



Image © Wizards of the Coast, by Wayne Reynolds. Accessed at the Expanded Psionics Handbook Art Gallery [here](#)

[This entry is dedicated to two of my players, one past, one present. The past is [@canwefixitnoitsfucked](#), who played a dromite in a 3.5 game I ran in high school—their character was plagued with anxiety, and their energy ray consisted of fiery tears. The present is [@bowelfly](#), who has complained on numerous occasions about the lack of playable insectoid races in PFRPG.]

### **Dromite**

#### **CR ½ N Humanoid**

*This small humanoid has bulging, compound eyes, ridges of chitin on its brow and joints, and a pair of feathery antennae.*

Dromites are a race of insect-like humanoids with an egalitarian lifestyle and power over elemental forces. They live in underground hive-cities, and the locations of these cities are carefully guarded secrets to all but the dromites and their closest allies. Surface dromites are typically organized along military lines, but their rank is determined by skill over anything else, and there are no true social castes among them. Each hive city is run by an elected mother and father, who are the ones who are capable of reproduction—this requires exposure to both natural and alchemically created pheromones. Due to this quirk of reproductive biology, many scholars assume that dromites are an uplifted or engineered species, perhaps descended from giant termites or ants. The dromites themselves resent this assumption. The eggs and infants of the dromites are their greatest treasure, and child-care is communal and the responsibility of the whole hive. Many dromites are agender, and those that do assume gender identities may change them over time as they are exposed to other peoples and cultures.

All dromites can channel energy, and the type of energy they are infused with tends to influence their personality traits and appearances. Dromites with a fire energy focus have eyes and chitin that

trend towards orange and red hues, and they often have mercurial personalities: quick to anger, but quick to forgive. Dromites with a cold energy focus tend towards thoughtful, reserved personalities and have black and white highlights. Those with an electricity focus are frequently blue and/or yellow and they tend to be forceful and impatient. Sonic-attuned dromites tend towards artistic pursuits and have romantic inclinations; their body colors tend towards violets and greens. To a creature with scent, dromites of each energy focus have radically different smell profiles, which are the cues that dromites use for most social interactions. Disguising one's scent with perfumes is seen as outré to a dromite as would be wearing a mask in public would be to most other races.

### **Dromites as Player Characters**

A dromite has no racial Hit Dice and advances by character class. Dromite characters have the following racial traits.

**+2 Dex, +2 Cha, -2 Str:** Dromites are nimble and have forceful personalities, but are weak

**Small** A dromite is a Small creature and gains a +1 size bonus on attack rolls and Armor Class, a –1 penalty on combat maneuver checks and to combat maneuver defense, a +2 bonus on Fly checks, and a +4 size bonus on Stealth checks.

**Slow Speed** A dromite has a speed of 20 ft.

**Darkvision 60 ft.**

**Scent**

**+1 natural armor**

**Energy Focus** A dromite is attuned to one energy type: cold, electricity, fire or sonic. The dromite gains resistance 5 to this energy type, and it determines the type of energy damage dealt by its energy ray.

**Energy Ray** As a standard action, a dromite can fire a ray of energy. Treat this as a ranged touch attack with a range of 30 feet and no range increment. The ray deals 1d6 points of energy damage plus 1 per 2 HD the dromite has. The energy type is determined by the dromite's energy focus. A dromite can use this ability a number of times a day equal to its Charisma modifier (minimum 1/day).

**Languages** Dromites begin play speaking Dromite and Common. Dromites with a high Intelligence score may select from the following bonus languages: Aklo, Dwarven, Goblin, Terran, Undercommon

**Dromite psychic 1**                      **CR ½**

**XP 200**

N Small humanoid (dromite)

**Init** +5; **Senses** darkvision 60 ft., Perception +7, scent  
**Defense**

**AC** 13, touch 11, flat-footed 12 (+1 size, +1 Dex, +1 natural)

**hp** 7 (1d6+1)

**Fort** +1, **Ref** +1, **Will** +3

**Resist** electricity 5

**Offense**

**Speed** 20 ft.

**Melee** spear -1 (1d6-2)

**Ranged** light crossbow +2 (1d6/19-20)

**Special Attacks** energy ray (1d6 electricity, 3/day), phrenic amplifications (intense focus), phrenic pool (3/day)

**Spells** CL 1<sup>st</sup>, concentration +3

1<sup>st</sup> (4/day)—*charm person, mage armor, mind thrust I* (DC 13)

0<sup>th</sup>—*detect magic, light, prestidigitation, telekinetic projectile*

Statistics

**Str** 6, **Dex** 12, **Con** 13, **Int** 15, **Wis** 12, **Cha** 16

**Base Atk** +0; **CMB** -3; **CMD** 8

**Feats** Improved Initiative

**Skills** Bluff +7, Diplomacy +7, Knowledge (arcana) +5, Perception +7, Sense Motive +5; **Racial**

**Modifiers** Perception +2

**Languages** Common, Dromite, Terran

**SQ** energy focus

Ecology

**Environment** warm plains and underground

**Organization** solitary, squad (2-4), company (11-20 plus 2 3<sup>rd</sup> level sergeants and 1 leader of 4<sup>th</sup>-6<sup>th</sup> level) or camp (30-100 plus 100% non-combatants plus 1 3<sup>rd</sup> level sergeant per 20 adults, 1 5<sup>th</sup> level lieutenants per 25 adults and 1 7<sup>th</sup> level captain per 50 adults)

**Treasure** NPC gear (spear, light crossbow with 20 bolts, other treasure)

Special Attacks

**Energy Ray (Su)** As a standard action, a dromite can fire a ray of energy. Treat this as a ranged touch attack with a range of 30 feet and no range increment. The ray deals 1d6 points of energy damage plus 1 per 2 HD the dromite has. The energy type is determined by the dromite's energy focus. A dromite can use this ability a number of times a day equal to its Charisma modifier (minimum 1/day).