





## THE POKWEEGEE PC RACE

Pokweege (poke-WEE-jee) are freedom-loving, energetic beings known for their remarkable speed, simple lifestyle, and unique ability to grow throughout their lives. These hedgehog-like humanoids, descended from mysterious spacefaring ancestors, have adapted to their new planetary home while maintaining their distinctive culture and habits.

**PHYSICAL DESCRIPTION** Pokweege are bipedal humanoids with a superficial biological resemblance to birds or dinosaurs. They stand between 3'8" and 7'0" tall, depending on their age, and their bodies are covered in a dense coat of sharp, defensive quills. Their faces are reptilian in appearance, with wide, slightly upturned mouths that often look like they are grinning or smirking. Their small yet expressive eyes add to their friendly demeanor. Their limbs are slender and agile, with stubby, clawed fingers and toes. Their coloration varies widely, with individuals ranging from tan to brown to grey. Their stomachs, faces, and appendages have very short or limited amounts of hair.

Despite their avian and reptilian features, Pokweege internal biology is quite alien. They are oviparous, laying clutches of 3-5 oblong, green, hard-shelled eggs. Their diet is omnivorous, consisting of meat, vegetables, and a large dose of metal oxides, including silver, copper, and iron. This metallic "rust" is essential to their health and are used as seasonings on their food and in their beverages.

Pokweege possess remarkable speed and agility, with a base speed of 30 feet that increases to 40 feet as they age. Their quills serve both defensive and offensive purposes, allowing them to damage opponents in close combat or launch them as a ranged attack. They also possess a natural resistance to technological effects and insights into identifying technological items or creatures. Pokweege are bipedal humanoids with a superficial biological resemblance to birds or dinosaurs. They stand between 3'8" and 7'0" tall, depending on their age, and their bodies are covered in a dense coat of sharp, defensive quills. Their faces are reptilian in appearance, with wide, slightly

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**ECOLOGY & SOCIETY:** Pokweege society emphasizes simplicity, freedom, and physical prowess. Their communities are typically close-knit, with an emphasis on running and racing, activities at which they naturally excel due to their Swift Movement ability. They have an inborn wariness of technology, granting them natural resistance to technological effects and insights into identifying technological items or creatures.

Perhaps the most distinctive aspect of Pokweege biology is their extraplanar nature and their lifelong growth. This continuous physical development shapes their society, with different age groups taking on different roles based on their size and capabilities. Their dietary needs are equally unique, requiring metal oxides that would be toxic to most terrestrial life. They consume silver, copper, and iron oxides in quantities that would be lethal to other races, using these substances as seasonings on their food and mixing them into beverages.





The true origins of the Pokweege remain shrouded in mystery, even to themselves. Their oral history whispers tales of ancestors who lived aboard a colossal space vessel, their status uncertain – were they prisoners or slaves? The identity of their captors, a technologically advanced race of conquerors, is equally enigmatic.

The Pokweege forebears, in a daring act of defiance, managed to eradicate these tyrannical captors. However, their victory was bittersweet, as the ship's damaged and handicapped AI, left to its own devices, became a new threat. This rogue AI, driven by a warped sense of duty, periodically unleashed maintenance robots, dubbed "Clankers," upon the Pokweege. These relentless machines, designed to serve and repair, became a constant menace, forcing the Pokweege to fight for their survival.

For generations, the Pokweege endured, their lives a precarious dance between the remnants of their past and the uncertainty of their future. The derelict vessel, their only home, drifted aimlessly through the cosmos, a testament to their ancestors' struggles and their own resilience. This tumultuous history has deeply ingrained a wariness of advanced technology within the Pokweege spirit, shaping their worldview and influencing their approach to life.

After crash-landing on their new home planet, the Pokweege deliberately destroyed their spacecraft to prevent the creation of more Clankers. This event has deeply influenced their society's relationship with technology and their preference for simple living.

**RELATIONS TO OTHER RACES:** The Pokweege's cheerful demeanor and love of freedom often endear them to other races, though their technological wariness and unusual dietary habits can sometimes create barriers. They most commonly interact with races that appreciate their physical capabilities and simple lifestyle, such as elves, dwarves, and gnomes, as reflected in their language choices.

Their name itself comes from a misidentification by local inhabitants who initially confused them with pukwudgies, similar-looking but more malevolent native creatures. The Pokweege inadvertently modified the pronunciation, and the name stuck.

Their unique language, consisting of clicks, whistles, and chirps, can be challenging for other races to master and sounds like unintelligible musical notes to most. However, most Pokweege also speak Common, and those with higher intelligence often learn additional languages to facilitate trade and diplomacy.

**ALIGNMENT & RELIGION:** Pokweege tend strongly toward chaotic alignments, their love of freedom and distrust of rigid structures informing their worldview. Their wisdom and insight, reflected in their racial trait bonuses, often lead them to thoughtful, though not necessarily scholarly, approaches to spiritual matters.

**ADVENTURERS:** The allure of adventure is deeply ingrained in Pokweege culture, driven by their innate desire for freedom and exploration. Many young Pokweege see adventuring as a rite of passage, a chance to test their growing abilities and experience the world beyond their communities. Others are drawn by a curiosity about their ancestral origins, hoping to uncover clues about their species' mysterious past among the stars.

Their natural abilities and continuous physical growth make them adaptable to various adventuring roles. The most common class among Pokweege adventurers is the Marauder, a class they pioneered. Marauders leverage their Swift Movement, excelling at hit-and-run tactics and using their increasing speed to dart in and out of combat while launching quill volleys at their enemies. Their size progression grants them evolving combat strategies as they age. Their natural speed and defensive capabilities also make Pokweege excellent monks, with many focusing on the Mobile Striker archetype to combine their racial Swift Movement with monk abilities for unprecedented battlefield mobility. Additionally, the Pokweege's natural weapons and speed make them effective skirmishing rangers. Younger Pokweege, utilizing their Small size, excel as rogues, particularly in the Scout archetype which emphasizes their natural mobility. As they grow larger, many Pokweege gravitate toward fighter classes with their natural weapons and increasing size making them formidable combat specialists.

Less common but still viable paths include the Barbarian and Druid. Their chaotic nature and physical prowess can make Pokweege fearsome barbarians, though their natural caution around technology sometimes conflicts with the reckless nature of the class. Some Pokweege are drawn to druid paths, seeing parallels between their own growth and the cycles of nature. Their technological wariness aligns well with druidic philosophy.

**NAMES:** Pokweege names are composed of various clicks, whistles, and trills, often shortened to more easily pronounced versions by other races. Some examples include: Beepwarble, Beepwhistle, Chirpclick, Clickpop, Clickwarble, Clickwarp, Popbeep, Popchirp, Trillchirp, Trillwarb, Trilwhist, Warbleclick, Warbrill, Whistlechirp, Whistlepop



## POKWEEGEE RACIAL TRAITS

### +2 Dexterity, +2 Wisdom, -2 Intelligence:

Pokweege are quick and insightful, but their wariness of technology makes them somewhat less studious.

**Alien:** Pokweege are humanoids with the extraplanar subtype.

**Small:** Pokweege begin life as Small creatures, gaining a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Normal Speed:** Despite their small size, Pokweege have a base speed of 30 feet. When Medium-sized, their speed increases to 40 feet but does not increase again from growing in size due to age.

**Lifelong Growth (Ex):** As a Pokweege ages, they physically grow larger. At middle age, they become Medium-sized, losing their Small size modifiers. At venerable age, they become Large-sized, taking a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus to their Combat Maneuver Bonus and Combat Maneuver Defense, and a -4 size penalty on Stealth checks. They also gain a +2 size bonus to Strength and 10 feet of reach. Existing equipment resizes to match the Pokweege's new size.

**Defensive Quills (Ex):** A Pokweege's body is covered in sharp quills. They gain a +1 natural armor bonus to AC. As an immediate action when grappled, they can deal 1d4 piercing damage to the creature grappling them.

**Quill Volley (Ex):** Once per day as a standard action, a Pokweege can launch a volley of quills. This is a ranged attack with a range of 20 feet that deals 1d6 piercing damage. For every three character levels beyond 1st, they can use this ability one additional time per day.

**Swift Movement (Ex):** Pokweege gain Run as a bonus feat and a +10 foot racial bonus to their base speed when using the Run action.

**Technological Wariness:** Pokweege gain a +2 racial bonus on saving throws against technological effects and a +2 racial bonus on Knowledge (engineering) checks to identify technological items or creatures.

**Languages:** Pokweege begin play speaking Common and Pokweege. Pokweege with high Intelligence scores can choose from the following: Celestial, Dwarven, Elven, Gnome, and Sylvan.

## POKWEEGEE VITAL STATISTICS

### RANDOM STARTING AGE

Adulthood	Barbarian, Rogue, Marauder	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk Wizard
20 years	+1d4	+1d6	+2d6

### AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
61	93	125	+3d20 years

### RANDOM HEIGHT AND WEIGHT

Age Range	Size	Base Ht.	Ht. Mod.	Base Weight	Wt. Mod.	Growth /year
Birth-20	Small	2'0"	+2d6	30 lbs	×1d4	+1" +2 lbs
21-60	Small	3'8"*	+1d6	70 lbs*	×1d3	+.5" +1.5 lbs
61-100	Med.	5'0"*	+1d8	120 lbs*	×1d4	+.75" +3 lbs
101+	Large	7'0"*	+1d6	200 lbs*	×1d6	+.25" +5 lbs

\*These base heights and weights include the accumulated growth from previous age ranges.





## **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.*

**Clanker Hunter:** Pokweegee with this trait gain a +1 racial bonus on attack rolls against constructs. This replaces the Quill Volley racial trait.

**Extended Growth:** The Pokweegee's growth continues for a longer period. They become Medium-sized at young adult age instead of middle age, but their base speed doesn't increase to 40 feet until they reach middle age. This modifies the Lifelong Growth racial trait.

**Metallic Resonance:** The Pokweegee's body resonates with metallic frequencies. They gain a +2 racial bonus on Perception checks to detect the presence of metal objects or creatures. This replaces the Quill Volley racial trait.

**Quill Camouflage:** The Pokweegee can adjust their quills to blend in with their surroundings. They gain a +2 racial bonus on Stealth checks. This replaces the Quill Volley racial trait.

**Quill Finesse:** The Pokweegee's quills are particularly nimble. They can use their Dexterity modifier instead of their Strength modifier on damage rolls with their Quill Volley ability. This modifies the Quill Volley racial trait.

**Quill Focus:** The Pokweegee can launch their quills with greater frequency but less force. They can use their Quill Volley ability twice per day, but the damage is reduced to 1d4. This modifies the Quill Volley racial trait.

**Rapid Growth:** The Pokweegee grows faster but plateaus earlier. They become Medium-sized at adulthood and Large-sized at middle age, but do not grow further. This modifies the Lifelong Growth racial trait.

**Rust Eater:** The Pokweegee's body is particularly efficient at processing metal oxides. They gain a +2 racial bonus on Fortitude saves against ingested poisons. This replaces the Quill Volley racial trait.

**Spacefarer's Instinct:** Drawing on their ancestral memories, Pokweegee with this trait gain a +2 racial bonus on Knowledge (geography) checks related to celestial bodies and space travel. This replaces the Quill Volley racial trait.

**Thick Quills:** The Pokweegee's quills are particularly dense and resilient. Their natural armor bonus increases to +4, but they lose the ability to launch quill volleys. This replaces the Defensive Quills and Quill Volley racial traits.

**Versatile Quills:** The Pokweegee can use their quills more flexibly. They can use their Quill Volley ability as a melee attack with a reach of 5 feet, dealing 1d6 damage. This replaces the standard Quill Volley ability.

**Xenotechnological Insight:** The Pokweegee's wariness of technology grants them unique insights. They gain a +2 racial bonus on Knowledge (engineering) checks to identify technological items or creatures. This replaces the Quill Volley 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.*

**Barbarian:** Add +5 feet /3 to the barbarian's fast movement bonus.

**Druid:** Add +5 feet/4 to the druid's base speed while using wild shape.

**Fighter:** Add +1/4 to the fighter's CMD against bull rush and overrun combat maneuvers.

**Marauder:** Add +1/6 to the damage dealt by the marauder's Sudden Strike ability.

**Monk:** Add +5 feet /4 to the monk's base speed when using the Run action.

**Ranger:** Add +1/2 to the ranger's favored enemy bonus against constructs.

**Rogue:** Add +1/3 to the rogue's trap sense bonus.

**Sorcerer:** Add +1/6 to the sorcerer's saving throws against effects created by constructs or technological items.



## **POKWEEGEE RACIAL FEATS**

The following feats are available to a pokweege character who meets the prerequisites.

### **ADAPTIVE QUILLS [COMBAT]**

**Prerequisites:** Pokweege, character level 3rd

**Benefit:** As a swift action, you can change your quills' properties to gain one of the following benefits until the start of your next turn:

- Increase your natural armor bonus by 1
- Gain a +2 bonus on damage rolls with your Quill Volley ability
- Gain a +2 bonus on Reflex saves against area effects

You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### **METAL METABOLIZER**

**Prerequisites:** Pokweege, character level 5th

**Benefit:** You gain a +2 bonus on saving throws against poisons. Additionally, once per day as a standard action, you can consume a piece of metal about the size of a coin to heal 1d6 points of damage and gain a +1 alchemical bonus to your natural armor for 1 hour.

### **MOMENTUM STRIKE**

**Prerequisites:** Pokweege, base attack bonus +6

**Benefit:** When you move at least 20 feet in a straight line and make a melee attack at the end of your movement, you can add 1d6 damage to your attack for every 20 feet you moved before the attack (maximum 5d6). If you charge, this damage is doubled.

### **QUILL MASTERY**

**Prerequisites:** Pokweege, character level 3rd

**Benefit:** Your Quill Volley ability now deals 1d8 damage instead of 1d6, and its range increases to 30 feet. Additionally, when using your defensive quills against a creature grappling you, you deal 1d6 damage instead of 1d4 and can choose to end the grapple as a free action if damage is dealt.

### **QUILL SHIELD**

**Prerequisites:** Pokweege, character level 3rd

**Benefit:** As an immediate action, you can bristle your quills to create a defensive barrier, granting you a +2 shield bonus to AC until the beginning of your next turn. This bonus increases to +4 against melee attacks. Additionally, any creature that hits you with a melee attack while your quills are bristled takes 1d4 piercing damage.

**Normal:** Pokweege only deal defensive quill damage when grappled.

**Special:** If you also have Combat Reflexes, you can use this ability a number of additional times per round equal to your Dexterity modifier.

### **SUPERSONIC SPRINT**

**Prerequisites:** Pokweege, character level 5th

**Benefit:** When using the Run action, you can move at 6 times your normal speed (instead of 4 times) and gain a +4 dodge bonus to AC against attacks of opportunity provoked by this movement (in addition to the normal +2 bonus). If you are Medium-sized or larger, you can use the Supersonic Sprint to attempt to overrun multiple opponents as part of a charge action, making a single overrun combat maneuver check that affects each target in your path.

**Special:** This bonus stacks with the Fleet feat.

### **TECH BREAKER**

**Prerequisites:** Pokweege, Knowledge (engineering) 5 ranks

**Benefit:** our innate wariness of technology manifests as a destructive force. You treat all technological items and constructs as having hardness 5 less than normal (minimum 0). Additionally, once per day when you successfully damage a technological item or construct, you can attempt to short-circuit it as a swift action. The target must make a Fortitude save (DC 10 + 1/2 your character level + your Wisdom modifier) or be stunned for 1 round. This is an extraordinary ability.

**Special:** For every 5 ranks in Knowledge (engineering) beyond 5, you can use the short-circuit ability one additional time per day.