

The Mutant Race

PATHFINDER
ROLEPLAYING GAME



By WILLIAM
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AND THE
SKIRMISHER GAME
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Crawling out from the wreckage of nuclear, biological, and chemical warzones, created in the laboratories of misguided geniuses, and spawning in realms contaminated by wild magic, mutants are both a race unto themselves and no race at all. Viewed with a mixture of contempt and pity by members of more clearly defined species, mutants are united in desperation by the abnormalities which separate them from other humanoids. As diverse — if not more so — in form and outlook as other humanoids, mutants display the best and worst characteristics evolution has to offer.

Physical Description: Any attempt to physically describe mutants in general terms is doomed to failure. Mutant anatomy, physiology, and physiognomy are inconsistent and difficult to classify. Even mutants related by blood have wildly divergent appearances. Hair, when present at all, can have any conceivable color. Likewise, skin tone varies, though green is slightly more common than other pigmentations. Furthermore, albinism is more common in mutant stock than in other humanoids. However, minor cosmetic variations are rendered insignificant by more noticeable and less consistent physical traits.

Mutantkind displays a remarkable — some would say *shocking* — array of physical features that only become more pronounced as individual mutants age. Where one mutant has an additional arm, another has a cluster of eyes, while yet another is covered in thick scabrous hide. Still another mutant may possess all three traits, or any combination of others. What unites these features is that they always appear out of place, at odds with the laws of humanoid anatomy, the handiwork of enthusiastic creator gods with more imagination than skill.

It is important to note that mutants are not simply “ugly.” Their appearance leans towards the asymmetrical, leading to the off-kilter bodily proportions that other humanoids have come to recognize as sure signs of mutation. However, though asymmetrical and monstrous proportions are the norm, a rare few mutants possess inhuman beauty. In these cases, the sum of the mutant’s physical abnormalities combine in a way that other humanoids find exotic and strangely alluring, putting the mutant in the awkward position of being both an outsider and an object of desire. Rarer still are those mutants who wear their abnormalities on the inside. Such mutants look no different from common humanoids, though just under the surface of their robes may be a pulsing set of gills or a fang-tipped tentacle.

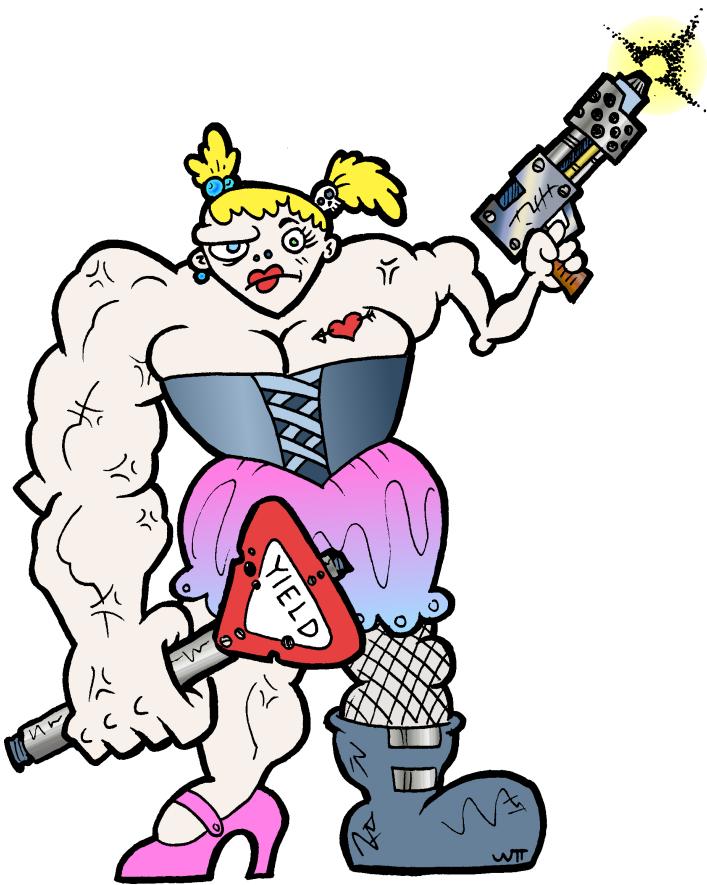
Society: All too often a mutant born into humanoid society is quickly outcast. Some may be hidden away by well-meaning but fearful parents. Others may be left to the wilderness or deposited in a mutant ghetto or outzone. Regardless, mutants are almost universally treated as outsiders by humanoid societies. As a result,

most find themselves fending for themselves at the edge or underbelly of an existing humanoid culture.

Where a sizable mutant population exists, it is either as the underclass of another society, or far from the judging eyes of the biologically mundane. Isolated mutant societies take many forms; from brutal tribes where only the strong survive and the strongest lead, to near-utopias made possible through the superhuman abilities of its citizens. Regrettably, the development of most mutant societies is cut short either due to genocidal purges lead by nearby humanoid empires or conquest by more violent mutant hordes.

Relations: Mutants have strained relationships with most humanoid societies. Where mutants are few in number they are seen as freaks. Where they are large in number they are seen as an underclass or a threat. Though blessedly few and far between, ravening mutant hordes have done so much to poison other humanoids’ views on mutantkind that the relations may never be normalized.

Within certain cloistered or fringe organizations mutants can find acceptance and even the opportunity to rise to prominence. Occult circles dedicated to arcane research are known to take in mutants as apprentices, particularly in realms where magical talent is rare and potential acolytes cannot be passed up.



Cults dedicated to chaotic gods and the powers of change also welcome mutants, who are regarded as physical embodiments of the principles of flux and cosmic unbalance. Most well known are mutants who gain fame and wealth within the gladiatorial arena, using a combination of fighting prowess and sheer novelty to win over legions of fans.

Alignment & Religion: Mutants are as diverse in their moral outlook as humanity, though their status as outsiders makes chaotic alignments more common. Likewise, neutral alignments are rare. Those few mutants who are true neutral typically follow philosophies that allow them to balance the mind and spirit where they cannot balance their own bodies.

As befits their varied nature, mutants turn to religion for a panoply of reasons. Many see their condition as a trial, and so turn to gods of strength and perseverance for the strength needed to endure. Self-loathing mutants all too often turn to gods of purity and vengeance, scouring themselves as an act of faith and to punish the flesh they see as deformed by sin, real or imagined. Still others dedicate themselves to the gods of healing and mercy, driven to find a cure for the physical abnormalities of their fellows, or at least mitigate the suffering of those cursed with the worst detrimental mutations. However, the bulk of mutant clerics and paladins serve chaotic gods and other deities who embody the primal forces of luck, change, and imbalance. While not specifically evil, these mutant priests stand as living reminders that nothing in this universe is truly permanent, and it is far better to embrace an inevitable change and turn it to your advantage than rail against it.

Mutant druids are rare. Those few mutants who align themselves with the forces of nature do not serve to maintain the balance of the natural world, but to catalyze evolution and foster ecological change. Others see themselves as guardians of tainted and polluted landscapes, either attempting to heal the land or nurture the blighted region that it might spread.

Adventurers: Many mutants begin their adventures as travelling performers, seeking a steady meal and a chance for fame as part of a traveling freak show. Others are crusaders, either seeking out a new land where the biologically transmundane can live and prosper in peace, or to gain enough strength, power, and followers to tear down the pillars of humanoid civilization. Other seek little more than a chance to prove their worth to the world at large and earn respect for themselves and mutantkind in general.

MaleNames: Abominus, Cankers, Grobber, Grote, Humongous, Kaoz, Quasimodo, Scabs, Slab, Thyminus, Tor, Toxy.

Female Names: Adenine, Bizarbara, Carcinojenny, Chemicalice, Evolucy, Kracked Belle, Hiddea, Lycia, Miss Shapen, Scabitha, Venus.

MUTANT RACIAL TRAITS

+4 to One Ability Score, -2 to One Ability Score: Because of their distorted biology, mutants' attributes tend towards the extreme.

Medium: Unless otherwise noted due to Mutations or Morphology, mutants are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Unless otherwise noted due to Mutations or Morphology, mutants have a base speed of 30 feet.

Mutations: At character creation a mutant gains a Morphology, a Mutation, and a Deformity. Additionally, whenever a mutant qualifies for a bonus Feat, it may instead acquire an additional Mutation with a 20% chance of gaining an additional Deformity.

Languages: Mutants begin play speaking Common. Mutants with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

TABLE 1-1: MORPHOLOGY

d6	Body Type
1	Dwarfism: The mutant is a Small creature, gaining a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty to CMB, +4 size bonus to Stealth checks, and a base speed of 20 feet.
2	Gigantism: The mutant begins play as a Large creature, gaining a -1 size penalty to AC, a -1 size penalty on attack rolls, a +1 bonus to CMB, a -4 size penalty to Stealth checks, and a base speed of 40 feet.
3	Sick & Twisted: The mutant's body is especially twisted (e.g., hunch-backed, warped limbs, reversed joints, etc.) and poorly developed, suffering a -2 penalty on Fortitude and Reflex saves. The mutant gains one additional Mutation at 1 st level.
4	Alien Beauty: While the mutant's deformities are obvious, they impart exotic beauty, granting +2 Charisma and -2 to any one other Ability Score.
5	Hideously Deformed: The mutant is exceptionally ugly, suffering -2 Charisma, a +6 bonus to Intimidation skill checks, and may take 10 on any Intimidation roll.
6	Subtle Mutations: Mutations are mostly internal and easily concealed, allowing the mutant to pass as a member of a major race (usually Human). The mutant gains a +4 bonus to all skill tests made to conceal its mutations or pass as a non-mutant. Likewise, any attempt to detect the mutant's true nature suffers a -4 penalty.



TABLE 1-2: DEFORMITIES

d10 **Deformity**

1 **Withered Leg:** One of the mutant's legs is stunted, oddly jointed, or otherwise deformed. Reduce base movement by 5 feet.

2 **Withered Arm:** One of the mutant's arms is twisted, atrophied, or otherwise deformed, inflicting a -2 penalty on all attack rolls made with two-handed weapons and all skill checks for tasks that require two hands.

3 **Weak Heart:** The mutant's Constitution is reduced by 1.

4 **Brittle Bones:** The mutant suffers an additional point of damage from all bludgeoning attacks and falling damage.

5 **Rheumy Eyes:** The mutant's eyes have atrophied, imposing a -2 penalty on all sight-based Perception skill checks, Linguistics checks made to read, and ranged attack rolls.

6 **Atrophied Brain:** The mutant's brain is underdeveloped, reducing his Intelligence by 1.

7 **Wasted Muscles:** The mutant's muscles are underdeveloped, reducing its Strength by 1.

8 **Fused Joints:** The mutant's joints are stiff or awkwardly aligned, reducing its Dexterity by 1.

9 **Thick Skull:** The mutant's brain has little room to function, reducing its Wisdom by 1.

10 **Grotesque:** The mutant's appearance is disturbing, reducing its Charisma by 1.

TABLE 1-3: MUTATIONS

d20	Mutation
1	Gills: The mutant can breath normally under water. If the mutant possesses both Gills and Flippers it gains the Amphibious creature subtype.
2	Regeneration: The mutant gains Regeneration 1 (fire, acid).
3	Horrible: The mutant gains a +2 bonus to all Intimidate skill checks.
4	Natural Attack: The mutant gains a natural attack (Bite, Claw, Gore, etc.) with a base damage of 1d4 plus Strength modifier. If this mutation is taken more than once, it either grants an additional natural attack, or increases the damage of an existing natural attack by one die type (1d4 to 1d6, etc.).
5	Efficient Metabolism: The mutant can last twice as long without food or drink before checking for starvation and dehydration.
6	Pouch: The mutant's body possesses a concealed flesh cavity. This pouch has a carrying capacity of 5 pounds and cannot be detected without a

full-body examination and a successful DC 15 Heal check.

Chameleon Skin: The mutant gains a +2 bonus to all Disguise skill checks and a +2 bonus to Stealth skill checks to avoid being seen. At the GM's discretion, these bonuses do not apply when the mutant is more than lightly armored.

Thick Hide: The mutant's tough skin grants it a +1 natural armor bonus to AC.

Redundant Organs: The mutant gains +1 hit point per hit die.

Night Vision: The mutant gains Darkvision (30 feet).

Pheromones: The mutant's intoxicating scent grants a +2 bonus on all Bluff and Diplomacy skill checks used against beings who can smell.

Long Arms: The mutant gains +5 reach.

Extra Limb: A small additional limb (arm, tentacle, prehensile tail, etc.) capable of grasping and manipulating objects, including wielding light weapons. This limb possesses a ring item slot.

Hyperactive Adrenal Gland: The mutant gains a +2 bonus to Initiative.

Adaptable Immune System: The mutant gains a +2 bonus to all Fortitude saving throws made to resist disease and poison.

Extra Eye: The mutant has an additional eye. If the eye is located on the mutant's face, it gains a +2 bonus to all sight-based Perception and Appraise skill checks. Of the eye is located anywhere else, the mutant gains the All-around Vision trait.

Wings: The mutant has a functional set of wings, a fly speed of 15 feet, and treats Fly as a class skill. If this mutation is taken more than once, the mutant's flying speed increases by 15 feet.

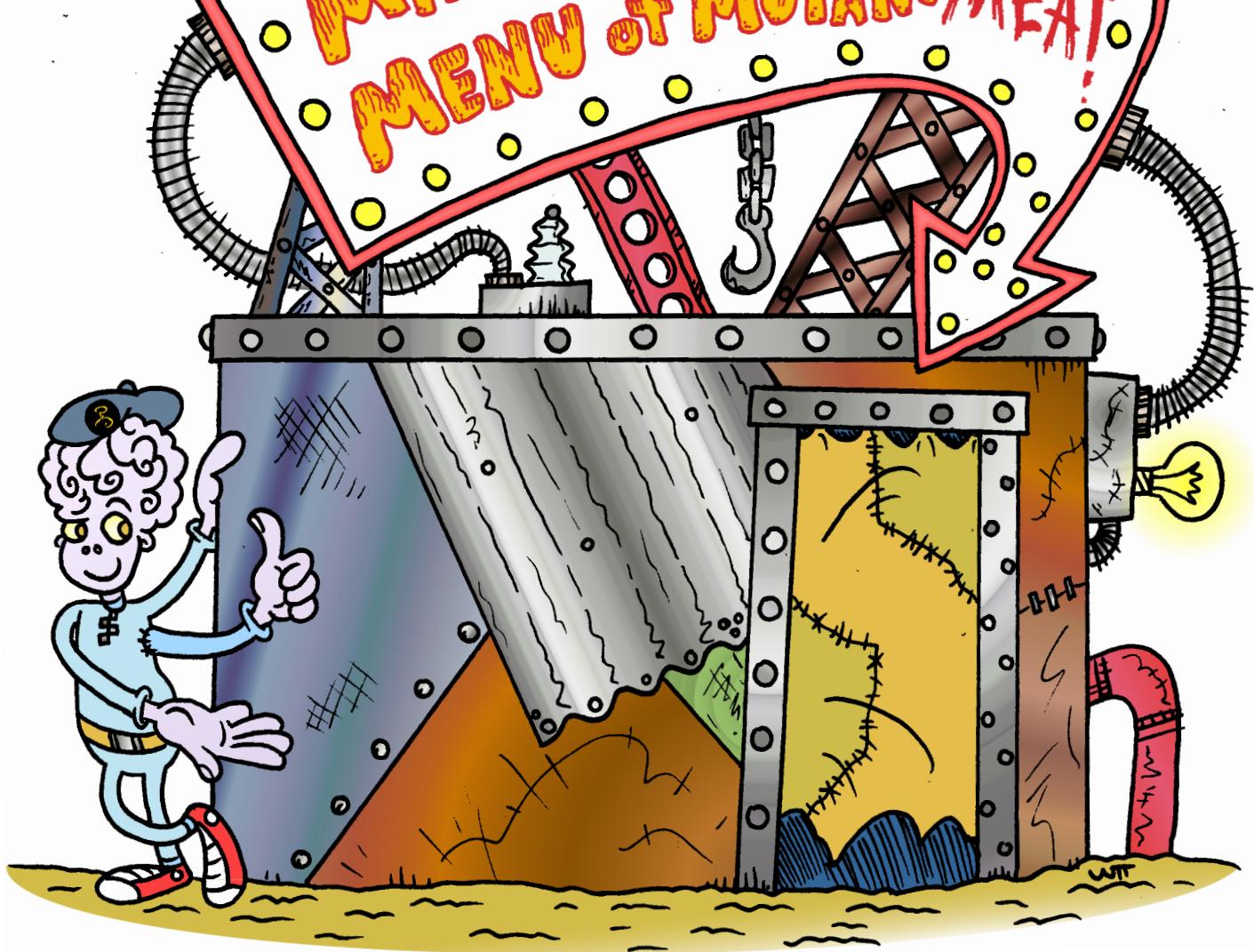
Flippers: The mutant's hands and feet are webbed or slab-like, granting it a +2 bonus on all Swim skill checks. It can swim at half its speed as a move action and at its speed as a full-round action and can always take 10 on all Swim skill checks. If the mutant possesses both Flippers and Gills it gains the Amphibious creature subtype.

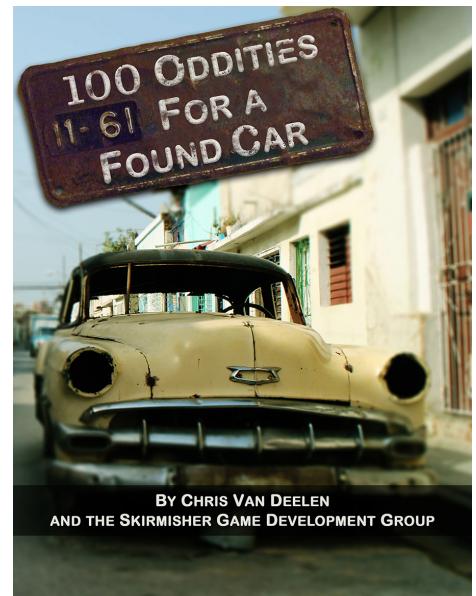
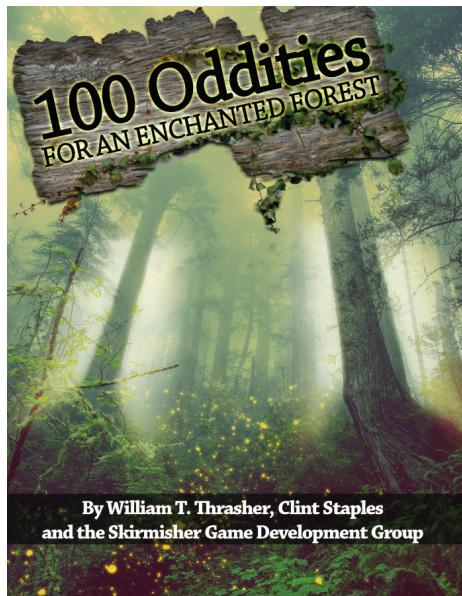
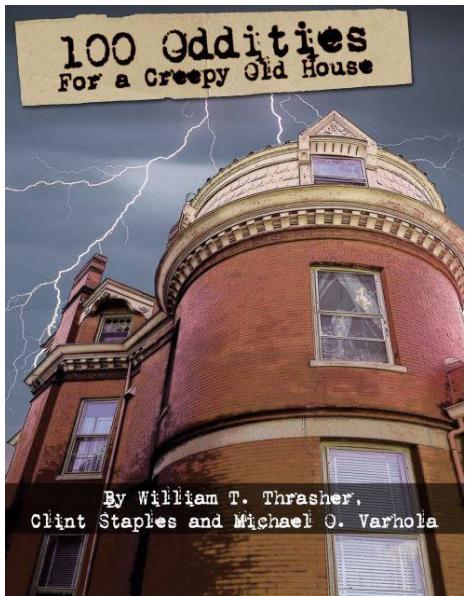
Superhuman Potential: Increase one of the mutant's attributes by 1.

Wall Crawler: The mutant gains a +2 bonus to all Climb skill checks. Additionally, on a successful Climb skill check it can ascend vertical surfaces and crawl across ceilings at half normal speed.



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