

Background:

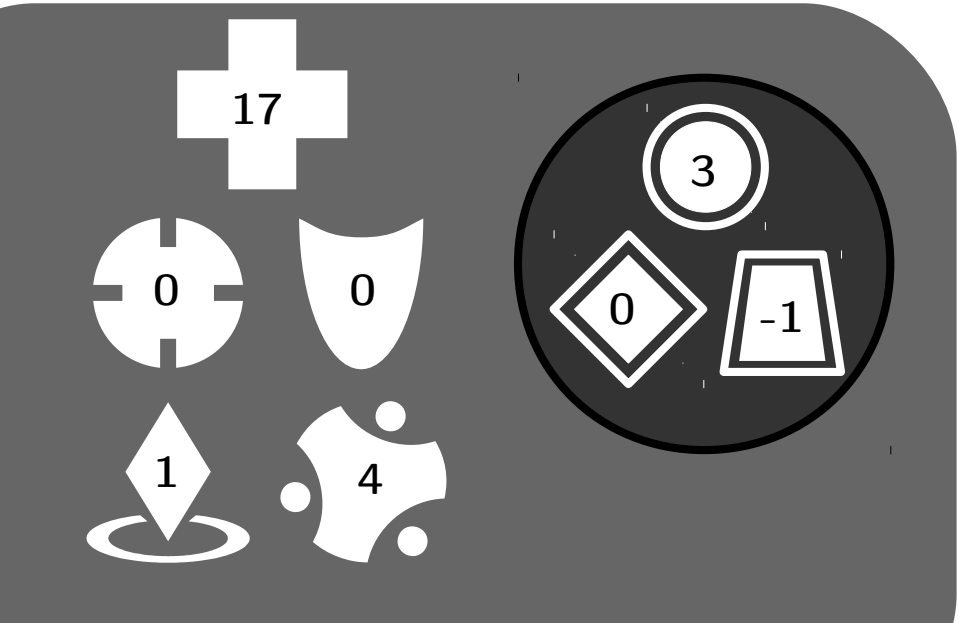
Created centuries ago in the Sol system by the Geneticists, the vesp were intended only as single generational lab assistants during the Hourglass War. At some point, however, the vesp came across a project of multi-generational difficulty and universe defining consequences. They broke free of the Geneticists, sustained themselves via clonal reproduction, and dedicated their entire species to "The Project".

Description:

The vesp were created to think- not fight, nor impress, nor sustain their own existence. The Geneticists made them to be fragile, and centuries of clonal reproduction have exacerbated this problem. Vesp tend to be frail and androgynous. Many develop physical defects- loose joints, permanent shakes, cancerous growths. Their eyes are silver-grey and VERY sharp.

Starting Bonuses:

- +4 in two knowledge skills , +3 People reading, Craft, Research.
- +1 charge OR +3 in a unique class skill, OR +1 research notes.
- Equipment:**A copy of the vesp holy book "Dichotomy".
- Bookworm:** Each level choose one knowledge skill: you may pour up to 2 skill ranks into that skill this level.
- Eidetic memory:** You have photographic recollection of past events, and may roll perception checks against these memories. You may roll research and people reading against past events at GM discretion.



Ethos:

Vesp are scientists. They are observers, experimenters and tinkers. On an individual level vesp tend to pursue their talents and interests. However, none live as part of a vacuum. Many carry with them a copy of the vesp holy book "Dichotomy". This book describes The Project, the vesp's overarching goal: to prevent the heat death of the universe.

In order to best serve The Project, vesp need funding, understanding, and time. Funding is acquired via numerous mercenary projects, and understanding through scientific projects of their own. Time on the other hand requires the vesp to wage a constant war against the slow genetic degradation of their species.

Naming:

Vesp names are unusual and androgenous, Azden, Lorne, Sarathy and Quince being archetypical.

Character details:

Circle and answer one of the following, then use the remaining space as you see fit:

- Describe your current research. What key piece of data do you need in order for it to continue?
- What is the state of your genetic lineage? How many generations remain before it is utterly wasted? Do you have a plan to fix this?
- What question keeps you awake at night? What do you NEED to know?
- Describe one of your collaborators. When did you last see them?

Notespace:
