

# The Waspfolk (Alternity)

Written and Designed By: Anime Kidd @ aol.com  
www.demonwyld.com  
Version: May 24 2008

A species of tall, insectoid bipeds, the waspfolk dwell in very hot and arid climates and live in what are called "hive-cities". They are great hunters and live in arid environments like deserts, badlands, and the like. They communicate through clicks of their mandibles and twitches of their antennae.

**Description:** Waspfolk are a bipedal insectoid race with a strong resemblance to wasps and hornets of Earth. They have a thick, chitinous exoskeleton in a variety of colors and patterns, stand about 2.1 meters tall, and weigh about 110 kg. They have double-jointed legs ending in three-digits, and hands with three fingers and two opposable thumbs. Their head is triangular in shape with bulbous, multi-faceted eyes on each side, something resembling a mix between a wasp or praying mantis head.

They have a small pair of insect-like wings but they are too small to provide flight, but are theorized to be used as a means to cool themselves and their hives. They also have the remnants of a stinger, but like the wings, have evolved away the need for it.

**Encounter:** The waspfolk are typically encountered in small hunting parties, far away from their hives. These hunting parties are usually the first individuals of any hive that an outsider will encounter. These parties travel around the immediate lands to look for new food resources or water.

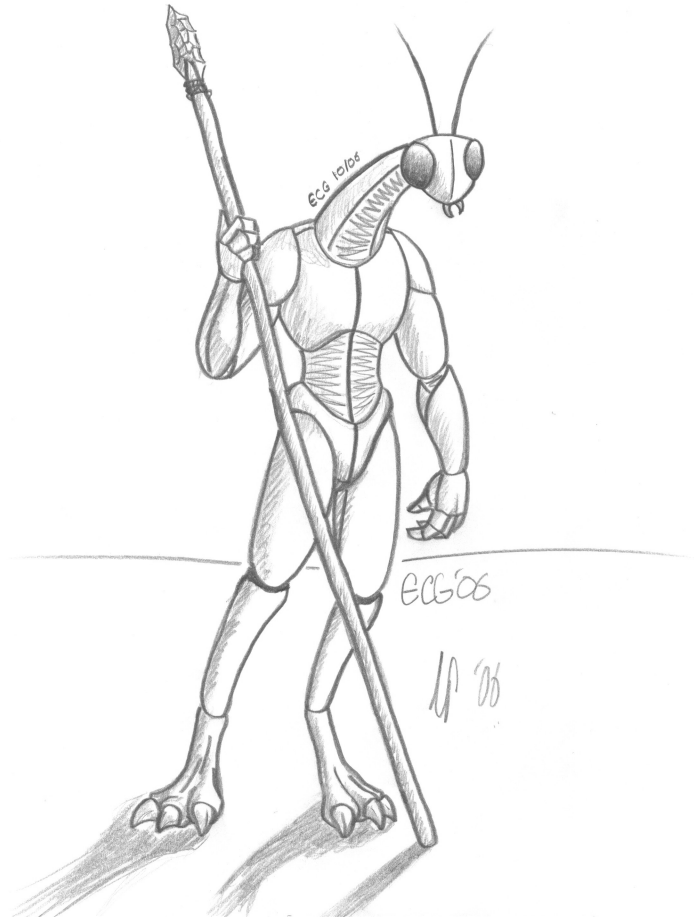
The waspfolk are territorial, and so when any outsider comes into their territory they see it as an aggressive move by the outsider, and react in a violent manner. If the waspfolk have the advantage of spotting the intruders first, they will try to ambush them, preferably on higher ground and when the outsiders are boxed in.

**Habitat/Society:** Waspfolk live in large hives similar to ant colonies on Earth. Waspfolk society is heavily structured, with each member being assigned a specific task to perform for the rest of their lives.

At the top of the hive hierarchy is the Queen. Queens are always female and there is only one Queen per hive, constantly producing offspring once per day. They are quite bloated in appearance and are known to possess mental powers and a greater intelligence than the lower castes. When a new Queen is born (1% chance per year), the newborn is raised until at such a time that it can start to reproduce (around sixteen years) and is then sent out to form a new hive with an entourage of Workers and Soldiers.

Below the Queen are Soldiers. These waspfolk defend the Queen, the hive, and the Workers, in that order. Soldiers are often roaming around the "hiveland" in search of uninvited guests (which happen to be everyone) and are constantly surrounding the Queen.

Workers are the bottom of the hive hierarchy, and the most numerous. Workers are charged with the construction, upkeep, and other hive duties not fit for either Soldiers or the Queen. They are also sent out of the hive to gather suitable materials and food.



## Waspfolk Ecological Data

**Biochemistry:** Series Ic

**Environment:** Class 1

**GRAPH:** G2/R1/A3/P3/H2-H3

**Biome:** Rocky canyons and badlands

**Encounter Chance:** Unlikely

**Group Size:** 3-6 [1d4+2]

**Organization:** Independent Hive-Cities

**Niche:** Hunter-gatherer

**Intelligence:** Hive-mind Sentient

## Worker Game Data

STR: 12

INT: 8

DEX: 9

WIL: 9

CON: 10

PER: 8

**Durability:** 10/10/5/5

**Action Check:** 11+/5/2/1

**Move:** sprint 20, run 12, walk 2

**#Actions:** 1

**Reaction Score:** Ordinary/1

### **Perks and Flaws**

- *Environmental adaption (hot climate)* [penalties induced by hot climates are reduced by 2 steps, and receives a -2 step bonus to Stamina—endurance checks]
- *Hive mind* [can communicate with other waspfolk as if they have the Telepathy broad skill, plus receive a -1 situation step bonus on all Awareness—intuition checks when within 30 meters of another waspfolk]
- *Tremorsense* [can sense the presence of any land-based creature within 10 meters with an Ordinary or better Awareness check]
- *Primitive 4* [+2 situation step penalty when using any modern technology]
- *Environmental sensitivity (cold climate)* [+3 situation step penalty to all actions in cold environments]

### **Attacks**

Unarmed	12/6/3	d4s/d4+1s/d4+2s	LI/O
Melee weapon	6/3/1	varies	LI/O

### **Defenses**

no resistance modifier vs. melee attacks

no resistance modifier vs. ranged attacks

no INT resistance modifier vs. encounter skills

no WIL resistance modifier vs. encounter skills

**Armor:** 1d6+1 (LI), 1d4 (HI), 1d4-1 (En)

### **Skills**

Athletics [12]—climb [14]; Unarmed [12]; Stamina [10]; Stealth [9]—sneak [10]; Knowledge [8]—deduce [10]; Tactics [8]—infantry [9]; Awareness [9]; Interaction [8]

## **Soldier Game Data**

STR 14

DEX 10

CON 11

**Durability:** 11/11/6/6

**Move:** sprint 22, run 14, walk 4

**Reaction Score:** Ordinary/2

INT 8

WIL 9

PER 7

**Action Check:** 12+/6/3/2

**#Actions:** 2

### **Perks and Flaws**

- *Environmental adaption (hot climate)* [penalties induced by hot climates are reduced by 2 steps, and receives a -2 step bonus to Stamina—endurance checks]
- *Hive mind* [can communicate with other waspfolk as if they have the Telepathy broad skill, plus receive a -1 situation step bonus on all Awareness—intuition checks when within 30 meters of another waspfolk]
- *Tremorsense* [can sense the presence of any land-based creature within 10 meters with an Ordinary or better Awareness check]
- *Primitive 4* [+2 situation step penalty when using any modern technology]
- *Environmental sensitivity (cold climate)* [+3 situation step penalty to all actions in cold environments]

### **Attacks**

Unarmed	14/7/3	d4s/d4+1s/d4+2s	LI/O
Melee weapon	14/7/3	varies	LI/O

### **Defenses**

no resistance modifier vs. melee attacks  
no resistance modifier vs. ranged attacks  
no INT resistance modifier vs. encounter skills  
no WIL resistance modifier vs. encounter skills  
**Armor:** 1d6+1 (LI), 1d4 (HI), 1d4-1 (En)

### **Skills**

Athletics [14]—climb [16]; Melee weapons [14]; Unarmed [14]; Stamina [11]; Stealth [10]—sneak [11]; Knowledge [8]; Tactics [10]—infantry [11]; Awareness [9]; Interaction [7]

## **Queen Game Data**

STR 14

DEX 10

CON 16

**Durability:** 16/16/8/8

**Move:** run 8, walk 2

**Reaction Score:** Ordinary/2

INT 12

WIL 13

PER 10

**Action Check:** 12+/6/3/2

**#Actions:** 2

### **Perks and Flaws**

- *Environmental adaption (hot climate)* [penalties induced by hot climates are reduced by 2 steps, and receives a -2 step bonus to Stamina—endurance checks]
- *Hive mind* [can communicate with other waspfolk as if they have the Telepathy broad skill, plus receive a -1 situation step bonus on all Awareness—intuition checks when within 100 meters of another waspfolk]
- *Tremorsense* [can sense the presence of any land-based creature within 10 meters with an Ordinary or better Awareness check]
- *Primitive 4* [+2 situation step penalty when using any modern technology]
- *Environmental sensitivity (cold climate)* [+3 situation step penalty to all actions in cold environments]

### **Attacks**

Unarmed	14/7/3	d4s/d4+1s/d4+2s	LI/O
---------	--------	-----------------	------

### **Defenses**

+2 resistance modifier vs. melee attacks  
-2 resistance modifier vs. ranged attacks  
+1 INT resistance modifier vs. encounter skills  
+1 WIL resistance modifier vs. encounter skills  
**Armor:** 1d6+2 (LI), 1d6 (HI), 1d4 (En)

### **Skills**

Athletics [14]; Unarmed [14]; Stamina [16]; Knowledge [12]—deduce [14]; Tactics [10]—infantry [12]; Awareness [13]—intuition [14]; Interaction [10]; Telepathy [10]—contact [14], suggest [12]