

RATLING

The Ratling is a hungry, quasi-bipedal, quasi-intelligent critter about a meter tall. It is a scrabbling bundle of glee and bad ideas. It is crude, brave, foolish, and motivated entirely by food.

INHERENT ABILITY—EATING MACHINE!

It takes you a focus action to eat enough food to feed a human for a day. If wounded (even badly wounded) you regain 1 Wound per serving. If you eat food and you are not Wounded, gain 1 Awesome Point. You can gain 1 Awesome Point per Brawn per day by eating.

LIMITATION—EVERY PLAN IS GOOD!

Stupid ratlings agree with every plan immediately. Smart ratlings think about it for a moment, then suggest a modification that always somehow makes it worse.

- **Ratlings can carry 2 fewer loads than their Brawn due to their small size and odd build.**

SIGNATURE ITEMS: Sack of food! **Staring Coin:** 3d10 shiny pebbles!

TALENTS

- **Dodgiest!**** *Constant.* When you are hit in combat, test Daring. If you score higher than the roll to hit you, you dodge out of the way. *You cannot spend Awesome Points on this roll. It only works if you wear no armor.*
- **Leggo!**** *Constant.* Free action. Automatically inflict 1 Wound on any character with Cunning lower than yours who is attempting to impede or grab you.
- **Magnificence!**** *Constant.* When you look damn good and you know it, you can substitute your Daring for your Commitment. *This requires fancy clothes with gaudy colors.*
- **Scramble!**** *Constant.* Move 1 arena vertically (up or down) without rolling, if a suitable climbing surface is available and you have at least 3 paws to use. Ignore difficulties that larger creatures must endure for moving between arenas.
- **Smell-O-Vision!**** *Constant.* Your keen smell can detect food up to 20 meters away automatically. You can track by scent as appropriate.