

The Waspfolk (True20)

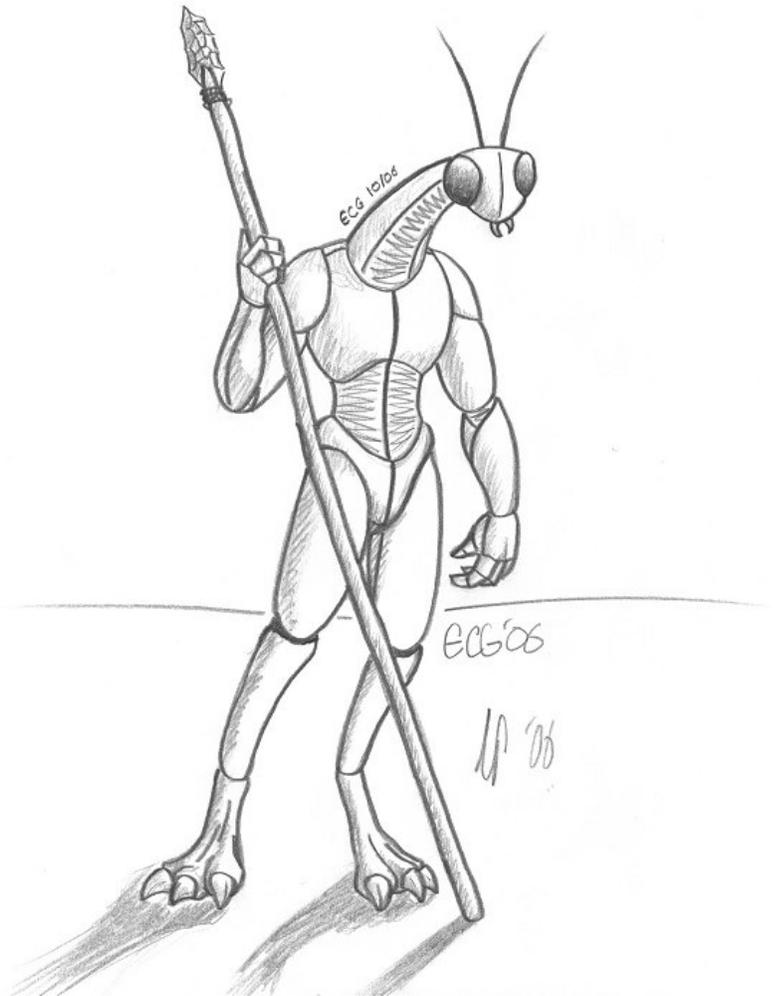
Waspfolk appear as tall insectile humanoids with a large head sprouting two antennae, large mandibles, and large bulbous eyes similar to that of a mantis. They have an exoskeleton of chitin over their body ranging in colors of light dusty brown to a faded dark green and to a dull black. They are great hunters and live in arid environments like deserts, badlands, and the like. They communicate through clicks of their mandibles and twitches of their antennae. Their society is similarly found in hives of insects, being split into workers, soldiers, and queen.

Waspfolk Hierarchy

Workers: 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.

Soldiers: Larger in size than the Workers, the Soldier caste of waspfolk society are regulated to the defense of the Queen, the hive, and the Workers, in that order. Soldiers are often roaming around the "hivelands" in search of uninvited guests (which happen to be everyone) and are constantly surrounding the Queen.

Queens: Waspfolk 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.



Waspfolk, Worker

Type: 1st-level Monstrous Humanoid [Arthropod].

Size: Medium.

Speed: 30 ft.

Abilities: Str +3, Dex +0, Con +3, Int +1, Wis +0, Cha -1.

Skills: Craft 4 (one specialty; +8), Notice 4 (+4), Survival 4 (+4).

Feats: Skill focus (one craft specialty)*, plus one other General feat.

Traits: Darkvision 60 ft, Extra capacity, Heat endurance, Hive mind (mind touch +4), Tremorsense 30 ft; Cold vulnerability, Languages.

Combat: Attack +1 (+1 base), Damage +3 (unarmed 20/+3; nonlethal), +6 (spear 19-20/+4), Defense dodge +1 (+1 base) / parry +4 (+1 base, +3 str), Initiative +0.

Saving Throws: Toughness +4 (+1 natural armor, +3 con), Fortitude +3 (+0 base, +3 con), Reflex +2 (+2 base), Will +2 (+2 base).

Advancement: By heroic role, mostly expert. *Level Lag* of 1.

Workers as Characters

- *Ability Scores* — +1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma.
- *Extra Capacity* — Even though they are not of Large size, Workers have double their normal carrying capacity for their strength.
- *Heat Endurance* — Waspfolk are a desert-dwelling people and have become accustomed to arid environments, gaining a +2 racial bonus on Fortitude saves made to resist the effects of hot weather.
- *Hive Mind* — All Waspfolk within 300 ft. of each other are in constant communication through a limited form of mental contact. Treat this as *mind touch* with a power rank of +4, plus wisdom.
- *Monstrous Humanoid Traits* — Good combat bonus, Good reflex and will saves, Darkvision 60 ft, and proficiency in natural weapons.
- *Arthropod Traits* — +1 natural armor bonus, darkvision 60 ft, and tremorsense 30 ft.
- *Bonus Feats* — Endurance, Skill focus (one craft specialty).
- *Favored Feats* — Diehard, Rage.
- *Cold Vulnerability* — Because of their insect physiology waspfolk take half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.
- *Languages* — Waspfolk cannot learn to speak other languages because of their rudimentary vocals, but can learn to understand any language.

Waspfolk, Solider

Type: 2nd-level Monstrous Humanoid [Arthropod].

Size: Large.

Speed: 40 ft.

Abilities: Str +4, Dex +1, Con +3, Int +0, Wis -1, Cha -1.

Skills: Intimidate 5 (+7), Survival 5 (+7).

Feats: Endurance*, Run*, Weapon training.

Traits: Darkvision 60 ft, Heat endurance, Hive mind (mind touch +3), Tremorsense 30 ft; Cold vulnerability, Languages.

Combat: Attack +2 (+2 base, +1 dex, -1 size), Damage +4 (unarmed 20/+3; nonlethal), +7 (spear 19-20/+4), Defense dodge +2 (+2 base, +1 dex, -1 size) / parry +5 (+2 base, +4 str, -1 size), Initiative +1 (+1 dex).

Saving Throws: Toughness +6 (+2 size, +1 natural armor, +3 con), Fortitude +3 (+0 base, +3 con), Reflex +4 (+3 base, +1 dex), Will +2 (+3 base, -1 wis).

Advancement: By heroic role, mostly warrior. *Level Lag* of 2.

Soldiers as Characters

- *Ability Scores* — +1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma.
- *Large* — Waspfolk are large creatures, granting them several benefits. They have: 40 ft base speed, -1 combat bonus, +4 to grapple checks, -4 to stealth checks, +2 toughness modifier, a reach of 10 feet, and double the carrying capacity of a medium size creature of the same strength.
- *Heat Endurance* — Waspfolk are a desert-dwelling people and have become accustomed to arid environments, gaining a +2 racial bonus on Fortitude saves made to resist the effects of hot weather.
- *Hive Mind* — All Waspfolk within 300 ft. of each other are in constant communication through a limited form of mental contact. Treat this as *mind touch* with a power rank of +4, plus wisdom.
- *Monstrous Humanoid Traits* — Good combat bonus, Good reflex and will saves, Darkvision 60 ft, and proficiency in natural weapons.
- *Arthropod Traits* — +1 natural armor bonus, darkvision 60 ft, and tremorsense 30 ft.
- *Bonus Feats* — Run, Endurance.
- *Favored Feats* — Diehard, Rage.
- *Cold Vulnerability* — Because of their insect physiology waspfolk take half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.
- *Languages* — Waspfolk cannot learn to speak other languages because of their rudimentary vocals, but can learn to understand any language.

Waspfolk, Queen

Type: 3rd-level Monstrous Humanoid [Arthropod].

Size: Large.

Speed: 20 ft. Due to it's bloated size, their base speed is half of normal.

Abilities: Str +0, Dex -1, Con +2, Int +2, Wis +4, Cha -1.

Skills: Concentration 6 (+10), Diplomacy 6 (+5), Notice 6 (+10), Sense motive 6 (+10).

Feats: Heart shaping (+10)*, Psychic blast (+10; favored), Empower.

Traits: Darkvision 60 ft, Heat endurance, Hive mind (greater; mind touch +10), Tremorsense 30 ft; Cold vulnerability, Languages.

Combat: Attack +2 (+3 base, -1 size), Damage +0 (unarmed 20/+3; nonlethal), Defense dodge +1 (+3 base, -1 dex, -1 size) / parry +2 (+3 base, -1 size), Initiative -1 (-1 dex).

Saving Throws: Toughness +5 (+2 size, +1 natural armor, +2 con), Fortitude +2 (+0 base, +2 con), Reflex +0 (+2 base, -2 dex), Will +6 (+2 base, +4 wis).

Advancement: By heroic role, mostly adept. *Level Lag* of 3.

Queens as Characters

- *Ability Scores* — -1 Dexterity, +1 Constitution, +1 Wisdom, -1 Charisma.
- *Large* — Waspfolk are large creatures, granting them several benefits. They have: 40 ft base speed, -1 combat bonus, +4 to grapple checks, -4 to stealth checks, +2 toughness modifier, a reach of 10 feet, and double the carrying capacity of a medium size creature of the same strength.
- *Heat Endurance* — Waspfolk are a desert-dwelling people and have become accustomed to arid environments, gaining a +2 racial bonus on Fortitude saves made to resist the effects of hot weather.
- *Greater Hive Mind* — Waspfolk Queens have a greater form of the hive mind ability. All waspfolk within 3,000 ft. are in mental with the Queen. Treat this as *mind touch* with a power rank of equal to the Queen's total level +3, plus wisdom.
- *Monstrous Humanoid Traits* — Good combat bonus, Good reflex and will saves, Darkvision 60 ft, and proficiency in natural weapons.
- *Arthropod Traits* — +1 natural armor bonus, darkvision 60 ft, and tremorsense 30 ft.
- *Bonus Feat* — One supernatural power.
- *Favored Feats* — One supernatural power.
- *Bloated* — Due to their bloated appearance, Queens are slower, moving only at half their normal speed.
- *Cold Vulnerability* — Because of their insect physiology waspfolk take half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.
- *Languages* — Waspfolk cannot learn to speak other languages because of their rudimentary vocals, but can learn to understand any language.

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