

# NEW CHARACTER CLASSES

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## RATLING

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### Demihuman Class

**Requirements:** Minimum CON 9

**Prime requisite:** DEX

**Hit Die type:** 1d6

**Combat aptitude:** Semi-martial

**Maximum level:** 8

**Armour:** Leather, shields

**Weapons:** Any

**Languages:** Alignment, Common, the secret language of rats

Ratlings are fur-covered, rat-like, bipedal humanoids. They stand 4' to 5' tall and have 3'-long prehensile tails, large ears, and sensitive noses. Though industrious and adaptable, their association with vermin tends to place them in the fringes of human settlements. Ratlings are born in broods of 3–5, reach maturity around age 7 or 8, and rarely live past 40. Naturally gregarious, their relatively short lifespans lend the species a certain devil-may-care outlook that other races find amusing.

### Awareness

Ratlings are only surprised on a roll of 1 due to their strong sense of smell. This may mean that a ratling is able to act in the surprise round while their companions are surprised.

### Infravision

Ratlings have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials*).



### Prehensile Tail

Ratlings can hold an item (up to 50 coins weight) in their tail, though the tail does not have the coordination to attack with a weapon or to manipulate fine objects like keys or scissors. A ratling cannot climb when holding an object in their tail, as it is required for balance.

### Rat Affinity

Ratlings live alongside many different species of rats, including giant rats. They can speak the secret language of rats and gain a +1 bonus to reaction rolls when encountering rats.

### Ratling Skills

Ratlings can use the following skills, with the chance of success shown opposite:

**Climb Sheer Surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the ratling falls at the halfway point, suffering falling damage.

## Ratling Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1	19 [0]	8	9	10	13	12
2	2,000	2	19 [0]	8	9	10	13	12
3	4,000	3	19 [0]	8	9	10	13	12
4	8,000	4	19 [0]	8	9	10	13	12
5	16,000	5	17 [+2]	6	7	8	10	10
6	32,000	6	17 [+2]	6	7	8	10	10
7	64,000	7	17 [+2]	6	7	8	10	10
8	128,000	8	17 [+2]	6	7	8	10	10

**THACO:** Attack matrix row to use.  
(Ascending AC attack bonus in [ ].)

**D:** Death / poison; **W:** Wands;  
**P:** Paralysis / petrify; **B:** Breath attacks;  
**S:** Spells / rods / staves.

**Detect Poison (DP):** A ratling can smell poisons mixed into food/drink or coated on an object. For poisons with a specified detection chance (e.g. the poisons on *p18*), the ratling's DP is added to the normal detection chance.

**Hear Noise (HN):** In a quiet environment (e.g. not in combat), a ratling can attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.

**Hide in shadows (HS):** Requires the ratling to be motionless—attacking or moving while hiding is not possible.

**Move Silently (MS):** A ratling can attempt to sneak past enemies unnoticed.

### After Reaching 8th Level

A ratling may construct a warren: either a burrow in soft soil or a hidden sewer stronghold beneath a major city. The construction will attract 2d6 1st level ratlings who are loyal to the character. In addition, giant rats within 5 miles will treat the ratling as friends and may warn of intruders, carry messages, and so on. This friendship is contingent on the character's protection of the giant rat population.

### Ratling Skills Chance of Success

Level	CS	DP	HN	HS	MS
1	87	30	1–2	10	20
2	88	35	1–2	15	25
3	89	40	1–3	20	30
4	90	45	1–3	25	35
5	91	50	1–3	30	40
6	92	55	1–3	35	45
7	93	60	1–4	40	50
8	94	65	1–4	45	55

### Rolling Skill Checks

**Hear noise:** Is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

**Other skills:** Are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

### Player Knowledge

The referee should roll for DP, HN, HS, and MS on the player's behalf, as the ratling does not immediately know if the attempt was successful. If a HS or MS roll fails, the referee knows that the ratling has been noticed and should determine enemies' actions appropriately.