

Species, Breed: Ratman, Common

Type: Not applicable.

Class: Monster.

Align: Evil

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

Level: 1-D4

Number encountered: 3-D12 There will be a 10% chance of finding the nest. If this happens, the number encountered initially will be 10% of the nests number (i.e., if you encountered 9, the tribe will have 90).

Experience points: 2 x level.

Characteristics:

Awareness: 25

Charisma: Not applicable.

Constitution: 16

Coordination: 19

Dexterity: 18

Intelligence: 15

Mental-strength: 30

Strength: 17

Wisdom: 18

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 10

Oxygen-points: 90

Blood-points: 48

Attack descriptions:

1 Bite: 1-D4 / 1 space (5') / Sharp attack
and:

2 Claws: 1-D4 / 1 space (5') / Sharp attack

or:

1 Weapon (as weapon wielded)

Defense: 19

Offense: 18

Damage-Points: Roll 1-D8 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 70+ to have 1-D8

Uncommon: 91+ to have 1-D6

Rare: 96+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: No.

Description: Half rat, half humanoid. Height: 4'-6", Length: 9' (its tail is half the length of its height), Weight: 80 Lbs., Skin texture: Fury, Hair color: Gray, Hair texture: Matted and course, Eye color: Black, Eye shape: Medium-sized and round, Posture: Biped.

Dislikes: Dogs. Fire. Humans.

Disposition: This creature is always on the lookout for food; it will eat anything. It is cunning for its species and therefore feared by mankind.

Fears: Cats. Ratmen highly fear the larger cat species (i.e., Forest Cat, Mountain Lion, etc.). They especially hate and fear mankind as a whole.

Habitat: Grasslands. Underground caves and tunnels (mines, sewers, etc.).

Immunities: Disease and Sickness.

Life-span: 40 years.

Likes: Food. They are omnivorous (this creature will eat anything). They will plot out, hunt down, and kill livestock (and sometimes even people).

Needs: Basic necessities of life (food, water shelter, etc.). Although they tend to get the basic needs of life, it is in their vile nature to take more, glutting themselves highly on the spoils they find.

Note: None.

Special Abilities: Diseased Bite: There will be a 30% chance (roll 71+) that a Ratman will be a carrier of a random disease. The level of the disease is as follows:

%Roll: Disease level #:

01-70: 1

71-90: 2

91-00: 3

Special defenses: None.

Special offenses: None.

Susceptibilities: None.

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