Ratling

written by CresthavenRPG Guru | January 24, 2018



Ratlings are an exciting and unique race of humanoid rodents! They are quick and agile, with fur ranging from dark black to light grey and white, and their noses are usually pink. Ratlings have sharp claws and keen senses, making them expert hunters and trackers. They are also known for their communal nature, often forming tight-knit groups that live together in their own neighborhoods within cities.

Ratlings are a versatile and adaptable race, able to thrive in many different environments. They are often found in underground warrens or along riverbanks, but can also be found in cities, where they take over entire neighborhoods and make them their own. Despite their small size, Ratlings are

fierce and brave, with a strong sense of community and loyalty to their kin.

Ability Score Caps: Ratlings cannot exceed +2 in any ability except for Dex and Con where they can have up to a +3. Ratlings cannot exceed Zero in Strength.

Ability Score Max: Ratlings have a max total combined ability total of 5

Size: 3-4 foot tall, 60 – 120 lbs

Speed: 30 feet

Languages: Undercommon and Common

Special Racial Abilities:

Darkvision: 120 feet due to living in nothing but darkness.

Plagued Upbringing: Growing up and spawning in filth has its advantages. Gain advantage in checks against toxins and diseases.

Skittish: Ratlings can +2 to their notice value.

+2 bonus to Armor Class due to small size

+3 bonus to Combat Initiative for their small quickness

Skill Bonuses

Climb (+4) – used to climb walls, mountains, etc

Stealth (+2) – used to hide and move without detection

Class Restrictions

Ratlings may only choose from Cleric, Thief, or Barbarian.

Weapon and Armor Restrictions:

A Ratlings may wear any kind of armor, and may use a shield. However, their armor and shields must be specially made for their small size (doubling the list price). Even dwarf-sized armor is too large for them.

A Ratlings may only use a weapon weighing 2 lbs or less (such as a dagger, short sword, or short bow), and may not use two-handed swords, longbows, battle-axes, pole-arms, or other large weapons.