**QUS’AE**

**SPECIES ADJUSTMENTS**
Strength +4, Intellect +1, Presence -2

**PHYSICAL DESCRIPTION**
A humanoid species of average height and weight when compared to a Terran human. But, in many ways, the comparison ends there.

The Qus’ae are an androgynous species with very pale skin. They will have very short-cropped hair, which does not grow more than the short-haired styles they prefer. They have no facial hair, or eyebrows; but they do have a short mane of hair that runs down from the nape of the neck to about mid-way down the spine.

They have deep-set eyes, of an azure-blue color with horizontally slit pupils. They have no visible nose. Their olfactory nerve receptors are located on the roof of the mouth, near the throat.

**CULTURE**
The Qus’ae are a very solitary, hermetic people. Forced off of their own homeworld by the fascist species they shared the planet, and its resources with; the Qus’ae took to the stars in ships. And they found suitable worlds for their needs, and they colonized those worlds.

And when they found a good home for some of their people, where others were already making their own homes; the Qus’ae would negotiate, and put down roots in a place where no one would be disturbed by their presence on the planet. They did not want to invade anyone else’s home. They only wanted to make homes for themselves.

And of a dozen small planets, most in Romulan space, they have done this.

Qus’ae are generally passive, gentle species. However, they also have a strong sense of self-preservation. They dislike using weapons, but many a Qus’ae knows how to pick up a disruptor and use it, if ze has to.

As a species of androgynous people, Qus’ae use the terms ze, zir, zirs, and zirself in place of the standard he/she pronouns used for single-gender beings.

The Qus’ae can be unnerved, or anxious at first. A normal effect of being displaced from their own home by their own planetary neighbors. They are also troubles, and distrustful of medical procedures they are unfamiliar with.

The fascists the Qus’ae used to share their homworld with would often experiment on them, or even torture them, seemingly for no more than personal pleasure. And for this reason the Qus’ae are wary of strangers.

There are many and androgynous species in the Alpha and Beta quadrants. And that is not the thing that makes the Qus’ae unique. But, there is a very unique element of how the Qus’ae reproduce that sets the apart from most humanoid species.

Due to their bi-gendered nature, any two Qus’ae may conceive an offspring together. There have even been documented cases of a Qus’ae making zirself pregnant. After the initial pregnancy, there is a four-month gestation period; after which the Qus’ae gives birth to the infant. At this point, a type of cocoon grows out of the child’s epidermis, completely covering the newborn within a matter of minutes. The child continues to develop, physically, over a period of eight months to a full Terran year.

There appears to be some form of rudimentary mental, and psychological development that occurs within the cocoon as well. All though Federation scientist do not understand this part of the process, and the Qus’ae are not about to reveal their most intimate secrets, given their somewhat xenophobic nature.

But, when a new Qus’ae emerges from zir cocoon, ze is fully developed physically; and with the basic knowledge of a human child in his late teens. But very little, if any worldly knowledge.

The newly emerged Qus’ae then are educated by adult Qus’ae in the ways of their people. A new Qus’ae is usually educated by the Qus’ae that originally conceived them; but that is not always the case.

The Qus’ae are a quiet, simple people. Virtually unknown in the Alpha quadrant; but those who have heard of them, tend to look on them with a type of reverence because of their genial natures. They are, literally, the most inoffensive of creatures.

**LANGUAGES**
The native language of the Qus’ae is a beautiful language, but
it is notoriously hard to learn or to be spoken by non-
Qus’ae. Words are pronounced in a type of rhythm, like a
chant. And they use very few consonantal sounds when
they speak.

They do use other languages when necessary. And Qus’ae
will learn a language as needed, depending on the area
where they are living.

Some common languages adopted by Qus’ae are
Romulan, Klingon, and Federation Standard or English.

**COMMON NAMES**

The Qus’ae do not use surnames. Each Qus’ae is given a
single name at the time that they emerge from their
cocoon.

Some examples of Qus’ae names include Gwendi,
Gladez, Dywana, Nonn, Una, Cian, Tangi, and Arvel.

**HOMEWORLD**

The original Qus’ae homeworld, Located withing the
boundaries of the Romulan Empire is called Zescadus, Or
Flurn 93H5 by Federation starcharts.

It is a large, heavily industrialized planet. Still under the
control of the fascist humanoid regime from whom the
Qus’ae made their their escape three centuries ago.

The native Zescadians export goods to Romulus on a
regular basis. But, there have been many diplomatic
conflicts with both the Romulan and Klingon
governments over the years.

Since the original Qus’ae left their homeworld during the
20th century, they have been a nomadic people. The
closes thing they have had to a home planet is the small
fleet of colony-ships from which the Qus’ae made their
escape.

Due to the Qus’ae’s skill with maintaining their own
ships, and technology; many of this old vessels are still
fully functional. Some have been upgraded considerably
over the centuries. To this end, the Qus’ae have thriving
trade agreements with the Mimbosets, Boslcs,
Daliwakians, and Dopterians.

Their ships have heavy shielding, defensive weapons, and
minimum warp-drive capabilities. They do have extensive
medical facilities, including massive Maturation
Chambers, where many Qus’ae cocoons are housed until
their occupants emerge.

**FAVORED PROFESSION**

The Qus’ae seem to be quite capable in any field of
endeavor they find themselves in. Because of their
nomadic nature, they tend to become Merchants, or
Rogues.

They are well-suited as Scientists. And there are many
Starship Officers among them, serving aboard their own
vessels.

There are no Qus’ae serving in Starfleet.

**SPECIES ABILITIES**

The Qus’ea are unbelievably strong, given their lithe
musculature. Even stronger than Vulcans, or Klingons. They are
naturally intelligent, and capable of learning from text-books,
or in a class-room with remarkable speed. But, they lack many
social skills others take for granted.

The Qus’ae enjoy a +4 species bonus to their Strength
attributes, and +1 to their Intellect, but suffer a -2 penalty to
their Presence attributes.

The Qus’ae also have other species-based traits.

**Common Knowledge:** For reasons only known to the Qus’ae,
and undecipherable to others; as they mature in their cocoons,
Qus’ae acquire a smattering of basic knowledge about the
world around them. They call this knowledge their Preparation.
For this reason, the Qus’ae will know little bits and pieces that
no one expects them to know. The Qus’ae enjoy a +1 to all
Culture, Specific World, and Trivia skill tests.

**Polymath:** The Qus’ae live to learn, and they study many wide
and diverse subjects, just for the love of learning. They learn
quickly, and easily. When choosing a profession, a Qus’ae
character gains an automatic +1 to all zir Professional Skills.
When a Qus’ae advances a level in any professional skill, ze
automatically gains a specialty in that skill.

**Wariness:** (species flaw) The Qus’ae tend not to trust other
species; especially those they are not familiar with. After being
forced to leave their own home planet, the Qus’ae are
understandably skittish, to say the least. This does make it
harder for them build up new friendships, and alliances. The
Qus’ae suffer a -1 species-based penalty to all Social tests.

**Resilience:** The Qus’ae are amazingly resistant to any form of
contagion. They simply do not get sick. They benefit from a +4
species-bonus on all Willpower reaction rolls to resist sickness
and disease.

**Prurient:** (species flaw) The Qus’ae have a seemingly
inexhaustible sexual appetite. To resist sexual desire, a Qus’ae
must spend a point of Courage.