

Rat (Large):

This is a rat, the size of a common wolf. It has the ability to walk upright as a man, and is highly intelligent. It can communicate in a very broken form of human dialect.

Abilities:

Explanation and rulings for Abilities:

Armor Restrictions:

This race cannot wear armors, or use a shield. However, it can make use of all other items as other races can. See, "Item Restrictions".

Base Defense:

8.

Body Weapons:

Attacks per turn: 2 (bite, bite).

Damage: Bite: 1-D6. Damage will increase by 1-D6 per 7 levels advanced above level #1.

Item Restrictions:

The Giant Rat can use all items but scrolls, armor and shield.

Life-points:

This race will begin with 15 life-points at level #1.

Life-points per level advanced: 1-D6.

Disease Resistance:

There will be a 1 in 6 chance to resist any form of disease (roll 1-D6: a 1 will indicate this race will resist a disease). For every 10 levels advanced, the chance to successfully resist disease will be as follows:

2 in 6 chances (roll 1-D6: a 1-2 indicates the effects of the disease has been resisted).

3 in 6 chances (roll 1-D6: a 1-3 indicates the effects of the disease has been resisted).

4 in 6 chances (roll 1-D6: a 1-4 indicates the effects of the disease has been resisted).

5 in 6 chances (roll 1-D6: a 1-5 indicates the effects of the disease has been resisted).

Disease Bite:

When the Large Rat causes maximum damage on a bite, its victim will become diseased, incurring the following penalties:

<u>Giant Rats level:</u>	<u>Defense:</u>	<u>Offense:</u>	<u>Duration:</u>
1 st - 20 th	-1	-1	1-D6 x2 Travel Turns.
21 st - 40 th	-2	-2	1-D6 x3 Travel Turns.
41 st - 60 th	-3	-3	1-D6 x4 Travel Turns.
61 st - 80 th	-4	-4	1-D6 x5 Travel Turns.
81 st +	-5	-5	1-D6 x6 Travel Turns.