

Species, Breed: Bird, Hawk Common

Type: Not applicable.

Class: Animal (avian).

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male

Level: 1-D12

Number encountered: 1-D4

Experience points: 8 x level

Characteristics

Awareness: 65

Charisma: Not applicable.

Constitution: 18

Coordination: 35

Dexterity: 35

Intelligence: 3

Mental-strength: 17

Strength: 12

Wisdom: 2

Movement:

Flying: 24

Grounded: 8

Swimming: 2

Luck: 10

Oxygen-points: 51

Blood-points: 54

Attack descriptions

Bite: 1

Damage: 1-D12

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12

Range: 1 space (5')

Attack type: Sharp.

or:

Dive attack: 1 per 3 turns.

Damage: 1-D12 x2

Range: 1 space (5')

Attack type: Sharp.

Defense: 35

Offense: 35

Damage-Points: Roll 1-D12 x level.

Treasure: % Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: Yes

Description: The Hawk stands 2'-10" tall and has a 8'-6" wing-span. Clad in a feather coat of mixed brown, ranging from light to darker brown colors.

Dislikes: Mankind in general.

Disposition: Its temper matches its disagreeable countenance.

Fears: Mankind

Habitat: Mountains.

Immunities: None.

Life-span: 30 years

Likes: Rabbit, fish and other small game animals.

Needs: None.

Note: Hawks make their nests in the top-most branches of the great pines to ensure the safety of their nests. They lay from 1-3 eggs each year. If a nest is found in the springtime there will be a 25% chance that eggs or young will be found within it (01-49: eggs, 50-98: young, 99-00: presently hatching).

Special Abilities: Keen vision (at an elevation of one league the Hawk can spot a rabbit below if it successfully avoids vs. "Awareness").

Special Defenses: Feathers provide a hinderance against attacks. If an Hawk is struck, an unwary, or unlearned attacker has a chance of misjudging exactly where to strike (as the eagle will puff out its feathers, causing the weapon to strike only feathers). The attacker must make a successful avoidance-roll vs. "Awareness" or be fooled by the feather-defense.

Special Offenses: None

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) weapon to harm.