### Henchmen (Murine Corps)

Please note that while Frenzied Rodent Researcher's Henchmen are represented *mechanically* as heroic mortals with mutation packages, they are not typical Beastfolk. Rather than human stock mutated by the wyld (or other means) her murines are uplifted rats. This means, among other things, they never had soulgems implanted and are not candidates for exaltation.

#### **Common Traits**

Heroic Mortal Giant Rats

Giant Rat mutation package: 5 BP total

- -1 Claws (Pox)
- -1 Fangs (Pox)
- -1 Enhanced Smell (Pox)
- -1 Fur (Pox)
- -2 Prehensile Tail (Affliction)
- +1 Hungry (Deficiency)

### Giant Rat Attributes

For reference, these are the stats of the Giant Rats from , from Compass Scavenger Lands. Individual murines are going to vary or fall short of this in different ways. (There's a tradeoff for achieving sapience)!

Strength 4 Dexterity 3 Stamina 4
Charisma 1 Manipulation 1 Appearance 1
Perception 3 Intelligence 2 Wits 3

Athletics 2, Awareness 2, Dodge 2, Integrity 1, Investigation 1, Martial Arts 2, Presence 2, Resistance 4, Stealth 3, Survival 2

# Martin

Archetype: Warrior (Soldier)

Motivation: Serve as champion for the Rat Queen and his people

Essence 1, Willpower 8

- (6) Strength 4 Dexterity 3 Stamina 4 (including Large mution, not including armor)
- (3) Charisma 3 Manipulation 2 Appearance 1
- (4) Perception 3 Intelligence 1 Wits 3

Compassion 1, Conviction 3, Temperance 2, Valor 5

Professional Abilities: Martial Arts, Melee, War

Favored: War

Athletics 2

Awareness 2

Craft (Earth) 1

Dodge 5

Integrity 2 (Rat Queen +2)

Linguistics 0 (Native: Tribal Rattongue)
Martial Arts 5 (Alongside Ratkin +2)

Medicine 1

Melee 1

Presence 2

Resistance 3

Stealth 3

Survival 3

Thrown

\*War 5

### Mutations, Merits and Flaws:

- Giant Rat Mutation Package
- Large (Pox)

### Backgrounds:

- Backing 1 (Rat Queen)
- Class 1
- Artifact 1 (2-Botch Good Luck Talisman, 1-Success Walkway Talisman)

- Artifact 1 (3-Die Warding Talisman Against Beetles)
- Destiny 1 (Will found a fortress for his people)

### Intimacies:

- The Rat Queen (Loyalty)
- Ratkin (Brotherhood)
- War (Duty)
- His Armor (Pride)

### BP:

- 21 free
- -5 Giant Rat
- -1 Large
- -4 Dodge 3 to 5
- -2 MA 4 to 5
- -4 War 1 to 5
- -2 Valor 3 to 5
- -3 WP 5 to 8

### Other:

• Wears Artifact 4 (Murine Armor) provided by Frenzied Rodent Researcher

# **Timothy**

Archetype: Warrior (Soldier)

Motivation: Live up to the example of Martin the Warrior

Essence 1, Willpower 8

3m from Wonder-Grasping Apperception committed to Healing Orchid

(6) Strength 2 Dexterity 4 Stamina 2

(3) Charisma 2 Manipulation 2 Appearance 2

(4) Perception 3 Intelligence 1 Wits 3

Compassion 2, Conviction 2, Temperance 2, Valor 5

Professional Abilities: Martial Arts, Melee, War

Favored: War

Athletics 2

Awareness 3

Dodge 5

Integrity 1

Investigation 1

Linguistics 0 (Native: Tribal Rattongue)
Martial Arts 5 (In Defence of Others +2)

Melee 1 Occult 1 Presence 2

Resistance 3 (Sickness +2)

Stealth 3 Survival 3 \*War 5

### Thaumaturgy Procedures:

- Wonder-Grasping Apperception
- Ritual of Dedicated Purification
- Alarm Ward Against Beetles

### Mutations, Merits and Flaws:

Giant Rat Mutation Package

## Backgrounds:

- Backing 1 (Rat Queen)
- Class 1
- Artifact 2 (Healing Orchid)
- Artifact 1(Exceptional Sun-Resistant Great Coat of Crystal)

## Mundane Equipment Purchases:

Buckler

### Intimacies:

- The Rat Queen (Loyalty)
- Ratkin (Brotherhood)
- Martin (Admiration)

### BP:

- 21 Free
- -5 Giant Rat
- -4 War 1 to 5
- -4 Dodge 3 to 5
- -2 MA 4 to 5
- -1 Thaumaturgy Procedures
- -2 Valor 3 to 5
- -2 Willpower 5 to 7

## **Fievel**

Archetype: Warrior (Soldier)

Motivation: Explore new Worlds

Essence 1, Willpower 9

(6) Strength 1 Dexterity 5 Stamina 3

(3) Charisma 3 Manipulation 1 Appearance 2

(4) Perception 2 Intelligence 2 Wits 3

Compassion 4, Conviction 2, Temperance 1, Valor 4

Professional Abilities: Archery, Martial Arts, War

Favored: Archery

\*Archery 5 (Flame Weapons +3)

Athletics 2

Awareness 2 (New Places +1)

Dodge 3

Larceny 5

Linguistics 0 (Native: Tribal Rattongue)

Martial Arts 1 Presence 2 Resistance 3 Stealth 3 Survival 3

War 5

Mutations, Merits and Flaws:

• Giant Rat Mutation Package

### Backgrounds:

- Backing 1 (Rat Queen)
- Class 1
- Artifact 2 (Fuel Bolt Launcher)
- Artifact 1 (Fire Pearl)

### Intimacies:

• The Rat Queen (Loyalty)

- Ratkin (Brotherhood)
- Exploration

### BP:

- 21 Free
- -5 Giant Rat
- -4 Archery 1 to 5
- -4 Larceny 3 to 5
- -2 War 4 to 5
- -1 Compassion 3 to 4
- -1 Valor 3 to 4
- -4 Willpower 5 to 9

### Other:

• Consumable, non Fire Pearl ammo, crafted by Bernard

# Ink-Eyes

Archetype: Criminal (Assassin)

Motivation: Kill the Rat Queen's enemies

Essence 1, Willpower 5

Personal: 10m (3m committed to Breather Plant)

(6) Strength 1 Dexterity 5 Stamina 3

(4) Charisma 1 Manipulation 3 Appearance 2

(3) Perception 3 Intelligence 1 Wits 2

Compassion 1, Conviction 3, Temperance 2, Valor 3

Professional Abilities: Athletics, Stealth, Thrown

Favored: Martial Arts

Athletics 3

Awareness 2

Dodge 3

Integrity 1

Linguistics 0 (Native: Tribal Rattongue)

Lore 1

\*Martial Arts 5 (Plague Rat Style +2)

Presence 1 Resistance 3

Stealth 5 (Enclosed Spaces +2)

Survival 3

Thrown 3

War 5

### Mutations, Merits and Flaws:

- Giant Rat Mutation Package
- Enlightened Essence (Blight)

### Backgrounds:

- Backing 1 (Rat Queen)
- Class 1
- Artifact 1 (Breather Plant)
- Artifact 1 (Plague Rat Style Manual, written in Tribal Rattongue)

• Artifact 1 (Exceptional [Form Weapon] of Oil)

## Mundane Equipment Purchases:

• Throwing Knives

### Intimacies:

- The Rat Queen (Loyalty)
- Ratkin (Brotherhood)
- Forgotten Martial Prowess of the Ratkin (Fascination)

### BP:

- 21 Free
- -4 Giant Rat
- -6 Enlightened Essence
- -5 MA 0 to 5
- -4 War 3 to 5
- -2 Stealth 4 to 5

### Other:

• I'm going to write out Plague Rat Style by reskinning III Lily.

# **Bernard**

Archetype: Savant (Craftmason)

Motivation: To create things for those who matter to him

Essence 1, Willpower 5

2m from Wonder-Grasping Apperception committed to Dragon Tear Tiara

- (3) Strength 2 Dexterity 2 Stamina 2
- (4) Charisma 2 Manipulation 3 Appearance 2
- (6) Perception 2 (3 w/ DTT) Intelligence 5 Wits 2

Compassion 2, Conviction 2, Temperance 4, Valor 1

Professional Abilities: Bureaucracy, Lore, War

Favored: Craft

Athletics 1

Awareness 1

Bureaucracy 5

\*Craft (Water) 5 (Science of Alchemy +3, Science of Topomancy +1)

Dodge 1

Investigation 1

Linguistics 1 (Native: Tribal Rattongue, Others: Autochthonic)

Lore 4

Martial Arts 1

Medicine 1

Occult 4

Presence 1

Resistance 3

Stealth 1

Survival 3

War 5

Mutations, Merits and Flaws:

Giant Rat

### Backgrounds:

Backing 1 (Rat Queen)

- Class 1
- Artifact 2 (Dragon Tear Tiara)
- Artifact 1 (Essence Capacitor)

### Intimacies:

- Rat Queen (Loyalty)
- Ratkin (Brotherhood)
- Bianca (Love)

### BP:

- 21 Free
- -5 Giant Rat
- -2 Bureaucracy 4 to 5
- -5 Craft (Water) 0 to 5
- -6 Occult 1 to 4
- -2 War 4 to 5
- -1 Temperance 3 to 4

## Bianca

Archetype: Broker (Diplomat)

Motivation: Facilitate human-ratkin relations

Essence 1, Willpower 9

3m from Wonder-Grasping Apperception committed to Dragonfly's Ranging Eye

- (3) Strength 1 Dexterity 3 Stamina 2
- (6) Charisma 4 Manipulation 2 Appearance 3
- (4) Perception 2 Intelligence 3 Wits 2

Compassion 5, Conviction 2, Temperance 2, Valor 2

Professional Abilities: Linguistics, Lore, Socialize

Favored: Presence

Athletics 1

Awareness 2

Dodge 2

Integrity 1

Investigation 3

Larceny 1 (Forged Documents +2)

Linguistics 1 (Native: Tribal Rattongue, Others: Autochthonic)

Lore 1

Martial Arts 1

Occult 1

Performance 2

\*Presence 5 (Doing the Right Thing +2)

Resistance 3

Socialize 2

Stealth 1

Survival 3

War 5

### Thaumaturgy Procedures:

- Wonder-Grasping Apperception
- Ritual of Dedicated Purification
- [Unspecified Ritual]

### Mutations, Merits and Flaws:

• Giant Rat Mutation Package

## Backgrounds:

- Backing 2 (Rat Queen)
- Class 1
- Artifact 2 (Dragonfly's Ranging Eye)

### Intimacies:

- The Rat Queen (Loyalty)
- Ratkin (Brotherhood)
- Bernard (Love)
- Adventure

### BP:

- 21 free
- -5 Giant Rat
- -5 Presence 1 to 5
- -4 War 3 to 5
- -6 Compassion 3 to 5
- -1 Thaumaturgy Procedures

### Other:

Purple hat