

# STAR LOG.EM-048

## ROUGAROUS



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## ROUGAROUS

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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC

## ACCESSING ARCHIVES QUERY: ROUGAROUS

Hello, and thank you for purchasing *STAR LOG.EM-048: ROUGAROUS!* Hailing from shattered Azan (from Rogue Genius Games' Blood Space Campaign Setting), rougarous are a race scarred by human ignorance and mistrust. Long before the Nova Age, rougarous were persecuted as carriers of lycanthropy, a notion they fought stoically to quell by feverishly hunting and slaying any lycanthropes they found, even at great personal risk. Despite this, rougarous were often persecuted minorities in the Radiant Imperium, their rights and liberties regularly infringed. Following the destruction of their home world—and most of the Radiant Imperium's infrastructure and political leaders along with it—the surviving rougarous decided to abandon their ties with the government and withdraw onto Bantosian and eschewed contact with humanity in all but the most dire of circumstances, a policy that most rougarou uphold post-Nova Age.

Because of their isolationist policies, even the most famous rougarous are somewhat obscure in the larger Radiant Imperium, their packs making only the most casual of contact with the world at large. **Greneld Wylsan** (LN male rougarou envoy 6) is likely the only rougarou that the average citizen of the Radiant Imperium has heard of before, as Greneld is an outspoken rougarou ambassador to the Radiant Imperium who campaigns for policy that might convince the rougarou packs to rejoin the Radiant Imperium and galaxy at large. This has proven difficult, as old superstitions about the rougarou linger.



## ROUGAROU

Heralding from lost Azan, rougarous are a race of lupine humanoids with the ability to assume the form of a true wolf. In many ways rougarou resemble human werewolves in appearance, with the distinction that they lack many of the more disturbingly human elements of those creatures. Sadly these differences are often subtle to the ignorant and bigoted, and rougarous are often discriminated against within nearly any government that heavily features human leadership.

### PHYSICAL DESCRIPTION

At birth and for the first two years of their lives, rougarous are nearly indistinguishable from ordinary wolf pups, their skeletal structures completely quadrupedal and their hands lacking any prehensility. Born both blind and deaf, rougarou pups are completely dependent on their caretakers to help them meet even the most basic of needs, including regulating their body temperatures. They age slowly compared to true wolves, at a pace much more akin to humans. Shortly after their second birthday, young rougarous begin to broaden as their skeletal structures—including those on their frontal paws—slowly shift into more humanoid structures and stances. A rougarou fully resembles a young anthropomorphic wolf around their fifth birthday. Despite appearances, young rougarou have similar cognitive milestones to human children and acquire language at similar rates, save they're unable to speak until their vocal cords grow into more humanoid structures. Young rougarous gain the ability to shapeshift back into their wolf-like appearances several months to a year following their fifth birthday, their true form otherwise growing at a rate similarly to that of a human.

Rougarous come in a dazzling array of fur patterns and colors, mirroring those of nearly every wolf species native to Azan. A rougarou's fur coloration often hits at where their ancestors lived on ancient Azan, for rougarous were known to develop similar fur and eye pigmentations and adaptations to those of true wolves. In the wake of the Nova Age and the destruction of their home planet, some rougarous have surfaced that have far more unique colorations and patterns, likely due to environmental pressures found in their new homes.

### HOME WORLD

Although rougarous once called Azan their home, today most members of their race are found on Bantosian, the largest moon of the planet Ulo and home to a devolutionary plague, courtesy of Blood Space. Following Azan's destruction, what few rougarous remained pooled their resources together and mass relocated to the diseased planet, figuring that the lush world would be one where they didn't need to suffer indignation at the hands of humanity. And largely they were right—after filing the proper paperwork with the planet's immigration customs, rougarous have been largely left to themselves, building their own small packs across the wilds of Bantosian's jungles and forests and venturing forth to trade with the catfolk populace only when it suits them. That rougarous, like so many other

animal-like races across the Xa-Osoro System and beyond, are commonly unaffected by Bantosian's infamous plague only makes the world better suited to them in their eyes.

Rougarou have a mostly democratically elected council of leaders that makes many of their pack's social and political decisions. Once every month, each of Bantosian's 47 packs sends delegates to meet on an evening known as Ulo Luna, a night where Ulo and several of its moons shine brightly in the night sky. On these evenings the packs discuss their people's triumphs and troubles over the past month, and the council decides how to approach any problems or situations their people are experiencing. That being said, the Council has been known to reconvene sooner than this during emergencies, though the rougarou proudly haven't done so for nearly 75 years.

### SOCIETY AND ALIGNMENT

Rougarous are pragmatic and orderly, much more so than most other races give them credit for. Known for being protective of their families and friends, this mind set likely developed from old human practices of hunting down rougarous, falsely accusing them of being plagued or practitioners of witchcraft, and burning them alive after shaving them of their fur and breaking their hands and feet to prevent escape. They have an uncanny ability for building charming villages with all the modern conveniences in these harsh environs, and are exceptionally resourceful hunters, farmers, and gatherers. Rougarou society is somewhat no-nonsense, its members given what they deserve and expecting no less. They value trustworthiness and rule-following, and are notoriously unwavering with their punishments as far as the law is concerned. They're also often distrusting of humans, though most are willing to allow an outsider the opportunity to prove themselves to the pack.

### RELATIONS

Some variation of "If it ain't born in front of you, it ain't got no business in your home without a good look-over," is a common saying among rougarous, and it's one that many members of their race adhere to. Rougarous don't offer warm emotions or feelings lightly to outsiders, preferring to observe with an icy, analytic demeanor somewhat akin to a wolf sizing up the strength of their next mark. They respect those who follow rules, such as dwarves and kasatha, but are more wary around what others might call "whimsy", such as displayed by gnomes or skittermanders. These reservations are less pronounced among children of all races, however, as rougarous believe that a child's only as good as the people who raised them, and "They ain't had no say in that."

### ADVENTURERS

Rougarous who leave their rigid societies are often those who struggle to find a place within it. Despite the intensity in which they loathe the pun "lone wolf," rougarous are much more likely to leave home and become adventurers than the average member of their race. The only exception are those who leave on errands or missions of importance for their pack, or who have bonded with foreigners and ultimately decided to stick it out with them.

out of loyalty. Rougarous are incredibly strong and make vicious soldiers and solarians, and their composed personalities makes them open to great truths waiting to be revealed to them as mystics. Although many don't have the head for creative thinking, rougarou mechanics and technomancers often use their skills to fix and improve their pack's technologies, while rougarou operatives often sneak out into the wilderness and beyond to safeguard their homes. Rougarou envoys are somewhat rare, however, as the race keeps themselves secluded from others by choice.

## NAMES

Most rougarous who are integrated into their culture's society have three names—their family name, their given name, and their accomplished name. While family and given names strongly resemble those of humans in nomenclature and function, an accomplished name is something akin to cross between a title and a nickname that reflects a noteworthy deed that the individual did, something that the community itself remembers and acknowledges every time they use the name. For example, a rougarou who won a drinking contest in an uproariously humorous manner might earn the nickname "Guzzlebelly", while a rougarou named Susdelle who face planted into a muddy bank down by a swimming hole might be called "Muddy Su". Despite the playful nature of the accomplished name, rougarous have strict conventions regarding when it is and isn't appropriate to use them, and using one's accomplished name at the wrong time is often considered demeaning or disrespectful.

## ROUGAROU RACIAL TRAITS

+2 Str, +2 Wis, -2 Int

### 6 Hit Points

Rougarou are humanoid creatures with the rougarou and shapeshifter subtypes. They are Medium and have a base speed of 30 feet.

**Blindsense:** Rougarous' sensitive noses grant them blindsense (scent)—the ability to detect faint odors in the air—out to 30 feet. A rougarou ignores the Stealth bonuses from any form of visual camouflage, invisibility, and the like when attempting a Perception check opposed by a creature's Stealth check. Even on a successful Perception check, any foe that can't be seen has total concealment (50% miss chance) against a rougarou, and the rougarou still has the normal miss chance when attempting foes that have concealment. A rougarou is still flat-footed against attacks from creatures it cannot seek.

**Change Shape (Su):** Each rougarou can assume the appearance of a specific single wolf form of the same age and gender. The rougarou always takes this specific form when using this ability. A rougarou in wolf form gains a +10 racial bonus to Disguise checks made to appear as a wolf and retains their racial blindsense, low-light vision, and natural weapons, but loses the use of their hands. Changing shape is a standard action. A rougarou in wolf form remains in wolf form, even if knocked unconscious or killed, until it chooses to change form.

**Low-Light Vision:** Rougarou can see in dim light as if it

## NEW CREATURE SUBTYPE GRAFT

Use the following creature subtype graft to create rougarou NPCs.

### ROUGAROU

This subtype is applied to rougarou and creatures related to rougarous.

**Traits:** blindsense (scent) 30 ft., low-light vision; if the creature is of the rougarou race, it also gains the change shape and natural weapons racial traits.

were normal light (see the Senses section in Chapter 8 of the *STARFINDER CORE RULEBOOK*).

**Natural Weapons:** Rougarou are always considered armed. They can deal 1d3 lethal slashing damage with unarmed strikes and the attack doesn't count as archaic. Rougarou gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add  $1-1/2 \times$  their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

## ROUGAROU FEATS

The following feats are available to rougarou characters.

### LUPINE SHAPESHIFTING

Your shapeshifting provides you with additional wolf-like aspects.

**Prerequisites:** Character level 3rd, rougarou subtype.

**Benefit:** Whenever you assume your wolf form using your change shape racial ability, you manifest additional wolf like aspects. You choose the manifestation when you take this feat, and cannot change it later once chosen.

- » Your base speed increases by 10 feet.
- » Whenever you successfully hit an opponent with an unarmed strike, that opponent gains the prone condition if the result of your attack roll exceeds your opponent's KAC + 8. This effect counts as a trip combat maneuver attempt for the purpose of all class features, feats, and other abilities, but cannot benefit from bonuses from other weapons.
- » You can attempt a Survival instead of Perception to pinpoint an unseen creature, and you can do so as a swift action instead of a move action.
- » You gain the menacing gaze envoy expertise talent, which you can use without forgoing an expertise die while you are in wolf form. If you are an envoy with this talent, this ability instead allows you to add your expertise die to any Intimidate check you attempt with the menacing gaze envoy expertise talent while you are in wolf form.

**Special:** You can take this feat multiple times. If you have taken this feat at least once, you can gain the Lupine Shapeshifting feat as a replacement class feature at 4th, 6th, 12th, or 18th level, as if the bonus feat were granted by an archetype. You cannot replace a replacement class feature gained from an actual archetype with this feat.

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