



THE MIRTHLING PC RACE

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.

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 and heads are also big and round; a large nose and 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.

Despite their outwardly ridiculous and humorous appearance, many find Mirthlings to be quite terrifying. It's difficult to pinpoint exactly why. Their

smiles, while seemingly perfect, have an eerie quality that sends a chill down one's spine. Their eyes, though bright, are tinged with a hint of madness that is unsettling. The proportions of their bodies are just off enough to trigger a primal part of the brain that screams "alien!" This uncanny valley effect, combined with their unpredictable antics and seemingly ceaseless energy, can make interactions with Mirthlings a deeply unsettling experience for the unprepared. Yet, this sense of unease is part of what makes Mirthlings so fascinating and unforgettable. Their presence is a constant reminder of the thin line between laughter and fear, between the familiar and the alien.

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.



ECOLOGY & 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 become 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 sated 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.

Mirthling reproduction is a marvel of magic that is as whimsical and unpredictable as the Mirthlings themselves. They hatch from eggs, and while they exhibit male and female characteristics, both genders are capable of laying eggs. The process of egg-laying is often accompanied by a grand performance, with the Mirthling in question juggling, dancing, and singing to an audience of their peers. The laughter and awe generated by this spectacle seem to imbue the egg with a vital energy that allows it to develop into a new Mirthling.

Interestingly, Mirthlings do not seem to require a partner to create offspring. Instead, they appear to draw upon the collective joy and wonder of their audience to fertilize their eggs. However, they often form male-female pair bonds to raise a child when they can. These pair bonds are not based on romantic love as humans understand it, but rather on a shared sense of humor and love for the absurd.

The hatching of a Mirthling egg is a cause for great celebration. The entire community gathers to witness the event, which is often marked by a burst of confetti and a comically loud honking noise. The newly hatched Mirthling then gives its first performance, usually a slapstick routine involving a lot of tumbling and pratfalls. This performance is met with uproarious laughter, providing the newborn with its first meal and welcoming it into the Mirthling community. Thus, the cycle of laughter and life continues in the vibrant and peculiar world of the Mirthlings.

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 virtue and mirth, gravitating towards a similar deity.

ADVENTURERS: Mirthling adventurers are a sight to behold, their vibrant attire and eccentric hats making them stand out in any crowd. They are the life of every party, their performances not just a means of survival, but also a way to lighten the mood and bring joy to their companions. Their unique ability to draw nourishment from laughter and awe makes them strive to turn even the most perilous situations into a spectacle. Despite their seemingly chaotic demeanor, they often abide by a strict moral code, their actions guided by a deep-seated sense of virtue. Whether they're juggling fireballs, casting spells with a flourish, or using their wit to outsmart their enemies, Mirthling adventurers are always ready to put on a show. Behind innocent smiles and jovial nature, they're as brave and capable as any adventurer, their love for freedom and chaos driving exploration of the unknown and facing any challenges.

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

MIRTHLING RACIAL TRAITS

Ability Scores: Mirthlings are agile and charming, but their bodies are not as hardy. They gain +2 Dexterity, +2 Charisma, and -2 Constitution.

Size: Mirthlings are Medium creatures and thus receive no bonuses or penalties due to their size. When creating a mirthling roll a d4. If the result is a 1, then the mirthling is Small-sized.

Base Speed: Mirthlings have a base speed of 30 feet.

Performance Art: Mirthlings receive a +2 racial bonus on all Perform checks due to their natural inclination towards performance arts.

Laughter Nourishment: Mirthlings do not consume food in the conventional sense. Instead, they are nourished by an observer's laughter or awe. This unique trait allows them to survive without food as long as they perform successfully for an audience at least once a day.

Rubbery Skin: Mirthlings have a +1 natural armor bonus due to their rubbery and dense skin.

Fearless: Mirthlings get a +2 racial bonus on all saving throws against fear effects. This is because they are used to performing in front of large crowds and have learned to overcome stage fright.

Languages: Mirthlings begin play speaking Common. Mirthlings with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

MIRTHLING SUBRACES

In addition to the racial traits above, mirthlings are divided into 5 subraces. Choose one of the following at 1st level and gain the racial traits associated with that subrace.

Clown Mirthling: Clowns are the most common Mirthling subrace, focusing on their ancestral strength - comedy. They gain an additional +2 racial bonus on Perform (comedy) checks and a +2 racial bonus on Escape Artist checks.

Harlequin Mirthling: Harlequins descend from the most agile of Mirthlings. They gain a +2 racial bonus on Perform (juggling) checks, a +1 racial bonus on Acrobatics checks, and a +1 racial bonus on Reflex saves.

Jester Mirthling: Jesters consider themselves to be the noblest subrace of Mirthlings and specialize in tricks that inspire wonder. They gain *prestidigitation* as a spell-like ability usable at will, with a caster level equal to their character level. They also gain a +1 racial bonus on Sleight of Hand checks.

Mime Mirthling: Mimes descend from a monastic order of Mirthlings whose vow of silence became a genetic trait. They gain an additional +2 racial bonus on Perform (acting) checks and a +2 racial bonus on Stealth checks when sneaking. They also gain Silent Spell as a bonus feat at 1st level.

Pierrot Mirthling: The hallmark of Pierrot heritage is turning failure into a success. Once per day, when they roll a natural 1 on a skill check, they can treat the result as if they had rolled a natural 20. This is a luck effect.

MIRTHLING VITAL STATISTICS

RANDOM STARTING AGE

	Barbarian, Cubomancer Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Adulthood			
12 years	+1d4	+1d6	+2d6

AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
40 years	60 years	80 years	80 + 3d10 yrs

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Mirthling	4 ft.	80 lbs.	4d12	×10 lbs.
Small Mirthling	2 ft 6 in.	40 lbs.	2d10	×5 lbs.



ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Acrobatic Performer: Some Mirthlings focus more on physical comedy. They gain a +2 racial bonus on Acrobatics checks instead of the bonus to Perform checks.

Captivating Presence: Mirthlings with this trait have an innate ability to hold an audience's attention. They gain a +2 racial bonus on Diplomacy checks instead of the bonus to Perform checks.

Elastic Body: Some Mirthlings have extraordinarily flexible bodies. They gain a +2 racial bonus on Escape Artist checks instead of the bonus to Perform checks.

Enchanting Laughter: A Mirthling with this trait's laughter has a magical quality. Once per day, they can use *charm person* as a spell-like ability. This replaces the Fearless racial trait.

Harmless Fool: Some Mirthlings appear particularly non-threatening. They gain a +2 racial bonus on Bluff checks to feint in combat instead of the bonus to Perform checks.

Inspiring Performer: These Mirthlings specialize in uplifting performances. They can use the inspire courage bardic performance ability once per day as a 1st-level bard. This replaces the Fearless racial trait.

Joyous Resilience: Some Mirthlings draw strength from their innate happiness. They gain a +1 racial bonus on all saving throws instead of the Fearless racial trait.

Mischievous Trickster: These Mirthlings excel at sleight of hand. They gain a +2 racial bonus on Sleight of Hand checks instead of the bonus to Perform checks.

Rubber Bones: Some Mirthlings have incredibly flexible skeletal structures. They gain a +1 racial bonus to CMD against grapple, trip, and reposition combat maneuvers instead of the +1 natural armor bonus.

Slapstick Combatant: These Mirthlings incorporate comedy into their fighting style. They gain a +1 racial bonus on attack rolls with jester props instead of the +1 natural armor bonus.

Uncanny Mimicry: Some Mirthlings have a talent for imitation. They gain a +2 racial bonus on Linguistics checks and can always take 10 on Linguistics checks to imitate accents. This replaces the bonus to Perform checks.

Whimsical Magic: These Mirthlings have an innate connection to illusion magic. They gain *prestidigitation* as a constant spell-like ability. This replaces the Fearless racial trait.

FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add +1/2 to the bonus provided by the bard's inspire courage performance.

Cleric: Add +1/2 to the cleric's effective level when using the Trickery domain power.

Fighter: Add +1/4 to the fighter's CMB when performing the dirty trick combat maneuver.

Jester: Add +1/3 to the DC of one Jester spell with the Jest descriptor.

Monk: Add +1/2 to the monk's Acrobatics check bonus when tumbling.

Rogue: Add +1/2 to the rogue's Bluff checks when feinting in combat.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must have the illusion descriptor and be at least one level below the highest spell level the sorcerer can cast.

Wizard: Add +1/3 to the wizard's effective level for the purposes of determining the effects of their illusion spells.

NEW MIRTHLING RACIAL FEATS

The following feats are available to Mirthling characters who meet the prerequisites.

CARD TRICK

Prerequisite: Mirthling, Sleight of Hand 5 ranks

Benefit: You gain a +4 bonus on Sleight of Hand checks involving playing cards.

FAILURE SENSE

Prerequisite: Mirthling, Jester class

Benefit: Each time you miss with a prop, you may immediately move 5 feet as a free action without provoking attacks of opportunity.

LAST LAUGH

Prerequisite: Magical Mirth, Mirthling, Cha 17

Benefit: 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 for half damage.

LOOK HERE

Prerequisite: Mirthling, Bluff 3 ranks

Benefit: If you succeed on a Bluff check to create a diversion or feint, treat it as if you had rolled a natural 20.

LUCK FAVORS THE FOOL

Prerequisite: Mirthling

Benefit: Once per day, you can reroll a failed saving throw, but you must use the second result even if it's worse.

MADE OF RUBBER

Prerequisite: Mirthling, Dex 13

Benefit: You can squeeze through tight spaces as if you were one size smaller and increase your base speed by 5 feet.

MAGICAL MIRTH

Prerequisite: Mystical Mirth, Mirthling, Cha 15

Benefit: You gain *calm emotions* and *hideous laughter* as 2nd-level spell-like abilities. You can cast each of these spell-like abilities once per day.

MR. BRIGHTSIDE

Prerequisite: Mirthling

Benefit: You gain a +1 bonus on saving throws against emotion-based effects. If an adjusted roll of 20 or more is achieved on such a save, it could be treated as a critical success (natural 20).

MYSTICAL MIRTH

Prerequisite: Mirthling, Cha 11

Benefit: You can cast *dancing lights*, *ghost sound*, or *mage hand* as spell-like abilities.

NATURAL ENTERTAINER

Prerequisite: Mirthling, Perform 3 ranks

Benefit: Pick a Performance skill. You gain a +3 bonus on that skill. At 10th level, this bonus increases to +6.

NATURAL JESTER

Prerequisite: Mirthling, Jester class

Benefit: Mirthling jesters with this feat increase the DC of Jester spells that they cast by 1. In addition, for the purpose of bonus spells for the Jester class, they may consider their Wisdom score 2 points higher.

PRATFALL MASTER

Prerequisite: Mirthling, Acrobatics 3 ranks

Benefit: You've mastered the art of turning mishaps into comedy. Whenever you fail an Acrobatics check to balance or move on narrow surfaces or uneven ground, you can attempt to turn your failure into a hilarious pratfall as an immediate action. Make a Perform (comedy) check with a DC equal to 10 + the original Acrobatics check DC. If you succeed, any creatures within 30 feet that can see you must make a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or be dazed for 1 round from laughter. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

PRETERNATURAL VENTRILOQUIST

Prerequisite: Mirthling, Cha 13

Benefit: You gain *ventriloquism* as a 1st-level spell-like ability that you can cast at will.

PROPS TO YOU

Prerequisite: Mirthling

Benefit: You can wield jester props as if you had levels in the jester class (see Jester). If you already have levels in this class, this feat gives you a +1 to hit with your props.

ROAST

Prerequisite: Mirthling, Intimidate 3 ranks

Benefit: You gain a +4 bonus on Intimidate checks to demoralize opponents.