

# Species, Breed: Rat, Brown, Common

Type: Not applicable.

Class: Mammal.

Align: Basic instinct creature

Gender: 01-50: Female, 51-00: Male.

Level: 1-D4

Number encountered: 1-D100 x5

Experience points: 1 x level.

## Characteristics:

Awareness: 27

Charisma: Not applicable.

Constitution: 12

Coordination: 18

Dexterity: 15

Intelligence: 3

Mental-strength: 17

Strength: 2

Wisdom: 3

## Movement:

Flying: Can't

Grounded: 4

Swimming: 1

Luck: None.

Oxygen-points: 51

Blood-points: 36

## Attack descriptions:

Bites: 2

Damage: 1-D4

Range: 1 space (5')

Attack type: Sharp.

Defense: 18

Offense: 15

Damage-Points: Roll 1-D6 x level.

Treasure: % Roll needed to have money and treasure:

None.

# Description:

**Annihilation Strike?:** No.

**Description:** This creature is much like the gray rats of today. Their tail length is about half that of their body length.

**Eye color:** Black.

**Eye shape:** Small and round.

**Fur color:** Gray.

**Fur texture:** Soft.

**Height:** 2"

**Length:** 8"

**Posture:** Quadruped (like an animal with four feet).

**Weight:** 1 lb.

**Dislikes:** Man and fire.

**Disposition:** This breed of rat is passive. If a small mammal is encountered there will be a 30% chance (roll a 71+) that they will attack it (if hungry). If a person is encountered there will be a 05% chance (roll a 96+) that they will attack as well (yet only if they are starving).

**Fears:** Man, fire and Cats.

**Habitat:** Nearly all regions.

**Immunities:** None.

**Life-span:** 8 years.

**Likes:** Food. Dark basements and cellars, holes, tunnels and sewage systems.

**Needs:** Basic needs of life (food, water, shelter, etc.).

**Note:** None.

**Special Abilities: Night-Vision:** As the Psychic Spell.

**Special Defenses:** None.

**Special Offenses: Disease:** Usually rats do not carry diseases. But depending upon the conditions in which they live, they may carry viruses. There will be a 10% chance a nest of common rats will be carriers. The level of the disease that may be present among them is as follows:

%Roll: Disease levels:

01-70: Level #1

71-90: Level #2

91-00: Level #3

Note:

Disease levels may change according to the Discretion of the G.M.

See: "Diseases, Explanation of:" in the D Section of the Basic Rules Book.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.