

Ratmen

MONSTER:

RATMEN

- BY CLIVE OLDFIELD

Ally 1

Archetype: Beastman Motivation: Food
Style: 0 Health: 2

Primary Attributes

Body: 2 Charisma: 1
Dexterity: 3 Intelligence: 1
Strength: 2 Willpower: 1

Secondary Attributes

Size: -1 Initiative: 4
Move: 5 Defense: 6
Perception: 2 Stun: 2

Skills

Skills	Base	Level	Rating	Average
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Athletics	2	2	4	(2)
Swimming			5	(2+)
Brawl	2	2	4	(2)
Melee	2	2	4	(2)
Survival	1	5	6	(3)
Stealth	3	3	6	(3)

Talents

Blind Fight

Resources

None

Flaw

Primitive

Weapons

Weapons	Rating	Size	Attack	Average
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Bite	1L	+1	5L	(2+)L
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A rare and timid beast in parts of the Hollow Earth, these ugly scavengers manage to find their way to the cities of the Surface World. They have a knack for sniffing them out, somehow. And there, in any city of the Surface that has a route to the Hollow Earth you will find Ratmen.

They live amongst real rats, behaving in a similar fashion, but clearly, they are more intelligent. They are much bigger, growing to as much as four feet tall and look like a genuine cross between humans and rats. They wear clothes and use tools that they have scavenged from both sides of the planet, and communicate in a rudimentary high-pitched language.

The weirdest thing about these creatures is their uncanny knack of travelling between the Surface and the Hollow Earth. No one knows how they do it, but then, no one knows much about them, anyway. It has been opined that any who find the heart of the lair of the Ratmen will find a route to the Hollow Earth. But those who say that often seem to disappear. Whether they have indeed found the Hollow Earth, or merely been ripped to death by hungry, angry Ratmen, is a matter for conjecture.