

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.