By Sleepingpiranha

Welcome to the world of Hive, a world that will no longer have humanity as the apex predators. After oxygen starts getting released from the arctic at a rapid pace, insects and (somehow) plants start to grow as there is more oxygen to flow through their bodies. To help adapt to the quickly growing insects, scientists create the Black Wasp, they release them in urban areas to allow them to have a numerical advantage over all other insects, sacrificing millions to ensure humanity can prosper after we are no longer the top of the food chain. While rushed and not yet having anything to control the Black Wasps yet, they know the gist of how to make a human queen to control them.

The Wasps won't be the only things however, as large caterpillar-like insects will start replacing street lamps and abushing unsuspecting people from above, ants that are basically the Black Wasps (and ants) will start emerging, and very likely every arthropod will have those same effects sometime in your ten years. (Giant plane-catching spiders)

To help you on your journey, you will be given **1000 Chitin Points**.

Origins;

**Drop-In**: You know the drill, no history, no memories, no baggage, and no allies in jump. After all, you don't want your past to have pissed off the wrong worker right?

**Survivor**: You were one of the lucky few that managed to survive the initial week, you have been fighting for your life against the Wasps and other survivors. (+100 if you're a female or switch to one.)

**Military**: You and your division cut through to wasps until you had reached the capital, there you found yourselves woefully outnumbered, quickly surrounded, and scattered. Now you have to protect the citizens you find, or just go rogue.

**Wasp/Ant**: You were one of the causes of this as you and your sisters captured, killed, and fought for your mother, or are you one the 2nd strongest forces now, ants, which will admittedly come a little later, so good luck, you'll be alone for a while. (+100 for ants)

**Chimera**: Well, isn't this interesting, you're the second-best of both worlds, you have the lower body for a wasp, and replacing the hea, is your torso, or as a better way to think about it, you're a centaur except with a wasp. (Has discounts on the 200 and 400 survivor items and the 600 military item)

Drop-In Perks;

**Ignorable** -100: Normally, you would need a larva to accomplish this, but you are almost invisible to giant insects or other non-sapient monsters. Touching one or otherwise drawing attention to yourself will cancel this effect.

**Believable** -200: It tends to be difficult to convince those that felt like they were betrayed by you (justly or unjustly), or if you're spouting something that is difficult to imagine. This will help with that, as people tend to trust your word, even if they know you are a backstabber. Although, cry wolf enough or blatantly betray them, and they might be able to see through this perk.

**Respectable** -400: Odd, Wasps being insects shouldn't know what this is, even the sapient queens who are new to this world. But, if you were to help a queen out, she would not

only tolerate you, but help you. Within reason of course. Discluding bugs, people will find it a lot easier to respect you.

This only works on sapient creatures.

**Human Queen** -600: Welcome to the best of both worlds, even queens will obey you when they spell your pheromones. You of course get to keep your humanity. You are also more durable and powerful than a human. And as an added benefit, you don't have to be female or have really strong maternal instincts to have this.

You also get to choose one ability that make you unique ie. turning queens into clones of yourself. Fanwank responsibility.

Survivor Perks;

**Crafty** -100: You are ingenuitive, you can quickly discern how to use nearby materials to form a defensive, offensive, or escape.

**Eyes Above Your Head** -200: You can tell when something is about to attack from above, or something is watching you from above, be it by you frequently and unconsciously looking up, you feel it in your bones, or just sense it.

**Durable** -400: You sure as hell can take a beating. It seems that no matter what happens to you short of death or loss of limb, you can recover in a relatively short amount of time. Your bones are also harder to break, able to fall, hit your leg on an I beam, and hit the ground hard without so much as a fracture.

**Conniving** -600: You are rather charismatic, able to convince people to join you and stay loyal. Be it from you professing religion, inspiring others, or fulfilling desires. Rewarding people will help keep them loyal and increase their loyalty. However, if you act in ways that they abore, this alone might not be enough to prevent a backstab, rebellion, or sedition. So keep an eye on the morality or amorality of those under you.

Military Perks;

**Elite Training** -100: You have been trained with the best of the best, your accuracy with familiar weapons is unparalleled, and you can easily take down a squad of trained soldiers on your own.

**Observant** -200: You are able to tell if someone is lying to you or if you are moving into a trap. Be it from the person's reactions meaning that they're lying, things hiding in the shadows, lurking nearby, or any other reason.

**Stealthy** -400: You have a knack for sneaking into even fortified locations undetected and get out likewise. Your footsteps and breathing are completely without sound, and you don't seem to even give off a scent. It wouldn't be a surprise to see you almost appear behind a trained soldier in a squad that's looking for you and strangle them to death without the others knowing.

**Dog Trainer** -600: You have an exceptional talent at training soldiers. Where a new recruit would have been a sub-par soldier at the end of normal training, they'd become someone who has the skill and accuracy to likely survive a devastating war which their country is losing. Woe to anyone who has to face someone who already had great potential as a soldier that was trained by you.

As a side benefit, you are able to train an unruly dog in half the time it would take someone to train a good dog.

Wasp/Ant Perks;

**Pylon** -100: You exhibit your mother's pheromones automatically, so if by some unforeseeable event where the rest of your sisters forget who they are fighting for, you can help your mother remind them. You are also a commander for your sisters.

If taken with **Queen**, your pheromones are far more powerful than any other queen, they also go farther, however, they are the strongest 100 feet away from you. Inside of the 100 feet marker, you would be able to steal workers, larva, and soldiers from other queens.

Out of jump, this affects anything that uses pheromones or some kind of control like psionics in Starcraft.

**Harder Chitin** -200: Your chitin, skin, or scales is harder than normal, a human with this can resist stabs from improvised weaponry, and an insect can deflect small-arms fire.

If taken with **Queen**, you can easily deflect 30mm machine gun fire and your wings are resistant to small-arms fire

**Clever** -400: Sure, throw enough bodies at something and eventually it will probably stop, but that is wasteful and doesn't always work. No, you know how to overwhelm or subvert defenses. Be it from having a distraction force make a big ping on the radar while others go on the ground where the rerouted defenses are weak, or by using egged humans to enter security numbers.

**Queen** (Restricted to Wasp/Ant)-600: You are no longer just the fodder that runs around and gets slaughtered by AA guns, no, you are the commander and mother of a soon to be hive or colony. You are considerably stronger and more durable than your brood. You are now able to emit your own pheromones to control your brood, hosts, and non-sapient chimera.

Non-Royal children do not count as companions or followers, royal children can be taken with you as followers and imported as companions.

Chimera Perks;

**Well Fused** -100: Your biology is better than most chimera, your legs are stronger, allowing you to run faster and leap farther, your human half likewise has improved; effectively doubling in strength. You are able to regenerate lost limbs in one or two days, and should you survive, are able to come back from an explosion as if it didn't happen (the regeneration somehow extends to clothing and/or armor).

**Like likes Similar** -200: You are able to work well with those that are the same or similar species, able to form groups even if the others are in said group are feral and normally solitary. Not only that, creatures similar to whatever you are, are more likely to be open to accepting you, even if otherwise they would find you an enemy. However, this won't make those overtly hostile to you neutral or everything a friend unless they accept their own.

**Parasitic** -400: Sometimes, your body isn't strong or fast enough to survive and ends up taking critical damage. Now, your human half has an elongated spinal cord extending out of your body, covered in muscle, andending in a barb which you can use to usurp something else's body. However, the creature needs to have a working nervous system for your spinal cord to connect to in order for it to work.

As an added benefit, your two bodies will fuse given time (you're still able to separate to take a different body), so you don't have to look like some kind of freak.

**How are you even alive?** -600: I honestly am wondering that. You are able to be blown up even while all of your skin was burnt off from the fire still raging on you, and live. Your regenerative capabilities are absurd, able to regenerate limbs in seconds, really, things will struggle to put you down as they have to directly target essential organs and hope they don't regenerate to kill you.

And to add insult to injury, this counts as a one up.

General Items;

**Hive** -100: You now own a paper copy or digital copy of Hive for you to read or to refresh on what will happen. As well as a second copy that isn't filled, but will still follow the main character, but includes actions that you have taken.

A similar item to the second will follow you into each jump.

Drop-In Items;

**Larva Jacket** -100: You have a jacket with the crushed corpse of a larva, using it, you can easily sneak into a hive as they will believe you to be a host or just that larva. Sapient beings can see through the disguise, but only if they see you.

The larva will also never decay or lose it's scent.

**Flamethrower** -200: You have a flamethrower that doesn't seem to run out of fuel. It has an adjustable nozzle that allows you to either concentrate the stream to increase its range, or loosen it to widen the effects.

**Chimera Royal Guard** -400: You get a squad of 12 special forces turned chimera. They've adapted to their changes well and are utterly loyal to you. They come equipped with assault rifles, pistols, grenades, and two rocket launchers as well as keeping the skills they had before. They can move quickly between buildings by jumping from one wall to another and are able to keep up with cars. Unlike most, they are semi-sapient and are capable of placing mines and clamors to whittle down the enemy without you instructing or directing them to do such.

**Chimera Serum** -600: You have a serum that is notorious for turning people into chimeras, even though that is not what it is made for. If you are to find someone with maternal instincts, you are able to inject them with it, and they might turn into a human queen.

Survivor Items;

**Improvised Weapon** -100: You have some tool that you're using or converted into a weapon. If it needs fuel, then it doesn't seem to run out and doesn't dull. If broken, it will come back a day later.

**Convenient Falamble Barrels/Fuel** You seem to be lucky, because three barrels of a flammable substance or three gas cans tend to be where you need them. Such as on the side of the road near an abandoned road or in a subway tunnel when wasps are chasing you.

**Supercharged RV** -400: You have an RV in everything that entails, however, it seems to be able to withstand more damage than a normal one. However, it's main benefit is the wires that cover it, whenever you find it covered in enemies you can press a button and it becomes a

moving, oversized bug zapper capable of easily frying Black Wasps that touch it. It also doesn't run out of fuel.

**Gang/Group** -600: You have a group of 30 people with you. They are loyal and have useful but varied skills.

Military Items;

**Combat Equipment** -100: You have a kevlar armor, an assault rifle, pistol, a few grenades, and 5 magazines for both rifle and pistol. The ammo regenerates and equipment repairs every day.

**WP Rocket Launcher** -200: You have a rocket launcher that fires White Phosphorus incendiary rockets. Each day you have 5 rockets to fire. This has a few benefits over normal ones however; the phosphorus will not directly burn those that you don't want to burn (even if you don't know the are there or who they are), the rocket explodes in the most advantageous position within the line of fire, and has a range of ten miles (16 kilometers).

**K30 Biho Squadron** -400: You have 5 South Korean SPAAs and their crew, the twin 30mm cannons can tear apart any wasps and a few behind those. Combined with their rate of fire, you can easily keep the skies clear or have it raining bugs. As a bonus, they never seem to run out of ammo and their cannons don't overheat.

**Pheromone Disrupter** -600: The ultimate "fuck you" if you have a human queen as an enemy or are helping another queen, or just to delay a swarm's advance. It disrupts the pheromones made and remembered by the waps, causing them to be susceptible to being controlled by another queen. The effect goes for 5 miles.

Out of jump, it works on creatures controlled by pheromones or by psionics.

Wasp/Ant Items;

**Eggs** -100: You have two dozen eggs that when hatched, they will be loyal only to you. You can keep them in a dormant state for as long as you want and they will only hatch when you want it. Whenever one is hatched or destroyed, it will be replaced in a day.

**Hosts** -200: You have a dozen hosts loyal to you, they are essentially humans being controlled by the unhatched larva following the pheromone instructions given by wasps. They can use weapons to varying efficiency and go places you're too large for. They will mainly patrol an area assigned to them and attack intruders or puke to alert other hosts and wasps.

**Carriers** -400: You get forty truck-sized cockroaches to carry any eggs that you get. That is really their main purpose is really just to carry and be food for dozens of larvae. However, their carapace is durable enough to take small arms fire, so you could use them to whittle down enemy ammunition. Dead cockroaches are replaced daily.

**Hive/Colony** -600: You have a decently sized hive (if you're a wasp) or colony (if you're an ant) to call your own, a thousand workers, a hundred commanders, and one brood queen (a queen with her legs and wings removed and used for the sole purpose of spawning more {did I mention queens are sapient?}) or allied queen (an allied queen can fight for you, but that will decrease the amount of eggs lain).

For 200 more, you get a hive to be feared; fifty thousand workers, a thousand commanders and ten brood or allied queens. You also have a large stockpile of food for your hive or colony and 500 hosts.

For 200 more, you can get a hive if you're an ant or colony if you're a wasp going by the original item.

The hive can follow you into other worlds with its current numbers if it grew larger or replenish if they shrunk.

Chimera Items;

**General's Apparel** -100: While you were exploring, you found the body of a generally who had commit suicide and took his clothing. Now you have the looks of a general.

Companions;

Import -50: You can import a companion of yours. They get 600 cp. For 200 cp, you can import a full complement of eight.

**A Royal Friend** -300: You have somehow befriended a Queen Wasp, she and her brood will help you survive and she has all the perks of Wasp/Ant as well as having 400 points to spend elsewhere.

Her brood comes with her as followers

**Chimera Captain** -300: A chimera that used to be a captain in the special forces, extremely skilled in combat from years of experience. They have all the Chimera perks and 400 points to spend elsewhere.

**Survivor** -300: Along your journey, you found someone that is adept at survival, likely having taken lessons before the wasps arrived. They have all the Survivor perks and 400 points to spend elsewhere.

**Soldier** -300: They were sent in to deal with the wasps, but ended up getting separated and was alone until they found you. They have all the soldier perks and have 400 points to spend elsewhere.

**Devoted Human Queen** -400: Maybe you saved her, maybe she was in love with you, maybe something else, but in the end you have a human queen that is utterly devoted to you. While she isn't controlling anything yet, she can quickly take over a hive. She starts with the **Human Queen**, **Durable**, and upgraded **Pylon** Perks as well as 600 points to spend elsewhere.

Drawbacks;

**Censor** +100: To some, this might not even be a bad thing, but rather free points. But you now are incapable of seeing gore, as if someone were editing your vision in real time and replacing it with white blurs.

**Et tu Brute?** +200: People can't be trusted. While they won't necessarily stab you while you sleep unless you give them a good reason to, they will leave you once they find somewhere better to live or someone better to follow (even if they aren't).

**A Little Young** +300: You are a child. You'll keep the training perks if you chose the military background, but you will have the physical strength of a child. If you are a wasp, you'll be a larva for five years. If you are a chimera, you have the body of a larva and the head of a human child.

**Phosphorus** +400: For some reason, white phosphorus rockets seem magnetized to you. At least once a year, a phosphorus rocket will explode above you or if large enough, in the same room as you. Good luck, it burns hot.

**Entophobia** +400: Whilst now it is a valid fear, too much of a good thing is always bad. When seeing a giant insect, you tend to freeze in fear. Hope you have someone to snap you out of it, otherwise you'll be insect chow, or worse. Thankfully, if you are a chimera or bug, you won't be afraid of your own body, but you'll still be afraid of others. Still, like any other fear, you can steel yourself to it eventually, just try not to die before that happens.

For 200 more points, you will never get used to the sight of a common, tiny cockroach, much less a giant wasp that wants to either eat you, parasitize you, or turn you into a chimera.

Notes

- Suggestions
- I couldn't think about what to add for the Chimera items.