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| **Name** | **Type** | **Size** | **XP Rating** |
| Mole Rat | Beast | Small | 0 (5 XP) |

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| **Strength** | 4 (-1) |  | **Armor Class** | 4 | | **Action Points** | 4 |
| **Perception** | 3 (-2) |  | **Avg. Hit Points** | 6 | | **Hit Dice** | 2d6 + 0 |
| **Endurance** | 5 (+0) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 4 (-1) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Ambusher.** In the first round of a combat, the mole rat has advantage on attack rolls against any creature it surprised.  **Burrower.** The mole rat has a burrowing speed of 15 ft. It costs the mole rat 5 feet of movement to begin burrowing within a pre-existing entry point.  **Natural Weapons.** The mole rat’s unarmed attacks use a d6 instead of a d4. |  |

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| **Description** |
| Mole rats are mutated rodents much larger than their pre-War counterpart, the naked molerat. They have survived as a species by burrowing underground where the soil protected them from direct nuclear explosions. However, they still were greatly mutated by the subsequent fallout, increasing their size as well as their viciousness. A few people in the wastes have even been known to train them and keep them as pets. |