

# MOLEMASTER

FOR  
ROLEMASTER





# Introduction

Molemaster is a rules expansion for the Unified Rolemaster system giving you everything you need to expand your game to include the new molefolk race and culture. Though this product is designed for use with the Unified Rolemaster system, it could easily be converted to be used with Rolemaster Fantasy Roleplaying, Rolemaster Classic or High Adventure Role Playing (HARP).

## Author's thoughts

I have always thought that the lack of a molefolk race and culture was of real detriment to the Rolemaster system which is why I begged and pleaded with Iron Crown Enterprises to allow me to put together this product outlining the new race, their history, their culture and how they can be used most effectively in your game to enhance your gaming experience.

It hasn't been an easy ride. I wanted the molefolk to be fully rounded and a brilliant addition to any game to such an extent that people would wonder how they ever survived without them. I like to think that I have achieved this and though I was forced to cut a lot of stuff out of my original 242 page manuscript thanks to the overbearing editors at Iron Crown Enterprises, I am relatively happy with the end product.

All that remains for me to do is to thank my fantastically supportive wife, Terry K Amthor for being such an inspiration and the spider that lives in the corner of my office, the fear of whom has made sure that I never fall asleep at my desk.

# The Molefolk

Molefolk are relatively short and very squat. They have no discernable necks and their heads seem to grow straight from their shoulders. This means that they are forced to turn their entire bodies to look in other directions. They have very long arms, each equipped with four long, sharp digging claws. These claws are replicated on their feet and are the molefolk's main weapon when fighting.

Molefolk are incredibly strong both physically and in terms of resistance to rotting meat, poison and other irritants. Strength and fortitude are very highly prized among the molefolk.

Molefolk are covered in a very short, downy hair which they use to regulate their temperature in the cold, damp tunnels that they call home. Due to the lack of light in their natural environment molefolk have very poor eyesight. However, to compensate, they have very good senses of hearing, smell and touch.

Molefolk tend not to be involved in magic. They consider words, writing and learning to be a distraction from physical activities such as building, crafting and fighting. However, they do have a great reverence for the natural world around them and those that do practice magic tend towards shamanistic essence users.

**Racial talents and flaws:** Acute hearing III, Acute smell II, Acute touch II, Poor vision III, Natural Weaponry

Table 1.0

Racial stat modifiers																		
	Stats										Resistance			Health				
Race	Bonus DP	Agility	Constitution	Empathy	Intuition	Memory	Presence	Quickness	Reasoning	Self Disc.	Strength	Channelling	Essence	Mentalism	Physical	Endurance	Base Hits	Recovery Mult.
Molefolk	0	-2	+2	+1	+2	+2	-2				+2		+20		+25	+20	25	1x

Table 1.1

Race sizes				
Race	Size	Stride	Height	Average Weight
Molefolk	IV	-8'	4'	90lbs +/- 2lbs/in

## Molefolk culture

The molefolk are a relatively quiet and shy race. They dislike having to interact with other races any more than is absolutely necessary. Every once in a while a molechild will be born with a sense of adventure and wanderlust and will leave their ancestral tunnels to seek adventure in the outside world. These individuals are the exception however and not the rule.

Molefolk culture		
Categories	Skill	Molefolk culture
Animal	Animal handling	
	riding	
Awareness	perception	
	Tracking	2
Brawn	Body Development	2
Combat	Unarmed	2
	Dodge	
	Melee Weapons	
	Survival (own region)	2
	Navigation	2
	Region (own)	6
Lore	Languages	6
	Other lores	2
Medical	Medicine	
	Herbalism	1
Movement	Running	
	Swimming	
Social	Influence	
	Social awareness	2
Subterfuge	Stalking	2
Trades and crafts *		6

\*Any composition, crafting, performing art or vocation skills (up to 2 ranks in a single skill)

Moles live in large tunnel networks underground. In some instances these tunnel networks are connected into molefolk towns and cities. There are often rivalries between molefolk from different locales.

Molefolk prize strength most of all and the majority of molefolk will partake in organised fights with prize money and glory going to the best fighters. Despite this, the molefolk are a peaceful race and don't relish in warfare either with each other or with other races. Many communities have left their homes rather than face bloodshed.

Molefolk love to craft and take great pleasure in woodwork and other similar pursuits. For the most part they do not work with metals, preferring natural materials but they will appreciate the beauty and craftsmanship in most things.

Molefolk feel an affinity for the earth in which they live and are very careful not to misuse their resources and damage their surroundings.

## Final thoughts

April Fools! This isn't a real product!

...However, given the amount of time it took to create and the fact the molefolk genuinely could be used in a game, perhaps it is a product...

...Maybe the joke is actually on me for thinking it wasn't real...



