

Bases



Tier One:

- **Black:** B-, D-, gg, rr
- **Brown:** bb, D-, gg, rr
- **Blue:** B-, dd, gg, rr
- **Grey:** B-, D-, G-, rr
- **Amber:** B-, D-, gg, R-

Tier Two:

- **White:** bb, dd, G-, rr
- **Isabelle:** bb, dd, gg, rr
- **Tan:** bb, D-, gg, R-
- **Lichen:** B-, D-, G-, R-
- **Saffron:** B-, D-, gg, R-

Tier Three:

- **Lilac:** bb, dd, gg, R-
- **Cyan:** B-, dd, G-, R-
- **Orange:** bb, D-, G-, R-
- **Leaf:** B-, D-, G-, R-
- **Iridescence:** bb, dd, G-, R-*

Mutations:

Every Churro has a chance at being a carrier for a mutation! First generations may be generated as secret carriers, and nursery batches may spontaneously be carriers with a lucky roll. Breed two carriers together, and you have a 25% chance at a mutie. Breeding a mutie with a carrier will produce 50% muties, and a mutie with a non-carrier will only produce carriers. However, there are random mutations that cannot be passed down but do randomly occur from time to time.

-Current color mutations in game:

- (1/100) Melanism: All black, no markings show. Passable.
- (1/100) Albinism: All white with pale points and pink or red eyes. Passable.
- (1/100) Vitiligo: Patches of white spread over the body with age. Passable.
- (1/250) Chimerism: Two genetic strings visible on one Churro. Not passable.
- (1/50) Heterochromia: Multi-color eyes. Passable.

-Current base mutations in game:

- (1/10) Minor horns
- (1/50) Major horns
- (1/50) Curly fur
- (1/50) Longer or shorter fur
- *Planned: Multi-heads, multi ears + eyes, multi limbs (inc. tail), gigantism,*

Markings: