

# DRAGINSTAR NEO-INNOVATIONS

## CADRITE GENNIE

### Physical Description:

Cadrites were bred for discipline and Obedience, and although being mainly of the human genotype has been enhanced with some qualities of other creatures such as the Hive mind ability of Bees. They are usually relatively hairless with normal human appearance and somewhat clearly defined almost chiselled stern features. Most cadrites also tend to have athletic muscular bodies with corded densely packed musculature. They speak in a flat monotonous voice. They stand around 5 feet 8 inches tall (+2d4 inches) and weigh about 140 lb (x 2d10 lb).

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Cadrite	15 years	+1d4	35 years	53 years	70 years	+2d20 years

### Personality:

Cadrite are because of their Hive mentality very easy to control and quick to respond to orders, being bred for Discipline and obedience in preference to all other characteristics. This same Hive mentality also leaves them very lacking in ingenuity and almost entirely incapable of making independent thoughts. If not under orders a Cadrite quite literally does nothing. Cadrites rarely speak being more comfortable communicating with their own via the hive mind, but when they do speak they do so in an almost mechanical emotionless fashion this is quite disturbing to most people.

### History & Relations:

The Cadrite have very little in the way of Culture, instead when not in service they tend to sleep or sit in meditative posture awaiting further orders. Curiously however a genetic aberration in a recent batch of Cadrites caused a whole generation of them to forgoe the Hive Dependency showing far more independency, at first this displayed itself only as a slow response to orders, but later intensified to outright rebellion. These cadrites fled their controllers to form their own hives off elsewhere.

### Cadrite Lands:

Cadrites per se do not own lands, they are housed wherever their employers need them most often in some barracks or bunker like facility. However the renegade Cadrites have founded their own hives in a number of places such as abandoned asteroids or deserted moons.

### Religion:



Cadrites have no religion they believe in if anything at all the power of self only, they are meditative and not easily goaded into losing control. By the very token of their Hivelike communities some may think they suit the doctrines of the Mother who promotes community, but no Cadrite has ever expressed an interest in such worship.

### Cadrite Racial Traits:

**+2 STR, -2 WIS, -2 INT** As all Cadrites are strong but lacking in free will and ingenuity thus being more prone to accept the orders of others rather than think for themselves.

**Medium size:** As medium sized creatures the Cadrite have no special bonuses or penalties due to size.

**Cadrite base speed is:** 30 feet

**Environmental Resistance (Ex):** All Cadrites have a strong Tolerance for electrical attacks as well as extremes of heat and cold and as such ignore the first 5 points of relevant Damage in an attack, as if *Endure Elements* were in effect.

**Dense Physique (Ex):** All Cadrites have a very strong skeleton and dense muscle fibers, this allows them to deal 1d8 damage with their bare fists (or if a monk as if for unarmed damage purposes they were three levels higher) and provides them a +3 Natural armor bonus.

**Hive Mind (Ex):** Cadrites are all linked together by means of a Hive mind or group consciousness as some describe it, this





allows them to share their feelings, thoughts and memories with the Hive, it also allows for collective decision making this Hive link works with all Cadrite upto one mile radius, this is very useful for the combative genie where knowledge of a tactic that works against a foe could be instantly known by all others in the link nearby and thus be utilised. However As a side effect of the hive link the Cadrites are immune to all mind affecting spells and powers. Due to this collective link the Cadrites are almost entirely lacking in independent thought and have trouble dealing with individuals suffering a -2 penalty on all Bluff, Diplomacy, and Sense Motive checks.

**Hive Dependency (Ex):** All Cadrites are genetically designed to shut down and suffer actually physical side effects should they be placed in a situation where they are prevented from fulfilling their orders. In such cases the hive mind makes them relive the events making them suffer from shakes suffering a -2 penalty on all attack, saves, skill or ability checks for the duration. Should one be completely unable to function the hive cuts off all mental contact rather than the experience of defeat, death or incurable sickness be transferred to the hive memory as a whole. In such instances this loss of contact causes the Cadrite to suffer as mentioned above but also to lose a point of Wisdom each day becoming withdrawn and falling into a terror filled sleep when it reaches zero, at this point it is only a matter of time before a Cadrite starves to death.

**Automatic languages:** Common

**Favoured Class:** Monk

**Effective Character level:** +1

