Mutoid (Race)

Requirements: None
Ability modifiers: None
Languages: Alignment, Common



Mutoids are 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.

Available Classes and Max Level

- **Assassin:** 5th
- **Cleric:** 6th
- **Fighter:** 7th
- **Illusionist:** 6th
- **Thief:** 9th

Mutations

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

Duplicate mutations: May be re-rolled.

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

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.