

RODENT

Rodents are terrestrial mammals – some herbivorous, some omnivorous, some carnivorous; they include voles, mice, rats, gerbils, pikas, marmots, beavers, moles, shrews, hares, rabbits, hedgehogs and capybaras, as well as skunks, porcupines, sloths, wombats, koalas and kangaroos. As most rodents are too small to pose a threat to mortals, the following statistics reflect larger, more aggressive rodents with nasty, pointy teeth.

- Filthy rodents include vicious rats, carnal rabbits and ornery beavers.
- Stinky rodents include skunks.
- Spiny rodents include porcupines.
- Sniffly rodents include wombats and koalas, as well as extraordinarily fast sloths.
- Grimy rodents are gigantic rodents with a serious penchant for savagery.
- Jumpy rodents include kangaroos.
- Plaguefang rodents are variants with bony armor plates mingled in their fur and extra-long fangs lined with foul disease.

RODENT TRAITS
Class: beast
Origin: Midgard
Sapience: amoral-agent
Lifeviews: <i>laxful-detached, lawful-detached, lashful-detached, lashful-wicked, lashful-hearted</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning 1/8×1/8×1/8 to Honing 1×1×3
Role: warrior
Creature Knowledge: <i>General:</i> herd or nighlore (sta) DR 5 <i>Specific:</i> herd or nighlore (imp) DR 13
Roottrait Points: 3+[2×(tier-1)]
Attack Roottraits: <i>Physical Strikes/Harm:</i> Lth/Brw <i>Magical Strikes/Harm:</i> –
Augmentations: Nml +3, Ftl +2; hasten +5; physical strikes +2; <i>deepfare</i> +0 (train: sta); <i>dive</i> +0 (train: imp); <i>landfare</i> +1 (train: imp); <i>look</i> +4 (train: imp; <i>avail:1</i>); <i>lurk</i> +4 (train: imp; <i>avail:1</i>); <i>seafare</i> +0 (train: sta); <i>search</i> +3 (train: sta); <i>toil</i> +4 (train: adv; <i>avail:1</i>), <i>tumble</i> +2 (train: adv)
Carcass Harvest: <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (sta) DR 10 <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 15 <i>Bones, Fangs:</i> [(1d2)×cubes] coppers; <i>hew</i> (sta) DR 11 <i>Hides, Pelts:</i> [(1d2)×cubes] coppers; <i>taw</i> (sta) DR 11
Lair Treasure: <i>Mundane:</i> incidental <i>Magical:</i> incidental

FILTHY RODENT
Tier: Dawning
Lifeview: <i>laxful-detached</i>
Languages: Beast
Shape: 1/8×1/4×1/8
Size Modifier: +8
Mass Modifier: ±0
Speed: walk 3; swim 2
Roottraits: Brw 0; Lth 2; Smt 0; Wis 1; Glt 0
Hasten: 6
Defenses: Nml 21; Ftl 15; Mfl 11
Grit: 1+1d4 [4]
Pneuma: 2
Harm Yields: <u>susceptible</u> <i>wreck, whelm, gleam, gloom, rasp, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>flare 1</i> ; <u>resistant</u> <i>frost 1, rot 2</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +1 (sta); <i>dive</i> +2 (imp); <i>landfare</i> +3 (imp); <i>look</i> +6 (imp; <i>avail:1</i>); <i>lurk</i> +7 (imp; <i>avail:1</i>); <i>seafare</i> +0 (sta); <i>search</i> +3 (sta); <i>toil</i> +6 (adv; <i>avail:1</i>); <i>tumble</i> +6 (adv)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +4; <i>wreck (stab)</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d2)
Monster and Mortal Powers: <i>grappling</i> – standard; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 4

PLAGUEFANG RODENT TEMPLATE
Movement Alterations: walk +1, swim +1, fly +1, burrow +1
Harm Yields Alterations: resistant <i>wreck</i> +3, <i>whelm</i> +2, <i>rot</i> +5, <i>rasp</i> +2
Condition Adaptations Alterations: none
Lifeskills Alterations: none
Attacks and Powers Alterations: <i>bite</i> strikes – base variable harm +1 d-step, plus <i>disease</i> (<i>greater</i>) and <i>defile</i> (<i>retched</i> ; 1d4 rounds) options
Ascension-Point-Value Alterations: +9

ALPENGARD | MONSTER STATISTICS

STINKY RODENT
Tier: Beginning
Liferview: <i>laxful-detached</i>
Languages: Beast
Shape: ¼×¼×¼
Size Modifier: +6
Mass Modifier: ±0
Speed: walk 6
Roottraits: Brw 0; Lth 3; Smt 0; Wis 2; Glt 0
Hasten: 7
Defenses: Nml 27; Ftl 17; Mfl 12
Grit: 4+2d4 [9]
Pneuma: 4
Harm Yields: <u>susceptible</u> <i>wreck, whelm, gleam, gloom, rasp, shake, shock, chaos, charis, heinous</i> ; <u>vulnerable</u> <i>flare 2</i> ; <u>resistant</u> <i>frost 2, rot 1</i> ; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +2 (sta); <i>dive</i> +2 (imp); <i>landfare</i> +4 (imp); <i>look</i> +7 (imp; <i>avail:1</i>); <i>lurk</i> +9 (imp; <i>avail:1</i>); <i>seafare</i> +0 (sta); <i>search</i> +4 (sta); <i>toil</i> +6 (adv; <i>avail:1</i>); <i>tumble</i> +7 (adv)
ATTACKS AND POWERS
1 Bite—1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>wreck (stab)</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d2)
Monster and Mortal Powers: <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>vilestench</i>
Ascension-Point Value: 5

SNIFFLY RODENT
Tier: Beginning
Liferview: <i>laxful-detached</i>
Languages: Beast
Shape: ¼×½×½
Size Modifier: +4
Mass Modifier: ±0
Speed: walk 14
Roottraits: Brw 1; Lth 2; Smt 0; Wis 2; Glt 0
Hasten: 7
Defenses: Nml 23; Ftl 17; Mfl 12
Grit: 5+2d4 [10]
Pneuma: 4
Harm Yields: <u>susceptible</u> <i>wreck, whelm, gleam, gloom, rasp, shake, shock, chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>flare 1</i> ; <u>resistant</u> <i>frost 2, rot 1</i> ; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>dive</i> +3 (imp); <i>deepfare</i> +2 (sta); <i>landfare</i> +4 (imp); <i>look</i> +7 (imp; <i>avail:1</i>); <i>lurk</i> +8 (imp; <i>avail:1</i>); <i>seafare</i> +0 (sta); <i>search</i> +4 (sta); <i>toil</i> +7 (adv); <i>tumble</i> +6 (adv)
ATTACKS AND POWERS
Inmate Weapons—3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +4; <i>wreck (stab)</i> harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d2) • 2 Claws: targeted melee 0; strike +4; <i>wreck (rend-stab)</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d2) or <i>rend</i> (1d2)
Monster and Mortal Powers: <i>grappling</i> – standard; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 7

SPINY RODENT
Tier: Beginning
Liferview: <i>lawful-detached</i>
Languages: Beast
Shape: ¼×½×¼
Size Modifier: +5
Mass Modifier: ±0
Speed: walk 4
Roottraits: Brw 1; Lth 2; Smt 0; Wis 2; Glt 0
Hasten: 7
Defenses: Nml 24; Ftl 17; Mfl 12
Grit: 5+2d4 [10]
Pneuma: 4
Harm Yields: <u>susceptible</u> <i>wreck, whelm, gleam, gloom, rasp, rot, shake, chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>shock 1</i> ; <u>resistant</u> <i>flare 2, frost 3</i> ; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +2 (sta); <i>dive</i> +3 (imp); <i>landfare</i> +4 (imp); <i>look</i> +7 (imp; <i>avail:1</i>); <i>lurk</i> +8 (imp; <i>avail:1</i>); <i>seafare</i> +0 (sta); <i>search</i> +4 (sta); <i>toil</i> +7 (adv); <i>tumble</i> +6 (adv)
ATTACKS AND POWERS
1 Bite—1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +4; <i>wreck (stab)</i> harm 1d4+1 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d2)
Monster and Mortal Powers: <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>sharpide</i> (DR 29; 1d4)
Ascension-Point Value: 6

GRIMY RODENT
Tier: Raising
Liferview: <i>lashful-detached</i>
Languages: Beast
Shape: ½×1×½
Size Modifier: +2
Mass Modifier: ±0
Speed: walk 8
Roottraits: Brw 2; Lth 3; Smt 0; Wis 2; Glt 0
Hasten: 7
Defenses: Nml 24; Ftl 20; Mfl 12
Grit: 11+3d4 [19]
Pneuma: 6
Harm Yields: <u>susceptible</u> <i>wreck, whelm, gleam, gloom, rasp, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>flare 2</i> ; <u>resistant</u> <i>frost 1, rot 3</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +2 (sta); <i>dive</i> +4 (imp); <i>landfare</i> +5 (imp); <i>look</i> +7 (imp; <i>avail:1</i>); <i>lurk</i> +7 (imp; <i>avail:1</i>); <i>seafare</i> +1 (sta); <i>search</i> +4 (sta); <i>toil</i> +8 (adv); <i>tumble</i> +7 (adv)
ATTACKS AND POWERS
1 Bite—1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>wreck (stab)</i> harm 1d6+2 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d4)
Monster and Mortal Powers: <i>grappling</i> – standard; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 8

JUMPY RODENT
Tier: Surging Lifeview: <i>laxful-detached</i> Languages: Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 26
Roottraits: Brw 3; Lth 5; Smt 0; Wis 1; Glt 0 Hasten: 6 Defenses: Nml 27; Ftl 24; Mfl 11 Grit: 19+4d4 [29] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>wreck, whelm, gloom, rasp, rot, shake, logos, hubris, heinous</i> ; <u>vulnerable</u> <i>shock</i> 2; <u>resistant</u> <i>frost</i> 1, <i>flare</i> 3, <i>gleam</i> 2; <u>immune</u> <i>chaos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, slowed</i>
Lifeskills: <i>deepfare</i> +2 (sta); <i>dive</i> +6 (imp); <i>landfare</i> +4 (imp); <i>look</i> +6 (imp; <i>avail:1</i>); <i>lurk</i> +10 (imp; <i>avail:1</i>); <i>seafare</i> +1 (sta); <i>search</i> +3 (sta); <i>toil</i> +9 (adv); <i>tumble</i> +9 (adv)
ATTACKS AND POWERS
Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +7; <i>wreck (stab)</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d2) • 2 Claws: targeted melee 0; strike +7; <i>wreck (rend-stab)</i> harm 1d4+1 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 1 Kick: targeted melee 1; strike +7; <i>wreck (beat)</i> harm 2d4+1 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6)
Monster and Mortal Powers: <i>grappling</i> – <i>improved</i> ; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 10