

Poffii Invented by Shamblaros

The poffii are a scattered yet strongly bonded race with many beliefs and traditions. Due to each poffis' personal ambition, their population is thin; however, this does not interfere with close relationships or family ties. In fact, they will travel great distances and go to great means just to keep in touch with each other. They are diverse and joyful, yet they are responsible and can all relate to one another. They are ideologically pacifists, and are usually wise, no matter their outlook on life. Poffii are very emotionally open and love strong friendships. Having almost no sense of greed, they are very benign and generous. Rather than strive for just financial success, they work much harder simply to better themselves. It never hurts to consult a poffis when feeling lonely, bored, or even uncertain.

Personality:

Poffii are extroversive and extremely friendly. They grow up very quickly and are generally optimistic. This may make them seem slightly immature, but they are actually observant and surprisingly careful yet witty as to what actions and judgements to make. They are always treating people socially closer than others would expect. To them, strangers should be treated how others treat acquaintances, acquaintances as friends, friends as family, and family is treated beyond all others. If a poffis does not take liking to a person, it's usually a bad sign. Poffii may seem to be more on the flighty side, but they are anything but stubborn, and make up some of the wisest of all common beings. This is evident in their sovereignty when faced with dilemma and their serenity when provoked.

Physical Description:

Poffii are slightly taller than humans, with a slender look in relation to their heights. They are generally weaker than most beings of their size but are fairly hardy beings for their builds. Men and women are about the same height, and men are somewhat heavier. They typically stand from about 5 1/2 to nearly 7 feet tall, weighing from 120 to 200 pounds. They grow-up very fast, reaching full majority around age 11. Their lives stretch easily past those of humans, but close enough to live a similar lifestyle with a little more time to set their final affairs in order. (Their base age is 11 with age modifiers according to classes the same as humans. They are considered middle aged at 45 years, old at 70 years, and venerable at 95 years, with a maximum age modifier of +3d20. The base height for both genders is 5'1" with a modifier of +2d10. The base weights are 110 lbs. for men and 105 lbs. for women, with a weight modifier of x1d6.) A poffis' skin usually has a light complexion, and pale skin is somewhat common, with fair skin being the norm in the much warmer climates. Poffis hair and eye color is similar to that of humans, but evenly varies among the populace in such a way that hues such as blonde hair and violet eyes are just as common as the typical brown hair and brown eyes found among humans. Their eyes and hair are brightly tinted to match their skin. The pupils of their eyes blend so lightly that they're barely visible. Their hair is fine and silky, and even slightly curly hair is rare. Their nails and teeth are pearly white, they have very little body hair (almost none among the women), and men have slightly less facial hair than humans do.

Relations:

Poffii get along fine with all races, even if all races don't feel the same way, but poffii seem to make everyone somewhat comfortable. They can well relate to a dwarves love for clanship, but don't understand why dwarves are so slow to befriend others. Dwarves admire poffii for their benevolent attitude towards others and their lack of greediness, which many dwarves recognize as a fault in themselves. They enjoy the company of halflings, but sometimes feel that halflings are a bit too fickle. Gnomes often astound poffii with their innovative ideas, and poffii delight in the art and friendship of the elves.

Among themselves, poffii have a deep, unspoken respect. They seem to have an emotional empathy with each other, and they embrace this. Their relationships between family and friends will often confuse other races. They introduce friends to family members, and their friends get them together with their family, and families meet families, and friends meet friends, and so on and so forth. Some people joke that if given time, every single poffis would know every single detail about every other poffis in existence. The strange thing is, as much as they learn about one another, they remember it all. A poffis never forgets a face. Poffii almost never seek love among other races, as they feel that emotion and commitment in a relationship is something that only another poffis can provide. Rare couples between other races do exist, but are usually short lived, often leaving the poffis heartbroken. They fall in love very easily, and others can lead a poffis' emotions in bad directions, so poffii are very cautious.

Alignment:

Poffii are usually good, but morally neutral is not unheard of. Evil poffii exist, but the only reason they would ever be so is from severe emotional illness or other social issues. They tend to be ethically neutral, but lawful and chaotic poffii are very common.

Poffis Lands:

Poffii tend to be scattered, and can be mostly found in human lands, but there are several towns and small cities organized and run by poffii. The population of these societies is usually small, because they're always moving in and out to attend to other affairs. On holidays and other special occasions their total population becomes evident. Poffii usually get their food from commerce, but in such lands there is always a vast portion of land reserved for crops, and rangers will hunt for the meat supply. The buildings are small, but usually have very large verandas for space purposes. The inside is usually reserved shelter, business, and other affairs. These towns are most often found near woodlands, but never in secluded areas.

Religion:

Most poffii honor Philanthrope (Phil for short), the Poffis god, though he's not really their chief deity, as they have none. Poffii often honor other gods as their patron, usually paying their respects to Philanthrope on the side. Many worship Rao, the calm god of serenity. Philanthrope, intermediate god of good will towards others and generous friendship, is neutral good. His titles include the Light-Hearted One, the Companion to All, and the Wise Friend. He is an easygoing god who enjoys the company and casual prayer of his worshipers. He's more involved with the mortal world than most gods, and gains followers simply by personally helping out anyone in need, and making friends with anyone he can. He expects his clerics to do the same, but they don't need to be told. They'll often use the divine powers granted to them in ways that other clerics would view as careless, often performing tasks such as raising the dead just out of remorse and curiosity. "Phil" is honored by bards and monks, and his clerics are very hospitable. They dress casually, yet with a fancy clergy style. They wear mostly midnight blue and garments of pink, with many silver ornaments. His holy symbol is two hands embracing a heart as they shake, and his favored weapon is an unarmed strike. The domains he is associated with are Good, Healing, Knowledge, Luck, and Protection. He is seen as a tall, well-built, very handsome man, with light brown hair, fair skin, honey eyes, and a welcoming smile. The colors of his hair and eyes may vary depending on his mood and emotions.

Poffii have many holidays to celebrate the history of their culture. They believe that celebrating is an important part of life and that without it their souls will starve, and they will become depressed. Who wouldn't? Every event and holiday is taken very seriously as way to remind one another of what life is really about, regardless of how busy or caught up one gets in other ordeals.

Language:

Poffii speak poffian. Their language uses what most would recognize as the common alphabet, but there are many changes along with a few more characters. Poffii have a very broad and well-used vocabulary, so they have no problem putting their ideas into words. They use this language much more openly and casually than other races. Their voices are not particularly high, but none have very low voices.

Names:

Unlike gnomes, poffii are given one, simple, carefully chosen name by their parents, and they take this name very seriously. Rather than gaining nicknames, they clearly express what they like to be called and kindly correct anyone that strays from it. They always have a middle name and express it openly, unlike humans, who will usually use an initial or just omit it altogether if they even have one. Their names are usually original like a human's, but there are many traditional names. Names are often modified from these.

Male Names: Akroon, Allent, Bentill, Broz, Crous, Dallyn, Ferdi, Gron, Heam, Ithiom, Jock, Krillyn, Nandel, Oostbar, Rarth, Risto, Velshoon, and Welx.

Female Names: Amerill, Cestra, Cindel, Everon, Estra, Fern, Helana, Krist, Mysti, Phillis, Silith, Thansi, Verendy, Varyss, and Zaria.

Family Names: Aestek, Cicil, Enola, Freed, Fosk, Grandfellow, Herdi, Instella, Intrax, Karth, Landola, Maaphonee, Quairk, Restly, Sanctity, Vixalenth, Wessel, Xagygy, Yrag, and Yupper.

Adventures:

Poffii are naturally ambitious at whatever task interests them, so adventuring is a very open option. They often go out into the world to meet new people, and to seek out those they've already met. They socialize with numerous people, but very large crowds can sometimes overwhelm them. Something allures a poffis to go out and expand their perspective of the world. They also enjoy contributing to other adventurers and whom they stand for.

POFFIS RACIAL TRAITS:

- +2 Dexterity, +2 Wisdom, -2 Strength: Poffii are slightly weaker than others their size but are very agile and graceful. It is believed that poffii are constantly living in the future but are not fully aware of this, so it gives them a constant feeling of deja vu (evidence: poffii don't understand the concept of deja vu explained by other races). This gives them a better insight and understanding of the world as we know it. This may explain their social skills.
- Medium-size: As medium-sized creatures, poffii have no special bonuses or penalties due to their size.
- Poffis base speed is 40 feet: Their long legs, agility, and brisk movement make them slightly faster than other people.
- Darkvision: Poffii can see in the dark up to 60 ft. Darkvision is just like normal sight, but it's only black and white.
- 1 extra skill point at each level because poffii are ambitious learners. (Multiply this in at first level.)
- Immunity to blindness spells and effects, and similar powers that may disorient the poffis' vision.
- +2 racial bonus to Search checks, because a poffis is good at finding things when giving direct observation.
- +1 insight bonus to Armor Class. Poffii are good at seeing things coming.
- A poffis gains a bonus equal to 1/2 his Wisdom bonus (round down; if any) to Bluff, Diplomacy, Gather Information, Leadership score, Perform, and any other charisma based statistic that involves the patient interaction with others.
- +1 racial bonus to Reflex saves: Poffii are quick to avoid mishaps.
- +1 racial bonus to Initiative: Poffii are quick to react.
- Automatic Languages: Common and Poffian. Bonus Languages: Dwarven, Elven, Gnome, and Halfling.
- Poffii with a Wisdom score of 10 or higher may cast *Guidance* as a first level cleric twice per day. This is a spell-like ability.
- Upon reaching 10th level, a poffis with a Wisdom score of 14 or higher may cast *Divination* as a caster of equal level once per day. If this ability is not used, it casts itself just as the poffis goes to sleep and makes the poffis dream about what might happen the next day. This is a spell-like ability.
- Moon Madness: The moon has a strange effect on the nature of this race. At night, during a waxing moon, a poffis suffers a -1 penalty to all wisdom and charisma based checks. At night, during a waning moon, a poffis suffers a -1 penalty to all intelligence based checks. At night, during a full moon, a poffis suffers no penalties but must make a will save (DC 20) or else he will run mad under the night sky. This doesn't affect their overall behavior or personality; it just makes them act completely illogically. During a new moon, they are perfectly fine.
- Favored Class: Bard. Quite a few poffii see this as an ideal career.