

# STULL

**Classification:** Humanoid

**Height:** 3 meters / 9ft. Females average 6in shorter

**Diet:** Omnivorous with high meat intake

**Life expectancy:** Avg. 20 years for most warriors; 120 years for non-warriors



Stull are mostly warriors at heart, but have largely outgrown a culture of violence for its own sake. Nowadays they approach daunting tasks such as the protection of a beautiful planet with the same enthusiasm as their ancestors might have done with an opponent on the battlefield.

They are part of the *Kaleida* universe; the core lore bible for that can be found [here](#).

# Index

Looking for a particular topic? Try running Ctrl+F or find it here.

## ★ [Physiology](#)

- [Appearance](#)
- [Intelligence](#)
- [Common Medical Conditions](#)

## ★ [Geographical Distribution](#)

- [Settlements, Towns, and Cities](#)

## ★ [Infrastructure](#)

- [Architecture](#)
- [Education](#)
- [Energy Sources and Usage](#)
- [Healthcare and Medicine](#)
- [Sanitation](#)
- [Travel / Transport](#)

## ★ [Position in Ecosystem](#)

## ★ [Technology](#)

- [Technological Age](#)
- [Agriculture](#)
- [Industrial Status](#)
- [The Sciences](#)

## ★ [History](#)

- [Evolution / Genesis](#)
- [Timeline](#)
- [Historically Significant People](#)
- [Nations Founded](#)
- [Wars and Alliances](#)
- [Trade Routes Established](#)
- [Disasters](#)
- [Discoveries](#)
- [Inventions](#)
- [Changes in Standards of Living](#)
- [Slavery](#)
- [Social Movements](#)

## ★ Culture

- Art
- Clothing
- Food
- Language
- Religion, Faith, and Spirituality
- Personal Celebrations
- Public Festivals
- Sport
- Social Dynamics
- Sexuality and Romance
- Child-rearing

## ★ Politics

- Economic System
- Government / Leadership Style
- Military and Law
- Propaganda

## ★ Economy

- Currency
- Business

## ★ Credits

## Physiology

Stull are among the larger members of the off-worlder cast of Kaleida. Their physiology makes them intimidating bodyguards, wardens, and rangers.

### Appearance



Stull are humanoid creatures with tough skin, large curved horns, cloven hooves on their feet, and clawed hands. Many have spurs on their skin made of tough keratin that sheds, acting like an ever-renewing armour. It mostly appears on their extremities, which are most likely to be injured by their prey, which are often quite feisty creatures.

Their skin comes in a range of colours: anywhere from black to white, ranging into shades of brown, russet, and slate blue. These are the colours of the various swamp waters in which they live, which may be tinged with limestone, decomposed plant matter, and oxidised iron or copper.

They have red bioluminescence on the insides of their mouths and in their irises. This serves several functions: firstly, it allows them to see one another in the dark while also allowing them to 'hide' by closing their eyes and mouths. Secondly, the pattern of dark and light in a stull's irises and the exact shade of red can help identify one individual from another.

Humans have a tendency to liken them to demons, but they have no supernatural abilities.

A certain level of sexual dimorphism is in effect, with females being slightly smaller versions of the males. More notable is the red and yellow bioluminescence. Males have red while females have yellow: this is thought to be because red is hard to spot in water from a distance, meaning males must hunt on land or clearer water, leaving semi-murky water (the most common on their home planet) to the females. Yellow light can be seen further away, attracting more prey.

All Stull have bioluminescent nodules on their arms. These are easily visible underwater and mimic the lights of small prey animals. These animals are prey to a host of larger creatures that are the Stulls' historically preferred prey.

### **Intelligence**

Stull score a little higher than humans on most intelligence tests.

### **Common Medical Conditions**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Geographical Distribution**

I'm unlikely to explore the stulls' home world in detail. However, they are resident to more than one planet due to being both space-faring and militaristic.

### **Settlements, Towns, and Cities**

Stull like to live in the open but are capable of living underground. As on many planets, there are many caves on their world, some of which are extensive, and caves make desirable homes.

### **Planets**

#### *Frontier*

As far as the average stull is concerned, the whole world is a frontier to be explored, conquered, and perhaps settled. This led them to use the word as their name for the wider planet where they originally evolved.

#### *Firebelly*

The name used by the ispep for their own homeworld. Under other circumstances the stull might have given the planet a different name when they colonised it, but "Firebelly" appealed to them so much that they adopted it.

# Infrastructure

[Introduction needed.]

## Architecture

[Introduction needed.]

Their size means that they present a challenge to the construction specs assigned to Kaleida's living and working quarters, but are valued members of the team.

### *Athleticism-Inspiring Entrances*

The stull share a history with the issep: that the issep effectively guard the entrance to some of their underground lairs by laying wide, toxic trails that no predator or other invader can pass.

This raises a challenge for the stull themselves when they wish to enter or leave. As a militaristic civilisation, this presented an opportunity to ensure the fitness of all stull. Every issep-guarded cave has tall pillars, ropes, or other apparatus. They are not easy to use - no such lair will have anything as easy to cross as a bridge - but they ensure that every member of the community remains fit and keep their nerve.

## Education

[Introduction needed.]

### *Example 1*

[To be worked on]

### *Example 2*

[To be worked on]

### *Example 3*

[To be worked on]

## **Energy Sources and Usage**

[Introduction needed.]

## **Healthcare and Medicine**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Sanitation**

[Introduction needed.]

## **Travel / Transport**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]



## Position in Ecosystem

[Summing up your species or culture's position relative to the rest of the ecosystem - apex predator, etc.]

- They have a hairy species on their world called mezzun.

### **Dominant Species**

[A list of the species that have uplifted out of the ecosystems' usual workings, and this species / culture's relationship with them.]

# Technology

[Introduction needed.]

## **Technological Age**

The stull are in their space age.

## **Agriculture**

[Introduction needed.]

### *Pre-agricultural Era*

Very early Stull hunted and gathered, with much emphasis on hunting. They are descended from ambush predators, and favour water of approximately the same depth as the individual's own height, allowing them to 'hang' in the water until prey comes by, when they push off the swamp bed to launch themselves after their unfortunate victim.

### *Example 2*

[To be worked on]

### *Example 3*

[To be worked on]

## **Industrial Status**

[Notes on whether or not the species / culture has achieved mass-production yet.]

## **The Sciences**

[Introduction needed.]

### *Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

# History

[Introduction needed.]

## **Evolution / Genesis**

[Notes on where this species / culture came from.]

## **Timeline**

### *1710 - Discovered the kz-cutl*

The stull explored space until they found a populated planet. This was the home of the kz-cutl. The kz-cutl were certainly inclined to fight back, and for a while the two species warred.

However, not everybody wanted to fight. Communication between the two species was an obvious challenge: the stull spoke using their hinged jaws, tongues, and throats while the kz-cutl drummed out their words on the ground using their tendrils. Even body language was exceptionally hard to read, yet it was obvious that both had great intelligence. Individuals on both sides wondered what it would be like to talk with the other, so a few tried.

Pairs and small groups of stull and kz-cutl met and tentatively learned one another's languages. The process started slowly but gained a firm hold as they began to understand one another. Stull inventors created translation devices.

Eventually the pacifists became numerous enough to consider what they were going to do to stop the war. Generals were captured and talked to. Those who would not become peaceful were kept indefinitely.

### *1720 - Retreat of the Stull*

The tide turned, and the stull retreated, having made firm allies in the kz-cutl.

### *1740 - Election of first Academic to Power*

The return of the armies from the planet of the kz-cutl heralded a change in society. It took around twenty years for the temperance and wisdom of those warriors to filter into society and become normalised, but a notable turning point came when Minn, a military historian known for his unusually thoughtful manner, won a major election and took power.

The significance of this was not lost on him, and he used it - along with his understanding of military strategy - to extend and firm up the reach of this new zeitgeist.

By the time he left office, stull society had become a much more civil place. The vast majority of stull were still heavily entrenched in all things military, but a certain reverence for knowledge and wisdom had enriched it. He was given a warrior's burial despite having started his life as an object of extreme scorn.

#### *1810 - Discovered the Ispep*

The stull discovered another planet, the one on which the Ispep live. They attacked a few ispep bundles but soon ran out of enthusiasm for the kill, partly due to the turning tide in attitudes towards alien species, and partly because the ispep, with their worm-like bodies and passivity, failed to inspire battle-lust.

Instead they attempted to form a treaty with the green worms, although this was rather difficult as the ispep are extremely inward-looking and struggled to pay attention for long enough to either attack or negotiate. There was also the small matter of a fundamental discrepancy in how the two species communicated: the stull spoke, while the ispep used chemicals. The stull remembered the technology that had facilitated peace with the kz-cutl and redesigned it to communicate with the ispep.

Eventually a loose treaty was reached in which the stull recognised that they could populate the sunnier, dryer parts of the planet, leaving the darker, cooler, damper, semi- or completely subterranean parts to the ispep, all without conflict.

#### *1815 - Stull-Ispep Treaty Firmed Up*

The stull were skilled in the art of subterranean construction, and they approached the ispep with a proposal: that they could dig into rock that was too hard for the ispep to hollow out themselves, and the ispep could live with them on the understanding that the ispep would guard the entrances by leaving their toxic slime trails.

- The Stull formally made peace with the kz-cutl, and word passed well through the kz-cutl hives to accept peace from the Stull. They shared their technology and have collaborated since.
- Kz-cutl Their history of building fortresses of silk give them a natural inclination towards engineering. Their ability to function on very little food combined with their ability to work seamlessly as a team allowed them to develop from the iron age upwards. However, they never produced steel - instead they continued to use their own silk which is strong enough to do much the same thing. They were never going to develop plastics but the Stull found them.

### **Historically Significant People**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

### **Nations Founded**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Wars and Alliances**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Trade Routes Established**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Disasters**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*  
[To be worked on]

## **Discoveries**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

## **Inventions**

Perhaps surprisingly, given their militaristic air, they are just as known for their excellent technology as they are for their warrior prowess - perhaps even more so.

### *Translation Device*

An excellent example of necessity being the mother of invention. The stull had already invented the basic translation device when they went to war with the kz-cutl, but the basic device only worked for species with jaws, tongues, and throats. The kz-cutl were faceless drummers so the technology needed an overhaul to work with them.

When the technology worked in bringing peace between the two civilisations, the stull involved felt justifiably proud. Soon after, when they met the issep, they reinvented the device again to translate chemical signals.

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]



## **Changes in Standards of Living**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Slavery**

[Notes on what this species / culture's relationship with slavery is, if any.]

## **Social Movements**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## Culture

[Introduction needed.]

### Art

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

### Clothing

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

### Food

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Language**

Stull speech patterns tend to be rather grandiose, and it can be likened to talking with a Viking. This is true even if they're asking you to pass the salt or what the time is.

### *Naming Conventions*

Most of the older stull names are one-syllable. This allowed for names to be shouted across the battlefield, short and sharp. In more recent decades a trend for longer names has taken hold, although so far that only seems to extend to two-syllable names, nothing longer.

## **Religion, Faith, and Spirituality**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Personal Celebrations**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Public Festivals**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Sport**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Social Dynamics**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Sexuality and Romance**

[Notes on how sexuality and romance are approached in this species / culture.]

## **Child-Rearing**

[Introduction needed.]

# Politics

[Introduction needed.]

## **Economic System**

[Brief description of capitalist, socialist, or other economic system leaning in this species or culture.]

See [Economy](#) for further details.

## **Government / Leadership Style**

[Introduction needed.]

## **Military and Law**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]

## **Propaganda**

[Introduction needed.]

*Example 1*  
[To be worked on]

*Example 2*  
[To be worked on]

*Example 3*  
[To be worked on]

# **Economy**

[Introduction needed.]

## **Currency**

[Introduction needed.]

## **Business**

[Introduction needed.]

*Example 1*

[To be worked on]

*Example 2*

[To be worked on]

*Example 3*

[To be worked on]



## **Credits**

Stull is © [The Character Consultancy](#)

Artwork by Stable Diffusion

Wording by [The Character Consultancy](#)



Want to upgrade to an Infographic or video, or expand your setting into a worldbuilding project? Email me on [hello@thecharacterconsultancy.co.uk](mailto:hello@thecharacterconsultancy.co.uk) and I will be happy to help you!

~Hayley, The Character Consultancy