

# MUTANTS IN THE NOW!

## ERRATA FOR MUTANTS IN THE NOW (KICKSTARTER EDITION)

These categories of correction are roughly listed in order of priority in play, with numeric and rules corrections being most important. Text correction are meant to make understanding clearer, but the intent of the text was already .

### Numeric Corrections

Page 20, "Beaver, North American (GOO-P)": Correct to 24, not 29.

Page 22, "Cockroach, American (GOO-P)": Correct to 41, not 39.

Page 22, "Duck, Mallard (GOO-P)": Correct to 25, not 30.

Page 24, "Ferret (GOO-P)": Correct to 36, not 37.

Page 24, "Octopus, Common (GOO-P)": Correct to 36, not 38.

Page 24, "Opossum (GOO-P)": Correct to 26, not 43.

Page 29, "Penguin, Emperor (GOO-P)": Correct to 17, not 12.

Page 29, "Raven, Common (GOO-P)": Correct to 25, not 26.

Page 29, "Squirrel, Grey (GOO-P)": Correct to 38, not 39.

Page 29, "Turtle, Alligator Snapping (GOO-P)": Correct to 27, not 24.

Page 38, "Movement (limbless): The GOO-P cost should be N/A, not 0.

Page 39, "Mask (cloaked): The GOO-P cost should be 3, not 5.

Page 42, "Animal Traits-Major": In the second paragraph, replace "No trait can have a cost reduced below 1." with "No major trait can have a cost reduced below 2."

### Rules Corrections

Page 20, "Armadillo, Nine-Banded (nine-alarm spring)": Replace "gain a free" with "may take an additional move action as the first action on the".

Page 20, "Bobcat (Red Lynx) (ambitious hunter)": Replace "size" with "size with a melee weapon".

Page 23, "Dog, Yorkshire Terrier (warning bark)": Add the following sentence: "If you already have +A to initiative, harden it."

Page 23, "Ferret (ferreting)": Replace "strikes and lashes" with "strikes with melee weapons".

Page 24, "Fox, Red (major traits)": Replace "Dig" with "Burrow".

Page 25, "Gila Monster (major traits)": Replace "Dig" with "Burrow".

Page 25, "Goose, Canada (enhance)": Replace text with "Determination, Endurance, Speed".

Page 25, "Goose, Canada (basic traits)": Replace text with "Anseriformes, Winged, Herbivore, Movement: Bipedal".

Page 25, "Goose, Canada (fearsome fowl)": Replace "a foe" with "a foe in melee".

Page 26, "Gull, Ring-Billed (major traits)": Remove "Float (5 GOO-P)".

Page 26, "Hedgehog, African Pygmy (poison hunter)": Replace "it" with "it as an moment". Add "This lasts for one scene."

Page 26, "Hippopotamus (blood sweat)": Add "Biting a foe bypasses this immunity."

Page 26, "Iguana, Green (razor teeth)": Replace "on a successful bite" with "when inflicting damage".

Page 47, "Mandibles": Add the following sub-trait: "Hollow: Gain the injector trait. At the end of any of your turns that you keep a target grabbed, increase any envenomed value they have by 1."

Page 28, "Muskox (babyguard): Replace "protection" with "protection to another ally in melee".

Page 28, "Opossum, Virginia (skilled scavenger): Replace "finding" with "dramatic rolls to find".

Page 31, "Raccoon, Common (basic traits)": Replace "Mustelidae" with "Procyonidae".

Page 31, "Raven, Common (basic traits)": Replace "Passeriformes" with "Passerine". Add "Winged" and "Movement: Bipedal".

Page 31, "Rhinoceros, White (basic traits)": Replace text with "Rhinocerotidae, Herbivore".

Page 32, "Otter, Sea (major traits)": Add "Breath Storage (5 GOO-P)," to the start of the section, and remove "Prey Sight 5 GOO-P,".

Page 32, "Shark, Great White (minor traits)": Add Scales.

Page 32, "Shark, Great White (deadly bite)": Replace "bite" with "teeth". Add "Teeth" as a requirement.

Page 32, "Skunk, Striped (major traits)": Replace "Stink Spray +10 GOO-P" with "Spray +5 GOO-P".

Page 33, "Tarantula, Chilean Rose (major traits)": Replace "Burrower" with "Burrow".

Page 33, "Tarantula, Chilean Rose (minor traits)": Add the hollow sub-trait to mandibles.

Page 33, "Tiger, Bengal": Revise enhance section to "Determination, Strength, Speed". Revise basic traits section to "Felidae, Carnivore".

Page 33, "Toad, Eastern American (basic traits): Replace "Anura" with "Salientia".

Page 33, "Toad, Eastern American (major traits): Replace "Burrower" with "Burrow".

Page 33, "Turtle, Common Box (major traits): Replace "Burrower" with "Burrow".

Page 35, "Classification Traits-Type" Add the following:  
PROCYONIDAE: These "little bears" include adaptable mammals like raccoons, coati, and ringtails.

Page 44, "Swift": Replace "climbing and swimming" with "climbing, swimming, or mutation-based forms of movement (burrowing, flying, etc.)."

Page 45, "Beak (hooked)": Add the following sentence: "Your beak gains the injector trait."

Page 45, "Grasping Feet": Replace "However, you cannot use them to walk or run while holding or manipulating objects, reducing your MOVE to 0." with "However, you cannot use them to walk, run, or climb while holding or manipulating objects, reducing your MOVE to 0 unless flying or swimming."

Page 49, "Wingburst": Replace "digging, climbing," with "digging, flying, climbing".

Page 50, "Biokinetic Pain (boost)": Replace "+DET." with "+DET (minimum 1)."

Page 52, "Step #6: How You Fight": Add the following paragraph to the end: "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."

# MUTANTS IN THE NOW!

## ERRATA FOR MUTANTS IN THE NOW (KICKSTARTER EDITION)

Page 52, "Aikido (core ability)": Replace "upon your foe" with "upon a foe in melee".

Page 52, "Arnis (core ability)": Replace "same foe" with "same foe in melee".

Page 52, "Brazilian Jiu-Jitsu (core ability)": Replace "strikes" with "strikes in melee".

Page 52, "Brazilian Jiu-Jitsu (base ability)": Replace "saving throw" with "saving throw against a melee maneuver".

Page 52, "Jailhouse Rock (core ability)": Add "If you already have Resistance 2 or higher, add 1 to Resistance instead."

Page 52, "Jailhouse Rock (base ability)": Replace "facing you" with "in melee with you".

Page 52, "Ninpo Taijutsu (base ability)": Replace the text with the following: "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."

Page 52, "Pack Predator (core ability)": Replace "foe" with "foe in melee".

Page 52, "Pack Predator (base ability)": Replace "yourself," with "yourself, to a maximum of 6".

Page 53, "Tricking (supported maneuvers)": Replace the listed maneuvers with the following maneuvers: Barrage, Distract, Press, Taunt, Trick.

Page 56, "Life Sciences (package ability)": Replace "non-psionic anthropomorphic, zoomorphic, and animal traits" with "species, size rating, and anthropomorphic/zoomorphic traits."

Page 60, "Agent Equipment Package (commando)": Replace "Edged weapon, firearm" with "Traditional weapon, modern weapon".

Page 61, "Agent Gimmicks (cutting-edge weapon)": Replace "crit effect" with "weapon perk (pg. 87)".

Page 65, "Final Reminders": Remove the following entry entirely: "If you have multiple psionic powers of the same type (pg. 50), remember to gain the attribute bonus associated with that."

Page 69, "Table H-5: Institutional Professions": Replace "Intelligence Agent (Spy)" with "Intelligence Agent (Sneak)".

Page 77, "Perils": In the fifth paragraph, add after the first sentence: "When this time runs out, they take 1d12 non-injuring, absolute damage per round submerged and become tired."

Page 77, "Perils": In the sixth paragraph, add at the end of the paragraph, "During this time, they cannot carry more than 50% of their LIFT until they recover from being tired."

Page 80, "Resistance": Append the following to the final paragraph: "If you have two sources of Resistance with a matching value, add 1 to Resistance. For example, having Resistance 3 from both a mutation and size would result in Resistance 4."

Page 81, "Defeat and Death": Replace "HP cannot be reduced below 0." with "HP cannot be reduced below 0, but damage at 0 HP can still inflict injuries."

Page 83, "Maneuver Actions (reposition)": Replace "hazard, if any are present, or remove them from melee." with "hazard (if any are present), remove them from melee, or move them into a separate melee."

Page 83, "Focus (recovery)": Replace "would normally lose focus due to the start of your turn, you can spend 1 WILL and your focus" with, "have focus at the start of your turn, you can spend a moment, 1 WILL, and your focus".

Page 84, "Statuses (grabbed)": Remove "loses one action", and replace "move actions." with "move actions, and lose one action at the start of any turn they remain grabbed."

Page 84, "Statuses (impaled)": In the second paragraph, replace "character or an ally in melee" with "the character or an ally in melee with the character", and add after the second sentence "A foe may also do this with a successful disarm attempt at hard +D."

Page 85, "Statuses (startled)": Replace "not grabbed. If grabbed" with "not grabbed or swallowed. If grabbed or swallowed".

Page 85, "Statuses (stunned)": Replace "become grabbed" with "become or are grabbed or swallowed".

Page 85, "Statuses (swallowed)": In the first paragraph, replace "absolute damage" with "absolute damage while swallowed". In the second paragraph, replace "target" with "target as a moment".

Page 85, "Statuses (weakened)": In the second paragraph, replace "takes damage" with "takes damage or at the end of the scene, whichever comes first."

Page 85, "States (envenomed)": Replace "turns" with "turns, and the character can suffer one additional status".

Page 85, "States (grabbing)": Replace "spend an action every turn to sustain it." with "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." Add the bullet point "If the grabbed character is swallowed."

Page 85, "States (swallowed)": In the first paragraph, replace "you automatically inflict" with "automatically inflicts". In the second paragraph, replace "target" with "target as a moment".

Page 86, "Injury": In the first paragraph and after the first sentence, add the following sentence: "An injury inflicts +D on any rolls involving that attribute as a prime mod or associated attribute for a skill".

Page 86, "Weapons": In the second paragraph, replace "proficiency" with "proficiency, or if used one-handed".

Page 86, "Weapon Types (bullet)": Replace "Resistance and Armor are doubled against bullets" with "Natural Resistance and Armor add +2 to their value against bullets".

Page 86, "Weapon Types (compact)": Replace "becomes unbalanced" with "is unbalanced". Add to the end of the paragraph: "Non-arrow, non-stone weapons may be used one-handed without +D."

Page 87, "Weapon Types (energy)": Replace "doubled" with "increased".

# MUTANTS IN THE NOW **OOOPS!**

## ERRATA FOR MUTANTS IN THE NOW (KICKSTARTER EDITION)

**Page 87, "Weapon Types (grip)":** Replace "hand" with "hand without +D".

**Page 87, "Weapon Types (hand)":** Replace "hands" with "hands without +D".

**Page 87, "Weapon Types (reach)":** Replace the text with "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."

**Page 89, "Throwing Knives":** Rename to "Knife, Basic".

**Page 89, "Throwing Knives":** Rename to "Grenade, Explosive", replace "thrown" with "throw", and add the compact trait. Change damage to 3d12.

**Page 89, "Throwing Spears":** Rename to "Spear, Short"

**Page 89, "Rocket Launcher":** Increase damage to 4d12.

**Page 89, "Bulletproof Vest":** Increase resistance to "Bullet 4".

**Page 89, "Riot Suit":** Increase resistance to "Bullet 5".

**Page 94, "Advancing the Rest":** Under the list of steps, replace "new skills" with "new hobby skills" where it appears.

**Page 94, "Milestones":** Under the list of options, replace "new skills or attributes" with "new hobby skills or proficiencies", "two attributes by +1" with "two unmarked attributes by +1, and mark them", and replace "gimmicks" with "gimmicks of any type".

**Page 95, "Aikido":** For rank 3, replace "maneuvers" with "melee maneuvers". For rank 5, replace "statuses" with "statuses, and you choose which to discard". For rank 9, replace "maneuver" with "melee maneuver".

**Page 95, "Arnis":** For rank 3, replace "maneuver" with "melee maneuver". For rank 5, replace the text with "Increase your glancing damage in melee by +ESC if you have a weapon in hand." For rank 7, replace "maneuver" with "melee maneuver" and "the die you're using" with "a die".

**Page 96, "Brazilian Jiu-Jitsu":** For rank 9, replace "maneuver" with "melee maneuver".

**Page 96, "Heihuquan":** For rank 5, replace "maneuver" with "melee maneuver". For rank 7, "misses you" with "misses you in melee". For rank 9, replace "strike a foe" with "strike a foe in melee".

**Page 96, "Jailhouse Rock":** For rank 3, Replace the text with: "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)." For rank 9, remove "hardened".

**Page 96, "Kyokushin":** For rank 3, replace "them" with "melee maneuvers they perform". For rank 5, replace "maneuvers" with "fight actions". For rank 9, replace "maneuvers" with "melee maneuvers".

**Page 96, "Muay Thai":** For rank 5, replace "attacks" with "strikes in melee". Replace the second sentence with "If Armor or Resistance cannot potentially reduce this damage, inflict Weakened +ESC instead." For rank 7, replace "die" with "die from a melee maneuver".

**Page 97, "Pack Predator":** For rank 3, replace "melee, if" with "and". For rank 5, replace "factor" with "number".

**Page 97, "Pursuit Predator":** For rank 7, replace "glancing damage" with "glancing damage and unbalanced".

**Page 97, "Shequan Beipai":** For rank 3, replace "18-20" with "18-20 with melee maneuvers".

**Page 97, "Tricking":** For rank 5, replace "maneuver performed after performing a move this turn." with "fight roll performed after a move."

**Page 103, "Acquisition Agent (toughness)":** Replace "1d10+2" with "1d20+2 / +4 vs bullets".

**Page 103, "William "Billy Bronx" Bronck (toughness)":** Replace "resist bullet 3" with "resist bullet 5".

**Pages 106-108, "Vegas / Killer / Beasley / Sam (toughness)":** Replace "Resist Bullet 3" with "Resist Bullet 5".

**Page 107, "Killer (taxman's dog)":** Replace "bullies or presses," with "bullies or presses for the first time in a turn,". Replace "will is 0, they become unbalanced." with "WILL is 0, they instead gain the unbalanced status".

**Page 107, "Beasley (values)":** Replace text with "Caretaking, Loyalty, Ruthlessness".

**Page 110, "Ninja Genin (extreme skater)":** Replace text with "Genin gain +A on any move actions, but knockdown maneuvers targeting them gain +A."



# MUTANTS IN THE NOW!

## ERRATA FOR MUTANTS IN THE NOW (KICKSTARTER EDITION)

### Text Corrections

#### Broad text corrections include:

- \* The term "combat" has been replaced with "fighting" or "fight" in many circumstances. Similarly, "combat style" has been standardized to "fighting style".
- \* References to "skill checks" or "skill rolls" have often been changed to the correct terminology of "dramatic rolls".
- \* The term "penetrating" has been corrected to "piercing" where found.
- \* Size rating was decapitalized throughout for consistency.

#### Specific corrections include:

Page 1, "Additional Art and Graphics": Add "Mostafa Elturkey" to the list of credits.

Page 2, "Table of Contents": Replace "Combat Style Improvements" with "Fighting Style Advances".

Page 2, "Table of Contents": Correct the following page references:

- \* Toxins should be listed as pages 80-81.
- \* Special Damage should be listed as page 81.
- \* Statuses should be listed as pages 84-85.
- \* Recovering Contacts should be listed as page 95.

Page 2, "Table of Contents": Replace "Combat Style Advances" with "Fighting Style Advances".

Page 6, "Ability": Replace "combat" with "fighting".

Page 6, "Base Ability": Replace "combat" with "fighting".

Page 6, "Combat Style": Replace term with "Fighting Style".

Page 6, "Core Ability": Replace "combat" with "fighting".

Page 6, "Core Bonus": Replace "combat" with "fighting".

Page 6, "Dramatic Scene": Replace "skill" with "dramatic".

Page 7, "Rank": Replace "combat" with "fighting".

Page 7, "Roll %": Add the sentence, "For Xd10, treat ten-sided dice as 1-10."

Page 7, "Unarmed": Replace "constructed" with "crafted".

Page 9, "Step #7: Get Stuff": Replace "associated with it. Then roll for wealth based on that package.", with ", and roll for wealth."

Page 10, "Step #2: Cursing Your Dice": In the second column, fourth paragraph, replace "takeback(s)" with "takebacks" and "takebackers" with "takebacks".

Page 10, "Step #2: Cursing Your Dice": In the second column, sixth paragraph, replace "nature" with "purpose" and "aren't" with "isn't".

Page 10, "Marked Attributes and Skills": Eliminate the comma after "rolls".

Page 12, "Affinity [AFF]": Replace "Affinity adds" with "+AFF adds". Replace "and it determines" with "and determines".

Page 12, "Perception [PER]": Replace "Add Perception" with "Add +PER".

Page 14, "Table B-1: City Background (swallowed by the shadow)": Replace "combat" with "fighting" in both instances.

Page 15, "Table B-3: Institutional Background (employee)": Replace "combat" with "fighting" in both instances.

Page 16, "Table D-4: Wild Species: Replace "Turtle, Snapping" with "Turtle, Alligator Snapping".

Page 18, "Table F-5: How I Learned to Fight (indoctrination)": Replace "combat" with "fighting".

Page 20, "Bear, Grizzly (bear hug)": Replace "each of your turns until the grabbed status is removed from your foe." with "each turn your foe remains grabbed."

Page 20, "Bison, American (buffalo buffalo)": Replace "you add a weapon damage die to any damage done that turn." with "add a damage die to any weapon damage done that turn".

Page 20, "Boar, Wild (razorback)": Replace "natural weapon used in" with "unarmed weapon damage inflicted by".

Page 23, "Donkey, North American (stubborn)": Remove the second instance of "gains".

Page 24, "Frog, Bull (basic traits)": Replace "Amphibian" with "Amphibious".

Page 24, "Frog, Bull" & "Frog, African Clawed": The positions of these two species should be swapped.

Page 24, "Frog, Bull (croak)": Replace "area effect" with "area of effect (AoE)".

Page 24, "Frog, African Clawed (basic traits)": Replace "Amphibian" with "Amphibious".

Page 25, "Giraffe, Reticulated (stink bull)": Replace "bite-based maneuvers" with "maneuvers using mouthparts (like beak, mandibles, teeth, etc.)".

Page 25, "Goat, Saanen (horned and hardy)": Replace "advantage" with "+A", and replace "the advantage is hardened" with "harden it".

Page 27, "Monkey, Capuchin (raiding troop)": Replace "combat" with "fighting".

Page 27, "Monkey, Capuchin (raiding troop)": Replace "checks" with "rolls". Replace "combat" with "fighting".

Page 27, "Monkey, Rhesus Macaque (raiding troop)": Replace "checks" with "rolls". Replace "combat" with "fighting".

Page 27, "Moose (wary)": Replace "choose to take" with "accept".

Page 28, "Muskrat (basic traits)": Grasping should be Prehensility: Grasping.

Page 28, "Nightcrawler (from below)": Replace "digging" with "burrowing".

Page 28, "Opossum, Virginia (skilled scavenger)": Replace "finding" with "dramatic rolls to find".

Page 29, "Otter (river torpedo)": Replace "dramatic action" with "dramatic roll".

Page 29, "Pigeon, Common (homing instincts)": Replace "roll" with "dramatic roll".

Page 30, "Rabbit, New Zealand White (adorbs)": Replace "disadvantage" with "+D".

Page 32, "Sheep, Hampshire (rugged)": Replace "poisons" with "toxins".

Page 32, "Skunk, Striped (iconic stink)": Replace "and affected" with "and they're currently affected".

Page 32, "Snake, Boa Constrictor (sleeper hold)": Replace "does not" with "cannot".

Page 32, "Snake, King Cobra (snake eater)": Remove "combat".

# MUTANTS IN THE NOW!

## ERRATA FOR MUTANTS IN THE NOW (KICKSTARTER EDITION)

**Page 33, "Toad, Eastern American (basic traits)":** Replace "Amphibian" with "Amphibious".

**Page 33, "Turtle, 'Gator Snapping":** Revise title to "Turtle, Alligator Snapping".

**Page 34, "Wolverine (little tough)":** Replace "fighting" with "inflicting damage with claws or teeth on". Remove "die to claws or teeth".

**Page 37, "Size Rating":** In the first paragraph, replace "rank" with "increment", and replace "size rating" with "size rating (SR)". In the second paragraph, replace "SR rank" with "SR".

**Page 40, "Senses":** Replace "and Smell." with "and Scent."

**Page 41, "Zoomorphic Traits (multilimbed)":** Replace "combat" with "fighting".

**Page 42, "Arboreal":** Replace "skill, advance", "skill, make it a specialty skill and advance".

**Page 42, "Cat Fancy":** Replace "check" with "roll".

**Page 42, "Echolocation":** Remove the superfluous "):".

**Page 42, "Energetic (voracious)":** Replace "receive" with "consume".

**Page 43, "Musk (smelly)":** Replace "Enhanced Smell" with "Enhanced Scent".

**Page 43, "Natatorial":** Replace "skill, advance", "skill, make it a specialty skill and advance".

**Page 44, "Sharp Sight":** Replace "skill checks" with "dramatic rolls".

**Page 44, "Spines (darts)":** Replace "you Resistance" with "your Resistance".

**Page 44, "Stampede":** Replace "and may exit" with "you may exit". Replace "combat" with "fighting".

**Page 44, "Swift (saltation)":** Replace "When figuring your jump distance, gain" with "Gain".

**Page 44, "Swift (sprint)":** Replace "the +A on move actions" with "+A on move actions and replace inactive on charges with distracted as noted above". Remove ", and while tired you become inactive when charging instead of distracted".

**Page 44, "Swift (swimmer)":** Replace "your +A applies to swimming instead of land movement" with "the benefits of Swift only apply while swimming".

**Page 45, "Unnerving Vocalization":** Replace "combat" with "fighting".

**Page 45, "Venom (alpha cytotoxin)":** Replace "structure" with "structures".

**Page 45, "Aquatic Sight":** Replace "skill checks" with "dramatic rolls".

**Page 45, "Beak (pecking)":** Remove the period after "style".

**Page 45, "Bed Treader":** Replace "check" with "roll".

**Page 46, "Camouflage":** Replace "skill" with "dramatic".

**Page 46, "Float":** Replace "swimming checks" with "rolls".

**Page 47, "Inspirational":** Replace "combat" with "fighting" in both instances.

**Page 47, "Play Possum":** Replace "combat" with "a fight scene".

**Page 48, "Teeth (baleen)":** Replace "smaller foes" with "smaller", and replace "that are at least 8 size rankings smaller than you", "with a size rating of at least 8 smaller than you".

**Page 48, "Teeth (gnawing)":** Replace "Penetrating" with "Piercing".

**Page 48, "Teeth (insectivorous)":** Replace "smaller foe with a that" "with a that are at least 2 size rankings smaller than you" with "foe with a size rating of at least 2 smaller than you", replace the second iteration of "Size Rating" with "SR", and replace "this becomes only 1 size ranking smaller than you." with "gain the bonus on foes only 1 size ranking smaller than you."

**Page 50, "Biokinetic Soothing":** In the first paragraph, replace "maximum roll" with "maximum possible result".

**Page 50, "Precognitive Warning":** Replace "combat" with "a fight scene".

**Page 51, "Telepathic Hypnosis (boost)":** Replace "combat" with "a fight scene".

**Page 52, "Step #6: How You Fight":** Replace "combat" with "fighting" in both instances.

**Page 53, "Kyokushin (core ability)":** Replace "Penetrating" with "Piercing".

**Page 53, "Tricking (core ability)":** Replace "tat" with "that".

**Page 54, "Selecting Skill Packages":** After the first paragraph, add the following paragraph: "Select all your skill packages before modifying them, as detailed next."

**Page 55, "Automotive (package ability)":** Replace "with no skill roll" with "without a dramatic roll".

**Page 55, "Aviation (package ability)":** Replace "skill" with "dramatic". Remove "eventual".

**Page 55, "Business (package ability)":** Replace "adventure" with "story".

**Page 55, "Farming (package ability)":** Replace "Gain 1 temporary WILL when defending your farm or garden." with "Gain 1 temporary WILL at the start of a fight scene when defending your farm or garden."

**Page 57, "Thief (package ability)":** Replace "fight." with "fight scene."

**Page 57, "Traversal (package ability)":** Replace "You may ignore any +D due to rough or narrow terrain." or "You may ignore any +D due to rough or narrow terrain (though you still suffer any MOVE reduction)."

**Page 58, "Skill Percentages":** In the first paragraph, replace "the skill and their skill base and skill gain values are" with "the skill, skill base, and skill gain are".

**Page 60, "Basic Gimmicks (lucky item)":** Replace "This temporary WILL can only be regained when you experience a critical failure." With "It cannot provide a temporary WILL again until you experience a critical failure."

**Page 61, "Agent Gimmicks (heavy bionics)":** Replace "They provide prehensility or biped," with "They provide Prehensility: Prehensile or Movement: Biped,".

**Page 61, "Agent Gimmicks (high-tech lockpick)":** Replace "but not both" with "choose one".



# MUTANTS IN THE NOW!

## ERRATA FOR MUTANTS IN THE NOW (KICKSTARTER EDITION)

**Page 61, "Agent Gimmicks (listening bug)":** Replace "Lets you remotely listen in at a location"; with "Lets you remotely listen in at a location through a phone or receiving device;".

**Page 61, "Agent Gimmicks (nightvision goggles)":** Replace "unless removed as a moment." with "unless the goggles are removed as a moment."

**Page 61, "Agent Gimmicks (tracking bug)":** Replace "Lets you track a person or vehicle; may" with "Lets you track a person or vehicle with a phone or display;".

**Page 61, "Escapee Gimmicks (cybernetic)":** Replace "some natural feature" with "natural features".

**Page 61, "Survivor Gimmicks (bag of junk)":** Replace "itmes" with "items".

**Page 61, "Survivor Gimmicks (tracking you)":** Replace "tracking you" with "tracking you to it".

**Page 61, "Survivor Gimmicks (wild companion)":** Replace "combat" with "fights".

**Page 65, "Final Reminders":** In the fifth bullet point, replace "combat" with "fighting".

**Page 66, "Random Contact Tables":** In the first paragraph, replace "wish for" with "want to roll for".

**Page 71, "Untrained Rolls":** Replace "combat" with "fighting".

**Page 72, "Healing":** In the first paragraph, replace "skill check" with "dramatic roll". In the second paragraph, "the check" with "the roll". At the end of the second paragraph, add "If rolling d10s with a printed value of "0", count 0 as 10 for this purpose."

**Page 76, "Information":** In the second paragraph, replace "skill check" with "dramatic roll", and "the check" with "the roll".

**Page 76, "Mysteries":** In the first paragraph, replace "skill rolls" with "dramatic rolls". In the second bullet point, replace "skill check" with "dramatic roll".

**Page 76, "Contacts":** In the first paragraph, replace "skill roll" with "dramatic roll".

**Page 76, "Size":** Replace "check" with "roll".

**Page 77, "Perils":** In the seventh paragraph, replace "combat" with "fight scenes".

**Page 77, "Vehicles":** In the second paragraph, replace "with combat" with "with a fight scene" and "combat rolls" with "fight rolls".

**Page 77, "Over 100%":** Replace "skill rolls" with "dramatic rolls with that skill".

**Page 79, "Initiative":** Replace "combat" with "a fight scene".

**Page 79, "Actions":** In the first paragraph, replace "maneuver, move, or focus" with "maneuver or move". In the second paragraph, replace "four" with "three". In the second bullet point, remove "are attempts to", and replace "combat" with "fight scenes". Remove the third bullet point "Focus is an action that is taken in order to perform reactions (pg. 83)." In the fourth bullet point, replace "turn turn" with "turn".

**Page 79, "Reactions":** Replace "These typically require you to spend focus to do so (pg. 83), though some traits and actions may allow other reactions." with "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."

**Page 79, "Cease-Fire":** In the first paragraph, replace "stop combat" with "stop a fight". Replace "combat agree" with "scene agree". Replace "combat ends" with "the fight ends". Replace "escape" with "bargain". In the second paragraph, replace "end combat" with "end the fight".

**Page 79, "Escape":** In the first paragraph, replace "combat" with "a fight", and remove "Alternately, they can attempt a cease-fire to surrender or bargain." In the third and fourth paragraphs, replace "combat" with "the fight".

**Page 79, "Morale":** Replace "Note that only some characters will have Resolve from mutations, and so it's only added if the character has it." with "If a character does not have a trait that grants Resolve, treat Resolve as 0."

**Page 80, "Toxins":** In the first paragraph, replace "don't recover until" with "cannot end until" and "status" with "state".

**Page 81, "Special Damage":** In the fourth bullet point, replace "poison" with "toxins".

**Page 81, "Move Actions":** In the bullet points, replace "by 25%" with "to  $\frac{1}{4}$ ", "by 50%" with "to  $\frac{1}{2}$ ", and "by 75%" with "to  $\frac{3}{4}$ ".

**Page 82, "Maneuver Actions":** In the first paragraph, replace "combat" with "fight scenes".

**Page 82, "Maneuver Actions":** In the

**Page 83, "Maneuver Actions (deathblow)":** Replace "injures" with "would injure".

**Page 83, "Maneuver Actions (disarm)":** Replace "Grabbing the item for yourself" with "Taking the item".

**Page 83, "Maneuver Actions (grab)":** Replace "state on the target" with "status on the target" and "semi-prehensible" with "grasping".

**Page 83, "Maneuver Actions (pummel)":** Remove the redundant "this attack,".

**Page 83, "Focus":** In the first paragraph, replace "expending focus" with "meeting their requirements and expending focus". In the second paragraph, replace "combat" with "fighting".

**Page 84, "Statuses":** In the fourth paragraph, replace "circumstances" with "circumstances determined by the GM".

**Page 84, "Statuses (prone)":** In the second paragraph, replace "move" with "and then shift". Remove "for the next turn".

**Page 85, "Statuses (tired)":** Replace "by 50%" with "to  $\frac{1}{2}$ ".

**Page 86, "Injury":** In the second paragraph, replace "location" with "attribute".

**Page 86, "Weapon Types":** In the first bullet point, remove ", if any".

**Page 87, "Weapon Maneuvers":** Replace "combat" with "fighting".

**Page 87, "Weapon Perks (heavy)":** Replace the text with "+D on saving throws against this maneuver."

**Page 87, "Worn Armor":** In the first paragraph, replace "(AP) and" with "(AP). It also provides".

**Page 88-89, "Weapon Tables":** Replace the table category of "CRIT" with "PERKS".

# MUTANTS IN THE NOW **OOOPS!**

## ERRATA FOR MUTANTS IN THE NOW (KICKSTARTER EDITION)

**Page 91, "Noticing Psionics":** In the second paragraph, replace "skill" with "dramatic".

**Page 93, "Experience Points":** In the second bullet point, replace "skill use" with "marked skills".

**Page 93, "Story Awards-Individual":** Rename to "Skill Awards-Individual".

**Page 94, "Leveling Process":** Replace "combat" with "fighting" in all three instances.

**Page 94, "Advancing Styles":** Replace "combat" with "fighting".

**Page 95, "Switching Styles":** In the second paragraph, replace "combat" with "fighting" in both instances.

**Page 96, "Muay Thai Advances (rank 5)":** Replace "Penetrating" with "Piercing".

**Page 98, "Gamemastering":** In the first bullet point, replace "The line between challenge and antagonism is fine" with "It's a fine line between challenge and antagonism", and replace "that's fine." with "that's okay."

**Page 98, "Prejudice and You":** Replace "combat" with "fighting".

**Page 99, "Non-Player Characters (combat style)":** Rename to "Fighting Style". Replace "combat" with "fighting" in all three other circumstances.

**Page 100, "Unnamed":** In the first bullet point, replace "WILL or CLUES" with "SHT, HP, WILL, or CLUES".

**Page 100, "Proteus, Inc.":** In the third paragraph, replace "have been" with "were".

**Page 105, "Dr. Judith Noble":** In the fourth paragraph, replace "have her" with "gave her".

**Page 107, "Killer":** Replace "Doberman" with "Dobermann".

**Page 107, "Atama-Ryu":** In the second paragraph, replace "local" with "American".

**Page 114, "Voxnax Velacuss (custom style)":** Replace "combat" with "fighting".

**Page 116, "Special Thanks":** Add the following bullet point: "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"."