



Wuuzul

A Starfinder Race

By Richard T. Balsley

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Introduction

Mustelids in space. That's pretty much what this product covers. Wuuzuls are as much of a fearsome menace as they are the cutesy, comical relief best viewed from a distance. But hidden behind this display of ineptness and chaos is a sharp intellect and an intense curiosity matched with a relentlessness to never give up.

Because the game is new, this supplement will grow over time to add, feats, archetypes, items, spells, some art, and so on to support the race, giving you more areas of play to explore in your games.

Wuuzul



Sleek and thin, the wuuzuls are quick, lithe, and unerringly charming, exactly like their appearance suggests. They hail from a home world where the lighting in the habitable zones was dim at best. They evolved to take advantage of the conditions where the sly were often the survivors. Wuuzuls set out for the stars for the same reasons they took over as their planet's dominant species: because they could and they wanted to know what was out there.

SIZE AND TYPE

Wuuzuls are Medium humanoids with the wuuzul subtype.

SQUEEZE THROUGH

Wuuzuls can squeeze through tight spaces up to one-quarter of their size.

LOW-LIGHT VISION

Wuuzuls can see in dim light as if it were normal light

FEARLESS

Wuuzuls receive a +2 racial bonus to saving throws against fear effects.

SKILLED

Wuuzuls gain an additional skill rank at 1st level and each level thereafter.

WEATHERED

Wuuzuls are adapted to cold weather, gaining cold resistance 5 which stacks with other sources of cold resistance, but they suffer under hot conditions, gaining the sickened condition.

CURIOUS

Wuuzuls are highly inquisitive, which leads them to be easily distracted at times. They take a -2 to Will saves and Perception checks to stay on task and keep from studying the source of the new stimulus.

PHYSICAL DESCRIPTION

The mustelid-esque wuuzuls stand between 5.-6.5 feet tall and are distinctive in their elongated bodies that give the appearance of sleekness hidden beneath tawny fur. There are several common fur patterns amongst them (such as sable, cinnamon, and snowy) with many having a mask-like pattern around their

Playing a Wuuzul

You likely...

See other races as sources of entertainment and likewise feel you can entertain them in turn, especially with physical comedy.

Are always looking for a new and noteworthy experience, even if it entails risking yourself and others.

Have no understanding why people get upset if you store things in out-of-the-way places when they clearly didn't belong there or to anyone.

Are loyal to those you've bonded with through your adventures and often wildly express your feelings whenever they take you.

Other races probably...

Wonder where your off switch is.

Believe you don't know what personal space is and have some sort of hedonistic death wish that likely will affect them if they're too close.

Assume you have no concept of ownership and are a kleptomaniac.

Suspect you don't have a filter and just act without thinking things through.

eyes, but these markings are carryovers from their ancestors. Some have elongated or pinched faces compared to the more rounded appearance of most members of the species. Wuuzuls have tails that provide them with balance when they go into frenzied states of action, but offer no inherent advantages. Their common marking patterns make it difficult for other races to tell one wuuzul from another.

HOME WORLD

The wuuzul home world orbits its star at a distance that lead to tepid summers and cold winters. As such, the planet receives less light, leading to a dimmer world where full daylight feels more like an overcast day at best. The wuuzuls evolved to take advantage of these conditions and learned to use the dimness to their advantage. It can be difficult to determine which direction a wuuzul is coming from, and even their technology reflects this. So much so, that when they left to live amongst the stars, they sent out multiple ships, some of which were uncrewed.

The neighboring star systems were not ready for the wuuzuls, and as they settled new worlds, the wuuzuls remained as unpredictable as ever. Planets were chosen or rejected for unknown reasons, often with lush worlds being ignored for less hospitable ones. No one is quite sure which world is their planet of origin and even the wuuzuls argue amongst them-

selves, claiming the world they're born on is the true wuuzul home world.

SOCIETY AND ALIGNMENT

By all accounts, wuuzuls should not have a society. It is not that they are somehow undeserving or unable to form a society, but it seems impossible given just how easily distracted and chaotic they are that they managed to form coherent societies with laws. Wuuzul society is not homogenous in any sense of the word, and that is just how they like it. Being a predatory species that had to rely on misdirection as much as on thinking around corners, wuuzuls and their technology are anything if not a danger to themselves. Their societies had to curb that if they wanted to survive each other, let alone leave their rock.

Wuuzul society and its laws are fairly complex, but it takes the mind of a wuuzul to understand how to squeeze through the wordings and meanings to avoid running afoul of the legal system. Wuuzuls are so expressive that they had to build a society to protect themselves from the more egregious offenses and channel their energies into a more positive direction. Their societies are thus more lawful, but wuuzuls themselves are predominantly chaotic neutral. Wuuzuls are overly fond of technology, but what they prize more than that is finding new ways to use old tools and giving them new life, often as personal expression or artistry.

The combination of these elements has made wuuzul society shockingly transparent. Wuuzuls attribute their success to the groupings they form when like-minded members gather to accomplish a shared goal. They refer to these conglomerations as "businesses," even if there is no profit motivation behind the undertaking, which lends itself as a good example to the intricacies and confusion in, duukeng, their native language. Wuuzuls are not known to hold grudges for long, but when they do hold them they make sure the offending individual knows, which can lead a wuuzul towards an evil or good alignment.

RELATIONS

Wuuzuls are very amenable towards other races and find these aliens a great source of entertainment and fascination. They do not really care much about the differences between the various species they have encountered and themselves. Wuuzuls pretty much like everyone, but if anyone tries to get aggressive or is dismissive of a wuuzul, a fight is about to go down. Wuuzuls are not intimidated much by an opponent's size. After all, they prefer to fight with deceptive tactics rather than try to overpower a foe, especially one that is much larger than they are. Otherwise, wuuzuls are too preoccupied with their own business to bother with the doings of others. That said, there are some species that look awfully snacktastically tasty.

ADVENTURERS

One of the primary reasons wuuzuls take to adventuring is perhaps one of the most frustrating as well: because they can. Their intense curiosity leads them to wander in some direction, even if it is more spiritual or mental in nature rather than physical. Wuuzuls are not happy if they are not doing something different just to keep from getting bored. In part this may be the reason they are so easily distracted. When wuuzuls begin to feel the weight of age, they may return home to regale the community's young with the tales of what awaits them. They see this as duty as much as a means to secure a place in the social fabric where each new brood can experience their tales anew, often with a new flourish.

NAMES

Wuuzul names tend to be very liquid with a lot of diphthongs and triphthongs. They generally go by their first name, but have a tendency to accumulate multiple names. Some are titles, others are epithets and nicknames gained from past actions. Some sample names include Beennahee, Biaahnka, Fuurus, Daezeeah, Meeneariva, Mooarteemier, Tedaiy, and Wyaid.

FEATS

The following feats are based on typical wuuzul behaviors taken to their logical ends. They represent some of the interesting developments in wuuzul social and technological evolution.

Improved Wardance

You are adept at distracting opponents in combat through your frenetic motions.

Prerequisites: Dex 15, Mobility or wuuzul, Wardance

Benefit: Your frenetic motions now grant you a +4 to your AC.

Indefatigable Wardance

Your wardance no longer leaves you winded.

Prerequisites: Dex 15, base attack bonus +5, Wardance

Benefit: When you use your wardance, you are no longer fatigued from its use. However, you cannot use your wardance more than once per combat session.

Normal: You are fatigued after using your wardance.

Masterful Wardance

You have perfected the art of wardancing.

Prerequisites: Dex 15, Improved Wardance, Mobility or wuuzul, Wardance

Benefit: You no longer invoke an attack of opportunity from bouncing around in your space to the encroached adjacent one.

Normal: Your wardance normally invokes attacks of opportunity.

Squirm Through

You are difficult to keep pinned in place.

Prerequisites: Acrobatics 1 rank, Dex 13, wuuzul

Benefit: Whenever an opponent successfully grapples you or otherwise pins you down, you gain a +3 to Acrobatics rolls to break free.

Wardance

You are harder to hit in combat from being in constant motion.

Prerequisites: Dex 15, Mobility or wuuzul

Benefit: By jumping around in a frenzied state, you gain a +2 to your AC. Your bouncing takes you out of your square momentarily, allowing opponents to make an attack of opportunity against you. You can still make melee attacks while in this state, but your attacks suffer a -2 penalty to hit. Additionally, you ignore +2 bonuses to AC for defensive actions your opponents take.

You can wardance for a number of rounds equal to 3 + your Dex modifier. Afterwards, you fatigued. You can only wardance once per combat session.

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