Sewer Rat

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Rat King | MS+0 | RS+1 | PR+3 | RW+3 | PW+3 |
| Shambler | MP+3 | MS+3 | PS+0 | RS+1 | MP+3 |

Special Mechanics

Rat Minions – Rat Minions have Strike 14, Dodge 16, Run 6, Dmg 3d4 (Physical, Bite)

Powers

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Category** | **Cost** | **Burn** | **Effects** | **Enhancements** |
| Become Rat | Buff, Toggle, Self | 20 | 2 | * Change Shape (Rat) * Dodge (4) * Run (6) * Skill (Sneak RS) (6) * Cannot use other powers, but can bite with your Strike or 14, whichever is higher, for Damage (3d4) (Physical, Bite) | * None |
| Beggar King | Stance | 30 | 1 | * Any Festering statuses applied by you also heal you for a like amount and give you Burn Reduction (1) | * None |
| Burrower | Movement | 20 | 1 | * Tunnel (6) (Brick, Concrete, Dirt) * Overland (1) | * Move / x3 / +0B / 10P |
| Clinging | Utility, No Activation, Self | 20 | 0 | * Cling * Muscle (8) (Grabs, Holds) | * None |
| Dark Vision | Trait | 10 | 0 | * Dark Vision | * None |
| Famine King | Stance | 20 | 1 | * Any Sickened statuses you apply also apply * Drain (1d4) (Muscle and Toughness) | * None |
| Pestilence | Trait | 10 | 0 | * Your Festering statuses stack * Each additional Festering stack adds Damage (1) | * None |
| Plague Doctor | Buff, Touch, One Ally | 20 | 6 | * Heal (2d6) * Sickened (Toughness) |  |
| Prison of Filth | Attack, Ranged, One Target | 20 | 6 | * Entangle (3d6) (0/0/0) * Damage (1) (Penetrating, Chewing) * Range Band (4) * On Escape: Festering (4) * On Escape: Sickened (Toughness) | * Accuracy +2 / x2 / +0B / 10P * Entangle Die / x3 / +1B / 10P * Range +1 / x3 / +0B / 10P |
| Rat Cloak | Trait | 20 | 0 | * For each rat on the battlefield, you get Armor (1/1/1) * This stacks with other armors without limit |  |
| Rat King | Stance | 20 | 1 | * For each rat on the battlefield, you get Damage (1), Defense (1) |  |
| Rat Swarm | Attack, Ranged, Area | 20 | 8 | * Damage (2d4) (Penetrating, Bite) * Radius (2) * One Rat Minion is left on the battlefield with HP equal to the highest damage done by the attack |  |
| Sewer Sojourn | Movement | 20 | 1 | * Swim (10) * Invisible (Underwater) (Sight, IR, UV) * Overland (2) |  |
| Squalor | Trait | 10 | 0 | * Resist Festering (2) * Resist Gasses (2) * Resist Sicken (2) |  |
| Stench | Attack, Point Blank, Area | 20 | 8 | * Sickened (Toughness) * Cone (4) |  |
| Summon Rats | Summon | 30 | E | * You summon 3 Rat Minions (10 HP) to the battlefield * Range (6) |  |
| Throw Maggots | Attack, Ranged, One Target | 20 | 5 | * Damage (3d6) (Physical, Bite) * Festering (4) * Knock (0) * Range Band (4) |  |