

Rat

HD 7

Strength:	3	Att Adj: 0	Dam Adj: 0
Muscle:	3	Door: 2	Bar: 0
Stamina:	3	Wght: 5	
Dexterity:	17		
Aim:	16	Msl Adj: +1	
Balance:	18	Reac Adj: +2	Def Adj: -4
Constitution:	17		
Health:	18	Sys %: 99	Poison: 0
Fitness:	16	HP Adj: +2	Res %: 96
Intelligence:	15		
Reason:	13	Spell Lvl: -	Mx Spell: -
Knowledge:	17	Bonus Prf: 6	Learn %: -
Wisdom:	13		
Intuition:	15	Bonus: -	Fail %: -
Willpower:	11	Magic Def: 0	Spell Im: -
Charisma:	12		
Leadership:	12	Loyalty: 0	Hench: 5
Appearance:	12	Reac Adj: 0	

Sex: Male
Race: Rat
Skin: Brown

Thief	Roll
Pick:	85%
Open:	
Traps:	90%
Silent:	100%
Hide:	100%
Noise:	
Climb:	100%
Read:	
Magic:	
Illus.:	
Bribe:	
Tunnel	
:	
Bonds:	

Saving Throws	Base
Para/Pois/Death:	12
Rod/Staff/Wand:	12
Petri/Poly:	11
Breath Weapon:	15
Spell:	13

Hit Points
25
CPs Saved: 0
Hero Points: 1

Base AC: 10
Full AC: 6
Dex : +4

Movement
Run : 15
Swim : 8
Fly :
Tunnel : 1

Weapon – Base THACO: (17)	Init	Size	Reach	KD	Damage (s,m/l)
Bite				1d()	1/1
Rat can backstab with bite as thief 7				1d()	
				1d()	

AC	10	9	8	7	6	5	4	3	2	1	0
Roll	7	8	9	10	11	12	13	14	15	16	17

Class/Special Abilities
Good sense of hearing
Good sense of smell
Familiar with local gossip
Disadvantage: Cowardice

Proficiencies (x2 for animal innates)	Strt	Abil	Roll
Swimming	18	0	18
Local History (the Forest)	8	4	12
Jumping	16	5	19
Tightrope Walking (+4 CP)	10	5	19
Tumbling	14	5	19
Light Sleeper (trait)			
Alertness (see C&T p. 78)	8	2	10
Dirty Fighting (see C&T p. 78)	8	4	12
Fine Balance (see C&T p. 79)	8	5	13
Riding, land (horse)	8	5	13
Set Snares (+2 CP)	6	3	11
Seamanship (learned from ship rats)	8	5	13
Dancing	6	5	11
Juggling (+4 CP)	7	5	16
Blindfighting (learned from Dog)			n/a

Rat was a local citizen of the barn just outside the inn - he leads a fairly comfortable life snitching horses' grain and lounging in the straw. When the Inn closed down, he was lucky to fall in with Thief, who has been "teaching" Rat to steal for him - especially, items that radiate magic! Rat does what he wants, but takes useful items often enough to convince Thief to keep him around - after all, it's an easy life, and Thief lets him drink beer with him! On adventures, he often scouts ahead with

Raven or Cat, and he's proudest of the time he stole a prison warden's keys and squeezed through the bars of the cell, rescuing all the Humans after they'd been captured by an evil lord! Rat doesn't fight much, but he's good at sniffing out traps and has even learned how to set some simple ones!

Ring of Magic Detection: Allows the wearer to "detect magic" as the spell for 1d4 turns, no command word necessary. Rat was given this item by Thief. Rat doesn't know how many charges the ring has. He wears the ring on his upper arm, since even its magic won't shrink it to fit a rat's finger!