

HMVV Rat

Race: Critter (Devil Rat); Male



Attributes

Body..... 2 Essence 6
 Agility..... 5 Edge 2
 Reaction 5 Magic..... 4
 Strength 1 Initiative 11+1D6
 Willpower..... 3 **Inherent Limits**
 Logic 2 [3] Physical Limit
 Intuition..... 6 [5] Mental Limit
 Charisma 5 [7] Social Limit

Movement

5m/10m/+1 Land Movement

Active Skills

10 [3] **Gymnastics 5** (Agi)
 10 [5] **Perception 4** (Int)
 3 [3] **Running 2** (Str)
 11 [3] **Sneaking 6** (Agi)
 10 [A] **Unarmed Combat 5** (Agi)

Attribute-Only Tests

8 **Composure**
 11 **Judge Intentions**
 3 **Lifting & Carrying**
 5 **Memory**

Toxin Resistances

	Toxin	Disease
Contact (12 / 0)	17	5
Ingestion (12 / 0)	17	5
Inhalation (12 / 0)	17	5
Injection (12 / 0)	17	5

Addiction Resistance

5 **Resist Physical Addiction**
 5 **Resist Psychological Addiction**

Damage Resistances

2 **Armor 0**
 2 **Acid Protection 0**
 2 **Cold Protection 0**
 2 **Falling Protection 0**
 2 **Electricity Protection 0**
 2 **Fire Protection 0**
 5 **Fatigue Resistance**

Critter Powers

Animal Control (25 small / 5 large): Ordinary and infected Rats
Concealment (Self Only, Self-Only) (-4 for 20 small or 4 large t
Immunity to Toxins (12)



Physical Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3

Overflow:

Natural Recovery:
 4 (1 day), heal 1 box/hit

Stun Damage

<input type="checkbox"/>	<input type="checkbox"/>	-1
<input type="checkbox"/>	<input type="checkbox"/>	-2
<input type="checkbox"/>	<input type="checkbox"/>	-3
<input type="checkbox"/>		

Natural Recovery:
 5 (1 hour), heal 1 box/hit

Defenses

Ranged attacks against you are at: +0
 Ranged Defense (No Action): 11
 Full Defense (-10 Interrupt, for the rest of the turn): +3

Melee attacks against you are at: +0
 Melee Defense (No Action): 11
 Full Defense (-10 Interrupt, for the rest of the turn): +3
 Dodge (-5 Interrupt, vs. one melee attack): +5 [3]
 Bite Block (-5 Interrupt, vs. one melee attack): +5 [3]

Sensor-aided attacks against you are at: +0
 Sensor Defense (No Action): 11 [3]

Edge Pool

Weaknesses

Allergy, Mild: Sunlight

Validation Report (0 issues): Nothing identified

Melee & Other Weapons

Bite 2P 10  [3] Reach: -1

Gear (Cash: 1,000¥)

Dropped to Ground

Basic Details

Description

The HMVV Devil Rats travel in packs. They command other HMVV DR's and HMVV infected rats.

These creatures got infected by eating the bodies of ghouls that were in the sewers in the barrens. They can strip a body of flesh in 30 seconds. Their attacks are not too powerful, but they attack in mass and once through the armor, have a chance to infect the target.

"When a critter with this power uses Essence Drain to reduce the victim's Essence to 0, this power attempts to pass the critter's own infection on to the victim. To see if the victim is infected, make an Opposed Test of the critter's Magic + Charisma against the victim's Body + Willpower. If the critter wins, the victim is infected and enters a coma-like state as the virus reshapes the victim physically, mentally, and spiritually. Twenty-four hours later, the victim rises as a new Infected critter (as determined by its original metasppecies) with a single point of Essence and an insatiable, bestial hunger for more. The new Infected critter must drain Essence from another being immediately." SR5 Core book.