

# THE MUTANT RACE

**PATHFINDER**  
ROLEPLAYING GAME



**BY WILLIAM  
T. THRASHER**

**AND THE  
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**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.

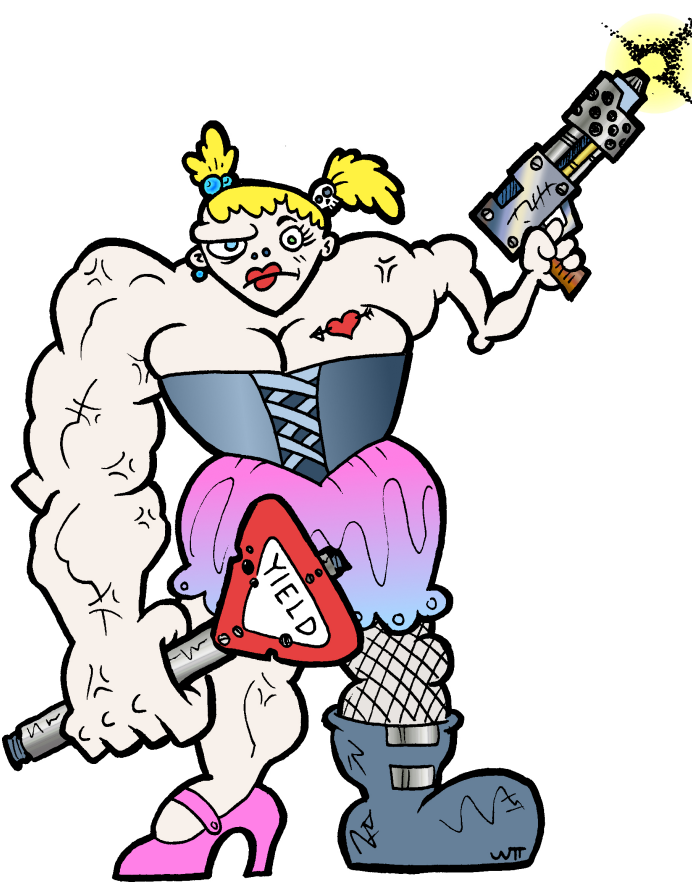
**Society:** All too often a mutant born into humanoid society is quickly outcast. Some may be hidden away by well-meaning but fearful parents. Others may be left to the wilderness or deposited in a mutant ghetto or outzone. Regardless, mutants are almost universally treated as outsiders by humanoid 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, ravaging mu-tant hordes have done so much to poison other human-oids' 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, scourging 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.

**Male Names:** 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	<b>Dwarfism:</b> 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	<b>Gigantism:</b> 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	<b>Sick &amp; Twisted:</b> 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 <sup>st</sup> level.
4	<b>Alien Beauty:</b> While the mutant's deformities are obvious, they impart exotic beauty, granting +2 Charisma and -2 to any one other Ability Score.
5	<b>Hideously Deformed:</b> The mutant is exceptionally ugly, suffering -2 Charisma, a +6 bonus to Intimidation skill checks, and may take 10 on any Intimidation roll.
6	<b>Subtle Mutations:</b> 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.



## d10 Deformity

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## d20 Mutation

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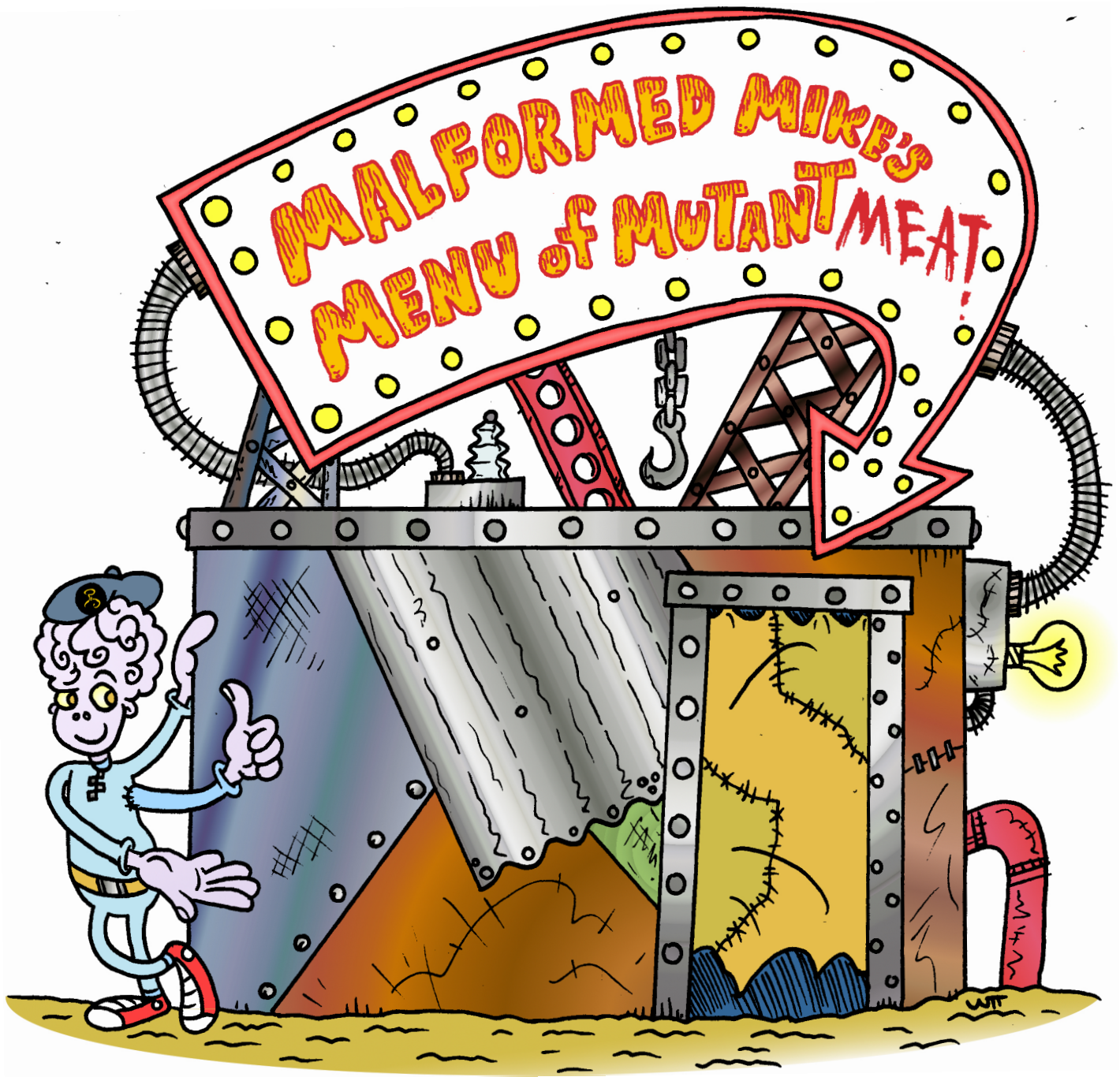
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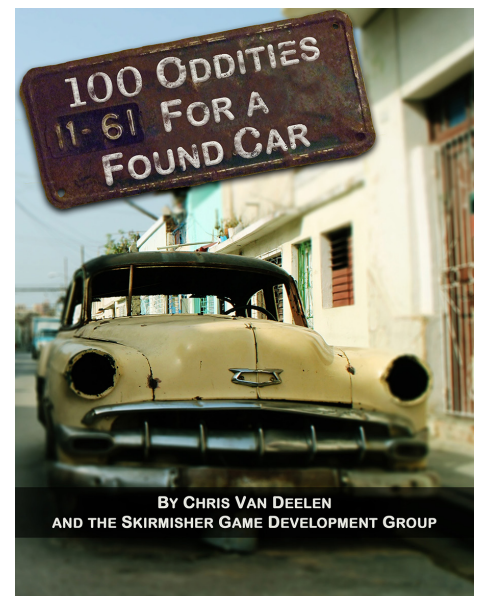
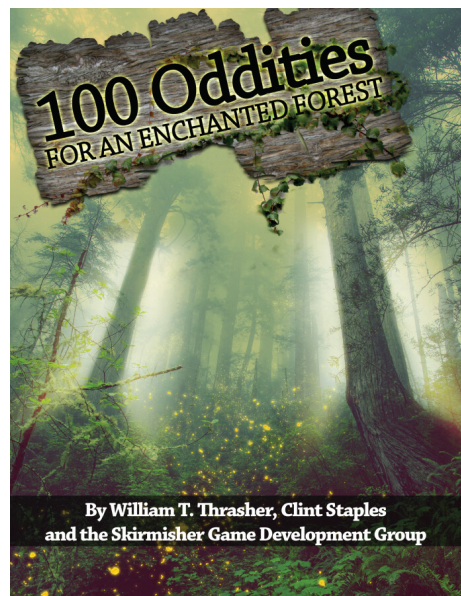
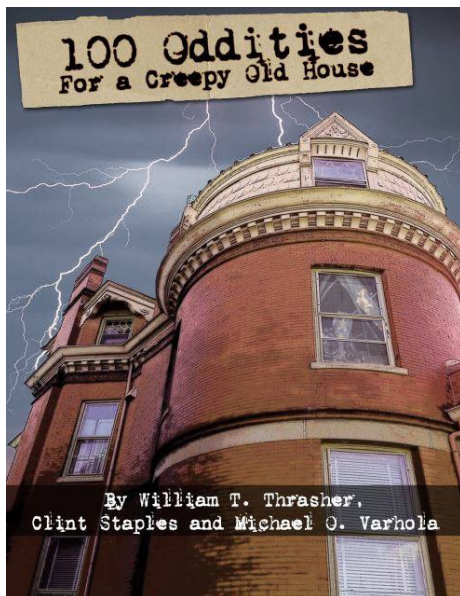
**Wall Crawler:** The mutant gains a +2 bonus to all Climb skill checks. Additionally, on a successful Climb skill check it can ascend vertical surfaces and crawl across ceilings at half normal speed.











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