

EXOTIC RACES

CLowns

Dungeonous Octopus



A Fun and Fanciful Player Race for The Pathfinder Roleplaying Game



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08



“Exotic Races: Clowns”

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CLOWNS

Of all known races, there is perhaps none more poorly understood than clowns. But those who take the time to learn about them and their fascinating culture find a group of friendly and well-meaning people who's greatest desire is to spread joy in the world.

Physical Description: Clowns bear a strong physical resemblance to humans, but with some key differences. Most notably is a clown's significantly lighter complexion—which is often pure-white—their bulbous noses, and distinctive colorful facial marking. These markings often take forms resembling exaggerated facial expressions, which can sometimes lead to other races having difficulty recognizing a clown's emotional state. Clowns also have distinctively bright hair which can be in any color—and sometimes multiple colors. Male clowns are particularly prone to early balding, most being reduced to a few brightly-colored tufts on the side and/or top of their heads by the time they reach adulthood. Clowns also have distinctively long feet, often being twice as long or longer than those of humans.

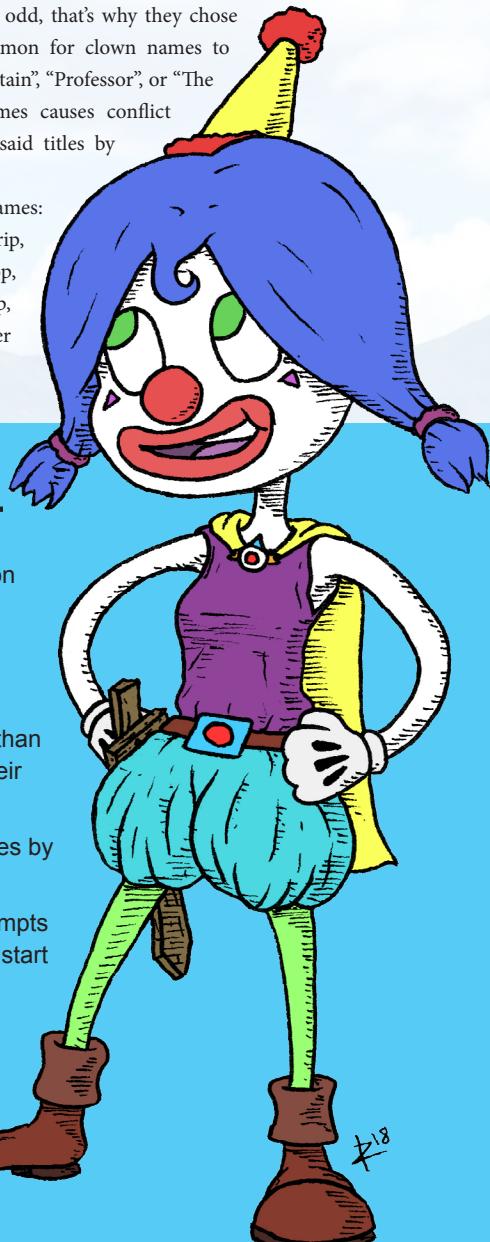
Society: Clown society revolves largely around the philosophy of putting out positivity and joy into the world. As such, clowns try to be friendly and outgoing in most situations. This often leads to clowns behaving in a jovial manner, even when dealing with serious issues. Unfortunately, this can lead to clowns dealing with problems alone, out of a desire to not burden others. In addition to their flamboyant behavior, clowns often dress in bold and garish ways, which has led to the development of various techniques of producing brightly-colored cloth—which has become a primary export of many clown communities.

Relations: Most other races perceive clowns as a race of bumbling buffoons due to their jovial behavior, while others view them as monsters due to their outlandish appearance—the former being an especially prevalent view among elves and the latter among goblins, who seem to be terrified of clowns. Because of this, clowns often try to give others the benefit of the doubt, regardless of race—even if elves were being kinda mean. Of course, those who prove themselves to be undeserving of this trust—or those who seek to bring only hatred and violence—can find themselves the recipient of a clown's surprisingly savage wrath.

Alignment: Clowns are most often of chaotic alignment, usually chaotic good. This causes clowns to often find themselves at odds with those of lawful good alignment, as clowns feel that—even when in the name of good—adherence to a lawful philosophy is restrictive to one's freedom, and those trying to force such a philosophy on others as seeking to take away freedom. However, while usually adhering to good, clowns are no more above the influences of evil than any other race. And given their natural talents for deception and manipulation, a clown who has fallen to evil can be a dangerous force. Clown society takes an unusually serious stance on these fallen clowns and often consider it their responsibility to deal with them.

Adventurers: Given their chaotic nature and desire to spread joy, clowns often find themselves drawn to a life of adventure. Their motivations are most often desire to see new places, meet new people, and try new things—the treasure is just a nice bonus. While clowns are as likely to be bards as one might expect, some do follow the path of a fighter or rogue, those dedicated to spreading their philosophy may even become clerics. Many clowns try their hand at alchemy, but often fail with disastrous results. Clowns tend to form very strong bonds with their companions, often to the point of becoming highly protective of them—regardless of their ability to actually protect anyone—and are generally regarded as tolerable travel companions.

Names: Clowns have a wide variety of names that may sound odd to outsiders, because they are odd, that's why they chose them. It's also not uncommon for clown names to include a title, such as "Captain", "Professor", or "The Good Lady." This sometimes causes conflict with those who obtained said titles by achievement or breeding. Some "typical" clown names: Bobo, Zip, Bingo, Lala, Trip, Pingo Pongo, Wonko, Swoop, Jingo, Bap, Tongo, Quisp, Tippy, Cha-Cha, Whomper McGee, and Steve.



CLOWN RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Intelligence: Clowns are natural-born performers, especially adept at acrobatic and comedic feats. But not renowned for their intellect or common sense.

Medium: Clowns are medium creatures and receive no size-related bonuses or penalties.

Normal Speed: Clowns have a base speed of 30 feet.

Boundless Enthusiasm: The DC to demoralize a clown is based on their Charisma, rather than Wisdom. Additionally, clowns ignore a number of points of non-lethal damage equal to their Charisma modifier when determining if they become fatigued.

Distracting: The DC of concentration checks made within 20 feet of an active clown increases by +2.

Long-footed: Clowns' unusual long feet grant them a +4 bonus to resist bull rush or trip attempts while standing on the ground. Additionally, they are always treated as if having a running start when making an Acrobatics check to jump.

Natural Performer: Clowns always treat Acrobatics and Perform as class skills.

Languages: Clowns begin play speaking Clownish and Common. Clowns with high Intelligence scores can choose any languages—excluding secret languages.

RACIAL OPTIONS

THE CLOWNISH LANGUAGE

The clownish language contains both verbal and gestural components. To the untrained observer this may seem like nothing more than random sounds and wild flailing, but is actually a highly-sophisticated communication system. Given it's high level of complexity, Clownish is a very difficult and time-consuming language to learn for non-clowns, and most of those who have successfully done so agree that it really wasn't worth the effort.

FAVORED CLASS OPTIONS

The following options are available to all clowns with the listed favored class, and may be taken at each level in place of the normal favored class reward.

- **Alchemist:** Add +1/2 to the alchemist's total number of bombs per day.
- **Bard:** Add +1 to the bard's rounds of bardic performance.
- **Fighter:** Add a +1/2 bonus to the fighter's Will saves versus fear effects.
- **Rogue:** Add +1/2 to Bluff checks made to feint or convince others that the rogue is harmless.
- **Sorcerer:** Add +1 to caster level checks made to overcome the spell resistance of lawful creatures.

Clown Feats

The following feats are available to any creatures who meet the prerequisites.

Adept Juggler

Throwing's easy, it's the catching that's tricky.

Prerequisites: Throw Anything, trained in Perform.

Benefit: You can increase the range of any thrown item or weapon by 50%. Additionally, you gain a +2 bonus to Perform checks made to juggle and can hold—but not wield—three light weapons, or two one-handed weapons in each hand—or objects of equivalent size.

Biting Wit

If you can't laugh with 'em, laugh at 'em.

Prerequisites: Charisma 13, trained in Perform.

Benefit: When attempting to demoralize a creature you can substitute Perform (comedy) for Intimidate.

Distraction Artist

Hope you don't mind if I do this.

Prerequisites: Charisma 15, trained in Perform.

Benefit: As a standard action you can make a Perform check to attempt to distract a creature within 30 feet. The DC for this check is equal to 10 + the target's hit dice + the target's Wisdom modifier. If successful, the target is distracted and must make a concentration check with a DC equal to your Perform check result + spell level to cast a spell.

Expert Juggler

You have mastered the art of juggling, was it really worth it?

Prerequisites: Adept Juggler, Throw Anything, Dex 15.

Benefit: Once per round you can catch—and return—a thrown weapon or item as if you had the Snatch Arrows feat. Additionally, your bonus to Perform checks made to juggle increases to +4.

Infuriating Taunt

"Are you even trying to hit me?"

Prerequisites: Distraction Artist

Benefit: As an immediate action after being missed by an attack you can make an Intimidate or Perform (comedy) check taunt your attacker. The DC for this check is equal to 10 + the target's hit dice + the target's Wisdom modifier. If successful, the target becomes infuriated for 1 round, gaining a +1 morale bonus to attacks against you and a -2 penalty to AC and Reflex saves versus attacks made by other creatures.

Special: If the target is a caster they are also subject to the effects of the Distraction Artist Feat.

Uplifting Performance

It's hard to be feel down when you're around.

Prerequisites: Bardic performance, non-evil-aligned

Benefit: When you use the Inspire Courage performance, you may double the morale bonus—up to a maximum bonus equal to your Charisma modifier—to saves against fear effects.

Special: This feat cannot be used in conjunction with other feats which modify the effects of Inspire Courage.

Clown Spells

The following spells were developed, or are simple favored by, clowns.

LESSER SPRING TRAP

School: conjuration (creation) | **Level:** bard 1, inquisitor 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S, M (a small spring)

Range: close (25 ft. + 5 ft./2 levels)

Target: 1 5-foot×5-foot square within range

Duration: 1 hour/level or until discharged

Saving Throw: Reflex negates | **Spell Resistance:** no

This spell functions as spring trap, with the exception of the smaller area and shorter range.

EXPLODING SPRING TRAP

School: conjuration (creation) | **Level:** bard 6, inquisitor 6, sorcerer/wizard 7

Casting Time: 1 standard action

Components: V, S, M (a small spring)

Range: medium (100 ft. + 10 ft./level)

Target: 1 20-foot×20-foot square within range

Duration: 1 hour/level or until discharged

Saving Throw: Reflex partial | **Spell Resistance:** partial

This spell functions as spring trap with the exception of the greater size and the following differences. Targets are flung 40 feet in the air and 2d6×5 feet in a random direction taking 4d6 falling damage. All creatures in the trap's area are also subjected to 1d6/level (max 10d6) fire damage. Creatures who make a successful Reflex save take only half damage from the fire, in addition to avoiding the spring trap. Creatures with spell resistance gain its benefits only against the fire damage.

FUNCTIONAL FAKE

School: transmutation | **Level:** sorcerer/wizard 2
Casting Time: 10 minutes
Components: V, S, M (misc. components worth 2× the value of item being replicated)
Range: touch
Target: item touched
Duration: permanent
Saving Throw: Will negates (harmless, object) | **Spell Resistance:** yes (object)

This spell transforms a replica of an object so that it functions as the actual object would. For example: A wooden sword could be made to function as a real one, or a collection of pots and pans could be made to function as plate armor. The modified items gains all properties of the one being replicated, including weight and armor-related penalties. As this spell does not affect the appearance of the item, affected weapons may not be as real—and therefore not a threat—by intelligent creatures who have not seen them used in combat. While affected items are considered magical—and generate a faint transmutation aura—they are not sufficiently magical to bypass damage reduction

FOOL'S BURDEN

School: enchantment (compulsion) | **Level:** bard 2, inquisitor 2, sorcerer/wizard 3, witch 2
Casting Time: 1 standard action
Components: V
Range: medium (100 ft. + 10 ft./level)
Target: one living creature
Duration: permanent (D)
Saving Throw: Will save negates | **Spell Resistance:** yes
 Select one skill when casting this spell, the target must now roll twice for that skill, taking the lower result. A creature can be subject to multiple castings of fool's burden, provided each targets a different skill.

MAGIC PIE

School: conjuration (creation) | **Level:** bard 1, magus 1, sorcerer/wizard 1
Casting Time: 1 standard action
Components: V, S, M (sugar and flour)
Range: personal
Effect: 1 magical pie
Duration: see text
Saving Throw: Will partial | **Spell Resistance:** partial
 This spell creates a magical pie in the caster's hand. The pie may be thrown as a touch attack—melee or at a range of 15 feet—as part of the casting action or as a standard action on a later turn. Creatures hit with a magic pie are blinded until they—or another creature—use a standard action to clear the pie guts from their eyes, and must make a Will save or become demoralized for 1d4 rounds. Magic pies may be given to and used by other creatures, but are treated by them as improvised weapons. Any pie not used will disappear 1 minute after it has been created.
 Magic pies are treated as splash weapons—without splash—for the purposes of relevant feats and abilities.

MAGIC PIE FIGHT

School: conjuration (creation) | **Level:** bard 3, sorcerer/wizard 3
Casting Time: 1 standard action
Components: V, S, M (sugar and flour)
Range: 30 feet
Effect: 1 magical pie/ 2 levels
Duration: see text
Saving Throw: Will partial | **Spell Resistance:** partial
 This spell functions as magic pie, except that it creates 1 pie/2 levels up to a maximum of 10 pies. Pies can be crated in the caster's hands, in the hands of other creatures, or unoccupied spaces within range. Creature's granted a pie are treated as proficient in their use, but other creatures who may pick one up are not. The caster may still throw 1 pie as part of the casting action, but other creatures may not.

SPRING TRAP

School: conjuration (creation) | **Level:** bard 3, inquisitor 3, ranger 2, sorcerer/wizard 3
Casting Time: 1 standard action
Components: V, S, M (a small spring)
Range: medium (100 ft. + 10 ft./level)
Target: 1 10-foot×10-foot square within range
Duration: 1 hour/level or until discharged
Saving Throw: Reflex negates | **Spell Resistance:** no
 This spell creates a spring-loaded trap in the designated area, the trap can be set to trigger when a specified number—or total weight—of creatures enter the area—or automatically triggered when cast. When triggered, the trap springs upward, flinging all creatures in the area 20 feet in the air and 1d6×5 feet in a random direction, landing prone and taking 2d6 falling damage—any abilities that affect falling damage apply. Creatures who make a successful Reflex save are able to jump off the trap unharmed and into the nearest vacant space. If this spell is used in an area with a ceiling, the targets take 1d6 bludgeoning damage per 5 feet of remaining vertical travel lost by colliding with the ceiling, and then falling damage as normal. If the target of this trap is larger than the trap's area, or only partially within the area when triggered, it is just knocked prone in the nearest vacant space. The spring trap is treated as a magical trap, with the DC to Perception checks to notice and Disable Device checks equal to 25 + spell level.

TOUCH OF LAUGHTER

School: Enchantment (charm) [emotion] | **Level:** bard 2, cleric 3, druid 3, mesmerist 3 sorcerer/wizard 3
Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless) | **Spell Resistance:** yes
 The target of this spell becomes overcome with joy and laughter, granting them immunity to fear effects and demoralization. This immunity is treated as a morale bonus for the purposes of any effect that affects morale bonuses—such as calm emotions.

Clown Sorcerer Bloodline

It's always been whispered that there was something "funny" in your family tree. You always assumed they meant "funny weird," but once your powers began to manifest it all began to make sense. Your natural wit, innate charms, how hard it's always been to find comfortable shoes, now you realize the reason: they meant "funny ha ha."

Class Skill: Perform

Bonus Spells: *magic pie* (3rd), *hideous laughter* (5th), *touch of laughter* (7th), *rainbow pattern* (9th), *mass charm person* (11th), *exploding spring trap* (13th), *prismatic spray* (15th), *mass charm monster* (17th), *prismatic sphere* (19th).

Bonus Feats: Distraction Artist, Dodge, Extend Spell, Improved Initiative, Infuriating Taunt, Mobility, Skill Focus (Knowledge [local]), Throw Anything

Bloodline Arcana: Whenever you cast a spell of the charm subschool, the duration is extended by 50%. This does not stack with the effects of the Extend Spell feat.

Bloodline Powers: Your clownish heritage grants you power of great influence, but as your power increases you may find yourself drawn more and more to the foolish, the joyful, and all things clowny.

Forced Folly (Su): At 1st level, you can cause a creature within 30 feet to accidentally blind, disarm, entangle, sicken, or trip themselves for 1 round. This is a standard action and the target is granted a will save against this effect with a DC equal to $1 + 1/2$ your sorcerer level + your Charisma modifier. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting compulsion effect.

Clownish Defenses (Su): At 3rd level, you gain a morale bonus granting +1 to AC and +2 to saves versus mind-affecting effects. At 9th level these bonuses increase to +2 to AC and +4 to saves versus mind-affecting effects

Clownic Performance (Su): At 9th level, you gain the bard's bardic performance ability, treating your sorcerer level -8 as your effective bard level. You can use this ability a number of rounds per day equal to your sorcerer level.

Insistent Charms (Su): At 15th level, you can force a creature who has saved against an enchantment spell cast by you to reroll their save with a penalty equal to your Charisma modifier. You can use this ability once per day.

Überclown (Su): At 20th level, you unlock the true power of the Überclown, the great mythic race from whom all clowns are descended, taking on features both clowny and otherworldly. You gain immunity to mind-affecting effects and at-will use of control emotions as a spell-like ability. You also gain the ability of universal non-verbal communication, which can be understood by any creature—within their cognitive abilities.

SAMPLE CLOWNS



THE GOOD LADY LALA FEMALE CLOWN BARD 3

ALIGN: CG | **INIT:** +3 | **SPEED:** 30 ft.

ABILITIES	
10	STR
16	DEX
12	CON
9	INT
12	WIS
16	CHA

DEFENSE

HP: 22

AC: 17

touch: 14 | **flat-footed:** 13

Fort: +3 | **Ref:** +7 | **Will:** +5
(+4 versus sonic, and language-dependent effects)

SPELLS

Spells Known (CL 3rd):

1st (4/day)—charm person, *cure light wounds*, *hideous laughter*, *magic pie*
0th—detect magic, *ghost sound*, *light*, *prestidigitation*, *read magic*, *unwitting ally*

OFFENSE

Melee: mwk functional wooden short sword +6 (1d6/19-20)

Ranged: dagger +5 (1d4/19-20)

Base Atk: +2 **CMB:** +2 **CMD:** 15
(19 vs bull rush and trip)

Special Attacks: bardic performance (11 rounds/day)

SKILLS

Acrobatics	+9
Bluff	+7
Diplomacy	+8
Perception	+6
Perform (comedy)	+9
Sense Motive	+7
Sleight of Hand	+7

FEATS

Dodge, Weapon Finesse

SQ: bardic knowledge +1, boundless enthusiasm, distracting, long-footed, versatile performance (comedy), well-versed



PINGO PONGO MALE CLOWN SORCERER 3

ALIGN: CG | **INIT:** +6 | **SPEED:** 30 ft.

ABILITIES	
8	STR
14	DEX
12	CON
8	INT
13	WIS
18	CHA

DEFENSE

HP: 18

AC: 14

touch: 13 | **flat-footed:** 12

Fort: +3 | **Ref:** +4 | **Will:** +5
(+2 versus mind-affecting effects)

SPELLS

Spells Known (CL 3rd):

1st (6/day)—burning hands, *mage armor*, *magic missile*, *magic pie*⁸
0th—detect magic, *light*, *ray of frost*, *read magic*, *resistance*

OFFENSE

Melee: dagger +0 (1d4-1/19-20)

Ranged: light crossbow +4 (1d8/19-20)

Base Atk: +1 **CMB:** +0 **CMD:** 12
(16 vs bull rush and trip)

Special Attacks: forced folly (7/day, DC 16)

SKILLS

Knowledge (arcana)	+3
Spellcraft	+3
Use Magic Device	+8

FEATS

Combat Casting, Improved Initiative
SQ: bloodline (clown), bloodline arcana (extend duration of charm effects by 50%), boundless enthusiasm, distracting, long-footed

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