

# MOLE-MAN

The mole-men are a degenerate race of humanoids that have spent untold generations underground. They have very small eyes and ears – sometimes so small that they appear to be altogether absent. They have very long, clawed digits including a pair of “thumbs” on each hand which make them excellent diggers. Adventuring mole-men generally walk upright in order to fit in with their non-mole companions, but they are more comfortable moving on their bellies and propelling themselves with their forelimbs due to their somewhat atrophied legs.

**Hit Dice:** d10

**Weapon training:** Mole-men prefer to battle with their claws, but they may utilize weapons as well. A mole-man is trained in the use of the club, crossbow, dagger, handaxe, javelin, shortbow, short sword, sling, and staff. Mole-men can wear any armor.

**Alignment:** Any, but usually neutral.

**Claw Fighting:** When a mole-man attacks with his claws, he is treated as fighting with two weapons and having 16 agility (unless his agility is actually higher). Thus he can make two attacks, both at -1D, and only the primary claw may score a crit. The claw attacks deal damage as shown in the mole-man advancement table below.

(See DCC pages 94-95 for more detail on two-weapon fighting.)

**Burrow:** Mole-men may burrow through the ground, but it should be understood that some judges may consider it game-breaking in certain situations, and it is ultimately up to the judge to decide when and where this ability can be used. It might not be any good for burrowing through a dungeon corridor made

of thick stone blocks, for example. In any case, such burrowing does not create a tunnel that other characters can traverse. It is intended solely for the mole-man.

Whether walking or burrowing, mole-men move at a rate of 20' per round. They may move at 30' per round when traveling on their bellies and propelling themselves with their forelimbs, but this form of locomotion is generally considered abhorrent by most civilized surface-dwellers, and can cause the mole-man to be treated as if he had a very low personality score.

**Underground Skills:** Mole-men have *underground skills* identical to those of the dwarves.

(See DCC page 52.)

**Blind Luck:** Mole-men are effectively blind, but they can detect vibrations in the earth so well that it usually does not hinder them. They are immune to visual illusions and anything else dependent on sight.

Mole-men notice smells, vibrations, and sounds to a much higher degree than other character types. Once per session, a mole-man may make a luck check to automatically dodge an incoming surprise attack, notice an important clue, avoid a trap, or anything else the player can think of and the judge accepts.

Finally, mole-men are generally twice as difficult to catch by surprise in underground environments.

**Languages:** At 1<sup>st</sup> level, mole-men automatically know common and undercommon, plus one additional randomly selected language per point of Int bonus (if any).

**Action dice:** A mole-man's action dice can be used for attacks or skill checks.

## Mole-Man Advancement

<u>Level</u>	<u>Attack Bonus</u>	<u>Crit Die/Table</u>	<u>Claw Damage</u>	<u>Action Dice</u>	<u>Ref</u>	<u>Fort</u>	<u>Will</u>
1	+1	1d6/III	1d3	1d20	+1	+1	+0
2	+2	1d7/III	1d4	1d20	+1	+1	+0
3	+2	1d8/III	1d4	1d20	+1	+2	+1
4	+3	1d10/III	1d6	1d20	+2	+2	+1
5	+4	1d12/III	1d6	1d20	+2	+3	+1
6	+5	1d14/III	1d8	1d20+1d14	+2	+4	+2
7	+5	1d16/III	1d8	1d20+1d16	+3	+4	+2
8	+6	1d20/III	1d10	1d20+1d20	+3	+5	+2
9	+7	1d24/III	1d10	1d20+1d20	+3	+5	+3
10	+8	1d30/III	1d12	1d20+1d20	+4	+6	+3