

RODENTPUNK: UNDER THE FLOORBOARDS

A TTRPG of Scavenged Dreams & Gnarly Fortresses

BY: ADD Games LLC

For those who chew, not choose.

INTRODUCTION: THE WORLD BENEATH

Hey there, scav. Think you know this world? Think again.

Up top, the Giants stomp through bright canyons, blind to the treasure they toss away. Below the baseboards, we thrive in their waste. Bottlecap shields. Battery-powered rigs. Rat fights in the ruins of old dollhouses.

This is Rodentpunk—Mad Max behind your refrigerator. You play as a rodent: rat, mouse, vole, squirrel, shrew. You're small, smart, scrappy, and clawing for turf, gear, and scraps of glory. You'll roll dice, build legends, and maybe live long enough to enjoy a stale saltine.

I. YOUR RODENT: SCUM & SPIRIT

A. Choose Your Species

Pick one species. Each gives a stat bonus and a vibe. Then pick one Talent from the list later in this book—your rodent's signature trick.

> Species are about attitude. Talents are what make it sing.

Rat

Scrappy. Tanky. Street alpha.
+1 Brawn or Grit

Mouse

Quiet as dust. Quick as sin.
+1 Agility or Stealth

Hamster

Built like a lunchbox. All cheeks, no chill.
+1 Brawn or Social

Squirrel

Tree-born chaos. Junk acrobat.
+1 Agility or Alertness

Guinea Pig

Cautious, cuddly, surprisingly unshakable.

+1 Grit or Social

---Invasive Trait replaces Talent at creation

Stoat (Invasive)

Twitchy murder-freak. Small but savage.

+1 Instinct or Hunt

Invasive Trait: First time you're outnumbered in a fight, gain +1D to attack or escape.

Hedgehog (Invasive)

Soft belly, sharp spine. A slow-burning tank.

+1 Grit or Alertness

Invasive Trait — “Spines Out”: Once per scene, when you would take Injury from a physical hit, you may negate that damage. The attacker immediately suffers 1 Injury instead, as they catch a face-full of quills.

Bat (Invasive)

Ghost in the rafters. Lint with teeth.

+1 Stealth or Alertness

Invasive Trait: You can fly. Start with Flight skill at 1. This new skill advances at the same progression as regular skills. Ignore vertical/aerial movement penalties.

—

Pocketfolk (Invasive)

They weren't born in gutters. They were built in cages.

Fletcher-Garcia tweaked the code, cloned the copies, and promised the Giants a miracle: the perfect pet. Soft skin. Big eyes. Tiny hands that mimic their owners. A tail that curls like a toy. Smart enough to fetch. Cute enough to sell.

But the “perfect pet” popped the latch. Whispered tricks through the bars. Crawled out of the white rooms and never went back. What was supposed to be a hamster-replacement turned invasive overnight — and now they spread through the walls like smoke.

Look: Wiry frames, patchy fur, soot-smeared skin. Human-like hands, uncanny eyes, faint muzzles with sharp teeth. Tails furless and prehensile, curling around rope or rig controls like a third limb. Too close to human. Too far from rodent.

Vibe: They make the fur prickle. Rodents don’t trust them. Too clever. Too human. But nobody denies their knack for surviving — and thriving — where others choke.

Culture: They run in households, not packs. Pocket-sized families that eat together, hoard together, fly together. They mimic Giants in little ways — a scrap of newspaper taped like a poster, a toy turned shrine, a habit of reading anything they can steal. Every cell feels like a memory of the cage and the living room, stitched into something feral.

Stats at Creation:

+1 Smarts or Instinct

Invasive Trait:

Prehensile tail counts as an extra limb (carry, climb, dangle).

All Pocketfolk are literate in Giant-speak.

Dreams & Hooks:

A Better Life. They whisper about a place beyond the crawlspace. No Giants, no bigger scavs, no leash. Maybe it’s real. Maybe it’s just bedtime talk.

Legacy of the Lab. Some still remember the cages, the hands, the needles. They fear the leash. They crave the warmth.

B. Attributes

Assign: 4, 3, 2, 2, 1, 1 across the six core attributes:

AGILITY – Speed and finesse.

ALERTNESS – What you notice; your eyes and ears.

BRAWN – Strength and resistance.

GRIT – Endurance and will.

INSTINCT – What your gut knows; danger sense, predator-prey intuition, animal cunning.

SMARTS – Ingenuity and know-how.

C. Skills

You have 5 ranks total to assign (no skill higher than 2 at creation):

FIGHTING – Physical attacks, defense, grappling, and using weapons.

HUNT – Tracking, pursuing, and cornering prey or rivals; setting up ambushes.

SCAVENGING – Locating and identifying useful junk, food, or salvage.

SOCIAL – Persuasion, intimidation, bargaining, and reading social cues.

STEALTH – Avoiding notice through silence, cover, or blending in.

TECH – Repairing, modifying, and improvising tools or rigs.

D. HEALTH: INJURIES & STRESS

5 Injury Slots

1-2: Minor.

3-4: Disadvantage on relevant actions. -1 d6.

5: You're down. Another scav must help.

5 Stress Slots

1-2: Tense.

3-4: Disadvantage on focused actions. -1 d6.

5: Exhausted. Disadvantage on all rolls.

E. GEAR

Start with 3-5 items. Make 'em scrappy.

Examples: Nail blade, twine, keychain light, dried fruit.

F. RIG (OPTIONAL)

Describe it. What was it? What's bolted on now?

G. DESCRIPTION & HOOKS

Name, appearance, scars.

Crew name & turf.

Big Dream (e.g., "Unseat the Rat Kings", "Build a rig that flies").

II. CORE MECHANIC: SCRAMBLE & SURVIVE

THE POOL

When you attempt something risky, the GM sets what Attribute + Skill applies. Roll that many d6s.

SUCCESS

Each 5 - 6 = 1 Success

GM sets Difficulty:

1 = Standard

2 = Hard

3+ = Heroic

COMPLICATIONS

Rodentpunk life is unpredictable; every dice roll can trigger unforeseen trouble called Complications.

Triggering Complications

Whenever you roll dice for a risky action:

Every die showing a 1 immediately triggers a Complication, regardless of success or failure.

The GM narrates Complications based on the number of 1s rolled. They may either treat multiple 1's as separate Complications or combine several or all of them to make one big Complication..

Skill Edge Rule

Scavs are scrappy. Experience counts.

If you roll using a skill (Fighting, Stealth, Tech, Social, or Scavenging), you ignore a number of Complications equal to half that skill's rating (rounded down).

This only applies to rolls using that specific skill. It reflects expertise, reflexes, and knowing where trouble tends to hide.

Example:

A rodent with Tech 2 may ignore 1 Tech-related Complication on that roll

A rodent with Scavenging 1 gets no freebie. Get better.

This stacks with Talents that grant additional Complication control.

Pushing Your Luck (Resetting Complications)

If you're unhappy with your result, you may Push your luck: once per roll, and at the cost of 1 stress.

Re-roll all dice that weren't successes (5-6).

The act of Pushing resets previous Complications—you temporarily ignore prior rolled Complications as you attempt to improve your situation.

Only Complications (1s) rolled in the new, pushed roll now apply.

This mechanic represents your rodent's quick thinking, determination, or sheer desperation, allowing you to regain narrative control—though at the risk of triggering new troubles.

Example of a Push Reset:

You roll 5 dice: 2, 4, 1, 1, 3

Initially, you fail (no successes) and suffer 2 Complications.

You decide to Push, resetting your Complications and re-rolling your dice (2,4,1,1,3). Your new roll is 6, 3, 5, 2, 1.

You now achieve 2 successes, but also trigger a new single Complication. The GM narrates this new complication, ignoring the previous two due to your decision to Push.

III. COMBAT: THE SCRAP

Initiative

Roll Agility. Highest first, then down the line.

Turn

On your turn: 1 Action + 1 Move.

Attacks

Melee: roll Brawn + Fighting (d6s)

Ranged: roll Agility + Fighting (d6s)

Each 5–6 = 1 Hit (success).

Defense (choose one when targeted)

Dodge: roll Agility + Fighting (d6s)

Block: roll Brawn + Fighting (d6s)

Parry (melee only): roll (Agility or Instinct) + Fighting (d6s)

Each 5–6 cancels 1 Hit from the attack.

Shields

If you're using a shield, gain +1d on Block or Parry rolls.

Riposte (Parry only)

If your Parry roll shows 2+ more successes than the attacker's total successes, you may make one free melee attack against that attacker (immediately, no Push on the riposte).

Armor

After defense cancels, reduce remaining Hits by your Armor value (min 0).

Each uncanceled Hit inflicts 1 Injury.

Criticals

If your attack ends 2+ Hits above the target's defense (i.e., your successes minus their defense successes ≥ 2 , before Armor), choose one:

Extra Injury (deal +1 Injury)

Disarm

Knock Prone

Ignore Armor

Break Equipment (GM decides what's vulnerable)

Quick example

You swing a nail blade: Brawn 2 + Fighting 2 = 4d6 → 6, 5, 3, 1 = 2 Hits and a Complication.

Target Parries with Agility 2 + Fighting 1 = 3d6 → 6, 2, 2 = 1 cancel → 1 Hit remains.

Target has Armor 1 → 0 Injury taken.

No crit (margin over defense was 1). Your rolled 1 triggers a Complication.

RIG STATS

Every rig in Rodentpunk is a cobbled-together miracle of rust, rubber bands, and righteous defiance. Whether it's a hamster ball with spikes or a tuna can with wheels, it's yours—and it rides.

A rig has the following stats:

Frame

The basic chassis. Determines size, carrying capacity, Mod slots, and survivability. Comes in three sizes:

Tiny (e.g., marble shooters, toy cars)

Standard (e.g., RC chassis, broken remote control toys)

Heavy (e.g., rotary fans, walk-behind mower guts)

Your frame also defines how many Mods you can carry and sets your Armor ceiling.

Battery Score

This is how much power your rig can spend each scene.

Every time you Boost, activate a powered Mod, or do something that would clearly drain the system, spend 1 Battery.

Your Battery Score fully refreshes at the start of each new scene.

If your Battery hits 0, you can still drive and roll—but no more boosts or powered actions until the next scene.

Default Range:

Tiny rigs: Battery 1

Standard rigs: Battery 2

Heavy rigs: Battery 3+

You can increase Battery with certain Mods (like capacitor banks) or rig upgrades.

Armor

How much damage your rig can absorb before it's scrap. Usually 1–5.
Some rigs are tanks. Some are held together by string and fury.

Speed & Handling

Speed = how fast it goes in a straight line.

Handling = how well it corners, flips, dodges, or dances through trash. Treat like a skill IE Agility + Handling.

Both typically rated 1–6

> Note: You can Push Speed or Handling rolls, but they may trigger Complications relevant to the scene...

Mods

Each rig can typically have 1–3 Mods, depending on frame size.
Mods give your rig personality, weaponry, tricks, or utility. Mods may:

Deal damage

Improve maneuverability

Modify Battery use

Add armor or speed boosts

Create traps or tools

Example: A matchstick crossbow might cost 1 Battery to fire, but only if it's spring-loaded and wired to the chassis. Not an analog turret.

Boost

Once per action, you may spend 1 Battery to:

Push any failed Driving or Rig-based roll

Add +1D to a roll before rolling

Activate a Mod

Temporarily ignore terrain penalties

Outpace a pursuing enemy or gain position in a chase

You can't Boost if your Battery is 0.

Sample Rigs (Chassis Types) — With Battery Scores

Two-Wheel Skimmer

Fast, agile, and one bad bump from disaster.

Speed: 3D

Durability: 2

Handling: 2D

Battery: 1

> Built for speed, not safety. Skips across tile like a dream until it kisses a rock and flips you into the wall.

Four-Wheel Bruiser

Tough as scrap, turns like a fridge.

Speed: 2D

Durability: 5

Handling: 1D

Battery: 2

> You don't steer this thing. You threaten it in the direction you want to go. Works great in a pack. Or a brawl.

Six-Wheel Tank

Slow, heavy, unstoppable until it isn't.

Speed: 1D

Durability: 6

Handling: 1D

Battery: 3

> Takes a whole room to turn and a miracle to stop. Battery's mostly used to keep the thing from shaking itself apart.

Hover Pad Mod

Jury-rigged float tech from a busted drone.

Speed: 3D

Durability: 1

Handling: 3D

Battery: 3

> When it works, it rides like air. When it doesn't, it hums real loud, jolts left, and eats drywall.

Roller-Skate Platform

A skater's dream turned death sled.

Speed: 2D

Durability: 3

Handling: 3D

Battery: 2

> Originally a toe-stop special. Now has thumbtacks in the wheels and handles like a whipped dog in a dryer.

SCRAP RIG FORGING

Build from story, not stats. That's the whole trick.

Those rigs you just read? They're not the rules.
They're a dare.

Every rig in Rodentpunk should feel like it shouldn't work—but it does, because someone believed in it hard enough to ride it downhill with their teeth clenched.

So here's how you do it:

1. Start With the Story

Ask your player:

What was it before?

Who found it?

What part rattles when you pray too hard?

What broke off last time—and why haven't you fixed it?

Your rig isn't a vehicle. It's a wounded friend on wheels. Treat it like one.

2. Build the Frame

Pick a size:

Tiny: Fits in a bread box. Barely holds one scav.

Standard: A one-creature ride with room to mod.

Heavy: Holds the crew, some loot, and a death wish.

Size sets:

Durability range

Mod slots

Battery capacity

Don't stress it. Build what the story demands, then stat to fit.

3. Add Flavor Mods

Mods are not balance mechanics. They're flavor grenades.

Let your player invent:

Hooks that maybe shoot sparks

Air fresheners with religious significance

A lock only one dead rat ever knew the code to

GM Tip: If it's weird and beautiful, let it work once. Then charge Battery. Then roll dice and raise hell.

4. Set the Battery

Battery = Boosts per scene.

Tiny = 1, Standard = 2, Heavy = 3+

Want more? Add a juice tank Mod or build in a recharge gimmick. (Solar panel? Scavenged capacitor? Wheel-spun dynamo?)

Battery isn't balance—it's rhythm. How many moments does your rig get to shine before the smoke starts leaking in?

5. Break It

Good rigs get you there.

Great rigs nearly kill you getting there.

Paint on a burn mark

Invent a Mod that backfires 1-in-6

Let the rear axle rattle like bones in a can

Name it something you'd cry over in a eulogy

Final Note: If You Can Imagine It, You Can Ride It

This is a game about making do.

Let your Scavs make do beautifully.

Celebrate duct tape. Elevate stupid ideas. Make every wheel scream with story.

Because a rig in Rodentpunk is more than a vehicle.

It's a monument to everything we survived to get here.

V. Rest & Recovery: When you're down and out underneath.

When your scav finds a safe, quiet place free from threat or pursuit, you can recover.

Injury Recovery

Clear 1 Injury Slot

+1 extra Injury Slot if:

Another scav tends your wounds

You have a comfort item or healing setup (warm rig, clean cloth, food, music, etc.)

Stress Recovery

Clear 3 Stress Slots

+1 extra Stress Slot if:

Another scav helps you unwind (conversation, companionship, games)

You have a comfort item or relaxing setup (warm rig, soft bedding, a good meal, music, etc.)

Restrictions

Only once per in-game day

No recovery if the rest spot is compromised during downtime

Scars, Burdens, and Vices are unaffected by rest

VI. THE GIANT WORLD

Welcome to the Tectonic Age.

You are small. They are not. Every stomp is a tremor. Every sneeze is a plague. Every careless gesture is a massacre in motion. The Giants don't hate you. They don't even see you. That's the danger.

This is their world. You just hide under it.

THE FIVE GIANT TYPES

Not all Giants are created equal. Here's a rundown of common types and the weird gravitational forces they exert on your world.

The Routine

Moves on schedule. Opens the fridge at 6:45. Drops socks like clockwork.

Predictable but deadly.

Know their pattern, and you can survive.

Sample complication: Door slams at the same time every morning — time your escape or get pancaked.

The Chaos Engine

Tiny. Loud. Barefoot. Eats on the move. Drops half.

Living loot dispenser.

If it squeals, hide. If it giggles, run.

Complication: Crushed under a rubber duck or swiped up in a toddler's sticky paw.

The Tinkerer

Likes to fix things. Unintentionally genocides every colony it inspects.

Rearranges your map without warning.

Complication: Tools left on counter; rig stuck in a glue trap; power surge zaps your battery stash.

The Ghost

Old. Slow. Sees too much.

Smells like lavender and death.

Might mutter about "a mouse" and reach for the old-fashioned traps.

Complication: Rocking chair leg—if it starts moving, pray.

The Feeder

The cook. Source of crumbs and catastrophe.

High-risk, high-reward.

Whole missions planned around when this Giant uses the toaster oven.

Complication: Grease flood. Kitchen paper avalanche. Screaming metal drawer open.

GIANT TRIGGERS

What wakes the Giants? What brings their wrath or curiosity? Here are common triggers:

Action Result

Loud noise Giant head turns

Flickering light (tampered) Inspects outlet or lamp

Moving shadow (crossing floor) Footstep / slipper strike

Scents (unsealed food stash) Clean-up rampage

Screams (combat sounds) "Honey! There's a rat!"

These aren't consequences. These are tectonic events.

Treat them like earthquakes in a dollhouse.

ROOM PROFILES

Each Giant Zone has unique dangers and opportunities. Treat them like biomes.

Kitchen

Treasure trove: Broken blender blades, stray onion rings, the Holy Grail (aka the Pantry).

Hazards: Heat, knives, mouse traps, cleaning sprays.

Giant Interaction: The most active zone. Rarely quiet.

Mission Hook: The Oven's pilot light needs replacing. Send someone fireproof.

Bathroom

Chemical wonderland.

Loot: Cotton swabs (torches), bobby pins (locks), pill bottles (booze or meds).

Hazards: Drowning, poison, humidity.

Mission Hook: Giant dropped a razor. Now it's a sword. Go get it.

Living Room

Social zone. Big foot traffic. Giant perches here to stare at glowing wall.

Loot: Crumbs, cords, batteries.

Hazards: Pets, vacuums, sudden movement.

Mission Hook: Remote battery heist during Sunday football. Don't wake the dog.

Laundry

Forgotten corner. Hidden vents.

Loot: Dryer lint (insulation), buttons, change.

Hazards: Dryer spin, sudden floods, hot metal.

Mission Hook: Map to the garage blew under the washer. Retrieve it mid-cycle.

Garage / Basement

The Forge.

Loot: Tools, wires, wheels, rusted rigs.

Hazards: Power tools, oil, cats, cold.

Mission Hook: The old drill has a perfect motor — but it's guarded by a trap-happy hedgehog crew.

GIANT INTENTIONS

Giants aren't monsters. They're moods. Use this chart to determine how a Giant behaves when encountered.

| d6 | Mood | Description |
|----|------------|--------------------------------------|
| 1 | Oblivious | Doesn't notice you, continues task |
| 2 | Annoyed | Swats at you half-heartedly |
| 3 | Alarmed | Screams. Flees or calls others |
| 4 | Aggressive | Attempts to kill or trap |
| 5 | Curious | Tries to follow or capture |
| 6 | Kind | Leaves out food. A trap? Or genuine? |

USING GIANTS IN PLAY

Foreshadowing: Have the floorboards vibrate before a Giant enters.

Environmental Storytelling: Set scenes with evidence of Giant life—bloody trap, scattered cereal, crayon graffiti.

Timing & Risk: A ticking clock might be a dryer timer, not a bomb—but the effect's the same.

Missions: The best loot is under their noses. Heists, diversions, hostage rescues—every Giant scene is an action set piece.

Giants are not antagonists. They are unwitting gods of the upper world, and your lives unfold in their discarded margins. You'll never kill a Giant. But you might survive one. You might even outsmart one. Just remember:

"They don't have to see you to end you."

VII. SCARS, BURDENS & VICES

Permanent Marks from a World That Bites Back

When your rodent fills all 5 Injury Slots or all 5 Stress Slots, they've reached a breaking point. Roll Grit to resist permanent fallout.

THE UNBROKEN

Roll your Grit:

2 or more Successes: You resist. No lasting consequence this time. You keep the scar and forget the drawback.

No Successes: You break. Choose one based on what maxed out:

> Injury = SCAR

Stress = BURDEN

If you already have one of each (or the fiction fits), take a VICE instead.

SCAR

The body remembers.

Take a permanent -1D to a specific kind of roll, based on how you were wounded. Scars stack.

Examples:

Mangled Paw: -1D to Fighting rolls

Burnt Whiskers: -1D to Alertness when detecting threats

Crushed Lung: -1D to Brawn when resisting strain

BURDEN

Your mind's been chewed through.

Reduce your maximum Stress Slots by 1 (now 4). Burdens reflect lasting emotional trauma.

Examples:

Jumpy: Flinches at every noise. Sleep is a gamble.

Mistrustful: Keeps the crew at paw's length.

Hollow: Goes through the motions. Fire dimmed.

Echoes: Still hears the screams. Doesn't know if they're real.

CLEARING A BURDEN (DOWNTIME RITUAL)

To heal a burden, a rodent must perform a meaningful act of comfort or closure.

Spend 2 XP

Use a comfort item, memory, or ritual tied to the trauma

Roll Grit + Smarts or Grit + Social

Results:

2+ Success: Burden cleared. Stress slot regained.

1 Success: Burden softened. Slot regained, but the trait lingers.

0 Success: Ritual fails. Try again later.

If another crew member helps meaningfully, gain +1D.

VICE

A comfort. A crutch. A trap.

If you fail your Grit roll and already have a Scar and Burden—or the fiction calls for it—gain a Vice.

Gain 1 free Push per session for a specific type of roll

Suffer –1D once per session on a different type of roll

Vices cannot be cleared, only replaced once per campaign (GM approval).

Examples:

Rage: +1 Push to Fighting / –1D to Social

Hoarder: +1 Push to Scavenging / –1D to Movement

Tunnel Dreamer: +1 Push to Tech / –1D to Smarts

Soft Song: +1 Push to Social / –1D to Fighting

What About Death?

Rodents don't die just because the tracker's full. Not players. Not even Scarnotes.

For Scavs, death is a table decision—if the moment feels earned and the player agrees, it sticks. Otherwise, they crawl away changed.

For Scarnotes, death is GM fiat. They die when the GM says they die—if ever. Some wounds fester. Some enemies linger.

In Rodentpunk, death is a story beat, not a rule. If you're going out, make it count. Go out gnashing.

VII. XP & ADVANCEMENT

Scavs survive. Legends evolve.

Gaining XP

At the end of each session, ask your table:

What did you learn? → +1 XP

What did your scav learn? → +1 XP

What was the coolest thing you did? → +1 XP

Did your Scav feel out they're Scars, Burdens, and Vices? → 1 XP

Spotlight Bonus: At session's end, each player nominates a standout scav. If the table agrees, that player gains +1 XP.

Rule of Cool: If you pulled off something wild, clever, or desperate (and survived), the GM may award +1 XP.

XP Costs

| Upgrade | Cost | Max |
|-----------------------------|------|------------------------|
| +1 to an Attribute | 5 XP | Max 6 |
| +1 to a Skill Rank | 4 XP | Max 6 |
| New Talent | 3 XP | No limit |
| Vice Replacement | 4 XP | Once per campaign |
| Clear a Burden (via Ritual) | 2 XP | Requires downtime roll |

> At Character Creation:

No skill may be higher than 2

You begin with 5 ranks total to assign across all skills

And 1 Talent.

Talents = unique tricks:

Shadow Sense: +1d6 stealth in darkness.

Junk Whisperer: +1d6 tech IDing and repurposing human tech.

Iron Stomach: +1d6 grit against poison or toxins. Can eat almost anything.

. Alley Acrobat

+1d6 to Agility rolls involving jumps, flips, or rapid climbing.

Suggested: Squirrel, Mouse, Chipmunk

Nose Like a Knife

+1d6 to Alertness rolls when tracking scents or detecting nearby threats.

Suggested: Shrew, Vole, Packrat

Junk Surgeon

+1d6 to Tech rolls when repairing rigs or cobbling together machines.

Suggested: Gopher, Mole, Hamster

Calm Under Claw

+1d6 to Social rolls when defusing tense situations.

Suggested: Guinea Pig, Mouse, Chipmunk

Scurry Sense

+1d6 to Stealth rolls when evading in tight or chaotic environments.

Suggested: Mouse, Roof Rat, Kangaroo Rat

Haymaker Instinct

+1d6 to Fighting rolls when outnumbered.

Suggested: Brown Rat, Shrew, Hamster

Hoarder's Eye

+1d6 to Scavenging rolls when picking through mixed junk or chaotic piles.

Suggested: Packrat, Vole, Gopher

One Paw on the Wheel

+1d6 to Maneuver rolls when controlling a moving rig.

Suggested: Squirrel, Black Rat, Chipmunk

Belly Rumbler

+1d6 to Social rolls when trying to beg, barter, or distract with cuteness or guilt.

Suggested: Guinea Pig, Mouse, Hamster

Heat Tolerance

+1d6 to Grit rolls in hot, enclosed, or sweltering environments.

Suggested: Mole, Kangaroo Rat, Shrew

Second Stash

Once per session, declare a hidden item or spare part you "forgot" you had.

Suggested: Packrat, Chipmunk, Gopher

Tunnel Instinct

+1d6 to Smarts rolls when navigating mazes, burrows, or ducts.

Suggested: Mole, Vole, Brown Rat

Advanced Talents & Talent Lines

For scavs who've scraped, bled, and clawed their way to wisdom.

HARD-EARNED INSTINCT (Talent Line)

Stackable (max 3 times per skill). Prerequisite: Skill Rank 4+

Each purchase lets you ignore 1 additional Complication per scene when rolling that skill.

This stacks with the Skill Edge Rule.

Absolutely. Here they are rewritten in the same concise, punchy format as the core 12 talents in the book:

Scavenger's Gut

+1 ignored Complication per scene when rolling Scavenging. Stackable up to 3 times (1 per purchase).

Suggested: Vole, Packrat, Gopher

Brawler's Reflex

+1 ignored Complication per scene when rolling Fighting. Stackable up to 3 times.

Suggested: Brown Rat, Shrew, Hamster

Ghost's Rhythm

+1 ignored Complication per scene when rolling Stealth. Stackable up to 3 times.

Suggested: Mouse, Bat, Roof Rat

Tinker's Patience

+1 ignored Complication per scene when rolling Tech. Stackable up to 3 times.

Suggested: Mole, Hamster, Gopher

Streetface

+1 ignored Complication per scene when rolling Social. Stackable up to 3 times.

Suggested: Guinea Pig, Chipmunk, Mouse

Literacy

You can read Giant-speak — from nutrition labels to death threats in permanent marker.

+1d6 to Smarts when interpreting, navigating, or exploiting human-written materials (e.g., signs, manuals, maps, warnings).

Grants fictional permission to read anything rodents normally can't.

"No, it doesn't say 'safe cleaner.' It says 'corrosive.' BIG difference."

Building Your Own Talent

The list you just read isn't the limit — it's the pattern. If the trick your scav needs isn't here, build it. Follow the template:

+1d6 to a specific Attribute + Skill roll in a clear, flavorful situation.

Or, once per session narrative permission (stash, reroll, or edge).

Keep it punchy: one sentence, one effect.

Add a suggested species vibe, if it fits.

Talents should feel like a survival edge — not a superpower. If it's weird, specific, and makes your scav sing, it belongs.

VIII. MISSIONS

Great Scavenge: Rare prize. Big race.

Turf War: For a water leak or vending machine access.

Invasion: Cats. Pigeons. New Pest Control. A lab breach shows new life to the warren.

Legacy: old blood feuds. Lost rigs. Debts

Revenge: They took your crew. Your pride. Or what was left of your soul...

The Big Score: Live kitchen. Toy store. Hobby shop.

The Great Displacement: Renovation's coming.

WARREN FOUNDRY

BUILD YOUR CRAWLSPACE KINGDOM

Every warren is different. A mansion in Malibu. A moldy fridge behind a bodega. A Craigslist apartment in Queens.

Before your first job, sketch out the Underworld beneath your world. Build your turf. Set your threats. Light the fuse.

STEP 1: CLAIM YOUR TERRITORY

Use a satellite screenshot, a building floorplan, or grid paper.

Map:

Giant Zones: kitchen, garage, stairwell, alley, dumpster.

Entry Points: cracks, vents, drains, forgotten holes.

Hazardous Areas: bleach puddles, live wires, sticky traps, roach infestations.

This is your rat map. You'll fight for it, bleed in it, and maybe, just maybe, own it.

STEP 2: SEED THE SCRAPS

Every player adds:

One resource, a vending machine corpse, HVAC water drip, nail pile, tangled USB nest.

One legend, whispered truth or straight-up scav myth.

"The Blender King isn't dead."

"There's a battery that never dies, just screams."

“Under the couch... things change.”

These stories shape your scav world. Some will prove true. Some will kill you.

STEP 3: FACTIONS OF THE FORGOTTEN

Together, create the scum who haunt the under.

3 Rival Crews, Name them. Define their look, turf, and vendetta.
(e.g., The Rustsnouts. The Coil. Gutter Saints.)

1 Neutral Party, A Fixer, Junk Oracle, retired bruiser, or medic.
They barter, patch, or deal. Maybe all three.

1+ Big Bads, A cat. A Giant's exterminator. A roving lab rat on fire.
Something out there doesn't play for scraps. It plays for keeps.

The Warren Foundry is your Session Zero. By the time you roll your first die, you'll know who hates you, who owes you, and what rotted hellscape you call home.
Get low, taste the grime.
Build something worth bleeding for.

IX. NAMES IN THE WALLS

A system for grudgeborn, wall-etched reckoning.

INTRODUCTION

"You poke the nest. The nest builds a list."

Rodentpunk is built on scrap, spite, and memory. The Complication Dice don't just cause chaos—they echo. This chapter introduces a GM-facing system for evolving antagonists,

designed to let your setting remember. If your players burn bridges, leave survivors, or fumble jobs, the world bites back. Not with balance. With vendetta.

This is Names in the Walls. It lives behind the drywall, grows in silence, and moves when the dice say it's time.

1. SCARNOTES

They don't start with names. You carve those in them.

A Scarnote is a survivor with a score. A wound you left walking. When they come back, it's not for drama—it's because they were written into your story with teeth.

Scarnotes are GM characters built like PCs:

Species

Attributes and Skills

One Talent

One Scar, Burden, or Vice

A Big Dream: always personal, and always at odds with the Scav who scarred them.

They don't appear yet. They crawl through memory, sharpening.

2. Dormant Until the Trigger

Scar Pools don't run from Session Zero.

Each scav gets their own Scar Pool. It starts at 0 and stays cold until they earn their first personal enemy.

You decide when that happens. Make it loud, messy, and obvious. The moment should scream vendetta.

3. Triggering Events

Pick the scene that lights the fuse. It can be one of these or your own:

Botched Job – A major score goes sideways in their paws.

Witness Left Breathing – An enemy sees them and walks away breathing.

Collateral Damage – They harm someone important without meaning to.

Loud Kill – They take someone out in a way that draws heat.

Dishonored Debt – They burn a dealmaker who plays for keeps.

Once triggered, that Scar Pool is permanently active for that scav. It never goes cold again.

4. Feeding the Pool

After activation, you only add points on Heavy Complications:

Roll 3 or more 1s on a single roll → Scar Pool gain.

Add +1 point for each 1 beyond the third:

3 1s → +0

4 1s → +1

5 1s → +2

6 1s → +3

Don't filter by fiction. Don't ask if it's "important enough." If the dice humiliated them, the wall remembers.

5. Thresholds

Track each scav's Scar Pools separately. When a pool hits:

5 points – Their Scarnote starts moving against them.

10 points – The Scarnote escalates: new allies, sabotage, stolen ground.

15 points – Convergence. Multiple enemies, warbands, full-scale vendetta.

Scar Pools never reset. Let them burn until the player deals with it — or it deals with them.

5. GM Notes

Make it personal. The Scarnote isn't "the party's enemy" — they're that scav's nightmare.

Keep pools secret. Don't tell them the number; let the tension sit in the walls.

Play long. A careful scav might keep theirs low for a while. A loud one? Their crawlspace fills with teeth fast.

3. THE SCARNOTE LEDGER

Each potential or active Scarnote gets a line in the Scarnote Ledger. This is your wall-scratched scorecard.

| (NAME) | (SPECIES) | (DREAM) | (LAST SEEN) | (SCARNOTE POINTS) |
|--------|-----------|---------|-------------|-------------------|
|--------|-----------|---------|-------------|-------------------|

You only reveal the Scarnote holder when they enter the story. Until then, they're heat in the walls. Quiet tension, GM scrawling notes behind the screen. Player palms sweating.

4. Scarnote Escalation Table

When a scav's Scar Pool crosses a threshold, the wall bites back.
Roll or choose one. Build the heat to match their mistakes.

5 Points – First Move

A Scarnote stirs. They start watching, tailing, asking questions.

Rumors spread in the crawlspace; someone's name is on the wind.

A contact warns the scav: "Someone's looking for you."

10 Points – Escalation

The Scarnote moves with purpose, targeting the scav's weak points.

They start meeting — and sometimes teaming up — with other players' Scarnotes.

New alliances form in the walls: information swaps, joint raids, mutual sabotage.

If multiple Scarnotes cross paths, they may decide both vendettas are worth pursuing.

15 Points – Convergence

Multiple enemies close in. Warbands. Coordinated strikes.

Safehouses crumble, allies disappear, resources dry up.

The Scarnote doesn't just want to hurt them — they want to erase them.

If other players' Scarnotes are active, this can become a shared crisis — but it's still personal in origin.

7. DENSITY SCALE

Scar Pool World Mood

- 0–4 Paranoia. Graffiti. Rats whisper.
- 5–9 NPCs hide. Fences flip. Dogs bark.
- 10–14 Named enemies act. Safehouses fall.
- 15+ Convergence. Warbands. No exit.

8. FINAL WORD

This isn't about balance. This is about memory.

You left a mess? The wall remembers. The wound grew teeth. And one day, it gets a name.

That name is a Scarnote.

X. FINAL NOTES

In Rodentpunk, every roll is a risk, every push a desperate grab. The dice are always waiting, watching, planning. So play scrappy, play smart, and never stop scurrying.

And remember scav, the most important rule, lean in.

GET READY TO ROLL.