill and advance the skill three times.

Head-First (+2 GOO-P): You can climb down surfaces head-first rather than lowering yourself down, allowing you to MOVE at your full move when descending.

BREATH STORAGE (5 GOO-P): You can hold your breath longer than normal, up to your Endurance in minutes.

BURROW (10 GOO-P): You may move through earth, soil, and sand with MOVE reduced to $\frac{1}{2}$, as well as craft simple dens appropriate to your size, given the proper earth.

Tunnel (+2 GOO-P): You can construct large chambers and steady tunnels given time. Constructing a chamber takes a number of weeks equal the difference in size rating between you and the chamber squared; so if you were to make a hive with a size rating four larger than yourself, it would take sixteen weeks. Constructing a tunnel requires days instead of weeks. If multiple mutants with the Communal trait cooperate, add 1 to the effective size rating of the largest mutant for each assistant that's no smaller than 4 size ratings below that of the leader. (So a size rating 9 prairie dog could have assistants of size rating 5 or larger.) Smaller chambers can be done in a day. If all of your assistants have the Hive sub-trait, add another 1 to the size rating of the largest mutant.

Subterranean (+5 GOO-P): Your MOVE reduction while digging becomes $\frac{1}{4}$, and you gain +A on the next maneuver you perform the same turn you surface. If you have the Tunnel trait, treat your size rating as 2 higher for purposes of calculating the time it takes to build chambers and tunnels.

Slow (-5 GOO-P, universal): Your digging occurs at a rate ineffectual for fight scenes, with MOVE reduced to 1/50th.

CAT FANCY (5 GOO-P): When you make a dramatic roll for social interaction to get something you want from a human, gain +A and skip one step.

CATCHING TONGUE (5 GOO-P): You may attempt to grab a foe that is not presently in melee with you. If you do so successfully, remove them from any melee they are in and place them in melee with you instead. You can also use it to pick up objects up to Strength feet away.

CHAMELEON (15 GOO-P): By changing your color to match that of the area you're in, gain +A on any roll to go unnoticed. In fight scenes, you may take an action to adapt your body to the environment, giving foes +D to target you with maneuvers while you have no statuses. If you move to a location with significantly different coloration, you lose this effect and must spend another action to regain it.

COMPOUND SIGHT (5 GOO-P): You can see in a very wide arc around yourself with almost no blind spots. When others are trying to gain surprise on you or otherwise pass by you without notice, +D on their roll.

CONSTRICTION (Flexible + 5 GOO-P): When you grab a target with your hands or body, +A on rolls with the knockout or pummel maneuvers, and treat them as supported maneuvers by your fighting style while grappling.

DEFENSE POSTURE (5 GOO-P): You may roll into a ball, retreat into a shell, etc., as an action. If you have Resistance or Armor from a mutation, it's increased by 100%, and you gain Resistance or Armor to match the base value of whichever was increased. (So a turtle with an Armor of 5 would increase that Armor to 10, and gain a Resistance of 5). However, you gain the inactive status, may take no physical action and cannot see or smell. Alternately, you may enter this posture as a reaction to a successful maneuver against you if you spend focus to do so. Exiting this posture requires an action.

ECHOLOCATION (10 GOO-P): You can use echoes to find your way in complete darkness, though you must make appropriate noises to do so. You do not suffer +D from lighting or the blind status, but this sense has dramatic limitations (like the inability to tell color or read text). This does not function in water.

Aquatic (-5 GOO-P): This version of echolocation only functions in water.

ENERGETIC (15 GOO-P): You have a high metabolic rate, which allows you to gain an additional move action or moment each turn. However, you cannot focus unless you skip using that move action or moment.

Voracious (-5 GOO-P, universal): You require an extraordinary amount of food, roughly $\frac{1}{2}$ your body weight every day if you feed on meat, or your full body weight if you feed on plants. If you fall short, you suffer 1d12 non-injuring, absolute damage directly to HP every 24 hours and gain the tired status. This damage cannot be recovered and the status is unremovable until you consume sufficient food.

ENHANCED SCENT (5 GOO-P): Your greater sense of smell can recognize specific scents (like a species) and their general direction, as well as avoid +D due to lack of sight or hearing when it comes to noticing the presence of others (but provides no precise location for targeting with maneuvers). The character can even identify others or track recent scents with a successful dramatic roll.

Rooting (+2 GOO-P): You may use Enhanced Scent to attempt to detect buried items or food and suffer no +D for such. You also gain +A and halve the time on any action to dig them up.

EXOSKELETAL DEFENSE (15 GOO-P): Thanks to scutes, exoskeleton, or other external protection, you gain Resistance 4.

FEARLESS (5 GOO-P): +A on any saving throw against a maneuver or ability that would cause you to gain the startled condition, and you never become unbalanced when a foe moves into melee with you.

FLIGHT (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.

Diving (+5 GOO-P): By losing altitude, you can increase your MOVE bonus to 300% for a turn and maximize your size or weapon damage dice (your choice) for any maneuver performed that turn. Recovering the necessary altitude to dive again takes 1d6 dash or sprint actions. Reduce this recovery time by 50% (rounded up) in good flying weather.

Hover (Energetic + 5 GOO-P): You can stop and hover in midair and fly backward and side-to-side. Gain +A to dramatic rolls involving fancy aerial acrobatics or to retreat or traverse rolls while flying.

Migratory (+5 GOO-P): You can fly for extended periods by using gusts and drafts. Roll 1d8. A 3 or less means you can stay aloft for (+END [minimum 1] x 8) hours, and a 4 or more means you can only remain for +END (minimum 1) hours. In good weather, roll 1d6 instead.

Silent (+5 GOO-P): When flying, +A on dramatic rolls to remain unheard or establish surprise.

Burst (-10 GOO-P, universal): You can fly only for a single turn. If you do not land by the end of your turn, you fall from that point. Cannot be combined with Gliding, Migratory, or Hover.

Gliding (-5 GOO-P, universal): You cannot gain lift on your own and must rely on natural lift. Flight requires you to jump from a substantial height; you cannot launch from the ground. To see if natural lift is available, roll 1d8; a 3 or less means you may gain altitude, but a 4 or higher means you must gradually descend for the rest of the flight. In good weather, roll 1d6 instead. Cannot be combined with Burst, Hover, or Migratory.

GOOD DOG (5 GOO-P): Most humans will do their best to avoid harming you if you have not injured or threatened them, and they gain +D to attack you while you have not targeted them or their allies with a maneuver. Gain +A on any roll to try and deescalate a situation.

INK (5 GOO-P): You can squirt a foul-smelling, dark liquid at foes as a ranged strike that grants the blind and distracted statuses but cannot inflict damage. The blind status clears at the end of their next turn, while distracted is cleared normally. You become stunned by performing this action, but if you escape the fight in your following turn, gain 1 temporary WILL at the start of the next scene. They can make a saving throw against this effect, but become inactive if they fail.

JACKRABBIT (5 GOO-P): Gain +A on initiative. If you already have +A on initiative, harden it. All foes targeting you with maneuvers for your first turn in a fight scene gain +D. This +D does not apply if you voluntarily enter a melee or use a maneuver against a foe.

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.

Smelly (-5 GOO-P, universal): You cannot hide your scent from others in the area, even if you remain hidden visually. Any creature with Scent gains +A on attempts to find you as long as you're in proximity (approximately your Endurance in feet), or they've otherwise clued into your recent presence (such as through tracking). Attempts to track you with Enhanced Scent are also +A.

Spray (+5 GOO-P): You can perform a ranged strike that inflicts the tired status on a single target, and unbalances all targets in melee with that foe on a successful hit with the AoE weapon type (pg. 86), including the target. If they're already tired, they're stunned instead. This cannot do damage. You aren't unbalanced by your own smell when performing this in melee. They can make a saving throw against this effect, but they become inactive if they fail.

NATATORIAL (5 GOO-P): Your species is at home in the water. You gain the Swimming skill as a specialty skill and may swim at your full MOVE. If you're already trained in the Swimming skill, make it a specialty skill and advance the skill three times.

NIGHTSIGHT (5 GOO-P): You can see in low-light conditions and suffer no +D for such. The character is still blind in pure darkness.

Colorblind (-3 GOO-P, universal): You functionally cannot see color; you may see slight variations but nothing like human vision.

PAIN TOLERANCE (8 GOO-P): When you roll for initiative, gain temporary SH' equal to your Determination.

PREY SIGHT (5 GOO-P): +A on all rolls to notice movement or avoid surprise, and you can ignore the unbalanced condition on rolls to retreat.

Nearsighted (-3 GOO-P, universal): You gain +D on any ranged maneuver keyed to Prowess or Speed.

RAKE (Claws + 5 GOO-P): When you are inflicting the grabbed status, you may add an additional weapon damage die when using claws to damage your grabbed target.

REGENERATIVE (5 GOO-P): You heal 100% faster. By spending 1 WILL, you may heal Endurance dice in damage worth of SHT as a moment in a fight scene. If your SHT is 0, you may not perform this effect. You may also spend 1 WILL to make a severing injury non-severing.

Bisection (+3 GOO-P): When you would become unconscious due to taking an injury twice from a edged attack or being reduced to 0 HP from a edged attack, you may remain conscious with 1 HP and regain your Constitution in SHT by taking three severing injuries, as half of you survives what would otherwise be a lethal attack. The gamemaster may dictate the injuries or roll randomly. You may not use this again until you've recovered from all severing injuries.

SHARP SIGHT (5 GOO-P): You suffer no +D for dramatic rolls done to notice details or creatures while sprinting, and you do not suffer +D to use a maneuver against a sprinting target. In addition, you gain +A on maneuvers if you have moved this turn.

SHED SKIN (5 GOO-P): When you suffer a maneuver that causes damage or the grabbed status, you may suffer 1d8 non-injuring damage directly to HP to gain +A on any saving throw against it by losing your skin. Once this is done, it cannot be performed again until your HP is entirely healed. If you choose to escape the fight on your next turn, gain 1 temporary WILL at the start of your next scene.

Autotomy (+3 GOO-P): You may also lose your tail to assist a saving throw against a grapple or swallow maneuver. When you do so, you may automatically succeed, taking the damage listed above, as well as any damage still suffered normally. Like Shed Skin, this cannot be used if you have HP damage, and grants temporary WILL after an escape.

SHELL (15 GOO-P): You have a heavy, exoskeletal carapace around your torso and vital organs. Gain Armor 5.

SPINES (15 GOO-P): Your body is covered in sharp spines. This grants Resistance 3, and any damage dice negated by this Resistance in melee are instead inflicted on the attacker. Any attempt by a foe to grab you inflicts your size damage dice on them whether the grab is successful or not.

Darts (+3 GOO-P): By shedding spines, you may perform a melee strike that does your size damage with the AoE weapon type (pg. 86) to all in melee with you. This reduces the Resistance from Spines by 1 each time it's performed, and cannot be performed when your Resistance is 0. You regain 1 point of Resistance at the end of each scene.

STABLE (5 GOO-P): Foes are +D to perform any maneuver that would inflict prone on you (like the knockdown maneuver).

SLIPPERY (5 GOO-P): You're remarkably smooth or slimy. Foes are +D to grab you.

SPIDERSILK (10 GOO-P): You can produce spidersilk, which can line the ground or tunnel sides. You can produce roughly your Endurance in square feet per round as an action. Any attempt to cross your silk requires the traversal action; failure to do so renders a foe prone. Once a foe is prone on your silk, they must attempt another traversal action at +D to escape; if they fail, they become prone again. They may attempt to use traverse to escape again, but at that point the +D is hardened.

Spigots (+5 GOO-P): You can produce silk directly from your hands or feet. Whenever a foe you have grabbed with the grab maneuver fails to grab you, they become unbalanced.

STAMPEDE (5 GOO-P): When you charge a foe of smaller size, you do not need to stop in melee. If you charge a foe and perform a strike, knockdown, or reposition maneuver against them, you may exit melee as a moment afterwards. When charging, gain +A on knockdowns, and treat them as a supported maneuver for your fighting style when using unarmed weapons.

SUCTION (5 GOO-P): You can pull water through your body to draw in prey. When underwater, you may take an action to pull a foe or ally into melee with you. This occurs automatically, but they may attempt a saving throw against it. If they succeed, they do not move, but if they fail, they become inactive and enter melee with you.

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, the +D on all actions while having a target swallowed is hardened due to indigestion.

SWIFT (8 GOO-P): As a particularly quick creature, you add 100% to MOVE on land. When performing a charge, you become distracted rather than inactive. You also gain +A on move actions that don't involve climbing, swimming, or mutation-based forms of movement (burrowing, flying, etc.).

Saltation (+2 GOO-P): You make broad, long leaps when traveling quickly. You can jump as if your size rating was 5 higher. Gain +A to move actions in a fight scene and +A in dramatic rolls where obstacles and gaps are an issue (like chases across rooftops, travel across hazardous areas, or pursuit through an open-air market).

Sprint (-3 GOO-P, universal): You can only add 100% to your MOVE for +END turns (minimum 1), during which you gain +A on move actions and replace inactive on charges with distracted as noted above. At the end of this period or when you stop moving for a turn, gain the tired status. This trait cannot be used while tired.

Swimmer (-3 GOO-P): You add your movement bonus to aquatic movement rather than land movement, and the benefits of Swift only apply while swimming.

TOUGH HIDE (5 GOO-P): Thanks to thick skin, you gain additional SHT equal to your Endurance.

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.

Gamma Bufotoxin (5 GOO-P): This is a toxin rated 1d8 that inhibits the circulatory system and inflicts hallucinogenic effects. While your foe is envenomed, they are disoriented. If you're grabbed, the toxin is only 1d6.

TOXIN RESISTANCE (2 GOO-P): +A to saving throws against toxins, and the envenomed status stops on the two highest values on the toxin die; 7 or 8 on a 1d8 toxin, for example.

UNNERVING VOCALIZATION (3 GOO-P): Your species has an eerie call, howl, trumpet, or snicker that can alarm other species. When you bully a foe, they become disoriented in addition to startled. You add the bully maneuver to your fighting style. This does not affect targets that have the same classification type as you. If you have multiple sub-traits that enhance this, only one may be used per bully maneuver.

Bark (+2 GOO-P): If you successfully bully a foe, they cannot reenter melee with you while they have any disoriented status you've inflicted. You cannot have this sub-trait if you have the Bellow sub-trait.

Bellow (+5 GOO-P): This functions the same as bark, but it targets all foes in melee with you. You cannot have this sub-trait if you have the Bark sub-trait.

Snicker (+2 GOO-P): When you bully a target, you may inflict the distracted status instead of the disoriented status.

Roar (+5 GOO-P): The first time you bully a target during a fight scene, you inflict the stunned status instead of disoriented.

VENOM (10 GOO-P): A variety of toxins delivered to weaken or kill prey or predator alike. Each inflicts the envenomed state and has an additional effect as detailed below. You may only have one type of venom, dictated by your species. This must be delivered through a natural weapon with the injector trait (typically Stinger or Teeth) by rolling a successful strike that does not add +ESC. When you strike a foe and deliver venom, roll 1d8. If your roll is greater than your +END, you cannot use venom again until the end of the scene.

Alpha Cytotoxin (10 GOO-P): This is a toxin rated 1d10 that inflicts damage to cellular structures throughout the body. While your foe is envenomed, they are unbalanced. If they succeed at a roll while envenomed, they suffer agony as well.

Alpha Neurotoxin (10 GOO-P): This is a toxin rated 1d10 that inhibits the operation of muscles by attacking their nervous system. While your foe is envenomed, they are unbalanced. If they succeed at a roll while envenomed, they become tired as well.

Gamma Neurotoxin (0 GOO-P): This is a small dose of a 1d6 toxin that attacks the central nervous system. While your foe is envenomed, they become tired.

Animal Traits-Minor

These are animal traits with a minor utility. All minor traits cost only 1 GOO-P each, with 1 GOO-P per each additional sub-trait, so Claws (ascent, retractable) would be 3 GOO-P total. As with major traits, you may only take traits or sub-traits supported by your species.

Some digestion-related traits may be free if you are a Carnivore, Detritovore, Herbivore, or Parasitovore and have not advanced along the diet evolution path. See the entry for Anthropomorphic Traits-Diet for more detail (pg. 38).

ABRASIVE: Whenever you're grabbed, the character grabbing you takes 2 non-injuring damage at the end of each of their turns while they have maintained the grabbing state (even if they end the grabbing state partway through the turn).

ANTENNAE: When you would be surprised, you may make a saving throw. If successful, you are no longer surprised. If you fail, you're unbalanced in addition to being surprised.

APEX PREDATOR: When in your species' natural environment, no natural, non-mutated animal will initiate a fight with you unless you attack or threaten them first. If something unnatural drives them to do so, they are +D on maneuvers against you unless you perform a maneuver against them or actively harm them.

AQUALOCATION: You can sense vibrations underwater through a trigeminal sense, lateral line organs, bumpy tubercles, or specialized whiskers, granting +A to notice any motion within Perception feet while submerged.

AQUATIC SCENT: You may detect scents underwater.

AQUATIC SIGHT: You do not suffer +D on sight-based dramatic rolls caused by immersion or underwater low-light conditions.

BEAK: This is a natural weapon that does 1d8 weapon damage with the following supported maneuvers: counter and lash. It has the edged type.

Hooked: If your foe is grappled or prone, this does 1d12 damage instead. Your beak gains the injector trait.

Nutcracker: Attacks with this beak do severing damage, and damage is increased to 1d12 if your foe has both 0 SHT and an Armor value.

Pecking: When using this for a barrage, increase your damage die incrementally on subsequent attacks if the first attack hits. (So, a second attack does 1d8, the third does 1d10, etc.) Gain barrage as a supported maneuver with your fighting style. When using your beak.

Poking: When performing a lash, drop the second highest die of damage, not the highest.

BED TREADER: Instead of swimming, you may move along the bed of a body of water, moving at $\frac{3}{4}$ of your land MOVE. This doesn't require a roll outside of powerful currents, but it is limited by your ability to breathe.

BLOODSCENT: You detect the smell of blood up to +PER miles away (minimum 1). If you have Aquatic Scent, this increases to (Perception) miles while underwater.

BOTTLING: You can sleep while swimming by resting on your back with your nose above the water to breathe, allowing you to survive in aquatic environments for extended periods.

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.

Color Shift: You can adjust your color slightly between several shades if you take a full scene to do so. Add two related natural environments (like forest, mountains, rivers, etc.) you can use Camouflage in.

CHEEK POUCHES: You have pouches in your cheeks that can store one small item (relative to your size). People are +D to notice or discover it unless they're familiar with this trick.

CHEMICAL SCENT: +A to noticing the odors of dangerous chemicals and gases with your scent. If the scent is a hazard, this +A is hardened.

CLAWS: These are natural weapons that do 1d10 weapon damage with the following maneuvers: bully and press. It has the edged type.

Ascent: +A to dramatic rolls or traversal actions when climbing up a surface your claws can grip, but no benefit when trying to get down.

Climbing: +A to dramatic rolls or traversal actions when climbing up or down a surface your claws can grip.

Digging: Your claws gain Piercing 2.

Hooked: Your claws can grip prey. Treat grab as a supported maneuver for this weapon.

Mauling: Any damage using your claws becomes massive damage.

Perching: When standing on a surface you can grip or dig your claws into, you don't suffer +D for standing on precarious or narrow surfaces.

Pursuit: Your claws provide running stability. You are +A in your natural habitat to pursue prey, and foes increase the difficulty to Retreat from you by +3.

Retractable: You may hide your claws from casual notice. A close inspection of your digits will still reveal them.

Talons: If used against a foe in the same turn you enter melee with them, increase the damage to 2d8.

CLICKS: You can use high-frequency clicks to communicate with other cetaceans under SR 15 within +AFF miles. Such communications only consist of one simple word, but you may have social interactions with such cetaceans by using this.

COLD TOLERANCE: You suffer no harm or +D for a cold environment within your species' natural habitat.

COMMUNAL: You're used to living in a group environment. Add +2 to +AFF when performing teamwork as part of a dramatic roll.

COMPRESS: Your species is particularly pliable, likely due to the lack of a skeletal structure. You can fit and move through spaces four sizes smaller than you normally could, but it removes MOVE to $\frac{1}{2}$.

CRANE LEGS: Your legs are exceptionally long, increasing your height by roughly 25%, and you need not use the traversal action or suffer +D to pass through tall grass or shallow water. In addition, you gain the reach ability on your unarmed attacks.

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

DEATH ROLL: When grabbing a target while in water deep enough to submerge you both, you inflict the disoriented status that does not end while your target remains grabbed and in water.

ELECTRORECEPTION: Your species can detect the electric fields of other living beings underwater. This works like the Aquatic variant of Echolocation, but only senses other animals and their comparative size (bigger, smaller, similar).

ENHANCED HEARING: You can hear clearly at greater distances; you don't suffer +D to hear sounds at a significant distance.

FALL RIGHTING: You can ignore damage from falls up to Prowess yards in distance. Otherwise, gain Resistance 6 on any damage from a fall. Negate this trait if you are suffering from a status.

FLAMBOYANT: You have bright feathers or shades that catch the eye, and gain +A on your first social interaction roll with another character. This only occurs once.

FLEXIBLE: +A to slip into small spaces or openings. When grabbed, you cannot suffer +D on any attempt to use the grab maneuver on the grabbing foe.

FLOAT: You cannot sink in water unless you choose to dive, and you do not need to make rolls to travel on the surface outside of unusually rough conditions. Moving on water this way reduces your MOVE to $\frac{1}{2}$ unless you have Natatorial.

FLUFFY: Gain Blunt Resistance 2. When resting, +A on any roll against cold conditions for a single character in contact with you.

FOOD STORAGE: By consuming 100% extra food for +END days, you can go Endurance days without food before tracking the time it would take to begin starving.

GRASPING FEET: Your feet count as Prehensility: Grasping. However, you cannot use them to walk, run, or climb while holding or manipulating objects, reducing your MOVE to 0 unless flying or swimming.

HEAT SENSE: You can roughly sense infrared information, like a "hot or cold" sensation, up to (Perception) feet. This does not provide specific shapes or identifying information, but just a rough sense of relative temperature.

HEAT TOLERANCE: You suffer no harm or +D for a hot environment within your species' natural habitat.

HIBERNATION: You can rest for extended periods, up to several months, before finally needing to wake (though you'll be slender and ravenous at that point). You may choose to wake early once every 1d6 days.

HINDRUNNER (Quadrupedal + 2 GOO-P): Your species normally moves on four legs, but can run or hop on two, and you can free your forelimbs to hold objects if necessary when moving. However, you must be traveling at 50% or more of your MOVE (dashing once a turn in a fight scene) to use this mutation.

HORNS: This is a natural weapon that does 1d10 weapon damage at +D on strikes. This +D is negated if you have performed a charge this turn. It has the blunt type.

Antlers: If a foe tries to counter an attack from your horns, roll your weapon damage, and reduce the damage of their counter by that much. This effect does not inflict damage.

Blunt: These only do 1d8 damage, but any foe hit gains the prone status.

Charging: These do 2d8 damage if you have performed a charge this turn.

Outward: These horns have the edged type instead of blunt. When they inflict HP damage, they inflict two injuries instead of one.

Warding: When a foe is in melee with you and you are not suffering a status, these grant Resistance 2.

HOOD: You have a loose flap of skin that can extended to make you look larger and more threatening. Gain bully as a maneuver for your fighting style. If you become unbalanced due to a foe's dash or charge, you can spend 1 WILL to make the foe that just entered melee unbalanced, and end your unbalanced condition.

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.).

Mule Kick: You may kick out with both rear legs, adding an additional unarmed weapon or size damage die but renders you inactive afterwards. This cannot be performed while you have the inactive status.

INDEPENDENT EYES: Your eyes can swivel independently and focus on two different images. Any non-psionic attack that inflicts the distracted status is +D.

INFRASONIC HEARING: In addition to the human range of hearing, you can hear sounds in the infrasonic range. Infrasound is typically produced by weather, tectonic events, some large species, and some engines and machines, and travels farther and penetrates objects more easily than normal sound.

INSPIRATIONAL: Your species has a fighting style modeled after it, and you can select that fighting style even if your background doesn't offer it. In addition, choose a maneuver used by your style and a natural weapon that does not use that maneuver. That natural weapon now supports that maneuver.

LANGUID: You have a low metabolic rate, and your food and water requirements are reduced to $\frac{1}{2}$. This may indicate laziness but has no mechanical drawback.

LONG NECK: Your neck increases your height by roughly 50% and negates +D on dramatic rolls due to obstructions like grass, some walls, bushes, etc.

LONGEVITY: You take longer to die of age-related causes and will live 100% longer than a human of comparable health. Gain +2 SHT.

MAGNETOPREDATION: You can use the magnetic field to sense the precise angle to strike. When you attack a foe by surprise, maximize your lowest single damage die.

MANDIBLES: These are mouth parts that serve as a natural weapon doing 1d8 weapon damage with the following supported maneuvers: grab and pummel. It has the edged type.

Chewing: If you strike a foe successfully with mandibles, you increase your damage die twice for mandibles on the next strike against the same foe on your next turn. However, if you miss that strike or are no longer in melee with said foe, you lose this benefit.

Hollow: Gain the injector trait. At the end of any turn you keep a target grabbed, increase any envenomed value they have by 1.

Piercing: Attacks with these mandibles do an additional 1 non-injuring damage directly to HP, and they add a weapon die and ignore Resistance if the foe is inactive.

MARSUPIAL POUCH: Though typically used to hold young, this can be used to hold several small items or one large item relative to your size.

MIGRATION SENSE: You have the ability to detect Earth's magnetic field and sense the cardinal directions. Because of this, you don't suffer +D for navigating without tools or stars.

MIMICRY: Gain +A on any dramatic roll to mimic a sound. The relevant skill is often determined by the sound, like Livestock to mimic a cow.

NEARLY HUMAN: You may add one of the following to the list of attributes you can add a bonus to with G00-P: Cognition, Determination, Affinity, or Perception. This is in addition to the fourth attribute you choose as an option to enhance.

PACK HUNTER: When hunting cooperatively, you add +1 to your +AFF when determining the benefits of teamwork on dramatic rolls related to the hunt. Add an additional +1 for each ally participating in teamwork that also has the Pack Hunter trait.

PARIETAL EYE: You have a third eye covered by skin which notices shadows and motion above you. You never suffer +D when a foe tries to surprise you from above.

PLAY POSSUM: You can go still, slow your heartbeat, and release a stench that would convince most that you're dead, and you have +A on dramatic rolls to do so. You may use this as an action in a fight scene, and foes will not typically target you unless they're familiar with your trick or if you've taken no injuries. When you do so, gain the inactive status that only remains while you skip actions or turns to maintain the effect.

PREHENSILE TAIL: Your tail can be used as if it were a limb with the grasping level of prehensility.

PREHENSILE TONGUE: Your tongue can be used as if it were a limb with the grasping level of prehensility.

PREHENSILE TRUNK: Your trunk can be used as if it were a limb with the grasping level of prehensility.

RED SIGHT: In addition to the human spectrum of light, you can see into the far-red spectrum, not to be confused with infrared. This is useful in picking out plants from other visual elements, and some underwater creatures that use far-red coloration to hide.

ROCK CLIMBER: You gain no +D or MOVE loss for moving across mountainous or rocky terrain, and you may ascend with MOVE reduced to $\frac{1}{2}$ on a reasonable grade (that is, not flatly vertical, and with footholds) without needing a dramatic roll.

ROT DIGESTION: For carnivore species, you can consume spoiled food without serious issue. For herbivore species, you can consume decaying plant matter and topsoil (though the latter isn't as nutritious). Note that detritivores already make soil and decaying matter their chief form of sustenance, and don't need this trait unless they have evolved beyond that form of diet.

RUMINANT DIGESTION: You can feed on hardy, plentiful plants, but chewing your cud may be stinky and off-putting to some.

SALTWATER TOLERANCE: You suffer no harm or +D for remaining in saltwater environments and can drink saltwater without harm.

SCALES: Gain Resistance 1.

SNOW SHOES: Your feet put minimal pressure on snow and similar terrain, and anybody trying to track you in snowy or icy terrain does so at +D.

SLEEP SURFACING: You can periodically surface unconsciously to breathe while sleeping, allowing you to rest in aquatic environs even if not Water-Breathing.

SONGBIRD: Gain +A to perform lyric-less singing as part of a dramatic roll (like with Performance).

SPATIAL MEMORY: You can store up to +COG (minimum 1) locations in your memory. You can always find your way back to them presuming you're in the same region (roughly the same county) without a dramatic roll.

SPECIALIZED PREDATOR: Gain +A on dramatic rolls to locate and surprise foes while in your species' natural habitat.

SPRING LEAP: When jumping, you jump as if your size rating was 2 higher (pg. 77). If this is done a part of a charge, your foes remain unbalanced until the end of their turn.

SPURS: This represents a variety of spiky growths that inflict 1d8 weapon damage at +D, with the supported maneuver: counter. This +D is negated if your spurs are performing a maneuver supported by this trait or you have the grabbed status and are targeting your grabbing foe. They have the edged type.

Heel: When you are surprised by a foe that moves into melee with you, have no +D to perform a strike with your spurs in the first turn of a fight scene, and their damage is increased to 2d8. When you perform such a strike, lose the unbalanced status if you have it before rolling.

Leg: Add lash as a supported maneuver, and increase damage with your spines to 1d10.

Belly: When using these spurs on a strike against a target you have grabbed, you gain hard +A.

Back: When using these spurs on a strike against a target that has grabbed you, you gain hard +A.

STANDING POSTURE (requires Quadrupedal): You may take an action to stand on your hind legs to reach higher or to use your forelimbs as weapons, but you cannot take a move action while doing so. When attacking with your forelimbs while using this trait, you increase your lowest damage die but gain the distracted status.

STICKY TONGUE: You have a long, sticky tongue that can be used to forage through insect nests or grasp tiny items in small, hard-to-reach spaces. It has a length equal to 20% of your total height or length.

SUCTION CUPS: You can climb up sheer and slippery surfaces, though you still require a dramatic roll to do so.

TEETH: These are natural weapons that inflict 1d8 weapon damage with the following supported maneuvers: grab and knockdown. It has the edged type.

Baleen: +A to attempts to find food for yourself in marine environments. These teeth only inflict 1d6 damage, but you can grab foes with your teeth with a size rating of at least 8 smaller than you as a moment instead of an action while in an aquatic environment.

Crushing: If you successfully grab using teeth, you may inflict your teeth's weapon damage at the end of any turn you fail to perform a maneuver against them while they remain grabbed.

Fanged: Gain lash as a supported maneuver, and your teeth gain the injector trait.

Gripping: Used for holding prey, these teeth only inflict 1d6 damage. When used to grab, they inflict +D on grabbed individuals trying to grab you while you're grabbing them.

Gnawing: These teeth gain Piercing 1, and additionally reduce Armor by 1 on a successful attack that would do HP damage. This reduction remains until the end of the scene, and is cumulative.

Insectivorous: These teeth gain +A when trying to grab or strike a foe with a size rating of at least 2 size rankings smaller than you. If your SR is 4 or less, gain the bonus on foes only 1 size ranking smaller than you.

Pursuit: Gain +A on maneuvers with these teeth if you have performed a move action this turn.

Slaying: Strikes with these teeth are at +A if the opponent is prone or grabbed.

TERRITORIAL: You set and establish a territory through scent markers or just bullheadedness. Mark one area (roughly +PER in square miles) to be your territory. When a fight scene begins in your territory, gain 1 temporary WILL.

TOXIN DIGESTION: You can consume poisons or toxins normally consumed by your species without harm.

TUSKS: These are natural defensive weapons that inflict 1d10 weapon damage at +D on strikes but are triggered by special circumstances. These have the edged type.

Defensive: If a foe misses you and has a raw roll of 1 or 2, you may inflict your weapon damage.

Dredging: When a foe enters melee with you, they can relinquish the chance to inflict unbalanced on you. If they do not, you may inflict your weapon damage on them.

Goring: Add knockdown as a supported maneuver and inflict 1d12 weapon damage when using these tusks as part of a knockdown.

ULTRASONIC HEARING: In addition to the normal range of hearing, you can hear sounds in the ultrasonic range. Some animals use these frequencies in echolocation, and some electrical systems create this sound, like light bulbs.

ULTRAVIOLET BIOLUMINESCENCE: You can glow in the ultraviolet spectrum. Only characters with ultraviolet sight can notice this, but such characters gain +A to notice you.

ULTRAVIOLET SIGHT: In addition to the human spectrum of light, you can see some amount of the ultraviolet spectrum. This is most often used to notice food (such as lichens or flowers that are more recognizable under UV), particular markings left by some species, special mating plumages, or artificially created UV-florescent materials.

VERMIFORM: You have a tongue or other appendage that resembles a worm. This allows you to fish without fishing tools or disgust humans with your wriggly bit.

VIBRATION SENSE: You can sense other creatures by impacts they make on the earth, preventing you from gaining +D on any dramatic roll to sense creatures. You cannot sense creatures with a size rating of 4 less than you in this fashion. This only provides vague information (rough size, footfall pattern). This can be used while digging to sense creatures on the surface.

WATER SCENT: You may detect the nearest source of water within Perception miles. This may require a dramatic roll if water is particularly scarce.

WATER STORAGE: You can forgo drinking water for (END + 2) days (minimum 3) before beginning to suffer dehydration if you've had regular access to water.

WHALESONG: You may communicate with cetaceans of size 15 or greater while immersed in water, up to a distance of Endurance miles. The concepts you communicate are limited to a single word; "danger", "come", "'sup", etc. This allows you to conduct social interaction with cetaceans of that size.

WHIPTAIL: You have a heavy tail that does 1d8 weapon damage with the following supported maneuvers: disarm, knockdown, and lash.

WINGBURST: You can use your wings to enhance your ground-running. Gain +A on traverse actions that don't involve digging, flying, climbing, or swimming. When performing only move actions in a turn, you may add 50% to your MOVE. This pace can be maintained for +END turns (minimum 1), after which you become tired. You cannot use this trait while you have the tired status.

WHISKERS: The character automatically detects unseen foes or hazards in close quarters, typically within your character's limb reach. (This is melee range in fight scenes.)

The Centipede Dilemma

There are a few traits that currently have no species, like Myriapodal or Parasitivore, or references to traits like hive or stinger that are not in this book. These are included largely for compatibility with potential species and material there wasn't room for in this book, and are not in error.

Last Call for Takebacks

As a reminder, takebacks cannot be used after Step #5. If you wish to still use them to modify attributes, this is the time to do so.

Species have many other facts and trivial traits that can't be covered here in depth. While these are beyond the scope of the rules, a bit of basic research of your species is highly recommended!

Psionic Powers

In addition to animal abilities, mutation can result in strange and bizarre psionic powers. Whether this is a product of the Goop or some natural outcome of biological evolution has baffled the few scientists aware of them.

You may spend GOO-P to purchase any psionic power regardless of species. If you purchase more than one power of the same type (telepathic, precognitive, etc., noted as the first name of each power), subtract 2 from the GOO-P cost of all powers with that type. So if you were to purchase Telekinetic Boost, Telekinetic Manipulation, and Telekinetic Shove, it would cost a total of $(10 + 10 + 15 - 6) = 29$ GOO-P.

Powers with [Strike] can be used to perform psionic strikes (pg. 91) and be maintained (pg. 82). Other psionic powers allow you to perform melee or ranged strikes as detailed in their description, or require their boost to perform a psionic strike. Determination affects your damage (pg. 91), and Affinity and Perception affect your ability to attack people psychically (pg. 82). Using boosts requires WILL, which is primarily determined by Determination (pg. 12).

The focus (pg. 83) and maintain (pg. 82) actions are used to sustain the effect of psionic strikes in fight scenes.

Boost is an effect where you spend WILL for a temporary addition to your power (pg. 91).

Further details can be found in the full psionic rules (pg. 90).

BIOKINETIC BLINDING (10 GOO-P) [Strike]

This biokinetic power affects the eyes, blurring and darkening vision before temporarily blinding a target.

This can be used to perform a psionic strike that inflicts the disoriented status (pg. 84) and a Perception injury on a target while you maintain the power. If they have 0 SHT, they gain the blind status (pg. 84) instead.

Boost: Inflict the blind status until the end of their next round on a successful hit.

BIOKINETIC PAIN (10 GOO-P) [Strike]

This power inflicts direct suffering through psionic strikes. It inflicts both the distracted status (pg. 84) and an Endurance injury on a target while you maintain your power. If they have 0 SHT, this power inflicts the stunned status (pg. 85) as well.

Characters with Pain Tolerance gain +A on saving throws against this power. Use of this to extract information (in dramatic rolls) is at +D.

Boost: Add weakened X (pg. 85) on a successful hit, where X is your +DET (minimum 1).

BIOKINETIC SOOTHING (10 GOO-P)

A sense of ease fills the target as this power relieves pain. When targeting a willing ally in a fight scene, this negates one status, injury, or envenomed state of the ally's choice until the end of their next turn and provides temporary SHT equal to your Affinity dice. This cannot increase their temporary SHT beyond the maximum possible result of your Affinity dice. For example, a psionic with an Affinity of 20 and dice of 2d8 cannot increase a character's total temporary SHT beyond 16, even if their roll would exceed that.

In dramatic scenes, this can be used to negate a status or provide SHT at the cost of 1 WILL for a single skill use.

Boost: The target gains +A on their next fight roll.

EMPATHIC ZOOLINGUALISM (10 GOO-P)

You can communicate with non-mutant animals using emotions and simple concepts. You can communicate with those that share two of the following: your classification, diet, or real-life *scientific* class.

You can engage in social interaction with them, add them as contacts during character creation or as bonus advances, and spend 1 WILL after a successful social interaction to add them as a companion (see equipment, pg. 61). You may have a maximum number of animal companions equal to your +AFF (minimum 1).

Boost: When using a companion for a dramatic roll or maneuver, gain hard +A.

PRECOGNITIVE WARNING (10 GOO-P)

You get a sense of danger before it happens. You are no longer inactive when surprised and can add +PER to Defense and Resolve for the first round of a fight scene. With a dramatic roll, this may provide warning of a major hazard or disaster you are in proximity to.

Boost: Spend a moment to add +PER to Defense and Resolve until the start of your next turn.

PSYCHIC SHIELD (10 GOO-P)

Strengthen the user's mind and body against psionic powers. You gain a Resolve of +DET and gain +A on dramatic rolls to notice your mind being targeted by such powers.

Boost: Increase your Resolve by 50% until the end of a scene, but your Resolve also applies to the target of any psionic strike you make for the rest of the scene.

TELEKINETIC BOOST (10 GOO-P)

You can "launch" yourself in any direction as if fired from a cannon, even while standing still.

You can launch yourself (Cognition + Determination) feet, which can be helpful for leaps and climbing. In fight scenes, this can be used to increase the distance of a move, and it gives +A on retreat and traverse moves.

Moreover, you can launch yourself through a window, weakened flooring, or other modest obstructions, taking 1d6 nonlethal damage but breaking through. This also has creative uses like providing a Resistance against falling damage of 4, or performing a "double jump".

However, trying to use it consecutively more than once every six seconds (one round) requires the expenditure of 1 WILL, making it ineffective for rapid, repeated use.

Boost: If you're in melee when using Telekinetic Boost to aid a retreat, any foes in melee with you (and any allies in melee with them) gain the prone status (pg. 84). They may make a saving throw against this at +A, but they are inactive if they fail. Alternately, you may apply this effect when entering melee.

TELEKINETIC MANIPULATION (10 GOO-P)

This is a subtle telekinetic power that lets you manipulate switches, buttons, or small inanimate objects, even though solid barriers (presuming you can sense what's on the other side). Though it can only affect one's (Determination) in ounces or your weight $\times \frac{1}{2}$ (whichever is less), this allows you to perform any skill that could normally be performed with hands remotely. This has a maximum range equal to the character's Determination in yards, can only effect external objects, and can move an object +DET ft. per round (minimum 1 ft.).

This power can be used for improvised maneuvers, but it cannot inflict more than one damage die when doing so.

Boost: You can perform a disarm at range, and fine actions (like taking out a worn item, ejecting a clip from a weapon, or undoing a belt buckle) are possible with a successful disarm without suffering +D.

TELEKINETIC SHOVE (15 GOO-P)

This telekinetic power allows you to push or shove an object (Determination) feet in a single direction, with a weight limited to (Determination) in pounds. Spending 1 WILL can increase this to (Determination \times 10). Note this inflicts a hard amount of force and may damage or break objects. Reducing the amount of force or distance for more careful applications requires spending 1 WILL, but it's still a shove.

This can be used to perform a melee or ranged (not psionic) strikes, doing Cognition and Determination damage to a target and removing them from any melee they're in. This can also be used to launch objects as improvised weapons (pg. 87) as a ranged strike, doing your psionic damage dice plus the weapon damage die (but does not remove the target from a melee).

Boost: Your ranged strike also inflicts prone or repositions the enemy (your choice).

TELEPATHIC AMNESIA (10 GOO-P) [Strike]

This power can be used to suppress others' memories. The memory isn't removed, but it is forgotten until some trigger reawakens it. The gamemaster should select several trigger elements of the memory that can reawaken it upon exposure. Memories removed should be no longer than a scene in length, and you may instead choose to remove memories of the current scene. You must have at least a description or awareness of the memory being erased, but you needn't have personal experience with the event. Failure to make a saving throw against this power grants you a free boost.

This may also be used as a psionic strike that inflicts the disoriented status (pg. 84), as the target momentarily loses their train of thought.

Boost: The gamemaster only selects one trigger.

TELEPATHIC HYPNOSIS (15 GOO-P) [Strike]

You can make a target suggestible, allowing you to give a single, short command to be obeyed within the day. This only works if the target is in a situation in which they can relax; if they're startled or in a loud environment (like a concert or fight), it doesn't work. The command must be physical in nature and achievable within a scene; a character's feelings or memories cannot be manipulated. Failure to save against this power grants +D on the next subsequent saving throw against a telepathic power you use against them within 24 hours.

If this would violate a character's value or threaten their life, the character will break free when attempting to complete the action.

Boost: This may be used to perform a psionic strike in a fight scene that, upon success, allows you to dictate the character's next action.

TELEPATHIC SKIMMING (15 GOO-P) [Strike]

You can read the surface thoughts of a target. This captures the target's train of thought, but doesn't give context to those thoughts. This lasts for the scene or whenever you end the effect.

This can be done as a psionic strike. If successful, you may ask at the end of the turn what one of the target's next actions will be on their turn. The GM reveals an action and target (if any) and must have the character perform that action on their turn.

Boost: In a dramatic scene, gain one CLUE in regard to the target's deeper motivations or plans. In a fight scene, you may ask about their next two actions this round.

Step #6: How You Fight

Each mutant starts with one fighting style. The type of fighting style they may choose is determined by their background:

City Backgrounds: Sport, Street, or Tradition

Rural Backgrounds: Sport, Tradition, or Wild

Institutional Backgrounds: Sport, Street, or Wild

Backgrounds that can learn secret styles are noted specifically, and inspiration styles can be chosen through the Inspiration mutation. These are learned in place of the selections above.

When you gain your first fighting style, you gain your core ability and core bonus, as well as the base ability and supported maneuvers.

Combat styles cannot directly enhance psionic attacks or attacks with modern weapons, nor do their effects trigger off of such, unless the power or style explicitly states otherwise.

AIKIDO

A modern martial art focusing on defense and self-cultivation.

Types: Sport or Tradition

Core Ability (Entrance Technique): If you have inflicted a status with a maneuver upon a foe in melee during a turn, gain 1 temporary WILL at the end of that turn.

Core Bonus: +2 Prowess, +1 Endurance

Base Ability (Circular Technique): When you successfully counter someone, you may grab them (as the maneuver) automatically, or inflict prone instead of damage.

Supported Maneuvers: Counter, Grab, Knockdown, Knockout, Reposition

ARNIS

Also known as Escrima, the national style of the Philippines combines blade or baton with an open hand.

Types: Sport or Tradition

Core Ability (Twin Form): When you hit the same foe in melee with two maneuvers that cause damage on your turn, your target gains the unbalanced status.

Core Bonus: +2 Strength, +1 Speed

Base Ability (Live Hand): When using a club or knife one-handed with the other hand free, you may deal its weapon damage when successfully performing any style-supported maneuver, in addition to any weapon damage it may already inflict.

Supported Maneuvers: Barrage, Counter, Grab, Knockdown, Press

BRAZILIAN JIU-JITSU

Developed from Kodokan Judo, this is a close-combat style often seen in mixed martial art competitions.

Types: Sport or Tradition

Core Ability (Pulling Guard): Gain +A on saving throws against strikes in melee.

Core Bonus: +1 Strength, +2 Prowess

Base Ability (Ground Fighting): When you make a saving throw against a melee maneuver successfully, gain +A on your next maneuver in the following turn as long as it isn't a strike.

Supported Maneuvers: Counter, Grab, Knockdown, Knockout, Reposition

HEIHUQUAN

Also known as Black Tiger Boxing, this is the most aggressive of the Shaolin martial styles.

Types: Sport or Tradition

Core Ability (Black Tiger Fist): Add a die of damage to your natural weapons or strength when performing a melee strike.

Core Bonus: +1 Strength, +2 Prowess

Base Ability (Tiger Gate): When you reposition a foe, you inflict prone on them. When you inflict prone on a foe, you may reposition them.

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

IMPROVISATIONAL PANIC

Not so much a style as a form of desperation, using quick retreats and improvised tools to survive.

Types: Street or Wild

Core Ability (Mostly Harmless): When the only actions you have performed during a turn are to move, focus, improvise, or to perform a +PER-based maneuver, foes are at +D to hit you until the start of your next turn.

Core Bonus: +1 Endurance, +2 Speed

Base Ability (Run For Your Life): Gain +A when attempting to retreat or deescalate a fight. You need not spend 1 WILL or pay a cost to escape.

Supported Maneuvers: Brace, Decoy, Distract, Reposition, Trick

JAILHOUSE ROCK

American prisoners fuse boxing, martial arts, and street fighting into a highly practical form.

Types: Street or Tradition

Core Ability (Iron-Body Armor): When in a melee with more than one foe, gain Resistance 2 and +A on saving throws. If you already have Resistance 2 or higher, add 1 to Resistance instead.

Core Bonus: +2 Strength, +1 Speed

Base Ability (52 Blocks): When you have focus, add a bonus to your Defense equal to the number of foes in melee with you.

Supported Maneuvers: Counter, Distract, Lash, Knockdown, Knockout

KYOKUSHIN

An extremely "hard" style of karate made famous by Sonny Chiba and various media.

Types: Sport or Tradition

Core Ability (Iron Fist): Your unarmed strikes gain Piercing 2, and your size is treated as 1 higher for the purposes of maneuvers and size damage.

Core Bonus: +2 Strength, +1 Endurance

Base Ability (Correct Fist): When you successfully strike a foe and roll a maximum value on a damage die, your foe is unbalanced.

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

MUAY THAI

Known as the "art of eight limbs" for its use of elbows, knees, and body hardening techniques.

Types: Sport or Tradition

Core Ability (Calluses): If you do not have Resistance, gain Resistance 3. If you have Resistance, increase Armor by 2.

Core Bonus: +1 Strength, +2 Endurance

Base Ability (Eight Limbs): If you roll 1 on a damage die for an unarmed attack, reroll it.

Supported Maneuvers: Grab, Press, Pummel, Brace, Counter

NINPO TAIJUTSU

While similar to conventional forms of karate, the secret ninja style maximizes opportunities.

Types: Secret

Core Ability (Hidden Door): If your initiative roll is the highest, select one foe. That foe becomes inactive until the end of their first turn.

Core Bonus: +2 Prowess, +1 Speed

Base Ability (Shinobi Methods): If you successfully perform a strike or deathblow in melee against a distracted or disoriented target, you also inflict your glancing damage against them as well.

Supported Maneuvers: Deathblow, Decoy, Disarm, Distract, Knockdown

PACK PREDATOR

An animalistic attack form that works with allies to wear a foe down.

Types: Wild

Core Ability (Surround): Gain +A on maneuvers when targeting a foe in melee that has two statuses.

Core Bonus: +2 Endurance, +1 Speed

Base Ability (Flank): When you make a roll for a maneuver and the raw roll is equal to or less than the number of allies in the same melee (not including yourself, to a maximum of 6), you may reroll.

Supported Maneuvers: Deathblow, Grab, Knockdown, Press, Reposition

POWERHOUSE PREY

A strategy for prey with horns, size, or other defensive strengths.

Types: Wild

Core Ability (Trample): You may perform a charge against a foe in melee with you as a moment. This unbalances them as if you had just moved into melee with them. Unlike a normal charge, this only affects one target.

Core Bonus: +2 Strength, +1 Endurance

Base Ability (Buck): When you charge a foe, you gain +A on all saving throws in melee until the start of your next turn.

Supported Maneuvers: Brace, Bully, Knockdown, Pummel, Recovery

PURSUIT PREDATOR

An animalistic attack form based on overrunning and overwhelming prey.

Types: Wild

Core Ability (Snap): When you perform a non-strike maneuver with a natural weapon that's supported by that weapon, maximize that weapon's damage die.

Core Bonus: +1 Prowess, +2 Speed

Base Ability (Chase): If you move into melee, or your opponent retreats, gain 1 temporary WILL.

Supported Maneuvers: Bully, Deathblow, Grab, Knockdown, Press

SHEQUAN BEIPAI

The northern, "internal" branch of a Shaolin style modeled after the movements of snakes.

Types: Inspiration or Tradition

Core Ability (Swaying Serpent): If you haven't performed a move action during your turn, you cannot become unbalanced until your next turn begins. If you would be unbalanced, gain 1 temporary WILL instead.

Core Bonus: +1 Strength, +2 Speed

Base Ability (Forked Tongue): If you successfully counter your foe, you gain +A on your next attempt to grab or knockdown that foe on the following turn.

Supported Maneuvers: Barrage, Counter, Grab, Lash, Knockdown

TRICKING

A combination of gymnastics, breakdancing, and flashy martial arts forged into a demonstration discipline.

Types: Street or Sport

Core Ability (Frontflip): When you dash into a melee, unbalance a foe, and remain in melee with that foe until the end of your turn, remove the unbalanced status and replace it with stunned.

Core Bonus: +1 Prowess, +2 Speed

Base Ability (Backflip): When you retreat from a melee successfully, unbalance a single foe of your choice that was in melee with you.

Supported Maneuvers: Barrage, Distract, Press, Taunt, Trick

Step #7: Getting Good

You gained skill packages and hobby skills from your background in Step #3. Now, it's time to select them!

SELECTING SKILL PACKAGES

To select a skill package, the package noted by your background must match one of the two separate types listed on the skill package. For example skill package listed as "professional or science" may be chosen as a professional skill package OR a science skill package.

Select all your skill packages before modifying them, as detailed next.

Each skill package includes the following.

- * A bonus to one or two attributes.
- * A package ability.
- * Three skills.

MODIFYING SKILL PACKAGES

When a skill package is taken, it may be modified in two different ways. Each of these may only be done once per package.

- * You may discard up to ONE primary skill to gain an optional skill designated by the package. You cannot gain an optional skill already provided by a primary skill package you have.
- * You may discard up to ONE skill to advance the two remaining skills once.

READING SKILL PACKAGES

The format of each package is:

PACKAGE BONUS: The bonuses to attributes the package grants.

PACKAGE ABILITY: A special ability granted by the package.

TYPES: The selectable types for the skill package.

PRIMARY SKILLS: The default three skills gained from the package.

SECONDARY SKILLS: Optional skills available by removing a primary skill (see above).

Skill Packages by Type

BASIC

Artist
Automotive
Construction
Domestic
Extreme Sports
Farming
Hunting
Industrial
Spirituality
Traversal

MILITARY

Aviation
Explosives
Naval
Predator
Weapons

SCIENCE

Engineer
Explosives
Life Sciences
Medicine
Physical Sciences
Software

PROFESSIONAL

Automotive
Aviation
Business
Construction
Detective
Domestic
Engineer
Farming
Handler
Industrial
Life Sciences
Medicine
Naval
Physical Sciences
Social Sciences
Software
Weapons

STREET

Artist
Business
Clandestine
Extreme Sports
Prey
Spy
Thief

COVERT

Clandestine
Detective
Hunting
Social Sciences
Spy
Thief

WILD

Handler
Predator
Prey
Spirituality
Traversal

ARTIST

You have a strong creative streak.

Package Bonus: +2 Affinity
+1 Perception

Package Ability: When using skill synergy with Performance, Visual Art, or Writing, gain the higher of the two skill values instead of the lower.

Types: Basic or Street

Primary Skills: Performance, Visual Art, Writing

Optional Skills: Marketing, Troubleshooting

AUTOMOTIVE

Fast? Yes. Furious? Maybe.

Package Bonus: +1 Perception
+1 Speed

Package Ability: You can start any type of mundane vehicle in 1d6 rounds without a dramatic roll.

Types: Basic or Professional

Primary Skills: Driver, Mechanic, Roadways

Optional Skills: Fence, Maintenance

AVIATION

You can fly on borrowed wings.

Package Bonus: +1 Determination
+1 Perception

Package Ability: When you fail a dramatic roll that would result in a vehicle crash, the impact can only cause non-lethal damage.

Types: Military or Professional

Primary Skills: Avionics, Parachuting, Pilot

Optional Skills: Electrician, Maintenance

BUSINESS

You could be a real business shark.

Package Bonus: +1 Cognition
+2 Affinity

Package Ability: Whenever you ask a contact for assistance for the first time in an story, you may spend 1 WILL to grant them an additional perk.

Types: Professional or Street

Primary Skills: Bargain, Finance, Marketing

Optional Skills: Fence, Question

CLANDESTINE

You? A sneak? Wait, where'd you go?

Package Bonus: +1 Speed

Package Ability: After successfully surprising your foe with a dramatic roll, +A on your first roll on your first turn in a fight scene.

Types: Covert or Street

Primary Skills: Mislead, Sneak, Snoop

Optional Skills: Hide, Shadowing

CONSTRUCTION

Literally one step at a time.

Package Bonus: +2 Strength
+1 Endurance

Package Ability: Add +20% to LIFT. When using a tool as an improvised weapon, reroll a single 1 on the damage dice.

Types: Basic or Professional

Primary Skills: Smithing, Laborer, Operator

Optional Skills: Architecture, Demolitions

DETECTIVE

It's not REALLY elementary.

Package Bonus: +1 Perception

Package Ability: You can gain a maximum of 2 CLUES per scene instead of 1.

Types: Covert or Professional

Primary Skills: Deduction, Forensics, Questioning

Optional Skills: Shadowing, Streetwise

DOMESTIC

Everybody needs a homebody.

Package Bonus: +2 Determination
+1 Affinity

Package Ability: When you maintain a home, all your allies regain WILL on a 4+ instead of a 5+ when resting there.

Types: Basic or Professional

Primary Skills: Caretaking, Cooking, Homemaker

Optional Skills: Companionship, First Aid

ENGINEER

Swiss army knife and duct tape.

Package Bonus: +1 Cognition
+1 Determination

Package Ability: When an item, weapon, or non-companion gimmick of yours is destroyed, you may spend 1 WILL to instantly jury-rig a fix that lasts until the end of the scene.

Types: Professional or Science

Primary Skills: Architecture, Machinist, Robotics

Optional Skills: Gunsmith, Mechanic

EXPLOSIVES

You might have a few scars.

Package Bonus: +1 Determination
+1 Perception

Package Ability: Any explosive device you use adds an additional weapon damage die. In addition, you may select an explosive as one of your starting weapons.

Types: Military or Science

Primary Skills: Artillery, Demolitions, Rocketry

Optional Skills: Chemistry, Gunsmith

EXTREME SPORTS

What you do is SICK.

Package Bonus: +1 Prowess
+1 Endurance

Package Ability: When on skis, skates, or a board in a fight scene, you may perform a move action as a moment once a turn, but foes are +A on knockdowns and repositions against you.

Types: Basic or Street

Primary Skills: Skate, Skiing, Surfing

Optional Skills: Athletics, Escape

FARMING

You're used to working the land.

Package Bonus: +1 Determination
+1 Strength

Package Ability: Gain 1 temporary WILL at the start of a fight scene when defending your farm or garden. In addition, you gain one animal companion as a gimmick.

Types: Basic or Professional

Primary Skills: Crops, Livestock, Riding

Optional Skills: Operator, Trainer

HANDLER

You deal with the wild at heart.

Package Bonus: +1 Affinity
+1 Perception

Package Ability: Animals of the same classification as your base species will not become hostile to you unless you threaten them. Your companions cannot be hurt or disabled unless you're at 0 SHT.

Types: Professional or Wild

Primary Skills: Companionship,
Trainer, Whisperer

Optional Skills: Biology, First Aid

HUNTING

This is how humans hunt.

Package Bonus: +1 Endurance

Package Ability: If you successfully catch prey or a foe with bait or traps, you automatically gain surprise against them if you wish to initiate a fight.

Types: Basic or Covert

Primary Skills: Baiting, Camouflage,
Traps

Optional Skills: Hide, Track

INDUSTRIAL

You're handy to have around, man.

Package Bonus: +1 Cognition
+1 Strength

Package Ability: When performing an attack against a mechanical foe, your attacks gain Piercing 2.

Types: Basic or Professional

Primary Skills: Electrician,
Maintenance, Operator

Optional Skills: Laborer, Machinist

LIFE SCIENCES

All things great and small.

Package Bonus: +2 Cognition
+1 Affinity

Package Ability: A successful dramatic roll can let you know a creature's species, size rating, and anthropomorphic/zoomorphic traits.

Types: Professional or Science

Primary Skills: Botany, Biology,
Genetics

Optional Skills: Companionship, First
Aid

MEDICINE

But are you a real doctor?

Package Bonus: +1 Cognition
+1 Perception

Package Ability: When you perform First Aid, add +2 to any SHT or HP recovered. In addition, add +2 to the Endurance of any patient when determining their healing speed.

Types: Professional or Science

Primary Skills: Diagnosis, First Aid,
Treatment

Optional Skills: Biology, Genetics

NAVAL

The sea calls to you.

Package Bonus: +1 Cognition
+1 Perception

Package Ability: When commanding or piloting a ship in a vehicle battle or disaster, it sinks after 5 skill failures, not 3.

Types: Military or Professional

Primary Skills: Boating, Diving,
Shipwright

Optional Skills: Maintenance, Swimming

PHYSICAL SCIENCES

Science!

Package Bonus: +2 Cognition
+1 Perception

Package Ability: Whenever you could gain a CLUE from one of the below skills, gain a temporary WILL.

Types: Professional or Science

Primary Skills: Astronomy, Chemistry,
Physics

Optional Skills: Demolitions, Machinist

PREDATOR

Red in claw and tooth.

Package Bonus: +1 Strength

Package Ability: When you inflict an injury or injuries on a target, gain 1 temporary WILL at the end of your turn.

Types: Military or Wild

Primary Skills: Stalk, Track,
Vigilance

Optional Skills: Sneak, Snoop

PREY

You're ready to eat and run.

Package Bonus: +1 Speed

Package Ability: When inactive, you have +3 Defense.

Types: Street or Wild

Primary Skills: Escape, Gather, Hide

Optional Skills: Athletics, Sneak

SOCIAL SCIENCES

People can be scienced, too.

Package Bonus: +1 Cognition
+2 Affinity

Package Ability: When you use a skill for social influence, you may skip a step.

Types: Covert or Professional

Primary Skills: Politics, Psychology,
Sociology

Optional Skills: Bargaining, Marketing

SOFTWARE

One of the few not cursed by tech.

Package Bonus: +1 Cognition
+1 Determination

Package Ability: Whenever you gain access to a computer you haven't used before, you may gain one CLUE regarding its user or owner automatically.

Types: Professional or Science

Primary Skills: Infosec, Programming,
Troubleshoot

Optional Skills: Electrician, Snoop

SPIRITUALITY

You consider the deep unknowns.

Package Bonus: +1 Determination
+1 Endurance

Package Ability: Gain two additional values of your choice.

Types: Basic or Wild

Primary Skills: Meditation, Mysticism,
Philosophy

Optional Skills: Astronomy, Psychology

SPY

Gain dirt while staying clean.

Package Bonus: +1 Affinity

Package Ability: When somebody tries to use a skill to gain detailed information on you or to track you, they do it at +D.

Types: Covert or Street

Primary Skills: Impersonation, Shadowing, Tradecraft

Optional Skills: Sneak, Snoop

TRAVERSAL

One foot in front of the other.

Package Bonus: +1 Prowess
+1 Speed

Package Ability: You may ignore any +D due to rough or narrow terrain (though you still suffer any MOVE reduction). Add 25% to MOVE.

Types: Basic or Wild

Primary Skills: Athletics, Climbing, Swimming

Optional Skills: First Aid, Escape

PURCHASING PROFICIENCIES

Characters automatically gain proficiency with any weapon they start with, but may also exchange a hobby skill for an additional proficiency in a weapon type (as seen below). Proficiencies have no %, simply allowing a character to use a weapon without +D.

Proficiencies include:

axe
baton
bow
chain
flail
flexible
knife
laser
machine gun
pistol
rifle
rocket
shield
shotgun
slingshot
spear
staff
submachine gun
sword
throwing

THIEF

It's probably illegal.

Package Bonus: +1 Prowess

Package Ability: +A on any dramatic roll used to escape law enforcement, and you no longer need to spend a WILL to escape unnamed law enforcement members in a fight scene.

Types: Covert or Street

Primary Skills: Burglary, Fence, Filch

Optional Skills: Hide, Sneak

WEAPONS

It might not be a healthy hobby.

Package Bonus: +1 Determination

Package Ability: When using a weapon you have proficiency with, you may reroll a single result of 1 on a damage die.

Types: Military or Professional

Primary Skills: Armoring, Smithing, Gunsmith

Optional Skills: Demolitions, Machinist

SKILLS FROM SCRATCH

With the gamemaster's permission, you can create new skills for use as optional or hobby skills. The scope of such skills should match that shown here; a "Notice" skill would be too broad, but a "Rescue" skill pertaining specifically to finding people in search and rescue operations would fit.

Skills are weighted toward favoring mental attributes over physical attributes. If there's any debate over what attributes a skill should have keyed to it, decide in favor of mental attributes.

SELECT HOBBY SKILLS

Hobby skills, unlike skill packages, are selected individually. Any skill can be selected as a hobby skill, but you cannot select any skill you already have from a package or trait.

While most hobby skills are granted by a background, a character also gains additional hobby skills equal to +COG (minimum 0).

Note that hobby selections can be deliberately weird, like a Mostly Feral mutant taking Avionics. It's up to players to come up with interesting backstories behind their selections.

SELECT SPECIALTY SKILLS

When you select skills, you may select +COG skills (minimum 0) you already have from a skill package or hobby to be specialty skills, representing a particular focus or talent.

SKILL PERCENTAGES

The percentage rating of a skill depends on whether or not it's a package, hobby, or a specialty skill. Additionally, the attributes associated with the skill, skill base, and skill gain are key to determining its current rating.

A skill base is the starting percentage value of a skill, derived from one of the two attributes associated with it. Skill gain is the amount a skill improves when gaining levels or via specific mutations, and is determined by the other attribute affiliated with a skill. Both skill base and skill gain are determined by a skill's key attributes (see pgs. 58-59).

- * For package skills, the skill base is determined by the higher of the character's two attributes associated with the skill, and the lower of the character's two attributes determines the skill gain.
- * For hobby skills, the reverse is true; the skill base is determined by the lower of the skill's two attributes, and the higher of the two attributes determines the skill gain.
- * For specialty skills, the skill base and skill gain are both determined by the higher of the two attributes, ignoring the lower attribute. In addition, specialty skills add +COG as a bonus to the skill base. The specific percentage values are determined by the chart on this page.

For example, if you have Robotics, a Cognition/Determination skill, and your attributes are a Cognition of 13 and a Determination of 20:

If a package skill, Robotics would start at 70%, and improve by 3% whenever advanced.

If a hobby skill, Robotics would start at 55%, and improve by 4% whenever advanced.

If a specialty skill, Robotics would start at 70%, improve by 4% per advance, and add +COG for an extra +1%, for a starting total of 71%.

Note that the skill base and gain are determined and noted down when a skill is first gained; later attribute adjustments after character creation do not change this, even if one attribute becomes higher than the other.

FILLING OUT ATTRIBUTES

This is the point you can mark down the prime mod, skill base, skill gain, and damage dice for each attribute (pg. 86); skill packages are the last time attributes are modified in character creation.

SKILL LIST

Architecture

[Cognition/Determination]

Build, modify, and understand construction.

Armoring

[Determination/Strength]

Craft and repair armor and personal protection.

Artillery

[Cognition/Perception]

Use indirect fire against distant targets.

Athletics

[Strength/Speed]

Move quickly and overcome obstacles with agility.

Astronomy

[Cognition/Perception]

Knowledge of celestial objects and phenomena.

Avionics

[Cognition/Strength]

Build, modify, repair, and understand aircraft.

Baiting

[Affinity/Perception]

Create lures to attract a specific sort of animal.

Bargain

[Affinity/Perception]

Analyze the balance of deals and come out ahead.

Biology

[Cognition/Determination]

Knowledge of living things and their behavior.

Boating

[Perception/Speed]

Pilot watercraft of all types.

Botany

[Cognition/Determination]

Knowledge and study of plants and fungi.

Burglary

[Perception/Prowess]

Break into private locales and bypass security.

Camouflage

[Determination/Perception]

Use paints and props to go unnoticed.

Caretaking

[Determination/Affinity]

Take care of children and those in need.

Chemistry

[Cognition/Perception]

Knowledge of materials, chemicals, and reactions.

Climbing

[Strength/Endurance]

Vertical movement by hand or tool.

Companionship

[Affinity/Perception]

Befriend and bond with animals.

Cooking

[Cognition/Affinity]

Prepare food in a pleasing or healthy manner.

Crops

[Determination/Perception]

Grow plants, either for a garden or farm.

Deduction

[Perception/Affinity]

Put clues into context and draw conclusions.

Demolitions

[Determination/Prowess]

Use explosives to deliberate effect.

Diagnosis

[Cognition/Affinity]

Analyze illness, injury, and medical conditions.

Diving

[Perception/Prowess]

Use equipment to reach great depths.

Driver

[Perception/Speed]

Pilot wheeled vehicles of all types.

Electrician

[Cognition/Determination]

Working with electrical and electronic systems.

Escape

[Prowess/Speed]

Noticing hunters and making a swift flight.

Fence

[Determination/Affinity]

Finding sources to trade or buy illegal goods.

Filch

[Perception/Prowess]

Steal objects from people or places.

Finance
[Cognition/Determination]
Understand financial systems and investment.

First Aid
[Cognition/Affinity]
Treat an injury or condition immediately.

Forensics
[Cognition/Perception]
Analyze crime scenes for clues and evidence.

Gather
[Determination/Perception]
Find edible plants and fungi in the wild.

Genetics
[Cognition/Determination]
Understand and modify the code behind life.

Gunsmith
[Cognition/Perception]
Devise, maintain, and modify small arms.

Hide
[Prowess/Endurance]
Find boltholes and hide for long periods.

Homemaker
[Determination/Affinity]
Maintain homes and see to household tasks.

Impersonation
[Affinity/Perception]
Hide your identity and embody others' lives.

Infosec
[Cognition/Perception]
Understand computer security and procedures.

Laborer
[Strength/Endurance]
Perform strenuous tasks for long periods safely.

Livestock
[Determination/Affinity]
Produce labor and goods from domestic animals.

Marketing
[Cognition/Affinity]
Create appealing promotions and ads.

Machinist
[Cognition/Determination]
Improve and invent mechanical devices.

Maintenance
[Determination/Perception]
Maintain and repair mechanical devices.

Mechanic
[Cognition/Strength]
Repair, maintain, and build car engines.

Meditation
[Determination/Endurance]
Focus on oneself and pushing out distractions.

Mislead
[Affinity/Perception]
Attract or divert a subject's attention.

Mysticism
[Cognition/Determination]
Faith, theological writings, and the occult.

Operator
[Perception/Prowess]
Operate construction and factory equipment.

Parachuting
[Determination/Prowess]
Use canopies to glide or perform safe, slow falls.

Performance
[Determination/Affinity]
Perform live music or speech before an audience.

Philosophy
[Cognition/Affinity]
Study dilemmas of reason and reality.

Physics
[Cognition/Determination]
Knowledge of energy, time, space, and interactions.

Pilot
[Perception/Speed]
Pilot both fixed-wing and rotary-wing aircraft.

Politics
[Determination/Affinity]
Understand systems of power and influence.

Programming
[Cognition/Perception]
Creating and modifying software.

Psychology
[Cognition/Affinity]
Knowledge of the mind, behavior, and disorders.

Questioning
[Affinity/Perception]
Methods to extract information from people.

Riding
[Affinity/Strength]
Travel while mounted on a trained animal.

Roadways
[Perception/Affinity]
Use roads for navigation and avoiding notice.

Robotics
[Cognition/Determination]
Devise drones and mechanical suits.

Rocketry
[Cognition/Determination]
Design and usage of rockets and missiles.

Shadowing
[Perception/Speed]
Follow a person unnoticed in an urban setting.

Shipwright
[Cognition/Strength]
Repair, build, and maintain watercraft.

Skate
[Prowess/Speed]
Use foot-powered skates and boards for travel.

Skiing
[Prowess/Speed]
Use skis and snowboards for transport or travel.

Smithing
[Determination/Endurance]
Craft simple items, tools, and weapons.

Sneak
[Perception/Speed]
Get past guards and laypeople unnoticed.

Snoop
[Determination/Perception]
Surveillance, stakeouts, and related technology.

Sociology
[Cognition/Affinity]
Knowledge of social structures, values, etc.

Stalk
[Perception/Endurance]
Pursue trails left by others in the wilderness.

Streetwise
[Determination/Affinity]
Awareness of local crime organizations and fixers.

Surfing
[Prowess/Endurance]
Use surfboards for sport or travel.

Swimming
[Strength/Endurance]
Travel across the water unaided.

Track
[Determination/Perception]
Find signs of a creature's passage for pursuit.

Trainer
[Determination/Affinity]
Train animals both wild and domestic.

Tradecraft
[Cognition/Determination]
Knowledge of spy techniques and equipment.

Traps
[Cognition/Perception]
Set traps and snares for capture or injury.

Treatment
[Cognition/Determination]
Long-term care of injuries and illness.

Troubleshoot
[Cognition/Determination]
Repair computer software and hardware.

Vigilance
[Affinity/Perception]
Notice moments of weakness from prey.

Visual Arts
[Affinity/Perception]
Draw, paint, sculpting, etc.

Whisperer
[Affinity/Perception]
Understand an animal's emotions and desires.

Writing
[Cognition/Determination]
Write to inform or entertain.

Step #8: Get Stuff

Each character selects one equipment package provided by their background: a basic package, agent package, escapee package, or survivor package.

Items with a * are one-use, but they are replenished with a scene that justifies their replacement.

BASIC EQUIPMENT PACKAGE

Concealing, classy, or formal clothes, cellphone or smartphone, a pack or sack, non-burst weapon or basic gimmick, plus one of the following sets:

- **EVERYDAY:** Grooming kit, basic gimmick, one non-burst weapon or basic gimmick, and +0% wealth.
- **HACKER:** Sophisticated laptop or tablet, extra battery for a phone or computer, one non-burst weapon, basic gimmick, or agent gimmick, -20% wealth.
- **MECHANIC:** Full toolkit or toolbelt, one weapon and one basic gimmick, -10% wealth.

AGENT EQUIPMENT PACKAGE

Tactical, loose-fitting, or inconspicuous clothing, commlink set, one gimmick, plus one of the following sets:

- **COMMANDO:** Traditional weapon, modern weapon, worn armor or agent gimmick, -10% wealth.
- **MARTIAL:** Three traditional weapons, basic gimmick, -30% wealth.
- **SPY:** Duffel bag of spare clothes, cellphone, two gimmicks (basic or agent), +0% wealth.

ESCAPEE EQUIPMENT PACKAGES

Experimental, medical, or technician clothes, one keepsake, one gimmick, plus one of the following sets:

- **CYBERNETIC:** One cybernetic or bionic gimmick (may select heavy bionics), one additional agent or escapee gimmick, -20% wealth.
- **EXPERIMENT:** +1 WILL, -50% wealth.
- **RESEARCHER:** Two basic or escapee gimmicks, +0% wealth.

SURVIVOR EQUIPMENT PACKAGES

Piecemeal, outdoors, or ragged clothing, survival tools, backup food, one gimmick, plus one of the following sets:

- **SCAVENGED:** Two traditional weapons, worn armor, one survivor gimmick, -30% wealth.
- **URBAN:** One small weapon, two basic or survivor gimmicks, -20% wealth.
- **WILD:** +8 SHT, -40% wealth.

BASIC GIMMICKS

CASUAL COMPANION: A small animal bonded with you. It can fetch objects, go for help, and provides +A in suitable tasks. Getting it to perform more specific tasks (like pushing a button) requires a dramatic roll.

CITIZENSHIP: You're a legal citizen of your country of origin, with all associated rights of a young adult or adult (your choice). However, this also means the government is aware of your existence and likely to track your activities.

DEGREE: You have an official academic degree associated with one of your skill packages. Without citizenship, this is likely a forgery or honorary, but it can pass casual inspection.

LICENSE: You have a license for your locality, like a driver's license, gun license, or even professional accreditation (like being a registered nurse or social worker). However, without the citizenship gimmick, this licensing is forged or hacked into relevant systems. Note that one's relative anthropomorphism and ability to perform certain tasks may limit use of this license depending on its nature; even if a 2' mutant chinchilla's driver's license is legit, they may have difficulty being taken seriously by traffic police.

LUCKY ITEM: When holding this item in your hand while making a dramatic roll you have +D on, it provides 1 temporary WILL. It cannot provide a temporary WILL again until you experience a critical failure.

STYLISH CLOTHING: You have fashionable and suitable clothes for your form. When having a social interaction with a human, you cannot suffer any +D for your appearance on the first roll if you're relatively clean and kempt.

VEHICLE: You have a well-used car or truck. Chances are its paperwork is missing or its licensing is out of date, unless you have the license gimmick.

AGENT GIMMICKS

COVERUP KIT: A kit to let a relatively humanoid mutant with an Inhuman mask trait pass as human, if perhaps an odd-looking one. For mutants with the Kemonomimi trait, it instead adds +A on attempts to pass as human.

CUTTING-EDGE WEAPON: Your weapon supports an additional maneuver (if melee) or gains an additional crit effect of your choice.

EXPLODING DEVICE*: A concealed, throwable exploding object that's +A to hide. In fight scenes, it works as a thrown explosive, but it only does 4d6 damage.

GRAPPLING GUN: Lets you swing from point to point or move up a wall at your full MOVE, though it requires an action to detach and reuse. May require a dramatic roll to use in some situations.

HEAVY BIONICS: These are heavy, strong limbs designed for fights; choose arms or legs. They provide Prehensility: Prehensile or Movement: Biped, but are +D on dramatic rolls that aren't keyed to Strength, Endurance, or Speed.

HIGH-TECH LOCKPICK: Gives +A on opening either mechanical or electronic locks (choose one).

LISTENING BUG*: Lets you remotely listen in at a location through a phone or receiving device; can be placed on glass to listen to the other side.

NIGHTVISION GOGGLES: Grants nightsight (pg. 43) while in low-light conditions, but sudden light grants the disoriented status unless the goggles are removed as a moment.

SCUBA GEAR: This allows you to breathe underwater for an hour.

SMOKE OR FLASH BOMB*: Choose one effect when used: +A to become unseen on a dramatic roll or remove all characters from a single melee in a fight.

TRACKING BUG*: Lets you track a person or vehicle with a phone or display; requires a dramatic challenge roll to place unseen.

ESCAPEE GIMMICKS

CYBERNETIC: You have cybernetics that replicate natural features. Gain two minor animal traits these simulate. These may be damaged by a cost or critical result, but they cannot be disarmed.

BREATHING DEVICE: You can breathe in air even if you have the Water-Breathing anthropomorphic trait while wearing this. Removing or putting it on takes two actions, and it must be removed to breathe water normally again.

EXPERIMENTAL WEAPON: You have a powerful experimental ranged weapon, but it's unreliable. You may replace your weapon with an energy, prototype, or explosive weapon, or add a damage die. However, the weapon gains the prototype trait if it doesn't have it already.

GOOP: You have an active sample of Goop, enough to trigger one full mutation. Your mutating organization is almost certainly trying to get it back.

LIGHT BIONICS: For either arms or legs, these are light limbs designed for everyday use. They provide prehensility or biped, but are +D on dramatic rolls that are keyed to Strength, Endurance, or Speed, or rolls related to movement.

PORTABLE ANALYZER: This provides basic knowledge of a substance's makeup, provided it's known to science, and can be used to detect trace elements left behind.

SECRET DISCOVERY: You have valuable files concerning some cutting-edge project. With applicable skills and some rare resources (either in terms of materials, lab facilities, etc.), you might be able to complete it. Work out with your gamemaster what this might allow, but the former owner is likely trying to reclaim it.

SECURITY BACKDOOR: You have keen knowledge of your former organization and are +A when trying to bypass their software or physical security.

SURVIVOR GIMMICKS

BAG OF JUNK: You have a bag of busted tools and questionable items. When you would suffer +D due to lack of tools or items and spend WILL to overcome it, you regain that WILL on a critical success.

BOLTHOLE: You have a secret and hidden cave, abandoned building, or other shelter. Anybody tracking you to it rolls +D.

FOOD SOURCE: You have a regular food source, whether it's a disused orchard, a populous hunting ground, or an ill-secured bakery dumpster. While you have access to that area, you are always considered to be well-fed and need not concern yourself with finding food.

POISON DART*: You have a poisoned projectile you use for hunting. With a successful ranged attack, you can inflict a 1d8 toxin that inflicts the tired status while active.

SERENE LOCALE: You regularly visit a place isolated from humanity that helps you find peace. When you rest there, you gain WILL on a 3+ instead of a 5+, but it can be inconvenient to access or travel to. This cannot be a maintained or populated space.

TRAP*: When in a natural environment you have visited before, you can declare a trap. You can lure somebody with the taunt or reposition action, or a dramatic roll during a dramatic scene. This trap does 2d10 damage and inflicts a status of your choice.

VALUABLE WEAPON: There are many weapons like this, but this one is yours. Choose a single traditional weapon you have; it cannot be destroyed as a loss, and attempts to disarm you are at +D.

WILD COMPANION: You have a sizeable animal that can aid you in fights. Choose one natural weapon costing no more than 2 G00-P suitable to your ally; you can then use that weapon at a range. A critical hit may injure your companion as a selectable perk for foes, requiring medical attention to help them recover.

TABLE B-4: WEALTH CHART

Roll % on the following chart, adding or subtracting your equipment package's wealth modifier.

-50% to -31% **COMPLETELY BROKE!** No money of any sort, save for perhaps a shiny you picked up off the ground.

-30% to -25% **A CARD THAT ISN'T YOURS:** You "acquired" a credit or debit card. You can't use it in any transaction that requires more than a swipe, and who knows when it'll stop working? Or if you'll try and return it?

-26% to -11% **ONE BILL, BADLY WRINKLED:** You have under \$20 and assorted change. Choose one of the following: a transit pass with an indeterminate amount of money, a fast food stamp card nearly filled to completion, a game card for a local arcade.

-10% to -06% **SHADY MONEY:** You have the following amount in questionable money. It might be counterfeit, associated with a crime, or a code to a shady(er) digital currency. Somebody's going to want it back. To find the exact amount, roll % again, then roll the amount indicated on the table.

01-60%: \$(1d10x100)

61-90%: \$(1d8x1000)

91-95%: \$(1d6x10,000)

96-99%: \$(1d6x100,000)

00%: \$1,000,000!

-05% to 00% **A FULL WALLET:** You have somebody else's wallet, and there's a good chance its owner isn't around to claim it. There's \$(1d20 x 10) dollars of dubious provenance, a credit card with an unknown balance, two gift cards with 1d20 dollars on each, and entirely too many promotional cards for local businesses.

01% to 50% **DECENT CASH:** You have \$(1d10 x 100) dollars in cash or easily exchanged valuables (precious metals, rare coins, old videogames, etc.).

51% to 90% **BANK ACCOUNT:** You have \$(1d6 x 1000) in a bank account you have access to! (It may even be yours.)

91% to 95% **TRUST FUND, BABY:** For whatever reason, you have a trust fund with (1d20x10,000).

96% to 98% **NO WORK MONEY:** For whatever reason; royalties, licensing of your likeness, investments, you get \$(1d6 x 1000) a month. Surely this makes sense to someone.

99% to 00% **CORPORATE BANK ACCOUNT:** You have access to a ridiculous pit of wealth that is not your own, though it may be subject to the whims of a company or be a hacked account that could vanish at a whim. Whenever you spend over \$10,000 at once, roll %. If the roll's value x \$1,000 is roughly equal to the amount you spent, you're forced to justify your expense or risk losing your access.

WEAPONS

Weapons are detailed fully on page 86, but they fall into a number of categories and examples. Feel free to describe or select any specific weapon that fits these categories. For example, a curved sword could be a scimitar, cutlass, nimcha, or many others.

You automatically gain proficiency (pg. 57) in any weapon you start with. You can trade hobby skills to obtain more on a 1-for-1 basis.

Guns do not start with spare ammo; after they run out, the character will need to acquire more.

Prototype or explosive weapons are only available if specifically indicated by a package or ability; otherwise, a starting character may not select them.

Traditional weapons include the following:

Melee: basic baton (mace, tonfa)
basic knife (dagger, bowie)
battle axe (bardiche, ono)
chain flexible (chainlock, meteor hammer)
club baton (baseball bat, tetsubo)
curved sword (katana, sabre)
dueling sword (jian, rapier)
hand axe (hatchet, tomahawk)
long flail (three-section staff)
long staff (bo, chang gun)
long spear (lance, pike)
oversized sword (estoc, zweihander)
polearm spear (guisarme, halberd)
punch knife (katar, wind-and-fire wheel)
shield (heater, kite)
short flail (flail, nunchaku)
short spear (kiwa, verutum)
short staff (jo, quarterstaff)
standard spear (naginata, qiang)
straight sword (broadsword)
stun baton (cattle prod)
whip flexible (bullwhip)

Ranged: crossbow
long bow
short bow
slingshot
throwing blades
throwing spears

Small weapons include the following:

Melee: basic baton (mace, tonfa)
basic knife (dagger, bowie)
hand axe (hatchet, tomahawk)
punch knife (katar, wind-and-fire wheel)
short flail (flail, nunchaku)
stun baton (cattle prod)

Ranged: light pistol
slingshot
throwing blades

Modern weapons include the following, along with tags that may restrict their selection:

Ranged: assault rifle (burst)
combat shotgun (burst)
heavy pistol
hunting rifle
hunting shotgun
laser pistol (prototype)
laser rifle (prototype)
light pistol
machine gun (burst)
rocket launcher (explosive)
submachine gun (burst)
throwing explosive (explosive)

ARMOR

Armor is detailed fully on page 89.

Types of armor include:

bulletproof vest
leather
metal
ninja
riot suit
shield

Step #9: Wrapping Up

It's time to complete character creation with odds and ends.

You can wait to select some of your contacts and values until play. If you wish, you can select one or two, and then leave the rest "open" until later, or turn to the Random Contact Tables (pg. 66).

NAME

Naming your character is of more subtle importance, since it sets their tone and feel. In fiction, the feel of a name often gives cue to character, and finding the right sound can be difficult. You also may want to talk with other players and see if you want a unified naming structure to help you remember each other's names and come together as a group.

Historical names, everyday names, pet names, or even codenames can form inspirations for your name. Just make sure it's something a villain can hiss in frustration.

VALUES

Each character selects three values that represent what they'd be willing to fight or struggle for. Each value should be abstract; these are general attitudes, not specific goals or ideas.

Examples include: adventure, altruism, authenticity, bravery, candor, charity, competition, education, equality, enlightenment, faith, fairness, family, freedom, happiness, history, honesty, honor, humor, imagination, inclusivity, innovation, justice, loyalty, mercy, moderation, modesty, novelty, objectivity, optimism, originality, passion, patience, perseverance, pragmatism, preparedness, refinement, resilience, self-awareness, self-reliance, simplicity, sincerity, structure, study, and unity.

Note that most of these are "positive" values; it is possible to have more "negative" or self-serving values, like attention, fatalism, or vengeance. However, you may want to discuss this with your group to make sure you're not straying too far from the tone other players are expecting (pg. 5). Villainous NPCs will often have troublesome values, of course.

CONTACTS

Characters get contacts depending on their CTCT (typically +AFF, adding background bonuses), and each has a number of skills with which they can assist, as detailed in the table below. This may or may not mean they have to literally have the skill; a contact who can provide an escape route may not be proficient in Escape but can help due to their resources. If your background gave you a bonus to contacts, add that bonus to your +AFF prime mod when determining CTCT below.

CTCT	FIRST CONTACT	SECOND CONTACT	THIRD CONTACT
-4 to +0	None	None	None
+1	1 skill	None	None
+2	2 skills	None	None
+3	3 skills	None	None
+4	3 skills	1 skill	None
+5	3 skills	2 skills	None
+6	3 skills	2 skills	1 skill
+7	3 skills	2 skills	2 skills
+8	3 skills	3 skills	2 skills

Contacts are usually human, though they needn't always be. What sort of contacts a character has is left open-ended, but most contacts should be modest in scope and suited to dramatic scenes. Contacts with high degrees of wealth, responsibility, or fame will face more difficulties and risks in regards to assisting a group of extralegal mutants. The group is free to discuss and veto prospective contacts.

Though you can have a mutant (or other strangeness) as a contact, it's encouraged for at least one of your contacts to be human. Humans serve as a connection to wider society and allow a mutant to seek help outside the limitations of their (typically) marginalized existence.

Contacts may be members of organizations like Per Mutation (pg. 102), human allies that organize and share information to try and aid mutant animals to find shelter, food, and to avoid the authorities. Others are likely related to your background, skills, or fighting style.

Some groups may want to have a shared guardian or mentor. If the group agrees, they can each pool one of their contact choices into a singularly useful contact. A mentor contact may be used for full effect a number of times equal to the number of players.

Players can invest multiple contacts together for other contacts in a similar way. Such contacts represent people that have a greater connection, but bear in mind any issue that may alienate or put the contact at risk affects all who "invested" in them.

SECONDARY ATTRIBUTES

There are a variety of traits determined by your attributes; here are the short descriptions of each. See the rules section later for more details on how they're used in gameplay (pg. 70).

INITIATIVE: Reacting quickly in a fight.

Initiative Bonus = +PER+SPD (pg. 13)

DEFENSE: Avoiding physical danger.

Defense = 10+PRO+SPD (pg. 13)

MORALE: Withstanding psychic attacks through willpower. Note that most characters don't have Resolve, but it's noted here for those that do.

Morale = 10+DET+PER+Resolve (pg. 13)

SUPERFICIAL HARM THRESHOLD [SHT]: Taking glancing blows and avoiding serious harm.

SHT = Size SHT (pg. 37) + Endurance +
Determination + Unused Takebacks

HIT POINTS [HP]: Taking serious injuries.

HP = (Endurance x 2) + Unused Takebacks

WILLPOWER [WILL]: A resource that can be spent to roll +A, as well as a number of other uses.

WILL = +DET (minimum 0, pg. 13)

CONTACTS [CTCT]: How numerous and skilled your contacts are.

CTCT = +AFF (minimum 0, pg. 13)

LIFTING POWER [LIFT]: A mutant's deadlift capacity.

LIFT = (Strength x 10) x Size LIFT mod (pg. 37)

MOVE RATE [MOVE]: How many feet you can move in the space of three seconds.

MOVE = (Size Rating x 3, pg. 37) + (Speed x 3)

ROLE-PLAY HOOKS

There are a few optional questions you can answer to flesh things out.

You don't need to answer all of these, or answer them right away; it can be useful to do a bit of role-playing, or even play a few sessions before answering. If you're in a group, you can take turns asking these questions of each other.

Don't answer every question (unless you want a very complicated backstory). Instead, pick out two or three that you feel you have compelling answers for.

- * How did you meet the other mutants? What sort of trouble did it involve?
- * How do you feel about humans? Which human do you respect the most? Why?
- * Have you met another mutant? Why haven't you seen them since?
- * What was the closest call you've had with an authority or institution seeking your incarceration? How did you get away?
- * Do you have somebody you consider a parent? Are you still on good terms with them?
- * Who wronged you so badly that you can't forgive them? Why did they do it?
- * What have you seen that you can't explain? Does anybody believe your crazy story?
- * There's something you haven't told anyone. What is it? Why have you kept it to yourself?
- * What do you find most interesting or exciting about human society? How far are you willing to go to get it?
- * You have a powerful image or memory from when you first mutated that you don't fully understand. What is it?

FINAL REMINDERS

Lastly, here are some tips on frequently missed elements to make sure everything's squared.

- Did you spend all your G00-P? Minor traits and attribute bonuses are good ways to deal with any remainder.
- Did you mark down your prime modifiers, skill base, and skill gain for each attribute?
- Did you mark down your skill rating for each skill?
- Did you gain your SHT and HP bonus for any leftover takebacks? If not, gain SHT and HP equal to your takebacks as noted at the end of Step #5.
- Do you have your list of supported maneuvers from animal traits (pg. 42-49), fighting style (pg. 52), and any weapons you have (pg. 65)? Make sure you've noted where cross over.
- Note down Resistance or Armor from mutations (pgs. 42-49) or worn armor (pg. 89).
- Make sure you added any bonuses from your backgrounds (pg. 14) when determining secondary attributes, and noted any bonuses to rolls you may have gotten from backgrounds.
- Prepare to have fun adventures!

RANDOM CONTACT TABLES

These tables are for those that want to roll for random contacts. These are non-binding tables and can be freely rerolled as you like. Note that these lists have an American bias, and you may wish to adjust the results if necessary.

Note these do not reflect the nature of a character's sexuality in terms of being homosexual, bisexual, asexual, transsexual, intersex, etc. You may determine that freely if it becomes relevant.

Roll on G-1 (pg. 66) and I-1 (pg. 69) by default and follow to tables indicated by G-1 and its child tables. For each contact, roll on H-1 by default, which reference your mutant's background to determine their main skill. If they have more than one skill, roll on H-2 once or twice for additional skills.

If you have any confusion about what background you have from Step #4 due to being redirected during that process, use the final type of background your character landed on.

TABLE G-1: GENDER

- 01-47 **FEMALE**: roll on G-2 (pg. 66).
- 48-96 **MALE**: roll on G-2 (pg. 66).
- 97-00 **NONBINARY**: roll on G-3 (pg. 66).

TABLE G-2: NAME GENDERING (FEMALE OR MALE)

- 01-85 **GENDERED NAME**: roll on G-4 (pg. 67) and G-5 (pg. 67) if female, roll on G-4 (pg. 67) and G-6 (pg. 67) if male.
- 86-99 **NON-GENDERED NAME**: roll on G-4 (pg. 67) and G-7 (pg. 67).
- 00 **COUNTER-GENDER NAME**: roll on G-4 (pg. 67) and G-6 (pg. 67) if female, roll on G-4 (pg. 67) and G-5 (pg. 67) if male.

TABLE G-3: NAME GENDERING (NONBINARY)

- 01-60 **NON-GENDERED NAME**: roll on G-4 (pg. 67) and G-7 (pg. 67).
- 61-80 **MALE-GENDERED NAME**: roll on G-4 (pg. 67) and G-6 (pg. 67).
- 81-00 **FEMALE-GENDERED NAME**: roll on G-4 (pg. 67) and G-5 (pg. 67).

TABLE H-1: PRIMARY OCCUPATION

- 01-60 **MUTANT'S PRIMARY BACKGROUND**; check the mutant's background and roll on the chart indicated.
 - Urban = roll on H-3 (pg. 68).
 - Rural = roll on H-4 (pg. 68).
 - Institutional = roll on H-5 (pg. 68).
- 61-80 **DIFFERENT BACKGROUND THAN MUTANT**; check the mutant's background and roll on the chart indicated.
 - Urban = roll on H-4 (pg. 68).
 - Rural = roll on H-5 (pg. 68).
 - Institutional = roll on H-3 (pg. 68).
- 81-00 **DIFFERENT BACKGROUND THAN MUTANT**; check the mutant's background and roll on the chart indicated.
 - Urban = roll on H-5 (pg. 68).
 - Rural = roll on H-3 (pg. 68).
 - Institutional = roll on H-4 (pg. 68).

TABLE H-2: HOBBY

- 01-40 **MUTANT'S PRIMARY BACKGROUND**; check the mutant's background and roll on the chart indicated.
 - Urban = roll on H-3 (pg. 68).
 - Rural = roll on H-4 (pg. 68).
 - Institutional = roll on H-5 (pg. 68).
- 41-70 **DIFFERENT BACKGROUND THAN MUTANT**; check the mutant's background and roll on the chart indicated.
 - Urban = roll on H-4 (pg. 68).
 - Rural = roll on H-5 (pg. 68).
 - Institutional = roll on H-3 (pg. 68).
- 71-00 **DIFFERENT BACKGROUND THAN MUTANT**; check the mutant's background and roll on the chart indicated.
 - Urban = roll on H-5 (pg. 68).
 - Rural = roll on H-3 (pg. 68).
 - Institutional = roll on H-4 (pg. 68).

TABLE G-4: SURNAME

01-02	Anderson
03-04	Angelo
05-06	Bridge
07-08	Brown
09-10	Campbell
11-12	Cohen
13-14	Davis
15-16	Eastman
17-18	Garcia
19-20	Goldberg
21-22	Green
23-24	Gonzalez
25-26	Jackson
27-28	Johnson
29-30	Jones
31-32	Khan
33-34	Kim
35-36	Lawson
37-38	Lee
39-40	Lewis
41-42	Lilja
43-44	Lopez
45-46	Martin
47-48	Miller
49-50	Mohammed
51-52	Moore
53-54	Nowak
55-56	Nguyen
57-58	O'Neil
59-60	Park
61-62	Patel
63-64	Perez
65-66	Rivera
67-68	Robinson
69-70	Rodriguez
71-72	Satou
73-74	Singh
75-76	Stone
77-78	Takahashi
79-80	Taylor
81-82	Thompson
83-84	Tilley
85-86	Walker
87-88	Valencia
89-90	Washington
91-92	White
93-94	Williams
95-96	Wilson
97-98	Wójcik
99-00	Zhang

TABLE G-5: GIVEN NAME,
FEMININE

01-02	Aaliyah
03-04	Abigail
05-06	Allison
07-08	Amanda
09-10	Amy
11-12	April
13-14	Ashley
15-16	Brittany
17-18	Cassandra
19-20	Charlotte
21-22	Chloe
23-24	Crystal
25-26	Destiny
27-28	Elizabeth
29-30	Emily
31-32	Emma
33-34	Faith
35-36	Fatima
37-38	Fiona
39-40	Grace
41-42	Hailey
43-44	Hannah
45-46	Irma
47-48	Ivy
49-50	Jade
51-52	Jennifer
53-54	Jessica
55-56	Journey
57-58	Joy
59-60	Kayla
61-62	Latonya
63-64	Leah
65-66	Linda
67-68	London
69-70	Maria
71-72	May
73-74	Mona
75-76	Oakley
77-78	Olivia
79-80	Patricia
81-82	Penelope
83-84	Rachel
85-86	Renet
87-88	Sarah
89-90	Samantha
91-92	Sophie
93-94	Tamika
95-96	Valentina
97-98	Victoria
99-00	Zoe

TABLE G-6: GIVEN NAME,
MASCULINE

01-02	Albert
03-04	Alejandro
05-06	Andrew
07-08	Anthony
09-10	Benjamin
11-12	Carlos
13-14	Charles
15-16	Daniel
17-18	David
19-20	DeAngelo
21-22	Donnie
23-24	Dylan
25-26	Elijah
27-28	Eric
29-30	Ethan
31-32	Harold
33-34	Isaiah
35-36	Ivan
37-38	Jacob
39-40	James
41-42	Jason
43-44	Jayden
45-46	Jeremiah
47-48	John
49-50	Joseph
51-52	Juan
53-54	Kevin
55-56	King
57-58	Leonardo
59-60	Liam
61-62	Lucas
63-64	Luis
65-66	Mark
67-68	Matthew
69-70	Max
71-72	Michael
73-74	Mohammed
75-76	Noah
77-78	Omar
79-80	Peter
81-82	Phillip
83-84	Raphael
85-86	Richard
87-88	Reginald
89-90	Robert
91-92	Thomas
93-94	Tyrell
95-96	Victor
97-98	Xavier
99-00	William

TABLE G-7: GIVEN NAME,
GENDER-NEUTRAL

01-04	Alex
05-08	Angel
09-12	Avery
13-16	Casey
17-20	Chase
21-24	Chris
25-28	Harley
29-32	Frankie
33-36	Jackie
37-40	Jordan
41-44	Justice
45-48	Kennedy
49-52	Kerry
53-56	Madison
57-60	Morgan
61-64	Parker
65-68	Payton
69-72	Quinn
73-76	Reese
77-80	Riley
81-84	Robin
85-88	Ryan
89-92	Sawyer
93-96	Skyler
97-00	Taylor

TABLE H-3: URBAN PROFESSIONS

01-02	Architect (Architecture)
03-04	Athlete (Athletics)
05-06	Astronomer (Astronomy)
07-08	Burglar (Burglary)
09-10	Comic Writer (Writing)
11-12	Con Artist (Impersonation)
13-15	Cook (Cooking)
16-17	Cosplayer (Armory)
18-19	City Council (Politics)
20-21	Craftsman (Smithing)
22-23	Demolitionist (Demolitions)
24-25	Doctor (Treatment)
26-27	Dog Trainer (Trainer)
28-29	Electrician (Electrician)
30-32	Entrepreneur (Marketing)
33-34	Fixer (Fence)
35-37	Gangbanger (Streetwise)
38-39	Handyman (Maintenance)
40-41	Housekeeper (Homemaker)
42-43	Investor (Bargain)
44-45	IT Support (Troubleshooting)
46-47	Laborer (Laborer)
48-49	Machine Operator (Operator)
50-51	Magician (Mislead)
52-53	Media Critic (Philosophy)
54-55	Musician (Performance)
56-57	Mystery Writer (Deduction)
58-60	Nurse (Diagnosis)
61-62	Paramedic (First Aid)
63-64	Pickpocket (Filch)
65-66	Pilot (Pilot)
67-68	Priest (Mysticism)
69-70	Private Detective (Shadowing)
71-72	Pro Skater (Surfing)
73-74	Programmer (Programming)
75-76	Psychologist (Psychology)
77-79	Reporter (Questioning)
80-82	Runaway (Escape)
83-84	Schoolteacher (Caretaking)
85-86	Sociologist (Sociology)
87-89	Street Artist (Visual Arts)
90-91	Tandem Instructor (Parachuting)
91-93	Taxi Driver (Driver)
94-96	Transient (Hide)
97-00	Vigilante (Vigilance)

TABLE H-4: RURAL PROFESSIONS

01-07	Birder (Camouflage)
08-15	Cowboy (Riding)
16-22	Dive Instructor (Diving)
23-30	Farmer (Crops)
31-37	Fisher (Baiting)
38-44	Forester (Gather)
45-52	Hunter (Track)
53-58	Lifeguard (Swim)
59-66	Mountain Guide (Climb)
67-73	Pro Surfing (Surfing)
74-79	Rancher (Livestock)
80-85	Sailor (Boating)
86-91	Ski Guide (Skiing)
92-95	Trapper (Traps)
96-00	Truck Driver (Roadways)

TABLE H-5: INSTITUTIONAL PROFESSIONS

01-05 Aerospace Engineer (Avionics)
 06-10 Animal Psychologist (Whisperer)
 11-15 Biologist (Biology)
 16-20 Botanist (Botany)
 21-25 Chemist (Chemistry)
 26-30 Covert Agent (Tradecraft)
 31-35 Forensic Scientist (Forensics)
 36-40 Geneticist (Genetics)
 41-45 Gunsmith (Gunsmith)
 46-50 Information Security (Infosec)
 51-55 Intelligence Agent (Sneak)
 56-60 Internal Security (Snoop)
 61-65 Inventor (Machinist)
 66-70 Martial Arts Instructor (Meditation)
 71-75 Military Engineer (Artillery)
 76-80 Naval Engineer (Shipwright)
 81-85 Physicist (Physics)
 86-90 Roboticist (Robotics)
 91-95 Rocket Scientist (Rocketry)
 96-00 Zoologist (Companionship)

TABLE I-1: REASON FOR ASSISTANCE

01-08 **Charitable Work:** The contact works as a volunteer or in a charitable profession and sees helping the mutant animal as an extension of that.

09-16 **Connected to the Goop:** The contact is associated with whatever forces or organization created the Goop and feels responsible for the result.

17-23 **Discovery and Fame:** Though respectful of their privacy, the contact hopes to one day reveal the truth of mutant animals and tell their story.

24-31 **Exposed to Danger:** The contact is endangered by an organization that also opposes mutant animals, and seeks common aid against them.

32-38 **Helped a Mutant Animal:** The contact freed or assisted a mutant animal in their time of need and is inspired to do more to help them.

39-45 **Helped by a Mutant Animal:** The contact had a major favor done for them by a mutant animal and seeks to pay it forward.

46-52 **Hired for Investigation:** The contact was paid to find out more about mutant animals by a third party, but they may have second thoughts about their work.

53-61 **Interest in the Weird:** The contact is a ufologist, cryptologist, or otherwise seeks the odd.

62-69 **Knew Animal Before Mutation:** The contact knew an animal prior to mutation and was shocked at its occurrence. They feel a connection to mutant animals as a result.

70-78 **Member of a Shady Organization:** The contact works for an organization with an interest in mutant animals, they but may reconsider their loyalty.

79-86 **Professional Interest:** The contact seeks mutant animals as part of a profession or hobby.

87-94 **Radicalized on the Internet:** The contact joined an online group that seeks to aid mutant animals, like Per Mutation or a similar group.

95-00 **Simple Curiosity:** The contact seeks to know more about mutant animals and their situation to understand the world better.

General Rules



Even fictional worlds aren't fair. Mutants will win, mutants will lose. The rules are here to provide uncertainty. Through that, they raise questions. How does your mutant face the future? How will they learn to deal with adversity? And how radical can they be?

REALLY RADICAL. Grab your dice, and practice some rolls as you read!

There are two main sets of rules in Mutants in the Now: dramatic rules, which apply to risky and exciting challenges, and fight rules, which deal with struggles and violence.

But first, there are universal rules that apply to both.

Rolling

The success or failure of a risky action is determined by a dice roll. If a dramatic task involves no risk, the gamemaster should waive the roll and grant success if it seems within the character's established abilities.

For dramatic rolls, determine an applicable skill and make a percentage roll (pg. 7). If the roll is less than or equal to the skill's rating, they succeed. A raw roll of 99 or 100 is always a failure.

For fight rolls, the difficulty of the action is determined (often by a foe's Defense or Morale), and then a player rolls 1d20 and adds any bonuses they have to the total. If the total is equal to or greater than the difficulty, they succeed. A raw roll of 1 is always a failure.

Success and Failure

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.

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.

Whenever you fail or critically fail a roll, mark that skill. Marked skills become relevant during the advancement process (pg. 86).

Advantage and Disadvantage

Certain rolls are done with advantage (+A) or disadvantage (+D), as dictated by WILL expenditure, a mutation, a status, or other circumstances. The gamemaster may decide what situations may grant advantage or inflict disadvantage. If a task is simple or easy (but still risky), granting it advantage is appropriate, but if it would be intensely difficult, disadvantage is appropriate.

- * For dramatic rolls done at advantage, make a percentile roll, but you may flip it (pg. 6).
- * For dramatic rolls done at disadvantage, the higher of the two ten-sided dice rolled becomes the tens digit.
- * For fight rolls done at advantage, roll two twenty-sided dice and select which of the two you wish for the roll's result, discarding the other.
- * For fight rolls done at disadvantage, roll two twenty-sided dice, but you always discard the higher die and take the lower die for the result.

If a roll has both disadvantage and advantage, they cancel each other out. If there are multiple sources of each, only the higher amount counts. Note that advantage or disadvantage cannot "stack" for additional dice; either you have it, or you don't.

Some effects may grant "hard" advantage or disadvantage. This overrides and cancels out any contradicting advantage or disadvantage unless it's also qualified as "hardened".

Untrained Rolls

A character may attempt a maneuver not supported by their fighting style, or a skill they have no training in. When they do so, they cannot roll at advantage (but advantage can cancel disadvantage).

For dramatic rolls, they use the base skill from the lower of the skill's two attributes.

For a fight roll involving an unsupported maneuver, the maneuver is at disadvantage.

Determination and Effort

A character may apply effort, gaining advantage on a roll by spending a single WILL before rolling. If they have 0 WILL, they may take a cost to gain a temporary WILL once per scene.

Temporary Traits

Effects may provide temporary SHT, HP, or WILL; if not lost or spent by the end of the scene, the temporary bonus goes away. Temporary WILL may not be spent for psychic boosts or power effects, but may be spent for +A on rolls involving them.

Perks and Costs

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.
- * The character gains hard +A on a future roll relating to their success.

Perks from fight rolls include:

- * Add two damage dice to your roll (of the highest die type you would roll).
- The character gains 1 temporary WILL.
- Act first in the following turn.
- Destroy or disable a foe's weapon, gimmick, or armor.
- A special perk from a weapon.

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

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.

WILL Recovery

After a good night's sleep, characters roll their Determination dice to recover WILL. They regain 1 WILL, +1 for every 5 or higher rolled on the dice, up to their maximum WILL. If the characters spend a scene celebrating or commiserating, they can regain an additional 1 WILL once a day; this should be role-played to an extent.

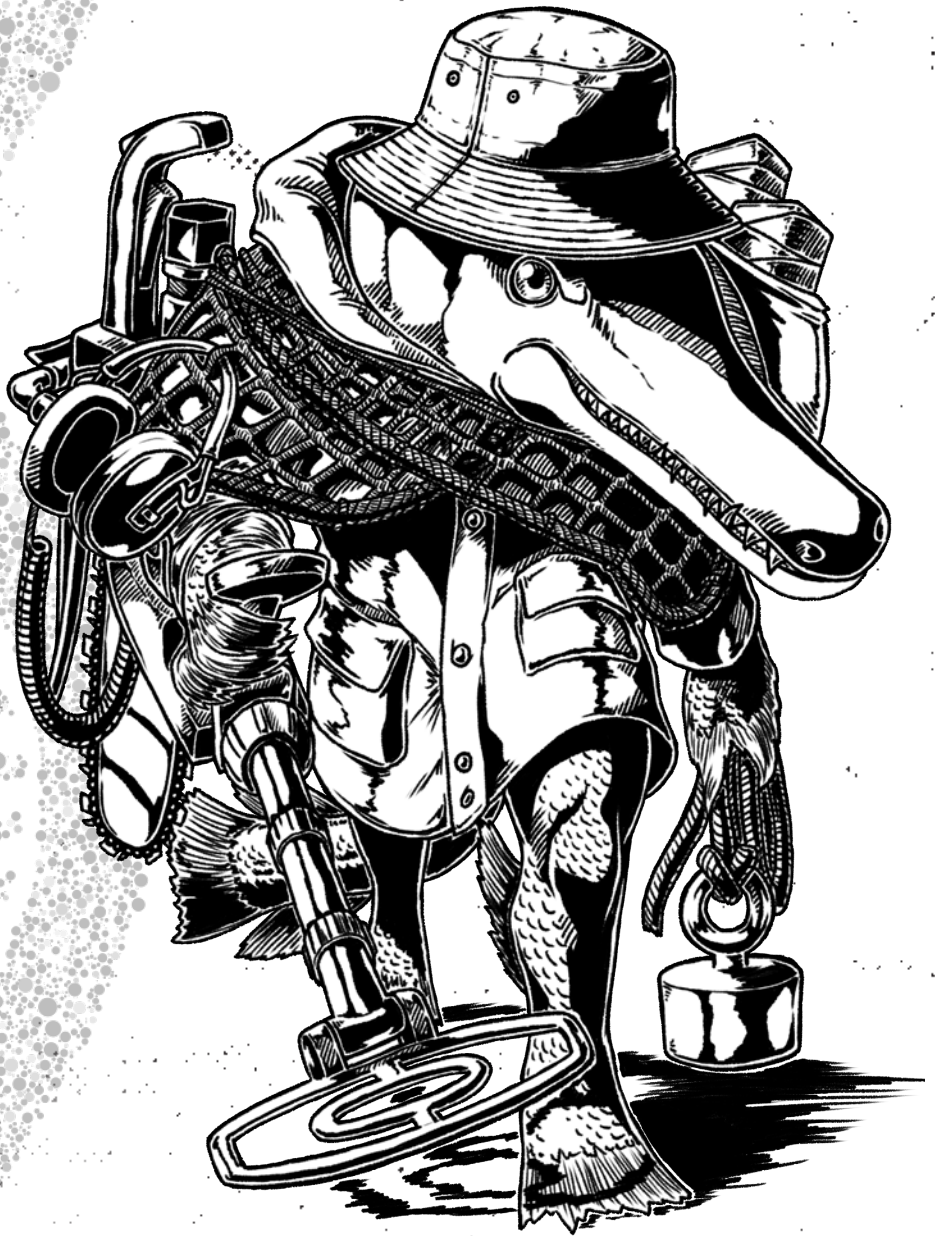
Table of Outcomes

This is an optional table you can use to spice up rolls. It can use either twenty-sided dice or percentage rolls, and you can use the roll for an action (before any modifiers) or roll separately, as you find suitable.

The table of outcomes is intended as a creative spur; don't use it every time! But when you feel a scene needs a little twist, or if you're stumped for a creative description, it's here for your needs.

TEST		SUCCESS		FAILURE	
The ones digit is...	If the tens digit is odd...	If the tens digit is even...	If the tens digit is odd...	If the tens digit is even...	
1	The action is accompanied by an unusual cry of success.	The action is encouraged by an ally or bystander, and is urged on to success.	The character just isn't motivated enough, failing the task.	The character is struck by a key moment of doubt, causing failure.	
2	A dramatic flourish or pose accompanies the action's success.	The character feels the need to impress somebody—or themselves—driving them to success.	A step in the process is forgotten, leading to the inability to complete the task successfully.	The character is surprised by an ally, bystander, or foe out of nowhere, causing failure.	
3	It was only luck that saw success through.	A bit of music in the background sets the perfect mood for success.	A momentary illness (cough, sneeze, ache, something in one's eye) leads to failure.	There's one lesson that the character missed, and if they hadn't, the action wouldn't have failed.	
4	The action involves a treat or reward at the end.	Though weary for a moment, the character redoubles and succeeds with determination.	Slight exhaustion catches up, causing a slip or pause that leads to failure.	An minor item or tool breaks when performing the action, causing failure.	
5	The character flashes back to a lesson or saying from a teacher that guides them to success.	The action involves an item or tool spotted in the immediate environment, or that falls into one's lap.	A vital detail in the present situation is missed, leading to failure.	The likelihood of the character's success is correctly questioned.	
6	The weather or wind is particularly favorable to performing the action being taken.	The character discovers something new in the course of this task.	The failure involves a slip of dexterity; a stumble, trip, or fumble.	Somebody gets in the way of the action physically or metaphorically, causing it to fail.	
7	The action is done subtly and swiftly, with any intent being understood nonverbally.	Inappropriate force is used to complete the action. If it involves force, it's not the kind you'd expect.	The action sets off an harmless explosion or other loud noise.	The character wouldn't have failed if they had only been a bit faster.	
8	The character finds an vital answer they need online.	Everything comes together; the action seems as natural as breathing.	A troubling omen or superstition causes either distraction or bad luck.	The character repeats a past failure out of habit or doubt.	
9	The action seems to be a dramatic failure at first, but is revealed to actually be successful.	A moment of virtue accompanies the task, doing a bit of good along the way.	A dark thought led the character astray into failure.	Something incredibly impressive or cool causes a distraction.	
10	The character's primal nature is key to success.	A bystander admires the skill and mastery demonstrated in the action.	The worst thing that could go wrong with this does; perhaps not critically, but definitively.	One's primal nature leads one astray, causing the action to fail due to some reflexive instinct.	

Dramatic Rules



Mutants face countless challenges. Whether seeking the mysteries behind their mutation or just trying to scrape together a nightly meal, they need to put their unique skills and abilities to the test.

But they can leverage their experience, convictions, and more to turn the tables. Let's find out how.

Challenges

In many dramatic scenes, you'll see the skill of two or more characters' pitted directly against one another, like in a race or game of wits. When this occurs, each participant adds +AFF to their skill total and rolls. If the challenge is a situation where they aren't aware of each other (like a guard and somebody trying to sneak past and sneaking), don't add the prime mod.

If one character succeeds and the other character fails, the outcome is clear. But if both characters succeed, the higher roll is the winner, unless one gets a critical success. (For a double crit, the higher crit roll wins.) If both characters fail or their results match, it's a tie (or both characters give up), and the gamemaster should determine the precise result.

For particularly climactic or extended challenges, the gamemaster may request multiple rolls with different skills to determine the outcome.

Synergy

Different skills may have overlapping effects; for example, Mechanic and Maintenance overlap when fixing a car engine, Athletics and Escape overlap when trying to flee, and Performance and Visual Arts overlap when making an online video.

In this case, a character may choose to roll with their lower of the two skills, but gain +A. The player may suggest how skills might synergize, but the gamemaster decides if a combination is appropriate.

Values

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.

Teamwork

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.

Conversations

Social interactions in Mutants in the Now are handled through role-play. However, at times, players may want to leverage their characters' expertise to convince a non-player character to perform a task or share an opinion.

In doing so, there's no one "speech" or "persuade" skill like found in other role-playing games. Instead, characters utilize an appropriate skill. For example, convincing somebody they're sick could use Diagnose, and a bribe could be Bargain or Streetwise. When doing so, they add +AFF to their total skill. If lying about something they have no expertise in, they roll their Affinity's base skill with advances equal to their (Level - 1).

When leveraging skills in this way, convincing somebody works in "steps". The first step is often just making a social connection. An example of convincing a security guard might go like:

- * Convince them that lives will be saved by stealing a mutagen sample.
- * Convince them that they won't get in trouble.
- * Convince them to let you pass.

The gamemaster should think of any objections the character might reasonably have and make that a step in getting them to assist. Typically, there will be about 2-4 steps. A character won't be able to skip steps unless they have leverage of some sort; a sizeable bribe, blackmail, a convincing threat, and so on. Alternately, some traits may let them skip steps. Hard tactics involving leverage or threats can result in the subject retaliating against the player characters later if they weren't sufficiently compensated.

Languages

Mutants in the Now doesn't have a detailed language system; it's presumed most characters will have a common tongue they can use. Given the setting, this is typically going to be English, but characters can speak additional languages if appropriate to their background or yours.

Information

It's suggested that, unlike many other games, there should be little in the way of "hidden" details in an area's description. That isn't to say a detail can't be obtuse or unclear, but even with secret elements, there should be hint to its existence. Ambushes and other deliberate stealth actions by characters are the main exception, being typically handled as challenges. Still, at times a gamemaster may find it useful to have a dramatic roll to notice a detail. Note that failure should have something more interesting than "you don't notice anything."

If a dramatic roll is necessary, choose an applicable skill based on the subject. For example, noticing a pickpocket could be a matter of Streetwise, noticing a surveillance bug could use Tradecraft, and seeing a telltale crack in a blade could be a matter of Smithing. When this comes up, they add Perception to the total skill.

Animal senses can increase the amount of information a character receives, and the gamemaster should account for that. However, senses like Enhanced Hearing or Enhanced Smell can be disrupted given the environment; Enhanced Hearing will still be usable in a city, but ambient noise may limit it. Enhanced Scent will be at +D in freezing weather and may be wholly useless in a storm. Moreover, bear in mind some senses are unusable in some environments. For example, scent is inapplicable underwater without the Aquatic Scent mutation.

Mysteries

At times, the gamemaster can declare a scene involves investigation or research. When doing so, a character can make a dramatic roll to search for clues, adding +PER to the total skill. For example, while Forensics would be helpful for searching for a crime, finding an odd hair or secretion of a strange mutant could involve Track or Biology. The information provided should be appropriate to the skill and takes the form of a CLUE, a currency that can be spent in future scenes.

Only one CLUE can be obtained per character in an investigative scene. Generally, a character should only get one roll to obtain that CLUE, but if they fail, they can take a cost to gain that CLUE anyway.

CLUES may be expended in two ways:

- * To ask an open-ended question of the gamemaster. "Open-ended" means it shouldn't be a binary yes/no question.
- * To gain a bonus on a relevant dramatic roll. For example, a bit of fur found left behind can be useful on a Genetics roll to analyze the subject, and a scented object might be useful for Track. When doing so, expend the CLUE, and add your Cognition to your total skill.

Contacts

In place of a normal dramatic roll, a mutant can ask a human contact for assistance. This may or may not be immediate depending on the proximity of the contact and the nature of the task.

Each contact has a skill or skills they excel at. When called upon the first time in an adventure, they automatically gain success on a single skill they have, gaining a single perk, with no roll necessary. Subsequent attempts to use a contact during the same adventure have them roll their skill at +D, with their skill total being determined by the requester's base skill from Affinity, with advances equal to the requester's (Level - 1).

Contacts can participate in teamwork if requested, using the Affinity of the requesting mutant in place of their own.

Contacts can perform tasks that mutants might not, like going into a public space unnoticed, accessing a private space at their job, lending everyday equipment. The gamemaster is the arbiter of what "freeform" tasks they can perform in this sense, and whether it's meaningful enough to counts as a "use" of that contact. If it solves a major issue, treat it similarly to a skill use of a contact.

As with any such relationship, demanding a lot may strain it. If a given task would break a relationship with a contact due to the risk or some personal opposition by the contact, the gamemaster should be clear and open about this fact. If the mutant insists, they'll perform the task exceptionally in most cases, but be removed as a contact (pg. 95).

Size

Size can grant +A or +D based on its relative utility. If a character's size level differs more than 4 from the norm (typically 10 for human tools and items, but may be compared to another's mutant's size for a challenge), they gain +A or +D as appropriate. If their size level differs more than 8, that +A or +D becomes hardened. In addition, some tasks may be impossible or near-impossible based on size; a 1' or 12' mutant will require special accommodation for many tools and tasks, like driving a car or using a videogame controller.

Sometimes unusual size can be an advantage, even negating challenges outright. A 12' mutant bear would win a lifting challenge against a normal human without a need for a roll. On the other hand, a 1' mutant wouldn't necessarily need an Acrobatics roll to fit into many small spaces and might have +A when working on fine tasks like jewelry or microcircuitry. The gamemaster should be easygoing in letting them gain +A where appropriate, given the numerous difficulties they'll otherwise face.

Perils

Sometimes mutants will have to deal with troublesome environments, like extreme temperatures, heavy weather, or mountains and similar climates.

These rules may not be appropriate for every campaign; you may wish characters to be able to swim at the bottom of the sea easily, adhering only to afternoon cartoon logic, but they're here to ensure support for mutations that allow characters to exceed these limits.

Extreme environments like put a +D on rolls to navigate, survive, and traverse, and inflict 1d12 non-injuring, absolute damage per day of exposure without proper equipment and sheltered rest. Under particularly extreme circumstances, this may be increased to 1d6 per hour.

Going without food inflicts 1d6 non-injuring, absolute damage per day after two days of fasting, and going without water past one day does 1d12 every eight hours. When either die rolls maximum, the character is tired until the damage is healed.

Underwater, a character can hold their breath for a number of rounds equal to 50% of their Endurance, or $(\text{Endurance} \times 2.5)$ seconds. When this time runs out, they take 1d12 non-injuring, absolute damage per round submerged and become tired. They can dive down to $(\text{Endurance} \times 5)$ feet without harm, or $(\text{Endurance} \times 10)$ with SCUBA gear. For every iteration of this depth they exceed, they take 1d6 absolute, non-injuring damage at the end of each round. When a 6 is rolled on this damage die, they are also disoriented and distracted until they escape.

Carrying more than 50% of your LIFT for extended periods (typically $\text{Endurance} \times 6$ seconds, or Endurance turns) renders a character tired for the rest of the scene. During this time, they cannot carry more than 50% of their LIFT until they recover from being tired.

Characters can jump $(\text{Speed} \times 0.5)$ feet from a standing start, or (Speed) feet from a running start, multiplied by the LIFT mod for their size (pg. 37). Vertical jumps are one-third the distance of a horizontal jump (standing or running). Running jumps may add any bonus they have to MOVE from mutations to Speed for purposes of determining jumping distance.

Falls inflict 1d12 massive damage per 10 feet of fall, to a maximum of 10d12. After 100 feet, damage is done directly to HP, bypassing SHT. Falls in fight scenes should be treated as hazards (pg. 81).

If multiple situations apply, gamemasters can use their judgement in totaling them into a single damage roll.

Vehicles

Vehicle chases and combat in Mutants in the Now should be extended challenges, with +A or +D based on relative vehicle capabilities, environment, etc.

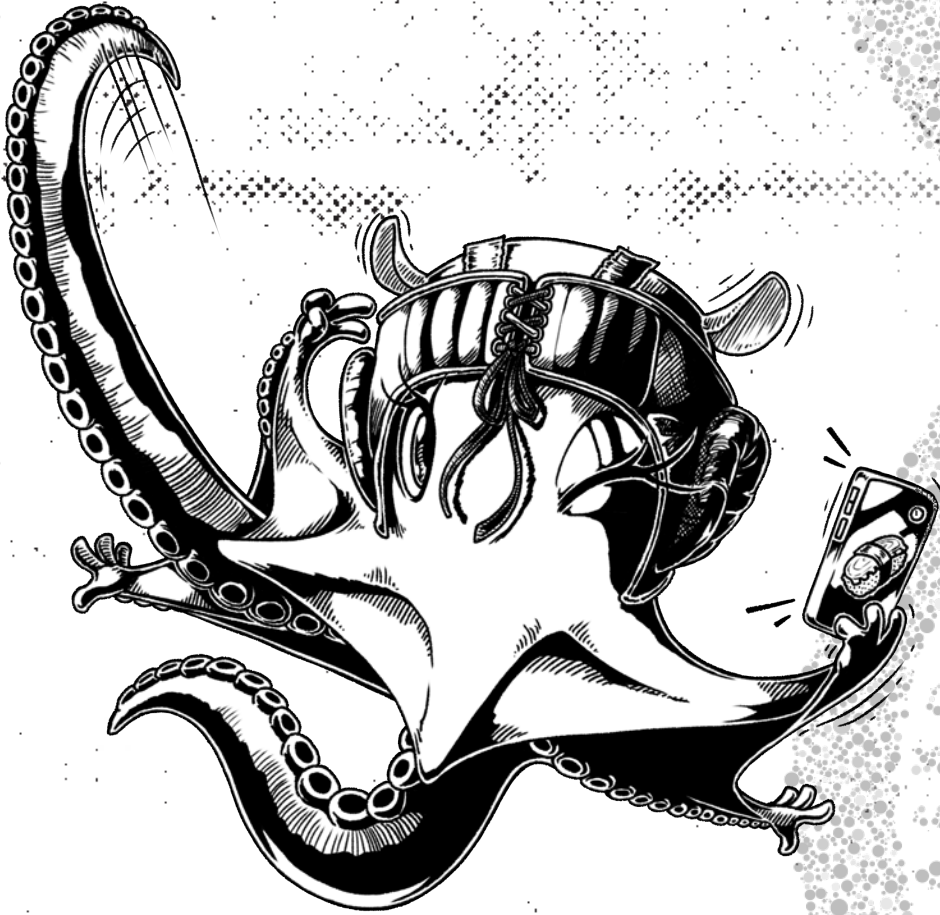
Combat between vehicles is a challenge roll that inflicts a one-roll +D on the losing vehicle, with an appropriate number of successful "attacks" (usually three) disabling a vehicle. This can be mixed with a fight scene, with both drivers not performing maneuvers, but instead just making a contested roll at the start of each round to determine what vehicle is winning. The gamemaster may then introduce +A or +D to particular fight rolls or add hazards as appropriate.

Over 100%

Exceptional characters may end up with a total skill (temporarily modified or otherwise) above 100%. Any value above 100 becomes "skill mastery", which is added to your dramatic rolls with that skill when determining the value of your success (particularly in challenges). If you have 108% and roll a 64, you could add your 8 points of skill mastery for a total of 72. Note that critical successes are still dictated solely by raw rolls.

If you have advanced a skill to the point of skill mastery, only a raw roll of 99 or 100 is a failure outside of challenges and other situations where your roll total is relevant.

Fight Rules



Sometimes, all you can trust are your fists.

We could wax tragic about that, but let's face it: we're here to see cool mutants kick deserving butts. Oppression relies on violence. It's time to fight back.

It's time for the school of hard knocks. Some days you'll be the teacher, some days the student.

Fighting can get complicated, but we'll break it all down here.

Rounds and Turns

Unlike dramatic situations, a fight has a specific turn order determined by initiative. Each character takes one turn per round, and a round ends when all characters have taken a turn. A round is generally six seconds in length, though circumstances may stretch that out; for example, if characters are circling and fighting carefully, or if a disaster interrupts things.

At the end of a round, add 1 to escalation.

Initiative

When a fight scene starts, characters make a fight roll ($1d20+PER+SPD$) to determine turn order. The order in which characters act each round is then determined from highest value to lowest. For ties, break them using the higher attributes in this order: Speed, Perception, Prowess.

Note that initiative rolls no longer matter after order is determined; effects that alter initiative order address the order in which characters act (1st, 2nd, 5th) directly rather than the total of the initiative roll.

Active and Inactive

A character that has rolled initiative is active, while a character that has yet to roll initiative is inactive. This matters mainly when surprise occurs (pg. 81).

Escalation

This is a value that starts at 0 and increases by 1 at the end of every round, to a maximum of 6. Escalation is added to all fight rolls done to perform a maneuver unless stated otherwise. In fight roll notation, escalation is notated as +ESC. A single six-sided die can be used to track this value.

Actions

In a turn, a character may perform two actions (maneuver or move) and one moment (a slight action). A character may not perform the same maneuver, move, or moment twice in the same turn. Any maneuver noted as a "strike" counts as the same action for purposes of this restriction.

There are three types of actions:

- * Moves are used to change your position in the fight (pg. 82).
- * Maneuvers injure, hinder, or aid characters in fight scenes (pg. 82).
- * Moments are quick actions, and one can be done per turn (pg. 83).

Reactions

These are actions that are done outside your turn. These typically require you to perform the focus maneuver and spend the focus state to do so (pg. 83), but traits may allow other reactions.

Cease-Fire

A character may ask for a cease-fire to stop a fight at any time by role-playing that request on their turn. If all named characters in the scene agree, the fight ends. This takes a moment to do. This is a good option if you're taking injuries and are looking to bargain or surrender.

If fighting only unnamed characters, a character may attempt a cease-fire, and if the gamemaster feels they have a compelling argument or request, they may allow them to make a roll ($+AFF+ESC$). This is at +D if the number of characters with remaining SHT on their side are outnumbered, or +A if the number of characters with SHT remaining outnumber them, against a difficulty of 15. If successful, the targets back down and parley, flee, or otherwise end the fight.

Uncommunicative unnamed characters (like robots, insect swarms, zombies, etc.) may not be reasoned with in such a fashion.

Escape

A character may try to escape a fight.

For player characters, they may each spend 1 WILL or take one cost to do so. They do this as an action on their turn, but may collectively do it as a group at as a reaction at the end of a turn instead.

For non-player characters attempting to escape the fight, it should first be determined if player characters want to continue the fight. If they allow escape, they gain 1 temporary WILL in the following scene.

If they wish to continue the fight, each NPC can make a roll of $1d20+SPD+ESC$ versus the highest Defense or Morale amongst the player characters. Any foe that succeeds and doesn't have the stunned or occupied status may escape, while any foe that does cannot flee.

Defense

A maneuver against an character has a difficulty of $(10+PRO+SPD)$ if active, or 10 if inactive.

Morale

The difficulty to hit a character with a social or psionic effect is $(10+DET+PER+Resolve)$, whether active or inactive. If a character does not have a trait that grants Resolve, treat Resolve as 0.

Melee and Ranged

A character that is close enough to perform an unarmed attack to an ally or foe is in "melee" with them, and must immediately stop any movement if that melee contains a foe. The only move action a character in melee can perform is a retreat. You cannot use melee attacks unless you're in melee with the target.

All characters that are in a state of melee with another are grouped together; if Legendre is in melee with two robots and Sandford charges one of the robots, Sandford is then in melee with both robots and Legendre.

Ranged weapons can be used at any logical distance (with +D for extreme ranges), but suffer +D when used in a melee or when targeting a foe in a melee.

Damage

Maneuvers inflict damage when indicated using d6s, d8s, d10s, and d12s. The damage of an attack is determined by rolling all applicable damage dice and totaling them for the damage result. The three types of damage added together for most melee attacks are:

- * Size damage
- * Strength damage
- * Weapon damage

Unarmed attacks with no natural weapon only inflict size and strength damage, but they add a die to size damage. Such attacks have the blunt type (pg. 86).

Many ranged attacks ONLY use weapon damage, but thrown weapons also inflict strength damage, adding a die.

Psionic strikes do Determination damage and add a die, and do non-lethal damage.

Any damage die notated as "-Xr" means you reduce your highest damage die X number of times. If this would reduce a die below d6, that d6 is removed. If for some reason you have only one 1d6 damage die and that would be reduced, your damage is reduced to a flat, unrolled, 1 point of damage that cannot harm characters with Resistance.

Some attacks inflict glancing damage. This is damage equal to the number of dice the attacker would normally roll for damage, so 3d6 would do 3 damage. Glancing damage is non-injuring.

Unless indicated otherwise, damage reduces SHT first, to a minimum of 0. Note that damage beyond that which would reduce SHT to 0 does not "roll over" to HP unless specifically noted.

When SHT is at 0, the character gains the tired status (pg. 85), and takes HP damage instead. Each time a character takes HP damage, an injury is inflicted (pg. 86).

Resistance

Resistance is an ability gained from some traits and negates any damage dice inflicted against you that roll your Resistance or less while SHT is above 0. If you have a Resistance of 3 and are hit by an attack that rolls a 2, 3, and a 4, you would negate the 2 and 3, and take only 4 points of damage. It doesn't reduce psionic damage.

Some Resistance is only keyed toward specific types of damage (pg. 80). If you have two sources of Resistance with a matching value, add 1 to Resistance. For example, having Resistance 2 from both a mutation and size would result in Resistance 3.

Resolve

Characters may gain Resolve from various traits. It functions like Resistance, but only against psionic attacks, and adds its value to Morale.

Armor

Armor grants a small amount of HP known as AP. Any HP damage done while AP is above 0 becomes non-injuring. If you have AP 3 and take 9 points of damage, AP is reduced to 0, and you would take 6 points of damage but would not take an injury.

Once you take an injury, your AP refreshes back to its previous value, minus 1 for each injury you've sustained this fight. So after you take an injury with Armor that starts at AP 3, it would become AP 2.

Worn armor provides a subtractive penalty to move actions and saving throws equal to its original value. This penalty is always equal to its maximum AP. Removing worn armor is an action that leaves you inactive after your turn ends.

Vulnerability

A character may have vulnerability. This adds to any physical damage they take.

Piercing

Piercing reduces the amount of Resistance or Armor by its value for that attack (to a minimum of 0). If a crocodile has Resistance 4 and is slashed by a mutant mole with Piercing 2 claws, that Resistance is reduced to 2.

Toxins

A few attacks, typically those inflicted by venomous animals, inflict toxins. Characters hit by a toxin gain the envenomed states. Any additional statuses inflicted by the venom cannot end until the envenomed state is removed.

If the subject of a toxin has a size rating 4 or more larger than the attacker inflicting it, they gain +A on saving throws against it, and the

toxin die is reduced by one for each four levels above the attacker. (A size rating 4 higher would reduce once, 8 higher reduces twice, etc.) If the die is reduced to 0, the toxin has no effect.

Special Damage

There are five special types of damage: non-lethal, massive, several, non-injuring, and absolute.

- Non-lethal damage can't damage HP, only SHT.
- Non-injuring damage cannot cause an injury, even if it causes HP damage.
- Massive damage that reduces SHT to 0 applies the remaining damage to HP.
- Severing damage has no special effect unless it inflicts an injury; then that injury is treated as severing.
- Absolute damage ignores Resistance and Armor, and does not heal naturally until its base cause is addressed and treated (hunger, toxins, etc.).

Sometimes damage may have a special type, like listed for weapons, or elements like "fire". This type does not have any effect on its own, but Resistance keyed to that type only functions against that type. Psionic strikes inflict psionic damage (but note that some powers inflict "normal" strikes instead).

Defeat and Death

Characters at 0 HP go unconscious. At this point, a simple attack can kill a player character, but any such attack is +D unless it's a Deathblow. Player characters who go around offing their foes may face any reasonable narrative consequences for murder. HP cannot be reduced below 0, but damage at 0 HP can still inflict injuries.

If the player doesn't want their character to die, the gamemaster is encouraged to instead come up with a lasting consequence beyond a normal injury or cost that's more agreeable, or put them at the mercy of their foes; imprisoned, in a deathtrap, etc. to push the narrative forward.

Saving Throws

A named character hit by a maneuver may attempt a saving throw to avoid its effects through extraordinary effort by spending 1 WILL. When they do so, they roll (1d20+DET+END) against a difficulty of 15+(+ESC x 2). If they succeed, any damage is reduced to glancing, and they suffer no status or state from the maneuver. However, if they fail, the maneuver gains a perk, and the saving character gains a temporary WILL. You may only perform a saving throw once during a character's turn.

A maneuver still counts as successful if saved against for dependent rules (like the Maintain maneuver).

Surprise

Surprise can be gained in a dramatic scene leading up to a fight scene, typically through successful use of skills like Ambush, Hide, Shadowing, Sneak, Stalk, etc. No specific, single skill rules the ability to perform surprise; a character might be able to use Driving to gain surprise by running a car through a wall.

If the gamemaster agrees that the circumstances are appropriate for surprise, then one character is chosen to lead the surprise attack, and their player (or gamemaster) may choose a second to assist them. Those two each take one turn while their foes are considered inactive and unable to act, after which initiative is rolled normally.

Size

The relative size of a combatant may affect their ability to fight others. If a character has a size rating 4 or more than their foe, they gain +D on attacks, +A on saving throws, and can dash from melee.

If a character has a size rating 4 or less than their foe, they gain +A on ranged attacks, +D on saving throws, and can dash from melee.

Characters of size 8 or less or 12 or more gain +D on using any human-sized weapon, and characters of size 6 or less or 16 or higher functionally cannot use such weapons at all.

Hazards

A fight scene will often have hazards; speeding traffic on the road nearby, the edge of a roof, steam vents and live electricity just laying around an active factory, etc.

Hazards usually require the reposition maneuver to come into play, or are inflicted as the cost of a critical failure or effort. However, the scene description may require a character to bypass them through the traverse action (like leaping over a blazing fire), and a failure inflicts the hazard's effect.

A hazard has a die associated with it; this is how much damage it causes when a character falls victim to it. Some may also cause a status, or only cause a status. For example, moving highway traffic will certainly cause the prone status. Fire may cause ongoing from being set alight, and being knocked onto an operating tilt-a-whirl may disorient. Lastly, they may have a narrative effect. Getting knocked off a roof may require a move, sprint, or traversal to get back into a melee. Examples include:

- * Live Power Line: 1d10 and stunned.
- * Roaring Blaze: 1d8 and ongoing 3.
- * Three-Story Fall: 1d12 and prone.

Move Actions

Mutants in the Now doesn't acknowledge precise movement distances and ranges often in fight scenes; it only should come up when there's an extended range, there's a serious obstacle between opponents, or a character is particularly slow. In most circumstances, a dash should allow a character to get into melee with another.

For special circumstances where there might be a significant narrative obstacle in terms of height or terrain, consult the traverse maneuver. In situations where distance is important, most characters reduce their MOVE and suffer +D on move rolls in the following conditions.

- * Rough terrain (broken rocks, thick mud, loose sand, etc.) reduces MOVE to $\frac{3}{4}$.
- * Swimming reduces MOVE to $\frac{1}{2}$.
- * Climbing reduces MOVE to $\frac{1}{4}$.

DASH: This lets you move up to MOVE feet in a single action, or move into melee with a foe. If you end your dash in melee, you may inflict the unbalanced status (pg. 85) on a single foe. Unnamed characters do not inflict this status when dashing.

CHARGE: Like a dash, but this gives +A on any melee maneuvers this turn and grants all foes you end up in melee with the unbalanced status (pg. 85). However, it renders you inactive at the end of your turn. Unnamed characters only inflict unbalanced on one foe, as if they had dashed. You cannot move again in a turn after a charge.

RETREAT [+PRO+SPD]: Roll against a difficulty of 15+ESC; success removes you from melee. If you fail, you gain the unbalanced status (pg. 85).

SPRINT (REQUIRES DASH): If you have already dashed this turn, you can sprint for an additional MOVE feet. When you sprint, characters are at +D to hit you with non-psionic attacks until your next turn.

DUCK: You seek or improvise cover or concealment that gives +D on any ranged attacks performed against you. You are no longer unbalanced if somebody enters melee with you. This lasts until your next turn. If you're significantly smaller than the person targeting you with a ranged attack (4 or more levels smaller), the +D is hardened.

TRAVERSE [+STR+SPD]: If there are significant obstacles between you and your foe (like height, fencing, water, etc.), you're required to use the traverse action. Declare a relevant skill and make a fight roll against difficulty 15+ESC. If the skill is untrained, this roll is done at +D. You are in melee with them regardless of the roll, but if you fail, gain the unbalanced status (pg. 85).

Maneuver Actions

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

STRIKE-MELEE [+STR+PRO+ESC]: This is an attack that does Strength, Size, and weapon damage against Defense. On a miss, it does glancing damage.

STRIKE-RANGED [+PER+PRO+ESC]: This is a ranged attack that does damage on a successful hit. For thrown weapons, this means it does Strength damage (adding a die) and weapon damage. For other ranged weapons, it only does weapon damage. Ranged bullet, energy, and explosive weapons do not add +PRO. This requires a ranged weapon to perform and a clear line of sight, and is +D if firing at a target in melee with another.

STRIKE-PSIONIC [+PER+AFF+ESC]: This psionic attack does Determination non-lethal damage (adding a die) on a successful hit against Morale, plus any effects of the power. This requires an strike-enabled psionic power to perform.

STRIKE-BARRAGE [+PRO+SPD+ESC]: If this attack hits, it does weapon damage. If you hit, you may attempt another barrage at +D. If you hit twice, you may continue to barrage, but are at hard +D thereafter. You may barrage up to +SPD times in this fashion.

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

STRIKE-MAINTAIN [N/A]: This maneuver is only available if you performed a psionic strike or maintain last turn and have focus. It expends that focus, and allows you to repeat the effects of that strike, automatically hitting without a roll. Maintain inflicts the damage and status effects associated with a psionic strike. The target may roll a saving throw against this normally.

AID [N/A]: Name an appropriate skill to assist an ally in melee with you. Grant that ally a temporary WILL.

AIM [N/A]: Gain the aiming state (pg. 85).

BULLY [+DET+AFF+ESC]: This attack maneuver inflicts the startled status (pg. 84) on a hit.

DEATHBLOW [+ESC]: This attack does glancing damage directly to HP on a successful hit, or maximum damage if the target has 0 SHT and the damage would injure the target. The user of this maneuver gains the unbalanced status after the attempt, and any Armor the target has is refreshed.

DISARM [+PRO+SPD+ESC]: If this attack successfully hits, your opponent drops a weapon or item of your choice. If it's in a pocket or secured in some fashion, you are +D. Taking the item also adds +D.

DISTRACT [+PER+AFF+ESC]: On a successful hit, this attack inflicts the distracted status (pg. 84).

FOCUS [N/A]: Gain the focus state (pg. 85).

GRAB [+STR+PRO+ESC]: On a successful hit, this inflicts the grabbed (pg. 84) status on the target, while the character who started the grab gets the grabbing state (pg. 85). Maintaining both states requires the character who initiated the grab to spend one action at the start of subsequent turns to maintain it; otherwise both statuses are removed. This maneuver requires a free prehensile or grasping limb, or a mouth free and the teeth natural weapon.

KNOCKDOWN [+STR+ESC]: On a successful hit, this attack inflicts the prone status (pg. 84).

KNOCKOUT [+ESC]: This attack does glancing damage normally on a successful hit. If the target has 0 SHT, roll normal damage instead. If the damage exceeds their Endurance, negate the damage, and they're knocked unconscious. If the damage doesn't exceed their Endurance, negate the damage and inflict the stunned status (pg. 85) instead.

REPOSITION [+STR+ESC]: If this attack successfully hits, you may shove the character into a hazard (if any are present), remove them from melee, or move them into a separate melee.

PRESS [+SPD+END+ESC]: On a successful hit, this attack inflicts the occupied status (pg. 84) and glancing damage.

PUMMEL [+STR+END+ESC]: On a successful hit, this attack inflicts the weakened X status (pg. 85), where X is equal to your +STR (min. 1).

TAUNT [+PER+AFF+ESC]: This attack forces a foe at range to enter melee with you as a reaction on a successful hit, if possible. This does not take an action for them, occurs immediately after this action, and doesn't inflict unbalanced. If they're already in melee, this is +D. They ignore restrictions on exiting melee for this reaction.

TRIAGE [N/A]: Name an appropriate skill to assist an ally in melee and spend 1 WILL to grant them your Affinity dice in temporary HP. You cannot use this if their HP is full, or if they have temporary HP.

Improvisation

A player may want to try something not covered by the above rules; for example, jumping on a chandelier to cause it to crash down on a foe. That's similar to a reposition, but not quite; the character is moving a hazard onto their foe rather than taking a foe to the hazard.

When a player wishes to improvise, the gamemaster selects an appropriate prime modifier to add to their roll, along with the escalation bonus. Most improvisations will provide a modest amount of damage (one damage type) and a status effect, very similar to what's listed under hazards (pg. 81).

Focus

Focus is a special kind of maneuver that lets you act outside of the normal turn order and is generally performed as one's second action during a turn. When you perform it, you gain the focus state, which can be spent to activate the maneuvers below. It also allows you to use the maintain maneuver (see above) to extend psionic strikes. Focus maneuvers cannot be used by spending actions; only by meeting their requirements and expending focus.

While any character can perform focus and its associated maneuvers without +D, those with a supporting fighting style gain an additional bonus as noted. Note players don't need to declare how they spend their focus beforehand.

If you gain focus, spend it, and immediately regain it, that counts as spending or losing it for the purpose of maneuvers like maintain (pg. 82).

BRACE: You roll with a punch or otherwise make a bad attack... less bad. Spend focus to gain +A on a saving throw, and negate its WILL cost.

Bonus: If you succeed on the saving throw, you no longer take glancing damage.

COUNTER: If an attacker misses you in melee, spend focus to immediately hit them for weapon damage without a roll.

Bonus: Add a weapon damage die.

DECOY: If a foe misses you with an attack targeting Defense, spend focus to redirect their attack to another foe in melee with you.

Bonus: Your foe also becomes unbalanced.

RECOVERY: When you have focus at the start of your turn, you can spend a moment, 1 WILL, and your focus to gain +END in temporary SHT and remove a status of your choice.

Bonus: It no longer costs 1 WILL.

TRICK: If a foe moves into melee with you, spend focus. If you succeed, you may immediately reposition them successfully (as per the maneuver).

Bonus: You may exit melee or use the duck action as well.

Moments

Moments are very brief actions, often used for trivial tasks involving objects.

ACTIVATE ITEM: This allows you to activate an item or panel, like a remote detonator or an alarm. This may require more than one activation in some cases (open alarm, then hit it).

BANTER: You can just talk, you know?

DRAW WEAPON OR ITEM: This allows you to draw a weapon or item you don't have in hand.

GRAB ITEM: This allows you to pick up an unattended item not on your person. This can be used to produce an improvised weapon. If done in melee, you become distracted.

RELOAD WEAPON: This lets you reload a gun or similar ballistic weapon. If done in melee, you become distracted.

Statuses

Statuses are special effects that debilitate a foe. A character cannot have more than two statuses at the same time; if a foe inflicts a third, one must be discarded. A character can't have more than one status of the same type; doubling up on a status has no effect.

If a player character has more than two statuses inflicted on them, they choose which to discard. If a PC inflicts more than two statuses on a foe, they may choose which one to discard. If a non-player character inflicts more than 2 statuses on another NPC, the gamemaster chooses which one to discard. Characters may not discard the status they just inflicted. This does not count as "recovering" from a status; only statuses lost normally count for effects that reference such.

Some unusual characters may have a permanent status (typically due to their species lacking a full human sense) like blinded or deafened. In this case, their status does not count towards their two-status limit.

In dramatic scenes, statuses may inflict +D on dramatic rolls or last longer, depending on the narrative circumstances determined by the GM.

If a status is "negated" by an effect, it is essentially put on pause during the effect and resumes after that effect as if no turns or actions had passed while it was negated.

AGONY: Every action a character takes causes them to also take 1d6 non-lethal damage.

Ends immediately when a 6 is rolled. A roll of 6 does not inflict damage.

BLIND: The character cannot target foes visually or make ranged attacks successfully. If they're struck by an opponent in melee or have an applicable enhanced sense, they may target them with maneuvers at +D. If they have another applicable sense to detect somebody's location, like Echolocation or Whiskers, they aren't affected by the mechanical drawbacks of this status.

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

DEAFENED: The character cannot comprehend audible communication. In addition, when the deafened status is gained, they're treated as distracted until this status is removed or the end of the scene (whichever comes first), and gain the unbalanced status separately.

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

DISORIENTED: A character may only add the lower of the two prime mods associated with a move or maneuver (if any) when making a fight roll.

Ends at the end of your next turn or when you make a successful maneuver.

DISTRACTED: A character may only add the lower of their two prime mods normally added to Defense or Resolve.

Ends when you're attacked, or at the end of your next turn, whichever comes first.

GRABBED: A grabbed character gains +D on maneuvers against any target except for the foe grabbing them. A grabbed character may not perform move actions, and lose one action at the start of any turn they remain grabbed.

Ends if:

- * The grabber stops spending actions to maintain it.
- * The grabbed character successfully grabs the grabbing character in return, which reverses the grabbed status and grabbing state between them.
- * If either character is removed from melee.
- * If the grabbed character is swallowed.

IMPALED: This status inflicts a random injury that does not heal normally, but is removed when this status is removed.

Ends when the character or an ally in melee with the character removes the impaled object, spending a moment or action to do so. Doing so inflicts 1d12 non-injuring, absolute damage to HP if done in the middle of a fight. A foe may also do this with a successful disarm maneuver at hard +D. A successful dramatic roll outside of fight may remove it without additional damage.

INACTIVE: An inactive character's Defense (but not their Morale) is reduced to 10. If they had focus, they lose it.

Ends when the inactive character rolls initiative. If a character becomes inactive after rolling initiative, it ends at the start of their next turn.

OCCUPIED: The character is at hard +D on rolls to move, and the only movement action that can be taken is Retreat, unless the character has a size rating 4 or higher than all their foes in melee.

Ends once their next turn is complete.

PRONE: The character immediately becomes last in initiative order. If they already had their turn this round, they do not gain a second turn. If this status is removed, they instead act right after the current acting character, and their initiative shifts to after that character in the order.

If they're already last in initiative order, they lose their turn this round, and then shift to be first in initiative order.

If multiple characters are knocked prone simultaneously, they retain their relative order when shifting to the bottom of the initiative.

Takes effect immediately, but the status itself is not removed until the start of their next turn.

STARTLED: The character must use their move action on their next turn to retreat, if they're not grabbed or swallowed. If grabbed, they discard this status and become unbalanced instead.

Ends once their next turn is complete.

STUNNED: A stunned character loses one of the actions they have on their turn. If they become or are grabbed or swallowed, remove this status and replace it with unbalanced.

Ends once their next turn is complete.

SWALLOWED: A swallowed character loses one action a turn. They may only attack their swallower with strikes, and they only inflict glancing damage. However, that glancing damage is also absolute damage while swallowed. They may not be targeted by attacks by anybody except their swallower.

Ends when the swallower regurgitates the swallowed target as a moment, or a character forgoes inflicting an injury on the swallowing character to free them.

TIRED: Any +D the character suffers is hardened. Any roll for a move action is at +D, and their MOVE is reduced to $\frac{1}{2}$ (if relevant).

Ends at the end of the scene where a character has time to rest.

UNBALANCED: This character is at +D on any roll.

Ends once the character makes any roll, or at the end of their next turn, whichever comes first.

WEAKENED X: This functions as a temporary version of vulnerable, where X is the added damage.

Ends once the character takes damage or at the end of the scene, whichever comes first.

States

States are special effects that occur after performing certain maneuvers. They're similar to statuses but do not count toward the two-status limit.

If a character is envenomed more than once, the new venom replaces the old one if it has a higher envenomed value.

AIMING: When aiming, you gain one perk on a successful attack with a ranged weapon, and no longer suffer +D for firing into a melee.

Aiming is lost at the end of your next full turn after being initiated, after you perform a maneuver, or if the character enters melee at any point.

ENVENOMED (XDX): An envenomed character gains an envenomed value that increases by the listed die roll at the end of each of their turns, 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 begin dying. See "unconsciousness and death" for further information.

Ends when the status's die rolls its minimum or maximum value, at which point they take non-injuring, absolute damage equal to the envenomed value. When this happens, the envenomed status does not increase (a character with envenomed 11 who rolls a 6 on 1d6 takes 11 damage and ends it). They cannot be envenomed again this scene.

FOCUS: Represents a moment of preparation and is expended to react to the maneuvers of others or to maintain a psionic strike.

Ends after your next action. If it does so without being spent, gain 1 temporary WILL. If you have two statuses, or gain the inactive status, it ends without granting you temporary WILL.

GRABBING: A grabbing character gains +A on maneuvers against their grabbed target and may roll an additional strength or size die on damage. This state requires the grabbing character to spend an action at the start of an each turn to sustain it. If a grabbing character was grabbed at the start of the turn, they regain their lost action.

Ends if:

- * The attacker stops spending actions to sustain it.
- * If the grabbed character successfully grabs the grabbing character in return ("reversing" the grab).
- * If either character is removed from the melee.
- * If the grabbed character is swallowed.

LOW-AMMO: This state effects weapons, not characters. This weapon is low on ammo. If you roll a 1 or 20 on a maneuver, it runs out of ammo entirely after the maneuver is completed. Any effect that would cause you to gain this state again causes your weapon to run out of ammo.

Ends when the character has an opportunity to restock (taking at least one dramatic scene).

ONGOING X: The character takes X non-injuring damage at the start of their turn.

After inflicting damage, X is reduced by 1. When it reaches 0, the status ends.

SUPPRESS XDX: A suppressed character, at the end of their turn, takes XdX damage, where XdX is the damage of the weapon used to suppress. They may negate this damage by performing a duck action.

Ends once they take damage from this condition or at the end a of turn in which they performed the duck action.

SWALLOWING: A swallowing character automatically inflicts their size damage on their swallowed target at the end of each turn. They're at +D on all actions while the swallowed target is alive. In addition, if somebody manages to inflict an injury upon the swallower, they may forgo the injury to end both the swallowed status and swallowing state violently.

This ends when the swallower regurgitates the swallowed target as a moment, or a character forgoes inflicting an injury to free them.

Injury

When a character takes an injury, they roll 1d8 to determine what attribute is affected by their injury, as detailed on the table below. An injury inflicts +D on any rolls involving that attribute as a prime mod or associated attribute for a skill. An injury is not a status or state.

If an attribute is injured twice, the injury becomes severing, and the character immediately falls unconscious.

ROLL	ATTRIBUTE	EXAMPLE
1	Cognition	Concussion
2	Determination	Severe pain
3	Affinity	Nose, throat, face
4	Perception	Eye, ear
5	Strength	Arm, shoulder, back
6	Prowess	Hand, nerve
7	Endurance	Ribs, organ
8	Speed	Leg, foot

The locations listed above are simply examples, and the gamemaster and player may come up with their own descriptions.

Some rare injuries are designated as "severing", which means they remain even after HP recovers. This may represent a lost or badly damaged limb or organ. Severing injuries require an special reason to recover, whether that might be a skilled reattachment, a bionic replacement, a sudden mutation, etc.

Perilous Situations

Player characters may end up in perilous situations where no numbers on their character sheet need be counted if they fail; falling from an airliner, hanging into a smelter, having a gun to their head, etc. Mutations and circumstances may mitigate this, but the gamemaster may declare they're in a perilous situation. Escaping a perilous situation is often a dramatic roll instead of a fight roll (though a fight may follow after escaping such).

A character that doesn't escape a perilous situation may die. It should be discussed with the player whether or not they find that appropriate. Generally, any such survival will usually mean losing all SH and HP and gaining an appropriate number of injuries (1d8, if the gamemaster wants to randomize it). Depending on the circumstances, the gamemaster may make these injuries severing.

In the case of toxins, characters who fall unconscious from venom are likely to die within Endurance minutes under normal circumstances, but survival may occur as noted above.

Note that survival can be negotiated with the gamemaster, as per "Defeat and Death", above.

At times, player characters may put non-player characters in perilous circumstances. This should be a reward by a gamemaster for a clever plan or action done on a case-by-case basis; players can't force perilous situations just to trivialize opposition.

Weapons

Each weapon has several key elements in fight scenes:

- * **Weapon Types:** the weapon's special effects.
- * **Weapon Maneuvers:** which maneuvers the weapon enables and can be used with.
- * **Weapon Perks:** special perks that may be selected when using a weapon and scoring a critical success.

When using a weapon, any maneuver while using it is considered supported if you have proficiency. All maneuvers with weapons are +D without proficiency, or if used one-handed. Weapons with * on damage do non-injuring damage.

WEAPON TYPES

AMMO: This weapon may run out of ammo and become unusable as a result. At the end of a fight in which the weapon was used, roll 1d6 against the final escalation value. If you roll equal to or over the escalation value, your weapon gains the low-ammo status. If you roll less than the escalation value, your weapon is out of ammo, and you must wait at least a scene before using it again (presuming you have time to buy, retrieve, or craft more ammo).

AOE: This area-of-effect targets everybody in a specific melee, allies and foes alike. It uses only a single fight roll (and damage roll, if applicable) that targets all of them. Saving throws against maneuvers using AoE weapons are +A.

ARROW: This weapon fires arrows. Arrows do not add strength or size damage. Add +1 to the ammo roll if you have time to try and recover ammo.

BLUNT: This weapon is +D to perform deathblows.

BULLET: This weapon fires bullets, which do not add strength or size damage. Bullet weapons do not add +PRO to strikes. Natural Resistance and Armor add +2 to their value against bullets, and saving throws against maneuvers with them are +A.

BURST: This weapon may fire bursts, allowing it to function as an AoE weapon by removing a damage die. Alternatively, a burst effect may inflict the suppress state, instead of damage, as an AoE strike (if declared before attacking). Doing either causes the weapon to gain the low-ammo state. Firing a burst from a weapon with the low-ammo state causes it to run out of ammo.

COMPACT: This ranged weapon can be used in melee without +D, but the user is unbalanced after doing so. Non-arrow, non-stone weapons may be used one-handed without +D.

DISPOSABLE: When this weapon is used, roll 1d8. If that number is equal to or higher than +ESC, it runs out of ammo.

EDGED: This weapon is at +D to perform knockouts.

ENERGY: Like bullet, but damage is non-injuring, and Resistance and Armor are no longer increased.

EXPLOSIVE: Like bullet, but this inflicts prone if it does more damage than a target's Endurance.

GRIP: This weapon may only be held with one hand without +D. Attempts to disarm this weapon are +D.

HAND: This weapon can be held with one or two hands without +D. If wielded with two hands, you may reroll one damage die that rolls a 1.

INJECTOR: This weapon may deliver a toxin on a successful strike, presuming it has been loaded beforehand. (Natural weapons are automatically loaded.) When doing so, the weapon does not add +ESC to attack.

LOAD: This weapon must be reloaded after each firing. This is a moment if you have proficiency, but it requires an action if you do not.

MIGHTY: If you roll maximum damage on any single die, add a die to damage. This does not apply to maximized damage.

PROTOTYPE: On a raw roll of 1 for any maneuver, this weapon overheats, jams, or otherwise fails, and may not be used again during this scene.

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.

SHOCK: This weapon does not add damage dice from size or strength, and is treated as if it has the ammo trait. Add two damage dice if used for a melee or lash strike.

STONE: This weapon fires stone or shot. Stones do not add strength or size damage. Add +2 to the ammo roll if you have time to try and recover ammo.

THROW: This weapon doubles as both a melee and ranged weapon of its type; i.e. a short spear can be used as a throwing spear. The player should declare which type they're using for their strike.

TRIPOD: This weapon must be set down to fire accurately, which requires an action and renders the character inactive after any turn using such a weapon. Otherwise, the character fires at hard +D. If the character has a Strength of 25 or higher, the +D is no longer hardened.

WEAPON MANEUVERS

Each weapon has different maneuvers it supports. If the maneuver is supported by your fighting style and you are in melee with your target, you may inflict its weapon damage die if your maneuver is successful, in addition to the maneuver's effect.

WEAPON PERKS

FLEX: Change the effect of this maneuver to that of a different maneuver supported by this weapon.

HACK: Inflict massive damage and ignore Armor. If this attack doesn't do any HP damage, it instead inflicts unbalanced.

HEAVY: +D on saving throws against this maneuver.

IMPALE: Inflict impaled.

PAIN: Inflict disoriented and distracted.

SPIN: You may perform a different, maneuver of your choice at hard +D as an additional action.

WEAPON SIZE

Some weapons may need to be resized for particularly small or large creatures; characters are at +D for weapons unusually small or large for them. Finding or crafting such a weapon would be a dramatic roll.

Weapons don't increase their damage based on size (that's already a factor of size damage), but for large weapons (size rating 14 or greater), a character can remove a weapon damage die and add one die to size damage if they wish. For weapons size 18 or greater, they can do it twice. Weapons for characters size 6 or less reduce their damage die by one, or twice if their size is 2 or less.

MULTIWEAPON FIGHTING

When using two identical weapons in each hand, you may reroll any result of 2 on a fight roll with a melee strike using that weapon, or any maneuver supported by that weapon. If using two different weapons, this benefit only applies to strikes.

IMPROVISED WEAPONS

Improvised weapons taken from the environment use the rules for existing weapons they resemble; a chair would be a club, a broken bottle would be a knife, and so on. They aren't as durable, and any critical hit or maximum roll on a damage die causes them to break.

THROWING WEAPONS

A melee weapon may be used for a ranged strike, but is +D and reduces its damage die unless it has the throw trait. Ranged weapons thrown for whatever reason (perhaps due to being out of ammo) are at +D and do 1d6 damage with the blunt type. Neither have weapon perks.

Worn Armor

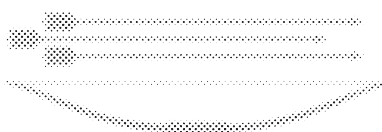
Worn armor provides Armor (AP). It also provides Resistance against one attack type equal to the listed value.

These values do not add to Armor or Resistance provided by mutations or other sources; use the higher value. The only exception is when two Armor or Resistance values match; in that case, use their matching value and increase it by 1. Using both metal armor and a shield, for example, results in an edged Resistance of 3, and a normal Resistance of 2.

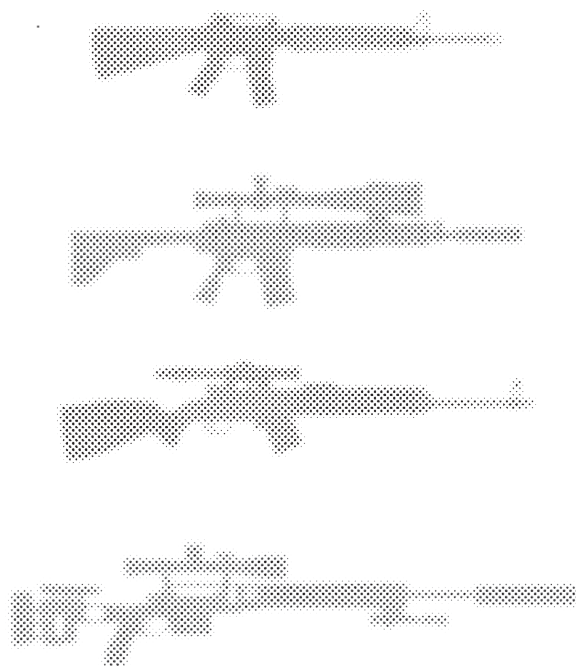
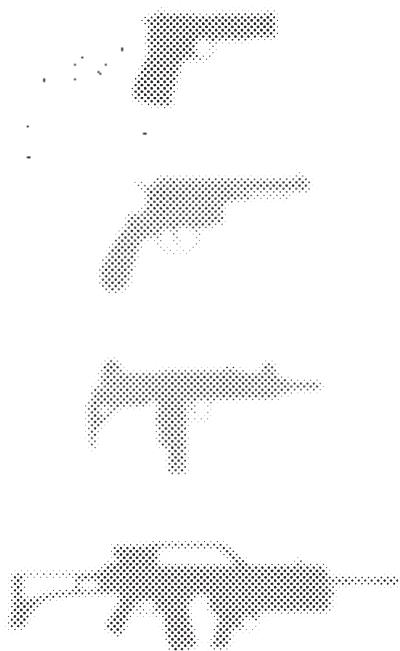
Worn armor applies a penalty equal to its value to move actions and saving throws. If you are using a shield, it stacks its penalty with any armor you're wearing.

Note that wearing armor negates the effect of dermal mutations that require contact like Abrasive, Slippery, Spines, Toxic, etc.

MELEE WEAPON	EXAMPLES	DAMAGE	TYPE	MANEUVERS	PERKS
Axe, Hand	Hatchet, Tomahawk	1d12	Edged, Hand	Barrage, Press	Hack, Pain
Axe, Battle	Bardiche, Ono, Parashu	1d12	Edged, Mighty	Knockdown	Hack, Heavy
Baton, Basic	Billy Club, Mace, Tonfa	1d8	Blunt, Hand	Barrage, Brace, Counter, Press, Pummel	Flex, Pain
Baton, Club	Baseball Bat, Knobkerri	1d10	Blunt, Hand, Mighty	Bully, Pummel	Hack, Heavy
Baton, Stun	Cattle Prod, Stun Flashlight	1d8*	Hand, Shock	Bully, Disarm, Knockdown, Knockout, Pummel	Flex, Pain
Flexible, Chain	Meteor Hammer, Slungshot	1d8	Blunt, Reach	Grab, Knockdown, Disarm	Flex, Spin
Flexible, Whip	Bullwhip, Qilianbian	1d8*	Hand, Reach	Barrage, Bully, Disarm, Lash, Knockdown	Pain, Spin
Flail, Short	Nunchaku	1d10	Blunt, Hand	Bully, Counter, Lash	Pain, Spin
Flail, Long	Flail, Three-Section Staff	1d10	Blunt, Reach	Bully, Disarm, Grab	Flex, Spin
Knife, Basic	Bowie, Rampuri, Stiletto	1d10	Edged, Hand, Throw	Barrage, Bully, Counter	Hack, Pain
Knife, Punch	Katar, Wind-and-Fire Wheel	1d10	Edged, Hand	Disarm, Press	Hack, Spin
Spear, Short	Ikiwa, Verutum	1d10	Edged, Hand, Throw	Lash, Press	Flex, Hack
Spear, Standard	Boar-Spear, Naginata, Qiang	1d10	Edged, Hand, Reach	Barrage, Lash	Flex, Spin
Spear, Long	Lance, Pike, Sarissa	1d12	Edged, Reach	Knockdown, Lash	Hack, Heavy
Spear, Polearm	Halberd, Ji, Woldo	1d12	Edged, Reach	Brace, Knockdown	Heavy, Spin
Shield	Dhal, Heater, Nguba	1d8	Blunt, Grip	Counter, Knockdown, Press	Heavy, Pain
Staff, Short	Gun, Jo, Quarterstaff	1d8	Blunt, Hand	Counter, Disarm, Press, Pummel	Flex, Spin
Staff, Long	Bo, Chang Gun	1d10	Blunt, Reach	Brace, Knockdown, Press	Heavy, Spin
Sword, Curved	Katana, Kirpan, Sabre, Dao	1d12	Edged, Hand	Barrage, Press	Hack, Heavy
Sword, Dueling	Jian, Rapier	1d10	Edged, Hand	Disarm, Counter, Lash	Hack, Pain
Sword, Straight	Arming Sword, Broadsword	1d12	Edged, Hand	Counter, Press	Flex, Hack
Sword, Oversized	Estoc, Zweihander	1d12	Edged, Mighty	Pummel	Hack, Heavy



RANGED WEAPON	EXAMPLES	DAMAGE	TYPE	TRAITS	PERKS
Bow, Short	Gakgung, Hankyu	2d10	Arrow, Edged	Ammo, Compact, Load	Impale, Pain
Bow, Long	Daikyu, Flatbow	2d12	Arrow, Edged	Ammo, Load	Impale, Pain
Crossbow	Gastrophetes, Nu	2d12	Arrow, Edged	Ammo, Load	Hack, Impale
Slingshot	Gulel, Pachonga	4d6	Blunt, Stone	Ammo, Compact, Load	Hack, Heavy
Knife, Basic	Mambele, Shuriken	1d10	Edged, Throw	Ammo, Compact	Pain, Spin
Spear, Short	Harpoon, Javelin	1d12	Edged, Throw	Ammo	Impale, Pain
Grenade, Explosive	F-1, M67, RGD-5	3d12	Explosive, Throw	AoE, Compact, Disposable, Load	N/A
Pistol, Light	.38 S&W, Walther PPK	3d8	Bullet	Ammo, Compact	N/A
Pistol, Heavy	.357 S&W, Colt M1911	4d8	Bullet	Ammo	N/A
Rifle, Assault	AK-47, AR-15, H&K 416	3d10	Bullet	Ammo, Burst	N/A
Rifle, Hunting	Remington 700, Browning BAR	3d12	Bullet	Ammo	N/A
Shotgun, Combat	Benelli M3, Remington 870	4d8	Bullet	Ammo, Burst	N/A
Shotgun, Hunting	A.H. Fox, Winchester M21	4d8	Bullet	Ammo, Compact, Load	N/A
Submachine Gun	H&K MP5, FN P90, Uzi	3d8	Bullet	Ammo, Burst	N/A
Machine Gun	M60, M249, Ultimax 100	3d12	Bullet	Ammo, Burst, Tripod	N/A
Rocket Launcher	AT4, M72 LAW, RPG-29	4d12	Explosive	AoE, Disposable, Load	N/A
Laser Pistol	N/A	6d6	Energy	Ammo, Compact, Prototype	N/A
Laser Rifle	N/A	6d8	Energy	Ammo, Prototype	N/A



ARMOR TYPE	ARMOR VALUE	RESISTANCE	NOTES
Bulletproof Vest	2	Bullet 4	N/A
Leather	2	Blunt 2	N/A
Metal	2	Edged 2	N/A
Ninja Armor	2	NA	Only suffers a -1 Armor penalty instead of -2.
Riot Suit	3	Bullet 5	N/A
Shield	2	All 2	Also doubles as a weapon (pg. 88).

Psionic Rules



Powers of the mind and subjects of mutation go hand in hand.

Or is that head in... hand?

Whichever the case, psionic abilities break the laws of physics and, in their own way, the rules of the game.

Let's find out how.

Psionic Boosts

When using a psionic ability, you may spend 1 WILL to add its boost effect, as detailed under the power.

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.

Temporary 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.

Psionic Strikes

Psionic strikes, if successful, do non-lethal Determination damage dice, adding a die. If the damage is reduced to 0 by Resolve, then the strike can inflict no statuses.

Psionic strikes allow you to use focus to maintain them through multiple turns. The typical process for that is:

- * The character must take the focus action (pg. 83) after using the power.
- * If they maintain focus until their first action of the next round, they may spend focus to use the maintain maneuver to continue it (pg. 82).

If focus is lost or not taken, the power stops affecting the target, and any statuses, injuries, or effects it inflicts are removed.

Psionic Range

Using a psionic ability on a target requires one to either see the target or sense them with any other two senses, and the target to be within (Perception) yards.

Affecting a target beyond (Perception) yards requires the expenditure of 1 WILL, the same sensory awareness, and any maneuver or roll is done at +D.

Resisting Mental Psionics

If a mental effect would violate a character's value, they can spend 1 WILL or take a cost to negate it entirely without a roll. Note that broad values like "freedom" or "self-determination" should be determined tightly by the gamemaster. A character with the value of "freedom" couldn't cancel Telepathic Hypnosis in general, but could resist a command that restricted their freedom long-term (like putting on handcuffs or voluntarily walking into a cell).

A character in a dramatic scene that's targeted by an empathic or telepathic power may make a saving throw. On a success, that character gains immunity against that specific power for the rest of the scene and gains +A on the next saving throw against a telepathic or empathic power used against them by that mutant. Failure on the saving throw may have specific effects detailed by the power. Any Resolve the resisting character has is added as a bonus to this saving throw. Note that a character may make a saving throw even if unaware of the effect (pg. 81).

Many mind-affecting powers present ethical issues and can engender justifiable fear and anger when revealed. Messing with a contact or ally's mind without consent is an excellent way to risk losing them.

Noticing Psionics

Psionic powers are obvious in fight scenes due to the apparent focus required (spooky stare, fingers to temple, glowing eyes, or other similar indicators), save for purely "internal" powers like precognitive, postcognitive, or psychic abilities. However, the precise effect may not be clear.

In dramatic scenes, empathic and telepathic powers require the target to succeed at a dramatic roll (typically Meditate or Psychology) to notice them. Others may make this roll in place of the affected character if they're doing something obviously out of character or unusual.



Campaign Rules



Change is inevitable; moreso for mutants.

There's a whole world beyond them, looking to use them for its own purposes. Only by learning and growing can they grow to face them. We'll be covering both those who endanger them and how they can overcome.

Let's talk about setting and story.

Experience Points

To advance and improve their capabilities, characters gain experience points, or XP. XP increases their level when they achieve a specific tier of XP. Several different sources grant XP:

- * *Story* awards, granted after resolving a plot.
- * *Skill* awards, granted from marked skills.
- * *Montage* awards, which may grant a jump to the next level under specific dramatic circumstances.

Each XP award is either group or individual. Most XP awards are by group; every mutant animal gets an equal amount of XP. However, a few are individual and only granted to the character in question.

Story Awards-Group

There are several types of group story awards.

EPISODIC STORY: This is a short adventure not connected to an ongoing plot, often involving a short-term plot (hostage crisis, a string of crimes, freeing a mutant animal) that can be swiftly—if not necessarily easily—stopped. If it would span the length of a half-hour cartoon, comic book, short story, or a few levels of a video game, it's episodic. These usually take one or two sessions to complete, and generally no more than three.

An episodic story grants 150 XP upon conclusion.

SERIALIZED STORY: This is a long-term story dealing with a series of connected crises or a crisis with many steps to resolve. For example, dealing with a gang war, taking down a major corporation, or thwarting an alien plot to colonize our dimension. Typically, these take three to six sessions to complete. These may be blended with episodic stories, balancing the time for each.

When constructing the a serialized story, the gamemaster should include two to five concrete goals for the group to complete, like "close the portal", "destroy the last sample of Retro-Goop", or "throw the CEO out of a sixty-ninth story window." Each completed goal is worth 100 XP immediately.

When a serialized story reaches a conclusion, it also provides 300 XP as a bonus.

SUBPLOT STORY: Subplots are introduced by players, and each player may have one active at a time (see pg. 95). When a subplot is resolved, it's worth (10 x character level) XP, where the character's level is the level of the character tied to the subplot.

Skill Awards-Individual

When a character fails at a skill, mark that skill. When a character levels, a character must spend three of their advances on marked skills. After that step is complete, a character removes all marks, gaining 10 XP per mark removed at the end of resolving their level gain.

Montage Awards-Group

Training montages can be performed when all player characters are approaching their next XP tier. The gamemaster dictates what their characters must do to trigger a training montage; performing it should be more dramatic than just going home and punching a bag or reading a book. Examples include:

- * Finding a lost mentor or ally that can help them.
- * Beating a rival or foe to an ancient training technique or special sample of ooze.
- * Gathering special training equipment or securing a training location from a foe.

Once this is complete, they can perform the montage. During the montage, each player should state what their character is doing, and how it helps them learn. Upon conclusion of the montage, two things happen.

- * One, each character immediately advances to the next XP tier, gaining a level.
- * Two, the gamemaster raises the stakes. A single antagonist or group of antagonists with a plot or plan bring that plan to the brink of success or maybe even bring it to fruition though the player characters should have a chance to stop catastrophic consequences. If they're trying to stop a disaster, that disaster begins.

Any crisis or confrontation that follows should be climactic, and the results should change the course of the characters' story profoundly, either by resolving the situation and beginning a new story, increasing the danger of a threat, or dramatically changing the setting.

LEVEL	XP TIER	MONTAGE TIER
1	0	N/A
2	100	80
3	225	200
4	475	375
5	1,025	820
6	2,250	1,800
7	4,900	3,900
8	10,600	8,500
9	23,000	18,500
10	50,000	40,000

Leveling Process

Leveling (or a "level-up") has several rules that apply universally:

- * A skill may only advance 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 to do so.
2. Increase the rank of a single fighting style.
3. Choose marked skills to advance.
4. Choose remaining skills to advance, increase attributes, and add HP and SHT.
5. If this is your 3rd, 6th, or 9th level, gain three bonus advances.

Advancing Marked Skills

A character then selects three marked skills to advance. If they have less than three marks, they advance marked skills, and then a number of skills with the lowest skill totals equal to (3 - [# of marks]).

So a character with only one mark would advance their marked skill, their skill with the lowest skill total, and the skill with the second lowest skill total. If two skills are tied, the player may choose which to advance.

Then, remove all marks and gain 10 XP per mark. In the rare case they would level again, they may begin a second leveling process after finishing the current one.

Advancing the Rest

Lastly, the character performs the following advances:

- * Advance any three skills. If you wish, you can exchange these advances for proficiencies or new hobby skills on a one-for-one basis. New hobby skills have no advances.
- * Advance any two unmarked attributes by +1, and mark them. Then, clear any marks on attributes (if any) you did not advance this level.
- * Add 3 SHT and 1 HP.

Milestones

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.

Advancing Styles

When gaining a new level, a character typically levels their fighting style to the next rank, gaining all listed benefits and new abilities (pgs. 95-97).

Attributes Over 30

If you gain an attribute greater than 30 due to bonuses, the remainder of any bonus applied goes to a different attribute. If that attribute is also at 30, that remainder goes over to the next applicable attribute, and so on.

- * Cognition bonuses over 30 go to Perception.
- * Determination bonuses over 30 go to Cognition.
- * Affinity bonuses over 30 go to Determination.
- * Perception bonuses over 30 go to Affinity.
- * Strength bonuses over 30 go to Prowess.
- * Prowess bonuses over 30 go to Speed.
- * Endurance bonuses over 30 go to Strength.
- * Speed bonuses over 30 go to Endurance.

Switching Styles

If a character decides to learn an additional style, they gain a new style at level 1 instead of leveling an existing style. When they do so, they gain the base ability of that style, but do not gain the core ability or core bonus. They then choose three of the available supported maneuvers that the character doesn't already have. If there is sufficient overlap between the styles that one can't choose three maneuvers, they only get as many maneuvers as differ between the two styles.

Afterward, when leveling your fighting style, you select one style to level, while the others remain at their current level. A character cannot have more than three fighting styles.

Adding Subplots

If you wish, you can suggest a subplot to the gamemaster involving your character at any level increase, which can result in extra XP awards. This is a plot directly related to your character, small-scale, and ultimately should come to some choice involving your character. They're best framed as a question or two, such as:

- * Will I be able to defeat my enemy? And if I do, what fate will I choose for them?
- * What is the dark secret behind the organization I work for? When I discover it, will I remain loyal?
- * Can I find a cure for my mutation-related illness? And if it is, will I remain the same?

While regular advancement largely just increases your competence, subplots help change your character's attitude. When a subplot concludes, you can discard a value or contact and replace it with a new one if appropriate.

Advancing Money and Equipment

Money and equipment aren't dictated by leveling and advancement. It's not suggested that gamemasters track every dollar and utility payment, but it can be presumed that 40%-90% of money gained from week to week goes toward living expenses. The higher the standard of living and lower the overall amount of money, the more likely it ranges toward the higher end. Money should be a narrative thing that comes and goes easily, and sudden financial losses and gains are to be expected if it becomes important to the story.

Gimmicks and weapons can be granted by the gamemaster as additional rewards when appropriate; generally, a character shouldn't have more than three gimmicks or three weapons, but can have additional ones in storage. The gamemaster may raise this limit as levels are gained, but must do so for all player characters.

Recovering Contacts and Companions

If a contact or companion is lost, a player may work out a replacement with the gamemaster, either a new character or taken from the existing cast. This contact or companion can be added when the current story is complete. Another option, if agreed upon, is to grant it at the completion of a subplot.

AIKIDO ADVANCES

- Rank 2:** +1 Speed
- Rank 3:** "Spin Step": When you have focus, foes have +D to perform melee maneuvers against you.
- Rank 4:** +1 Perception
- Rank 5:** "Vital Points": Any foe in melee with you can have up to +ESC statuses (minimum 2). If you or they leave this melee, this drops to the normal two statuses, and you choose which to discard.
- Rank 6:** +1 Prowess, +1 Speed
- Rank 7:** "Breathing Focus": When you perform a knockdown or grab successfully, gain focus.
- Rank 8:** +2 Strength, +1 Endurance
- Rank 9:** "Martial Awareness": Whenever a foe makes a raw roll equal to your +PRO or less (minimum 1), on a maneuver against you in melee, they're stunned.
- Rank 10:** +2 Determination, +2 Prowess

ARNIS ADVANCES

- Rank 2:** +1 Endurance
- Rank 3:** "Crossed Weave": When a melee maneuver is a critical success, you may use a perk from a weapon you have in hand, even if the attack is unarmed. You gain critical hits on a 19 or 20.
- Rank 4:** +1 Prowess
- Rank 5:** "Flicking Fan": Increase your glancing damage in melee by +ESC if you have a weapon in hand.
- Rank 6:** +1 Strength, +1 Endurance
- Rank 7:** "Triangle Step": At the start of your turn, roll 2d20 and set it aside. When you would roll for a melee maneuver, choose one of those d20s to replace the roll with. If you gain +A or +D on that roll, choose a die, then roll an additional d20 and select a die of your choice.
- Rank 8:** +2 Speed, +2 Endurance
- Rank 9:** "Block, Reponse": When you focus, remove one status.
- Rank 10:** +2 Affinity, +2 Strength

BRAZILIAN JIU-JITSU ADVANCES

- Rank 2:** +1 Perception
- Rank 3:** "Pass": When you successfully perform two non-strike maneuvers against a foe, they lose 1 WILL at the end of your turn. (Temporary WILL is lost first.) Unnamed characters become unbalanced instead.
- Rank 4:** +1 Endurance
- Rank 5:** "Submit": When you perform a non-strike, maneuver successfully in melee, inflict an additional +ESC damage.
- Rank 6:** +1 Determination, +1 Strength
- Rank 7:** "Catch": When you counter a foe, gain 1 temporary WILL.
- Rank 8:** +2 Prowess, +1 Perception
- Rank 9:** "Taking the Back": When a foe has two statuses, you may spend 1 WILL to gain a perk on a successful melee maneuver against them.
- Rank 10:** +2 Strength, +2 Determination

HEIHUQUAN ADVANCES

- Rank 2:** +1 Speed
- Rank 3:** "Press the Mountain": When you roll the maximum value on two separate damage dice for a melee strike, you inflict the prone status.
- Rank 4:** +1 Affinity
- Rank 5:** "Destroy Courage": Once per melee maneuver, reroll any damage die less than +ESC.
- Rank 6:** +1 Endurance, +1 Strength
- Rank 7:** "Dropping Hand": If an attacker misses you in melee and you have one or no status, they take your melee glancing damage.
- Rank 8:** +1 Determination, +2 Prowess
- Rank 9:** "Grab the Heart": Whenever you strike a foe in melee for the first time in a round, inflict glancing damage directly to HP. If your glancing damage exceeds their +END, it also inflicts an injury.
- Rank 10:** +2 Strength, +2 Speed

IMPROVISATIONAL PANIC ADVANCES

- Rank 2:** +1 Speed
- Rank 3:** "Not in the Face": When you spend focus for a reaction, you may retreat or duck immediately after performing the reaction.
- Rank 4:** +1 Determination
- Rank 5:** "Duck and Cover": When you duck, add +ESC to Defense.
- Rank 6:** +1 Affinity, +1 Endurance
- Rank 7:** "Beginner's Luck": When you spend WILL to gain +A on a fight roll involving an unsupported maneuver, it becomes hardened.
- Rank 8:** +2 Prowess, +2 Speed
- Rank 9:** "Cheer the Underdog": When you take a status effect, gain a temporary WILL.
- Rank 10:** +2 Determination, +2 Endurance

JAILHOUSE ROCK ADVANCES

- Rank 2:** +1 Strength
- Rank 3:** "Just Getting Started": When your SHT hits 0, any advantage you gain is hardened, and you gain Armor equal to twice your current injuries (after they're inflicted).
- Rank 4:** +1 Determination
- Rank 5:** "Raise the Gate": At the end of your turn, you may spend 1 WILL to increase Escalation by 1.
- Rank 6:** +1 Prowess, +1 Endurance
- Rank 7:** "Kiss and Catch": When you counter successfully, you gain a perk on your counter.
- Rank 8:** +2 Strength, +2 Speed
- Rank 9:** "Stack the Deck": Non-severing injuries you take grant +A instead of +D.
- Rank 10:** +2 Determination, +2 Endurance

KYOKUSHIN ADVANCES

- Rank 2:** +1 Strength
- Rank 3:** "Stand Up": When your foe has more statuses than you, gain +A on any saving throws against melee maneuvers they perform.
- Rank 4:** +1 Endurance
- Rank 5:** "Approaching Truth": Increase your size by +ESC (minimum 1) for purposes of fight actions and size damage.
- Rank 6:** +1 Determination, +1 Prowess
- Rank 7:** "Explosive Power": If a foe in melee with you is unbalanced, the +D it grants is hardened.
- Rank 8:** +2 Strength, +2 Endurance
- Rank 9:** "Dragon's Head Fist": When a foe is at SHT 0, they have +D on any melee maneuvers against you.
- Rank 10:** +2 Determination, +2 Prowess

MUAY THAI ADVANCES

- Rank 2:** +1 Speed
- Rank 3:** "Clinch Wrestling": If you have a foe grabbed, any 1 you roll on damage dice is maximized instead or rerolled.
- Rank 4:** +1 Strength
- Rank 5:** "Rhythm and Flow": Your strikes in melee gain Piercing +ESC (minimum 0). If Armor or Resistance cannot potentially reduce this damage, inflict Weakened +ESC instead.
- Rank 6:** +1 Affinity, +1 Prowess
- Rank 7:** "No Mercy": Add 1 to your Resistance and Armor. If a foe's damage die from a melee maneuver rolls equal to or under your Resistance, they become unbalanced.
- Rank 8:** +2 Speed, +2 Endurance
- Rank 9:** "Fighting Instinct": When you focus, remove one status.
- Rank 10:** +2 Affinity, +2 Strength

NINPO TAIJUTSU ADVANCES

- Rank 2: +1 Strength
- Rank 3: "Earth Strategy": If you successfully inflict prone on an opponent, you may remove them from melee or inflict your weapon damage.
- Rank 4: +1 Prowess
- Rank 5: "Fog Strike": When attacking a distracted or inactive opponent, reroll any damage dice equal to or less than +ESC (unless they roll their maximum value).
- Rank 6: +1 Affinity, +1 Endurance
- Rank 7: "Outer Blade": When performing a deathblow against a distracted or inactive opponent, gain +A, and any saving throw against it is at +D.
- Rank 8: +2 Determination, +1 Speed
- Rank 9: "Heaven Strategy": When you reduce a character's SHT to 0, they become and remain inactive until the end of your next turn.
- Rank 10: +2 Prowess, +2 Speed

PACK PREDATOR ADVANCES

- Rank 2: +1 Prowess
- Rank 3: "Harry": When you and an ally are in melee and you retreat, grant an ally 1 temporary WILL.
- Rank 4: +1 Strength
- Rank 5: "Seize": If you and your allies outnumber foes in a melee, and do so by a number more than +ESC, increase escalation by 1 at the end of your turn.
- Rank 6: +1 Affinity, +1 Speed
- Rank 7: "Rend": If your foe is prone or occupied, any damage you do while in melee with them adds an additional damage die of your choice.
- Rank 8: +1 Strength, +2 Endurance
- Rank 9: "Elder": When in melee with allies, all of them gain the effect of your Pack Predator base ability. If they already have that base ability, they add an additional 1 (cumulative) when counting the number of allies in melee for purpose of that ability.
- Rank 10: +2 Affinity, +2 Speed

POWERHOUSE PREY ADVANCES

- Rank 2: +1 Speed
- Rank 3: "Challenge": When a foe moves into melee with you, gain 1 temporary WILL.
- Rank 4: +1 Perception
- Rank 5: "Fury": Gain temporary SHT equal to (+ESC x 2) at the end of each turn.
- Rank 6: +1 Strength, +1 Endurance
- Rank 7: "Defiance": If a you remove a status, you may remove a second status of your choice.
- Rank 8: +2 Determination, +1 Prowess
- Rank 9: "Resolute": When you spend focus, you may make a saving throw. If you succeed, regain focus. If you fail, become inactive.
- Rank 10: +2 Strength, +2 Speed

PURSUIT PREDATOR ADVANCES

- Rank 2: +1 Strength
- Rank 3: "Pounce": Any foe you knock prone is treated as being occupied as well.
- Rank 4: +1 Determination
- Rank 5: "Capture": Any foe in melee with you adds +ESC to the difficulty to retreat.
- Rank 6: +1 Endurance, +1 Speed
- Rank 7: "Hold": If you successfully grab your foe, inflict glancing damage and unbalanced at the end of each of your turns they remain grabbed.
- Rank 8: +1 Determination, +2 Strength
- Rank 9: "Mangle": If you charge a foe, any damage die that rolls maximum during your turn adds an additional damage die of that type to your damage. These dice can continue "exploding" into additional damage dice until no maximum damage results are rolled.
- Rank 10: +2 Endurance, +2 Speed

SHEQUAN BEIPAI ADVANCES

- Rank 2: +1 Prowess
- Rank 3: "Head and Tail": You gain critical success on raw rolls of 18-20 with melee maneuvers unless you have +D on the roll.
- Rank 4: +1 Speed
- Rank 5: "Coiled Formation": Your barrages and lashes add +ESC to damage.
- Rank 6: +1 Strength, +1 Endurance
- Rank 7: "Serpent Retreat": Your unarmed attacks gain the reach weapon ability. If a foe moves into melee with you, and you have focus, you may spend it to attempt a retreat as a reaction before they take any further actions.
- Rank 8: +1 Perception, +2 Speed
- Rank 9: "Rattling Strike": Your unarmed attacks gain an additional perk: "Injuring". When injuring is selected, you inflict an injury. When you do so, roll twice for injury and select which one of the two you wish to inflict.
- Rank 10: +2 Strength, +2 Speed

TRICKING ADVANCES

- Rank 2: +1 Prowess
- Rank 3: "Corkscrew": When you are in melee with more than one foe, you may attack them as an AoE effect, removing your two highest damage dice.
- Rank 4: +1 Endurance
- Rank 5: "Aerial": Add +ESC to rolls for retreat and traverse moves, or the first fight roll performed after a move.
- Rank 6: +1 Affinity, +1 Speed
- Rank 7: "Spyder": You may dash, duck, or charge while in melee unless you are occupied.
- Rank 8: +2 Strength, +1 Prowess
- Rank 9: "Butterfly": If you move during a turn, foes get +D on all non-psionic maneuvers targeting you until the start of your next. If you sprint, that +D is hardened.
- Rank 10: +2 Affinity, +2 Speed

Gamemastering

A full discussion of how to gamemaster a role-playing game is beyond the scope of this book--there are myriad online resources--but let's go over some of the basics.

The gamemaster describes the setting for the players, portrays non-player characters, and adjudicates the challenges and battles the player characters attempt to overcome. They take on a position of entertaining the other players, as well as serving as a referee when it comes to handling rules issues and gray areas. But at heart, the gamemaster is just another player with a different role and responsibilities.

Here are a few points of common failure to avoid:

- * Don't try to "beat" the players. It's a fine line between challenge and antagonism, but if your players overcome their troubles with unexpected ease, that's okay. Let them enjoy their victory, and up the ante and stakes a little more next time until you find a tense balance.
- * Villains and allies are disposable assets for fun. While it's okay to spotlight them occasionally, don't forget the player characters are the stars. Think about how your plots and characters tie into their values, background, and plans, and make them the center of it all.
- * If your players come up with creative solutions to problems or hit you with unexpected uses of the rules, allow it. If a given interpretation of the rules might be disruptive in the long-term, it's okay to say no, but you might want to allow it the first time with the caveat that it can't be repeated. That way, you don't punish their creativity, but keep it from becoming an issue later on.

There's a lot more advice out there, but those are solid pillars to start with.

MODERN VIGILANTISM

Mutants in the Now is about cool mutant animals using skills and violence to make things better.

The old games of the 1980s exemplified this with the notion of fighting street criminals, reflecting the fears of urban decay and rising crime rates common to that era. At times, mutant animals fought other mutant animals who had turned to inflicting violence. This reflected the inspirational urban superhero comics that inspired them, which had masked vigilantes battle to maintain the status quo.

And while stopping violence is a worthwhile goal, these older games almost always stopped there, treating the symptoms without recognizing the systems of power that brought their circumstances about. Evil mutants were defeated, but those responsible for their mutation and tragic background were often left untouched.

In approaching vigilantism for the 2020s, we're not just talking about taking a hockey stick to purse-snatchers, but also engaging in activism, targeting white-collar monsters, and building organizations for real change.

That's not to say your game needs to be a social engineering simulator, but it's worth considering when putting your martial arts action into perspective. Yes, this is about punching, but make sure you're not just having your characters punch down all the time. Strike out to build a better future!

PREJUDICE AND YOU

Mutant animals are a marginalized population by default, and their depictions in the past reflected this. People may react in fear; think of the last time a bird or bat may have gotten in your home. There's a sense of not knowing what it's going to do, or how it's going to react. Will it lunge at you? Knock things over? Make your lunch its own?

Then think of making it five feet tall and well-armed.

But at the same time, anthropomorphic animals are cool! We build nine-figure movie series on them, video game series about them, and even form subcultures around them. While older games emphasized prejudice, the contacts system is designed to present a world where some people are perfectly ready to embrace the existence of a walking fox.

Still, it's presumed that the reaction of most powerful organizations will be to use, exploit, and discard mutant animals. No major institution stands for them, at least not yet. Player characters and their allies can help change that.

Martial arts also have often been the tool of marginalized groups. The theme of fighting styles in this game reflects that. While peaceful resistance is to be admired where it works, violence is a means for mutant animals to ensure their own existence in the face of those who would do far worse to them.

Lastly, mutant animals are a marginalized population, but they are NOT a metaphor or stand-in for existing marginalized populations. The struggle of marginalized humans is still very real in the game world and in ours. Mutant animals have special powers that humans can't have (yet), and so they often aren't at disadvantage in personal confrontations. It's in the face of larger powers that they struggle.

THE OUTCOME OF VIOLENCE

Most classical role-playing games feature battles between adventurers and monsters with a binary outcome; one side dies, and the other lives. Though the rules may have rules for "subduing" monsters, it's often ineffective and only used for specific scenarios.

But in vigilante comics, the heroes lose every now and then. Gamemasters should be easygoing when the characters want to escape. When player characters are completely defeated, the villains will often take the opportunity to capture them, humiliate them, or even just dismiss them. Death should be a matter of truly climactic events; it should rarely be on the table unless it genuinely enhances the story for the group as a whole.

The gamemaster may wish to bargain in these circumstances, offering that if the characters take a narrative fall, they gain bonus XP, refresh their WILL, or other similar benefits. This can create "fiat" situations often seen in adventure fiction, where a hero gets cold-cocked, trapped in a room with sleeping gas, or otherwise gets caught in a dire situation. This shouldn't be inflicted without agreement by the players, but can be a useful way to push the story forward with their consent.

Non-Player Characters

Non-player characters (NPCs) operate much like player characters, but they use a simplified sheet to help the gamemaster keep track of them.

There are two types of NPCs: named and unnamed. Named characters are important to the game and its conflicts. Unnamed characters, on the other hand, are often background material or thuggish opposition to PCs. That isn't to say they're unimportant. If they become part of the narrative, it's appropriate to upgrade them to named NPCs. Not every NPC need be fully detailed as noted below; at times, the gamemaster only needs to detail a fraction of the information listed below.

This section assumes you're familiar with how PCs are created and focuses on how NPC creation differs.

ATTRIBUTES: NPCs have only two required attributes: Mental and Physical.

Mental (+MEN) is used for all rolls pertaining to Cognition, Determination, Affinity, or Perception. Its prime modifier is notated as +MEN.

Physical (+PHY) is used for all rolls pertaining to Strength, Prowess, Endurance, or Speed. Its prime modifier is notated as +PHY.

Named characters may have a specific attribute noted from the eight that player characters have, and if so, those replace Physical or Mental for all relevant rolls. For example, a bulky bodyguard might have a Strength higher than her Physical, and that would be used for all values and rolls pertaining to Strength. Similarly, a reclusive hacker might have a lower Affinity than his Mental, and that would be used for all relevant rolls.

MUTATIONS: NPCs may be assigned mutations as appropriate without regard for GOO-P. Note that if a mutant is significantly more potent than PCs, there should be a story reason for it. An NPC's size rating is 10 if not otherwise mentioned.

SKILLS: All NPCs have a competency percentage. They use this they have no skill that applies, and may also have skills just as characters do. When they do, they replace their competency with the stated skill (even if it's lower).

The skills of an NPC need not relate directly to their attributes, but they can be given an appropriate percentage. They may also have package abilities if appropriate but don't need to have the package skills.

FIGHTING STYLE: Unnamed NPCs do not have fighting styles; instead, they just have maneuvers and weapons they're proficient in.

A named NPC may have a fighting style, with a rank notated to determine what traits they have available from it (attribute bonuses need not be tracked).

NPCs without a fighting style are at +D on all rolls for maneuvers (but not moves).

EQUIPMENT: NPCs may have any weapons or gimmicks relevant to their concept.

SPECIALS: Some NPCs may have special traits designed for their concept. Unnamed NPCs may have a minor one or two to help differentiate themselves as opposition, while boss NPCs may have far more daunting specials.

HOMO SAPIENS

Humans do not possess any notable animal traits and have the biped, prehensility, and vocal traits. Exceptional humans may have boosted Cognition, Determination, Awareness, or Perception just like mutants boost attributes.

Though extremely rare, some humans may have natural psychic powers. Nobody is sure what causes them; they seem inborn. No known gene dictates them.

UNNAMED

Some characters are unnamed. That means they don't play a significant role in the story: usually bystanders, disposable thugs, wild animals, etc. They have a wide variety of limitations:

- * They do not have any resource values (like SHT, HP, WILL, or CLUES) to track.
- * They do not have values or contacts.
- * They cannot perform saving throws.
- * When there are groups of unnamed characters in a fight scene, roll their initiative collectively as a group.
- * They only get one action and one moment each turn. When stunned, they may not act at all on their turn.
- * When they dash at a foe, they do not grant the unbalanced status. If they charge, they only grant unbalanced to one target.
- * They do not add +ESC to their maneuvers.
- * Unnamed characters don't have SHT or HP. Instead, when a character does damage to them, they roll a toughness die; 1d6, 1d8, 1d10, or 1d12. If they roll less than or equal to the highest value of a damage die dealt to them, they're defeated (knocked out or killed, depending on the intention of the attacker).
- * Deathblows and knockouts defeat them on a successful hit, no matter what.
- * When they would suffer a status effect or effects from a single maneuver, they discard them all (without any effect) and become stunned instead. If they receive any status while stunned, they're defeated.
- * If injured, they're immediately defeated.
- * They only roll their highest set of damage dice (size, strength, or weapon) and cannot score critical hits. If they would do three or more dice of damage, remove a die. If they would do five or more dice, remove two dice.
- * If they have equipment or mutations that grant Armor or Resistance, reduce it by 1 and add it to the results of all toughness dice they roll. This only applies to the higher value between Armor or Resistance.

CONTACTS

Contacts are named characters, but are kept simple unless they have particular plot significance. They're not relevant to fights in most circumstances, and most have no combat training.

COMPANIONS

Characters may have animal companions as part of their equipment package. Their use in fights is kept simple, but feel free to expand what they can do outside of fights, noticing or doing something the player characters can't.

Whether or not companions can be targeted by effects or perks that destroy gimmicks is worth discussing as a group before it comes up, and if so, how that's handled. Some groups may be comfortable with animal injury or death, and others might not be. Either way, by default it should be assumed that a "destroyed" companion is injured, captured, or otherwise taken out of a fight, and isn't necessarily dead.

Bear in mind that companions are still just animals, and they can't perform complicated tasks. If the companion ends up seeing regular utility, establish specific tricks they know (no more than the character's +AFF, minimum 1) they can perform without a dramatic roll.

BOSSSES

Particularly menacing NPCs are designated as bosses due to their combat prowess, strength, or just sheer size.

A boss has three actions each round, plus actions equal to the number of foes (PCs or named allies) arrayed against them. They can use up to two actions on their turn, and they can act after any opposing characters' action turn with one or two actions. When they act outside their turn, this does not count as a turn for purposes of statuses, but it does count as a separate turn for the purposes of saving throws. If they have actions left at the end of the turn, they can use up to two of them at the start of the next turn.

They may have only one status at a time. If they receive a new status beyond that, the player can decide to:

- * Discard the old status and replace it with the new one.
- * Discard the new status and reduce their action by one.

Any status that reduces their actions or eliminates their turn only affects their actions on their turn.

In addition, they get Resistance, Resolve, and Armor equal to the number of PCs and allies they're facing.

Bosses shouldn't come up often, but are reserved for particularly climactic confrontations. Depending on circumstances (mutation, training, or technology), a normal antagonist may eventually graduate from a normal character to a boss when narratively appropriate.

LYNCHPINS

Similarly, some villains are threats not because of their physical might or personal skills, but because of their worldly power. Some bosses are also lynchpins; they're very bad news.

PCs are at hard +D to perform maneuvers against lynchpins while they have minions (unnamed or named) present. Lynchpins have Armor equal to the number of minions still standing (they get in the way) and gain hard +A on move actions while their minions are present.

BALANCING FIGHTS

Unlike many modern games, Mutants in the Now does not strictly balance fights. Bear in mind it's okay for the heroes to lose; this game does not explicitly dictate death upon a loss.

Here are some basic setups:

- * One villain and a number of unnamed villains equal to the heroes.
- * A group of villains one fewer than the heroes.
- * One boss villain, with or without one villain or unnamed villains equal to the heroes.

The combat capabilities of characters in this game are not tightly balanced, so it's suggested you adjust things specifically for your group. Pay attention to the PCs' important attack values and Defense / Morale, and tune your foes accordingly.

When doing so, avoid overdoing defensive traits like Defense and Morale. Having attacks never land is dull. Making sure they have effective maneuvers against your players is essential; don't tune them specifically against your players, but making sure they at least get a solid hit or two in is ideal.

Unnamed characters mainly get in the way, and it's okay if they're pushovers. Their purpose is often not to present a threat, but to run interference for major villains and let the mutants show off their skills.

Allies and Antagonists

Mutants aren't quite a secret. Rumors and anecdotes spread widely, but there is little hard evidence in the public view. The backgrounds of the player characters may change that, but otherwise, it's presumed many people are still skeptical of their existence.

While their world is similar to our own, there are singular breakthroughs in technology, alien visitations, cryptids, and other strangeness on the fringes.

And, of course, mutants.

PER MUTATION

Per Mutation dedicates themselves to helping cover and support mutants as an underground, extremely online group. While numerous, they don't have the institutional resources or coordination to create large-scale change at present.

They believe strongly in judging mutants "Per Mutation"; some may be dangerous, but most aren't. Though much of their communication is through private boards, some of it bleeds onto social media, and a few post videos or pictures publicly. They do what they can, but there hasn't been much direct activism yet.

As with most loose associations, there are a variety of ideologies under their banner. Most believe it is very important not to "out" mutants by posting public videos, but that's a rough line. Media circulates privately, but it can easily leak. A minority believes that such information should be as public as possible to spread awareness and increase the likelihood of mutants getting into common contact.

It's possible some mutants have joined the boards, either covertly or openly. However, those who share too much go silent, which suggests that there may be a mole (or moles) watching the boards, and these sudden disappearances fuels the voices of those who advocate a "soft touch" in regard to mutant privacy.

GENEA RESEARCH FOUNDATION

A nonprofit research organization dedicated to addressing genetic disorders, Genea's focus changed when they came across a sample of a mutant animal's DNA and successfully worked out the implications thereof. Since then, they've begun to shift toward investigating mutant genomes in hope of uncovering valuable research data for their core mission.

Genea has strict standards of ethical research; they request the assistance of mutant animals for samples and experimentation, compensate them for their time and privacy, and ensure any data on genetic information doesn't leave their walls. However, much of their funding comes from partnering with pharmaceutical companies to monetize their discoveries, and that pressure will have implications down the road.

Ironically, Genea is better positioned to discover secrets of the Goop than larger companies. Their existing research puts them into a position to isolate it from mutant genetic material, which—should they make a breakthrough—could make them a target in the future.

INVASIVE SPECIES SERVICE

Originally created to deal with mundane invasive species under the United States' National Park Service, the ISS worked to preserve the native habitats of the country's parks; a straightforward if difficult task, until recently.

A few years ago, the president appointed a director who has little interest in the service's mission due to political corruption in the Executive Branch. A former real estate mogul, he used his power to try and get park land declared "unrecoverable" due to invasive species, so it could be sold to private services. But what they discovered on one such plot of land changed the entire direction of the ISS.

The ISS encountered—and captured—their first mutant animal, becoming the first US government agency to make direct contact. The director had the chimera imprisoned, trying to figure out what to do with it. He felt he had something invaluable that could make him money. But he was ensnared in his own conundrum; who could he trust to be both corrupt enough to pay for it but trustworthy enough to deal fairly and quietly?

That mutant was only the first.

Before he made any firm policy, the leadership that had appointed the director experienced defeat at the ballot box. Currently, he's gone into panic mode, seeking to quietly capture and imprison any mutant animal with the help of third-party political loyalists barely suited to the task, hoping to avoid the eye of the new administration. He doesn't have an endgame yet. He's just looking to cover up his corruption and the mutant animals kept under inhumane conditions. Meanwhile, even his hand-picked appointments are bristling at this untenable situation.

If he comes up with a plan, it's not likely to be a good one. The whole situation is a time bomb waiting to go off, and mutant animals will be at ground zero.

PROTEUS, INC.

Named for Charles Proteus Steinmetz, Proteus, Inc. is a holding company with fingers in a broad variety of industries, including pharmaceuticals, software, mining, agriculture, and aerospace.

Also, they're aware of mutants.

One of their foremost interests is unlocking the secrets of the Goop to reproduce and patent it. They've found and experimented with samples but haven't been able to reproduce it, much to their frustration. They've created mutants. Some of them have escaped, some work willingly for their creators, and others were... disposed of.

Exactly how they'd turn Goop into money is a matter of furious debate. Their CEO has dreams of sacrificing mutants on the altar of space travel. Though the legality of such is extremely dubious, Proteus is pushing hard with their interest groups to ensure their potential genetic patents allow them near-absolute ownership over their creations.

To be clear, their goal is slavery with legal obfuscation.

Thankfully, it isn't a done deal. Right now, they represent a threat to mutants due to their aggressive attempts to capture and study them. When there's an incident involving Goop or mutant animals, they're quick to offer their services to local law enforcement as consultants, along with their squads of "acquisition agents". Of course, this comes with a notable bribe of equipment and resources for the police to use. They often get their way, and the police likely never have to worry about that mutant again.

Though this is monstrous, bear in mind mutants are still a legal gray area, and, in particular, the US government has avoided the issue as a variety of corporations lobby very hard to muddy the waters. Proteus isn't the only one trying to puzzle out the Goop; they're just the ones throwing the most money at it.

In the meantime, samples of Goop allow them to use small samples to ease genetic modification, though it's far from a perfect science. Compared to contemporary methods, it's a brute force tool, forcing change quickly rather than safely. That doesn't stop them from trying to push barely-tested genetic creations on the market.

An example are the "Mutant Blue" chinchillas that became a Christmas craze, only to trigger severe, crippling allergies in a significant fraction of children they were gifted to, which has seen a significant impact on their market share. That's to say nothing of their disastrous attempts to militarize "throwback" bird DNA...

ACQUISITION AGENT (UNNAMED)

Proteus contracts most of their acquisition agents through Eumenides Security, a private military company whose company culture of "moral flexibility" is seen as an invaluable asset.

Mental 14 (+2) **Physical 16 (+3)**
Defense 14 **Morale 12** **Initiative +5**

Toughness Die: 1d10+2 / +4 vs bullets (riot suit)

Skills (Competency 25%): Baiting 40%, Deduction 30%, Driving 60%, First Aid 40%, Questioning 50%, Shadowing 30%, Streetwise 30%, Vigilance 50%

Unarmed Maneuvers: Strike +6 (1d6+1d10), Grab +6, Press +6, Pummel +6

Laser Pistol: Strike +2 (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)

Stun Baton: Strike +6 (2d8 nonlethal), Bully +4, Disarm +6, Knockdown +3, Knockout +0, Pummel +6 (1d8)

Passel of Thugs: Gain +A on grab, press, and pummel maneuvers when they outnumber a mutant in melee.

WILLIAM "BILLY BRONX" BRONCK (BOSS)

Bronck is a Eumenides squad leader who's been on numerous missions to "acquire" mutant animals. On his good days, Billy likes to dump exaggerated braggadocio about his exploits. On his bad days, he'll drink hard and tell you why mutants represent the beast of the Book of Revelations.

Mental 16 (+3) **Physical 19 (+5)**

Other Traits: Strength 21 (+6)

Defense 20 **Morale 16** **Save +8**

Initiative +8 **WILL 2** **HP 42** **SHT 72**

Riot Suit Armor 3; Resist Bullet 5

Values: Aggression, Drama, Loyalty

Skills (Competency 40%): Baiting 60%, Deduction 50%, Demolitions 65%, Driving 70%, Gunsmith 40%, Streetwise 50%, Traps 70%, Vigilance 70%

Unarmed Maneuvers: Strike +11 (2d6+1d10), Grab +11, Press +10, Pummel +11, Taunt +6

Laser Rifle: Strike +3 (6d8 non-injuring, +A on saving throws against it, overheats on a raw roll of 1)

Stun Baton: Strike +11 (3d8 non-lethal), Bully +6, Disarm +10, Knockdown +6, Knockout +0, Pummel +11 (+1d8)

Boss Traits: Resistance X, Resolve X, and Armor X, where X is the number of foes he's facing.

Chokehold: If he starts and ends a turn with the grabbing status, the grabbed target gains the tired status.

Dishonorably Disquieting: When he recovers from a status, he gains 1 temporary WILL.

Insult to Injury: When he inflicts an injury on a foe during his turn, he may perform a taunt as a moment. He gains taunt as a supported maneuver.



ROMAN PIKE, CEO (LYNCHPIN)

Roman is heir to a family fortune made in Australia's yellowcake rush of the '50s and '60s, a business he never had interest in. Profitable? Yes. Cool? No. He didn't want to be saddled with digging rocks out of the earth; he wanted to be on magazine covers and website headers.

Thankfully, the 1990s and dot.com came to the rescue. He came to America with a trophy chest of money his family made mining out the lands of indigenous people, which he promptly invested in the pure nonsense in the internet boom. While many of the companies he invested in didn't survive, he kept walking out richer nonetheless.

He never intended to get into Big Pharma; it was just the only business that didn't burst from the dot.com bubble. While it's not his dream billion-dollar job, he does have an appreciation for science... in the sense that a pet owner appreciates a goldfish.

But the massive money influx let him push into a half-dozen other industries, some of them even practical. He's become a popular figure due to his relentless push of the space industry, and his dreams of a commercial space station are very well publicized.

The discovery of the Goop has driven his ambitions to absurd heights. He plans to have mutant animals used as a cheap, expendable slave force to build a station and moonbase; after all, it's not like OSHA's going to check up on him in orbit. He believes when the results of his work come out, people will be too excited about the sci-fi future he's selling to worry about the moral cost.

Also, it's hard for them to arrest you on your own space station.

In the meantime, he quickly and irresponsibly monetizes the Goop his company can gather with exotic pets, mutants spec-designed for military and police work, and anything else he can pop out for cheap buck.

Somebody really ought to stop him.

Mental 12 (+1)

Physical 10 (+0)

Other Traits: Determination 15 (+2), Affinity 16 (+3)

Defense 8

Morale 14

Save +0

Initiative +1

HP 18

SHT 20

WILL 2

Values: Egotism, Fame, Power

Skills (Competency 50%): Deduction 75%, Escape 65%, Marketing 75%, Finance 80%, Infosec 70%, Mislead 75%, Sociology 70%, Troubleshoot 70%, Writing 65%

Unarmed Maneuvers: Strike +0+D (1d6+1d6+1d6)

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



DR. JUDITH NOBLE (LYNCHPIN)

Dr. Noble is well-known as both a geneticist and science communicator. Regularly appearing as a guest on news and variety programs, she speaks strongly in terms of correcting the gender imbalance in STEM fields and advocating for skepticism and scientific research.

However, in the past she's come under fire for her research firm's work for large corporations. In particular, the "GeneIDic" gene, which allows one to tag GMOs with ultraviolet bioluminescence, has brought controversy, amongst other ethically curious innovations.

Roman headhunted her for her PR expertise, but it was seeing the Goop that brought her and her firm over. When she saw its potential, she sold out her life's work in a heartbeat.

Her husband, a famed actor, and had recently passed away from cancer. Mind, she didn't build any false hopes of her any hopes of defeating the cancer or finding immortality. Instead, his death gave her a keen sense of her own mortality, and she believes it will let her make a mark on history. Specifically, she wants to make a mark on humanity itself.

Genetically engineered pets and a mutant worker class are interesting, but not of deep interest to her. While she's wary of creating new species that can compete with humanity, she sees it as a means toward her end goal: finding some way to use Goop to enhance humans. Her biggest concern with mutant animal research is the emergence of psionic powers in mutants—and she's worked brutally hard to make sure any evidence of such is kept from Roman. She knows he'd want to find out more, and she sees it as a Pandora's box to be kept closed no matter the cost.

She wants to thrust humanity forward. She's old enough that she doesn't have much faith that she'll be the beneficiary, but she wants to be remembered as a genius for millennia: the one who pushed humanity beyond the bounds of genetics into true self-determination.

And that, in and of itself, isn't necessarily bad. It's that she absolutely wants to do it within her lifetime, and that means taking profound ethical shortcuts. A full team quietly works within the Proteus building to make her dream a reality, outside Pike's "short-sightedness". Of course, people have died to keep her little project quiet.

Somebody really ought to stop her.

Mental 21 (+5)

Physical 8 (-1)

Other Traits: Cognition 16 (+3)

Defense 8

Morale 14

Save +0

Initiative +4

HP 18

SHT 20

WILL 2

Values: Innovation, Legacy, Science

Skills (Competency 60%): Botany 85%, Biology 85%, Genetics 90%

Unarmed Maneuvers: Strike -1+D (1d6+1d6+1d6)

Lynchpin Traits: PCs are at hard +D to perform maneuvers against her while she has unnamed minions present. She has Armor equal to the number of minions and gains hardened +A on move actions while her minions are present.

THE BAD BOYS

An "in-house" Acquisition Team, the Bad Boys are mutant dogs indoctrinated to hunt mutants for Proteus.

Dr. Noble has insisted they avoid "hard" controls like shock implants, not out of mercy, but under the belief such systems only plant the seeds of future disloyalty. Instead, her solution was simply to kill subjects until she found a group that was suitably loyal. Some escaped and went AWOL, much to her chagrin. These days, her stance on implants has softened enough to allow tracking devices.

Hunting down other escapees is nearly the only thing the Bad Boys aren't trusted with, but their focus is capturing independent mutant animals. They answer directly to Noble, and though they've had every opportunity to attempt to escape service, the privilege and power they have keeps them coming back. If they knew how many before them died, some might have second thoughts. Not all, but some.

There are other teams of mutant dogs in Proteus' service, as well as experiments with birds of prey, hyenas, cheetahs, African wild dogs, and other prospective hunters. However, Noble prefers to rely on those who have aided human hunters for centuries: dogs.

Secretly, she's troubled by the practice of militarizing mutant animals, seeming them potential threat to humanity. However, Roman Pike wants to eventually pitch them to the military and law enforcement, at least once the legality of ownership is secured, and he holds the purse-strings. They've been loaned a few times to police to assist with the "mutant problem", as Noble tests their compatibility with human authorities.

They sing the song sometimes, and it's murder on the ears.

ADVENTURE SEED: DOG ON THE RUN

Few things alarm Dr. Noble more than psionic mutant animals; less out of a personal fear and more out of concern of Pike developing them further. She believes the whole thing would blow up in her face or give him untold power, and neither alternative appeals to her. As such, she works to eliminate any mutant animal in her care that shows signs of psionic power.

When Rex, a member of the Bad Boys, showed signs of psionic powers, she tried to have him quietly eliminated, but he escaped. He doesn't know what he did wrong and isn't fully familiar with the outside world out of Proteus' care. Meanwhile, Eumenides Security has been employed to eliminate him. When the player characters encounter him, they get mixed up in his mess.

The Bad Boys only know that Rex is missing, and they've been cut out of the loop and are discreetly trying to find out more. Problem is, not all of their members are capable of "discreet"...

VEGAS

A Briard, Vegas is the largest of the Bad Boys and sees himself as a big damn hero. He's a literally huge fan of martial arts and MMA competitions, and sometimes causes damage around their quarters trying to copy their moves.

He sees Noble as his mother, Beasley as his grumpy uncle, and the rest as his brothers. Though he feels some twinge of sympathy for other mutant animals, he's highly codependent and will do nearly anything the others ask of him. It's not healthy.

Mental 15 (+2)

Physical 25 (+6)

Other Traits: Affinity 17 (+3), Prowess 18 (+4), Size 11

Defense 19

Morale 14

Save +8

WILL 2

Initiative +8

Resistance 1

HP 52

SHT 75

Riot Suit Armor 3; Resist Bullet 5

Values: Dependence, Family, Swagger

Anthropomorphic Mutations: Movement: Biped, Prehensility: Prehensile, Speech: Vocal

Major Mutations: Enhanced Smell, Nightsight, Stable

Minor Mutations: Claws (pursuit), Enhanced Hearing, Pack Hunter, Rot Digestion, Teeth (pursuit)

Skills (Competency 30%): Athletics 75%, Driving 40%, Escape 75%, Laborer 90%, Shadowing 60%, Stalk 65%, Track 80%

Unarmed Maneuvers: Strike +10 (claws 1d6+1d10+2d12, teeth 2d8+2d12), Bully +5, Counter (2d12), Grab +10 (1d8), Knockdown +6 (1d8), Knockout +0, Reposition +6

Laser Pistol: Strike +1 (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)

Brazilian Jiu-Jitsu: He gains +A on saving throws vs. strikes. When he makes a saving throw successfully, he gains +A on the first non-strike maneuver on the next turn.

When he successfully performs two non-strike maneuvers against a foe, they lose 1 WILL at the end of his turn (temporary WILL is lost first).

Boundary Herder: When a foe engages in melee with Vegas, he inflicts glancing damage on any failed attempt to retreat unless he has two statuses.



KILLER

A Dobermann, Killer sees himself as the leader of the group. In reality, he's more of a point-man and takes most of his cues from Beasley. He loves cop media and would be a cop if he could, but this work is close enough.

He picked up smoking while on assignment with Eumenides. He idolizes them, perhaps even above his family bond with his pack. He's usually the face for interactions with humans, as he understands them the best, even if he isn't the most endearing.

Mental 17 (+3) Physical 16 (+3)

Other Traits: Speed 22 (+5)

Defense 18 Morale 16 Save +6 WILL 3

Initiative +8 HP 34 SHT 64

Riot Suit Armor 3; Resist Bullet 5

Values: Authority, Law, Pack

Anthropomorphic Mutations: Movement: Biped,
Prehensility: Prehensile, Speech: Vocal

Major Mutations: Enhanced Smell, Nightsight, Sprint:
Burst

Minor Mutations: Claws (pursuit), Enhanced Hearing, Pack
Hunter, Rot Digestion, Teeth (pursuit)

Skills (Competency 30%): Athletics 80%, Burglary 75%,
Driving 70%, Forensics 50%, Questioning 60%, Shadowing
65%, Stalk 65%, Streetwise 60%, Track 70%, Vigilance
60%

Unarmed Maneuvers: Strike +6 (claws 1d6+1d10+1d12,
teeth 1d6+2d12), Bully +6, Deathblow +0, Grab +6
(1d12), Knockdown +3 (1d12), Press +8 (1d10),
Reposition +3

Heavy Pistol: Strike +3 (3d10, +A on saving throws
against it, burst, ammo)

Pack Predator: When his foe has two statuses, he gains
+A on maneuvers against them. In addition, when he
makes a fight roll and the number is equal to or less
than the number of his allies in that melee, he may
reroll.

When he and an ally are in melee, if he retreats, he
grants an ally 1 temporary WILL.

Taxman's Dog: When Killer successfully bullies or
presses for the first time in a turn, the target loses
1 WILL (temporary first). If their WILL is 0, they
instead gain the unbalanced status.

BEASLEY

A French mastiff, Beasley has served longer than any of the others in the Bad Boys and is a bit weary with the work. However, he's loyal and remains committed to his role as a mentor to the younger dogs.

He sees Proteus as the best and safest place for his "brothers" and would only likely reconsider his allegiances if there were an obviously better option. In the meantime, he's ready to put his boot on any heads necessary to ensure his pack's well-being.

Mental 15 (+2) Physical 25 (+6)

Other Traits: Affinity 17 (+3), Prowess 18 (+4)

Defense 19 Morale 14 Save +8 WILL 2

Initiative +8 HP 52 SHT 75

Riot Suit Armor 3; Resist Bullet 5

Values: Caretaking, Loyalty, Ruthlessness

Anthropomorphic Mutations: Movement: Biped, Prehensility: Prehensile, Speech: Vocal

Major Mutations: Enhanced Smell, Nightsight, Stable

Minor Mutations: Claws (pursuit), Enhanced Hearing, Pack Hunter, Rot Digestion, Teeth (pursuit)

Skills (Competency 30%): Athletics 75%, Driving 40%, Escape 75%, Laborer 90%, Shadowing 60%, Stalk 65%, Track 80%

Unarmed Maneuvers: Strike +10 (claws 1d6+1d10+2d12, teeth 2d8+2d12), Bully +5, Counter (2d12), Grab +10 (1d8), Knockdown +6 (1d8), Knockout +0, Reposition +6

Laser Pistol: Strike +1 (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)

Brazilian Jiu-Jitsu: He gains +A on saving throws vs. strikes. When he makes a saving throw successfully, he gains +A on the first non-strike maneuver on the next turn.

When he successfully performs two non-strike maneuvers against a foe, they lose 1 WILL at the end of his turn (temporary WILL is lost first).

Chien de Garde: When a foe fails to surprise Beasley, he automatically gains surprise on them.

SAM

A Rottweiler, Sam is content in his routine and his work. He's not complicated. He doesn't particularly mind dragging mutants back to Proteus, and he uses his privilege to relax when he's not on-duty.

He's not as invested in the pack as the others, which concerns him and makes him wonder that there might be something wrong with him, something he keeps deeply secret. He's the only one who knows what happens to dogs that don't measure up, and is determined not to join them.

Mental 14 (+2) Physical 20 (+5)

Other Traits: Cognition 18 (+4), Determination 16 (+3), Speed 18 (+4)

Defense 19 Morale 15 Save +8 WILL 3

Initiative +6 HP 42 SHT 57

Riot Suit Armor 3; Resist Bullet 5

Values: Independence, Survival, Wealth

Anthropomorphic Mutations: Movement: Biped, Prehensility: Prehensile, Speech: Vocal

Major Mutations: Nightsight, Enhanced Scent

Minor Mutations: Claws (pursuit), Communal, Enhanced Hearing, Rot Digestion, Teeth (pursuit)

Psionics: Psychic Shield

Skills (Competency 40%): Athletics 75%, Burglary 70%, Driving 70%, Mislead 60%, Questioning 75%, Stalk 75%, Streetwise 70%, Track 60%, Vigilance 85%

Unarmed Maneuvers: Strike +10 (claws 1d6+2d6+1d10, teeth 1d6+3d8), Bully +5 (1d10), Deathblow +0, Grab +10 (1d12), Knockdown +5 (1d12), Press +9 (1d10)

Combat Shotgun: Strike +2 (4d8, +A on saving throws against it, burst)

Pursuit Predator: When he performs a non-strike maneuver with a natural weapon that's supported by that natural weapon, maximize that weapon's damage die. When he moves into melee, or his foe retreats, he gains 1 temporary WILL.

Any foe he knocks prone is treated as being occupied as well.

Drover Dog: When Sam bullies a foe, he may also force them into a different melee or reposition them.

ATAMA-RYU

In the 1980s, Kaneda Shiro was exiled by his superiors to America. It wasn't that he was an incompetent gangster, far from it, but a combination of his flamboyance and his Zainichi heritage caused his superiors to "reassign" him, fearing his ambitions might cause trouble down the road. And so, he was assigned far from home, given the "responsibility" of smuggling goods into the US. It was a bad situation where he was given little support, and was forced to find a way around more organized syndicates. A local mafia leaned on his branch for tribute, leaving him in a hard spot between his superiors and the local mobsters. So he had to improvise.

After being roughed up badly for missing a "protection" payment, a night of drunken commiseration between Shiro and his peers led him to enact a ridiculous plan, one largely inspired by pop culture and American stereotypes. They made a stop at the local costume shop and slipped onto the estate of the local mafia boss. Arriving in his bedroom dressed as ninjas, the darkness hid the sloppiness of the whole gimmick. Against all odds, they made it in, and it worked. The mafia was rattled, and a few more similar stunts got them off of Shiro and his gang's back.

Their ninja personas would see use again in a handful of daring heists, leaning into the ridiculousness of it all. The police initially dismissed reports of a "ninja gang", and that success would come to flavor their operating procedure; make their crimes so flamboyant that they defied belief. They'd even managed to reverse-engineer ninja techniques, or at least effective facsimiles.

Forty years later, the "Atama-Ryu", known largely to authorities as "the ninja gang", has fully cut ties with their Yakuza masters back home, operating independently. Inspired by their origins, they chiefly work protection rackets targeting other underworld organizations, broker deals, and perform hits and protection. They avoid "ground-level" crime as an organization.

Though individual members are free to organize criminal schemes like theft or smuggling, they're expected to make a tithe up the chain. And if they get caught, the leadership has an open excuse to expel them. Those that go around snitching on the Atama-Ryu are the most likely to find themselves at the business end of an LED-lined blade.

Most members believe a persistent lie that the Atama-Ryu is an ancient organization. The mythos of the ninja gives them a false allure, and ensures there are always more potential recruits than they need. They prefer to recruit young, giving the endeavor a cultic aspect, and aim to ensnare a variety of young people. Their checkered backstory belies what has become an extremely tight-knit organization, turning what was once a clumsy pop-culture gag thought up by a few gangsters into an effective body of techniques and technology. Essentially, they faked it until they made it, with a tight-knit subculture that rarely leaks. Though authorities are aware of them, they've only seen the tip of the iceberg. Despite their internal mythology, the organization is largely American and Canadian, often appropriating Japanese culture and blending it with modern trends, memes, and styles.

Shiro retired years ago, but members treat him as a respected uncle and occasionally visit him for guidance. His continued influence irritates Akachi, the current acting head of the family. Though she was his hand-picked American heir, she sees his continued meddling as a distrust of her leadership.

Ever since discovering one or two chimeras, Atama-Ryu has become very interested in them. Not only do mutant animals possess a unique set of talents, they're uniquely suited to their criminal methods. Ninja invading your home? Hard to believe. Ninja canaries invading your home with laser swords? Ridiculous. As such, they've tried to track down the origins of mutation, as well as aggressively recruit mutants they find. And while they only have a few, the rumor is spreading on the street: Atama-Ryu is a safe haven for mutants.

Loyal mutants, anyway.



ADVENTURE SEED: SHADOW DANCER

Members of Atama-Ryu are ending up dead or missing. Both Shiro and Akachi suspect each other of cleaning house, and a gang war seems likely, even as Kuro or Tokotsu investigate the whole matter on Akachi's behalf.

When a player character runs into a mutant they're familiar with that's joined the nouveau ninjas, they get sucked into preventing a major gang war and introduced to potential recruitment. The Atama-Ryu are killers, yes, but does that moral quandary stand in the way of accepting them as all allies? Or will they be revealed as a double-dealing threat?

Oh, and who IS eliminating all those members? What's happened to those who have gone missing?

ATAMA-RYU GENIN

Your average rank-and-file clan member stands out through service, audacious crimes, and a distinct sense of modern ninja style that can quickly double as street clothes after a quick switch.

Also, skates help you slip away from the police in a pinch. It's part of the Atama-Ryu flair to always be a little ridiculous.

Mental 16 (+3)

Physical 16 (+3)

Defense 16

Morale 14

Toughness Die: 1d10+1 (ninja armor: penalty -1)

Skills (Competency 25%): Athletics 60%, Burglary 65%, Climbing 70%, Driving 50%, Hide 60%, Impersonation 50%, Roadways 50%, Streetwise 60%, Skate 60%, Sneak 70%,

Unarmed Maneuvers: Strike +6 (1d6+2d10), Deathblow +0, Disarm +6, Distract +6, Grab +6, Knockdown +3

Katana (perks: hack, heavy): Strike +6 (1d6+1d10+1d12), Barrage +6, Press +6

Yumi (perks: impale, pain): Strike +6 (2d10)

Extreme Skater: Genin gain +A on any move actions, but +D against knockdown attempts.

Skates in the Dark: They gain +A when using a maneuver against a distracted or inactive opponent.

KURO

Using a stylized kanji on his helmet to take on the look of a skull, Kuro is a no-nonsense genin looking to step up in the world. He's a true believer; the clan enabled him and his family to move out of abject poverty and made sure a beloved relative could immigrate safely, if illegally. He doesn't want to make his first kill, but he knows it'll be expected of him in the near future.

He's working hard to convince himself it's something he's capable of.

Mental 16 (+3) Physical 20 (+5)

Other Traits: Determination 18 (+4), Strength 18 (+4)

Defense 18 Morale 17 Save +9 WILL 4

Initiative +8 HP 40 SHT 63

Ninja Armor: Armor 2 (penalty -1)

Values: Loyalty, Mercy, Perseverance

Skills (Competency 35%): Athletics 75%, Burglary 75%, Climbing 60%, Driving 60%, Fence 60%, Hide 70%, Questioning 65%, Roadways 70%, Streetwise 70%, Skate 40%, Sneak 70%, Vigilance 60%

Unarmed Maneuvers: Strike +9 (1d6+2d10), Deathblow +0, Disarm +9, Distract +6, Grab +9, Knockdown +4

Kusari- (perks: flex, spin): Strike +9 (1d6+3d8), Disarm +9 (1d8), Grab +9 (1d8), Knockdown +4 (1d8)

-Gama (perks: hack, pain): Strike +9 (1d6+2d8+1d12), Barrage +10 (1d12), Press +10

Shuriken (perks: pain, spin): Strike + (1d6+3d8)

Ninpo Taijutsu: If his initiative roll is the highest, he selects one foe. That foe is treated as inactive.

If he successfully inflicts prone on an opponent, he may remove them from melee or inflict his weapon damage.

Partner in Crime: When Tokotsu is present, he gains one additional action per turn he can use immediately after she has taken her turn. This can be done outside of his usual initiative order.

TOKOTSU

Tokotsu is a runaway trying to escape a wealthy-but-miserable family, and it's saying something that the harsh training of the Atama-Ryu has been preferable by far. She chafes against the authority, but she has more free reign than she ever did in her younger years.

She sees her role with the Atama-Ryu as transactional; if they live up to their end of the bargain, she'll live up to hers. Naturally, her superiors don't see it the same way, and it remains to be seen what happens when that bargain is tested.

Mental 18 (+4) Physical 18 (+4)

Other Traits: Perception 20 (+5), Prowess 22 (+5)

Defense 18 Morale 18 Save +9 WILL 4

Initiative +9 HP 36 SHT 61

Ninja Armor: Armor 2 (penalty -1)

Values: Freedom, Loyalty, Vandalism

Psionics: Precognitive Warning

Skills (Competency 35%): Athletics 70%, Burglary 80%, Climbing 70%, Driving 40%, Fence 65%, Hide 80%, Questioning 55%, Streetwise 65%, Skate 70%, Sneak 80%, Vigilance 90%

Unarmed Maneuvers: Strike +9 (1d6+3d8), Deathblow +0, Disarm +9, Distract +9, Grab +8, Knockdown +4

Shuriken (perks: pain, spin): Strike +10 (1d6+3d8)

Ninpo Taijutsu: If his initiative roll is the highest, he selects one foe. That foe is treated as inactive.

If she successfully inflicts prone on an opponent, she may remove them from melee or inflict her weapon damage.

Partner in Crime: When Kuro is present, she gains one additional action per turn she can use immediately after he has taken his turn. This can be done outside of her usual initiative order.

Beyond its dimensional borders, ■■■■ know Earth for two things: biodiversity and fighting styles. Most humans would be surprised to discover that many

other species are even worse at maintaining the ecosystem of their worlds. Bioengineering, rampant mutation, and just evolutionary pigheadedness often contribute to a tough time for most biospheres. Of course, Earth could just be luckier than its dimensional neighbors.

In addition, many species developed firearms and their ilk much faster. This means Earth had much longer to practice with bare hands and sharp objects. (The early invention of small arms and reduced biodiversity are likely correlated.) While this is just a viewpoint of one multiversal corner, to our immediate neighbors, Earth's close-in fighting is second to none.

■■■■■ rarely look alike; this may be due to them arriving at Earth from a crossroads, or it could be that rampant mutation or genetic engineering inflict an artificial diversity.

But ■■■■ have a few things in common. Many view Earth like a colonist or trophy hunter might, causing careless or intentional harm by their very presence. Some ■■■■ are just tourists. However, they have two distinct advantages: advanced technology and anonymity.

This anonymity comes from a common piece of technology known as a "dimensional assimilator" which lets ■■■■ pass as a locals and translate their speech, though not without some oddities that come from AI-based machine translation. However, assimilators are only tuned to human brain frequencies, meaning they have only slight effects on mutant animals. In fact, it can have the opposite effect, for not only are ■■■■ revealed to chimeras, they have slight visual glitches or corruption that makes them even more noticeable, particularly to those with red sight or ultraviolet sight. Earthly recording devices often experience failure and corruption when viewing an ■■■■ with an assimilator, and any speech that's not directly translatable (like proper words from ■■■■ home) comes across as white noise or garbled speech. Since they require careful tuning to the vibrational frequency of a ■■■■ home, assimilators won't work for Earthly inhabitants as-is.

■■■■■ sometimes resemble creatures from Earthly mythology and may be the source of some myths (though, if so, not all). Some ■■■■ technology verges on magic (it may even BE magic, if it exists) or an extension of psionic force. ■■■■ may even be extratemporal as well as extradimensional, but most ■■■■ seem to have the commonalities that come from a single nexus dominating most of Earth's backdoors that serves as a funnel for travel and trade to Earth.

More recently, there's been apparent interest in taking mutant animals for the local entertainment industry as unique gimmicks. Of course, where ■■■■ come from, entertainment often includes violence, something mutant animals often tragically have familiarity with.

ADVENTURE SEED: BATTLE ARK

When the "Battle Ark" invites mutants to an extradimensional fighting tournament, they end up having to deal with strange ■■■■, battles against giant monsters, schemes behind the scenes, and at least one encounter with Arthron.

But if they make it to the qualifying circle, they discover the whole thing was set up by an exiled ■■■■ of a dimension beset by the forces of Voxnax Velacuss. Can they trust the ■■■■ revolution to be legit, or are they just caught between different despots? And can the ragtag band of elite warriors even hope to defeat Voxnax's forces?

ARTHRON

Sometimes refugees and criminals from other dimensions or times use modern Earth as a hideout. Arthron is a contractual bounty hunter that profits from this practice. Usually, upon catching their target, they like to shut off their assimilator for dramatic effect. This usually provides the desired intimidatory effect.

Arthron has a strong interest in Earth's fighting styles and has been known to challenge strong fighters in their off time. They're a bit of a nerd about that kind of thing and have been known to study Earth "texts" on that subject, by which we mean martial arts movies.

The money goes back to their nest. The nest is very worried about Arthron and sends letters of concern; Arthron is considered small by their species' standards.

Still, Arthron has no compunctions when it comes to making a mess out of the locals. Their bellyaching about violence shouldn't be mistaken for hesitation or mercy.

Mental 17 (+3) **Physical** 27 (+7)

Other Traits: Perception 21 (+5), Determination 18 (+4), Speed 21 (+5), Size 11

Defense 22	Morale 17	Save +11	WILL 4
Initiative +10	HP 60	SHT 93	Resist. 4

Values: Family, Professionalism, Strength

Major Mutations: Adhesive, Nightsight: Colorblind, Exoskeletal Defense (Enhanced), Pain Tolerance, Regenerative (Bisection)

Minor Mutations: Antennae, Claws: Mauling, Communal, Fall Righting, Magnetoreception, Red Sight, Teeth: Slaying

Skills (Competency 60%): Athletics 80%, Climbing 90%, Deduction 75%, Laborer 100%, Questioning 100%, Snoop 90%, Stalk 100%, Vigilance 100%, Writing 65%

Unarmed Maneuvers: Strike +14 (2d8+3d10), Brace, Counter, Grab +14, Knockdown +7, Press +11

Claws (mauling): Strike +14 (4d10+1d8), Bully +7, Press +7

Teeth (slaying): Strike +14 (1d12+3d10+1d8), Grab +7 (1d12), Knockdown +7 (1d12)

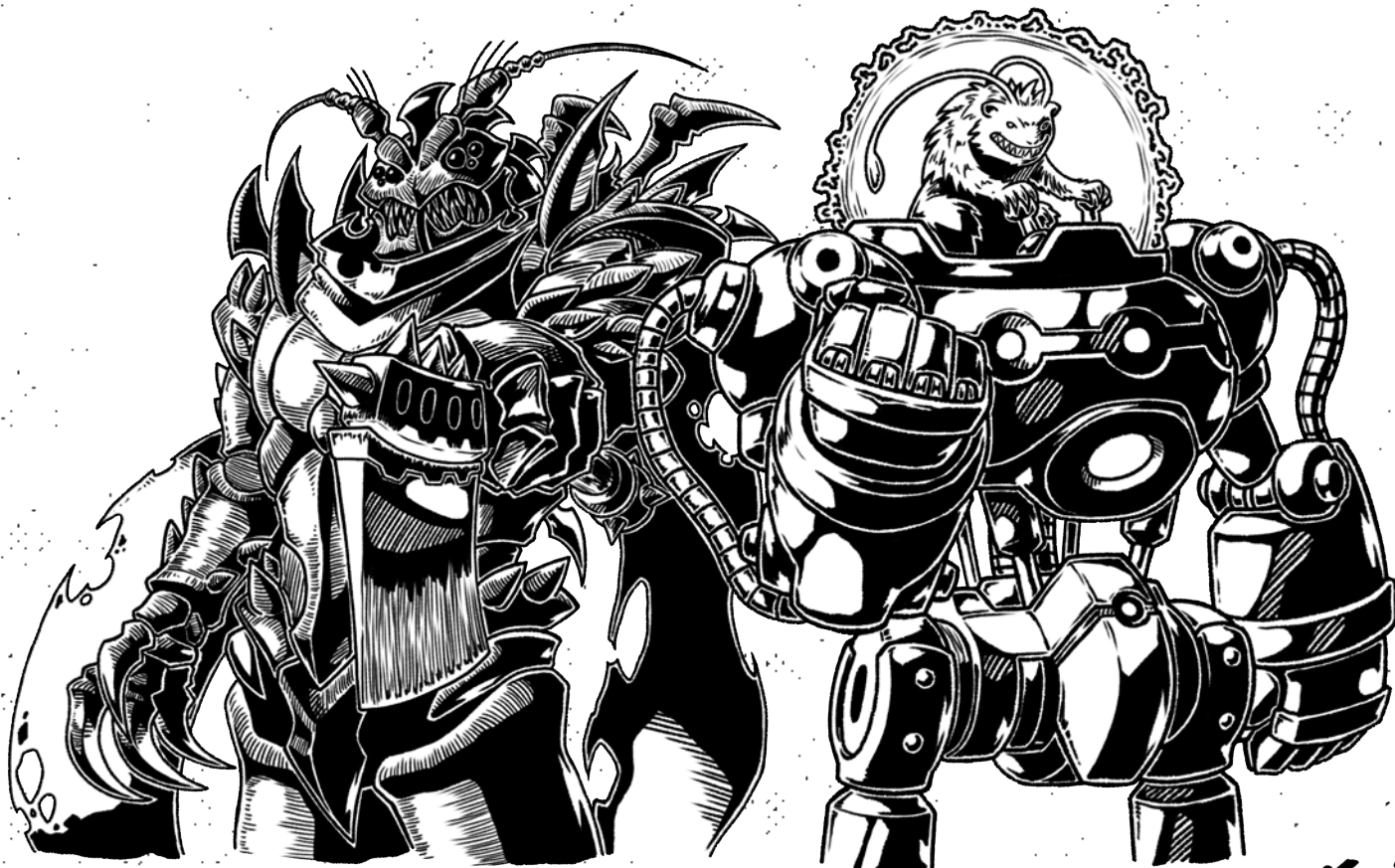
Magna-Axe (perks: hack, heavy): Strike +14 (1d8+1d12+3d10, mighty), Knockdown +7 (1d12 mighty)

Special Attack (Magna-Axe): Arthron may use their axe as a ranged attack, the blade launching out on an electromagnetic "line". Doing so is Strike +12 (1d8+1d12+3d10, mighty), and if it does more damage than its target's endurance, they're knocked prone.

Boss Traits: Armor X, Resolve X, and Resistance X (where X is the number of foes they're facing).

Nestwarden: When they have focus, they may counter a foe that charges them or that fails to retreat from them without spending that focus.

Violence Enthusiast: They gain an additional action each turn per injury they sustain, used as a boss normally would.



VOXNAX VELACUSS (BOSS, LYNCHPIN)

Voxnax is a creature of little nuance. Within the safety of her pan-dimensional pocket, she pilots her telemech to Earth in hopes of gaining greater power, causing greater trouble, and bedeviling the inhabitants of Earth. Doing so is akin to a game for her, seeing how much she can accomplish before her telemech is destroyed and she has to take time to design or deploy a new one. To her, Earth isn't even worth acknowledging as a valid reality, and its inhabitants are pawns to be shoved around for her personal amusement, usually with uproarious laughter.

Though Voxnax resembles some Earthly mustelids, her green shade and antennae would set her apart were she to set a foot formally in this dimension. As it is, she finds any such comparisons only further evidence of Earth's stupidity.

Her D-Bubble lets her interface with our world to pilot her telemechs: remote drones that let her interact with their surroundings. Though each is equipped with an assimilator, she's awful at keeping her cover. She can be careless, as there's no way to directly harm her... at least in this dimension. The D-Bubble is essentially impervious to any force from our dimension, and some highly advanced means to draw her into our world (or hop into hers) would be necessary to face her directly.

Voxnax likes to introduce dangerous technologies, create criminal conspiracies, and speedrun her way toward some definition of world domination. (Even she seems unclear on what that might exactly entail.) She's willing to work with others toward this end, and, of course, she'll eventually betray them.

It's all a game to her, no matter how much harm is done.

Mental 25 (+6)

Physical 25 (+6)

Other Traits: Determination 17 (+3), Prowess 19 (+4)

Defense 22 Morale 22 Save +12 WILL 3

Initiative +12 HP 58 SHT 99

Armor & Resolve: 5

Values: Deceit, Destruction, Power

Skills (Competency 70%): Armoring 120%, Artillery 100%, Avionics 100%, Chemistry 100%, Climbing 60%, Demolitions 120%, Electrician 100%, Escape 90%, Infosec 80%, Machinist 100%, Maintenance 80%, Mislead 80%, Operator 80%, Physics 80%, Programming 80%, Questioning 60%, Robotics 120%, Rocketry 100%, Traps 80%

Unarmed Maneuvers: Strike +10 (2d12+1d10), Distract +12, Grab +10, Knockdown +6, Pummel +6, Taunt +12

Custom Style: Her supported maneuvers from her "fighting style" are grab, distract, knockdown, pummel, and taunt.

Boss Traits: Resistance X, Resolve X, and Armor X (where X is the number of foes she's facing).

Custom Build: She gains 40 G00-P in "mutations" to represent the capabilities of her current telemech, and three weapons of any type. These are assigned as necessary for her plans or to counter the last group of foes to trouble her.

AAAAHAHAHA! When she successfully taunts a foe, she can immediately inflict 1d12 damage once they move into melee with her.

Deadly Weapons: Increase all damage dice associated with a weapon she has from custom build.

Inveterate Schemer: By spending a WILL during her turn as a moment, she can remove a status and put it on a foe in melee, revealing a trick or trap her foe fell for.

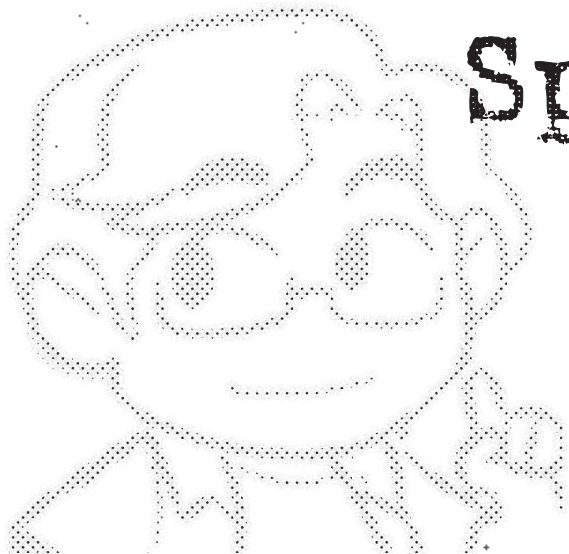
Behind the Curtain: If exposed outside of her remote antagonism, her physical traits are replaced with Physical 14/+2 (Prowess 20/+4, Speed 22/+5). She has size 5 and is semi-bipedal, prehensile, and vocal. She has the following major animal traits: arboreal, energetic, enhanced smell, sharp sight, and swift runner. In addition, she has the following minor animal traits: antennae, bloodscent, claws: climbing, enhanced hearing, flexible, teeth: fanged, and spring leap. Her main attack is a +6 strike with her teeth that does 1d12+1d10.

Secret of the Goop

By now you've wondered: where does the glowing Goop that makes animals mutate come from? The answer is that it's yours to come up with. Whatever it is, make sure it's interesting and has secondary consequences!

If you're stuck, though, here's ten ideas you can use:

1. The Goop is a natural substance, derived from a bacteria, mineral deposit, or other process that creates bursts of evolutionary mutation (as in the "punctuated equilibrium" theory).
2. Extraterrestrials have seeded the Earth with Goop, perhaps to help Earth progress, to cause chaos for their own schemes, or maybe just as an experiment or accident.
3. A future mutant civilization created the Goop and has sent it back in time to ensure their existence. Is it a clean time loop, or has their meddling caused messy consequences?
4. Goop is the creation of ancient, mystical alchemy. However, it requires one key, rare element that's extremely difficult to obtain, something not yet recorded on the periodic table.
5. The Goop is a mutant itself, something caused by human meddling that's escaped and divided over the past few decades. Is it sentient? Is it singular? It'd be worth finding out...
6. The Goop is a red herring; something else is mutating animals, and the Goop is what's left behind, retaining some of the mutagenic properties of the real culprit.
7. The Goop seeps into our world from the psionic world of the subconscious, something leaking over to unlock the potential in humanity's intelligence. But when animals are exposed to it, it makes them into something more mindful.
8. The Goop is an element from another dimension where anthropomorphic animals are the norm, and its presence brings our reality in line with its own. Has it been sent over as part of a scheme, or is it interdimensional pollution?
9. The Goop is a foreign lifeform that merges with animals, uplifting them, but the mutant's sentience? That's actually the Goop running the show, not the animal's mind. They're individuals, or at least it seems that way, but the animal is subsumed by the... symbiote? Or parasite?
10. A secret government experiment went awry? Must be a Tuesday. Somebody oughta lose their job!
11. Wizards.



Special Thanks

First and foremost, this text owes everything to all the backers on Kickstarter that helped me create this game, all my patrons on Patreon, and all my peers and friends that have helped encourage me to create new games.

In 1983, two comic creators developed a little indie comic book as a joke and parody of mainstream comics. Of course, their work would eventually become known world-wide, but it's hard not to see a commonality between a little indie game like this. We all stand on the shoulders of giants, and as they took inspiration from creators like Kirby and Millar, I couldn't have made this without Eastman, Laird, and Wujcik.

At first, this was intended as a joke, a parody, but as I worked on it, it became more and more earnest. I really enjoy anthropomorphic animal comics, and I'm not sure exactly why. I think it's how many of these properties balance on a razor's edge between seriousness and silliness in equal measure. One issue might have a ninja turtle defeat a gang of toy scalpers, where another would have their friend sink into alcoholism after accidentally murdering someone. There's something ironically human about how a given day can be ridiculous or tragic in their fictional world, and how well they can tell a variety of tales.

Maybe parody is just a little too serious these days. Obviously, a certain corporation in these pages is based on the real-world excesses born of unrestrained capitalism. When the wealthy start to make comic-book supervillains look subtle and crafty, it's hard not to draw on them for inspiration.

Moreover, there's something about those who see the human world from the outside that's fascinating. Who doesn't wonder what their pet thinks, or what a nearby bird ponders when its eye turns to us? Mutant animals may not provide an accurate view of animal psychology, but it's always fun to think about.

Also, being able to fly or at least do a flying kick is always cool.

There's also a number of games that influenced my design process, and I'd be remiss if I didn't bring them up here:

- * **TEENAGE MUTANT NINJA TURTLES & OTHER STRANGENESS:** This game is a love letter to many of the systems in this game and its successors. There's no way this game would exist without them, and there's a big debt to its author that can never be repaid.
- * **13TH AGE:** Thanks go to Mike Fehlauer for creating the "savage tide" mechanic that inspired the original Escalation mechanic, and there are a lot of little touches here informed by Fire Opal Media's F20 game.
- * **FANTASY CRAFT:** Elements like core abilities and the variety of traits were highly inspirational in finding ways to ensure style-swapping didn't break the game (entirely), and it also inspired systems like "perilous situations".
- * **FRAGGED EMPIRE:** A lot of how Wade Dyer bundled actions together inspired how combat works here, and injuries were a mélange of the attribute-based damage system in that game and old-school hit location tables.
- * **IRONCLAW:** "Two actions a turn" solved a lot of my design woes with combat. Though I developed focus independently and made it more essential, I'm crediting Ironclaw for being there first.
- * **RUNEQUEST:** The origin of the percentile-based skill system that inspired so many others.

There are many, many other mechanics inspired by other games, including a certain alliteratively-named game and its successors. We design on the shoulders of giants.

Once again, thanks to all my supporters. We did it!

Backer List by Level

SECRET OF THE GOOP

André "JohnnyCanuck" Lalonde
Antivehicular
Andrew L. Turner
Clay Gardner
Dan Mercer
Garrett Ramey
Hostile V
Matthew Atkins
Ronald Kelley
TheBearIsDriving
Tory Cristancho
Yuu Gamon

TRANSDIMENSIONAL

A. Hybbert
Alan Zabaro
Alexander Beowulf Sutherland
Alexander "EldritchDragoon" Snyder
Adrián Carrizo Pérez
Anthony Frandsen
Bloodlake
Brian Foster
Brian M
brk
Bryan Smith Jr.
bv728
Calvin "Razortooth the Squirrel" Johns
Carlos Rodriguez Mateos
Chris Durst
Chris Mobberley
Craig Boyd
DarkWhite
David Heal
David Tusler
Dr. Tyler Brunette
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Durm Roenark
E. Contesse
Erika Maybe
Ethan
Ewen Cluney
Gabel Gamers
Glazius
H. Ulrich
Jake Hess
James Kurtz
Javier "Intkhiladi" Escajedo

Jeff Eppenbach
Jeff H
Jeff Merola
Jenny the Beadt
Jim Cox
John Mehrholz
Jonathan "Buddha" Davis
Jonathan Johnson
Julio "Morgan Blackhand" Escajedo
K. Sara Berger
kaomera
Landon King
Lola Faust
M. F. Mueller
MadJay
Maigius
Mango Fett
Martin Hellqvist
Matt "Chaser" Niccum
Matt Coverdale
Matt Miller of Flagstaff, AZ
Matthew Parmeter
Micah Spitzmesser
Michael Gillis
Mike Forshay
Morgan
Mr. Tambo
Nathan Wildman
Nick Brown
Paul Franklin
QHam
Ryan Shellito
Samuel Puddleduck
Sand Cat Girl
Scott "Bear Wizard" Jarvis
Sraosha
Steve Dubya
Steven D Warble
Steven Fujisaka
Sure!
T.R. Knight
The Metallian
Thomas Fauvie
Tim "Kemba" Jürgens
Toonela
tree
Winson Paine
Xero

SUPER MUTANT

aegranko
Etherwulf
Avri
Bayne Alexander
Boson Au
Brad Morris
Brandon Barnes
Brutorz Bill
Chad D "ZRM"
Chad Manning
Chris Wallen
Davis Doersam
DeVonFire3
Eliot and Ressie Lyons
Eric Farmer
Esterlin
Evan "JabberWokky" and Sarah Edwards
Evan Harrison Cass
FlacoAlto
Frank Loose
Fred Herman
GMGerrymander
Greg Lambert
Hayden Robertson
Hugh Nelson
Jagoba Escanez Aranzamendi
JakorJaggari
Jason Bostwick
Jeddy Kight
Jeff Becker
Jeff Wilms
Jesse Newsom
Jesse Spacco
Joaquim Ball-llosera
Joe Williams
Joshua Bublin
Kabi
Logan Ratica
Lord Crossbower
Lynxara
M.O.B.
Matt Bongers
Matt Shoemaker
Michael Barton
Michael W. Mattei

Mitchell "HeebyGB" Lynn
Nathan Rucci
Patrick Higgins
Phil Vecchione
Puckett
Quinn McCauley
R.A. Garza
Richmond Pitts
Schubacca
Shiro
Sleepington Unicorn
Steven Lennox
Steven Barrett
The Terror Trio
Tomas Fuller
Trevor Bramble
Türk Frostbrew
Unseenlibrarian
Victor Wyatt
Zach Cullimore

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Colin Ewen
Daniel Mani
Dominic Zucco
Dwefkos
Fabian S.
G. Fitzsimmons
Jackson Brantley
Kai Tave
Kwyndig
Louise Loves Turtles!
LyrenWindstrike
Matthew Edwards
Meena Blitz
MollyMetroid
Neil Shields
Ölrún Bjólfisdóttir
Sasha De'ath
Subjunctive
TheOtherTracy
Trip Space-Parasite

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Benly
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Darla Burrow
Doc Palindrome
Drew L
Edward Himel
Frank Adams
HopperUK
Jayson Stevens
Joshua Barry
Joshua Ramsey
L. C. G.
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Manos Konstantas
Matt Gray
Matt Penn
Matt Penniman
Michael P. Charlton
Michele Canali
Mikko Kauppinen
Neal Tanner
Nick Duff
Parker the Pangolin
Paul Newsham
Ryan McWilliams
Sean "Fated Ichthyologist of the Deep" Richer
Sean M. Dunstan
Simon Gilbert
Stephen Kotowych

Backer Top 10 Species

... as gleaned from backer surveys.

1. Dogs, Domestic
2. Cats, Domestic
3. Rats
4. Bears
5. Tigers
6. Red Pandas
7. Capybaras
8. Lynxes & other "Wild Cats"
9. Pangolins
10. Raccoons

Illustrated Mutant Animals

... by page.

- Page 4: **PACHEN**, a red panda swordswoman.
- Page 70: **LEGENDRE** and **SANDFORD**, musk ox and pika explorers.
- Page 74: **SALVATO**, an alligator gar salvager.
- Page 78: **CALAFIA**, a flapjack octopus MMA wannabe.
- Page 90: **BARLOW**, a Pomeranian psionic.
- Page 92: **LOVELACE**, a garter snake geneticist.
- Page 107: **VEGAS**, **KILLER**, **BEASLEY**, and **SAM**: from left to right, dog commandos.

BIOSCIENCE WATCHLIST UPDATE

Proteus, Inc.

Contact Class S security firms and private military companies with contract proposals regarding all of the below. Ensure said contracts do not exceed expenditure limits as per Confidential Proteus Code N-5: Quasi-Legal Solutions. If contracts cannot be negotiated within that price range, consult with the Head of Executive Resolutions.

Remember that successfully low contractor rates provide bonuses as per N-6: Loyalty and Confidentiality Bonuses. Similarly, overpayments or contractual oversights may result in the docking of pay and compliance penalties.

1. **Andrew L. Turner:** Geneticist formerly with the Astronautical Research Division. Abandoned work suddenly after discovering the cancellation of the program involving Monodelphis domestica. Believed to have escaped with test subject "Aelius."

Preferred Solution: Recovery.

2. **Ronald Kelley:** A consultant involved with several anti-poaching organizations. May have information regarding our extralegal acquisition of Sagittarius serpentarius specimens that could threaten operations in South Africa.

Preferred Solution: Coverup.

3. **Yuu Gamon:** Originally involved in Marketing for the "Mutant Blue", but resigned after hearing about the alleged risk to children. May have turned over evidence to Corpus Juris Civilis as part of their class-action lawsuit. Believed to be involved with chinchilla rewilding efforts in Argentina under an alias.

Preferred Solution: Discredit.

4. **Dr. Garrett Ramey:** Radical geneticist involved with DIY biology. Believed to have recovered a sample of [REDACTED]. The reports of a band of chimeric Vulpes lagopus in Nunavut are likely connected to his independent research.

Preferred Solution: Recruitment.

5. **Matthew Atkins:** A field biologist specializing in herpetology. Consults with medical research charities regarding the acquisition of venoms and related toxins. Believed to be involved in research involving the use of Bitis gabonica venom in developing new cardiological medicines, competing with our parallel research.

Preferred Solution: Recruitment.

6. **Clay Gardner:** Paleontologist involved in the de-extinction efforts involving Titanochelon bolivari and witness to a hard acquisition effort by Eumenides Security. Believed to have the only remaining data regarding the revival of the extinct species, but that data is secondary to ensuring he does not expose Eumenides' operations to the attention of authorities.

Preferred Solution: Elimination.

7. **Misha Mish:** A lab accident involving an overexposure of [REDACTED] made a transgenic Mus serpentius into a full-fledged chimera that escaped. She's believed to be working closely with Genea in exchange for education on her own origins. May attempt to free her brethren from research facilities, and existence prevents a dire threat to future marketing plans for Squeaky! Slinky! and jeopardizes 4th-quarter profits.

Preferred Solution: Elimination.

8. **Hostile V:** Real name unknown; alias of a hacker who successfully retrieved information on our Ambystoma mexicanum research and related astronautical research. Connected with Per Mutation and anti-corporate activism.

Preferred Solution: Coverup.

9. **André Lalonde:** Online journalist who contacted a disgruntled employee. Though said employee was silenced, he almost certainly retains confidential information regarding our plans to market transgenic Alces alces as a luxury meat product. Likely connected with Per Mutation under the alias "Johnny Canuck."

Preferred Solution: Discredit.

10. **The Bear is Driving:** Alias of a Per Mutation member that reported sightings of a platypus chimera in the wild. Possibly connected with anti-mining activism and protests in Pilbara, as well as sabotage of covert facilities located in orphaned mine sites.

Preferred Solution: Investigate.

LET'S MUTATE ALL OVER AGAIN!

In the '80s and '90s, they ruled the streets, kick-flipping off of villainous faces and slipping into the shadows. Then, they vanished from the world of tabletop gaming.

But they're back. And ready to **KICK BUTT**.

Mutants in the Now is a retromodern retake on the mutant animal role-playing games of the past. Mutants fight to survive, thrive, and make the world better for themselves and humanity.

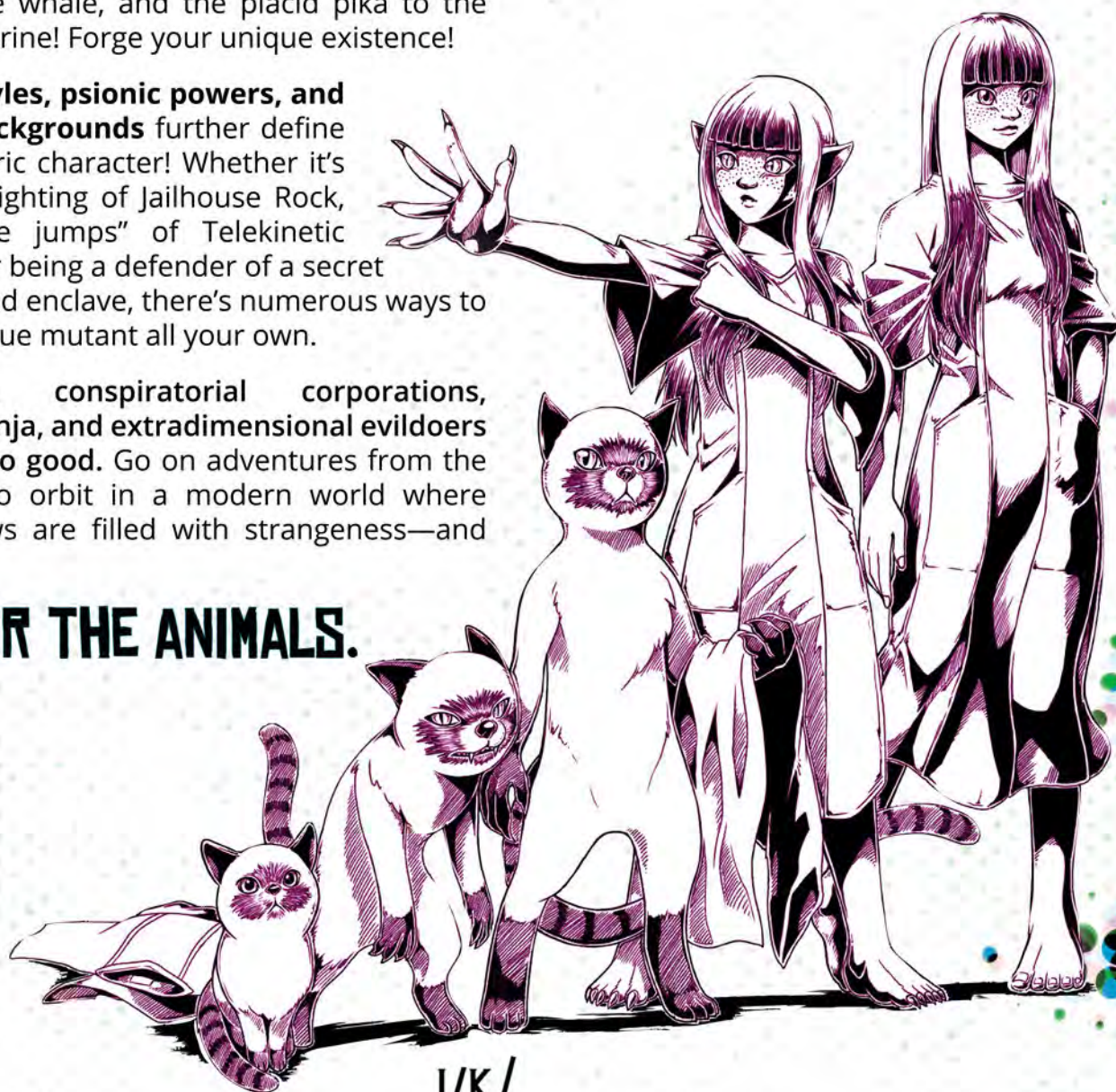
With over 130 species of animals, few mutants will be the same! Species range from the common Corgi to the rare axolotl, the tiny earthworm to the massive whale, and the placid pika to the fierce wolverine! Forge your unique existence!

Combat styles, psionic powers, and distinct backgrounds further define your chimeric character! Whether it's the street fighting of Jailhouse Rock, the "double jumps" of Telekinetic Boosting, or being a defender of a secret underground enclave, there's numerous ways to build a unique mutant all your own.

Meanwhile, conspiratorial corporations, nouveau ninja, and extradimensional evildoers are up to no good. Go on adventures from the alleyways to orbit in a modern world where the shadows are filled with strangeness—and danger!

IT'S FOR THE ANIMALS.

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EDITION



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GAMES