

# Species, Breed: Falcon, Peregrine, Common

Type: Not applicable.

Class: Animal (Avian).

Align: Basic instinct creature.

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

Level: 5 + 1-D4

Number encountered: 1-2 (roll 1-D4: 1 = 1, 2-4 = 2). See: "Disposition"

Experience points: 6 x level.

## Characteristics

Awareness: 80

Charisma: Not applicable.

Constitution: 30

Coordination: 30

Dexterity: 50

Intelligence: 4

Mental-strength: 35

Strength: 13

Wisdom: 4

## Movement:

Flying: 24 See: "Special Abilities".

Grounded: 8

Swimming: 2

Luck: 40

Oxygen-points: 105

Blood-points: 90

## 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:

Stooping: 1 / 6 turns (30 seconds)

Damage: 1-D12 (+1 per level of the Falcon) x3

Range: See: "Special Offenses".

Attack type: Sharp.

Defense: 30

Offense: 50 During a "Stooping" attack, this creature will gain a +30 to strike. See: "Special Offenses".

Damage-Points: Roll 2-D12 x level.

Treasure: % Roll needed to have money and treasure:

None.

# Description:

**Annihilation Strike?:** Yes

**Description:** This creature appears as a sharp-featured and sleek bird of prey. The wings are long and pointed, giving them very fast flight.

**Eye color:** Black.

**Eye shape:** Small, sharply oval.

**Feather color:** White around the chest area with dark spots below its chest area, dark wings and head.

**Height:** 0'-14"

**Length:** 1'-8"

**Posture:** Avian (like a bird, or relating to the family of birds).

**Texture:** Feather.

**Weight:** 1 lb.

**Wing contour:** Bird.

**Wingspan:** 3'-0"

**Dislikes:** Predators, or any creature that draws nigh to their eyrie.

**Disposition:** The Peregrine Falcon is a natural predator. Mankind has been able to tame these fierce birds, often times using them as trained hunting partners.

If two are encountered, they will be lifelong mates which will always return to the same eyrie which, if untainted by mankind, or another predator, they will keep for life.

It has been noted, the females are larger in size than the male.

There will be 1-D4 eggs within the nest during the spring, and there will be a 25% chance of them being hatched if encountered during this time of the year. If baby Falcons (called eyas) are present within the nest, the parents will be watchful over them, protecting them bravely, and attempting to lure or scare predators away from the nest if threatened. Being in an eyrie, the usual predator is another raptor or snake, which the Falcon will instantly attack to protect their territory.

**Fears:** Unknown

**Habitat:** Cliffs and Mountains.

**Immunities:** None.

**Life-span:** 25 years

**Likes:** This creature will hunt not only for smaller mammals, but will take down live birds out of mid-air, so swift is their flight and attack. See: "Special Offenses".

**Needs:** Basic needs of life (food, water, shelter, etc.).

**Note:** None.

**Special Abilities: Swift-Flight:** Once this bird reaches its maximum, normal, flight movement (24 spaces per turn), it will then attempt to spy out a target. Once a target has been spotted, it will accelerate swiftly to an incredible speed, gaining +24 spaces per turn until its travel speed reaches an incredible 72 spaces per turn. When its flight reaches maximum speed it will tuck its wings in and move in to strike. This creature will gain a +30 on an offensive roll to strike in this manner. See: "Special Offenses".

**Special Defenses:** During a conflict, this creature will puff out its feathers, giving a 2 in 6 chances to evade a successful strike against it from the front and front-side. For every successful strike against this creature, roll 1-D6; if a 1-2 is rolled, the attack will strike feathers harmlessly.

**Special Offenses: Stooping:** When this creature strikes a creature during full "Swift-Flight" it will gain a bonus of x5 damage. This dive impact of this attack is so devastating, it has been known to rip its prey apart on impact.

**Susceptibilities:** None.

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