

# Species, Breed: Rat, Nipsin

Type: Not applicable.

Class: Mammal.

Align: Basic instinct creature

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 3 x level.

## Characteristics:

Awareness: 35

Charisma: Not applicable.

Constitution: 24

Coordination: 30

Dexterity: 30

Intelligence: 12

Mental-strength: 25

Strength: 10

Wisdom: 10

## Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 100

Oxygen-points: 75

Blood-points: 72

## Attack descriptions:

Bites: 3

Damage: 2-D6

Range: 1 space (5')

Attack type: Sharp.

Special: See: "Special Abilities".

Defense: 30

Offense: 30

Damage-Points: Roll 1-D12 x level.

**Treasure: %Roll needed to have money and treasure:** Any treasure found will be within the lair of the Nipsin Rat.

**Copper:** 30+ to have 2-D20

**Bronze:** 40+ to have 1-D20

**Silver:** 50+ to have 1-D12

**Electrum:** 60+ to have 1-D10

**White-gold:** 70+ to have 1-D8

**Yellow-gold:** 80+ to have 1-D6

**Black-gold:** 90+ to have 1-D4

**Treasure item(s):**

**Common:** 39+ to have 1-D8

**UnCommon:** 59+ to have 1-D6

**Rare:** 79+ to have 1-D4

**Legendary:** 99+ to have 1

Any treasure items found will be small enough to fit down its hole.

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears as a dark-brown rat, a bit larger than the common rat. Their tail length is about half that of their body length. The Nipsin Rat holds an intelligence within them.

**Eye color:** Brown.

**Eye shape:** Small and round.

**Fur color:** Dark-Brown.

**Fur texture:** Soft.

**Height:** 6"

**Length:** 2'-4"

**Posture:** Quadruped (like an animal with four feet), though this animal can walk upright as a person does.

**Weight:** 12 lbs.

**Dislikes:** Thieves. This creature hates competition.

**Disposition:** The Nipsin Rat is an amazing creature. It can walk and talk as does any person, knowing many languages. It is quickly befriended by anyone who is not frightening to it. Trust, however, is not so easily earned, nor given. This creature loves the social life that people so willingly take for granted. Nothing would please this creature more, than to walk into an inn, sit upon a stool at the counter and order a meal and a well brewed drink.

**Fears:** Captivity. The Nipsin Rat will befriend anyone who frees it from captivity.

**Habitat:** All, though they are quite rare in some regions.

**Immunities:** Common Disease and Sicknesses.

**Life-span:** 100 years.

**Likes:** Treasure.

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

**Note:** None.

**Special Abilities:** This creature will have all the abilities of the thief. It will also have 2-D6 modification-points per level to spend on any ability, divine favor, spell, or trade-skill (but must meet all prerequisites for anything it learns).

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

**Special Defenses:** This creature will have a 75% resistance to abilities and spells that beguile and charm.

**Special Offenses:** This depends on the Nipsin Rat's abilities it has.

**Susceptibilities:** None.

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