Mutoid

Demihuman Class

Requirements: None
Prime requisite: DEX
Hit Dice: 1d6
Maximum level: 8
Armour: Leather, shields
Weapons: One-handed melee weapons, all missile weapons
Languages: Alignment, Common

Demihumans with mismatched body parts of many different creatures (e.g. reptiles, crustaceans, birds, mammals, etc.). Each individual has a unique appearance. Mutoids are often shunned by other species and live in ruins or in hidden lairs within large settlements.

Back-Stab

When attacking an unaware opponent from behind, a mutoid receives a +4 bonus to hit and doubles any damage dealt.

Combat

Mutoids can use shields, but their need for stealth prevents the use of armour heavier than leather. They can use any melee weapon that can be wielded one handed, and can use all missile weapons.



Mutations

No two mutoids are alike—each has a unique appearance and mutations. Roll twice on the ***Mutations*** table, opposite.

Duplicate mutations: May be re-rolled.

Two attack mutations: Both may be used each round. (e.g. clawed hand + pincer.)

Mutoid Skills

Mutoids can use the following skills, with the chance of success shown opposite:

- **Hide in shadows (HS):** Requires the mutoid to be motionless—attacking or moving while hiding is not possible.
- **Mimicry (MI):** A mutoid can mimic the sound of any monster or animal. Mimicking the voice of a specific individual incurs a –20% penalty to the roll.
- **Move silently (MS):** A mutoid may attempt to sneak past enemies unnoticed.
- **Pick pockets (PP):** If the victim is above 5th level, the mutoid's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under ***Encounters*** in ***Old-School Essentials***).

After Reaching 8th Level

A mutoid can establish a secret lair, attracting 2d6 apprentices—1st level mutoids. These apprentices will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful mutoid might use these followers to start a Thieves' Guild.

Mutoid Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	10	11	12	13	14
2	1,750	2d6	19 [0]	10	11	12	13	14
3	3,500	3d6	19 [0]	10	11	12	13	14
4	7,000	4d6	19 [0]	10	11	12	13	14
5	14,000	5d6	17 [+2]	8	9	10	11	12
6	30,000	6d6	17 [+2]	8	9	10	11	12
7	60,000	7d6	17 [+2]	8	9	10	11	12
8	120,000	8d6	17 [+2]	8	9	10	11	12

THAC0: Attack matrix row to use. (Ascending AC attack bonus in [].)

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

Mutations

d8	Mutation	Effect
1	Beast ears	3-in-6 chance to hear noises.
2	Beast eyes	Infravision to 60'.
3	Clawed hand	Unarmed attack for 1d6 damage.
4	Gills	Breathe underwater.
5	Pincer	Unarmed attack for 1d3 damage. The pincer locks on to the victim, causing 1d3 damage per round (**save versus paralysis** to escape).
6	Scales	+2 bonus to Armour Class.
7	Spring legs	Jump up to 30' forwards and gain +1 to attack. If wielding an impaling weapon (e.g. spear), this counts as a charge and inflicts double damage on a successful hit.
8	Sticky tongue	Grab an object up to 15' away and pull it to the mouth. Can be used as a melee attack: bite inflicts 1d3 damage.

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hide in shadows and move silently on the player's behalf, as the mutoid does not immediately know if the attempt was successful. If a roll fails, the referee knows that the mutoid has been noticed and should determine enemies' actions appropriately.

Mutoid Skills Chance of Success

Level	HS	MI	MS	PP
1	10	35	20	20
2	15	40	25	25
3	20	50	30	30
4	25	60	35	35
5	30	70	40	40
6	36	80	45	45
7	45	90	55	55
8	55	95	65	65