

# BROWN RATLING

## Description

Ratlings are humanoid rats standing about 5 feet tall. They are slight of build and covered in short coarse hair with the exception of the face, the palms of the hands, the soles of the feet and their tail. Despite their name this fur varies in colour from brown so dark that it is almost black to a sandy red. Interestingly there are no albino Brown Ratlings as such abominations are killed at birth by their parents, although this is extremely uncommon.

## Lands

The Ratlings share many of the same territories with the Borakki. These northern lands comprise mainly of rolling hills and soaring mountains. Whilst even the plateaus are rocky some assorted weeds manage to cling to life providing long grasses and dense shrubs. Where shelter from the wind can be found trees gather forming small pockets of dense woodland.

## Government

At the centre of all Ratling life is the basic family unit called a Kal (Nest). A Kal normally has between ten and twenty members, all directly genetically linked, that all live in the same Tor (Burrow). Each Tor is self-sufficient from a day-to-day basis with no real structural leadership. Everybody knows what needs to be done for survival of the Tor so they all get on and do their bit; as such leadership is never needed.

Several burrows in the same local area, normally between ten and twenty, become a DoTor (Great Burrow). In general this has no real effect on the day-to-day lives of each Tor, however this is what unifies Brown Ratlings together as one people. Each DoTor has a central burrow, usual the largest, which houses the DoTorJee (Great Burrow Overseers) in addition to its usual inhabitants. This is a group comprised of TanPo (sword users or warriors), Po (users or philosopher monks) and ChePo (feet users or messengers) and it is responsible for overseeing all the activities of the DoTor. The TanPo are responsible for security and decisions of a military nature whilst the Po are responsible for the spirituality of the Ratlings as well as matters of a non-military nature. The ChePo are responsible for maintaining communications between the Tors and has a tiebreak vote on the council should one become necessary.

When all the DoTors are considered together they are the DoDoTor (Great Great Burrow), which encompasses all Ratling Burrows everywhere. In DoTuKe, the largest Ratling city, there resides the DoDoTorJee (Great Great Burrow Overseers) that have the ultimate responsibility for the entire species.

## Internal Relations

As far as Brown Ratlings are concerned there are no internal politics. Every ratling decides what he is best at and then peruses this as his career, and as survival is at stake most choose to be honest in this decision as it affects everyone else. This choice leads those who are good at fighting, teaching or

running to the council chambers as certainly as it leads those that are good at cultivation to the underground mushroom farms. As such everyone knows their place and gets on with their duties leaving little time or need for internal politics.

The lack of individual Ratlings who put themselves above the race as a whole seems strange when compared to the number of such people in other species. The Ratlings simply claim that others will learn to balance that within and that without in time and such answers will be obvious. Whilst most humans would like to believe in this innate sense of self, most instead believe that the council simply have such a control over every aspect of Ratling life that to challenge it is unthinkable, literally. As such none rise to challenge its power and so there is no internal politics.

## External Relations

In general Brown Ratlings keep themselves to themselves. As they are totally self-sufficient they have little need to trade or expand and explore despite their innate curiosity.

As the Borakki live in the same physical location as the Ratlings it has been impossible to ignore them. Having watched the clans for some time the Ratling decided the best way to approach these odd creatures was to try and act as like them as possible. However, the Borakki responded unreasonably when the Ratling began to raid cattle and merchants despite having no real use for the spoils. Unlike the inter-clan raiding that they were used to the Borakki saw this as an act of war. Relations have been strained ever since with both sides making a point of inconveniencing the other. Despite this there are a few places where trade between the two occurs; mainly raw ores are traded for Borakki finished goods.

Up until recently there has been little contact with humans, though as the search for allies against the White Ratlings continues more and more trade and diplomacy is occurring between the two species. In particular the Ratlings are interested in learning as much as they can about these human runes as they see them as a potential weapon to use against their pale cousins. As the Ratlings live more by a philosophy than a religion there has been relatively little aggravation from the church, which has allowed what little contact there has been to be quite successful.

As of yet there has been little contact at all between Brown Ratlings and members of the Goblins, Cobrat or Grunj.

The species that the Brown Ratlings have had the most dealings with has been the White Ratlings. Despite their shared appearance and apparent history the Brown Ratlings view their pale cousins with sheer hate. This is mainly due to the frequent raids that White Ratlings perform on burrows to capture subjects for their twisted experiments. How the White Ratlings feel about their darker brethren is not known, but the two species are certainly caught up in an all out war against each other. This overriding hatred that is felt for White Ratlings echoes through the entire of Brown Ratling culture and society. It is this hatred that has driven the

development of the Brown Ratling martial tradition as well as putting the whole species on a constant state of alert. In fact if it continues much longer the Brown Ratlings may lose whom they are as a necessity to survive. There are those that have speculated that this response is possibly being observed by White Ratlings as another one of their experiments!

## Society

Three things shape the entire of Brown Ratling society: survival, philosophy and hatred of White Ratlings.

On a day-to-day basis the driving force behind every action taken by every Brown Ratling is the idea of survival. Every task that is done, every raid that is fended of and every decision that is made is done out of the need to survive. This is reckoned to be one of the main reasons Brown Ratlings have never really developed art; it is not essential! On a more positive note it means there is little infighting and as a whole the species is fit and able and constantly alert for possible danger. As a result of all this Ratlings tend to live simple lives and enjoy simple pleasures and as such have survived where many species would have failed.

Brown Ratlings live more by a philosophical code as oppose to a religion. KaPo (Balance use) is of much greater importance to most Ratlings compared to there religion which is considered a quaint, out-dated idea which is practiced only by a small majority of the population. KaPo influences every aspect of Ratling life from the farming principles of inner growing years and outer fallow years to the concepts of the inner trapping hand the outer striking hand in martial arts. It is the rise in popularity of these principles that has lead the Po to their position on the DoTorJee as a replacement for the now irrelevant priests.

Due to the constant threat of raids, as well as a deeply entrenched hatred, the White Ratlings influence life in most Tors more than anything else. From infancy all Ratlings are taught KaPoFa (martial arts) so that the entire population is combat able when raids occur. Every Tor also has numerous defences in place to help see of invaders as well as troops trained to take the fight to the enemy. This mentality has also lead to there being no distinction made between the genders. Females are expected to fight and die against the White Ratlings alongside the males. This has spilled over into the rest of society resulting in men and women working along side each other as equals.

## Family

A Brown Ratlings connection to his immediate family is no more than his connection to the rest of his nest or burrow. All Brown Ratlings see each other as distantly related and feel a sibling responsibility to each other.

Ratlings give birth to litter of as many as ten young at a time. However, child mortality is quite high with normally only one or two from any litter reaching adulthood. Whilst dead children are mourned, it is accepted as part of life and is seen as an incentive to invest more in those that are still alive. As such all the children in a Tor will be raised together by all the mothers of the Tor. This leads to an increased amount of

knowledge passed from one generation to the next as well as allow mothers to see to their other duties in the Tor as well as raising their children.

Despite this open attitude to raising children, mating amongst Ratlings is for life. Once together a couple will go on to have a litter every year and will tunnel out their own sub burrow to live in. If one partner dies, the other remains celibate for the remainder of his or her life. Whilst this seems contradictory to their ethic of survival it was originally instigated by TuBaKe priests to prevent burrows growing quicker than could be coped with. The idea of the older, or unluckier, ceasing to reproduce as the younger start fits with the philosophies of KaPo so the practice has endured to this day.

## Food and Drink

Despite the fact Ratlings share their lands with the Borakki, their diet is quite different. Whilst they are omnivorous, meat is used mainly for flavouring as oppose to a stable part of the diet. This is due to the fact that Ratling do not heard cattle, so any meat they wish has to be hunted for. To supplement there diet they grow many types of vegetables in well tended fields above ground near to the Tor. Potatoes, cabbage, turnips, carrots and other root vegetable form the bulk of the crops although fruit trees such as plums and apples are also tended. These ingredients are normally served in the form of a thick stew along with heavy breads and fruit.

However, as above ground farms are easy targets for White Ratling raids, farming is considered a dangerous career. Combined with the fact that the burrows are below ground, farming is by far the lesser of their two harvests.

The greater part of Ratling farming occurs underground in the form of fungi. There are many varieties of mushrooms and lichen like growths cultivated in large chambers in most Tors. Apart from a central path, fungus is cultivated to grow up to several meters out from the caverns floor, walls and roof. When harvested these crops are used for bulking out meals as well as being used to give many of the more distinctive flavours used in Ratling cooking.

Ratling are also well versed in the ways of herbalism. On a simple level they are used to flavour food as well as preserve it to last a little longer. However, they also use a lot of herbs to flavour drinks and wines leading to some truly potent brews as well as delicate liquors. They are also gifted in the more esoteric arts of herbalism as well, in fact so much so that they are several years ahead of their human counterparts.

## Economy

Ratling economy is very simple; if something is required it is made. If it cannot be made, it is probably not needed otherwise they would have found a way to make it.

Recently this has begun to change a little. In the few areas where peace exists between the Ratlings and Borakki some trade has started. Mainly Ratlings exploit the Borakki fear of enclosed spaces to trade mining technology and operation for finished metal goods. This works well as the Borakki gain

obtain more raw materials than they ever could on their own and the Ratling gain the superior tools from Borakki forges. Apart from physical goods, information concerning White Ratlings is greatly valued by both sides, as well as cooperation in dealing with these monsters. However, beyond this there is little the Borakki possesses that the Ratlings want, apart from rune knowledge. So far, however, there has been no luck in trying to get the Borakki to talk in detail about their runes so the Ratlings have turned to the more talkative humans as a way of obtaining magic.

Some of the southern Tors have been watching humans and have discovered that trade is something that is heavily involved in social interactions. As such they have opened tentative trade with humans in the hope that they can get useful information out of them. However, as they have no real need for any of the stuff they trade for they just trade for what ever is on offer in exchange for whatever they think the humans want. As such the humans see Ratlings as a retarded race as they seem to need everything humanity has to offer and will trade anything to get it. For the ratlings however, humans have provided them with a great deal of information as well as caverns full of useless items.

As well as magic in the form of runes, Ratlings have discovered something else that they want from humans, alchemy. Whilst they see this as a variant of their herbalism and greatly inferior to runes, it would help them greatly combat the alchemy used so extensively by the White Ratlings.

### Clothing

As Brown Ratlings are covered in fur their clothing is more for decoration than practicality. As such it all has a tendency to be lightweight and loose so as not to get in the way. Trousers and vests herby died in an amazing array of colours from deep blue to bright red are worn with soft leather boots and occasionally gloves. Beyond that, other items of clothes are only worn when needed for a specific purpose. Ratlings have also never developed a need for armour. As they are all trained to some degree in KaPoFa, evasion is their main way to avoid damage. Armour would also just get in the way in the confines of a tunnel and the time spent hunting to get the hide would just not be worth it.

### Buildings

Ratlings don't build buildings as they would be recognised by other races. Instead their dwelling places, storehouses and meeting halls are all underground. They have mastered the art of tunnelling and burrowing to such a level that they can achieve amazing feats of underground engineering.

Each Tor will have a central meeting hall from which tunnels will lead off to join the rest of the burrow. Around this there will be caverns for communal use such as food preparation, raising of children and storage. Further out again are the sub burrows belonging to individual Kals. Whilst this sounds quite simple there could easily be a sub burrow closer to the meeting room than storage caverns yet the caverns would be considered closer as the tunnel system to get to them is simpler. As tunnelling is no real effort for Ratlings there joining corridors are often long and twisting so as to confuse

invaders. These concepts mean that no matter where an invader enters a Tor there is no way to orientate themselves in relation to the rest of the structure.

Most other races find these dwelling subtly disturbing due to their size and lack of supports. Ratlings have such a grasp of tunnelling that their structures are self supporting as well as being impressive in size. Their greatest feat to date is the great hall of the DoDoTorJee in DoTuKe which is some mile and a half in diameter without a single support. At intervals in these structures certain fungi are cultivated to give a low level of light allowing them to dispense with the human idea of fire for light, which is in Ratling eyes just too dangerous.

### Religion

The official Brown Ratling Religion is TuBaKe, but it is actually only practised by about ten percent of the population, the rest having given it up as an outdated concept. From this religion the philosophical concepts of KaPo was derived. It is these philosophies that most Brown Ratlings lead their lives by.

TuBaKu details the creation of life as being born out of the womb of KaTuFa. KaTuFa was a great rat spirit, like all the stars still are today, who fell to the barren earth. As she died from the impact she used the last of her warmth to give birth to all life. With her last breath she gave part of her spirit to her two children and hid them in a mountain till the world was ready for them to rule. The elder of the two children was KaTu, a great warrior whose coat was as brown as fresh mud. When he emerged from the mountain he cultivated the land and made it bare crops for him and his children that grew into the people now known as the Brown Ratlings. The younger brother, KaFa, was a great philosopher with fur as white as snow. When he came upon the land he decided to wander the world and learn of the glory that had been left to them by their mother.

Whilst KaTu raised a mighty society, KaFa travelled and amassed great knowledge about many things. When he returned from his travels he had with him many followers that went on to become the people known as the White Ratlings. KaTu went out to meet his brother and offered to share the land with him, but KaFa refused. Using his knowledge of deceit and other such evil things he attacked his brother's people and tried to claim the land as his alone. After a great war KaTu finally defeated his brother and sealed them in the mountain they had come from till he was ready to rejoin the world. For centuries the mountain was silent and Brown Ratling society prospered unopposed.

Then the mountain split open and the White Ratling once again walked the surface. However, rather than reforming, they were now even more evil and twisted than before. The practitioners of TuBaKu believe that the Brown Ratlings have strayed too far from the path set out for them by KaTu, and that as punishment the White Ratlings have been released from their prison to terrify them once again. Only by recapturing the essence of who they are can they hope to overcome their cousins and once again seal them in the mountain that is now quite defiantly their home.

As the population as a whole turned away from the teachings of the TuBaKu priests during the years of the White Ratlings imprisonment, only a small core of practitioners survived. The re-emergence of the mythical White enemy resulted in a resurgence in popularity, however not enough for TuBaKe to once again become a major factor in Ratling society.

For the moment the priests are content to preach and help where they can. However, whispers have started about a possibility that the TuBaKe practitioners will split off to form their own Tor so as to return to the teachings of KaTu. This would be unheard of and would cause great ripples through Ratling society, so for the moment they hold off in the hope of converting their brothers.

## Philosophy

In contrast to TuBaKu, KaPo sees the brothers as personification of two opposing forces. KaTu represents Tu, the internal force based on self-understanding and development whilst KaFa represents Fa, the external force based on investigation of that which is outside yourself.

KaPo focuses on balance between these two forces. Only with Tu and Fa in harmony can some one be whole and able to function at their best and be spiritually aware. It is this spiritual awakening that is the ultimate goal of KaPo, the perfection of self is merely a useful side effect. When one can see yourself and all other as they actually are with no preconceptions of your own or of the universes you become a god, which is the highest point of KaPo.

Any imbalance between Tu and Fa prevents you from being the best you can. The story of TuFa's rebellion is seen as a warning that to overdevelop one aspect to the detriment of the other results in obsession and danger. The White Ratlings are considered to be too interested in studying that which is outside themselves without developing themselves at the same time. As such they gain great knowledge, but no measure of control to wield it with. As such this principle of balance infiltrates all aspects of Brown Ratling society.

## The Martial Way

The principle of the martial way falls into three groups, the historic, the low form and the high form.

The historic form, as the name suggests, is the oldest and was practiced in the early days before Ratlings lived mainly underground. In these days they roamed the hills and dales and had more space than they now what to do with it. During these times length was considered the most useful attribute in a weapon. It is surprising given this philosophy that the Ratlings never developed ranged weaponry but instead opted to use pole arms as their primary weapons. These DoTan (great swords) were very similar to human halberds and were wielded with great swinging motions. As such they had great destructive power as well as an intricate system of parries and counters that all occurred at blinding speed. Now Ratling society has moved underground this way of combat is no longer as useful. There are still those who use it due to their circumstances, such as ChePo who often spend time above ground.

The two main users for the historic form are now the church of TuBaKe and tunnel defence teams. The latter combine it as part of a two-man team that can be deployed to defend a tunnel against invaders. The front man is armed with a Tan (sword) and shield (a useful item they saw the Borakki using) whilst the back man uses a DoTan. The principle is that the reach of the DoTan is used to keep the invaders at bay whilst any that get past the DoTan are dealt with by the Tan of the front man. Using this technique, two men can hold a tunnel against over whelming odds. The church also teaches this form and keeps it alive as they believe it to have been invented by KaTu and as such an important part of recapturing the past. Whilst it is now taught with a heavy covering of TuBaKe religion the basics of the form are still precise and effective and many now see it as the one useful purpose of the church.

The low form is that form of KaPoFa that is taught to all Ratlings. It consists of the basics of the philosophy of KaPo as well as the basics of a combat efficient system. Practitioners are taught to use Tu to keep their balance, defend against attacks and know their own limits and use Fa to out manoeuvre your opponent, launch attacks and know your opponent. Once they have learned these basics they are taught to put them together to form basic sequences of attacks and defences that can be used in a real fight. These sequences form the characteristic manoeuvres used by Ratlings in unarmed combat. The trap and strike is an example of this as you use Tu to tame your opponent's defensive hand out of the way and then use Ka to deliver a strike that your opponent cannot block. Again in the double block the outer block is Ka as you anticipate an incoming strike and the inner block is Tu as you defend yourself. The other principle example is the trip strike where Tu is used to hold your opponent and then Ka is used to knock him prone. These manoeuvres work in practice and as a result most Ratlings now know these basics and are combat able.

The high form is the KaPoFa that is taught specifically to the Po and other enlightened practitioners and is much more complex than the low form. It still teaches the same basic principles, but teaches more advanced applications. For example if you are attacked you have incoming Fa this can be tamed by Tu with a simple block. A more advanced method is to use Fa to overcome Fa by attacking the attacking limb. This method of no defence is the best defence is quite difficult to do, but is deadly when used. It is also possible at this level to inject Tu or Fa into your opponent in order to exert control over their functions. Injection of Tu leads to an internalisation of energy in the struck region resulting in no force being available to move the effected limb for a period of time. Injection of Fa simply causes great internal damage so that whilst no physical injury is caused the victim is wounded on an internal level, often fatally.

# Rules

## Stat Modifiers

### Brown Ratling

STR + 2  
AGI + 2  
INT - 2  
WIL - 2  
SPI - 2  
PER + 2

## Racial Traits

**Night Vision:** Due to their underground habitat Brown Ratlings have very good low light vision. As such as long as there is a small amount of light they can see as if in day light, although some colour vision is lost.

**Resistance to Cold:** As Brown Ratling are covered in fur they are less susceptible to cold temperatures. As such any damage they would take from freezing conditions is halved. They also receive a + 2 to any saves for cold based spells of effects and suffer 1 point / die less damage from cold based attacks.

**Hatred of White Ratlings:** From childhood all Brown Ratlings are taught to fear and hate their pale cousins and for good reason. This hatred runs so deep that even the mention of the other species will result in immense anger, when a White Ratling is actually encountered nothing short of unconsciousness will halt the Brown Ratlings attack.

**Martial arts heritage:** All Brown Ratlings are now taught to defend themselves from a very young age in preparation for White Ratling attacks. As a result all Brown Ratling characters have the low form manoeuvres of KaPoFa.

## Templates

### BORAKTAN (Raider)

Climb  
Combat: Pole Arm  
Combat: Sword  
Kn: Borakki Clans  
Kn: Local Area  
Medical  
Navigate  
Survival: Hills  
Stealth  
Tactics: Personal +1  
Track +1

## Description

These Ratlings are trained specifically to perform raids against the Borakki. Originally this was meant as way of coming to understand their giant neighbours. Even though this has failed the resulting stolen goods are still in demand so the BorRakTan remain in existence.

## Suggested Attributes

AGI, SPD, PER

## Suggested Limitations

- Overconfident: The character often over estimates their skills and as a result often bites off more than he can chew. (2 points)
- Dislike of Borakki: As Borakki treat Ratlings less than well, especially those who kill their men and steal their cattle he has learned to reciprocate their feelings. The character will actively go out of his way to hinder members of this race. (2 points)

### ChePo (Messenger)

Base Move + 2  
Breakfall  
Climb  
Kn: Local politics  
Kn: Trails and paths + 1  
Navigate  
Stealth  
Survival  
Run + 2  
+26 Buy Points

## Description

As Tors are some times great distances apart, the Ratlings use ChePo to pass on important information and news between the Tors to keep every one informed. They are also used as scouts against White Ratling attacks. The third role these Ratlings posses is that they have a place in

the DoTorJee with a tie break vote should one be required.

#### **Suggested Attributes**

SPD, INT, PER, STR

#### **Suggested Limitations**

- Itchy Feet: Due to the nature of the job most ChePo tend to get agitated after a few days in the same place and want to be on the road once more. (1 point)
- Thrill Seeker: Whilst most ChePo would never endanger the message they carry there is a certain degree of bravado involved in the job. Tales of daring escapes and close calls all help build up the reputation of the character. As such sometimes the character looks for a tight spot purely to get out of it, which is not always healthy. (3 points)

### **Herbalist**

Cr: Cooking  
Herbalism +3  
Kn: Herbs  
Kn: Opener Recipes  
Kn: Diseases  
Kn: Herb Cultivation +1  
Medical  
Physician  
+25 buy points

#### **Description**

These Ratlings are amongst the best herbalists in the world. Through years of experimentation and cultivation they have created herbal concoctions that often seem miraculous. They are respected in Ratling society and fill the role of doctor and subterranean farmer.

#### **Suggested Attributes**

INT, PER, DEX

#### **Suggested Limitations**

- No sense of taste: After years of testing new recipes on himself the character can no longer distinguish one taste from another (1 point)
- Secretive: All Ratling herbalists guard their knowledge and pass it on to only a couple of others during their life and as such often get used to keeping themselves to themselves. This character would be uncomfortable in many social situations. (2 points)

### **Hunter**

Climb  
Combat: Pole Arm  
Conceal  
Cr: Fishing  
Cr: Hunting + 1  
Kn: Hunting grounds  
Kn: White Ratlings + 1  
Medical  
Navigate  
Stealth  
Survival: Woods  
Survival: Mountains  
Survival: Set Traps  
Tacking + 1  
+24 Buy Points

#### **Description**

These Ratlings serve as the eyes and ears of the Tor in times of trouble and provide an additional source of food in times of peace. They are skilled in the ways of the wilderness and often spend weeks away from their Tor.

#### **Suggested Attributes**

TOU, DEX, AGI, STR

#### **Suggested Limitations**

- Code of the Woodlands: Protect the forest and its denizens. The ways of nature are the ways of life. Avoid cities. Fire and Lightning mages as well as loggers are our enemies. (3 points)
- Dislike of Borakki: As the character spends so much time away from home he frequently encounters the Borakki who treat Ratlings less than well. As such the character will go out of his way to hinder members of this race and apart from that avoid them when ever possible. (2 point)

### **KaPuTo (Investigating Monk)**

High form KaPoFa manoeuvres  
+1 Base Defence  
Combat: Unarmed +3  
Converse  
Diplomacy  
Hand Fighting  
Interrogate  
Investigate +1  
Kn: KaPo philosophy  
Medical  
+16 buy points

#### **Description**

Unlike other Po, these Ratlings have dedicated their lives to using KaPo to help their brothers. These wandering monks investigate unusual events and odd happenings so as to increase their understanding of the world. Along the way they do their best to settle arguments and unravel mysteries for the local inhabitants.

**Suggested Attributes**

PER, SPI, INT, CHA

**Suggested Limitations**

- Code of the Order. Po are always looking to perfect themselves and those around them at all times. They are to use violence only as a last resort and lead good, honest and upright lives. (3 points)
- Feared. As these Po are under no one's law but their own, their actions can often be unpredictable and disruptive to normal life. As such Ratlings never see the arrival of a KaTuPo as a good thing. (2 points)

**Magic Seeker**

Detect Traps  
Disarm Traps  
Kn: Ancient Sites + 1  
Kn: Symbols and runes  
Kn: White Ratlings  
Lang: Bostonian  
Literate  
Navigate  
+50 Saved Checks  
+25 But Points

**Description**

The magic seeker is a Brown Ratling sent out into the world to locate and bind a rune to help the fight against the evil White Ratlings. Very few of them have ever returned, none at all with the magic skills they desire.

**Suggested Attributes**

INT, PER, SPI

**Suggested Limitations**

- Compulsive curiosity. The character has been chosen to seek and learn about magic so is naturally a curious person. As such it is some times hard for them to not investigate things that cross their paths, even when it would be in their best interests. (3 points)

**Po (Philosopher Monk)**

High form KaPoFa Manoeuvres  
+2 Base Defence  
Combat: Unarmed + 3  
Diplomacy  
Hand Fighting  
Kn: Local Politics  
Kn: KaPo philosophy  
Medical  
Orate  
Physician  
+16 buy Points

**Description**

These Ratlings are concerned with the spiritual and social welfare of their Tor. They live their lives in study and contemplation so as to best advise and help the other in the Tor. They are also the keepers of KaPoFa making

them fearsome warriors to add to their more leadership role.

**Suggested Attributes**

SPI, AGI, WIL

**Suggested Limitations:**

- Code of the Order. Po are always looking to perfect themselves and those around them at all times. They are to use violence only as a last resort and lead good, honest and upright lives. (3 points)
- Distinctive Feature. Many Po shave their fur so as to leave sigils traced on their fur as a reminder that they are set apart. (1 point)

**RaCheePo (Ambassador)**

Base Move +1  
Diplomat +2  
Etiquette  
Kn: Local Politics  
Kn: Other Race (Chose One) +1  
Orate  
Persuasion +1  
Run +1  
+26 buy points

**Description**

As relations with other races began to occur more and more, it was obvious that the CheePo messenger would be the ones to set up and maintain these relationships. These Ratlings learn all they can of another race and then act as a go between the council and the other race.

**Suggested Attributes**

CHA, INT, PER, WIL

**Suggested Limitations**

- Subject Fascination. This character has become fascinated with the race he is working with and as such will go to just about any length to further his understanding of these people. (1 point)

**TaMPo (Warrior)**

Affinity: Underground  
+1 Base Defence  
Combat: Sword + 2  
Combat: Shield  
Combat: Pole Arm  
Conceal  
Detect Traps  
Kn: Local Tunnels + 1  
Kn: Local Politics  
Stealth  
Tactics, personal + 1  
+20 Buy Points

**Description**

These trained fighters are the main line of defence between the Tor and invaders. They are trained to fight inside tunnels; using every advantage they can to defeat their attackers. They are also one of the two major

factions on the DoTorJee and as such are often looked to for leadership as well as protection.

#### **Suggested Attributes**

STR, AGI, SPD, TOU

#### **Suggested Limitations**

- Braggart. Likes to brag about his exploits of past battles. (1 point)
- Overconfident. The character often over estimates their skills and as a result bites off more than he can chew. (2 points)

### **Trapper**

Combat: Pole Arm  
Combat: Sword  
Combat: Shield  
Conceal  
Cr: Architect  
Cr: Tunnel Builder + 1  
Detect Traps  
Disarm Traps  
-set traps  
Engineer  
Kn: Common trap designs  
Kn: Tunnel systems  
Literate  
Repair  
Tactics, Personal  
+29 Buy Points

#### **Description**

These Ratlings are tasked not only with keeping the Tors in good shape, but also designing and maintaining the defences against raids by White Ratlings. They are well respected and often have several workers under their direct control.

#### **Suggested Attributes**

INT, STR, TOU

#### **Suggested Limitations**

- Perfectionist. No matter how well a tunnel is made or how well a trap is set it can always be done better with a little thought and another shot at it. This urge leads to constant tunnel redevelopment, which makes them somewhat unpopular at times with the Tors other inhabitants. (2 points)
- Farsighted. The character has difficulty making out detail on things that are too close to him and take a -4 to all perception checks when the target is within five meters of the character. (2 points)

### **TuBaKe (Priest)**

Administrate  
Combat: Pole Arm + 1  
Kn: Local Politics  
Kn: Brown Ratling History + 2  
Kn: White Ratlings  
Literate  
Orate  
Persuasion  
Theology + 1  
Weapon Specialization: Pole Arm  
+26 Buy Points

#### **Description**

The priests of TuBaKe used to be the most respected Ratlings in society. They held a position on the DoTorJee and were differeed to in all things. However, with the rise of KaPo they have fallen on hard times and are now looked upon as out dated. Their saving grace is there skill with the historical martial form.

#### **Suggested Attributes**

INT, SPI, WIL

#### **Suggested Limitations**

- Disinherited. As TuBaKe is no longer seen as a serious religion most of the priests are also considered an irrelevancy and are often treated as such. (4 points)
- Code of the old ways. The character clings to the idea that to save Brown Ratlings they must rekindle the ways of days gone by. The character will always try to dot things the old fashioned way where ever possible.



## New Advantages

### KaPoFa Manoeuvres

The low form is that form of KaPoFa that is taught to all Ratlings. It consists of the basics of the philosophy of KaPo as well as the basics of a combat efficient system. The high

form is the KaPoFa that is taught specifically to the Po and other enlightened practitioners and is much more complex than the low form. It still teaches the same basic principles, but teaches more advanced applications. The high form maneuvers cost 4 buy points.

#### Low Form KaPoFa Maneuvers

Maneuver	Type	Attack	Defense	Damage	Notes
Trap and Strike	StA	Unarmed	Mode	STR	Defender cannot parry or shield block this attack.
Trip	StA	Unarmed - 2	Mode - 1	STR	If the attack is successful the defender is knocked prone.
Double Block	StD	Mode	Unarmed	-	Attacker may not use a feint on you.

#### High Form KaPoFa Maneuvers

Maneuver	Type	Attack	Defense	Damage	Notes
Palm Strike	SpA	Unarmed	Mode	STR - 1 die	Defender is -4 to his next attack
Nerve Strike	SpA	Unarmed - 3	Mode	STR	The attacker chooses the limb that this attack hits. The defender then losses the use of this limb for 1D6 rounds.
Iron Palm	SpA	Unarmed -4	Mode	None	Whilst this attack does no damage in terms of hit points it automatically causes a wound. Roll for location as normal then roll as if a 25% wound has been caused to determine the severity of the wound. The effects of the wound are felt for a number of days equal to the severity of the wound, after which time the symptoms simply disappear.
No Defense	SpD	Mode	Mode - 4	STR	This form of defence not only stops the attack, but also causes damage to the attacker.

### Ratling Weapons

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
DuTan	+1	n/a	1d6	+0	+0	S	6	6	-	small sword
PaDuTan	+3	n/a	1d6	-1	+0	S	4	7	-	spiked small sword
Tan	+2	n/a	1d10+2	-1	-4	M	9	10	-	weighted long sword
RaTan	-2	n/a	1d8	+2	-1	M	6	8	-	rake sword
• up position	+0	n/a	1d10+1	-1	+0	M	6	8	-	
DoTan	+0	n/a	1d12+2	+0	-2	L2	10	13	-	pole arm
TraTan	+2	n/a	1d6+2	-4	+1	S	4	9	-	claw sword
PaKo	-2	n/a	1d6	-2	+0	S	5	6	-	unarmed weapon
Sar	n/a	+1	1d4	n/a	+1	S	5	6	-	throwing dart

## Ratling Herbalism

Ratling herbalism is superior to normal herbalism in two main areas. They have discovered that some herbs can counter the side effects of other herbs. As such they can use more potent herbs and negate the unwanted effects, making even their basic concoctions more powerful than most human applications. Ratlings have also developed three herbal recipes called openers. These are applied along side other herbs and allow an internal working of the herbs power; this results in different and often more supernatural effects.

The first opener developed was Blue Wine. This is made by fermenting grain along with Ash Growth, a blue lichen, to produce a highly potent pale blue liquid. When imbibed it acts as an opener as well as inebriating the recipient. As a result skills are halved for the two hours it takes for the alcohol to work out of the system. As yet, no way to prevent this drunkenness has been discovered so this recipe is used as a last resort.

White Snuff was the next opener to be developed. It is made by boiling Water's Skin with Tac, a cooking herb, till it is desiccated and the resulting flakes can be finally chopped and inhaled through the nose. There are no side effects associated with White Snuff, but as Water's Skin, a fungus that grows as a thin layer on water, is extremely hard to grow this opener too sees little use except when absolutely necessary.

The most recent opener to see use is Blood Balm. This concoction is made by heating a quantity of wax along with blood berries, a dark red fruit from a bush that as yet only grows in direct sunlight, and Sift Balls, small fungal balls that can be sifted out of good quality soils, to form a red balm. This can then be spread on the chest to act as an opener. However, it results in sever burning to the area resulting in 1D6 +2 damage. Luckily it has been discovered that if used with an equal quantity of fresh river mud the burning is negated. As such this is the most commonly used opener.

So for each herb Ratling herbalists know its name, how to apply it, what it's side effects are, how to nullify the side effects, the external effect and the internal effect.

## Sample Herbs

### Aulder Ball

Climate:	Wet woods and hills
Season:	Autumn
Knowledge DL:	10
Discovery DL:	15
Bunch:	1d6

Aulder Ball is an edible fungus that grows amongst the roots of Aulder trees in small spherical clumps. When eaten they result in an increase in visual perception (+4 to all vision based PER rolls) for 2 hours. The internal effect is to raise the mental connection to the between the character and those around him (+4 to rolls involving empathy) for half an hour. Aulder Balls are however

poisonous (2 points of damage per hour for the next 1D4 hours) unless administered along with Green Berry, in which case Green Berry has no other effect.

### Bitter Silk

Climate:	Moist cultivated soil
Season:	Any
Knowledge DL:	14
Discovery DL:	18
Bunch:	1

Bitter Silk is excreted from a white worm into it's nest before producing young. It the silk it scrunched into a ball and placed under the tongue it will increase a females chance of conception by 25% for the next four hours. It has no effect on males. If used as an internal herb it requires two people to split the Bitter Silk. When used it forms and empathic link between the two characters for the next six hours. During this time the characters will instantly know what emotions the other one is feeling. Bitter Silk has an unfortunately bitter taste resulting in vomiting unless taken with Fairy Ivy which soothes the taste and has it's normal effect.

### Cave Moon

Climate:	Underground (vintilated tunnels)
Season:	Spring
Knowledge DL:	13
Discovery DL:	14
Bunch:	1d3

Cave Moon is a large, circular, pale yellow mushroom that grows in tunnels near to the surface. When eaten it has the effect of amplifying the characters current mood (note that this is their true mood, not any mood they are faking) for the next hour. When taken internally it causes the body to purge, through sweat and vomiting, all toxins from the body with the exception of alcohol based substances. Cave Moon however also causes a sever rash to develop at the limb extremities (-4 to all DEX based skill tests) for two days unless taken with Bitter Silk. Bitter Silk has no effect when taken with Cave Moon.

### Depp Root

Climate:	Hills with dry, deep soil
Season:	Any
Knowledge DL:	12
Discovery DL:	13
Bunch:	1d4

Holly trees that grow in certain locations put down roots so deep that they come through the roof of Ratling tunnels. When these roots are cut and the soft inner pulp scraped out and eaten it has the effect of increasing tactile

sensation (+4 to all touch based perception tests) for two hours. Unfortunately this means any extreme sensations will result in damage to the character (1D2 for a really hot day to 1D10 for being hit whilst under the influence) unless taken with Dust Web. If Dust Web is taken with Deep Root the Dust Web has no effect. If used internally the effects are identical to those of the external effect.

### Dust Web

Climate:	Dry caverns
Season:	Winter
Knowledge DL:	14
Discovery DL:	16
Bunch:	1d6

Dust Web is a thin fibrous fungus that grows in hedges in underground caverns that are dry and ill aerated. When soaked in water and placed on a wound it results on the healing of 1D4 persistent damage at the rate of 1 point per day. When used internally it results in a temporary toughening of the skin (1 point of armour in all locations) for a day. The down side is that it causes rigidity of the whole body for two days after it is taken (-1 to all DEX and AGI based tests). If taken with Cave Moon the effects are negated although Cave Moon acts as normal when taken in this manner.

### Fairy Ivory

Climate:	Unlit, dry caverns
Season:	Any
Knowledge DL:	12
Discovery DL:	14
Bunch:	1d10

Fairy Ivy is a wall crawling plant that is covered in tiny luminescent flowers that provide just enough light to see by. When these flowers are plucked and boiled in grain alcohol the resultant herbal drink can be consumed. When this is done it heals 1D6 current damage at the rate of one point per hour. If used as an internal concoction, some of the liquid must also be drunk by a naturally occurring animal. When this is done the character can then possess the animal for six minus the animal's WIL hours. However, a contested WIL roll has to be made between the character and the animal to determine who is in control of the creature's actions for this time. When the time expires the character returns to his comatose body. Unfortunately, Fairy Ivy results in hallucinations if imbibed. This effect can be cancelled by taking it in conjunction with Aulder Ball in which case Aulder Ball has its full effect as normal.

### Green Berry

Climate:	Moist underground soil
Season:	Spring and summer
Knowledge DL:	13
Discovery DL:	13
Bunch:	1d2

Green Berry is the fruit of an underground plant. By secreting a sweet smelling resin it can attract animals to come and eat its fruits despite growing in lightless locations. When Green Berries are mashed into a paste and spread on the character's forehead it results in eight hours of peaceful sleep. As an internal herb it is used in labour to increase the strength of contractions and speed along the final stages. If used on men or non-pregnant women it results in painful whole body convulsions for the next 2D4 hours. If used on a pregnant woman not in labour it results in the loss of her unborn child. Green Berries cause numbness to the whole body for half an hour, something many labouring women appreciate. However if used with Deep Root the numbness can be avoided but the Deep Root takes full effect.