

## Backstory Questionnaire

A Backstory profile explores your character's history and explains their personality in the current day.

### Your Details

Name	
Online Handle	EightyNine(89), Actini, KaiseReich
Date Completed	

### Character Details

Name	89 ("Actini," "Nine")
Description e.g., Species Sex Age Height + Weight Other details	<i>Dolichovespula maculata</i> ; augmented bald-faced hornet Physiologically female or hermaphroditic, depending depiction (see : stinger), mentally identifies as male (Jokingly refers to himself as "Regent," due to being a 'male' hijacking the position of a hive's queen). Age : ??? (A few years at most, physically) 6ft/1.82m, 120lbs/5.44kg Usually physically inert or inactive; maintains a glow or aura, intensity of which correlating to current mood
Fictional species?	Bald-faced hornet, augmented, psychically sensitive (sci-fi inspired)
Story	N/A
Siblings	Possible siblings, per say, come from the same programme that created him, but do not often come up. Possible room for character expansion as "abandoned or failed prototypes;" 86, 87 and 88 were considered -- dubbed "Henrie, Marie, and Curie" collectively, a trio of hornets with mild telekinetic powers (collectively) from the same batch as 9.
Other media available? Images, Video footage, Costumes, etc.?	<a href="https://www.furaffinity.net/view/20344305/">https://www.furaffinity.net/view/20344305/</a> credited to Harshai/Jetmongrel, decent "negative mood" image <a href="https://www.furaffinity.net/view/27751386/">https://www.furaffinity.net/view/27751386/</a> Ratte, excellent "positive mood" demonstration <a href="https://www.furaffinity.net/view/32559125/">https://www.furaffinity.net/view/32559125/</a> Drawain, further demonstrating 9 getting comfortable with his "female" identity.
What colours would you like me to use?	presupposing this comes up: purples, beiges, blacks and whites are the standard color scheme for 89.

Please write on the right hand side in the spaces below. If any section doesn't seem relevant you can skip it.

If your character does particularly well in an area, (e.g., if they had good parents), by all means include that too! This questionnaire isn't about finding your character's faults, it's about understanding their particular balance of strengths and weaknesses.

<b>Stages</b>	<b>Notes – Extremity, specific details, etc.</b>
<p><u>Trust and Confidence</u></p> <ul style="list-style-type: none"> <li>- mother nurtured/acted as character as baby would hope? [1]</li> <li>- character as baby acted as they would hope? (didn't let themselves down/surprise themselves by biting)? [2]</li> </ul>	<p>[1] Not sure how applicable these are considering 89's "unique upbringing;" different researchers responded to him in vastly different ways - some studying him as a purely scientific venture, some regarding him as dangerous or distracting, others regarding him eventually as a fantastic research aide, or as an equal or even child.</p> <p>[2] Likely moody as a grown test-tube baby, not likely to have much of a personality as a grub. Emotional maturation occurred surprisingly quickly once he was capable of thought processing, though; the techs were likely not sure what to think when 86 or so subjects failed to make an impression.</p>
<p><u>Freedom and Self-Determination</u></p> <ul style="list-style-type: none"> <li>- does character hold on/grasp? [3]</li> <li>- does character let go?</li> <li>- is character destructive and cruel? [4]</li> <li>- was character benign and relaxed?</li> <li>- what was it like to express choice for the first time in their life? [5]</li> <li>- did they make any bad choices in their inexperience? [6]</li> <li>- does the character doubt themselves?</li> <li>- does the character focus on details because they can't watch everything – the big picture contains too much detail?</li> <li>- does the character often feel unready to show projects to others?</li> <li>- does character wish they were invisible?</li> <li>- how cooperative/willful is the character? [7]</li> <li>- how well does the character express/suppress themselves?</li> <li>- how controlled do they feel by others?</li> </ul>	<p>[3] 89's characterization as "Self-made sapience" likely lends itself skewed answers here, having expounded a little upon your original work.</p> <p>[4] Mentally, seems to stick around a greedy mid-late teenage mindset, not helped by unusual power to take what he needs, but tempered by a role as a sort of "insect overseer/babysitter."</p> <p>Demonstrates mild signs of mental disorder, notable schizophrenia and bipolar disorders from having "assembled" his personality from bits-and-pieces of information psioncally made-available to him.</p> <p>[5] Expressing choice" is his crux; his vehement desire to be individual as a gifted, eusocial organism originally designed to functionally babysit honeybees and wasps; his first meaningful act as an individual was self-actualization on an individual level (ie "I am 9. I am not a hive. I am myself, and no one else.")</p>

	<p>[6] In a sense, 89 likely regrets decisions made when he was less "sapient," before he could assemble the sort of "ramshackle personality" he had made from other's memories and thoughts. It likely faintly shames him that he was, at one point, operating on basic arthropod instinct (Injuring staff, territoriality, etc).  Given his intended role as an ecological aid (project to assist honeybee flight migration/wasp pest control), he likely has internal dispute with his own programming; personal introspection and study being a "detail," oversight responsibilities being "big picture." Can act as a microcosm of his own viewpoints on "big pictures" as a whole.</p> <p>[7] 89 is notoriously stubborn, a trait gleaned from wasp instincts. Usually assumes he has all the facts and is used to control; likely agitated if pressed into a submissive or secondary role. Unused to explaining motivation, likely troubled by parsing thoughts.  Notably conflicted and self-contradictory, as an enormous character trait; flipflops between motivations and lines of thinking as he attempts to learn and apply both his "rational" oversight and instinct as well as his "irrational" self-actualized mentality; may overcompensate to communicate a point (Crossdressing to express biological femininity; arguing to show he's paying attention to a conversation, making rude remarks to communicate friendliness)</p>
<p><u>Ambition</u>  - how energetic was your character as a small child? [8]  - how much did your character enjoy/feel guilty about their victories and achievements? [9]  - how good did they get at cooperating? [10]  - did they develop a tendency to berate themselves?  - what are the character's biggest wishes</p>	<p>[8] "Small child" likely means emotional maturity, as he likely did not do much as a maggot. Was likely sluggish and lax at first (physically not capable of maneuvering himself at his unusual size), growing more mobile through the use of his own telekinesis over time - experiencing something analogous to a childhood at an accelerated rate due to his speed of learning. May have had a period of clumsy, flamboyant usage of</p>

<p>and dreams? Can they ever fulfil them? [11]</p>	<p>powers -- could have injured people due a lack of self-control.</p> <p>[9] 9 is quite proud of his accomplishments, being his key focus in his grasp of "individuality," acknowledging and rewarding his own growth. May have later adopted some measure of guilt over the "growing pain" period but likely brushes it off as a means to an end.</p> <p>[3] His projected idea as an insect-overseer (bee migration management, wasp pest control, honey bee protection, etc) engendered an initial strong cooperative spirit, somewhat overshadowed by his latent self-awareness. Somewhat adopts a "too big to fail" mindset on his own actions, tempered by the breadth and scale of his power.</p> <p>[10] 9 is unfocused the sense he both tries to perform his insect management as well as further his own self-worth, so an end-goal would be either sorting out which is more important to him or merging the two. May develop egotistical/megalomaniacal behavioral traits.</p> <p>[11] 9 likely either wishes to completely separate himself from his duties as he sees them being needed, and living to be his own person in full -- an entirely separate entity from "89 the swarmlord," perhaps being amused by the concept of getting to do menial tasks with tremendous powers and an all-or-nothing mindset.</p>
<p><u>Productivity</u></p> <ul style="list-style-type: none"> <li>- how did the character feel about being productive rather than playing? [12]</li> <li>- what was the transition from home to school like?</li> <li>- how well prepared did he feel to contribute?</li> <li>- how did they feel about others also contributing? Status, adequacy, teamwork? [13]</li> <li>- what were their thoughts about being part</li> </ul>	<p>[12] Given his nature as a conflicting duosocial organism, "productive" was his key focus. May have been faintly amused by games researchers were willing to share with him, but uncertain as to their purpose.</p> <p>[13] Being somewhat understandably egotistical, 9 likely raises questions as to purposes of others "contributing" outside necessity; usually being "the answer," he often thinks of others as unwarranted</p>

<p>of the society they lived in – what they were going to be as an adult? [14]  - how did their caste, gender, race and other facets of their identity factor into this?</p>	<p>variables - but could be convinced it to accept if given a suitable argument or to disregard it if the matter were brushed past quickly enough.</p> <p>[14] This question is functionally his entire life-story. Not likely to be shown to mass-audiences, 9's circle was fairly small, so his expectations of himself were fairly high (usually associating with researchers, always looking for more information to process, however). At first, likely simply wanted to orchestrate ever-wider patterns of arthropods (akin to an unshackled, undirected AI following programming) but self-awareness has lead him to wish to experience the world as it is to a single person.</p>
<p><u>Child to Adult Transition</u>  - how well did others appear to regard your character? [15]  - how did your character ensure some sense of sameness / continuity? [16]  - how was it decided who was in their social group and who was out?  - who did they appoint as their adversary (if anyone)?  - who were their role models?  - who were their girlfriends/boyfriends during adolescence, and what were these partners like?  - how did they go about keeping the pool of people they were to establish their new identity in, manageably small (ie., cliques, political interests, etc.)? [17]</p>	<p>[15] Due to his upbringing in a relatively small research laboratory, 9 had a small pool of familiar presences in his life at first; a few scientists, some lab aides, one or two janitorial staff. Opinions likely range from regarding him more as a "research subject" and little else with very little interpersonal association, some afraid or concerned with him and his progress, and some quite proud of the results of their work in one way or another.</p> <p>[16] His "continuity" was somewhat forced given the small pool, though he could telepathically reach out and sense others to an extent -- 'adding the odd splotches of colour to a black canvas,' with unfamiliar feelings gleaned secondhand; he may have adopted a position of respect and adoration to the chief tech overseeing him, somewhere between a father-figure or creator and as the most consistent contributor to his burgeoning personality. Likewise, he would certainly would dislike any of the team who disapproved of him or the lead researcher, especially ones who thought he may need to be replaced, controlled, or expunged. 89 was emotionally on-par with the average mid-to-late teenager (a rebellious phase) by the time</p>

	<p>he managed to loose himself from the facility, so he may not have grasped the concept of sexual maturation yet (may contribute to later 'questionable behavior,' like the crossdressing, as well), nor grasped intersocial relationships of the sort.</p> <p>[17] Given circumstance, it occurs naturally that his identity is formed from a small pool, with spikes of new content and information from the occasional thought he picks up and tastes from a distance.</p>
<p><u>Closeness in Relationships</u>  - does your character affiliate with others well? [18]  - what is your character's attitude towards work? [19]  - what is your character's sexual / intimate relationship(s) like? [20]</p>	<p>[18] Being fiercely indepedent, 9's relations suffer due to a perceived 'domineering' personality, and the natural apprehension of dealing with a high-powered psion, let alone one who is a 6-foot hornet. 9 himself does not help the matter, given his standoffishness and natural inclination to watch others from a distance (in more ways than one, considering his power) rather than engaging them personally.</p> <p>[19] 89 is naturally inclined to work, given a natural instinct as a former eusocial organism - a part of a hivemind. His purpose-built nature reinforces this; "I was built to do this, to not do so would be a waste, especially as I am the best/only one capable to." However, it's hampered by 9's new predilection towards personal experiences : experiencing life to the fullest on his own terms. This obviously impedes his ability to process the calculations and commands one needs to coordinate large groups of hive-mind insects -- conflict-of-interest between his want to direct his smaller kin and help them, and expanding on his own experiences.</p> <p>[20] Intimate relationships hampered by the factors at play in his creation, his presence and nature; 9 isn't even entirely sure what gender he is, and such subjects rattle the Regent a bit. The only certain way to make him uncomfortable.</p>

<p><u>Passing on Responsibilities</u></p> <p>- what is your character's relationship with their career when they retire? [21]</p> <p>- what is your character's relationship with their children as they become adults? [22]</p>	<p>[21] 9 is unsure what his definition of "retire" is, likely the point where he's simply tired of managing his 'wayward children' en masse. A natural closing point in the programme that created him, and his own evolution, is voluntarily ceasing his own duties as a hive-borne presence and just watching, or fully investing himself into his own experiences and letting the rest of the insect kingdom go "as the crow flies."</p> <p>[22] 89 has no understanding how he'd reproduce, and no present interest in testing it for a number of reasons; concern of creating new swarming entities without his level of competence or control, confused sexuality, apathy towards other organisms. "too many variables to check. Life will have to 'find a way' elsewhere."</p>
<p><u>End of Life</u></p> <p>- how will your character feel about reaching the end of his life? [23]</p>	<p>[23] 89 has a sense of faint thanatophobia, especially considering his actual low emotional development -- he hesitates to think about how he'll pass, if even possible as what he is (more psychic presense holding an insect-shell up than an actual insect at this point) presently. The thought frankly scares him on some deep level, especially with his powers; psychics in folklore are known to detect wayward spirits and ghosts, phenomena he's not familiar with, which hint at possible afterlife. Numerous questions he can't answer, with "questions he can't answer" being on his list of things he despises.</p> <p>Likely a "do not go quietly" response to the inevitable.</p>

Addendum : this is the initial once-over I gave to the entire questionnaire, and the best summary I can give of 89. A broad-strokes summary of him is "A psionic super-entity with no idea what he's doing, doing his best to function in a world he's coping with understanding." Split between brash and arrogant, calm and collected, or shy and self-conscious, he's a mostly-competent poster child for functional beings with mental disorders.