

MUTANTS IN THE NOW

Sheet Side A
SUBJECT MUTATED AT

Campaign Title

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

MUTANTS IN THE NOW

Sheet Side B

Known Organizational Affiliations

MUTATION CAUSED BY...

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