



“Brave Warrior” © Russell Jones. Accessed at his Art Station page [here](#).

[Originally called “ver’men”. I removed the pun as the mandatory name, but it remains as an option. Incidentally, the art above makes them look a bit more noble than I intended, but I like it much better than the original Hackmaster art. If you want heroic rodent people, use ratfolk. If you want little monsters, use the ver.]

### **Ver**

*This creature appears to be a rodent walking upright, with rounded ears and a stump of a tail. Its face bears a grim expression.*

Vers, sometimes called vermen or mousefolk, are sinister, intelligent rodents. They live in the shadows and margins of other societies, including those of other evil humanoids such as goblins and kobolds. They are versatile omnivores, but raise none of their own food. Theft and piracy have an almost sacred nature to the ver, and they believe that nothing should be gained by honest labor if it can be obtained by stealing.

Ver warrens are filthy, cramped places, frequently home to rodents of both normal and unusual size. Ver are natural tinkerers and trap-builders, and the longer a ver tribe has occupied a region, the more elaborate and sadistic the traps will be. Ver society is meritocratic—the cleverest and meanest ver is the one that claws their way to the top, and these ver rulers frequently have levels in character classes. Rogue is the most common class among the ver, and spellcasting ver frequently become

witches.

**Ver** CR ½

**XP 200**

NE Tiny monstrous humanoid

**Init** +1; **Senses** darkvision 30 ft., Perception +5

Defense

**AC** 13, touch 13, flat-footed 12 (+2 size, +1 Dex)

**hp** 9 (2d10-2)

**Fort** +0, **Ref** +5, **Will** +4

**Defensive Abilities** fortunate; **Immune** disease

Offense

**Speed** 40 ft.

**Melee** longspear +2 (1d4-2/x3) or shortsword +2 (1d3-2)

**Ranged** light crossbow +5 (1d4/19-20)

**Space** 2 ½ ft.; **Reach** 0 ft. (5 ft. with longspear)

**Special Attacks** misplacement

Statistics

**Str** 6, **Dex** 12, **Con** 9, **Int** 14, **Wis** 11, **Cha** 9

**Base Atk** +2; **CMB** +1; **CMD** 9

**Feats** Point Blank Shot

**Skills** Climb +6, Craft (traps) +9, Perception +5, Ride +6, Sleight of Hand +5, Stealth +13; **Racial**

**Modifiers** uses Dex for Climb, +2 Craft (traps), +2 Sleight of Hand

**Languages** Common, Ver

**SQ** rodent empathy +5

Ecology

**Environment** underground

**Organization** solitary, band (2-11) or tribe (12-48)

**Treasure** standard (Tiny light crossbow, longspear, shortsword, other treasure)

Special Abilities

**Fortunate (Ex)** A ver gains a +1 luck bonus on all saving throws.

**Misplacement (Ex)** When a ver successfully makes a Sleight of Hand check to steal from a creature, it also rearranges their belongings. The next time that creature attempts to draw a weapon or item, it must spend a standard action to do so instead of a move action.

**Rodent Empathy (Ex)** A ver can influence the behavior of rodents. This ability functions as wild empathy, with a druid level equal to the ver's Hit Dice, except that the ver can only use it to influence rodents or rodent-like creatures. A ver gains a +4 racial bonus to this check.