First let me start off by saying that this is one of the few names in Tal that I truly dis-like (I even like the name Gnomekin). A chrysalis is a pupae of a butterfly and not anything remotely close to a magical hybrid between man and insect, but that is my own personal hangup. Ok Wade here are a few things I would think of or do differently ( while I am getting my masters in entomology I don't want to come off sounding like some shmuck know-it-all The description of them reminds me more of termites rather than ants or bees, so w/ that in mind: Hive Guardians: Could be of either gender. Females and males are not active sexually, but have the potential in case their hive/society ever experiences extreme disasters. I would increase their STR and CON a little but make them more reliant upon others for feeding and general labor and knowledge skills (possibly setting the three wilderness to specific skills rather than choices that way differing warriors would have to work together to accomplish tasks). Ranger: Could be of either gender. Females are not fertile but males would experience the "call to the queen" once every so often. This could be a way for only the smartest and healthiest (and luckiest) to perpetuate the species (don't even get me started by mis using "survival of the fittest" as every hack comic book author has! as well as far too many sci-fi flicks!!!). The skill list seemed a bit heavy to me, maybe remove the alchemy. Also, the rangers are still working for the hive by expanding the territories borders and as an early warning system for invasions. Worker: Could be either gender, and just as the warrior caste, they too are not sexually active unless drastic measures are needed for the hive's well being. I'd drop STR and CON to 0 or only +1. They could accomplish tasks in groups rather than trying to do solo work. I'd also make the INT only via mental links to aids to the Queen or sages. On their own it shouldn't be that high. I'd also remove the compound eyes and give them simple eyes - this would also result in a huge reduction in perception, but that's ok because they use chemical cues more than eye sight as well as mental images via the individuals boosting the workers INT in the first place. Workers are also the ones that feed and take care of the warriors. With out them the warriors would not be able to be so specific at what they do to protect the hive. There is a certain pride in being the spine of the colony and every one is aware of it even if it isn't mentioned. There could even be specialization amongst the workers w/ limb adaptations for construction or brood care or waste removal or fungal farm tending....... Sage: Could be either gender. Females are not sexually active unless removed from the hive (the queen's influences to suppress any possible upstarts by both chemical cues as well as subliminal mental signals). Males experience the normal multi year cycle of mating w/ either the old queen or new, young queens leaving the hive to start their own colonies. Other general notes: I'd give the warriors, rangers, and workers neg. MR. Wings are present in specialized warriors, all rangers, and some sages. Workers never have wings. Queens remove their wings after finding a suitable location for their new colony. The life cycle is as follows : Egg (one month), larvae (three months - this is the stage that caste is determined via diet from the nurse workers), pupae (three weeks), adult. There are four molts while as the larval life stage, each named instar one, instar two etc. Upon reaching adult hood, molts can only be induced after sever damage has taken place (~50% of the limbs are lost). Internal tissues can be healed through the normal channels, but the exoskeleton can not be. Thus over time the protective qualities may diminish until another molt can be achieved. To do so the individual enters the molting chamber w/in the hive for the protection and aid that it gives. The chamber is highly humid w/ added herbs to the sauna to help stimulate the molt. These ecdysic aids are provided by both the rangers and the sages (directing the rangers as to what to collect). Molting takes one full day followed by three days of resting while the new exoskeleton hardens and darkens (a newly molted individual in white for about seven hours after the molt before color begins to appear). During this "tanning" stage as it is called, the individual is highly vulnerable to disease and physical damage. Rarely are workers allowed in the ecdysome chambers. Queens need only mate once every seven years or so. They allow the male to approach that has best exhibited qualities that she finds befitting. These qualities are known to her by the mental link they share as well as semiochemical cues and word of deeds accomplished. Queens have been known to live for over 120 years. The queen must keep herself in good condition incase a young upstart queen decides not to leave the hive to start from scratch and instead tries to take over the existing hive. Someday it will be necessary, but that day is not now. In general, females are larger than males, the abdomen are larger too (maybe +1 to CON and STR to express this sexual dimorphism). Another trait that distinguishes the gender apart are the compound eyes. Male's compound eyes are much larger than females. They take up nearly the entire head, touching across the top were they multi facets come together looking almost like one big eye. Females have their compound eyes much reduced compared to this (give males +1 to PER or females -1 PER or both). That's off the top of my head - hope there was something there for ya to enjoy! I pulled ideas from numerous insects for you that I felt fit . I've got one question for ya - what is a tridactylan? Is it something in a Tal book I've missed? Aaron hexapod hugger.