
Sera13

Apini – Playable Bee Race

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Overview

Create a playable bee race, which has their own mechanics. Strikethrough text means the feature has been implemented.

GOALS

- Create all the relative art assets
- Use the Alien Framework to make a playable bee race
- Create Apini specific mechanics, items, buildings, recipes and drugs/diseases.

Lore

Apus Sapien, Colloquially known as Apini.

Bees genetically modified to humanoid size. As a result they are flightless but possess wings, and have a much smaller population size. Largely disorganised compared to their tiny ancestors.

Contain some mammalian DNA, such as lung structure.

Often die out without human supervision.

One of the genetic bases used for insect hives that are now common pests.

Inhabit terraformed planets with a high oxygen content. Originally used as a part of a terraforming stage to encourage the growth of angiosperms.

They are innately drawn to communities and will be happy enough with a human “hive” as long as they feel like they have purpose.

“Classic” Scenario

Hive destroyed by mechanoids/pirates/raiders. All the queens are dead.

Base: Tribal Start

Modifications

Pets – 2 Scelopedes & 1 Megaspider

“Outlander” Scenario

Base: Classic Start

Modifications

Arrival: Standing

Change medicine→herbal medicine

Mechanics

Race

- ~~Arthropod Body base~~
 - ~~Head, Abdomen, Thorax(Torso). 6 limbs. All can function as legs/arms. Wings.~~
 - ~~Human base organs~~
 - ~~Antennae as a sensory organ~~
- ~~Toxic sensitivity 200%~~
- ~~Carrying capacity 10* human norm~~
- ~~Body size is 0.8~~
- ~~Social chat impact -20%~~
- ~~Research speed -30%~~
- ~~Gender ratio 10♀:1♂~~
- ~~Low mental break threshold~~
- ~~Cold temperatures (0-10°C) will give a -30% movement debuff~~
 - Instead of hypothermia, suffers hibernation, and then hypothermia.
 - Smoke based drugs are fatal
- ~~No mood penalties for being in the dark or tired, if not allowed to sleep will just collapse with exhaustion~~

Traits

Racial Sub-type Traits

Will only spawn with relevant background

- Drone
 - +20% sight
- Infertile Queen
 - Social chat impact +100%

Non-Racial Traits

- Primal Fear
 - Fire fighting disabled. Has a 30% chance to affect Apini.

Disabled Traits

- ~~Pyromaniae~~
- ~~Cannibal~~
- ~~Teetotaler~~
- ~~Chemical Interest/Fascination~~
- ~~Ugly~~

Misc:

- ~~Up the occurrence of Green Thumb~~
- ~~Up the occurrence of Kind~~
- ~~Up industrious~~
- ~~Down the occurrence of Pretty/Beautiful~~

Backgrounds

[Feel Free to make suggestions]

<u>Name</u>	<u>Desc.</u>	<u>Stats</u>
Drudgery Worker		+growing +construction
Royal Attendant		+cooking +medicine
Imperial Guard		+melee +shooting
Scout		+shooting +medicine
Undertaker	Although 90% of bees die outside the hive, those that do not are dropped immediately outside the hive to dry. After they have dried, undertaker bees pick them up, fly them several hundred meters from the hive, and drop them (to prevent dead bees from accumulating by the hive, which could attract pests or pestilence).	Social disabled +crafting ++animals
Honeycomb Architect		+construction +crafting
Pollen Gatherer		+growing +research
Drone		*Gives the drone trait. +Social disable dumb labor
Hiveless		

Child Backgrounds

<u>Name</u>	<u>Desc.</u>	<u>Stats</u>
Curious Grub		
Overly encapsulated	Spent too long in the incubator	
Helpful wormling		
Anxious larvae		
Mistaken Royalty		*Gives infertile queen trait
Human Raised		++art, +research + animals -construction -crafting

Tech

The majority of Apini colonies never surpass neolithic tech. However there has been some colonies that have, creating tech quite different from humans.

- Hibernation Pods
- Bee togas
- Beeswax
 - May require new working speed stat based off eating
- Beeswax walls
- Bee artifacts
 - Apini sting [Prosthetic] Desc: Despite being removed from their genome, somehow there are legendary Apini that obtain a stinger. Whether it be a genetic throwback or unusual self engineering from one of those rare technologically advanced giant bees, remains a mystery.
- Hexagonal containers (can contain honey or insect jelly)
 - Work like barrels for fermenting?
 - Define Apini honey, so it won't conflict with apiary mod.
- Sticky floor, a passive trap which slows down\traps non-Apini pawns.
- Beeswax torches\lanterns, refueled by Apini pawns.
- Research to be able to tame insects? Be able to reinstall insect hives and stop them from reproducing endlessly?
- Apini sized nectar\flowers?
 - Don't die on harvest
 - Lavender
 - Snowdrops, winter hardy flowers, lower pollen gain tho [Unlocked on research]

Misc.

- Maybe introduce pollen mechanics
 - Raise pollen based plants, plants don't die on harvest
- Honey mead, alcoholic drink
- Bee exclusive diseases
 - Ticks, cordyceps, lyme disease (slow like sleeping sickness)

Events

- Bee colonist joins
- ???

Faction

Neolithic tribe-like colony

Simply hunter-gather Apini. They however seem to have an advantage more advanced Apini seem to lose: they can tame g-mod insects. Can spawn hostile, but like normal tribes can become friends after returning prisoners. Only send bulk traders but these traders can sell insects. There are several reasons why they raid: severe territorialism, steady meat supply for their pets and to prevent colony collapse due to lack of resources in winter.