

Amazing Ancestries[®]

The Mirthling



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AMAZING ANCESTRIES: THE MIRTHLING

(2ND EDITION REMARKABLE RACES)

A New Player Character Race for use with the 2nd Edition Pathfinder® Roleplaying Game

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In the beginning, when the gods created the universe, they mulled long and hard on what sorts of beings would defend its virtues.

"Cherubs with divine light emanating from the arrows forged of gold will be the guardians of love." The gods of Love proclaimed. They discussed it further and decided the cherubs would also be invisible and immortal and they rejoiced at their creation.

"To defend Truth, marble seraphs armed with solar radiance originating from iron swords will forever stand vigilant!," a particularly honest deity declared. And the gods built an army of near-invincible stone soldiers and were pleased.

Soon, the gods of valor piped in. "The defenders of courage will extract moonlight from shields of shimmering adamantite, and never waiver in their watchfulness." After much deliberation, they made more well-armed immortals to defend this virtue as well.

And so it went for several days, each group of gods designing their own eternal wardens until it came to gods of humor. One particular smiling deity stepped forward and proclaimed "Let our defenders be armed with big smiles and an unwavering positive attitude." He then sat down as if he was finished.

The other gods looked perplexed and so the grinning god continued, "All of your guardians can create radiance from just one thing, mine can make light of anything. And I made them mortal, because someone here has to have the last laugh!"

And thus the mirthlings were born.



MIRTHLING

Mirthlings are the celestial keepers of comedy. Imitated by nearly every culture, they are quickly recognized as jokers and fools; a reputation that they happily live up to. Mirthlings come in many shapes and sizes and have an equally diverse arsenal of performance arts often including juggling, dancing, singing, and acrobatics. Laughter and awe are literally the staple by which they derive nourishment, and no matter their chosen vocation, they will find a way to make it entertaining.

As a mirthling, many call you a fool. Those who do either know you well or not at all – and few know you well. To your companions, you are an enigma, performing stunts that only the foolish would attempt when they know, better than most, that your mind borders on genius. But genius or not, the subject of your mental acuity is forever off-limits. After all, people tend to speak more freely around a joker than an ace, and that is precisely as you like it.

If you want to play a character that likes to have fun, enjoys a good laugh, can find the light in any situation, and is a mix of insane and genius, then the mirthling is right for you.

YOU MIGHT...

- Feel a strong urge to make people laugh.
- Make jokes, even when it might not be appropriate.
- Enjoy entertaining everyone that you meet.

OTHERS PROBABLY...

- Refuse to take you seriously.
- Expect you to make them laugh.
- Find your outlook inspiring or uplifting.

PHYSICAL DESCRIPTION

At first glance, mirthlings almost appear human. However, diversity in size is far more prevalent. Nearly one quarter of the mirthling population is Small-sized. The remaining range from 4 feet tall to just over 8 feet. Their build variance is more extreme as well; ranging from rail thin to rotund. Also, unlike humans, their build seems to have no bearing at all on athletic prowess or acrobatic ability. Their arms are

long and rest near the bottom of their thighs. Their appendages are also big and round; a large nose and full, crescent-shaped ears accompany pairs of both hands and feet that are bigger than the average human's. While half the population has five fingered hands, like those of humans, a quarter of the population are missing their little fingers, while the remaining are six-fingered. Their wide-smiling mouths are filled with perfectly rectangular and regular teeth.

A mirthling's skin is rubbery and dense with a slightly stretchy quality to it. Although they normally come in hues of ivory or eggshell white, they sometimes run ashen or grey. Mirthlings have distinctive colorful markings on their face, as well as their body. Like tigers, no two mirthlings have the same markings. Their hair is thick with either a wavy or curly texture and comes in a variety of bright colors.

Mirthling blood is colorless and clear, and they do not bruise or scar. As a result, they may not appear as injured as they actually are. This combined with their tendency to laugh when they are in pain means healers will need to be extra vigilant in assessing their condition.

SOCIETY

Mirthlings, despite their chaotic demeanor, have rather rigid societal rules by which most seem to abide. First, and perhaps most distinctive, is there proclivity for a rather eccentric attire. The majority of mirthlings wear garishly colorful outfits, often of contrasting hues, patterned with large diamonds and circles, and fringed with tassels and ruffs. They have a fondness for peculiar hats, especially the "cap and bells" or "fool's cap", which has many forms including one with an ass's ears and tail, one with two horns, and one with a "cockscorn" crest. Other forms of fool's cap are shaped like a monk's cowl with ass's ears, a high-pointed cap covered with bells, and a round cap with an imposing feather.



Aside from clothing, all mirthlings will become intimately involved in at least one type of performance art, while most becomes masters of several. This is more a necessity than a desire, as while mirthlings do require water (and will also consume intoxicating beverages in great quantities), they do not consume food in the conventional sense. Instead, they are nourished by an observer's laughter or awe. The exact mechanism of this is difficult to quantify, though a successful daily performance for a small group seems to be sufficient nourishment for one day. Larger and longer performances may keep them satiated for weeks.

Mirthlings enjoy a lifespan and life cycle similar to humans, maturing a bit younger and living a decade longer on average. Young mirthlings are virtually indistinguishable from adults, especially since their size and behavior are not always reliable indicators. Elders are likewise indistinguishable, as they seem to remain vibrant and spry well into their venerable years.

ALIGNMENT & RELIGION

On the surface, most see all mirthlings as chaotic and good. However, this is just their carefully honed demeanors. While their outward persona is almost always the "happy-go-lucky clown," the nature of a mirthling varies as much as it does in humans. Some abide by a strict moral code, and are unimpeachably lawful. Others are secretly homicidal, and a murderous chaotic evil psychopath may be hiding behind their innocent smiles. Luckily, as all mirthlings depend on the attention and admiration of others to survive, most mirthlings are benevolent.

Despite their celestial origins, mirthlings are often staunchly atheistic. Many have learned that the sanctity of religion does not mix well with the irreverence of making light of all things. Mirthlings believe in the occult forces of virtue and mirth, and may gravitate towards a deity that encompasses those values.

NAMES

Mirthlings enjoy humorous sounding names with hard consonants and repetitive sounds. While their names often sound childish or silly, mirthlings tend to take the pronunciation of those names very seriously.

SAMPLE NAMES

Abbo, Babbo, Bozzi, Binky, Bubbles, Cancan, Coco, Dolly, Franogo, Gorro, Lola, Patches, Pogo, Siggy, Zigzag.

MIRTHLING HERITAGES

Mirthlings come in many forms, and some of those are grouped into heritages. Choose one of the following mirthling heritages at 1st level.

CLOWN MIRTHLING

Clowns, the most common mirthling heritage, focus on their ancestral strength—comedy. You gain the trained proficiency rank in Performance (comedy). In addition, you gain a +2 circumstance bonus to Acrobatics checks to Squeeze.

HARLEQUIN MIRTHLING

Harlequins descend from the most agile of mirthlings. You gain the trained proficiency rank in Performance (juggling). In addition, You gain a +1 circumstance bonus to Acrobatics skill checks, Performance (Juggling) skill checks, and Reflex saves.

Hit Points

6

Size

Medium or Small

Speed

25 feet

Ability Boosts

Dexterity

Charisma

Free

Ability Flaw

Wisdom

Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive).

Choose from Dwarven, Elvish, Gnomish, Goblin, Orcish, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Mirthling

Humanoid

JESTER MIRTHLING

Jesters consider themselves to be the noblest heritage of mirthlings and specialize in tricks that inspire wonder. You can cast the *prestidigitation* cantrip as an occult innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. In addition, you gain a +1 circumstance bonus to Thievery skill checks.

MIME MIRTHLING

Mimes descend from a monastic order of mirthlings whose vow of silence became a genetic trait. Although they are physically mute, they gain the trained proficiency rank in Performance (acting) and gain a +2 circumstance bonus to Stealth checks to Sneak. In addition, you gain the Virtuoso Performer feat (specializing in pantomime) as a bonus ancestral feat at first level.

PIERROT MIRTHLING

The hallmark of pierrot heritage is turning failure into a success. You gain the Skill Fail Flip reaction.

SKILL FAIL FLIP

Frequency once per day

Trigger You roll a natural 1 when making a skill check.

Instead of getting a critical failure, you make a critical success. Visually, it will still look like you failed spectacularly but became extremely lucky. This is a fortune effect.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a mirthling, you select from among the following ancestry feats.

1ST LEVEL

LOOK HERE

FEAT 1

MIRTHLING

You have become a master of misdirection. If you roll a success on a Deception check to create a diversion, feint, or impersonate, you get a critical success instead.

LUCK FAVORS THE FOOL

FEAT 1

FORTUNE MIRTHLING

Frequency once per day

Trigger You fail a saving throw.

You specialize in making the most out of any situation, and luck smiles on you as a result. You can reroll the triggering check with a +2 circumstance bonus, but you must use the new result, even if it's worse than your first roll.

MAROTTE MASTER

FEAT 1

MIRTHLING

You gain weapon proficiency with the marotte (jester's scepter). In your hands, it has the same statistics as a light mace (agile, finesse, shove). In the hands of anyone without this proficiency it is merely an improvised weapon.

MR. BRIGHTSIDE

FEAT 1

MIRTHLING

You have trained yourself to see the humor in every situation. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

MYSTICAL MIRTH

FEAT 1

MIRTHLING

Your connection to the mystical element of humor manifests as a simple occult spell, even if you aren't formally trained in magic. You can cast *dancing lights*, *ghost sound*, or *mage hand* as an arcane innate spell at will. These cantrips are heightened to a spell level equal to half your level rounded up.

NATURAL ENTERTAINER

FEAT 1

MIRTHLING

All the world is a stage, and you love the spotlight. Pick a Performance skill. You gain the trained proficiency rank in that skill. At 2nd level, you gain expert proficiency in the chosen Performance as well as the Performance granted by your background, if any. At 7th level you gain master proficiency in these Performance skills, and at 15th level you gain legendary proficiency in them.

ROAST

FEAT 1

MIRTHLING

You have a knack at pointing out the weakness in others. You gain a +2 circumstance bonus to Intimidate checks to Demoralize.

5TH LEVEL

CARD TRICK

FEAT 5

MIRTHLING

You are a master of card tricks. You gain a +4 circumstance bonus to Stealth or Thievery skill checks to conceal or manipulate a standard-sized playing card. If you roll a success on these particular skill checks, you get a critical success instead.

PRETERNATURAL VENTRILOQUIST

FEAT 5

MIRTHLING

Your ability to throw your voice has reached magical proportions. You gain *ventriloquism* as a 1st-level occult innate spell that you can cast at will.

9TH LEVEL

MADE OF RUBBER

FEAT 9

MIRTHLING

You have learned to take advantage of your elastic physiology. You can stretch your legs and Step up to 10 feet, and you can squish and compress your body, allowing you to make it through tight spaces as if you were one size smaller.

MAGICAL MIRTH

FEAT 9

MIRTHLING

Prerequisites Mystical Mirth

Over time your connection to the magic of mirth has grown stronger. You gain *calm emotions* and *hideous laughter* as 2nd-level occult innate spells. You can cast each of these occult innate spells once per day.

13TH LEVEL

LAST LAUGH

FEAT 13

MIRTHLING

Prerequisites Magical Mirth

You are filled with so much magical mirth energy that when you are slain, your body explodes into a cloud of colorful shrapnel. Adjacent creatures take 1d6 slashing damage per level (minimum 1d6) with a basic Reflex save.

MIRTHLING ADVENTURERS

Of course, the natural match for adventuring mirthlings is the bard class, which encompasses the majority of what a mirthling loves. However, not all mirthling adventurers are bards. Some are drawn to the arcane or scientific arts becoming accomplished wizards or alchemists. Others enjoy the sneaky route and become skilled rogues. Few even take up martial classes, mixing their performance flair with an elegant combat style to become deadly adversaries. Whatever class they happen to take up, most have one unifying goal: To become famous .



MAGICAL MAROTTES

A marotte is a prop stick or scepter with a carved head on it. The miniature head will often reflect the costume of the jester who carries it. More elaborate and ornate marottes even have music boxes or other machinery built into the head. Mirthling culture prize these trinkets, and many have even learned to utilize them as effective weapons.

It is not entirely surprising that mirthlings have sought to enchant marottes, creating a hybrid magic item that is half magical rod and half magic weapon.

While anyone can use or wield a marotte, they seldom find their true potential in the hands of anyone other than a mirthling. They are therefore fairly uncommon.

DANCING MAROTTE

ITEM 16

UNCOMMON MAGICAL ENCHANTMENT

Price 10,550 gp

Usage held in one hand; Bulk L

The dancing marotte is dressed in green and gold with heart-shaped brass bells on its hat. Little feet dangle below the head, and a winding mechanism (◆◆) activates a music box that also kicks the little feet making it look like the figure is dancing to the lively music the mechanism produces for 6 rounds.

This is a +1 *dancing marotte*. When you critically succeed at an attack roll with the dancing marotte, the target becomes affected by an *uncontrollable dance* spell from the marotte as a 16th-level occult spell, using your melee attack modifier with the dancing marotte as your spell attack modifier.

JUGGLING MAROTTE

ITEM 10

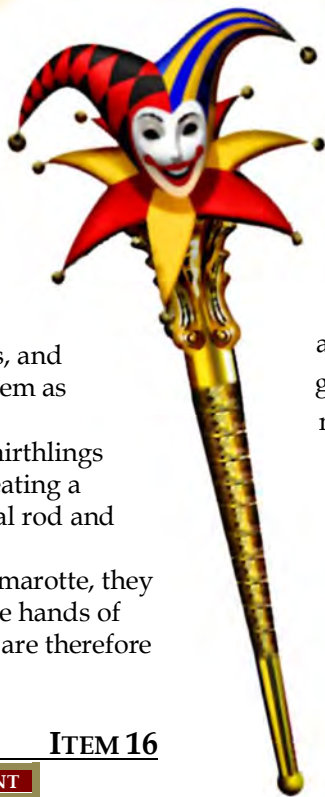
UNCOMMON ALTERATION MAGICAL

Price 950 gp

Usage held in one hand; Bulk L

The juggling marotte looks like a juggling baton with a mirthling face painted onto it and adorned with multicolored gems. While it is a +1 *striking marotte*, its true power unfolds in the hands of someone with skill in Performance (juggling).

Activate ◆ Interact; With a successful Performance (juggling) check (DC 15), the juggling marotte becomes two +1 *striking marottes* until the end of the round and the wielder gains one extra action that must be used to attack with one of these marottes. If the juggling check fails, the juggling marotte is dropped.



LAUGHING MAROTTE

ITEM 7

UNCOMMON MAGICAL ENCHANTMENT

Price 360 gp

Usage held in one hand; Bulk L

The laughing marotte is a gold scepter capped with a colorful and smiling jester head replete with tiny gold bells. By pulling a cord (◆), the marotte emits a mechanical laughing sound for 1 round.

This is a +1 *disrupting marotte*. When you critically succeed at an attack roll with the laughing marotte, the target becomes affected by a *hideous laughter* spell from the marotte as a 7th-level occult spell, using your melee attack modifier with the laughing marotte as your spell attack modifier.

THE PIE LAUNCHER

ITEM 9

UNCOMMON FIRE MAGICAL EVOCATION

Price 710 gp

Usage held in one hand; Bulk L

This black and white marotte is stylized in the form of a mirthling wearing an eccentric baker's hat. It is crafted from black iron and silver. This is a +1 *flaming marotte*. It can be activated to generate and fling a variety of pies with a variety of effects. Spell effects from pies are ninth level. Pies launched in this way have a range increment of 30 feet. Only one pie can be launched per round. The pies evaporate at the end of the round that they were launched.

Activate ◆ command; **Frequency** once per day; **Effect** A banana-cream pie is launched at a target in range. Regardless of whether or not the attack was successful, the area is affected by *grease* spell centered on the target. If the target was hit, they receive a -2 circumstance penalty on saves versus this spell affect.

Activate ◆ command; **Frequency** once per day; **Effect** A lemon pie is launched at a target in range. On a successful hit, the target is affected by *blindness* spell.

Activate ◆ command; **Frequency** once per round; **Effect** A hot apple pie is launched at a target in range. On a successful hit, the target takes 1d6 fire damage.

Activate ◆ command; **Frequency** once per round; **Effect** A pecan pie is launched at a target in range. On a successful hit, the target takes 1d6 bludgeoning damage.

The Mirthling

MIRTHLING VOCALIST

Why do bad bards rock left and right while performing on stage? Because, it is more difficult to hit a moving target! And below is a Small-sized, singing, silly soul.

MIRTHLING VOCALIST CREATURE 1

LG SMALL HUMANOID MIRTHLING

Perception +2

Languages Common, Elvin, Gnomish

Skills Acrobatics +4, Arcana +3, Athletics +1, Deception +5, Diplomacy +5, Entertainment Lore +3, Nature +1, Occultism +3, Performance +5, Stealth +4

Feats Luck Favors the Fool, Mr. Brightside

Str +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +0, **Cha** +4

Items hand crossbow with 20 bolts, rapier

AC 13; **Fort** +1; **Ref** +3; **Will** +2

HP 14

SKILL FAIL FLIP Frequency once per day **Trigger** The vocalist rolls a natural 1 when making a skill check.

Effect Instead of getting a critical failure, the vocalist makes a critical success. This is a fortune effect.

Speed 25 feet

Melee ♦ rapier +4 (deadly d8, forceful, finesse), **Damage** 1d6 P

Ranged ♦ hand crossbow +4, **Damage** 1d6 P

Bard Powers

1st — counter performance, lingering composition

Occult Spells Known (CL 1st)

1st (2/day) — color spray, illusory disguise, ventriloquism
Cantrips — dancing lights, ghost sound, inspire courage, prestidigitation, telekinetic projectile

MIRTHLING VAGABOND

Why don't rogues ever get jokes? Because they take everything literally! Anyway, the clown in the picture is "statted-up" below.

MIRTHLING VAGABOND CREATURE 1

N MEDIUM HUMANOID MIRTHLING

Perception +8

Languages Common, Elven, Gnomish

Skills Acrobatics +6, Athletics +5, Diplomacy +4, Nature +6, Performance +6, Stealth +6, Survival +8

Feats Marotte Master, Roast

Str +2, **Dex** +3, **Con** +1, **Int** -1, **Wis** +3, **Cha** +1

Items marotte that doubles as a blowgun (10 darts, 1 of which is coated with lethargy poison)

AC 17; **Fort** +6, **Ref** +8, **Will** +6

HP 17

Speed 25 feet

Melee ♦ marotte +8 (agile, finesse, shove), **Damage** 1d4+2 bludgeoning

Ranged ♦ blowgun +8 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 1 piercing plus lethargy poison

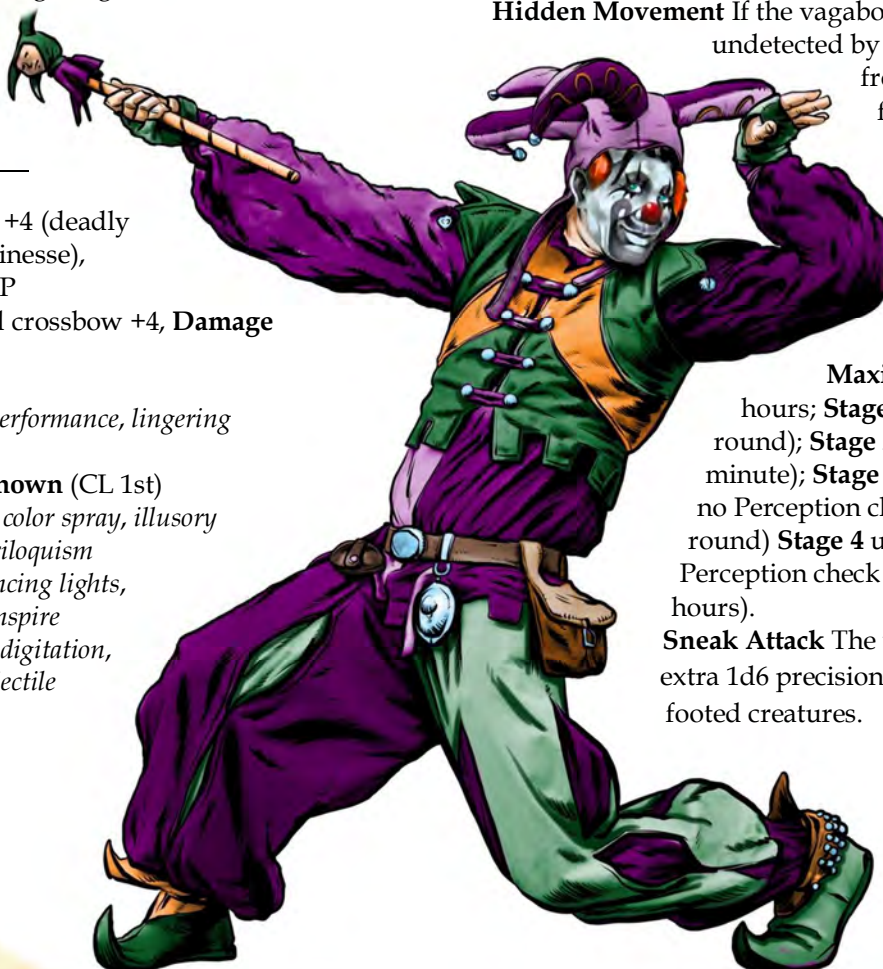
Hidden Movement If the vagabond starts its turn undetected by a creature or hidden from it, that creature is flat-footed against the scout's attacks until the end of the vagabond's turn.
Lethargy Poison (poison); **Saving Throw** DC 18

Fortitude;

Maximum Duration 4

hours; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 1 (1 minute); **Stage 3** unconscious with no Perception check to wake up (1 round) **Stage 4** unconscious with no Perception check to wake up (1d4 hours).

Sneak Attack The vagabond deals an extra 1d6 precision damage to flat-footed creatures.



MIRTHLINGS IN YOUR GAME

The mirthlings in this document are presented as a fairly new ancestry to the world. Their presence in your world may have even been overlooked as they masquerade as normal human entertainers in elaborate costumes. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

One downside to this “newness” is that they lack tradition, language and history common to other PC ancestries. This has several consequences, including no cultural legacy, and few special items tailored specifically for this ancestry. However, there are many boons as well. Mirthling player characters can be bold pioneers, inventing their own paths, their own history, and their own unique traditions.

Of course, there are some challenges to playing a clown-like PC. These challenges can be mild to extreme, based on the campaign setting. If your campaign setting’s society admires humor and entertainment, then the mirthling might fit in without too much prejudice. However, if your campaign is resides in the realm of the serious or morose, the mirthlings may have to go about dressed in concealing robes, gloves, and a mask just to get by on the streets. Mirthlings are the embodiment of humor and entertainment. The level of acceptance should be determined by the Game Master before the new ancestry is added. Extra training in the Deception skill may even be necessary to blend in with the public or impersonate humans.

Optionally, the Game Master can create a more detailed back story for the mirthlings. Perhaps they were humans once, transformed by a strange occult ritual. It is even possible that they are a cursed race, doomed to never take things seriously, perhaps because their ancestors did the opposite.. Yet another possibility is that the mirthlings evolved alongside humans, as a sort of symbiotic and mutually beneficial relationship.

Mirthlings will make a welcome addition to any game as the funniest member of the adventuring party, an unusual option for the player seeking something different, a challenge for the player who has played everything, or just a good match for those who enjoy comedy and fooling around.

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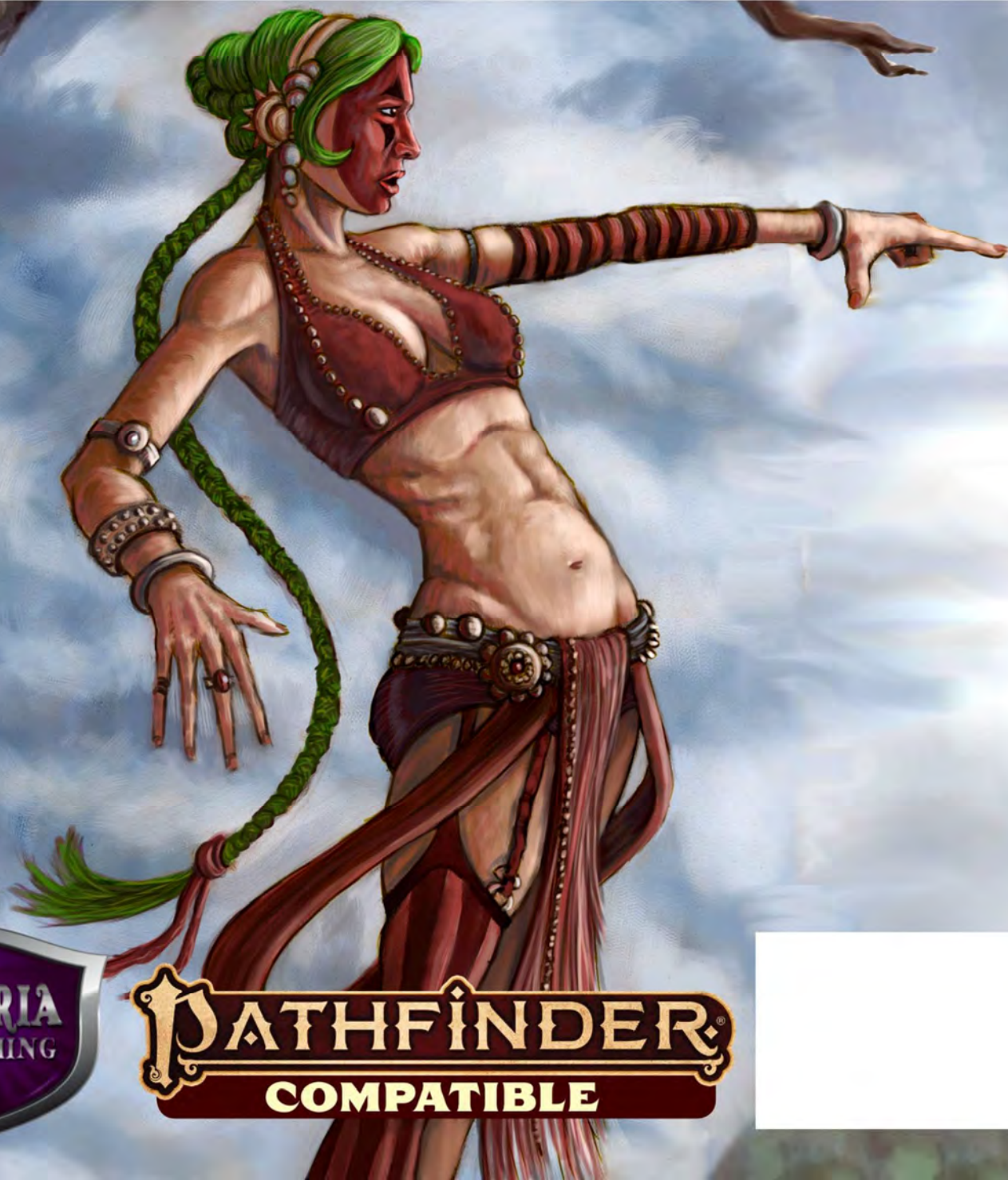
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