

THE PNOLL

AN ANCESTRY FOR PATHFINDER 2ND EDITION



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PNOLL (RARE)

The sound of padding paws in the night, a tree branch creaking under weight, the snuffling nose in the rubbish heap—these are signs that a pnull is near. Pnolls are hardy, resourceful, clever, and a bit hapless; they generally like to avoid attention, preferring instead to just do their own thing. Nomadic and nocturnal, they travel through settlements under the moonlight, collecting useful refuse.

Because pnulls keep to themselves and typically move about only at night, not many other people even know about them. Their independence means they rarely form long-term bonds, but they're agreeable and easygoing enough to be excellent companions... most of the time. They tend to have great patience for most things, but a few pet peeves make them swiftly turn grumpy. These usually have to deal with someone

intruding upon their personal space, chiding them for their hygiene, being wasteful, or talking incessantly.

Though they do have qualities suited for the adventuring life, they seldom waddle into danger voluntarily. Danger and conflict are exhausting and best avoided, they believe. However, most pnulls have good hearts, and may find themselves pulled into fraught situations, despite their better judgment.

If you want to play a character who is independent, down-to-earth, odd, occasionally cantankerous, and a little gross, you should play a pnull.

YOU MIGHT...

- Provide helpful, practical life advice, sometimes sounding like an overbearing parent or relative.
- Get annoyed at others' wastefulness or greed.
- Quickly concede your points in a conversation or debate, preferring to keep things chill.

OTHERS PROBABLY...

- Appreciate your clever and practical planning.
- Don't like watching you sift through trash, and encourage you to bathe. With water. And soap.
- Get annoyed when your nocturnal wandering and snacking wakes them in the middle of the night.
- Pronounce it "nol" instead of the proper "PUH-nol."

PHYSICAL DESCRIPTION

Stocky with wide bellies and hunched posture, most standing between 4'7" and 5'5". Their naked tails extend about 4" long, and pnulls tend to either let them drag along behind them or curl them in close to the body to be inconspicuous. Pnulls are rugged and accustomed to the hardships of the road, making them particularly hardy.

Every pnull has a pouch on their abdomen, built for storing newborn joeys. A pnull's pouch can contain around a dozen young, and feed them with teats on the interior of the pouch. Actually sustaining that many at once is a hardship for the parent, hence the pnull saying, "May your litter be modest." Pnulls living in a group might pass joeys from the parent to another carrier. The "pouch papa" regards this as an annoyance, but a necessary one. When not carrying young, pnulls find all sorts of other uses for this convenient pouch, such as storing food, hiding items, or warming their hands.



Pnolls gestate for only a couple months before being born. Joeys spend the first few months living in their parent's pouch, until they're too heavy to carry. Pnolls reach maturity at around 7 years old and can live to 90 years or older. The aged are especially revered, even more so if they've become gnarled or scarred over their years.

A pnoll's fur is thick and warm, mostly gray and white. Typically, a pnoll has some patches of black, especially around the ears, hands and feet. This fur can be quite soft, provided it's not soiled with mud or spilled food and drink.

Pnolls' resemblance to opossums causes some outsiders to call them "opossumfolk." Pnolls refuse to use this name on the grounds that it's too many syllables.

SOCIETY

Pnolls happily find community where they can, but they rarely regard such occurrences as permanent. Pnolls don't have a high opinion of organized humanoid societies—they think everyone is trash. In fact, this cultural misanthropy is the closest thing pnolls have to a fundamental philosophy. This stems from a humble nature rather than disdain or cynicism, for if everyone is trash, there's no reason for anyone to act superior over another. Pnolls value trash, but they don't see any reason to elevate it. This makes them pragmatic and down-to-earth, focused primarily on survival. The rare pnoll that finds a comfortable life attributes it to good luck rather than personal worth, and shares any excess beyond what they need with their fellows. They get along well with other modest people, especially halflings, and love to share stories, meals, and a warm campfire.

Pnolls don't share one monolithic culture. Most of their wisdom comes in the form of adages or parables passed down within their families. Often these stories feature some distant—likely made up—family member who learned a painful lesson through their own foolishness.

Inventive and frugal, pnolls root through waste piles and trade for damaged goods that could be made functional again with simple repairs. Pnolls' sense of taste isn't strong, so they also consume old food that isn't quite spoiled. This part of the pnoll lifestyle can put them at odds with overly stringent laws of big cities. This means pnolls often stop in at a big city briefly to collect the high-quality refuse of the wasteful wealthy before traveling on to smaller communities with less waste but less uptight social structures. Some of them, though, find a place as a rag-and-bone trader, though the moment they have to deal with red tape or getting some kind of city license they usually move on rather than deal with the hassle.

ALIGNMENT AND RELIGION

Pnolls as a people have good intentions but little comprehension of laws that don't protect people from harm. This means most of them are neutral good or chaotic good.

When it comes to worship, they choose what they like of a god's tenets and reject the rest. For instance, even a good pnoll might appreciate that Lamashtu is a mother who supports the downtrodden while disliking her exhortation of corruption, essentially taking one lesson away while ignoring the rest of the deity's edicts. Most people more invested in organized religion find this incomprehensible, and they don't believe the pnoll is worshipping the deity at all.

NAMES

Pnoll names stay short—often just one or two syllables—with a sound that either falls, then rises or that drops flat like sputum hocked onto pavement. They tend to refer to people as "Sam," a term comparable to

PNOLL STATISTICS

Hit Points

10

Size

Medium

Speed

25 feet

Ability Boosts

Constitution

Intelligence

Free

Ability Flaw

Charisma

Languages

Common

Pnoll

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Goblin, Halfling, Orcish, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Humanoid

Pnoll

Low-Light Vision

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Pouch

The pouch on your stomach can contain an item of light Bulk. This still counts toward to total amount of Bulk you can carry.

READING THIS ENTRY

Information on ancestry entries and how to read them can be found in the *Pathfinder Second Edition Core Rulebook*.

“buddy,” including people whose names they don’t yet know. Likewise, “Sams” refers to a group of people or a litter of pnoles.

SAMPLE NAMES

Doke, Fef, Grodette, Hud, Hurba, Narnee, Umpa, Plod, Purg, Sport, Stoo, Tankle, Thoda

PNOLL HERITAGES

Though pnoles have remarkably consistent fur colors and general body shapes, some parts of their physiology vary widely. They rarely make a big to-do about these differences, but they always appreciate a neat trick. Choose one of the following pnole heritages at 1st level.

PERFUME PNOLL

Your control over your scent glands is second to none. You can disguise your scent as needed. This can be useful with illusory disguise and similar effects, and you can’t be detected by the scent special ability. This also makes it more difficult for others to get a sense of your personal hygiene.

You have also conditioned yourself to resist strong scents, gaining a +2 circumstance bonus to saving throws against olfactory effects.

POUCHFUL PNOLL

Your pouch is big and bountiful. It can hold up to four items of light Bulk. You get a +2 circumstance bonus to Stealth checks to Conceal an Object in your pouch.

Once per round, you can Interact to draw an item from your pouch as a free action instead of as a single action.

TRASHTOOTH PNOLL

You eat trash, and you eat it well. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits.

On a critical hit with your jaws, the target becomes sickened 1. Checks to recover from this condition use your class DC or spell DC, whichever is higher.

SNAKEBITTEN PNOLL

Your circulatory and digestive systems rebuff poisons. You gain poison resistance equal to half your level (minimum 1) and a +1 circumstance bonus to saving throws against poisons.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a pnole, you select from among the following ancestry feats.

1ST LEVEL

ATHLETIC TAIL

FEAT 1

PNOLL

Your tail isn’t as listless and floppy as most pnoles’ tails. You gain a +2 circumstance bonus on Athletics checks to Climb, you gain the Combat Climber skill feat, and you reduce the number of free hands you need to Climb or Trip by one.

GARBAGE FIRE

FEAT 1

MANIPULATE · METAMAGIC · PNOLL

Prerequisites ability to cast at least one spell

Requirements You are holding a scrap of garbage.

If the next action you take is Casting a Spell with the fire trait, you add your scrap of garbage as an additional material component. Any one creature that fails its saving throw or that you hit with your spell attack roll becomes sickened 1. This effect has the disease trait.

JUNK TINKER

FEAT 1

PNOLL

You can make useful tools out of even twisted or rusted scraps. When using the Crafting skill to Craft, you can make level 0 items, including weapons but not armor, out of junk. This reduces the Price to one-quarter the usual amount but always results in a shoddy item. Shoddy items normally give a penalty, but you don’t take this penalty when using shoddy items you made.

You can also incorporate junk to save money while you Craft any item. This grants you a discount on the item as if you had spent 1 additional day working to reduce the cost, but it’s obvious the item is made of junk. At the GM’s discretion, this might affect the item’s resale value depending on the buyer’s tastes.

PLAY DEAD

FEAT 1

PNOLL

Trigger You’re hit by an attack from an enemy.

You dramatically flop down dead—or so it appears. In actuality, you fall prone and only appear to be dead, a ruse enhanced by a unique odor you emit, similar to the smell of decay. The next time you act, you cease playing dead. Any creature that believed you were dead is flat-footed against the first hostile action you take on the turn you stop appearing dead. Any creature that realizes you played dead is temporarily immune to Play Dead for 24 hours.

A creature attempting to determine whether you’re alive must attempt a Sense Motive check against your Deception DC or Performance DC, and you get a +2 circumstance bonus to the DC in question against such a check. If your fake death seems absurd—for instance, if you’re a barbarian at full health and appear to be slain by 2 damage—the GM might grant the attacker this check immediately.

PNOLL LORE

FEAT 1

PNOLL

You practice time-tested strategies that have kept pnoles thriving for generations. You are trained in Stealth and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Pnoll Lore.

5TH LEVEL

ALCHEMICAL SPITTLE

FEAT 5

PNOLL

The wonders of pnole physiology means your saliva can be used to craft magic items. You can secrete two items worth of spittle into bottles during your daily preparations. The items must be identical, and can be any version of the elixir that's 2 or more levels lower than you. Choose from antidote or antiplague. If the last thing you do before going to bed is drink a crafted (i.e. not made of spit) alchemical elixir of an eligible level, you can spit out two of that elixir instead.

These elixirs aren't worth anything, and the alchemical effect becomes inert after 24 hours, leaving only a vial of old spit.

TREE HUGGER

FEAT 5

PNOLL

Prerequisites Athletic Tail

You're an amazing climber, using your claws and tail in concert. You gain a climb Speed of 15 feet.

As a single action that has the move trait, you can drop yourself to hang upside down from a branch, outcropping, or something similar that you can wrap your tail around. You remain hanging and immobilized until you Release your grip. Only your tail is occupied; you can use the rest of your limbs normally while hanging in this way.

9TH LEVEL

PACK PNOLL

FEAT 9

PNOLL

You're stable and sturdy, like a pnole carrying their joeys. One Medium ally can hang onto you at a time, or two Small or smaller allies. Getting on or off takes the Mount action, and while riding you, a creature can't take attack, manipulate, or move actions, with the exception of using Mount to dismount. You treat a creature riding you as though its Bulk were halved (minimum 1 Bulk) four your Bulk limit and the encumbered condition.

13TH LEVEL

PNOLLTIMATE SACRIFICE ↻

FEAT 13

PNOLL

Trigger An ally adjacent to you is targeted with an attack, and you're within reach or range of the attack.

You bravely throw your sturdy and spacious frame between the attack and your ally. The attack targets you instead. If the attack damages you and you have the Play Dead feat, you can use Play Dead as part of your Pnolltimate Sacrifice.

PNOLL ADVENTURERS

Pnoles become adventurers reluctantly, usually when caught in the wrong place at the wrong time. It can take them time to get used to traveling with an adventuring party, but their pragmatic side eventually wins out once they see that mutual protection is essential.

A pnole might have the animal whisperer, hermit, merchant, nomad, or tinker background.

They're likely to pursue the rogue, alchemist, and ranger classes, or druid if they choose a magical path.



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