

Qu

The Qus are a race of strange, swamp-dwelling humanoids reputed for their huge appetites and cooking talent. Their greatest achievement is the Way of the Gourmand, which sums every aspects of their life. The Way of the Gourmand defines the life of a Qu. Knowledge, power and personal growth can be attained by eating and discovering new knowledge of food. They have somewhat limited attention spans and wit, despite not being stupid at all, but won't try to understand what is beyond their own limits. They are grounded in reality and won't be impaired by the chaos around them or dramatic events. Qus are tall, bulky humanoids with a pale, milky skin. Their almost featureless body is covered by strong muscles and healthy fat. Their round belly occupies most of their body mass, their most powerful asset. Their bulbous head and short, stumpy legs generally make them above 6 feet tall. Their long, lanky arms hang to the sides of their body when left unattended. The Qu's faces are commonly described as "a gross, doll-looking face with rounded, cross-shaped eyes and a wound-like mouth going side to side, gifted with a tongue larger than my arm." They favor brightly colored clothes and cook outfits, and usually weigh about 400 pounds. The Qus are truly affectionate beings and love spending time with friends, as long as these agree to help on the Way of the Gourmand (by catching some exotic food, for example).

Qu Racial Traits

- **Ability Score Racial Traits:** Qus are resilient and smart, but their monstrous appearance makes people fearful of interacting with them. They gain +2 Constitution, +2 Intelligence, and -2 Charisma.
- **Size:** Qus are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Qus are humanoids with the qu subtype.
- **Base Speed:** Qus have a base speed of 30 feet.
- **Languages:** Qus begin play speaking Common and Queran. Qus with high Intelligence scores can choose from the following: Galkan, Giant, Goblin, Lalafellan, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Strong Stomach:** Qus gain a +4 racial bonus to saving throws against Poison and Sap status effects due to their unique biology.

Feat and Skill Racial Traits

- **Expert Chefs:** Qus are renowned chefs of the culinary world. They gain a +2 racial bonus to Profession (Chef) skill checks.
- **Great Lungs:** Qus receive the Endurance feat for free at first level.
- **Local Quisine:** Qus are adept at picking up local ingredients for their dishes and so gain a +2 racial bonus on Knowledge (Nature) and Knowledge (Local) checks, the qu also treat these as class skills.

Offense Racial Traits

- **Weapon Familiarity:** Qus are proficient with the chef weapons group and the Qu Battle Fork.

Senses Racial Traits

- **Scent:** Qus have the best noses for sniffing out new ingredients. Qus gain the scent ability.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Eat Anything:** Raised with little or no proper food, many qus have learned to survive by eating whatever they happen across and can digest nearly anything without getting sick. Qus with this trait gain a +4 on Survival checks to forage for food and a +4 racial bonus on saves versus effects that cause the nauseated or sickened conditions. This racial trait replaces expert chefs.
- **Scavenger:** Some qus eke out a living picking over the garbage heaps of society, and must learn to separate rare finds from the inevitable dross. Qus with this racial trait receive a +2 racial bonus on Appraise checks and on Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste. This racial trait replaces weapon familiarity.
- **Unnatural:** Some qus unnerve normal animals, and train to defend themselves against the inevitable attacks from such creatures. These qus take a –4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receive a +2 dodge bonus to AC against animals. An animal's starting attitude toward qus is one step worse than normal. This racial trait replaces weapon familiarity.

Racial Feats

The following feats are available to a qu character who meets the prerequisites.

- Agile Tongue
- Fantastic Tongue
- Grasping Tongue
- Improved Stability
- Tongue Lash

Racial Archetypes

The following racial archetypes are available to qus:

- [Primal Mage \(Blue Mage; Qu\)](#)
- [Redeemer \(Holy Knight; Qu\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Black Mage:** Add a +1 bonus on Concentration checks made due to taking damage while casting black mage spells.
- **Blue Mage:** Add +1/6 bonus to Knowledge (all) skill checks.
- **Chemist:** Add +1 foot to the range increment of the chemist's thrown splash weapons (including the chemist's bombs). This option has no effect unless the chemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.
- **Holy Knight:** Add +1/4 deflection bonus to AC while in Shield Oath or +1/4 bonus to attack rolls while in Sword Oath.
- **Red Mage:** Add +1/4 to the number of times the red mage can use the Convert ability. A red mage must be at least 5th level to select this benefit.
- **Summoner:** Add +1 hit point to the summoner's avatar.

- **White Mage:** Add +1/4 to the number of uses per day of the white mage's lay on hands class feature.