



INTRODUCTION

"We all came up from different places an' sometimes we didn't get along too good, but there we was. Rascal, Lulu, Stinky and Whitey. We made it to da promised land. Somehow, some way, we got outta the dirty, dangerous city or crawled up from some grain silo in East Dullsville. Untold riches await, they all said back home. An' dey was right! Now we jus' gotta play it cool and get our piece o' da American Dream."

Ratpack is a roleplaying game where the players portray rats living in the crawlspaces and cupboards of your average American suburban home. Each game session is based around a "mission" (usually involving food, people and household pets). The default play style is a fun, adventure-filled romp...like a cross between The Dirty Dozen and Goodfellas (except with rats as the protagonists).

There are two alternate "tones" that change the scope of the game, from wild and zany 'toon games to grim games of harsh reality. Those are dealt with later in the game.

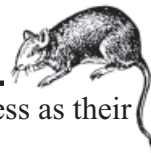
THE BIG CHEESE AND THE RATPACK

The person in charge of running the game is The Big Cheese. The players (as a group) are called "the Ratpack." One person should be The Big Cheese. It's recommended that your Ratpack consist of between 3 and 5 players.

RATTRIBUTES

All rats share some basic abilities. They can all run and climb, swim and hop, bite and hide. Rats have a keen sense of smell and excellent night vision (being most nocturnal animals). They're tough and strong for their size (unlike their wimpy mouse cousins) and they can live just about anywhere. There are nine "rattributes":





Alertness: Sensing danger, spotting details, hearing noises and smelling food. All rats possess Alertness as their Best rattribute.

Whiskas and Tabitha are exploring the attic. Do they see the big scary spiderweb in the dim light? They should roll Alertness or get all sticky and gross.

Athletics: Anything physical in nature that doesn't involve fighting or stealth (i.e. running, swimming, climbing, jumping and balancing).

Cecil wants to scurry up a telephone cord to the table high above. He rolls his Athletics rattribute to do so.

Fighting: Biting, scratching and avoiding attack. Also includes using makeshift weapons.

There's a rumble going down between the Office Supply Rats and the Evergreen Terrace Crew. No guns, no knives, lots of Fighting rolls!

Escape Artistry: Squeezing through tight spaces, getting out of traps and picking locks.

While fleeing a hungry owl, Vernon the Vermin is caught in a thorny bush. He makes an Escape Artistry roll to get untangled.

Intimidation: Scaring female humans, birds, other rats or larger animals.

Prunehilde rears up on her hind legs and screeches at an encroaching squirrel. She must win an Intimidation roll to scare off the other rodent.

Stealth: Avoiding detection, either by moving silently or through concealment.

While digging through some trash, Topsy hears people draw near. She dives beneath some discarded newspaper and waits for danger to pass.

Manipulation: Using tools, carrying heavy loads and operating human-made devices.

Rizzo must draw a map in order to show the location of a hidden biscuit cache. He steals a pencil from nearby and begins to sketch out a plan. He rolls his Manipulation rattribute to draw something legible.

Survival: Anything that keeps you alive that doesn't include fighting or stealth (identifying safe things to eat, finding shelter or water, knowing the lay of the land).

Ginger encounters some tasty pellets under the sink. But is it food or poison? She sniffs at the stuff and makes a Survival roll.

Human Lore: Understanding human speech, behavior and technology.

Blinks is trying to distract a human by jumping up and down on the TV remote control to change channels. But which button does what? He must roll Human Lore to figure it out.



RATPACK

RAT CREATION STEPS

Select a Background, Habitat and Personality. Then name your rat and describe its appearance.

1. Choose a Background and Habitat

Outdoor Rats (bonus to rolls when outside in the wild)

- Wharf Rat (comfortable around water and sea-faring vessels)
- Desert Rat (hardy and adaptable rats from the wilderness)
- Sewer Rat (resistant to poison and disease, but lacking subtlety)

Indoor Rats (bonus to rolls while inside human dwellings)

- Country Rat (nervous and ever-vigilant of predators)
- Lab Rat (inquisitive rats raised in classrooms or laboratories)
- City Rat (cynical, hard-edged rats from urban environments)

2. Choose a Personality

- Bruiser (big, strapping rats with brutish demeanors)
- Thinker (methodical, intelligent rats that study human behavior)
- Slinker (quiet rats adept at hiding and scurrying about)
- Stinker (smelly, rugged rats with obnoxious personalities)

When your ratpack has been created, choose a cool name for the group.



BACKGROUNDS & HABITATS

Different rats have different Backgrounds. Some are at home in the country or in the wild while others are more accustomed to the creature comforts of city-life and suburbia. Outdoor Rats add a d4 to all rolls when outdoors or in unusual locations such as in barns or onboard ships. Indoor Rats add a d4 when inside a dwelling where humans live or work (be in a store, an apartment in the city or in a middle-class single-family home).

Habitats give a +1 bonus and a -1 penalty when performing a specific activity, regardless of the current setting (indoors or outdoors).

Wharf Rat (Outdoors)

Life onboard ships or underneath piers have given you lots of swimming practice. +1 to swimming rolls or when trying to keep your balance on a wet surface.

Unfortunately, all that time in the water and on swaying decks has wreaked havoc with your sense of balance. You suffer -1 to all Athletics rolls when on dry land or stable surfaces.

Sewer Rat (Outdoors)

You've spent most of your life rooting in garbage dumps or splashing through drainage pipes. +1 to identify and resist the effects of both poison and spoiled food.

Because of your unusual habitat, you never bothered with matters of subtlety. You suffer a -1 penalty to all Stealth rolls when not surrounded by muck and trash.





Desert Rat (Outdoors)

The desert is a tough place to live but you know how to find water and shade, even in the driest and hottest of conditions. +1 when finding water or burrowing.

Desert Rats rarely come in contact with humans so they suffer -1 to all Human Lore rolls when trying to understand human speech.

Note: This Habitat includes other feral, wilderness-type rats (such as a Swamp Rats or Tundra Rats).

Country Rat (Indoors)

Barn owls, coon cats and farmers' wives are constant threats to your well-being and you've become quiet sensitive to their comings and goings. +1 when trying to avoid detection or dodge attacks.

Rats from the country are skittish creatures and not known for their steady hands. They suffer a -1 penalty to all Manipulation rolls except when carrying heavy loads.

Lab Rat (Indoors)

Humans are fascinating creatures and you've spent many hours studying their behavior. +1 when figuring out human technology or understanding human speech.

Lab Rats are notorious for their lack of physical ability. After all, why bother with that wheel contraption when you're surrounded by beakers and Bunsen burners? Suffer a -1 to Fighting rolls.

City Rat (Indoors)

Living in the city has given you a different perspective on inter-species communication. It's simple; you're the boss! +1 when intimidating other rats (and smaller creatures) and you win ties during Argument Rolls.

Living in the big city, you never learned to take care of yourself when times are lean. Suffer -1 to Survival rolls except when dealing with poisons or bad food.

PERSONALITIES

Despite the similarities, there are some important differences in rats. The biggest difference is in how rats behave. Some rats love to get into fights. Others like to observe the situation and plan their actions. Some rats are shy and quiet. And more than a few are loud and obnoxious.

Rat Personalities are used whenever the ratpack must agree to a Course of Action (described later). Rats of a similar mind tend to do better than uncooperative rats who want to do things their own way. Each Personality prefers a certain Course of Action.

Personalities also have varying levels of abilities in the various rattributes. All rats have a Best rattribute of Alertness, followed by two Good rattributes, four Fair attributes and two Poor rattributes.

There are four different Personalities to choose from:



RATPACK

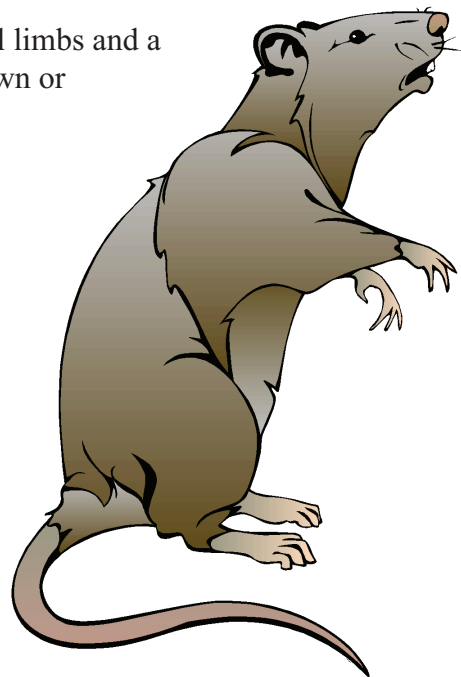


Bruiser (the Muscle)

Bruisers are larger than the other rats and they're known to use their size and strength to bully other rats around. They often come from the big city and sport a city-dweller's cynical attitude. Bruisers can be difficult to deal with but they're nice to have on your side when a fight goes down.

Description: Bruisers are big and strong, with thick fur, powerful limbs and a no-nonsense demeanor. They come in all colors but most are brown or mottled gray.

<i>Alertness</i>	<i>Best</i>	<i>d10</i>
<i>Fighting</i>	<i>Good</i>	<i>d8</i>
<i>Intimidation</i>	<i>Good</i>	<i>d8</i>
<i>Athletics</i>	<i>Fair</i>	<i>d6</i>
<i>Human Lore</i>	<i>Fair</i>	<i>d6</i>
<i>Manipulation</i>	<i>Fair</i>	<i>d6</i>
<i>Survival</i>	<i>Fair</i>	<i>d6</i>
<i>Escape Artistry</i>	<i>Poor</i>	<i>d4</i>
<i>Stealth</i>	<i>Poor</i>	<i>d4</i>



Preferred Course of Action: "Time to bust some heads!"

Thinker (the Brains)

Thinkers are the rats with the most exposure to humans (either because they were actual laboratory rats or because they've studied humans from a distance). Because of this, they're quick to figure out human technology and are able to make general assumptions about human behavior.

Description: Thinkers are usually a solid color, either all-black, all-gray or albino (white with pink eyes). They're of average size and weight and tend to be observant and curious.



<i>Alertness</i>	<i>Best</i>	<i>d10</i>
<i>Human Lore</i>	<i>Good</i>	<i>d8</i>
<i>Manipulation</i>	<i>Good</i>	<i>d8</i>
<i>Athletics</i>	<i>Fair</i>	<i>d6</i>
<i>Escape Artistry</i>	<i>Fair</i>	<i>d6</i>
<i>Stealth</i>	<i>Fair</i>	<i>d6</i>
<i>Survival</i>	<i>Fair</i>	<i>d6</i>
<i>Fighting</i>	<i>Poor</i>	<i>d4</i>
<i>Intimidation</i>	<i>Poor</i>	<i>d4</i>

Preferred Course of Action: "I have a cunning plan..."



RATPACK



Slinker (the Quiet One)

Slinkers are quick and agile little creatures, with dispositions that range from shy and quiet to really shy and quiet. Given the chance, most would rather fend for themselves. But being in a ratpack does afford some benefits so they put up with the aggravation until something better comes along.

Description: Slinkers are usually smaller in stature than the other kinds of rats, with delicate features and long tails they can use to help their balance. Their coats are typically dark and banded with stripes, blotches or other marks that help with camouflage.

<i>Alertness</i>	<i>Best</i>	<i>d10</i>
<i>Athletics</i>	<i>Good</i>	<i>d8</i>
<i>Stealth</i>	<i>Good</i>	<i>d8</i>
<i>Escape Artistry</i>	<i>Fair</i>	<i>d6</i>
<i>Fighting</i>	<i>Fair</i>	<i>d6</i>
<i>Manipulation</i>	<i>Fair</i>	<i>d6</i>
<i>Survival</i>	<i>Fair</i>	<i>d6</i>
<i>Human Lore</i>	<i>Poor</i>	<i>d4</i>
<i>Intimidation</i>	<i>Poor</i>	<i>d4</i>



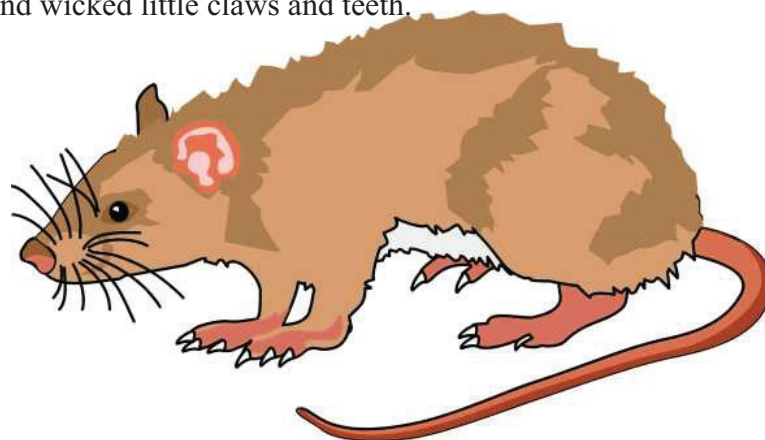
Preferred Course of Action: “Quick! Everyone scatter!”

Stinker (the Lowlife)

Stinkers are adept at getting into trouble and causing chaos. They're duplicitous little buggers that hate doing anything resembling real work. Stinkers typically sidle up to Bruisers as sycophantic sidekicks and get the big brutes to handle any problems that come their way. They're not really good for anything, which is a wonder why any ratpack would let one join!

Description: Stinkers possess all the qualities that most people imagine when they hear the word "rat." Smelly, dirty, and disheveled, Stinkers have greasy, matted fur and beady little eyes alert for scraps of garbage or stray crumbs. They possess a rather unpleasant odor and wicked little claws and teeth.

<i>Alertness</i>	<i>Best</i>	<i>d10</i>
<i>Escape Artistry</i>	<i>Good</i>	<i>d8</i>
<i>Survival</i>	<i>Good</i>	<i>d8</i>
<i>Fighting</i>	<i>Fair</i>	<i>d6</i>
<i>Human Lore</i>	<i>Fair</i>	<i>d6</i>
<i>Intimidation</i>	<i>Fair</i>	<i>d6</i>
<i>Manipulation</i>	<i>Fair</i>	<i>d6</i>
<i>Athletics</i>	<i>Poor</i>	<i>d4</i>
<i>Stealth</i>	<i>Poor</i>	<i>d4</i>



Preferred Course of Action: None (Stinkers are lazy and uncooperative)





COURSES OF ACTION & ARGUMENTS

Whenever the ratpack encounters a problem, the group must decide on a Course of Action. The problem is, each member handles problems in a particular way. This results in an Argument about how to deal with the problem. Ratpack members don't always have to deal with problems the same way. They just have a preferred Course of Action that draws upon their strengths.

- Bruisers tackle the problem head on, preferably in an all-out tussle.
- Thinkers want to think of the best possible solution and carefully plan out its execution.
- Slinkers don't want to argue; they'd rather just hide, run away or face the problem alone.
- Stinkers want someone to take care of the problem for them. They usually side with whoever is in the best position to win the argument.

Each ratpack member throws a die, hoping to score the highest result. The type of die depends on the rat's type and the proposed course of action:

Proposed Course of Action	Bruiser	Thinker	Slinker	Stinker
1. "Time to bust some heads!"	d10	d8	d6	d4*
2. "I have a cunning plan..."	d6	d10	d8	d4*
3. "Quick! Everyone scatter!"	d8	d6	d10	d4*
4. "Wait, I have another idea."	d4	d4	d4	d4*

If two or more rats declare the same course of action, they may add their rolls together and use the sum of the dice as their total. The Stinker's roll is special. Instead of making a decision, he may give a bonus die (a d4) to any other rat during an Argument roll.

The rat who won the argument (and any rats that sided with the winner) gain +1 to their die rolls when carrying out the Course of Action. Those that lost the Argument or sided with the loser suffer a -1 penalty to their die rolls during the course of action.

Rats who abstained from Arguing or had no opinion may not act during the round.

The winner of an Argument Roll (the Rat King*) gets to lead the ratpack in carrying out the course of action (that rat's player tells the Big Cheese how the ratpack acts as a group). Individual die rolls are then made by the players as directed by the Rat King.

If Argument roll results in a tie then the tied rats must roll a d10 and the highest roll wins (keep rolling until a winner is declared). City Rats automatically win ties. If two or more City Rats are involved, then they should have a roll-off using a d10 as dictated above. Stinkers may not contribute their d4 to tie-breakers.

** Ratpacks always refer to their leaders as Kings, even if the leader rat is a female.*



RATPACK



SYSTEM MECHANICS

Whenever a ratpack member performs an action, that rat's player rolls a die.

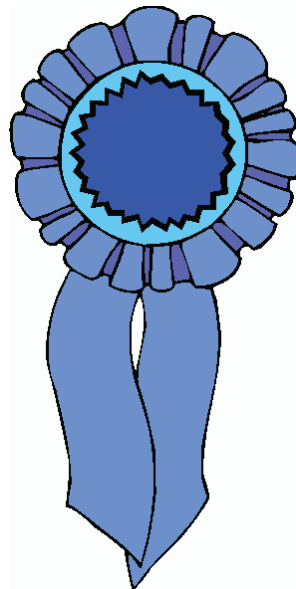
- If the rat's skill is Best, roll a d10
- If the rat's skill is Good, roll a d8.
- If the rat's skill is Fair, roll a d6.
- If the rat's skill is Poor, roll a d4.

Die Roll

0
1
2-3
4-5
6-7
8 or higher

Result

Spectacular Failure (things go terribly wrong)
Failure (things don't go as planned)
Middling Failure (failure, but something minor goes right)
Middling Success (success, but something minor goes wrong)
Success (things happen as planned)
Spectacular success (everything goes better than planned)



Rats should be able to perform one action with one rattribute, even if several factors seem to apply.

Cap'n LaBrie (an old wharf rat) jumps into the pool to rescue a less-than-seaworthy member of his ratpack. His Athletics is Fair so he rolls one d6 for his rattribute and one d4 for his Background. His rolls are a 3 and a 2 for a total of 5. Normally, this would be a Middling Success but he gets to add +1 because of his Habitat. The Cap'n scores a total of 6, or a Success. He paddles over to the drowning rat and pulls him to safety. Another thletics to pull the rat to safety is not necessary because the Cap'n was successful. If the success was Middling, another roll might be necessary.

If the rat is facing another character (another member of the ratpack, another creature or a human), have the opponents roll against one another.

Lil' Squeak and The Fink are wrestling over a piece of candy that fell on the floor. Both rats have a Fair Fighting attribute and no modifiers so they each roll a d6. Lil' Squeak rolls a 4 while The Fink rolls a 2. The Fink fails and Lil' Squeak succeeds (but it's only a Middling Success). The Big Cheese decides that Squeak got the piece of candy but it turns out to be a throat lozenge – not terribly tasty.

- If nobody scores a success, the character with the lowest roll must abide by the result and the other results are ignored.

Lil' Squeak rolls a 3 while The Fink rolls a 1. The Fink's failure is the worst so he fails to get the candy. The Big Cheese rules that the candy was knocked under the refrigerator in the scuffle and Squeak is small enough to get to it.

- If everyone scores a success, the character with the highest roll abides by the result and the other results are ignored.

Lil' Squeak rolls a 5 while The Fink rolls a 6. The Fink's success is the better of the two so he wins the contest and gets the candy.

- If a roll is tied, then both characters must abide by the result (which could mean they both succeed or they both fail).

Lil' Squeak rolls a 5 while The Fink rolls a 5. Both rats were successful in their candy snatching attempts so the Big Cheese decides that the candy breaks apart into two more-or-less equal pieces.

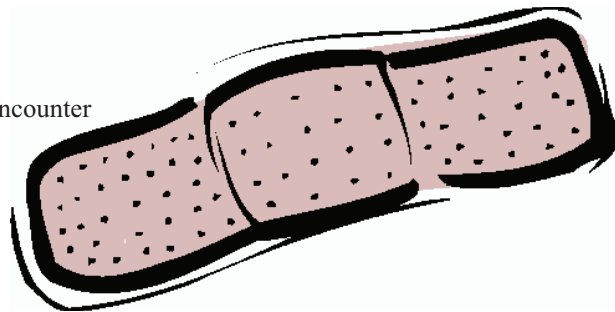




GETTING HURT

Failing an Athletics roll, a Fighting roll or a Survival roll usually results in an injury of some kind. Manipulation and Human Lore could also cause injury in uncommon instances. Compare the failed roll against a base of 8. Every point separating the two scores results in one damage point.

Damage	Penalty
0-4	No penalty
5	The rat suffers -1 to all rolls for the duration of the encounter
6	A Good attribute is reduced to Fair*
7	A Good or Fair attribute is reduced to Poor*
8	The rat expires!



** Rattributes are recovered at a rate of one per day.*

If the injury was caused by an antagonist (a human, another rat, a cat, etc.) and the antagonist scored a success, use the antagonist's roll as a base (instead of 8). If the antagonist failed the roll, no damage is taken. If the rat wins the roll, the antagonist suffers the difference between the two rolls as a penalty to all actions for the duration of the encounter. Enemy rats suffer the difference as damage.

Rascal falls from a ledge after failing an Athletics roll. His roll was 2. Because the difference is 6, one of his Good rattributes (in this case his Athletics) is reduced to Fair. After a day of rest, Rascal's Athletics will return to normal.

Later, Rascal is chased by Mr. Boo, the family's black British shorthair. Mr. Boo pounces on Rascal (a "catch" attempt) and rolls a 9. Rascal rolls a 10! Mr. Boo suffers a penalty of -1 to all rolls for the rest of the encounter and decides to leave the pesky rat alone for now. If Rascal had rolled poorly, he could have been caught and eaten by his feline assailant.

If the Tone of the game is 'Toon, then rattributes are not reduced and a "dead" rat returns to life at the end of the encounter and any penalties from injury are removed. Also, the damage usually manifests in a comical way (poison causes rats to turn green and fall over, stiff as a board; explosions cause the rat's fur to become blown off; falls from great heights turn the rat into an accordion or pancake shape, etc.).

If the Tone of the game is Grim, then each rat can take a total of 8 points of damage over time (meaning that a rat who suffers 3 points of damage can only take 5 more points of damage before dying). Rats heal d4 damage per day if resting in a suburban home place or 1 point per day if out in the wild, the city or some other habitat. If the rat permanently reduces a rattribute by one level, she can heal an additional d4 of damage. A rattribute reduced below Poor becomes Bad (d1) – meaning that rat cannot roll higher than a 1 when using that rattribute.

ANTAGONISTS

The following creatures are appropriate for antagonists. For 'Toon games, feel free to juggle the stats around or to make up new creatures (Martians, baby dragons, kangaroos, robot guard dogs, whatever!).





Humans (indoors only)

<i>Notice Rat</i>	<i>d4</i>
<i>Track Rat</i>	<i>d6</i>
<i>Catch Rat</i>	<i>d8 (causes injury if using an inhumane trap method)*</i>
<i>Kill Rat</i>	<i>d10 (using a broom, shoe, pellet gun, etc)</i>
<i>Poison Rat</i>	<i>Varies (d4-d12, depending on the strength of the poison)</i>

Birds of Prey (outdoors only)

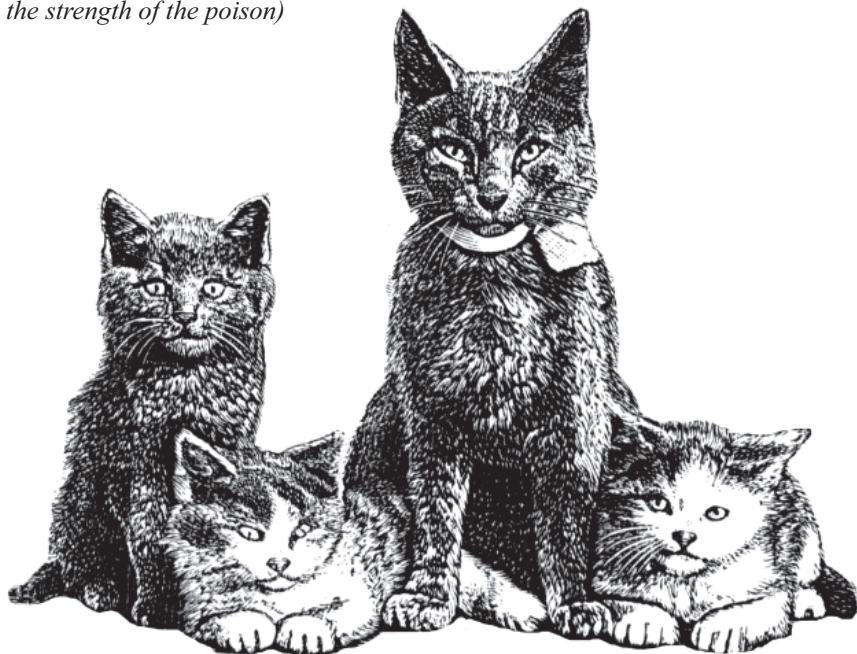
<i>Notice Rat</i>	<i>d12</i>
<i>Track Rat</i>	<i>d10</i>
<i>Catch Rat</i>	<i>d8 (if the bird catches the rat, then that's it for the rat)</i>

Cats

<i>Notice Rat</i>	<i>d6</i>
<i>Track Rat</i>	<i>d8</i>
<i>Catch Rat</i>	<i>d10 (causes injury)*</i>
<i>Kill Rat</i>	<i>d12</i>

Dogs

<i>Notice Rat</i>	<i>d10</i>
<i>Track Rat</i>	<i>d8</i>
<i>Catch Rat</i>	<i>d6*</i>
<i>Kill Rat</i>	<i>-- (d8 for a Grim game)</i>



Mice**

Mice do not get a Background or Habitat.

<i>Alertness</i>	<i>Best</i>	<i>d10</i>
<i>Escape Artistry</i>	<i>Good</i>	<i>d8</i>
<i>Stealth</i>	<i>Good</i>	<i>d8</i>
<i>Athletics</i>	<i>Fair</i>	<i>d6</i>
<i>Human Lore</i>	<i>Fair</i>	<i>d6</i>
<i>Manipulation</i>	<i>Fair</i>	<i>d6</i>
<i>Survival</i>	<i>Fair</i>	<i>d6</i>
<i>Fighting</i>	<i>Poor</i>	<i>d4</i>
<i>Intimidation</i>	<i>Poor</i>	<i>d4</i>



Cats, Dogs and Rats must be labeled as either Indoors or Outdoors. For other animals (ferrets, raccoons, snakes), use Birds of Prey. Insects and fish abilities can vary depending on the type and size of the creature (for example, a scorpion might have a d4 for Fighting but possesses a poisonous stinger that does d8 damage).

**Rats can try to make an Escape Artistry roll if caught.*

***Mice can join ratpacks but they can never roll higher than d4 when making an Argument Roll and their base (when figuring out injury) is 6, not 8.*





MISSIONS

Ratpack missions usually entail one of the following themes:

- *Secure a new nesting ground*
- *Harass the housecat*
- *Protect the nest from invading rats*
- *Explore the outdoors*
- *Learn how to use the humans' technology*

Other themes can be considered for 'toon or grim-toned games:

'Toon

- *Break some friends out of "rat jail"*
- *Befriend a dog and use it to drive away the family cat*
- *Steal a baby and raise it as your own*
- *Take the family car out for a spin (each rat controls one part of the car)*
- *Turf war! Re-enact a gangster movie plot*

Grim

- *Rescue family members from a laboratory*
- *Survive a storm at sea aboard a sailing ship*
- *Travel the wilderness at night to get back home*
- *Bring food back to the nest to feed some hungry babies*
- *Find a mate and re-populate the nest before your bloodline ends*



SAMPLE MISSION #1: “Rat Race”

A heart-pounding race from a park in the Big City all the way to the suburbs while being chased by a rival ratpack. The winner gets to live in a brand new suburban home (with no cat!).

Objective:

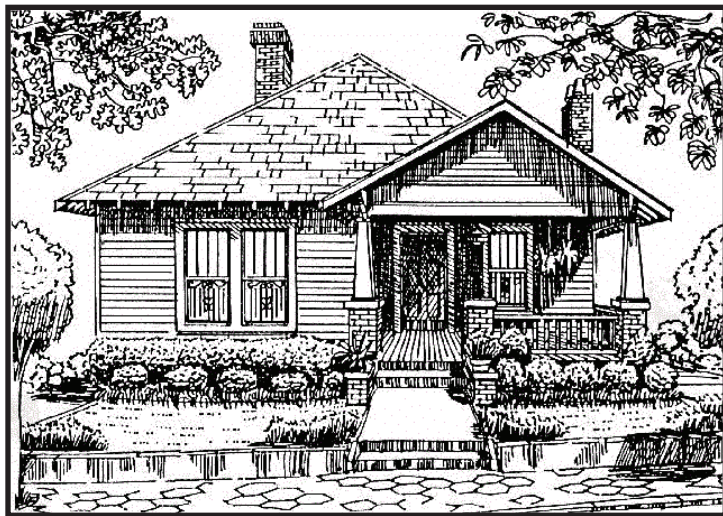
Be the first ratpack to get to the suburbs, break into a house and build a nest. Then defend your new turf from invaders!

Set Pieces:

- *Scuffle with the Park Rat Posse on the way out of the park*
- *Cross the street without being hit by traffic*
- *Alley cats prowl near some old garbage cans*
- *Hitch a ride on a bus or figure out another way to leave the city*
- *A wise old owl could lend advice...but what if he's hungry?*
- *Guard dog watches for interlopers (that means you)*
- *Showdown with local rat forces (“Saving Private Rodent”)*

Possible Rattribute Rolls:

- *Fighting (to rumble with rival rats)*
- *Intimidation (to keep a hungry predator at bay)*
- *Survival (can the ratpack survive their first night in the wild?)*
- *Alertness (keep an eye out for the human family whose house you've taken over)*
- *Escape Artist (someone's been caught in a Have-a-Heart™ trap!)*



RATPACK



SAMPLE MISSION #2: “The Extraction”

A silly, ‘toon romp through a dentist’s office. The ratpack has taken up residence in an air duct and the Thinker discovers a map to some “buried treasure.” Problem is, the treasure chest in question lies at the bottom of the dentist’s 35 gallon aquarium. And some of those fish are BIG and MEAN.

Objective:

Venture out into the office and get that treasure chest.

Set Pieces:

- *Inventive rats attempt to create jury-rigged diving suit*
- *Curious kid patient wants to bring home “a cute mousie”*
- *Dentist chases the ratpack and he’s armed with electric drills and sharp picks!*
- *Fish hand over the chest if the ratpack helps them escape the aquarium*
- *The office receptionist has brought her cat to work!*
- *Let’s go for a ride in one of the model airplanes hanging from the ceiling!*
- *Patient with fear of rats is under the effects of nitrous oxide!*



Possible Rattribute Rolls:

- *Athletics (to swim around in the fish tank)*
- *Manipulation (to carry off the treasure chest)*
- *Human Lore (to figure out how to fly the airplane)*
- *Fighting (to fend off a big fish when in the aquarium)*
- *Stealth (to avoid detection by the dentist or the receptionist’s cat)*



SAMPLE MISSION #3: “Escape from the White Room”

A grim scenario set in a cold white room that smells of fear and antiseptics. The ratpack meets for the first time, trapped in a series of cramped cages. A dark fate awaits them all at the hands of humans with needles, scalpels and microscopes. Can the ratpack escape before it's too late?

Objective:

Escape from the laboratory and make a new life for your ratpack outside in the outdoors.

Set Pieces:

- An old albino warns them of “the missing”; rats that disappeared from their cages and never returned
- Trust: the rats are all strangers...can they learn to trust one another?
- A snake has escaped from its own cage...and it's been awhile since mealtime
- Quest for fire! A bunsen burner could make for an excellent diversion
- What lies beyond the White Room? Who should run ahead (and do we trust him to return once they've found an exit?)
- The scientists are much larger than the rats...and they seem to be everywhere. Do no alert them to your presence!
- Now what? The White Room was the only home you ever really knew. Can you survive the perils of freedom?



Possible Rattribute Rolls:

- Escape Artistry (to unlock the cages)
- Human Lore (figure out what chemicals can be spilled that might cause a distraction)
- Stealth (a night-time escape means that less humans will be around)
- Manipulation (the albino gives you some food and supplies from his nest, but it's a heavy load to carry)



BRUISER: THE MUSCLE



Name: _____

Ratpack: _____

Background/Habitation: _____

Bonus & Penalties: _____

RATTRIBUTES

Alertness	Best	d10
Fighting	Good	d8
Intimidation	Good	d8
Athletics	Fair	d6
Human Lore	Fair	d6
Manipulation	Fair	d6
Survival	Fair	d6
Escape Artistry	Poor	d4
Stealth	Poor	d4



Course of Action

1. "Time to bust some heads!"
2. "I have a cunning plan..."
3. "Quick! Everyone scatter!"
4. "Wait, I have another idea."

Die Roll

- d10
d6
d8
d4



THINKER: THE BRAINS



Name: _____

Ratpack: _____

Background/Habitation: _____

Bonus & Penalties: _____

RATTRIBUTES

Alertness	Best	d10
Human Lore	Good	d8
Manipulation	Good	d8
Athletics	Fair	d6
Escape Artistry	Far	d6
Stealth	Fair	d6
Survival	Fair	d6
Fighting	Poor	d4
Intimidation	Poor	d4



Course of Action

1. "Time to bust some heads!"
2. "I have a cunning plan..."
3. "Quick! Everyone scatter!"
4. "Wait, I have another idea."

Die Roll

- d8
d10
d6
d4



SLINKER: THE QUIET ONE



Name: _____

Ratpack: _____

Background/Habitation: _____

Bonus & Penalties: _____

RATTRIBUTES

Alertness	Best	d10
Athletics	Good	d8
Stealth	Good	d8
Escape Artistry	Fair	d6
Fighting	Fair	d6
Manipulation	Fair	d6
Survival	Fair	d6
Human Lore	Poor	d4
Intimidation	Poor	d4



Course of Action

- | | |
|---------------------------------|-----|
| 1. "Time to bust some heads!" | d6 |
| 2. "I have a cunning plan..." | d8 |
| 3. "Quick! Everyone scatter!" | d10 |
| 4. "Wait, I have another idea." | d4 |

Die Roll



STINKER: THE LOWLIFE



Name: _____

Ratpack: _____

Background/Habitation: _____

Bonus & Penalties: _____

RATTRIBUTES

Alertness	Best	d10
Escape Artistry	Good	d8
Survival	Good	d8
Fighting	Fair	d6
Human Lore	Fair	d6
Intimidation	Fair	d6
Manipulation	Fair	d6
Athletics	Poor	d4
Stealth	Poor	d4



Course of Action

1. "Time to bust some heads!"
2. "I have a cunning plan..."
3. "Quick! Everyone scatter!"
4. "Wait, I have another idea."

Die Roll

- d4
d4
d4
d4

