

Species, Breed: Rat, Brown, Giant

Type: Not applicable.

Class: Monster (Mammal).

Align: Basic instinct creature

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

Level: 1-D30 +1

Number encountered: 5-D10

Experience points: 8 x level.

Characteristics:

Awareness: 30

Charisma: Not applicable.

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 4

Mental-strength: 22

Strength: 19

Wisdom: 4

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: None.

Oxygen-points: 66

Blood-points: 75

Attack descriptions:

Bites: 2

Damage: 1-D12 x2

Range: 1 space (5')

Attack type: Sharp.

Defense: 25

Offense: 25

Damage-Points: Roll 1-D12 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, yet huge in size. Their tail length is about half that of their body length.

Eye color: Black.

Eye shape: Medium-sized and round.

Fur color: Gray.

Fur texture: Course.

Height: 1'-0"

Length: 4'-0"

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

Weight: 35 lb.

Dislikes: Fire and large cats.

Disposition: This breed of rat is quite aggressive and will hasten to make a meal out of any creature. They are mean and of a naturally evil disposition, though they actually follow no align.

Fears: Fire and large cats.

Habitat: Nearly all regions.

Immunities: None.

Life-span: 16 years.

Likes: Food.

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 20% chance a nest of Giant Rats will be carriers. The level of the disease that may be present among them is as follows:

%Roll: Disease levels:

01-60: Level #1

61-85: Level #2

86-00: 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.