

# MUTANTS IN THE NOW

## MUTATION WORKSHEET SIDE A

CHARACTER NAME

### SIZE RATING

Count cumulatively as a cost or bonus as a difference between the two sizes, ignoring your starting size rating.

Size Rating	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total GOO-P Cost or Bonus:	
Species Size	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Mutated Size	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Increase (GOO-P Cost)	-	1	1	1	1	1	2	2	2	2	2	5	5	5	5	5	10	10	10	10	10		
Reduce (GOO-P Bonus)	1	1	1	1	1	2	2	2	2	2	5	5	5	5	5	10	10	10	10	10	-		

### ANTHROPOMORPHIC TRAITS

DIET TRAITS (NO DEFAULT)	Species Trait	Mutated Trait	GOO-P Cost
Detrivore or Parasitovore	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Carnivore or Herbivore	<input type="checkbox"/>	<input type="checkbox"/>	0
Faculative Carnivore or Faculative Herbivore	<input type="checkbox"/>	<input type="checkbox"/>	1
Omnivore	<input type="checkbox"/>	<input type="checkbox"/>	1
Total GOO-P Cost:			

PREHENSILITY TRAITS	Species Trait	Mutated Trait	GOO-P Cost
Locomotors (default)	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Grasping	<input type="checkbox"/>	<input type="checkbox"/>	5
Prehensile	<input type="checkbox"/>	<input type="checkbox"/>	5
Total GOO-P Cost:			

ZOOLOGICAL TRAIT	Cost
Total GOO-P Cost:	

RESPIRATION TRAITS	Species Trait	Mutated Trait	GOO-P Cost
Water-Breathing	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Air-Breathing (default)	<input type="checkbox"/>	<input type="checkbox"/>	0
Amphibious	<input type="checkbox"/>	<input type="checkbox"/>	10
Total GOO-P Cost:			

SENSE TRAITS (HEARING)	Species Trait	Mutated Trait	GOO-P Cost
Deaf	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Vibrations	<input type="checkbox"/>	<input type="checkbox"/>	2
Hearing (default)	<input type="checkbox"/>	<input type="checkbox"/>	3
Total GOO-P Cost:			

MOVEMENT TRAITS	Species Trait	Mutated Trait	GOO-P Cost
Aquatic or Limbless	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Forelimbs	<input type="checkbox"/>	<input type="checkbox"/>	5
Quadrupedal (default)	<input type="checkbox"/>	<input type="checkbox"/>	5
Hexapodal, Octopodal, or Myriapodal	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Semi-Bipedal	<input type="checkbox"/>	<input type="checkbox"/>	5
Bipedal	<input type="checkbox"/>	<input type="checkbox"/>	5
Total GOO-P Cost:			

MASK TRAITS	Species Trait	Mutated Trait	GOO-P Cost
Bestial (default)	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Inhuman	<input type="checkbox"/>	<input type="checkbox"/>	2
Kemonomimi	<input type="checkbox"/>	<input type="checkbox"/>	3
Cloaked	<input type="checkbox"/>	<input type="checkbox"/>	5
Total GOO-P Cost:			

**REMINDERS**

- Only Water-Breathing species can advance their evolution route for Respiration Traits.
- Unless a species has a senses under basic traits, it just defaults to the listed sense below.

SENSE TRAITS (SIGHT)	Species Trait	Mutated Trait	GOO-P Cost
Blind	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Receptors	<input type="checkbox"/>	<input type="checkbox"/>	2
Sight (default)	<input type="checkbox"/>	<input type="checkbox"/>	3
Total GOO-P Cost:			

SENSE TRAITS (SCENT)	Species Trait	Mutated Trait	GOO-P Cost
Anosmia	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Scent (default)	<input type="checkbox"/>	<input type="checkbox"/>	2
Total GOO-P Cost:			

### SPECIES SUMMARY

Size Rating:	GOO-P:
Enhance:	
Basic Traits:	
Major Traits:	
Minor Traits:	
Unique Trait:	

SPEECH TRAITS	Species Trait	Mutated Trait	GOO-P Cost
Nonvocal (default)	<input type="checkbox"/>	<input type="checkbox"/>	N/A
Semivocal	<input type="checkbox"/>	<input type="checkbox"/>	2
Vocal	<input type="checkbox"/>	<input type="checkbox"/>	3
Total GOO-P Cost:			

### TOTAL COSTS (SIDE A)

SIDE A: SIZE, ANTHROPOMORPHIC, AND ZOOLOGICAL COSTS	GOO-P Cost
Size	
Diet	
Movement	
Prehensility	
Speech	
Mask	
Respiration	
Senses	
Zoomorphic	
Side A Total GOO-P Cost:	



# MUTANTS IN THE NOW

## CHARACTER CREATION CHARTS AND WORKSHEET

CHARACTER NAME

### ATTRIBUTE AND TRAIT WORKSHEET

ATTRIBUTE ADJUSTMENTS	Raw Roll (after rerolls)	Takeback Adjustments	Background Bonuses	Mutation Bonuses	Style Bonuses	Skill Package Bonuses	Total Attribute Score	Secondary Trait	Formula	Misc. Bonus	Total Trait
Cognition								Initiative	+PER+SPD		
Determination								Defense	10+PRO+SPD		
Affinity								Morale	10+DET+PER+Resolve		
Perception								Superficial Harm Threshold (SHT)	Size SHT + Endurance + Determination		
Strength								Hit Points (HP)	Endurance x 2		
Prowess								Willpower (WILL)	+DET (minimum 0)		
Endurance								Contacts (CTCT)	+AFF (minimum 0)		
Speed								Lifting Power (LIFT)	(Strength x 10) x Size LIFT Modifier		
								Move Rate (MOVE)	(Size Rating x 3) + (Speed x 3)		

### CHARACTER CREATION CHARTS

#### SIZE RATING

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

#### ATTRIBUTES

ATTRIBUTE 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%	1d4	+12
9	-1	43%	+3%	1d4	+11
10	+0	46%	+3%	1d6	+10
11	+0	49%	+3%	1d6	+9
12	+1	52%	+3%	1d8	+8
13	+1	55%	+3%	1d8	+7
14	+2	58%	+3%	1d10	+6
15	+2	60%	+4%	1d10	+5
16	+3	62%	+4%	1d12	+4
17	+3	64%	+4%	1d12	+3
18	+4	66%	+4%	2d8	+2
19	+4	68%	+4%	2d8	+1
20	+4	70%	+4%	2d8	+0
21	+5	71%	+5%	2d10	-2
22	+5	72%	+5%	2d10	-4
23	+5	73%	+5%	2d10	-6
24	+6	74%	+5%	2d12	-8
25	+6	75%	+6%	2d12	-10
26	+6	76%	+6%	2d12	-12
27	+7	77%	+6%	3d10	-14
28	+7	78%	+7%	3d10	-16
29	+7	79%	+7%	3d10	-18
30	+8	80%	+8%	3d12	-20

#### CONTACTS

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