HAWKMOON

PLAYERS BOOK

DEDICATION

I would like to dedicate this to Greg Stafford, who was so very kind and understanding about extending my deadline when my **Hawkmoon** books, notes, and part of my manuscript were stolen. Thanks, Greg. If there were more people in publishing like you, I would have broken in long ago.

But I want this to be dedicated especially to my friend Steve Bailey, who gave into the monster leukemia before his seventeenth birthday. He was always a staunch supporter, and I would like to leave a tribute to him in the only way I know. I know he would have been proud.

K L Campbell-Robson

PLAYERS BOOK

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HAWKMOON is a member of the ETERNAL CHAMPION line of games available from Chaosium Inc. HAWKMOON is completely compatible with the STORMBRINGER roleplaying game. Any character created for one ETERNAL CHAMPION game system will function without flaw in any other game of the series. The strength of Law of Chaos on a plane may affect a character's magical ability. Refer to the Interdimensional Travel chapter in the HAWKMOON *Science Book* for details.

ETERNAL CHAMPION

Contents of the Players Book

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures.
Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description

weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses _____%	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%

Notes

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____ _____%
_____ _____%
_____ _____%

PERCEP bonus _____%
Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
_____ _____%
_____ _____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore_____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____ _____%
Craft _____ _____%
_____ _____%
_____ _____%

LANGUAGES
Speak/Read-Write
Common ____/____%
_____ ____/____%
_____ ____/____%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter_____%
Sleight of Hand_____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

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STR _____
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DEX _____
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Description _____
weight _____ height _____

Afflictions/Mutations

ARMOR _____

Hit Points

Weapon

	Attack	Damage	Parry
Bonuses	%	%	%
	%	%	%
	%	%	%

Major Wound Level

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Notes

Possessions

Money

AGILITY bonus _____
Climb (+10%) _____ %
Dodge (+10%) _____ %
Jump _____ %
Ride _____ %
Swim _____ %
Tumble _____ %

KNOW bonus _____
Ancient Lore _____ %
Biological Lore _____ %
Cartography _____ %
Chemical Lore _____ %
Electrical Lore _____ %
Eval. Treasure _____ %
First Aid _____ %
Mechanical Lore _____ %
Memorize _____ %
Music Lore _____ %
Navigate _____ %
Craft _____ %
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COMMUN bonus _____
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Juggle _____ %
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Balance (+10%) _____ %
Listen (+10%) _____ %
Scent _____ %
Search _____ %
See (+10%) _____ %
Taste _____ %
Track _____ %

LANGUAGES Speak/Read/Write
Common _____ / _____ / _____ %
_____ / _____ / _____ %
_____ / _____ / _____ %

STEALTH bonus _____
Ambush _____ %
Camouflage _____ %
Conceal _____ %
Hide (+10%) _____ %
Move Quietly _____ %
Cut Purse _____ %

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Welcome to Tragic Millenium Earth

HAWKMOON IS A FANTASY roleplaying game based upon the works of British author Michael Moorcock. Michael Moorcock's position in fantasy annals was secured in the early 1960's when he created the hero Elric who, with his supernatural sorcery skill and his demon-sword *Stormbringer*, captured the imagination of sword-and-sorcery readers at home and in the United States. Elric is the antithesis of the cliched hero —a brooder and malcontent rather than the dashing pioneer; a sickly albino forever needing exotic drugs to survive rather than a muscle-bound superman; an ally of the forces of chaos rather than a champion of law.

Throughout his *Elric* novels and several others, Moorcock developed several consistent concepts: the eternal struggle between the forces of Law and the forces of Chaos; the existence of many parallel planes of existence between which knowledgeable adventurers may journey; and mankind's recurring need for a super-hero, called the Eternal Champion, who awakens to set right the delicate balance between Law and Chaos. Elric is but one incarnation of the Eternal Champion.

During the late 60's and early 70's Michael Moorcock created an extension of the Eternal Champion in the form of Dorian Hawkmoon von Koln. Rising to power during Earth's 54th century — thousands of years after the terrible chemical and nuclear destruction of the Tragic Millenium — Duke Hawkmoon battles the chaotic insanity of the Granbretan Empire. Much of the world has regressed to a quasi-feudal time, though sophisticated remnants of the technological prowess of the ancient civilization still remain.

This game is based on the four-volume *History of the RuneStaff* and the three-volume *Chronicles of Castle Brass*.

The History of the RuneStaff	*The Chronicles of Castle Brass*
The Jewel in the Skull	Count Brass
The Mad God's Amulet	The Champion of Garathorm
The Sword of the Dawn	The Quest for Tanelorn
The Runestaff	

Purpose of the Game

Each player of a **Hawkmoon** game takes the part of a bold adventurer on Tragic Millenium Earth, traveling the land and exploring its mysteries. A game moderator, known as the Gamemaster, is necessary for this game. His role is to (within the rules of the game) set up situations and obstacles for the players to confront. But remember this one overriding consideration: this game is played for entertainment. No matter what else happens, the reason to play is to enjoy yourself.

Your adventurer need not be anything like yourself. It is often more rewarding to create a character who is totally different: dashing swordsmen, sly thieves, stuffy scholars, or any other alter-ego you please, living dangerously in a world of adventure.

A **Hawkmoon** game is an interaction between players who operate (run) the heroes of the story, and a gamemaster who runs the world in which the adventures occur. Most of the play is verbal exchange. The players tell the gamemaster what they wish or intend to do and the gamemaster then tells them if they can or may not do it, and, if not, what happens instead.

The actual game rules define the mechanics of the fantasy world and are important only when there is some question of success or failure, for the rules are the agreed-upon "reality" which makes the game world accessible. The rules tell you how to discover the outcome of game action.

In **Hawkmoon**, the gamemaster has the immense responsibility of preparing a scenario and playing it without bias. It is his duty to make the opposition smart and mean, or there will be little challenge for the players, and they will be bored. But the gamemaster must refrain from arbitrary decisions even if the players outwit, outguess, or outfight him in the end.

You, the player, also have a duty to run your adventurers within the known limits of the characters. Remaining unbiased is as difficult for the players as for the gamemaster. Just because a player is a chemistry major does not mean that his Bavarian peasant adventurer knows how to make a Molotov Cocktail.

Operating within the limits of your character exercises your imagination, and it is just this situation which makes this a roleplaying game. You act out the role endowed to your adventurer as though only he existed. Doing this well is the most difficult and most satisfying part of the game.

Like anything else, roleplaying is easier when you have done it a few times. Always have some idea of your adventurer's personality and character before you start, but also allow the events of his or her life to help shape the adventurer, and allow him to grow. Allow yourself different roles for different characters.

Developing an adventurer also depends on the basic abilities which the character has, and these are discussed below. But you must clothe the numbers with imagination, and that is the real play in the game.

Cooperation and Competition

Gaming is social. If you want to use your imagination alone, you can read a book. But be warned: when a number of people get together cooperatively, they can form a communal fantasy far more interesting and imaginative than could any one person, and the joint effort results in an extremely satisfying experience for all involved.

Players must work together. An expedition into a mutant-infested ruined city will not survive if the adventurers are not willing to aid each other, tend each other's injuries, and guard each other. This is not to say that you cannot play a back-stabbing Granbretanian noble, only to suggest that if everyone plays that way, there is no incentive to play together. There must be honor even among thieves, so far as gaming goes: if all of your adventurers are cut-throats, who will want to play with you?

There must also be cooperation between players and gamemaster. Though the gamemaster does mastermind the world and does set up and run the details, it's also true that the game remains a game for him as well, and that he likes to have fun playing, too. The adventurers should pit themselves against the game world, not the gamemaster. The gamemaster should not be afraid to ask others for their opinions on game matters, and the players should not be afraid of debating rules questions or play opportunities with the gamemaster. Gamemaster rulings should be final, though, and players must be willing to take losses if the gamemaster is adamant in his thinking.

Simple communication can build an enjoyable and understandable world to play in. The rewards of cooperation are great; hostility and resentment are fatal to play. Remember, the object of all this is to have fun.

Winners and Losers

In **Hawkmoon**, there are no winners and losers in the normal competitive sense. Play is cooperative, wherein the participants work together to achieve a common goal. The opponent is some hostile situation controlled by an impartial gamemaster, not another player.

Winning in such a situation depends on whether or not the adventurers succeed in their goal. Losing is what happens if they fail (they may just try again later). The death of a single adventurer means little in the overall scheme of things.

Characters who survive will gain in power from experience in their skills, the acquisition of artifacts, and knowledge of the world around them. Characters continue to progress until their demise or retirement. **Hawkmoon's** world is a dangerous one, so don't let the death of a favorite character put you off. Just create another brave adventurer and dive right back into play!

Playing Aids

There are a number of items which are necessary for playing **Hawkmoon**, and a number which are convenient or fun to use. Those items which you must have to play include Dice and a Character Sheet. Those items which are useful and fun but not absolutely necessary include miniature figures, miscellanious props, and large pieces of paper or acetate upon which to draw.

Dice

A number of different polyhedral dice are used in roleplaying games. **Hawkmoon** uses seven different "types," but four of these can be derived from the others. For convenience, players usually use their own sets of dice, but you can also share. Abbreviations are used to designate these dice. The letter "d" stands for the word "dice." This letter is followed by a number denoting the number of sides on the die being used. Thus, a d20 is a 20-sided die and a d6 is a good old-fashioned cubical die.

Designations may be preceded by a number. This number tells the player the amount of that kind of dice to roll. For instance, 2d6 means that two 6-sided dice should be rolled and their results added together. If you don't have enough of that kind of die, roll the one you have a number of times equal to the value of the first number, and total the result.

Sometimes additions must be made to dice rolls. You might see the notation "1d6+1." The number following the plus sign should be added to the result of the 1d6 roll. "1d6+1" means that the final result is

N

TO AMAREHK

TRAGIC MILLENIUM EUROPE

ESPANIYA

FRANCE

GERMANIA

GRANBRETAN

SCANDIA

ITALIA

SLAVIYA

TSHEKIA

ROMANIA

CARPATHIA

MUSKOVIA

UKRANIA

BLACK SEA

TURKIA

SYRIA

PERSIA

MIDDLE SEA

SICILIA

GREECE

GULF OF SIDRA

TUNIS

NORWEGIAN SEA

EIRE

ORKNEYS

SHETLYS

HALAPANDUR

LONDRA

KOLDEN

BERLIN

SCANDIG

KERNINBORG

KIEV

THE MAD GOOSCASTLE

THE THORNBUSH BRIDGE

KERCH

ISTANBUL

SIMFEROPOL

ANKARA

KIZILIRMAK R.

BRACHEL

TARABULUS

BEHRUK

SORANDIM

HAMADAN

PERSIA GULF

KYRUS

CORSICA (CATALANA)

SARDINIA (CATALANA)

PROVENCE

MARSHAL'S

CATALANYA

BORDENUX

LYON

VALENCE

KAMARG

AIGUES-MORTE

CASTLE BECKE

NORMANDIA

ROUEN

APRIE

LIEGE

KOLN

KRALYE

NARVIA

DEAUVERE

KOIDEN

ULM

SAHBRUCK

MUNCHEN

NURNBERG

WIEN

OSTERLAND

PADVA

ADRIATIC SEA

MAGYARIA

SOFIA

BRADGILATY

ZORANEMI

KRAKOV

UKRAN

TO ASIA COMMUNISTA

THE SILVER BRIDGE

between 2 and 7, though the exact result depends on the actual roll of the d6.

Finally, there are occasional results requiring that different dice be rolled at one time. If a monster's claw does 1d6+2d4 damage, the actual damage is found by rolling the three requested dice and summing their results.

The Character Sheet

The Character Sheet (also called an Adventurer Sheet) is a form which conveniently holds all the important information you'll need about any particular adventurer. The Character Generation chapter tells you how to fill out the form and what the entries mean.

Included in this game is a packet of **Hawkmoon** adventurer sheets ready-to-use. They are found with the Read This First sheet and the pullouts booklet. Also, a master adventurer sheet is included on pages 5-6 of this book. You are granted permission to use this master to create additional adventurer sheets for your personal use

Reading the Dice

Most of us are familiar with the good old cubical d6. We read it by throwing it so that it rolls, and then taking the number which is face up on the die as the result. This is the method used for reading a d8 as well, the top number is the number rolled.

20-SIDED DICE usually have two sets of single digit numbers 0-9 on their 20 sides, so they can be used to generate a 1-10 result by rolling the die once; this is commonly done, and when a d20 is used in this way, it is called a "d10." Special 10-sided dice are also produced by some companies — look for them in your local hobby or game store.

There is a commonly-used method to make a d20 yield 20 different numbers (and still be usable as a d10 and d100). Take a marking pen and mark one each of the numbers from 0-9 to distinguish them from the other set of ten numbers. Then decide whether the marked or unmarked numbers represent the single digits. The others are the "teen" numbers. As a d20, the low zero acts as 10, and the high zero acts as 20. For use as a d10, simply ignore the markings.

An alternate method does not mark the die. Roll the d20 and any other die at the same time. The other die result determines whether the d20 is a single digit or a double digit number: low equals 1-10, and high equals 11-20.

D100 rolls are easier to accomplish than d20 rolls. When a d10 (or d20 used as a d10) die is rolled twice, a number between 01-100 is generated — a "percentile roll." The first roll is the "tens" roll, and the second roll is the "ones." If you roll a 5 the first time and an 8 the second time, you've rolled 58. "00" always equals 100.

With two d10s of different colors, you roll both at the same time to read the d100 number. Decide which color is the "tens" and which is the "ones." Then always read the dice the same way.

Occasionally the rules refer to **D3**s and **D4**s. These are conventions used to designate rolling either a d6 or d8 and halving the result. Thus, to roll a 'd4' requires rolling a d8 and reading a result of 1- 2 as 1; 3-4 as 2; 5-6 as 3; and 7-8 as 4. Halve the result of a d6 to obtain numbers in a d3 range. Special d4s are also manufactured by certain companies.

Michael Moorcock's
HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____
NATIONALITY _____ CLASS _____

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description
weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28

Weapon   Attack   Damage   Parry
Bonuses _____ % _____ _____%
_____ _____ % _____ _____%
_____ _____ % _____ _____%
_____ _____ % _____ _____%
_____ _____ % _____ _____%

Notes

AGILITY bonus _____%
Climb (+10%) _____%
Dodge (+10%) _____%
Jump (+10%) _____%
Ride _____%
Swim (+10%) _____%
Tumble _____%
_____%
_____%
_____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore _____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____%
Craft _____%
_____%
_____%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade (+10%) _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

Possessions

PERCEP bonus _____%
Balance (+10%) _____%
Listen (+10%) _____%
Scent _____%
Search _____%
See _____%
Taste _____%
Track _____%
_____%
_____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
Hide _____%
Move Quietly _____%
Cut Purse _____%

LANGUAGES
Speak/Read-Write
Common ___/___%
_____ ___/___%
_____ ___/___%

Money

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only — you may not sell them. Additionally, a sample completed adventurer sheet is provided on page 36.

Figures, Focus, and Props

Though it can be played as a strictly verbal game, you should really investigate the use of miniature figures when playing **Hawkmoon**.

The use of miniatures provides a focus for player concentration. Focus is always useful, for all the players can then weave their imaginations into the same framework. For instance, setting up a marching order for a party of investigators to travel through the Carpathians shows which characters are in a position to speak to each; this may be significant later if an adventurer must choose one person out of many to aid.

Aiding rules interpretations is an excellent reason for using figures. When the figures are on the table, it is possible to see that your friends are blocking the field of fire your flamelance might have, or it will show which characters are first assailed by berserk Granbretanians striking from the flank, or how long it will take for one adventurer to aid another. With figures, measurement provides answers to questions like "My guy was supposed to be here," or "Where is the elephant?"

Figures are normally 1" high lead miniatures, purchasable at most game and hobby stores, or ordered by mail. Many people make good use of economical available toy figures. Preferences and pocketbooks influence what is used. No one is likely to have every kind of animal or person which a game demands. Substitution is common. Cardboard counters can easily act as figures.

It is often useful for the gamemaster to draw out the area of activity on an ordinary sheet of paper and to note the scale there. When the action shifts to individual scale, you simply turn to the miniature figures.

A few props provide drama. Large ruins can be constructed with children's blocks. Scrounging may unearth railroad accessories, cake decorations, weird things from hardware bins, dollhouse parts, and so on. Styrofoam packaging can be carved to different shapes. Some HO-scale trees, toy fences, or large rocks can give an otherwise lifeless situation intriguing possibilities for deployment and use of special skills.

Other Aids

Paper and pencil are desirable. Some gamemasters may wish their players to have graph paper to aid in mapping ruins or old buildings.

The World of Hawkmoon

The Hawkmoon novels take place in the far future of our own Earth. Shortly after our own time, a terrible nuclear, chemical, and biological war destroyed much of the planet. When people forgot how to use scientific engines of war, they continued to fight more primitive battles on smaller scales, until at last no one could remember the original cause for the war. This war, and the years that followed it, were known as the Tragic Millenium.

The continents lost contact with one another, and became places of legend and myth, or were forgotten completely. America became Amarehk, land of mystery. China became Asia Communista, remote and legendary. The Africans refused all outside communications.

Hawkmoon's story takes place centuries after the end of the worst part of the Tragic Millenium. Much of humanity's earlier scientific achievements have been lost. New sciences have been developed to replace them. The general technology is late-medieval or Renaissance, though some highly advanced artifacts, such as flamelances, are produced.

Magic is rumored to exist, as even in our own time. Powerful scientists, such as those of Granbretan, are called "sorcerer-scientists" from the secrecy and power associated with their technology.

Europe is torn by war. Each nation is divided into independent cantons, free cities, duchies, palatinates, and earldoms. A single village or tract might be conquered ten times in ten years by various armies. Most people try to live life as they can, and farmers can be seen going about their daily routines while battles rage furiously nearby. During the course of the Hawkmoon novels, Granbretan conquers most of disorganized Europe. However, the ensuing "Pax Granbretannica" is neither peaceful nor pleasant for the conquered.

A common tongue is in widespread use, a bastardization of ancient English. Most nations retain their own language as well. Educated folk in Amarehk and Europe speak the common tongue at 40% and their native language at 80%. Literate classes also read and write at these levels.

The Million Spheres

The universe consists of a vast number of spheres, each containing one plane of existence or a different dimension of space and time. Imagine the spheres as molecules in a liquid. The spheres revolve around, bump into, and pass through one another. Some spheres stay in close proximity to each other, even touching or overlapping continually. Others travel set courses and rarely encounter other spheres. When two or more spheres intersect, travel is possible between the touching planes. Sometimes the spheres overlap for eons (as did the Fifteen Planes in the *Corum* novels), often they collide off one another over a course of minutes, leaving hapless would-be wayfarers caught on an alien plane in an alien sphere, unable to return home.

Once in an eternity comes the Conjunction of the Million Spheres, in which all spheres coincide in the space-time continuum. Such is a time of great wars, paradox, and magic, as the gods struggle to determine in whose image the multiverse will be made.

Additionally, there is an extra-dimensional space that exists on all planes. On some planes this space is obviously present, on others it is so well hidden that it is known only in myth, or not at all. This is Tanelorn — where all is in equilibrium, and where the gods may neither tread nor send their minions. Tanelorn is sanctuary for the weary and, with proper knowledge, one may visit any other Tanelorn in the multiverse. Sometimes Tanelorn is grand, palace-like, rich in art and precious objects; sometimes she is little more than a huddle of mud huts; sometimes she is deserted; sometimes hugely overcrowded. Each aspect of Tanelorn receives and protects her immigrants in equal manner.

The Eternal Champion

Each of the planes of the Million Spheres has its own incarnation of the Eternal Champion — that supernatural hero who, wittingly or not, is the guardian of the Cosmic Balance. Every incarnation of the Eternal Champion is torn by doubt, fear, and often guilt. He or she may search for a higher being that controls the whimsical gods of Law and Chaos. Often, he remembers other incarnations. More often, he has no memory of his other pasts or glimpses them only through disquieting dreams. The Champion only becomes aware of his true identity when irrefutable evidence is offered him.

The Champion is seldom completely alone. Another eternally reincarnated being nearly always aids or accompanies him. The Companion is often a dandy, full of good cheer and superstition. He himself is a great warrior, and sometimes knows a little magic. Sometimes the Companion can remember past or future lives, but usually he is as ignorant as the Champion himself. The Companion's doom is simpler, not so deeply convoluted as the Champion's. His purpose is to assist and advise, and though he often dies because of the Champion's actions, he is a true friend.

The Champion generally has his reincarnated Love as well, though sometimes two such are encountered. When the Champion has two Loves (such as Corum's Rhalina and Medhbh, or Elric's Cymoril and Zarozinia), the second is found only after the first is lost. The Love is doomed to love the Champion and, like the Companion, is often slain because of him.

Too, the Champion has his Adversary, who fights against him. Prince Gaynor the Damned and Baron Meliadus are examples of these.

At any given time on one plane, there can be one Champion, one Love, and up to four Companions. The Adversaries are usually manifest in numbers of no more than three.

The Sword & the Jewel,
the Runestaff, and The Cosmic Balance

At the beginning of the current cycle of the multiverse, god-like alien entities forged three items of power to help control Chaos, which was more powerful than Law. The Sword and the Jewel were first. Then was forged the Runestaff.

Made for and of Chaos to fight it (as fire fights fire), the Sword and Jewel are different aspects of the same thing. Either the Sword or the Jewel may exist on a plane, never both. Though made to fight Chaos, the Sword/Jewel acts in the unpredictable and treacherous manner of all Chaos.

The Runestaff is an implement of Law. It acts in a more subtle manner than the Sword/Jewel. The Sword/Jewel and the Runestaff are each inhabited by complementary halves of a single being, one a Lawful half and the other Chaotic. In Tanelorn at the conclusion of the seventh *Hawkmoon* book, the Sword-Being gained possession of both the Jewel and the Sword simultaneously, which gave it enough power to engulf the Runestaff and become a whole being, though Chaotic.

The Cosmic Balance was made to uphold the rules laid down to govern the gods of Law and Chaos. It has the power to check a god's actions if absolutely necessary, though the Balance usually uses the Champion for this purpose. The Champion may seem to work for Law or Chaos at a given time, but the Balance is his true standard and liege. At the Conjunction of the Million Spheres, Hawkmoon and Erekose (two aspects of the Champion) manage to destroy the Sword, Jewel, and Runestaff, as well as the Cosmic Balance, and thereby release men to their own devices for the next eternity.

Chronology

The folk of Tragic Millenium Europe name their years after animals, much as did the ancient Chinese. There are seven animals per cycle, and each animal appears one hundred times before the next cycle begins, giving a cycle of seven centuries. This cycle's animals are (in order): Bull, Hound, Goat, Rat, Horse, Eagle, and Shark. So the first year in this cycle was the First Year of the Bull. The second was the First Year of the Hound, and so forth. The eighth year was the Second Year of the Bull. The last year will be the Hundredth Year of the Shark.

The previous cycle was: Cat, Snake, Owl, Eel, Boar, Weasel, and Sparrow. The cycle before that was: Lion, Wolf, Hawk, Frog, Hare, Lizard, and Spider. Before that, a different system of year-naming was in effect. The next cycle's animals are to be: Stag, Ram, Cricket, Cock, Bear, Centipede, and Stork.

An extensive chronology of the *History of the RuneStaff* and *The Chronicles of Count Brass* is provided in the **Hawkmoon**Science Book. The years covered in that timeline, and their European figuring, are described above. Extrapolate the European equivalents for other years from this table.

Money

Most peasants and the less-civilized nations use barter to obtain goods and services which they cannot make themselves. The larger duchies and principalities mint their own coins, and these are used indiscriminately by smaller counties. Money is evaluated by its weight and purity, rather than by its face value. Because of this, for ease in trade, most coin-producing countries mint their currency in similar weight-ratios and denominations. This is shown in the Value of Coins table.

There are no exchange problems — most merchants accept coins from any country. The commonly-used silver coin is called a "franc" in French-speaking regions, a "mark" in central Europe, a "lira" in the boot of Italy, etc. Do not be misled by the familiar names: these coins are not the same as the ancient (1980s) equivalents (among other differences, they're all worth the same amount). To express regional flair, your characters may wish to name their coins after local custom, changing the name as they move from land to land. Patriotic adventurers might always name coins in their own native tongue, regardless of the coin's origin.

THE CYCLE OF YEARS

The years given below correspond to those described on the timeline of the *Hawkmoon* novels provided in the Science Book.

Year	Animal-Cycle Equivalent
5290 A.D.	87th year of the Rat
5291 A.D.	87th year of the Horse
5292 A.D.	87th year of the Eagle
5293 A.D.	87th year of the Shark
5294 A.D.	88th year of the Bull
5295 A.D.	88th year of the Hound
5296 A.D.	88th year of the Goat
5297 A.D.	88th year of the Rat
5298 A.D.	88th year of the Horse
5299 A.D.	88th year of the Eagle
5300 A.D.	88th year of the Shark
5301 A.D.	89th year of the Bull
5302 A.D.	89th year of the Hound
5303 A.D.	89th year of the Goat
5304 A.D.	89th year of the Rat
5305 A.D.	89th year of the Horse
5306 A.D.	89th year of the Eagle
5307 A.D.	89th year of the Shark
5308 A.D.	90th year of the Bull
5309 A.D.	90th year of the Hound
5310 A.D.	90th year of the Goat

A few places in Europe, and all non-European nations, produce coins in different sizes and denominations. Such must be individually rated.

Jewels

Jewels are a convenient, compact way to carry large amounts of cash, and hard-to-destroy gemstones survived the Tragic Millenium in fairly large numbers.

Gem Value —for a semi-precious stone or flawed gem, determine its value by rolling 1d10 for its size (in carats), and 1d20 for its worth in silvers per carat. For more valuable stones roll 1d20 or even 1d100 for the size in carats and 1d100 for its worth per carat. Larger stones than these are not generally available, and should be tailored by the gamemaster specifically for the situation at hand. Few gemstones in Tragic Millenium Europe are worth over 100 silvers per carat.

THE VALUE OF COINS

These are general values for the coinage used in Europe at the time of **Hawkmoon**. Equivalencies given to ancient 1980s Earth values are approximate only.

1 iron (i) = 1 cent (1980s U.S.)

10 iron = 1 copper (c)	1c = 1 dime (1980s U.S.)
10 copper = 1 silver (s)	1s = $1.00 (1980s U.S.)
10 silver = 1 gold (g)	1g = $10.00 (1980s U.S.)
10 gold = 1 large gold (G)	1G = $100.00 (1980s U.S.)

PRICE LISTS

The basic and most numerous coin in Tragic Millenium Europe is the Silver piece (abbreviated *s.*), with a value roughly equivalent to $1.00 (1980s U.S.). Gold coins are much rarer.

The following price list is by no means complete, but it can be used to give both the players and the gamemaster a good idea of typical prices. If you wish to price some items not listed below, calculate its value in 1980s U.S. or British money, then convert to Tragic Millenium European values.

Fancy versions of any of these items will cost from two to ten times as much as the price listed here.

CLOTHING

14s	good winter coat
8s	cheap winter coat
5s and up	leather cape and hood
20s and up	quality woman's dress
6s	boots
1s	shirt
2s	trousers
5s	woman's frock

LODGING AND DINING

2c	flophouse (guard your valuables)
1s	comfortable (good bed, few fleas)
10s and up	deluxe (servants, private room)
1s	good meal
1-3s	bottle of good wine
1-5c	bottle of cheap wine
	one week's provisions
10s	(21 meals plus drink)

TRANSPORTATION

50-100s	cart horse
200s	riding horse
500g and up	trained warhorse
5s	saddlebags
10s and up	saddle & tack
20s	2 wheeled cart
50s	wagon
100g	coach
70s	yoke of oxen (2 animals)
25s	rowboat (with oars)
100s	small sailboat
100g	merchant ship (per ton cargo capacity)
100g per fighting crewman	warship
1000g	small ornithopter †

(†*available only to Granbretan armed forces and officials*)

EXPEDITION GEAR

2c	10 meters rope
10s	10 meters chain
1s	1 man tent
10s	3 man tent
20s	6 man tent
50s	20 man tent
2i	candle
1i	torch
1s	oil lamp
1c	1 liter lamp oil
1i	fishhook
5s	pick & shovel
1s	flint & steel
2s	backpack

Character Generation

IN ORDER TO PLAY **Hawkmoon**, you'll need one or more adventurers to act as your alter-egos in the world of the Tragic Millenium. Two basic types of characters exist: player-characters (usually called adventurers), whom you will use to experience adventures, and non-player-characters, who are used by the gamemaster against you. Both types have the same kinds of abilities, but generally less effort is expended on fleshing-out the non-player-characters. Most non-player-characters are no more than opponents to match against your adventurers in a swordfight, but some may be more real, depending on the time and inclination of your gamemaster. One measure of the quality of a gamemaster is the realism of their non-player-characters.

In **RuneQuest** and most other fantasy roleplaying games, a wide variety of non-human races exist, such as elves, dwarfs, trolls, etc. **Hawkmoon** is based on the Hawkmoon stories, where few intelligent non-human types exist. Of these, the Mountain Giants could possibly be suitable for play as an adventurer, and these are very closely related to humans indeed.

Use the summarized procedure when creating a character. Each step is carefully explained in the following chapter.

Adventurer Creation Summary

1) roll initial attributes.
2) determine character nationality; modify attributes accordingly.
3) determine ability bonuses.
4) determine background occupation and skills. This may be modified by nationality.

Attributes

Each character has several basic attributes. The numbers rolled to represent these will go a long way towards determining his relative worth in the game world.

The seven basic attributes are Strength (STR), Constitution (CON), Size (SIZ), Intelligence (INT), Power (POW), Dexterity (DEX), and Charisma (CHA). For human beings, the values of these attributes are found by rolling 3d6 once for each. Adventurers of certain national backgrounds may modify these results slightly. Record the results on the Character Sheet. Do it in pencil, since these numbers may change.

Such things as parentage, names, sex, hair style, and left- or right-handedness are determined by the player, not a dice roll. Feel free to add details to personalize your character. Mannerisms, speech styles, and clothing style help new adventurers to live more vividly. Extravagant details may affect your character. For instance, if you decide that your beginning character has one wooden leg, the gamemaster may well state that his DEX and movement speed will, of necessity, suffer.

Strength: the muscle power of the character. It controls what and how easily he can pick up something, and also affects what weapons he can easily use and how much damage he delivers in combat.

Constitution: a relative measure of health. It is a handy measure of your adventurer's resistance to disease and his endurance, as well as affecting how much damage he can take before dying.

Size: this combines height and mass into one figure. There are advantages both to being large and to being small, with corresponding disadvantages.

Body Frame: a character's body frame (light/medium/heavy) is primarily determined by his nationality. The heights and weights given in the Human Size table provide average ranges of weight for a given height. If you are happy with a weight in your nationality's typical range, simply pick a number you like within that range. However, if you wish a more varied character, read on.

If your adventurer has a light body frame, roll 1d10. On a roll of 8-9, he is slightly heavier than usual. Add 1d10 pounds to his weight, and increase his CON by 1 point. On a roll of 10, he is both heavier and slower than average. Add 1d20 pounds to his weight and increase his CON by 2 points, but decrease his DEX by 1 point.

If your adventurer has a medium body frame, roll 1d10. On a roll of 1-4, he is inside his weight range — make no changes to his attributes. On a roll of 5-7, he weighs 1d20 pounds less than normal. Subtract 1 from his CON and add 1 to his DEX. On a roll of 8-10, add 1d20 pounds to his weight. Add 1 to his CON and subtract 1 from his DEX.

If your adventurer has a heavy body frame, roll 1d10. On a roll of 1-5, he is inside his weight range — make no changes. On a roll of 6-8 he is 1d20 pounds lighter. Add 1 to DEX. On a roll of 9-10, he is 2d20 pounds heavier than usual. Add 1 to CON and subtract 2 from DEX.

Characters with SIZs of 3 or less cannot modify their attributes via the above method.

Animals: an animal's SIZ does not give an exact correlation of the creature's weight to its height, but only a rough measure. If it is important, phone your local library to determine the weight of a typical animal. For fantasy creatures, use the nearest real-creature equivalent. For example, octiguanas would resemble crocodiles in weight.

Intelligence: your adventurer is this smart and no smarter. This is the ability to solve abstractions, plan ahead, and learn from experience. Scientists need lots of INT.

Power: this measures your adventurer's soul and will. If your characters ever learn magic, they will find that their POW is used to fuel their spells.

Dexterity: includes agility, adroitness, and many skills. As with Strength, low Dexterity may prevent your adventurer from using certain weapons.

Charisma: leadership, charm, and personality. It also includes physical beauty and sex appeal. It helps your adventurers deal with other people.

Age: you can pick the age you'd like to be. The default age is 25 or so. If you choose to be older than this, your Knowledge-based skills benefit. On the other hand, if you get too old, your physical attributes start to deteriorate, in a manner determined solely by the gamemaster. For instance, if you want to run a septuagenerian, the gamemaster is within his rights to halve your STR, CON, and DEX. If your adventurer is much younger than 25, the gamemaster should reduce the number or level of the skills you receive in previous experience — after all, you're still wet behind the ears.

Nationalities

Once you have rolled up your adventurer's attributes, it is time to proceed to his background. Look up his nationality in the following section, and adjust his attributes accordingly. Nationality may also affect your adventurer's background occupation.

Europe has many nationalities. Your gamemaster may simply decree that your character must come from a particular country, or he may let you choose. Or you may roll on the following European Nationality table.

European Nationality Table

These are the nationalities from which **Hawkmoon** adventurers are drawn. For campaign purposes, your gamemaster may decree all adventurers' starting homelands.

d100	Homeland	d100	Homeland	d100	Homeland
01-03	Carpathia	39-43	Italia	68-72	Scandia
04-06	Catalania	44-45	Kyrus	73-76	Shekia
07-10	Espaniya	46-49	Magyaria	77-79	Sicilia
11-16	France	50-55	Muskovia	80-84	Slavia
17-23	Germania	56	Orkneys	85-87	Switzer
24-32	Granbretan	57-59	Osterland	88-91	Syria
33-35	Greece	60-63	Persia	92-95	Turkia
36-38	Hollandia	64-67	Romania	96-99	Ukrania
				00	Yel

Carpathia

Carpathia is a land all of forested mountains. It includes present-day Transylvania, and parts of Hungary and

Human Size Table

2.2kg equals 1lb.

SIZ	Height in inches (cm)	Light	Weight in lbs. (kg) Medium	Heavy
1	0-12 (0-30)	0-10 (0-5)	0-15 (0-7)	0-20 (0-10)
2	13-24 (31-60)	11-20 (5-10)	15-30 (8-15)	21-40 (10-20)
3	25-36 (61-90)	21-30 (10-15)	30-45 (15-22)	40-60 (20-30)
4	37-42 (91-105)	31-40 (16-20)	46-60 (23-30)	61-80 (31-40)
5	43-48 (105-120)	41-50 (21-25)	61-75 (31-37)	81-100 (51-50)
6	49-54 (121-135)	51-60 (26-30)	76-90 (38-45)	101-120 (51-60)
7	55-60 (136-150)	61-70 (31-35)	91-105 (46-52)	121-140 (61-70)
8	61-62 (151-155)	71-80 (36-40)	106-120 (53-60)	141-160 (71-80)
9	63-64 (156-160)	81-90 (41-45)	121-135 (61-67)	161-180 (81-90)
10	65-66 (161-165)	91-100 (46-50)	136-150 (68-75)	181-200 (91-100)
11	67-68 (166-170)	101-110 (51-55)	151-165 (76-82)	201-220 (101-110)
12	69-70 (171-175)	111-120 (56-60)	166-180 (83-90)	221-240 (111-120)
13	71-72 (176-180)	121-130 (61-65)	181-195 (91-97)	241-260 (121-130)
14	73-74 (181-185)	131-140 (66-70)	196-210 (98-105)	261-280 (131-140)
15	75-76 (186-190)	141-150 (71-75)	211-225 (106-112)	281-300 (141-150)
16	77-78 (191-195)	151-160 (76-80)	226-240 (113-120)	301-320 (151-160)
17	79-80 (196-200)	161-170 (81-85)	241-255 (121-127)	321-340 (161-170)
18	81-82 (201-205)	171-180 (86-90)	256-270 (128-135)	341-360 (171-180)
19	83-84 (206-210)	181-190 (91-95)	271-285 (136-142)	361-380 (181-190)
20	85-86 (211-215)	191-200 (96-100)	286-300 (143-150)	381-400 (191-200)
21	87-88 (216-220)	201-210 (101-105)	301-315 (151-157)	401-420 (201-210)
22	89-90 (221-225)	211-220 (106-110)	316-330 (158-165)	421-440 (211-220)
23	91-92 (226-230)	221-230 (111-115)	331-345 (166-172)	441-460 (221-230)
24	93-94 (231-235)	231-240 (116-120)	346-360 (173-180)	461-480 (231-240)
25	95-96 (236-240)	241-250 (121-125)	361-375 (181-187)	481-500 (241-250)

Czechoslovakia, — roughly the area covered by the Carpathian mountains. The land has short summers and long winters, and farming is only productive in the infrequent valleys. The Carpathian forests are beech and oak in the foothills and valleys, and pine on higher levels.

The mountains are rich in oil, iron, copper, gold, and silver. However, the soil is insufficient to support many people. No rulers or major cities exist here — most of the scanty population dwells in small villages, watched over by a local headman, often styled a "sheriff."

In ancient times, Carpathia was strategically located. Thus, powerful ancient weapons and artifacts — sometimes entire installations — can sometimes be found. Superstition, too, runs among the people. The old tales of werewolves, witches, and vampires are still told and believed.

Carpathia has few mutants. The people, plants, and animals are nearly like those of our own time. The Carpathian people are Slavs. They are short, stocky, and usually dark-haired. They are close-knit, and have little to do with outsiders except in trade. As the country is mineral-rich and land-poor, many people are miners and craftsmen, trading their land's rich ore and artifacts for food and survival items from elsewhere.

If your character is Carpathian, he has a heavy body frame. Add 1 to his STR and 1d3 to his CON. Subtract 1d3 from his DEX. Replace any roll of Noble or Sailor on the Class Background table with Craftsman.

Catalania

Catalania consists of two ancient islands; Corsica and Sardinia. The islands are mountainous, with many brushy forests. The islands are ruled by brother dukes, who quarrel betwixt themselves, but become fiercely loyal to one another when outside enemies threaten. Radiation drenched the area in the Tragic Millenium, and mutants and deformity are still widespread. The people are open-minded, however, and if a mutant is not too hideous or dangerous, it is left to its own devices.

Many Catalanians are sailors. They will trade anything to gain for themselves and their islands, and usually have no qualms about cheating a foolish foreigner to do so.

The people of Corsica were originally of French descent; those of Sardinia, Italian. If your character is from Corsica, his attributes are French (q.v.). If he is from Sardinia, refer to Italia. You may choose the island you wish to have come from, or roll 1d6: 1-3 = Corsica, 4-6 = Sardinia. When determining occupation, replace any roll of Scientist with Sailor.

Espaniya

Espaniya (formerly Spain and Portugal) is covered with low mountains. Agriculture is the mainstay of life; enough crops are grown to support the population, and raisins, wine, and citrus fruits are exported to the rest of Europe. Mining is also

important. Iron, coal, and copper are all found here. Fishing is third in importance, and fish are traded inland for fruit and vegetables.

It is renowned for its fine metal-work and jewelry, especially in armor and weapons. The Espaniyans are one of the few unified countries in Europe, and are ruled by a king from the main city of Madrid. His court sets many fashions for the rest of Europe to follow. The lowlands of Espaniya are infested with mutant humans and animals, but the mountain cities are fairly clean.

Espaniyans are generally tall and dark. War is an art to them, as is romance. Roll 1d6 for body type: 1-2 = light, 4-6 = medium. Add 1d4 each to DEX and CHA.

France

France has highly varied topography, ranging from mountains to marshlands (such as the Kamarg). Forests cover most of the northlands; the plains are covered with short growth. The marshes, support thick growths of stunted trees as well as reeds and other swamp foliage. Farming and fishing support the population, and iron and coal are both mined.

France is divided into many small nations, ruled by Lord Guardians, dukes, earls, and other nobles. The main city of France, Parye, is built of rock crystal and mirrors. It can be seen for miles by night or day. It is said that children there are born blind, and must learn to see in that city of wonders.

Most of France has high levels of deformity and mutation due to the strikes of the Tragic Millenium. The Kamarg, a marshy part of south France (near the Riviera) missed the destruction almost completely. The clouds of fallout that spoiled much of the land were purged every winter by the mistral, an annual wind from the north.

The French nobility are sophisticated and often arrogant. The peasants are simple, but intelligent, and prefer to keep out of the affairs of war. They are very proud.

If your character is French, he is fair-skinned, though his hair and eyes may be any color. Roll 1d6 for body frame; 1-2 = light, 3-6 = medium. Add 1 point each to STR, CON, INT, POW, DEX, and 1d4 to his CHA.

Germania

The northern half of Germania is flat plains, nearly all cultivated. As one travels south, the land rises into low hills and mountains, often heavily wooded. Southern Germany holds the Black Forest, supposedly home to every evil creature imaginable. The temperature is often cool, even in summertime, and snow is heavy in winter.

As with France, various levels of nobility separately govern each area in the country. Most of the major cities were destroyed in the Tragic Millenium, and most were not rebuilt. Most people live in small, commune-like agricultural townships.

Germania was nearly destroyed during the Tragic Millenium. The mutation level in Germania is second only to Granbretan in all Europe. However, recognizable mutants are chased down in a witch-hunt atmosphere. Most Germanians

believe that all mutants are dangerous, and that it is their duty to dispose of them.

Germania is a peaceful country. Farming and fishing supports most people, and trade brings in items from elsewhere. The country's biggest exports are lumber and carved wood. Germanian woodcarvers are unparalleled.

Germanians are tall and robust with fair skin and light hair and eyes. Roll 1d6 for body type: 1 = light, 2-6 = medium. Add 1d4 to INT and CON.

Granbretan

Granbretan was the hardest-hit country in the world during the Tragic Millenium. Parts of its once-lovely countryside retain its old charm and simple beauty, but most is a slightly radioactive wilderness of wasteland and desert. Abandoned homes and piles of rubble that were once cities are all that remain of the original habitations.

All the people of Granbretan, except a few mad or desperate individuals, reside in Londra, the only remaining city. Londra is colossal, perhaps a dozen times her previous extent. It is often hidden in a sickly black-green fog which emanates from no known source. Much of the city is abandoned, inhabited by mutant vermin and the very poor. Some buildings are thousands of years old, though most of these have fallen and been scavenged for materials to shore up other structures. The streets of Londra are nearly as dangerous as the wastelands, and no one walks alone. Though it all runs the river Tayme, dyed red from the chemicals of the sorcerer-scientists and the blood of executed prisoners. Most of the nobility, and the King-Emperor himself, reside in the Palace and nearby mansions. The palace is made of every type of material imaginable, with surfaces and colors contrasting so horribly it hurts the minds of sane men to look upon it.

Granbretan survives on tribute. Even the meanest Granbretanian owns one or more European slaves. Their conquered peoples are worked till they drop to produce riches and food for the Granbretanians. Granbretan has set out on a plan of world domination. At the time of the Hawkmoon novels, Granbretan had conquered nearly all Europe.

Granbretanians are a race insane. All wear wonderfully-formed metal masks depicting beasts and outlandish clothing. They are psychologically dependent on these masks and the worst do not even remove them in sleep. Each type of mask has its own Order, its own traditional function, its own Grand Constable, and its own secret tongue (with sounds imitating that of the appropriate animal) that none but Order members may know. There are many military Orders, since the Granbretanians are warlike. The lowest class of Granbretanians are known as the Unmasked, who are stripped of mask and rank. These wretches wander the dangerous slums of Londra, plotting for the day they can perform a deed to reinstate them. A Granbretanian's Order is chosen for him when he is still young, and is never changed thereafter. Members of different Orders may differ physically, mentally, or even psychologically from one another. For instance, members of the Order of the Mantis are tall, lean, and cool in temperament. Members of the Order of the Boar are coarse and brutal.

Orders of Granbretan

The following lists many of the Orders of Granbretan and their primary functions.

Order	Function	Order	Function
Ant	Warrior	Jackal	Warrior
Badger	Engineer	Lion	Warrior
Barracuda	Navy	Lizard	Scholar
Boar	Warrior	Mantis	Imperial Guard
Bull	Warrior	Mole	Engineer
Camel	Trader	Rat	Warrior
Crow	Aviator	Serpent	Scientist
Eel	Merchant Marine	Shark	Navy
Falcon	Mercenary	Skull	Prison Guard
Ferret	Engineer	Spider	Woman Warrior
Fly	Warrior	Tiger	Warrior
Fox	Shopkeeper	Vulture	Mercenary
God	Priests	Weasel	Engineer
Horse	Warrior	Wildcat	Warrior
Hound	Warrior	Wolf	Warrior
Hyena	Warrior		

Some members of the nobility wear their own unique masks, and belong to no Order. Even within an order, masks vary to an extent. Higher officers have more elaborate, bejeweled masks, though the masks of even ordinary Order members are made with great skill.

Known Grand Constables include Baron Saka Gerden (Bull), Brenal Farnu (Rat), Baron Meliadus of Kroiden (Wolf), Adaz Promp (Hound), Jerek Nankenseen (Fly), King-Emperor Huon (Mantis), Baron Kalan of Vitall (Serpent), Taragorm (Ferret — Taragorm himself wears a clock mask), Shenegar Trott (Falcon — Trott's mask is a caricature of his own face), and Asrovak Mikosevaar (Vulture).

The gamemaster should feel free to create his own Orders and Grand Constables at will.

Native Granbretanians do not belong to the Orders of the Falcon and the Vulture. Those are reserved for converts to their way of life, though it is also possible for a highly talented non-Granbretanian to join one of the other orders, as did Huillam D'Averc. The mercenary Orders are full of tough fighters, but no outsiders have the discipline of native Granbretanians.

Common Granbretanian mental problems include sadism, obsession, and even schizophrenia and paranoia. Their "examples" of conquered towns sicken even those hardened by the worst war has to offer. This people is cruel and perverse, altogether unsavory. Some Granbretanians have left their native land, and even joined with the rest of Europe to fight their own people, but they retain their quirks and madnesses, and tend to make other Europeans nervous. Granbretanian adventurers are likely to be of this persuasion.

Despite their madness, Granbretanians are undeniably brilliant. Their sorcerer-scientists have recreated devices from

before the Tragic Millenium, and produced many new technologies besides. However, their methods of research would repulse the most sadistic Nazi "doctor."

If your character is Granbretanian, he has pale, even pallid skin, and usually dark hair and eyes. He may sport a nervous twitch of one type or another. He has at least one neurosis or insanity, to be chosen by you and your gamemaster. You know your own Order's language in addition to Granbretanian and Common. Roll 1d6 for body frame: 1 = light, 2-4 = medium, 5-6 = heavy. Add 1d6 to your rolled STR, 1d6 to your INT, 1 to your SIZ, and 1d4 to your POW. Subtract 1d8 from your CHA if it's 10 or more.

If your INT is 20 or more, you may choose to be either a Scientist or a Warrior. If your INT is 19 or less, you are automatically a Warrior. Roll 1d100. On a result of 01-20, you are also a Noble. All Granbretanians know the skill of Pilot Ornithopter at 1d100% including their Manipulation bonus.

Greece

Greece is a mountainous country, with river valleys and rolling plains. Much of Greece is made up of islands. Generally each separate island and valley has its own petty ruler, styled a "king."

Greeks are short and dark-skinned. Often they have blond hair and blue eyes. They are famous for occasional drunken celebrations that last for days. Roll 1d6 for body type: 1-2 = light, 3-6 = medium. Add 1 to INT and 1d4 to DEX. Subtract 1d3 from STR and 1d4 from SIZ if these statistics are already 10 or more.

Hollandia

This land encompasses ancient Denmark and parts of northern France and Germany. It is a low country with multitudinous small rivers and inland seas. The temperature and rainfall are equitable. Few trees or large animals exist, and most wildlife are birds. Mutants in Hollandia are uncommon.

The people are ruled by a hereditary queen from Copenhagen. They obey her wishes and are proud to serve her.

Physically, they are fair and slight of build. Roll 1d6 for body frame: 1-3 = light, 4-6 = medium. Subtract 1d4 from SIZ if it is 10 or more. Add 1d4 to DEX and CHA. Replace any roll of Mutant on Class Background with Farmer.

Italia

Italia has fertile land along the coast and the Po river valley in the north, but most of it is mountainous. It is cool in winter and hot in summer. The highlands are densely wooded. Farming is the main way of life and each family has a small farm of its own. Italia is divided into many countries, each centered around a large city which rules all the nearby land.

Mutation levels are moderate. What mutants exist are treated with pity, rather than revulsion. Italians in **Hawkmoon's** Europe are fair- skinned, light-eyed, and dark-

haired. They have fiery emotions and are very temperamental.

If your character is Italian, roll 1d6 for body frame: 1 = light, 2-5 = medium, 6 = heavy. Subtract 1 from STR and 1d4 from SIZ if these scores are 10 or more. Add 1d4 to DEX and 2 to CHA.

Kyrus

Kyrus is the ancient island state known as Cyprus. The weather is dry and sunny with mild winters. The land is composed of rocky mountains, dotted with ruins of ancient castles. Huge eagles live in the few forests and on the mountain peaks. It has few natural resources, and fishing, herding, and agriculture are the economic mainstays.

In **Hawkmoon's** Europe, Kyriots are known as accomplished liars. They are not malicious, however — it is a type of game with them — "How much money can I get out of this one?"

Most Kyriots are swarthy, though blonds are known. Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Subtract 1d3 from STR and 1 from SIZ if these attributes are 10 or more. Add 1d3 to DEX and CHA.

Magyaria

A hilly country with a few mountains. Temperatures range from freezing to hot, depending on location and season. Forests cover most of the land. Magyaria was hit hard in the Tragic Millenium, and mutation levels are high. About a tenth of the children born show mild deformity.

Most of Magyaria is rather autonomous, though a weak king rules from Zofia. Many cities have been rebuilt, and many people are urban dwellers.

Their skin is fair, but hair and eyes range throughout the human spectrum. Roll 1d6 for body frame: 1-4 = medium, 5-6 = heavy. Add 1d3 to CON and 1 to DEX. Subtract 1d3 from SIZ, if it is 10 or more. Replace any roll of Sailor with Scholar.

Muskovia

Muskovia's boundaries enclose most of ancient Poland, Lithuania, and Latvia. The country consists mostly of hilly, rocky flatlands, with small highlands of lakes and sandy soil. The summers are mild, and the winters extremely cold. Many large animals inhabit the heavily forested highlands. Muskovia was hit only moderately by radiation in the Tragic Millenium, so mutants and natural creatures are evenly distributed.

Muskovia is a growing power. It is ruled by one major king who rules with the help of a council of greater and lesser nobles. Were it not for Granbretan's intervention, Muskovia may have become an abiding power.

Most Muskovians are farmers, though many hunters live here as well. Its craftsmen are among Europe's finest.

Like other Slavs, they are generally short and stocky. Their hair and eyes can be of any color. Roll 1d6 for body frame: 1-3 = medium, 4-6 = heavy. Add 1d3 to STR and CON.

Orkneys

The Orkney Islands lie in the northern waters of the Granbretanian Isles. The islands are rocky and cold, but the people pull a bare existence from the soil and manage to survive from generation to generation. Orkney characters are tall and strong. Their skin is usually ruddy, and their hair ranges from blond to black. Eyes are predominantly brown. Roll 1d6 for body frame: 1 = light, 2-6 = medium. Add 1d6 to SIZ and CON. Subtract 1d4 from DEX and CHA, if these scores are 10 or more. Replace any roll of Thief, Noble, or Scientist with Farmer.

Osterland

Osterland corresponds to ancient Austria. Their lands and culture resembles that of Germania. Osterland is nearly all mountains, fading to hills in the east. Travel is not difficult, however, because of the many valleys and passes scattered throughout.

Osterland's one remaining major city is Vien, famous for its food and entertainment. A lord halfheartedly rules over the country from Vien, but the myriad small country villages pretty much follow their own ways. Mutations are common. Farming and forestry are the dominant ways of life.

Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Add 1 to DEX and CHA. Replace any Class Background roll of Sailor with Hunter.

Persia

Persia encompasses present-day Iran and part of Iraq. Most of Persia is a large plateau strewn with mountains, from which emanate rivers, carving fertile valleys on their way to the deserts. The deserts are ancient sea-beds, which is to say, salt flats, and are very barren. In the mountains and unfarmed valleys are howling wildernesses, inhabited by many different types of animals. Little land is arable. Most Persians are nomads, following their flocks and herds around to protect them.

Central Persia is ruled from Hamadan by a queen. At the time of the Hawkmoon novels, Queen Frawbra was quelling an uprising of her brother's. Persia is a war-like country, and rulership changes hands often.

Persians are swarthy, with dark hair and eyes. They are slim and usually short. Roll 1d6 for body frame: 1-4 = light, 5-6 = medium. Add 1d3 to DEX and CHA. Subtract 1d3 from SIZ if it is 10 or more.

Romania

Romania is another mountainous Slavic country, made up about equally of forested mountains and cultivated grasslands. Dangerous natural predators inhabit the wilderness, but mutations are few. Cities are few. Small farming communes contain the majority of the population, who are highly religious. The people are self-sufficient. When country-wide decisions are needed, each area sends its own Elector to a national assembly governed by an ailing queen in Bukarest.

Romanians are average in height and build with hair and eyes mostly variations of brown. Roll 1d6 for body type: 1 = light, 2-5 = medium, 6 = heavy. Add 1d3 to POW.

Scandia

Scandia includes what was once Norway, Sweden, and Finland. The land is richly watered and forested, and the western parts are full of rocky crags. There are no real rulers. Each small group of farms has a lord who watches over it and fights invaders. The economy is bolstered by piracy.

Scandians are tall, hale, and fair. Body frames are medium. Add 1d4 to STR, SIZ, and CON, subtract 1d4 from DEX, if DEX is 10 or more.

Shekia

Shekia includes ancient Bohemia and Slovakia. Farming and herding are the main sources of food. Iron is mined, but little is exported. Many cities were destroyed in the Tragic Millenium, and mutation levels are high. Bohemia is ruled by an aging king in Praha. Slovakia and Ruthenia are ruled by a dozen or more small tribal "lords."

Shekians are Slavs. They come in all human colors. Roll 1d6 for body frame: 1-4 = medium, 5-6 = heavy. Add 1d4 to CON. Subtract 1d3 from SIZ and 1 from DEX if these scores are 10 or more. Replace any roll of Sailor with Farmer.

Sicilia

Sicilia is Sicily — once part of Italy. It is now a separate nation, ruled by a prince at Palermo. It and its people are basically identical to Italians.

Slavia

Slavia corresponds almost exactly to ancient Yugoslavia and Albania. It is quite mountainous, with one large central plane. It is a monarchy, like Muskovia, and the people follow their ruler's orders to the letter. The forested mountains are dotted with small, self-sufficient villages. The wildlife is mostly natural, with little mutation. The mountains are rich in iron, copper, silver, and coal. Much valuable jewelry originates here.

Slavians, naturally enough, are typically Slavic. Hair, skin, and eyes range from light to dark. Roll 1d6 for body frame: 1-2 = medium, 3-6 = heavy. Add 1 to STR and CON, and subtract 1 from DEX, if DEX is 10 or more.

Switzer

Switzer is nearly all mountainous with a central farm plain. The weather is cool and rainy. Most inhabitants are farmers or herdsmen. They still make fine clocks here. Switzer was not seriously hit by hard radiation, though conventional war swept

over it. Native mutants are very rare, but immigrants from elsewhere fairly common. The Switzers are divided into separate cantons, each ruled by its own elected lord-for-life.

They are fair-skinned, light-eyed, and dark-haired. Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Subtract 1 from STR and 1d4 from SIZ if these attributes are 10 or more. Add 1d4 to DEX and 2 to CHA. Replace any roll of Sailor with Farmer.

Syria

Syria makes up present-day Syria, Jordan, Israel, and Lebanon. The land is mostly desert and mountain, though along the Mediterranean coast agriculture thrives. The population is low, and the mutation rate high.

The deserts are wasteland. Only dry scrub and small animals live there. The land is hot, dry, and barren. Each separate tribe of people are ruled by a hereditary chieftain.

The Syrians are of Arab stock. Now, they are tall and thin with very dark skin, hair, and eyes. Western Syrians are mostly farmers, with a few sailors. The Eastern Syrians live on herds of goat, sheep, and such. They are quite warlike, and many are slavers.

Roll 1d6 for body frame: 1-3 = light, 4-6 = medium. Add 1d3 to SIZ and CON.

Turkia

Turkia is a land of rugged mountains. River valleys and rolling plains along the Mediterranean allow enough crops to keep the population alive, but only just. Turkia often has devastating earthquakes. The land is rich in iron and copper and often trades these commodities for needed items.

Turkia is broken up into many minor holdings, each ruled by petty lords. The herdsmen roam randomly with their animals across it all, and have their own chieftains. Turkia has much minor internal warfare and raids.

The land was washed with radiation in the Tragic Millenium, and mutation levels are fairly high. The people usually kill human mutants, for there is little enough to feed normal, healthy folk.

Turks are swarthy and tall, with black hair and eyes. Roll 1d6 for body frame: 1 = light, 2-6 = medium. Add 1d4 to SIZ and DEX. Subtract 1d3 from CON if it is 10 or more.

Ukrania

Ukrania is a flat plains, characterized by low rolling hills, a variety of tough mutant grasses, and low shrubs. Ukrania has a low population — it was engulfed during the Tragic Millenium and most of the original population died or fled. People are now filtering back in, however, drawn by the prospect of huge amounts of land waiting to be farmed.

The old cities are all but abandoned. A minor prince has laid claim to the whole area and has set up a capital at Kiev. In reality, his reach extends his grasp, and nobody further than 30- 50 kilometers from Kiev obeys his orders. The Mad God's

Castle is in Ukrania, and rumors of other lunatics and powerful mutants are rampant. Some of the worst mutations in Europe occurred here, and normal folk kill mutants when they can — more often, it is the other way round.

Ukranians are Slavs. In **Hawkmoon's** Europe, they are sullen and withdrawn, terrified of mutants and suspicious of strangers. If your character is Ukranian, his skin, hair, and eyes, are medium to dark. Roll 1d6 for body frame: 1-2 = medium, 3-6 = heavy. Add 1d3 to STR and 1d6 to CON. Subtract 1 from INT and 1d3 from DEX, if these statistics are 10 or more.

Yel

Yel is a harsh, deserted wilderness with large stretches of wasteland. Its old cities contain pockets of radiation and are very dangerous because of the mutants residing therein. Most of the small human population live in tiny hidden villages.

Natives of Yel are short, and often disfigured by mutation and their hard lives. Most adults are hunters, for the blasted soil is difficult to cultivate. Many Yelans are xenophobic, and kill outsiders.

They are dark-skinned and dark-haired. Their body frames are medium. Add 1d6 to STR and CON. Subtract 1d4 from DEX and subtract 1d6 from CHA if these scores are 10 or more. If you are from Yel, you are automatically a Hunter unless your Class Background indicates that you are a Farmer.

Amarehk

Amarehk is a huge continent, not all of which is explored here. It took a lot of radiation in the Tragic Millenium, and the ratio of normal creatures (and humans) to mutants is about 3:1, with local variations.

Travel is slow and difficult here, due to varying topography, dangerous wildlife, brutal climactic conditions, and hostile tribesmen. Most necessary long-distance travel is done by river.

Amarehk is a treasure house of ancient artifacts. If one dares brave the ancient, radiation-poisoned cities, he can lay claim to great riches.

Amarehkians, except for the inhabitants of Kanda, Baha, and Mexca, speak only dialects of the world-wide common tongue. Their most-used dating method is to name years and months after happenings important only in the community it occurred in. Thus, the same month has hundreds of different names, varying from "The Moon of the Great Drought," to "The Season Jahk Found the Purple Cow." Learned scientists and scholars use the ancient Gregorian calendar.

If you are creating a character from Amarehk, roll on the Amarehk Nationality table.

Baha

Baha is all desert and dry hills. The people do much fishing, and trade with other lands for wood to built boats. Baha has no rulers.

Bahans are short and dark. Roll 1d6 for body frame: 1-3 = light, 4-6 = medium. Add 1d4 to STR and 1d6 to CON. Subtract 1d4 from SIZ and CHA if these scores are 10 or more. Replace any roll of Noble, Scholar or Scientist with Sailor.

Caliphia

Caliphia is mostly wilderness. Much of it is a gigantic island, covered with radioactive ruins dating to before the Tragic Millenium. Mutants are numerous. Most of the normal humans are hunters, and some are even cannibals. A savage king rules the city of Svegs in the midst of a great desert.

Caliphians are generally tall and slim, with dark skin and light hair and eyes. Mutants, unless dangerous, live with normal humans within their communities. Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Add 1d3 to SIZ and CHA. Replace any roll of Scholar or Scientist with Hunter.

Chaton

One of the three main cities of the Free Territories, Chaton is another trade center, this time located on the Tensi River. Hill people from the Appalachians bring skins and crops from their mountain holdings to trade with the farmers from the Free Territories.

Amarehk Nationality Table

Use the following tables if you are creating a character from Amerehk.

d100	Homeland	d100	Homeland	d100	Homeland
01-03	Baha	31-32	The Kampps	67-74	Pavana
04-12	Caliphia	33-42	Kanda	75-84	Tribes
13-17	Chaton	43-52	Mexca	85-92	Wasiton
18-22	Demn	53-60	Migan	93-00	Xas
23-30	Forda	61-66	Narleen		

The people of Chaton can be of any human type. Roll 1d6 for body frame: 1-2 = light, 4-6 = medium, 6 = heavy. Their attributes are not altered. Replace any roll of Sailor with Merchant.

Demn

Demn is a huge trading center. Farmers and merchants for many miles come to sell their goods and crops here, from whence it is shipped downriver to Narleen and through

ROUGH MAP OF
AMAREHK
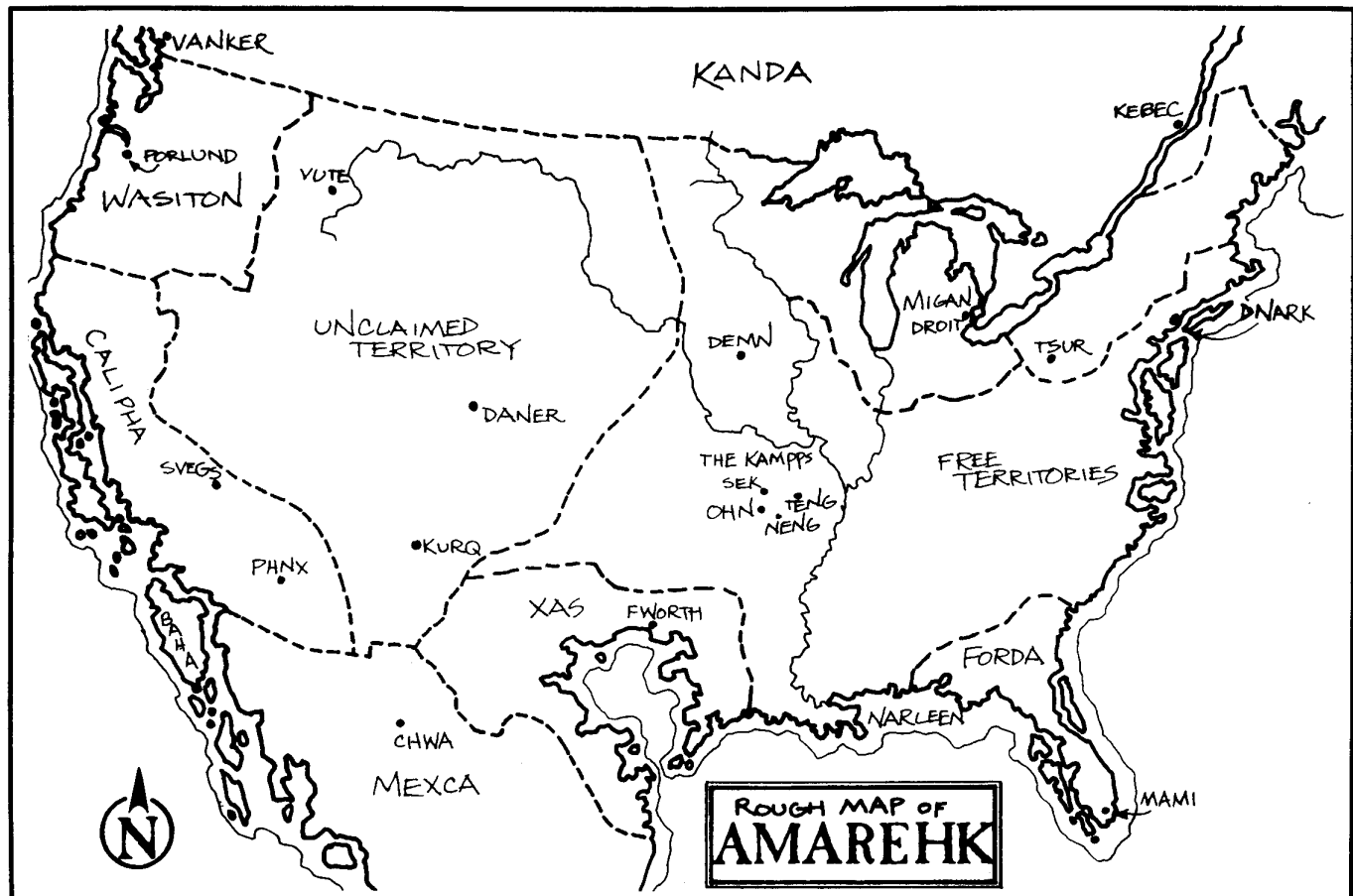
Amerehk. Almost any type of Amerehkian can be met here, from Kandan to Tribesman. Rarely, the Charki are encountered this far north, and cause mass panic, as Demn's people flee madly to avoid the unkillable horrors. After the Charki gorge, they leave, and business begins anew.

The people of Demn are mostly farmers and merchants. Roll 1d6: 1-2 = Farmer, 3-6 = merchants. All other occupations are filled by outsiders. They have medium body frames. Add 1d4 to STR and 1d6 to CON. Subtract 1d3 from POW and 1d4 from CHA if these attributes are 10 or more.

Forda

Forda is hot year-round. Flat-grassy lowlands make up the northern reaches of the country, and the south is swampland. The most dangerous creatures in Forda are alligators, many of which are mutated. Most Fordians live in coastal fishing villages. The entire land is loosely governed by a council made up of members of the larger towns. This council meets at Mami.

Fordans are very swarthy. Roll 1d6 for body type: 1-2 = light, 3-6 = medium. Add 1d3 to SIZ.

The Kampps

The Kampps were once a series of a hundred underground settlements, each holding an entire clan. When the Charki came, they began to sniff out the Kampps and destroy them. Now few Kampps are left. All inhabitants are related in some way, and share their Kampp name as a sur-name. The people know little of war, but are brilliant scholars and have access to many scientific wonders. The people live from underground hydroponic farms. Body frames are medium. Add 1d6 to INT. All Kampp dwellers are automatically both Scholars and Scientists.

Kanda

Kanda is a huge land to the north. No one is sure how far it reaches northward, but it is rumored that it meets with Asia Communista on the other side of the world. Eskimos certainly inhabit the distant reaches. The land is one vast pine forest, with extensive mountains, lakes, and rivers.

Few humans live here. The two cities, Vanker and Kebek, and the land around them are the only settled lands. The rest of the country is roamed only by an abundance of wildlife and a few of the Tribes.

Kandians are robust and light-skinned. Hair and eyes are dark. Body frames are medium. Add 1d3 to STR and 1d4 to CON.

Mexca

Mexca's northern parts are mostly mountain and desert. The southern reaches are covered in dense rain forest, full of dangerous animal life. The climate is hot and dry, with minimal rainfall. Mexca's hereditary Capitan resides in Chwaa. He is an absolute ruler wherever he travels, but can only exert intermittent rule over much of his vast country.

The people are tough and hardy, with dark skin, hair, and eyes. Roll 1d6 for body frame: 1-3 = medium, 4-6 = heavy. Add 1d4 to STR and 1d6 to CON. Subtract 1d4 from SIZ and CHA if these attributes are 10 or more.

Migan

Migan is slightly hilly and covered with birch and oak forests. It is humid in summer and very snowy in winter. It is fairly civilized, with one large city, and several smaller towns. The Mayor of Droit makes a yearly tour of all the major townships and practically rules the land, though in theory he is only "first among equals." All subsidiary towns pay Droit a tenth of their yearly profit.

Miganites are robust. Their complexion, hair, and eyes are light. Their body frames are heavy. Add 1d3 to STR and CON.

Narleen

Narleen is the most important port in Amarehk. Inside Narleen, walled off from the rest of the city, is Starvel, city of pirates. The nobility of Narleen and Starvel's pirate lords war constantly. If your character is from Narleen, he is average in every way. Roll 1d6 for body frame: 1-2 = light, 3-4 = medium, 5-6 = heavy. No modifications are made to his attributes. Replace any roll of Mutant with Craftsman, and any rolls of Farmer or Hunter with Merchant.

Pavana

Pavana is hilly and forested. The people have built factories and mass-produce farming tools, wagons, and simple muskets. Almost a third of the land's population lives in the ruler's city of Tsur and works in the factories there. The rest live on huge slave-worked plantations that provide food for all the population. The political system bears more than a passing resemblance to Fascism, and the people are oppressed, though compared to the lot of Granbretan's slaves, their lives are paradisiacal.

Pavanites are average in height, build, and color. Body frames are medium. Add 1d3 to CON. Roll 1d100. If the result is 01-20, roll on the Class Background Table normally. Otherwise, your adventurer is automatically a Craftsman or a Farmer (your choice).
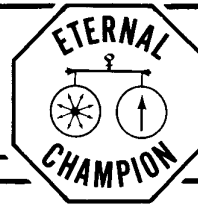
The Tribes

These people roam freely in small groups of 20-200 people over much of Amarehk. Each tribe has two homes: summer and winter. The Tribes are descended from Amerind stock. They barely felt the effects of the Tragic Millenium in their ancient reservation prisons, and took up the old ways once the wars were over.

The people of the Tribes are tall, dark-skinned, and black-haired and -eyed. Roll 1d6 for body frame: 1-2 = light, 3-6 = medium. Add 1d4 to DEX and CHA. If your adventurer is of the Tribes, he is automatically a Hunter. Roll 1d100. If the result is 01-20, he is also a Noble.

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____

NATIONALITY _____ CLASS _____

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description

weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses _____ %	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %
_____	_____ %	_____	_____ %

Notes

AGILITY bonus _____ %
Climb [+10%] _____ %
Dodge [+10%] _____ %
Jump _____ %
Ride _____ %
Swim _____ %
Tumble _____ %
_____ _____ %
_____ _____ %
_____ _____ %

PERCEP bonus _____ %
Balance [+10%] _____ %
Listen [+10%] _____ %
Scent _____ %
Search _____ %
See [+10%] _____ %
Taste _____ %
Track _____ %
_____ _____ %
_____ _____ %

KNOW bonus _____ %
Ancient Lore _____ %
Biological Lore _____ %
Cartography _____ %
Chemical Lore _____ %
Electrical Lore _____ %
Eval. Treasure _____ %
First Aid _____ %
Mechanical Lore _____ %
Memorize _____ %
Music Lore _____ %
Navigate _____ %
Craft _____ _____ %
Craft _____ _____ %
_____ _____ %
_____ _____ %

LANGUAGES
Speak/Read-Write
Common _____ / _____ %
_____ _____ / _____ %
_____ _____ / _____ %

COMMUN bonus _____ %
Credit _____ %
Orate _____ %
Persuade [+10%] _____ %
Sing _____ %

MANIP bonus _____ %
Juggle _____ %
Pick Lock _____ %
Pilot Ornithopter _____ %
Sleight of Hand _____ %
Set Trap _____ %
Tie Knot _____ %

STEALTH bonus _____ %
Ambush _____ %
Camouflage _____ %
Conceal _____ %
Hide [+10%] _____ %
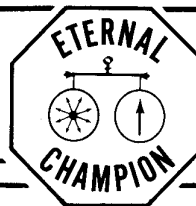Move Quietly _____ %
Cut Purse _____ %

Possessions

Money

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

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INT _____
POW _____
DEX _____
CHA _____

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weight _____ height _____

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ARMOR _____ Major Wound Level _____

Hit Points

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08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses _____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%
_____	_____%	_____	_____%

Notes

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____ _____%
_____ _____%
_____ _____%

PERCEP bonus _____%
Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
_____ _____%
_____ _____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
Electrical Lore _____%
Eval. Treasure _____%
First Aid _____%
Mechanical Lore _____%
Memorize _____%
Music Lore _____%
Navigate _____%
Craft _____ _____%
Craft _____ _____%
_____ _____%
_____ _____%

LANGUAGES
Speak/Read-Write
Common ___/___%
_____ ___/___%
_____ ___/___%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
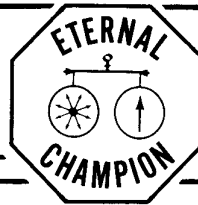Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

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Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ PLAYER _____
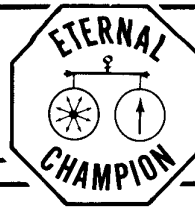
NATIONALITY _____ CLASS _____

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STR _____
CON _____
SIZ _____
INT _____
POW _____
DEX _____
CHA _____

Description

weight _____ height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses _____%		_____%
_____%	_____	_____%
_____%	_____	_____%
_____%	_____	_____%
_____%	_____	_____%

Notes

AGILITY bonus _____%
Climb [+10%] _____%
Dodge [+10%] _____%
Jump _____%
Ride _____%
Swim _____%
Tumble _____%
_____ _____%
_____ _____%
_____ _____%

PERCEP bonus _____%
Balance [+10%] _____%
Listen [+10%] _____%
Scent _____%
Search _____%
See [+10%] _____%
Taste _____%
Track _____%
_____ _____%
_____ _____%

KNOW bonus _____%
Ancient Lore _____%
Biological Lore _____%
Cartography _____%
Chemical Lore _____%
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Eval. Treasure _____%
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Music Lore _____%
Navigate _____%
Craft _____ _____%
Craft _____ _____%
_____ _____%
_____ _____%

LANGUAGES
Speak/Read-Write
Common _____/____%
_____ ____/____%
_____ ____/____%

COMMUN bonus _____%
Credit _____%
Orate _____%
Persuade [+10%] _____%
Sing _____%

MANIP bonus _____%
Juggle _____%
Pick Lock _____%
Pilot Ornithopter _____%
Sleight of Hand _____%
Set Trap _____%
Tie Knot _____%

STEALTH bonus _____%
Ambush _____%
Camouflage _____%
Conceal _____%
Hide [+10%] _____%
Move Quietly _____%
Cut Purse _____%

Possessions

Money

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

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CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____

Description

weight _____   height _____

Afflictions/Mutations

ARMOR _____ Major Wound Level _____

Hit Points	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28

Weapon		Attack	Damage	Parry
Bonuses		_____%	_____	_____%
_____		_____%	_____	_____%
_____		_____%	_____	_____%
_____		_____%	_____	_____%
_____		_____%	_____	_____%

Notes

AGILITY bonus _____%

Climb [+10%] _____%

Dodge [+10%] _____%

Jump _____%

Ride _____%

Swim _____%

Tumble _____%

_____ _____%

_____ _____%

_____ _____%

PERCEP bonus _____%

Balance [+10%] _____%

Listen [+10%] _____%

Scent _____%

Search _____%

See [+10%] _____%

Taste _____%

Track _____%

_____ _____%

_____ _____%

KNOW bonus _____%

Ancient Lore _____%

Biological Lore _____%

Cartography _____%

Chemical Lore _____%

Electrical Lore _____%

Eval. Treasure _____%

First Aid _____%

Mechanical Lore _____%

Memorize _____%

Music Lore _____%

Navigate _____%

Craft _____ _____%

Craft _____ _____%

_____ _____%

_____ _____%

LANGUAGES

Speak/Read-Write

Common ____/____%

_____ ____/____%

_____ ____/____%

COMMUN bonus _____%

Credit _____%

Orate _____%

Persuade [+10%] _____%

Sing _____%

MANIP bonus _____%

Juggle _____%

Pick Lock _____%

Pilot Ornithopter _____%

Sleight of Hand _____%

Set Trap _____%

Tie Knot _____%

STEALTH bonus _____%

Ambush _____%

Camouflage _____%

Conceal _____%

Hide [+10%] _____%

Move Quietly _____%

Cut Purse _____%

Possessions

Money

Wasiton

Wasiton is hilly with large stretches of fertile land. The northwest portion is covered with temperate rain forest. The people subsist on farming, fishing, and trapping. A hereditary governor rules from Porlun.

The inhabitants are fair-skinned, with hair and eyes of all shades. Roll 1d6 for body frame: 1 = light, 2-5 = medium, 6 = heavy. Their attributes are unmodified.

Xas

Xas is hot and humid. It is mostly plains. Most of the populace live in tribal groups of wandering hunters or in fishing towns along the less dangerous shores of the inland Sea of Xas. The sea teams with life, the most dangerous of which are titan sharks growing up to 200 feet long.

The people are short and slim, swarthy, with light hair but dark eyes. They decorate themselves with colorful scars and tattoos. They have an awe of technology bordering on superstitious dread. Anyone displaying advanced science is either killed, or coerced to join the tribe. Body frames are light. Add 1d3 to CON and 1d6 to DEX. Subtract 1d4 from SIZ and 1d6 from CHA, if these attributes are 10 or more. Replace any roll of Noble or Scholar on the Class Background table with Sailor. Replace any roll of Scientist with Hunter.

Ability Bonuses & Attributes

Your adventurer's natural abilities (his attributes) affect his skills. If he is clumsy, stupid, and weak, his skills are lessened. If he is adroit, smart, and strong, his skills are correspondingly higher. An attribute that falls within the range of 9-12 is considered to be average — it does not benefit or reduce one's skills. Higher or lower attributes may give you a bonus or reduction, depending on the skill.

It is perfectly plausible to gain points with some attributes and lose them in others. You may even end up with a negative number as your ability "bonus." Your final bonus should be expressed as a percentile, such as +7%, or -3%. Whatever this bonus turns out to be, it is added to all the skills within that category. If one or more of the attributes applying to a particular skill category change, the bonus must be refigured on the basis of the new attributes.

Skill bonuses for non-humans, such as beasts, mutants, etc., are figured the same way. Since many such creatures have relatively high attributes, they may seem frighteningly high when compared to an ordinary person. But remember, an ordinary person wouldn't stand much chance against, say, a bear in hand-to-hand combat.

A magically-assisted skill bonus might carry a skill rating above 100%. In such cases, use of the skill always succeeds. If your attack is higher than 100%, your attacks always hit unless they are parried. Remember that a roll of 00 is always a failure, no matter how high your skill rises.

Attack Bonus

Your adventurer's untrained ability to land a blow in combat, based on his STR, INT, POW, and DEX. For each point over 12 in these four attributes, you get a 1 percentile increase in Attack ability with any weapon. For each point below 9 in any of these, you must subtract 1 percentile from your Attack ability.

Parry Bonus

Your untrained ability to block a blow in combat, by interposing something (usually your own weapon or shield). Strength, luck, and speed all help you block that block, but large size is a detriment (you're a bigger target). For each point over 12 in STR, POW, and DEX, add 1 percentile to your parry ability. For each point below 9 in those three attributes, subtract 1 percentile. For each point above 12 in your SIZ, subtract a percentile from your parry, and for each point under 9, add a percentile.

Agility Bonus

The ability to perform acrobatic endeavors and actions requiring strength and coordination. Once more, great size is a detriment. For each point over 12 in STR, POW, and DEX, add 1 percentile; for each point under 9, subtract 1. For each point of SIZ under 9, add 1 percentile, and for each point over 12, subtract 1.

Communication Bonus

Communication skills are used to transmit your thoughts and desires to others. Well-used communication skills usually leave' a good impression. For each point over 12 in CHA, INT, and POW, add 1 percentile to your bonus. For each point below 9, subtract 1.

Knowledge Bonus

These skills depend on your ability to memorize and comprehend a body of knowledge. It depends only on your adventurer's INT and his age. You get to add 2 percentiles for each point over 12 in your INT rating. In addition, you get +1 percentile for each year you are older than 25. Nobles add +2 percentiles for each year they are older than 25, and Scholars and Scientists add 3 percentiles for each year older than 25. This is because Nobles, Scholars, and Scientists have a greater chance to actually study things.

Manipulation Bonus

Skills requiring fine hand control. For each point over 12 in STR, INT, POW, and DEX, you get to add 1 percentile. For each below 9 in those four skills, you must subtract 1.

Perception Bonus

With these skills, you can extract specific information from

your senses, avoid foes, and find prey. For each point over 12 in your INT and POW, add 1 percentile to your bonus. For each point under 9, subtract 1.

Stealth Bonus

These skills let you avoid being noticed. For each point over 12 in INT and DEX, add 1 percentile to your bonus; for each point under 9, subtract 1. Great SIZ, of course, is a handicap. For each point of SIZ over 12, subtract 1 percentile from your bonus, and for each point under 9, add 1.

Hit Points

This is not an ability bonus, but derived from your attributes. Your basic hit points are equal to your CON. For each point of SIZ over 12, add 1 to your hit points. For each point of SIZ under 9, subtract a point. However, the SIZ modifier cannot reduce hit points beneath half one's CON. This formula is used in creating all types of living beings.

Your hit points measure how tough you are. When you're wounded, mark off the damage points taken directly on the Hit Point section. Damage can be repaired only through rest and time. If your adventurer's hit points ever drop to 0 or less, he dies. There is no resurrection or reincarnation in the world of **Hawkmoon**, so be careful. Once you die, that's it.

Example: Orso the Muskovian has a CON of 18 and a SIZ of 17. He gets 18 hit points for his CON and an extra (17-12=) 5 for his SIZ. His total hit points are 23.

Damage Bonus

This, too, is not an ability bonus, but is derived from your attributes. The bigger and stronger you are, the more damage you do when a blow connects. Add your STR and SIZ together, then consult the following table.

Damage Bonus Table

Use this table to compute your character's Damage Bonus.

Additional Damage by Weapon Type		
STR+SIZ	Melee†	Missile‡
02-16	-1d6	-1d4
17-24	no effect	no effect
25-40	+1d6	+1d4
41-50	+2d6	+2d4
51+	+3d6	+3d4

† this is added to the damage done by any melee weapon, including hands and feet, used by the adventurer.

‡ this is added to the damage done by any thrown or missile weapon used by the adventurer. Bigger, stronger characters use stronger bows, plus can throw objects harder.

Class Background

Roll for your adventurer's occupation on the Class Background table. His nationality may modify the use of this table.

It is possible for a character to have two (or more!) professions. For instance, all citizens of the Kampps are simultaneously Scholars and Scientists. In such cases, the adventurer receives all skills from both professions. If a particular skill is taught in both backgrounds, take the higher of the two. Taking our previous example, the Scholar profession provides Memorize 50+ and Scientist provides Memorize 40+. Hence, Scholar-Scientists receive Memorize 50+.

Class Background Table

Roll d100 to determine the social class of your character's parents. This helps determine your character's previous experience.

d100	Class	d100	Class
01-10	Craftsman	51-60	Sailor
11-20	Farmer	61-70	Scholar
21-30	Hunter	71-75	Scientist
31-40	Merchant	76-80	Thief
41-45	Mutant	81-00	Warrior
46-50	Noble		

Craftsmen

Craftsmen make items or offer services for barter and sale. It includes all sorts of trades, such as bakers, miners, fletchers, herbalists, smiths, and tailors. Your exact craft should be chosen in consultation with your gamemaster. If you obtain a level of 90% or more in your Craft, you become a master, and may instruct other characters in that craft, though no one pupil can learn more than 10% from you. Your initial skill rating is 70% plus your Manipulation bonus. In addition, you may add 3 to your DEX. Your Craft is the only skill you get, except for the 1d6+2 "extra" skills provided to everyone (see below).

You start out with your INT x 1d100s and a set of appropriate tools for your trade.

Farmer

Farmers till the soil and raise animals. Actually, the Tragic Millenium Earth has far more farmers than the Class Background table seems to indicate, but most of them have to

stay at home and farm — only a lucky few get to become adventurers. If your adventurer is fresh off the farm, you have these skills:

- Blacksmith Craft — 20% + Knowledge bonus
- Track — 20% + Perception bonus
- Plant Lore — 20% + Knowledge bonus
- Cudgel Attack — 30% + Attack bonus
- Cudgel Parry — 30% + Parry bonus
- Hatchet Attack — 15% + Attack bonus
- Hatchet Attack — 15% + Parry bonus
- Two-Handed Spear Attack — 20% (counting bonuses)
- Two-Handed Spear Parry — 20% (counting bonuses)

Your character begins play with his INT x 1d20s, a cudgel, and a hatchet. He does not get a spear, though he has skill in it.

Hunter

Hunters kill wild animals for meat, horn, and hide. They frequent the many wilderness areas of Tragic Millenium Earth. If you are a hunter, your beginning skills are:

- † Attack in melee weapon of choice — 25% + Attack bonus
- † Parry in melee weapon of choice — 25% + Parry bonus
- Missile Weapon Attack — 30% + Attack bonus
- Set Trap — 50% + Manipulation bonus
- Ambush — 50% + Stealth bonus
- Track — 50% + Perception bonus
- Blacksmith Craft — 20% + Knowledge bonus

† must be any one-handed weapon or any spear.

You begin play with 1d100s and your chosen melee and missile weapons.

Merchant

Merchants buy and sell. Your character might have been either a shopkeeper or a bold wandering trader (your choice). Since merchants are literate, they can automatically Read/Write any language at their Speak level. Your merchant's starting skills are:

- † Attack in melee weapon of choice — 40% + Attack bonus
- † Parry in melee weapon of choice — 40% + Parry bonus
- ‡ Read/Write Common — 70% + Knowledge bonus
- ‡ Credit — 40% + Communication bonus
- Persuasion — 50% + Communication bonus
- Evaluate Treasure — 80% + Knowledge bonus

† Shopkeepers have only 20% + bonus in weapons.
‡ Traders have only 40% + bonus in Read/Write Common.

You start out with your weapon of choice, and any armor you can get using your Credit skill. You also have your (INTx5) x 1d100s.

Mutant

If you rolled this, you are an outcast, surviving on the fringes of society, picking up what skills you can to improve your lot. Reduce your APP by 1d6. Mutants get 2d6+2 extra skills instead of 1d6+2 (see below, under *Other Skills*, for

explanation). Your attributes may be further altered because of your mutations. Read the chapter on mutation in the **Hawkmoon** *Science Book*. Follow the procedure for *animals*, but you must discuss your mutant character, and his/her mutant powers, with your gamemaster.

Noble

Nobles are the wealthy class of society. You are likely to be a younger son, barred from inheriting your parents' vast lands, and so forced to adventure to seek your fortune. If your INT is 13 or more, roll again on the Class Background table to pick up the skills of a second class. If Noble is rolled again, you are closely related to royalty — roll 1d6+1 to see how many people are between you and the throne. Unless another noble with a higher CHA is in your group, you should be the initial leader of any group of adventurers. Nobles are literate. You can automatically Read/Write any language with a skill equal to your Speak. As in life, nobles are about the best class to be. They are the only adventurers beginning with substantial money. If you are a noble, spend some time with the gamemaster working out the details of your estate, reason for adventuring, etc. Your skills are:

- Credit — 40% + Communication bonus
- Attack in weapon of first choice — 40% + Attack bonus
- † Parry in weapon of first choice — 40% + Parry bonus
- Attack in weapon of second choice — 20% + Attack bonus
- † Parry in weapon of second choice — 20% + Parry bonus

† if chosen weapon is a missile weapon, you do not get a corresponding Parry.

You have property worth 10,000 x 1d100s, your weapons of choice, and any armor you want. You also have 100 x 1d100s cash.

Sailor

Though some trade does happen by ship, most sailors in Tragic Millenium Earth are fishermen. Amarehk has many riverboats, and plenty of sailors there have never taken ship over salt water. Roll 1d10. If the result is 9, your character is Mate — add 5% to all Sailor skills. If the result is 10, he is Captain — add 10% to all Sailor skills. Beginning skills are:

- Swim — 50% + Agility bonus
- Tie Knot — 70% + Manipulation bonus
- Climb — 40% + Agility bonus (Climb Rigging at 75% + bonus)
- Balance — 50% + Perception bonus
- Attack in melee weapon of choice — 40% + Attack bonus
- Parry in melee weapon of choice — 40% + Parry bonus
- (Captains & Mates only) Navigation — 80% + Knowledge bonus

You begin play with your chosen weapon and your INT x 1d20s. Mates start with (INTx5) x 1d20s. Captains start with (INTx10) x 1d20s.

Scholar

Scholars are the history-keepers of the world. They compile knowledge of the world, both ancient and modern, and are often philosophers as well. Some share their lore with any who

seek it; others hoard it like a miser hoards gold. Scholars are literate, so any spoken language is written at the same level. For each year spent as a scholar over age 25, you may add 1 to your INT — however, you must roll higher than your current INT on 3d10 (a range of 3-30) to gain the increase. Some years, all a scholar's research proves futile. Scholars are literate, and automatically Read any language at their Speak level. Beginning skills are:

- Speak any two ancient languages — 40% + Knowledge bonus
- Persuade — 20% + Communication bonus
- Credit — 20% + Communication bonus
- Memorize — 50% + Knowledge bonus
- Any one knowledge skill — 50% + Knowledge bonus
- Any other three knowledge skills — 40% + Knowledge bonus
- Attack in weapon of choice — 20% + Attack bonus
- † Parry in weapon of choice — 20% + Parry bonus

† if chosen weapon is a missile weapon, you do not get a corresponding Parry.

A Scholar begins play with your weapon of choice, 1d6 minor artifacts and books (discuss the nature of these with your gamemaster), and 1d100 x 10s.

Scientist

Scientists range from selfless researchers to efficient technicians to evil savants like the sorcerer-scientists of Granbretan. Scientists, like scholars, automatically Read any language at their Speak level. For each year spent as a scientist over age 25, you add +1 to your INT — however, you must roll higher than your current INT on 3d10 (a range of 3-30) to gain this increase. Some years a scientist performs routine duties and learns nothing. Scientists get:

- Read/Write.Common — 80% + Knowledge bonus
- Read/Write Native Tongue — 80% + Knowledge bonus
- Read/Write Ancient Tongue — 40% + Knowledge bonus
- Any one Lore — 60% + Knowledge bonus
- Any second Lore — 40% + Knowledge bonus
- All other Lores — 25% + Knowledge bonus
- Memorize — 40% + Knowledge bonus
- Craft — 40% + Manipulation bonus
- Attack in weapon of choice — 20% + Attack bonus
- † Parry in weapon of choice — 20% + Parry bonus

† if chosen weapon is missile weapon, you do not get a corresponding Parry.

You begin play with your chosen weapon, your (INTx10) x 1d100s, and 1d6 scientific gadgets or pieces of equipment appropriate to your field of interest (discuss this with your gamemaster).

Thief

Parasites of civilization. Thieves living in primitive areas are generally better classified as "robbers." Thieves start out with:

- Attack in one-handed weapon of choice — 35% + Attack bonus
- Parry in one-handed weapon of choice — 35% + Parry bonus
- Dagger Attack — 45% + Attack bonus
- Dagger Parry — 45% + Parry bonus
- Read/Write Common Tongue — 25% + Knowledge bonus
- Climb — 1d100% + Agility bonus
- Conceal — 1d100% + Stealth bonus
- Jump — 1d100% + Agility bonus

- Pick Lock — 1d100% + Manipulation bonus
- Listen — 70% + Perception bonus
- See — 1d100% + Perception bonus
- Search — 1d100% + Perception bonus
- Move Quietly — 50% + Stealth bonus
- Cut Purse — 1d100% + Stealth bonus
- Evaluate Treasure — 50% + Knowledge bonus

You start play with a dagger, your chosen weapon, and 5 x 1d20s.

Warrior

Tragic Millenium Earth is a brutal place. Some cultures are extremely warlike, and glorify soldiers exceedingly. The most ferocious culture in the world, of course, is Granbretan. Other nations keep soldiers purely for self-defense. Your adventurer may have any of a number of reasons for learning armed combat. Whatever your motive, you get:

- Attack in weapon of first choice — 50% + Attack bonus
- † Parry in weapon of first choice — 50% + Parry bonus
- Attack in weapon of second choice — 40% + Attack bonus
- † Parry in weapon of second choice — 40% + Parry bonus
- Attack in weapon of third choice — 30% + Attack bonus
- † Parry in weapon of third choice — 30% + Parry bonus
- ‡ Ride — 25% + Agility bonus

† if chosen weapon is missile weapon, you do not get a corresponding Parry.
‡ roll 1d6: on a roll of 1-3 you spent time in the cavalry or dragoons
— take a Ride skill of 65% + Agility bonus instead.

You get all three chosen weapons plus whatever armor you like. You also get your INT x 1d100s.

Other Skills

Your adventurer's previous profession determines most of his initial skills. In addition to these, he receives 1d6+2 extra skills which he may choose himself. To determine his skill level in each such skill, roll 1d100 and divide the result by 2 (round fractions up); then add your ability bonus, if any.

Each weapon skill is really two skills — Attack and Parry, so for each weapon's Attack and Parry learned, count it as two skills out of your total 1d6+2. However, only roll the 1d100 for the skill level once for each weapon. Naturally, you might choose not to learn Parry for a missile weapon or Attack for a shield. If you belong to a literate class (merchants, nobles, scholars, scientists), you can both learn to Speak and Read/Write a language with a single skill roll. Other classes must learn these two skills as two skill rolls.

Jump, Climb, Dodge, Balance, Persuade, Listen, and Hide are known to all humans at 10%. If these are picked as extra skills, add the 10% to the roll of 1d100 divided by 2. Otherwise, the skills are at 10% + appropriate bonus.

All other skills (except Language skills) have an initial level equal to your adventurer's ability bonus. If you succeed in using one of these basal-point skills, you can try for an experience gain, and continue improving it with further skill rolls in later adventures.

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION
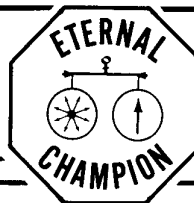
CHARACTER SHEET

NAME **CRISE SPINSER** SEX **M** AGE **25** PLAYER **Jim**

NATIONALITY **HOLLANDIA** CLASS **Hunter**

This adventurer can be used in either HAWKMOON or STORMBRINGER adventures. Interdimensional travel affects a character's magical abilities and a demon's characteristics.

STR	13
CON	15
SIZ	9
INT	15
POW	13
DEX	7
CHA	7

Description

weight **130 Lbs.** height **5'3"**

AVERAGE BUILD
Ruddy cast, handsome
Aquiline nose
Red-head
Almost Too clever
Smart Mouth

ARMOR **none** Major Wound Level **8**

Hit Points **15**

01	02	03	04	05	06	07
08	09	10	11	12	13	14
(15)	16	17	18	19	20	21
22	23	24	25	26	27	28

Weapon	Attack	Damage	Parry
Bonuses	+3 %	0	0 %
BATTLE AXE	28 %	1D8+2/2	25 %
Thrown Rock	33 %	2D4	— %
	%		%
	%		%

Notes **BATTLE AXE damage is halved due to Crise's poor DEX.**

Afflictions/Mutations

AGILITY bonus **0** %
Climb [+10%] **27** %
Dodge [+10%] **10** %
Jump ____ %
Ride ____ %
Swim ____ %
Tumble ____ %
____ ____ %
____ ____ %
____ ____ %

PERCEP bonus **+4** %
Balance [+10%] **14** %
Listen [+10%] **53** %
Scent ____ %
Search ____ %
See [+10%] **35** %
Taste ____ %
Track **54** %
____ ____ %
____ ____ %

KNOW bonus **+6** %
Ancient Lore ____ %
Biological Lore ____ %
Cartography ____ %
Chemical Lore ____ %
Electrical Lore ____ %
Eval. Treasure ____ %
First Aid ____ %
Mechanical Lore ____ %
Memorize ____ %
Music Lore ____ %
Navigate ____ %
Craft **Smith** **26** %
Craft ____ ____ %
____ ____ %
____ ____ %

LANGUAGES
Speak/Read-Write
Common ____/____ %
____ ____/____ %
____ ____/____ %

COMMUN bonus **+2** %
Credit ____ %
Orate ____ %
Persuade [+10%] **12** %
Sing ____ %

MANIP bonus **+3** %
Juggle ____ %
Pick Lock ____ %
Pilot Ornithopter ____ %
Sleight of Hand ____ %
Set Trap **53** %
Tie Knot ____ %

STEALTH bonus **1** %
Ambush **51** %
Camouflage ____ %
Conceal ____ %
Hide [+10%] **41** %
Move Quietly ____ %
Cut Purse ____ %

Possessions

BATTLE AXE
Bag of Rocks
Clothes
Heavy Cloak
Lucky Rock

Money

17s

Crise Spinser

Throughout these rules will be described the life and times of a certain Crise Spinser, adventurer extraordinaire. He will illustrate certain portions of the **Hawkmoon** rules. Let's roll him up right now and see what he is like. First, we'll need his basic attributes.

● STR: 13 — not bad. He's not the strongest kid on the block, though.

● CON: 15 — pretty good. Crise is sturdy, and probably has a lot of hit points.

● SIZ: 11 — average. That's okay, though, because if he was too big, his Agility and Stealth bonuses would suffer.

● INT: 15 — Crise is very intelligent and quick on the uptake. So far, the dice have been kind.

● POW: 13 — still going strong.

● DEX: 5 — *sigh* well, his other attributes are so good, they should make up for his abysmal DEX.

● CHA: 6 — Oh no! Maybe Crise has some grievous personality defect. Some discussion with the gamemaster establishes that Crise's personality is fine; it's just that he's as ugly as a monkey.

● AGE: 25

Next we find out Crise's nationality. The gamemaster's campaign is determined to take place in Europe, so 1d100 is rolled on the Europe Nationality table. The result is 36 — Hollandia. Looking up Hollandia, we discover that Crise must add 1d4 to his DEX, add 1d4 to his CHA, and subtract 1d4 from his SIZ. As things turn out, he loses 2 points of SIZ (reducing it to 9), adds 2 to his DEX, and adds 1 to his CHA. We roll for Crise's body frame, and find that his build is medium, with no other modifiers. Now, his scores are:

STR: 13 CON: 15 SIZ: 9
INT: 15 POW: 13 DEX: 7 CHA: 7

Now to figure his attribute bonuses: looking up the **Attack** bonus, we find that Crise gets 1 point for STR, 3 for INT, 1 for POW, and loses 2 for his crummy DEX, for a total Attack bonus of +3.

Moving on to his **Parry** bonus, Crise gets 1 for STR, 1 for POW, nothing for SIZ, and loses 2 for DEX. His total Parry "bonus" is 0.

His **Agility** bonus is, as it happens, exactly equal to Parry, so here, too, Crise's "bonus" is 0.

His **Communication** bonus gets 3 for his high INT, 1 for POW, and he loses 2 for his terrible CHA. This provides him with an unimpressive +2 Communication bonus.

Knowledge bonus is based solely on INT and age. Since Crise is 25, his age doesn't help any. So he only gets his INT points, which add up to a total of +6.

The **Manipulation** bonus is equal to the Attack bonus, so we won't bother figuring it out again. We'll simply write down +3, same as Attack.

His **Perception** bonus gets 3 for INT and 1 for POW, so he is fairly perceptive, with a +4 bonus.

His **Stealth** bonus gets +3 for INT, nothing for SIZ, and loses 2 (yet again) for that DEX. His bonus adds up to +1.

Hit Points are simply equal to his CON of 15, since his SIZ is neither greater than 12 nor less than 9.

Crise's STR and SIZ add up to 22. This means that he does not get any **damage bonus**.

Now for his **skills**. For occupation, he rolls 25: Hunter. His DEX limits the weapons available to him. He chooses battle axe for his melee weapon, and thrown rock (!) for his missile weapon. His Hunter skills are listed on his adventurer sheet (q.v.). Crise gets 1d6+2 more skills, too. His die roll is 3, so he gets 5 other skills. He could choose more weapons, but he's pretty happy with what he has, so he takes skills instead, choosing Swim, Climb, Jump, Dodge, and Listen.

He begins play with 1d100s (with characteristic bad luck, he rolls 17), and his chosen melee and missile weapons, in his case a battle axe and one or two well-chosen rocks.

The Game System

BY READING the Character Creation chapter, you have discovered that almost everything in **Hawkmoon** is based on a d100 (percentile dice) roll. Whatever you do, whether it is leaping a chasm, stabbing with a spear, or bargaining for a horse, is quantified as a percentage chance of success.

Notice that, no matter how bad or good you are, your chance of succeeding at something is never less than 01% and never greater than 99%. Even if your skill is 100%, if you roll 00, your skill attempt fails.

EXAMPLE: *Crise Spinser has a 28% skill with Battle*

Axe Attack. When he swings his axe at somebody, if he rolles 01-28 on 1d100, he strikes home. If he rolls 29 or more, he has missed. It doesn't matter why he missed — perhaps his opponent nimbly stepped out of the way, maybe he choked up and didn't even swing, or he might have just plain missed. Whatever the reason, the effects are the same.

Similarly, his Track skill is 54%. If he is trying to follow the trail of a wounded deer through the woods, he has a 54% chance of success. If he rolls 55 or higher on 1d100, he loses the trail and the deer gets away.

Critical Rolls and Fumbles

Exceptionally good or bad rolls are called respectively "critical successes" and "fumbles." These have quite specific results when applied to weapons use, and are further described in the Combat chapter. For now, suffice it to say that a critical success means that your skill was very successful indeed, and a fumble means that you failed so badly as to actively harm yourself or your companions.

The chance for getting a critical result is 1/10 your normal skill roll. If your skill is 50%, you'll get a critical result on a roll of 01-05 on 1d100.

The chance of getting a fumble result depends on your skill level. If your skill level is 01-50, you fumble on any roll of 99-00. If your skill is 51-99, you fumble only on a roll of 00. And if your skill is the magic 100, you don't fumble at all. However, a roll of 00 is still a miss — it's just not a fumble.

EXAMPLE: *Crise is tracking another deer through the forest. When the path gets a little blurred, he tries a Track roll and rolls 00, a fumble! The gamemaster decides that poor Crise has come across the spoor of a mutant lion, and blithely goes off after it, somehow mistaking it for the deer. Later on in the adventure, while Crise is racing madly through the forest, trying to escape the aforementioned lion, he comes across a tree trunk balanced across a stream. The mutated lion is hot on his heels, so he tries to race across as swiftly as he can, using his Balance skill. Wonder of wonders, he rolls 01 — a critical success. The gamemaster rules that he places his feet so surely that he can race across the tree trunk at normal running speed. The lion, less surefooted, must carefully pick its way along the trunk. By the time it gets across, Crise is long gone.*

Improving Skills

Jump, Climb, Dodge, Balance, Persuade, Listen, and Hide are known to all humans at at least 10% + appropriate bonus. All other skills (except Language skills) have an initial level equal to your adventurer's ability bonus or 5%, whichever is greater. Hence, in a sense, your adventurer has no need to gain more skills — only to increase those he already has!

Skills can be increased one of two ways: through training, and through experience.

Experience

If, during the course of an adventure, your character succeeds in the use of a skill while under pressure, you may ask your gamemaster for an "experience check." If the gamemaster agrees that the skill use deserved it, place a check next to that skill. At the end of the adventure, roll 1d100 for each skill in which you received a check. If your die roll (modified by INT — see below) is higher than your current skill rating, then you

go up by 1d10%. However, once your skill has reached or exceeded 90%, you no longer add 1d10 on a successful experience check. Instead, only 1 point is added. Normally, no skill ever exceeds 100%.

EXAMPLE: *Crise, with a skill of 29% in Battle Axe, gets into a fight with a Dark Empire Fly mask. He survives, and manages to get in a few good licks with his axe. With the gamemaster's benevolent acquiescence, Crise's player places a check by his Battle Axe skill. After the adventure ends, he rolls 1d100 to see if Crise learned anything about fighting with his axe and gets a 87. That's plenty high, so 1d10 is rolled to see how much better Crise gets. The result is 8, so now Crise has a skill of 37% in Battle Axe. In the same adventure, Crise succeeded in climbing a tree, so he can roll to see if his Climb skill improved. The 1d100 roll is 12, well below Crise's skill, so his Climb remains the same.*

Intelligent people learn more quickly, so for each point of INT your adventurer has over 12, he can add 1% to his 1d100 experience. However, INT below 9 does not decrease one's chance of success.

EXAMPLE: *Crise, in another adventure, is jumped by another Dark Empire Fly mask. He despatches his opponent, and can try once more to increase his Battle Axe Attack. His skill is now 37, and his die roll is 35, too low for an experience gain, normally. However Crise's INT is 15, so he can add 3% to his 1d100 experience roll, increasing it from 35 to 38. Success! A d10 is rolled for the experience gain, the result is 6, and Crise goes from 37% to 43% with his axe.*

Training and Skill Masters

Any individual attaining a level of 90% or more in any skill (for weapons, a 90% skill in both Attack and Parry is needed) becomes a Master of that skill.

Masters may train other characters in their skill, and can charge whatever the traffic will bear for that service. The individual receiving the training must be able to practice full-time for at least a week with the Master. He then rolls 1d6 and subtracts two from the result to see by what percent his skill improves. For weapon skills, roll separately for Attack and Parry. Obviously, if a 1 is rolled, the trained skill actually decreases! The Master made a mistake, or the student misheard something. Before any Master can train the same character in that particular skill again, the character must go out and use the skill in an actual adventure, gaining some additional skill with the weapon by making successful experience rolls.

Masters themselves cannot be trained by other Masters.

Attribute Rolls

Sometimes you will want to do things not covered by the various skills, such as picking up a huge rock, avoiding sea-sickness, or trying to figure out a complicated set of game

rules. The gamemaster may determine whether you succeed or fail by use of the "Attribute Roll." First, he decides which of your attributes applies to the task at hand (STR, CON, INT, etc.). Then 1d100 is rolled. If the roll is equal to or less than the chosen attribute x 5, the attempt succeeds. Otherwise, it fails. If you are trying a particularly difficult task, the attribute is multiplied by 3. For very hard tasks, the attribute is multiplied by 1. This last is called "rolling the attribute as a percentage."

EXAMPLE: *Crise sees a nice-looking woman at a nearby table in a French tavern. He winks at her, and tries to get her attention. The gamemaster rules that he must roll his CHA x 5 or less on 1d100 to impress her. His CHA is a feeble 7, but he manages to roll 24, which is less than the requisite (7x5 =) 35, so she smiles back and invites him over. Just as he sits down by her, the tavern door crashes open, and a burly rogue steps in, looks around, and strides over to their table. He tells Crise to get lost. Crise draws himself up to his full height (about 5'6") and tries to glare the rowdy down. The gamemaster rules that to impress this fellow, Crise will have to make an attribute roll against his SIZ. Since the ruffian is more than a little drunk, Crise needs to roll his SIZ x 3 or less to drum the message through. Crise's SIZ is 9, and he rolls 49, failure. The ruffian pulls out a knife, and Crise backs off, unsure what to do. He is saved by the timely intervention of the woman, who bashes a chair over the rogue's skull. The gamemaster decides that the drunken party-pooper needs to roll his CON x 1 or less to stay conscious after that conk on the head, and rolls 82. He drops as if poleaxed, and will not rise again for several hours.*

Improving Attributes

You can improve one of your attributes by use of the Attribute saving roll. Each time the gamemaster asks you to roll 1d100 against an attribute x 1 and you succeed, you get a chance to improve. Roll 2d6. If you roll a 7, the appropriate attribute increases by a point. If you roll a 2 (snake-eyes), you've impaired or injured yourself in some way, and the attribute decreases by a point.

Another way your attributes can be changed is rather frightening. If your adventurer is injured, the gamemaster may decrease your statistics fittingly.

EXAMPLE: *if your adventurer gets both hands cut off, he can reasonably expect a big decrease in DEX. It's up to the player and gamemaster to arrive at a fair amount.*

Movement

Three scales of movement are used in **Hawkmoon**.

DAILY MOVEMENT: this is used by the gamemaster to plot the position of a group of adventurers traveling long distances.

The gamemaster can always adjust the distance traveled, depending on weather or season, but the rates given on the Daily Movement Table can be considered to be average.

SCENARIO MOVEMENT: During an adventure, the gamemaster should usually run the game in 5-minute turns. In that time, a normal human can cautiously walk 120 meters, stroll easily 300m, or run about 1500m. A riding animal normally doubles this speed, though a walking horse doesn't go much faster than a walking man unless prodded.

MELEE MOVEMENT: A normal melee turn is 12 seconds (1/5 of a minute). Since a full turn is 5 minutes, an adventurer can normally move 1/25 as far. Since during combat, one moves quickly, if at all, a character can travel 60 meters in one turn, if he is unhindered. However, usually he has to keep an eye on his opponents, avoid fallen bodies, trees, etc., so the standard combat movement is considered to be 30 meters a turn.

Of course, when actually engaged in combat, loosing arrows, etc., an adventurer can move only very little, unless actively pursuing or fleeing a foe.

Though "standard" movement rates are given here, not everyone moves at the same speed. Adventurers whose SIZ is

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Movement & Terrain Effects Table

To determine how far an adventurer or group of adventurers travels: 1) first find their mode of travel on the *Speed of Travel* table. 2) read across to find the rough distance the group moved. 3) on the *Terrain Effects* table, find all terrain types through which the group moved. 4) read across to find the modification(s) to the rough distance. All modifiers are cumulative. 5) modify the rough distance to determine the actual distance moved.

SPEED OF TRAVEL

Walking:	30 km a day of easy travel
Marching:	60 km a day of hard travel
Riding Horseback:	90 km a day of hard riding, unhindered by men on foot or slow-moving wagons
Traveling by Ship:	100-200 km a day, depending on wind

TERRAIN EFFECTS

Major River:	takes at least a day to cross, unless a ford, ferry, or bridge is available.
Forest:	2/3 normal speed
Rolling Hills:	2/3 normal speed
Mountain:	1/3 normal speed
Marsh & Swamp:	1/4 normal speed, unless using a boat on waterways.
Desert:	1/2 normal movement
Ice or Snow:	1/4 normal movement

higher than their STR are a little slower than average, while those with STR higher than their SIZ are a little quicker.

EXAMPLE: *if Crise is marching as swiftly as possible through an ice-covered swamp in northern Finland, he can only travel 60 km, divided by 4 for the swamp leaving him with 15 km, then divided by 4 again for the ice, for a total of about 3 1/2 km that day of floundering through crusted ice and dense growths of leafless plants.*

Injury & Death

All physical entities capable of death have hit points. Each time a character takes a point of damage, his hit points are reduced by one. When all hit points are reduced to zero, the character dies. Such hits are called wounds. There are three types of wounds.

MINOR WOUNDS: a minor wound is any wound whose damage adds up to less than half the character's original (unwounded) hit points. Minor wounds represent flesh wounds, cuts, and bruises. For each 4 hit points lost to minor wounds, the character's DEX is decreased by 1. Otherwise, minor wounds don't inhibit a character's fighting ability, except that, like any other wound, too many minor wounds can add up and reduce one's hit points to zero, killing him.

EXAMPLE: *Crise has 15 hit points. Any wound doing 7 or fewer points of damage to him in a single blow is classified as a minor wound.*

MAJOR WOUNDS: a major wound is any wound whose damage adds up to half or more of the character's original (unwounded) hit points. Major wounds represent amputations, severed tendons, broken bones, and impalings. Two major wounds will kill anybody.

Anyone suffering from a major wound has his DEX immediately halved (round fractions up). His DEX returns to normal only when he has been healed to more than half his original hit points.

A victim of a major wound cannot keep fighting indefinitely, no matter how heroic he is. Most fighters stop battling after taking a major wound.

A major wound can turn into a mortal wound if the victim does not get medical help within the hour. If he receives no help of any kind, he must roll his CON or less on 1d20 or die. If the CON roll succeeds, he is permanently injured, and loses 1d6 CON, in addition to any penalty incurred on the Major Wounds table.

Anyone surviving a major wound, whether or not they have received medical help, must roll on the Major Wounds table to determine the long-term effects of the injury. These effects are permanent. Ordinary medical care cannot reverse any of the effects from this table, though highly advanced science might be able to do so.

Major Wounds Table

Use this table to determine the effects of a Major Wound upon a character.

d100	Major Wound Effect
01-50	You acquire an impressive scar, but no other ill effects.
51	Lose left eye — lose 2 points CHA and 2 points DEX.
52	Lose right eye — lose 2 points CHA and 2 points DEX.
53	Lose nose. Lose 4 points CHA and 3% from Perception Bonus.
54	Lose left ear, impair hearing. Lose 1 point CHA and 5% from Perception Bonus.
55	Lose right ear, impair hearing. Lose 1 point CHA and 5% from Perception Bonus.
56-57	Broken Jaw, loss of several teeth. Lose 2 points CHA and 1 point CON.
58	Severe injury to vertebra in back. Ability to move rapidly and handle heavy weights severely impaired. Reduce STR and DEX values by half.
59	Severe concussion and head injury. Lose 3 points INT and 3 points CHA. Reduction of all bonuses depending partially on INT value.
60-62	Mild concussion and head injury. Lose 1 point INT and 1 point CHA. Reduction of all bonuses depending pertially on INT value.
63-64	Damage to internal organs. Lose 1d6+2 points CON. Possible delayed fatality. Loss of Hit Points equal to loss of CON points. Reduction of bonuses depending on CON value.
65-68	Broken ribs. Lose 1d4 points CON. Loss of Hit Points equal to loss of CON points.
69-72	Broken left arm never heals properly. Lose 2 points of DEX.
73-76	Broken right arm never heals properly. Lose 2 points of DEX.
77-79	Amputate left hand and part of arm. Lose 4 points DEX.
80-82	Amputate right hand and part of arm. Lose 4 points DEX.
83-86	Broken left leg never heals properly. Lose 2 points DEX.
87-90	Brokem right leg never heald properly. Lose 2 points DEX.
91-92	Hamstring left leg, becomes totally useless. Lose 4 points DEX.
93-94	Hamstring right leg, becomes totally useless. Lose 4 points DEX.
95-97	Amputate part of left leg. Lose 3 points DEX.
98-00	Amputate part of right leg. Lose 3 points DEX.

Anyone unlucky enough to receive the same effect more than once in separate fights does not take the damage twice — he just gets another scar. Don't forget — if your attributes have been decreased, you need to lower the affected skills accordingly.

EXAMPLE: *Davd Worthles of Amarehk suffers a major*

wound. He rolls 54 on the table, and loses his left ear. His CHA is reduced by a point, and his Perception bonus goes down 5 percentiles. In a later fight, he suffers another major wound, and again rolls 54 on the Major Wounds table. Since he's already lost his left ear, he just gets a big scar. If he'd rolled 55, however, he'd have lost his other ear, another point of CHA, and another 5 points off his Perception bonus.

MORTAL WOUNDS: a mortal wound is any wound which delivers damage equal to or greater than the target's remaining hit points. The victim has died. You may as well frame his adventurer sheet — he won't need it any more. Some roleplaying games have supernatural resurrection or reincarnation of deceased characters. Not **Hawkmoon**.

Weapon Damage

The most common source of injury in the violent world of **Hawkmoon** are your fellow-men, and the weapons they carry. The subject of combat is discussed fully in the Combat chapter. Here, it suffices to say that each weapon has a separate damage rating which it can score vs. a target's hit points if the user succeeds in an Attack roll.

Fire Damage

A torch used as a club does 1d6 points of fire damage. However, whenever a creature or person is hit with an open flame, he must succeed in a POW x 3% roll or catch on fire (if he is in plate armor, a POW x 5% roll is sufficient). Anyone that has caught on fire takes 1d6 points of damage per round until the fire is doused. Armor is effective in blocking damage from fire until it heats up or is burned through (gamemaster's option as to when this happens). Anyone who loses more than half their hit points from fire, even if this happens over the course of several rounds, must roll on the Major Wounds table to determine scarring or permanent injury. In addition, he loses 1d10 points of CON permanently.

Falling From a Height

See the following table to determine falling damage. Armor does not help you resist a fall. In fact, plate armor-wearers suffer 1d6 extra points of damage if they fall.

Falling Damage

Find the distance fallen on the left-hand column. Read across to find the damage that the fall inflicts.

Distance Fallen	Damage
0 to 1.5 meters	1d4-2 (a result less than zero means that no damage was inflicted)
1.6 to 3 meters	1d6
3.1 to 6 meters	2d6
6.1 to 9 meters	3d6
9.1 to 12 meters	4d6
etc.	etc.

The Falling Damage table assumes that the victim has fallen to earth on the hard ground, rocks, pavement, or a similarly firm substrate. If he falls into water, a haystack, or some other soft medium, subtract 2d6 from the damage received. Hence, a person who fell 8 meters (25 feet) into a pile of mattresses would only take 1d6 damage.

Any Major Wound caused by a fall is considered to be a broken limb(s). Roll 1d6: 1 = shattered left arm, lose 2 points DEX; 2 = shattered right arm, lose 2 points DEX; 3 = left leg, lose 2 points DEX; 4 = right leg, lose 2 points DEX; 5 = both legs, lose 4 points DEX; 6 = internal injuries, lose 1d6+2 CON and become unconscious.

Anyone suffering a Major Wound from a fall continues to take damage at the rate of 2 hit points per hour until they die or are administered medical aid.

Disease

Disease is ubiquitous in Tragic Millenium Earth. Some diseases, such as smallpox and polio, had been wiped out by dedicated doctors and medical researchers. But when the Tragic Millenium began, all that changed. Plague, yellow fever, typhus, cholera, malaria; all returned as if from the dead to infect a weakened population. In addition, artificial sicknesses were unleashed as biological warfare, and terrifying ailments such as anthrax, contagious cancer, facial gangrene, and super-leprosy laid waste to whole nations. Most of the bioengineered sicknesses did their terrible work and then vanished, too deadly to support their own existence, but some remained, to take their place alongside mankind's more ancient scourges.

Three types of disease exist: lethal, non-lethal, and terminal. When an adventurer is exposed to disease, he must attempt to roll his CON x 2 or less on 1d100. If the CON roll fails, he gets sick. Once he has contracted the disease, he must try to roll his POW x 2 or less on 1d100 to recover properly.

If an adventurer succeeds in recovering safely from an non-lethal disease, such as tularemia or malaria, no lasting effects remain. If he does not make a proper recovery, he loses 1d4 CON.

If an adventurer contracts a lethal disease, such as typhoid or lockjaw, then even if he makes a full recovery, he loses 1d4 CON, but gains 1 POW from the experience. If the adventure fails to recover from a lethal disease, he dies.

If an adventurer contracts a terminal disease, such as rabies, sleeping sickness, or one of the man-made scourges of the Tragic Millenium, he dies. Regardless of recovery rolls. His only hope is that: A) some scientific installation or sorcerer somewhere has the secret to his cure and B) that his friends manage to find it in time.

Skills

THERE ARE EIGHT different skill categories, separated by type. These are: Attack, Parry, Agility, Communication, Knowledge, Manipulation, Perception, and Stealth. These skill categories are all explained in detail in the Character Generation Chapter, under Ability Bonuses.

An adventurer has a minimum percentage in any skill equal to his ability bonus or 5%, whichever is higher. However, certain skills are natural to all humans, and the minimum percentage in these is equal to 10% + the ability bonus. When these are chosen as extra skills in character generation, add 10% to the 1d100/2 roll. These "universal" skills include the Agility skills of Climb and Dodge, the Communication skill of Persuade, the Perception skills of Balance, Listen, and See, and the Stealth skill of Hide.

Attack and Parry — weapon skills are very important in **Hawkmoon's** violent world, and have been given their own chapter.

Agility Skills

These are all skills dependent on gross motor coordination. Most of these skills are trained into the reflexes of the user; an adventurer does not require profound intelligence or continual cogitation to be agile.

Climb

The ability to progress up or down walls, ropes, trees, or any other vertical surface. Some surfaces require the use of a rope to permit the Climb skill roll.

If the Climb roll is missed, the climber falls. Roll 1d100 to determine what percentage of the total height he made it to before dropping.

If an adventurer is trying to climb silently, he must succeed at both his Climb skill and his Move Quietly skill.

EXAMPLE: *Crise is trying to sneak into the Lonely Tower to rescue his friend Davd, who has been kidnapped by the Tower's inhabitants. At night, he tries to climb the tower's outer wall to get to the Tower's sole window, 12 meters up. His Climb skill is 29, and his Move Silently is only the basic 5%. He rolls 44 and 19 respectively, so he fails both. The gamemaster rolls 1d100 to determine how far Crise had gotten before his fall, and gets 57. Since 57 is about halfway, the gamemaster decides Crise falls when halfway there — a 6 meter drop for 2d6 damage. Not only that, but he made noise while trying to climb (not to mention the thump! when he hit the ground), and soon the Tower's red-armored guardsmen swarm out and take a dazed Crise prisoner.*

Dodge

Dodge is a type of combat skill. Each melee round, instead of parrying and attacking, an adventurer may Dodge his opponent. Thrown weapons can be Dodged, but not projectile weapons. For each successive object Dodged in a single combat round, one's chance for success is reduced by a cumulative 20 percentiles.

Jump

Anyone can make small jumps. A successful use of the Jump skill indicates that the adventurer has cleared three times his height horizontally or his own height vertically, whichever he desires. Alternately, he may have jumped less than that distance, but landed exactly on the spot desired (such as jumping through a small window).

For each STR point over 15 possessed by the adventurer, a third of a meter more can be jumped horizontally. Anyone wearing armor must subtract a meter from both horizontal and vertical jump distances.

Ride

Riding a horse is easy, as long as you aren't trying to get the horse to do anything complicated, like gallop, charge armed foes, or jump a fence. In combat, an adventurer's battle skill is equal to his Ride or weapon Attack and Parry, whichever is lesser. Failing a ride roll during a dangerous situation (jumping, galloping, etc.) indicates that the user fell off his steed. If he fumbled, he not only falls off but takes 1d10 damage.

The Ride skill also includes the ability to judge horseflesh, know about saddles and tack, and similar equine matters.

Swim

When a character is immersed in water, he can try three Swim rolls before he begins to drown. Missing the first roll costs him 1 point of damage. Missing the second costs him another point. Missing the third costs 1d8 damage, as he begins to drown properly, and each subsequent round does another 1d8 damage, with no chance of attempting any Swim roll. Only action by another adventurer can save him now. If he is rescued from drowning, a successful First Aid cures all the lost damage.

If the adventurer succeeds in one of his three Swim rolls, he can swim safely for some distance before another three rolls are necessary. Swimming while supporting another person takes two consecutive Swim rolls.

Tumble

This is the ability to leap and fall with perfect control. An adventurer falling less than 11 meters can attempt a Tumble roll to break his fall and land properly, suffering no hit point loss. Tumble is of no use for falls of 11 meters or more.

It can also be used to dive, twist, and roll in combat (in place of Dodging, Attacking, or Parrying). Success indicates that the user can move up to 1/4 his normal move plus all attackers must subtract his Tumble skill percentage from their Attack skills.

EXAMPLE: *Crise and Davd manage to overpower their turnkey and regain their weapons. They head for the Lonely Tower's entrance, but just at the closed gate they are attacked by a squad of guards. Dauntless, our two heroes charge into battle. Behind the guards, Davd sees the ratchet which controls the gate, and realizes that if he could only cut the rope securing it, the gate would crash open and at least Crise could get away. Davd tries to Tumble through the guards to get at the ratchet and cut it with his sword. His Tumble skill is 55% and he rolls 21, so it is a success. Four guards stab at him with spears as he dives past. The first three guards all have skills of 40% or less, and their Attacks are reduced to the basic 05% by Davd's Tumble — all miss. The fourth is the guard sergeant, who is at 80%, so still retains a 35% Attack chance. His blow, a 29, hits home and delivers 12 points of damage to Davd — a Major Wound! Davd courageously staggers to his feet and slashes through the ratchet before collapsing. Crise, rationalizing that staying behind would do Davd no good, flees madly through the now-open gate.*

Communication Skills

Communication skills are enhanced by high Intelligence, Charisma, and Power. An adventurer uses such skills to transmit by word or gesture his thoughts and desires to others. Good communication skills usually leave a good impression.

Credit

This is the adventurer's chance to get a loan, whether from some financial institution or by simply panhandling. If a character possesses Credit when he is first created, attempt a skill roll. If it succeeds, roll 1d10 and 1d100 and multiply the two scores together. The product is the number of extra silver pieces he begins play with. If the initial Credit roll fails, he gets no extra money. If an adventurer uses Credit to panhandle, he can get no more than 1d20s or so maximum. If he uses it to borrow money, the loaner may always demand collateral, charge exorbitant interest, etc. All the Credit skill does is ensure that a loan is forthcoming. Also remember that no matter how good a character's Credit is, there is a limit to how much can be borrowed at once. If a character asks for too much money, his Credit should be reduced accordingly.

Orate

The ability to sway others' emotions with rhetoric and emotional speech. It can be used in a mob situation to great effect. If the targets are permitted a few minutes to reflect upon the situation, they may realize that the orator's golden story has flaws. A fumble angers any listeners.

Persuade

This skill causes the target to agree with whatever the persuader is saying. It is only effective against one or two listeners. Persuade is no good when the target is an enemy, already firmly convinced of his own point of view, or when his options are severely limited (a jailor, for instance, is unlikely to free even the most persuasive prisoner).

If two characters each attempt Persuade on the other and both succeed, the character with the lowest skill roll (assuming he succeeds) wins the argument and persuades the other. A fumble indicates that the target is now convinced that the persuader is dead wrong.

Sing

A successful Sing roll indicates that the singer's song was pleasant, or imparted the emotions it was intended to impart. Music Lore provides the knowledge of many and varied songs, but Sing allows the character to perform them well.

This skill can be used to earn money. When Sing is performed successfully before a group of people, the crowd will throw 1d100s. If the skill roll is critical, they throw 1d100s x 5. This is dependent, of course, upon the wealth of the listeners. A song performed before a crowd of street urchins would likely net no more than 1d10s maximum, while the same song done before a king might get a hundred times as much.
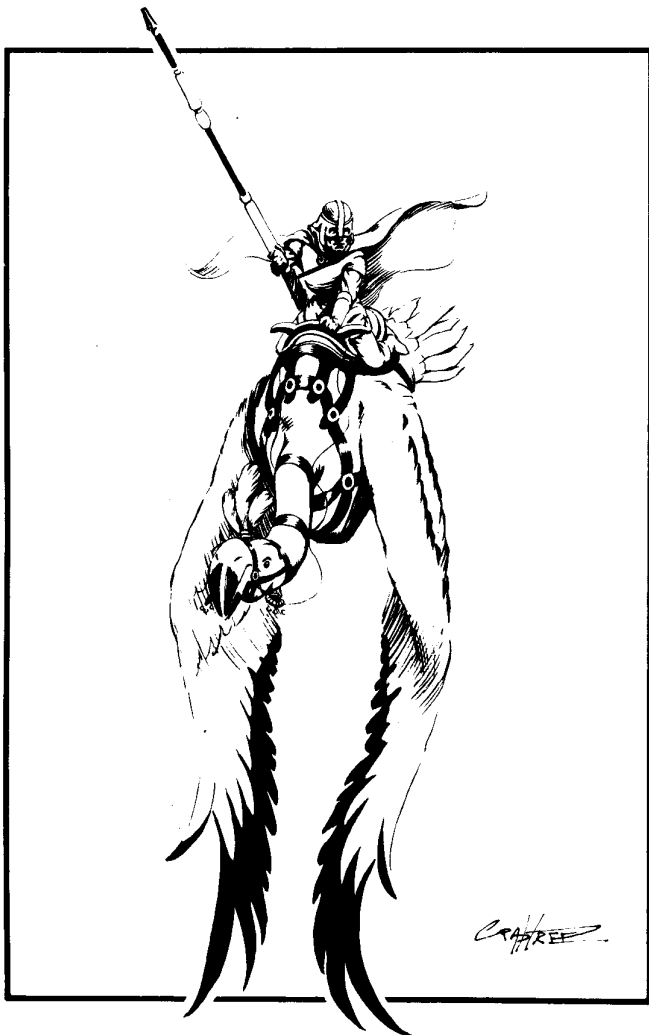
Knowledge Skills

These skills usually depend on the ability of the adventurer to memorize and comprehend a body of knowledge, whether learned by rote at a campfire or deduced from endless pedantic lectures at a great university.

An adventurer gets at least his ability bonus or 5% minimum skill in all skills. All skills, that is, except Languages and Lores. These skills remain at 0%, regardless of one's Knowledge bonus, until he has been trained in that Lore or Language. It is necessary to be trained separately in Reading and Speaking. Once the character has been trained, he can add his Knowledge bonus to his newly-earned skill.

LORES: Lores are the only skills in **Hawkmoon** which cannot be bettered through experience — they can only be raised by training with a Master, encountering other users of that Lore, or by performing research.

When a Lore user encounters another person who possesses that Lore, the two can hold a prolonged talk, trade secrets, share anecdotes, and critique one another's technique, to their mutual benefit. The skill of the adventurer with the lower value in that Lore increases by 1d6%, and the skill of the adventurer with the higher value increases by 1d4%. If either adventurer has a Lore skill value of 90% or more, he can only increase by 1%. Moreover, if one adventurer's knowledge is half or less than the other's, his knowledge is so limited that his more experienced comrade can learn nothing from him, though the reverse is not true. Finally, an adventurer can only learn once from a particular individual in this manner. Such a discussion takes 2d6 days to properly complete.

A Lore user can perform research in his laboratory or library to raise his skill value. For each year of uninterrupted research, his skill value increases by 1d10% until it reaches 90% or more, after which each additional year raises him by 1%. He must own a properly-equipped laboratory or library to benefit from this.

A Lore user may wish to perform some experiment or create some product which requires use of more than one Lore. In such cases, skill rolls must succeed in each separate Lore to create or understand the particular subject. If a single roll is failed, the item cannot be comprehended, built, or operated.

EXAMPLE: *the mad dweller in the Lonely Tower, evil doctor Billam Hamblebom, has found a corroded, centuries-old battle tank used in the Tragic Millenium. Billam plans to equip his army with a thousand tanks, and send them forth to conquer. The gamemaster decrees that Ancient Lore is needed to comprehend the nature and mode of operation of the tank, Machine Lore is needed to manufacture them, Chemical Lore is needed to extract the clean alcohol necessary to fuel them, and Electrical Lore is needed to wire the interior lights and engine battery. Hamblebom must equip a chemical lab, an electronics lab, a machine shop, and a small library on ancient war-machines. Then he must find specialists in all four Lores and set them to work. Once he has succeeded in duplicating, fueling, and operating the tanks, he still needs the raw materials to build them.*

Ancient Lore

This skill represents the knowledge of old records and history. It can be used to identify the purpose of an ancient artifact, or to know the dates on which a particular historical event occurred. This skill is most often possessed by Scholars and Scientists.

Biological Lore

This is the knowledge of how living things function, and combines genetics, anatomy, taxonomy, and ecology into a single skill. It can be used in the laboratory to create controlled mutations, such as the baragoon.

For each 20% skill a character possesses in Biological Lore, add 5% to his First Aid. Biological Lore can be used to treat most diseases. If a Biological Lore roll succeeds, then the patient is cured. Curing a patient may take time and require proper equipment before the roll can be attempted.

To conduct bioengineering experiments, a scientist must have a proper laboratory. The details of constructing and maintaining such are left to the gamemaster, but such should

Biological Lore Skill Table

This table equates Biological Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e.,an adventurer with a 55% Biological Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill %	Possible Effects
01-10	recognizes most common animals and plants and their basic natures.
11-20	recognizes exotic animals and plants; recognizes most common dangerous or poisonous plants and animals.
21-30	basic knowledge of ecology, animal behavior, and evolution.
31-40	Can bioengineer an increase or decrease in STR or SIZ by 1d3; can alter color of skin, fur, feathers, or eyes.
41-50	Can bioengineer an increase or decrease in STR or SIZ by 1d6; minor exterior alterations: +/- 1 armor point, thicker fur or hairless body, longer tail, etc.
51-60	Can evaluate and estimate abilities, behavior, and biology of previously-unknown plant or animal.
61-70	Can bioengineer an increase or decrease in any attribute by 1d6; complex exterior alterations: +/- 3 armor points, gliding flaps, spikes, etc.
71-80	Can bioengineer an increase or decrease in any attribute by 2d6; minor structural alterations: paws to hands, quadruped to biped, litters of young rather than single births, etc.
81-90	Can bioengineer an increase or decrease in any attribute by 4d6; major structural alterations: speech, herbivore to carnivore, immunity to certain type of poison, radiation-resistant, disease-carrier, etc.
91-00	Can bioengineer an increase or decrease in any attribute by 8d6; add unnatural body parts: wings, tail, extra legs, poison glands, etc.; create whole new abilities: breathe water, mental powers, luminescence.

be difficult, time-consuming, and expensive. Once the lab is built and filled with instruments, experiments can be conducted. Creation of a basic mutation in a chosen organism takes 60 (minus the researcher's INT) months and a successful Biological Lore skill roll. A failed skill roll may simply result in a failure to obtain the desired result or it may cause the death or maiming of the organism. The potential extent of the mutation is governed by the Biological Lore skill table.

The gamemaster must always rule on any attempted mutation the biologist is attempting to induce, and may decide that the mutation is too difficult for the scientist, or that it is accompanied with side effects.

EXAMPLE: *the ruler in the Lonely Tower, the mad doctor Billam Hamblebom (Biological Lore 83%), seeks to create a new type of riding beast from captured adventurers, to carry his warriors in pick-a-back style. He decides that he'll* need to increase the SIZ and STR of the adventurers significantly, and chooses to raise each by the full 4d6 available to him. He wants nice docile mounts, so he chooses to decrease their INT by 2d6. He also wants them to be able to leap like kangaroos, which the gamemaster rules is a minor structural alteration, within the doctor's capabilities. His INT is 20, so he takes (60-20) or 40 months for each desired mutation (STR increase, SIZ increase, INT decrease, and leaping ability) for a total of 160 months of effort — three long years. At the end, he attempts four Biological Lore rolls and all succeed. He now has his new mounts. Alas, the gamemaster rules that the giant (SIZ 7d6) humanoids he has produced cannot simultaneously leap long distances and carry a rider. Hamblebom goes back to the drawing board — his new plan is to reduce the SIZ of his mounted warriors to the point that they will no longer inhibit their humanoid steeds' agility.

Cartography

The ability to map correctly and estimate distances. It is especially useful in ruined cities, where one's way could easily be lost. If the map-making skill roll succeeds, then the user's map is correct. If it fails, his map is misleading in some way, chosen by the gamemaster.

Chemical Lore Skill Table

This table equates Chemical Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e., an adventurer with a 55% Chemical Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill %	Possible Effects
01-10	Can identify common chemical compounds.
11-20	Can make simple chemicals, such as salt, lye, or dyes.
21-30	Can extract simple purified substances from natural sources, such as alcohol from fermenting grapes or lead from lead ore.
31-40	Can identify complex chemical compounds, such as drugs, hydrocarbons, or poisons.
41-50	Can extract complex purified substances from natural sources, such as nicotine from tobacco or kerosene from crude oil.
51-60	Can create simple but dangerous compounds, such as poison gas, explosives, or acids.
61-70	Can create simple chemical devices, such as gas masks, fire extinguishers, or smoke bombs.
71-80	Can manipulate and deal with radioactive substances.
81-90	Can create complex chemicals, such as hallucinogens, poison antidotes, or paralyzing gas.
91-00	Can create complex devices relying on chemical principles, such as acid cannon, oxygen generators, or helium gasbags.

Chemical Lore

This Lore allows the user to make chemical formulas and analyze unknown compounds. It helps a character identify chemicals and devices that operate on chemical reactions (such as batteries). To perform any but the simplest chemical analyses or experiments, a proper laboratory is needed. The details of creating this are up to the gamemaster, but a great deal of glassware, a variety of chemicals, and a heat source are all necessary. A Chemical Lore roll is needed for the success of any chemical operation.

Craft

Many types of Crafts exist, from leatherworking to tentmaking to masonry. All are involved with the manufacture of items from basic materials. The user must have the tools of his trade to use his craft. Every craftsman can labor on two levels of efficacy. To do something easy, such as shoe a horse, make a length of rope, fix a broken chair-leg, or fletch a few arrows, takes only 2d6 hours. To do something complex, such as forge a sword, make a ship's cable, hammer together a matched set of chairs, or craft a composite bow, takes 1d6 (12-hour) days complete. In any case, the Craft skill roll is attempted. If the roll succeeds, the desired item is created. If the roll fails, the item is still created, but it is simply an inferior piece of work. If the roll is fumbled, the first time the object is used, it breaks. If the creation roll is critical, then the object is superior in some way. Weapons might do an extra point of damage or two, armor might add a point or two to its protective properties, jewelry is worth even more than usual, and so forth.

Few or no characters can ever achieve skill in more than one craft. Sample crafts include those of Armorer, Baker, Basketweaver, Blacksmith, Bowyer, Brewer, Butcher, Candlemaker, Cobbler, Cooper, Fletcher, Goldsmith, Joiner,

Mapmaker, Potter, Ropemaker, Tailor, Weaver, Wheelwright, and many more.

Electrical Lore

Electrical Lore allows the creation and understanding of electric schematics and artifacts. It often works hand-in-hand with Mechanical Lore. As always, proper equipment is needed to use this skill.

Evaluate Treasure

The ability to estimate the worth of an object. The object could be jewelry, furniture, clothing, or an objet d'art. The skill won't give exact values —just general estimates, and the actual selling price may be higher or lower. The user's skill level should be doubled when evaluating very common items, such as cooking pots, shoes, or oil lamps. His skill level should be halved when evaluating exotic items, such as war jaguars, oxygen tanks, or magic armor from the **Stormbringer** universe.

First Aid

A very important skill. First Aid can be used to help heal any physical injury, whether it be broken bones, burns, cuts, or suffocation. A successful First Aid indicates that the target will not lose any more hit points (if he has been doing so because of the nature of his injury), regains 1d3 hit points, and, given time and luck, will recover from his wounds, though he may show a scar or suffer other permanent injury.

A failed First Aid roll means that the victim's wounds were not treated effectively. A fumbled roll indicates that the would-be doctor has actively injured his patient, and caused damage equal to half-again as many hit points as he has already suffered.

A critical First Aid roll heals 1d3+3 points of damage and also may prevent long-term effects of a critical or major wound.

Only one First Aid roll can succeed per patient. Once the injuries are bandaged, they cannot be bandaged again for more healing effect.

EXAMPLE: *Crise and Davd are camping together when they are attacked by a wild dog pack. The dogs are easily driven off, but Davd is bitten for 6 points of damage. Crise tries to bandage it, but rolls 99. Since his First Aid roll is the unimpressive 6%, this is a fumble. Poor Davd takes an additional 3 points of damage. The gamemaster decides that Crise idiotically tried to sterilize the wound by searing it with a burning log.*

Machine Lore

This allows the creation and understanding of mechanical things and engines. Understanding and evaluating a machine's function does not usually take any special equipment, but manufacturing a machine requires a machine shop, with files,

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Electrical Lore Skill Table

This table equates Electrical Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e.,an adventurer with a 55% Electrical Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill %	Possible Effects
01-20	Knows that lightning and static electricity are two forms of the same power and that electricity exists.
21-40	Can make simple electric devices such as leyden jars and lightning rods.
41-60	Can understand how to use basic electrical devices, hook up batteries, read dials and switches, etc.
61-80	Can create basic electrical devices, such as electromagnets, generators, telegraphs, etc.
81-00	Can create and understand advanced electrical devices.

Machine Lore Skill Table

This table equates Machine Lore knowledge with various possible game effects obtainable at particular skill values. These effects and benefits are cumulative (i.e.,an adventurer with a 55% Machine Lore skill value can do those things listed on the 55% line, plus all those things listed on the lines above).

Skill %   Possible Effects

01-20   Understands simple machines, such as pulleys, wagons, gears, etc.

21-40   Can create and build simple machines, such as waterwheels, pedal-turned lathes, and shot towers.

41-60   Can understand the use of moderately complex machines, such as steam engines, air pumps, cotton gins, or multi-speed bicycles.

61-80   Can build moderately complex machines, such as steam engines, etc.

81-00   Can build and understand very complex machines, such as internal combustion engines, ornithopters, etc.

map is correct. If it fails, his map is misleading in some way, chosen by the gamemaster.

Memorize

This is used to remember important things, such as poems, conversations, routes, diagrams, and so forth. If the roll fails, the character's memory either fails him completely or it is faulty in some way (gamemaster's choice).

Music Lore

The knowlege of music, songs, and tunes. It includes the ability to play some sort of musical instrument, though not to sing (which is covered under the Sing skill). For each 10% skill in Music Lore, the user can learn one musical instrument. All non- electronic instruments known today are used by at least one people on the Tragic Millenium Earth. In addition, several new types of instruments have been invented. Of these, perhaps the most bizarre is the evil Granbretanian Manpipes used only in Londra itself, which produces its "melody" by inducing pain in a number of slaves carefully chosen for their bass, tenor, soprano, or alto shrieks and screams. More pleasing instruments include bagpipes, fiddles, alpenhorns, trumpets, balalaikas, flutes, and banjos.

Like all Lores, Music Lore cannot be improved by experience, only through training at the hands of a Master, or by encountering another character with a Music Lore rating and spending at least one full day chatting and comparing notes with one another. When this occurs, the adventurer with the lower Music Lore raises his skill by 1d6% and the adventurer with the higher skill raises his by 1d4%. This can only be done once with a particular person.

Navigate

The ability to steer a ship well over a long distance. Riverboat captains memorize every twist and curve of their river. Sea captains must use the stars and occasional landmarks to make their way. If a Navigate roll is a failure, then the captain cannot be sure of his exact location. When he finally reaches land, the gamemaster should determine where he has actually arrived. This shouldn't be too many miles from his intended destination, unless the Navigate roll was fumbled.

Read/Write *or* Speak Other Language

Though most Europeans and Amarehkians know the Common Tongue, almost every nation has its own language as well. The basic ability in Speak Own Language is 80%. The basic ability in Speak Common is 40%.

Manipulation Skills

Manipulation skills are those requiring fine hand control. Unlike agility skills, manipulation skill proficiency does depends somewhat on Intelligence.

Juggle

A performing skill, forbidden to characters with DEXs of 12 or less. A failed roll indicates that the juggler has dropped one or more of his objects. For each 10% in the skill, the user can juggle one object. The user can add half his Juggle skill to his skill with any thrown weapon.

Pick Lock

Permits the user to break through locked openings. A picklock or bit of wire is always needed as well, unless it is a combination lock. Good locks cannot be picked except with a good set of lockpicks. Combination locks do not require lockpicks, but the user must succeed in a Listen roll at the same time he spins the tumbler. Picking any good lock requires some time, usually at least 5-10 minutes.

Set/Disarm Trap

The ability to set up a mechanical trap or snare, or to disassemble one to render it harmless. This skill does not help a person find traps — that is discussed under the See and Search rules. A failed skill roll when trying to set a trap indicates that the trap will not function properly (though it may look fine). A failed skill roll when trying to disarm a trap indicates that the trap catches the poor fellow trying to disarm it.

Sleight of Hand

Characters with DEXs of 14 or less cannot learn or use this skill. This is the skill of nimble hands and misdirection to hide or produce a small object while being watched by others. A high Sleight skill indicates that the user does well with card

tricks, shell games, and the like. A failed skill roll indicates that the viewers saw through the attempted trick. A fumbled roll means that the skill user dropped the small object he was playing with. If the Sleight of Hand roll is a success, it can only be noticed by a viewer that succeeds in his own Sleight of Hand roll while watching intently.

Tie/Untie Knot

This is the skill of knotting rope appropriately for various situations. Sailors often use this skill. If the skill roll is a failure, the knot is badly tied, and may be weak, or prove difficult to untie.

Perception Skills

With a perception skill, an adventurer can extract specific information from one or more senses and intelligently organize it.

Balance

The perception of the center of gravity of the adventurer's or any other body. It can be used when the adventurer is trying to walk along a narrow ledge or a tree limb. It can also be used to balance one object atop another, as in making a house of cards or stack of furniture. Finally, it permits the user to tell if the floor slopes and, if so, in which direction.

Listen

This covers both the ability to listen intently for faint sounds which would normally be inaudible, and the ability to hear minor sounds and interpret them correctly, even when not consciously listening for them. Trying to hear through a closed door or being awakened by the crack of a twig are both examples of the Listen skill in action.

Scent

Scent is used to identify a substance or creature by its smell. The user's skill % is halved if he is drunk, drugged, or close to an open flame or other odor-producing substance. Animals such as dogs are naturally very good at this skill, but humans can learn a modicum of it as well.

Search

This skill is used to closely scrutinize an area to find a Concealed object. It can reveal the latch of a secret door, a trap, or hidden drawers in chests. Search is used to find small objects — an adventurer's See might be used to spot the outline of a secret door, but Search then finds the latch.

See

A skill used to spot unobtrusive things. It can be used to spot a person using the Hide skill, a secret door, or whether or not someone is concealing a dagger under his shirt. See is used to

find large hidden objects — your See might be used to notice the corpse hidden behind the tapestry, but Search is needed to check the body for hidden valuables.

Taste

This permits the user to identify a substance with a very small taste. It can be used to tell whether food or drink is poisoned, and is of great value to Tragic Millenium chemists. Since only the tiniest taste of any substance is made, most poisons have no effect on the user. However, extremely potent poisons may force the user to succeed on a CON x 5 roll or be affected anyway.

Track

The skill of trailing a living being by the traces it leaves, such as footprints, broken grass stems, etc. It cannot be used in a place with a solid substrate, such as a paved road or inside a building, unless the substrate is very dusty. If the quarry is wounded, add 20 percentiles to the user's Track. A Track roll must be attempted periodically (say, every ten minutes). If the Track fails, the trail is lost. The tracker can try a Track at half normal chances for success to pick up the trail again. Otherwise, it is gone.

Reduce the tracker's skill by 20 percentiles for each day (after the first) that the trail is old.

Stealth Skills

Adventurers use stealth skills to conceal themselves from hostile eyes.

Ambush

The skill of lying in wait to bushwhack someone. The exact advantages the Ambush skill gives a successful user is explained in the Combat chapter.

Conceal

This skill is used to hide any small item (smaller than .3 meters in any dimension) from view. The item might be pocketed, tucked under another object, in bushes, furniture, etc. The Search roll is needed to spot a correctly Concealed item.

Cut Purse

This skill covers pocket picking, cutting purses, and the covert theft of jewelry or other small valuables from another's person. If the cutpurse is trying to filch an item which is in direct contact with the target's skin (such as rings, bracelets, tiaras, etc.), his skill % is halved, plus he must succeed in rolling DEX x 5 or less on 1d100, unless the target is dozing.

Hide

The skill of making oneself unseen. It cannot be used unless there is something to hide in or behind. A well-lit bare room

offers no opportunities to try a Hide roll. However, assuming sufficient cover, a Hide roll renders the user unseen to anyone that does not come within a meter of him or that does not succeed in a See roll when within 10 meters. Anyone trying to move while stay in cover has their Hide skill temporarily halved.

Move Quietly

The ability to walk, run, swim, climb, jump, etc., without making significant noise. If the user is wearing metal armor, subtract 40 percentiles from his skill level. Listen can be used to hear a person trying to Move Quietly.

Combat

COMBAT IS A CONFUSED RUSH of quickly-moving people and weapons. The **Hawkmoon** combat rules quantify and delineate this clash in an attempt to make it understandable in game terms. Combat is subdivided into combat rounds (sometimes called combat turns). Each round is nominally considered to have a duration of 12 seconds in the fantasy world, but will require a minute or two of real time to resolve. For the adventurers, the simulated round will sometimes consume a longer or shorter period of time as the tempo of a battle rises and ebbs, but the procedure used by the gamemaster and the players remains the same no matter how a battle is perceived by the characters.

There are five combat turns in a game minute.

Normally, an adventurer can attack only once in a given combat round. Some creatures or adventurers have more than a single weapon and so can attack more than once. An unarmed man's two fists, for instance, count as two different weapons. Note, by the way, that a weapon carried in one's off-hand counts as a different skill.

Combat Sequence

A combat round consists of the following series of steps conducted, in order, by the gamemaster and the players.

1) DECLARATION OF INTENT: the gamemaster and the players each declare what their characters plan to do in the round. Everyone could take turns making their declaration or it could be in reverse DEX order (i.e., lowest DEX declares first, then next lowest, and so on up to the highest DEX in the group), reasoning that those with a faster reaction time should be able to see what is happening before making decisions.

2) RESOLUTION OF MISSILES AND MELEE: combat occurs, in DEX order, as explained later on in this chapter.

3) MOVEMENT OF NON-ENGAGED CHARACTERS: anyone who is not engaged in melee and who has not loosed any missiles in this round can move their full movement allowance. Anyone who has used the Dodge skill, picked up a dropped weapon, or perform similar activity, may move half normal distance. Also, anyone engaged in melee who has just killed or knocked out his foe can move half normal distance.

Determining Order of Attack

Every **Hawkmoon** character has a DEX rating. The fighter with the highest DEX gets to make his attack first. Then the next highest DEX gets to attack, and so on. If two characters have equal DEX, they strike simultaneously. If a character doesn't have a weapon ready at the start of the round (for whatever reason — perhaps because his main weapon was dropped or broken), his effective DEX is lowered by 5 (for purposes of determining order of attack only) for that round, as he pulls his sword out, lowers his spear, or whatever.

Determining Results

Look at the Weapons Table. Each weapon has its own damage rating. For instance, a battle axe is 1d8+2. This means that when a battle axe hits someone, the user rolls an eight-sided die and adds two to the result. If an attacker has a damage bonus, he adds this as well. The damage done is taken directly off the target's hit points.

If an attacker's 1d100 roll with a weapon attack is successful, a hit has been scored. The target has three choices: (1) he can take his damage like a man, hoping he isn't seriously injured or counting on armor (if present) to absorb the blow; (2) he can try to parry; or (3) he can try to Dodge.

Parrying

The Parry skill is vital to your adventurer's survival. When an adventurer is hit in combat, he almost always has a chance to Parry and thus escape harm. To Parry, the adventurer must have a weapon or shield in hand. The roll is made against his Parry skill. If the Parry is successful, it completely blocks the hit, and he takes no damage. Unlike an Attack, a Parry can be performed anytime during a combat round — it is not tied to

one's DEX. If your enemy attacks on DEX 25 and your own DEX is 2, you can still parry normally.

It is possible to parry several times in a round. Each successive time in a given round that a character tries to Parry, his skill is reduced by a cumulative 20 percentiles. At the beginning of the next combat round, his Parry returns to normal.

Only one Parry can be tried vs. each hit. If your character has, say, both shield and sword, he can not attempt to block the same attack with both weapons — he must choose one and stick with it.

Weapon Masters

A Weapon Master can turn a successful Parry into an Attack. This is called a riposte. If a Master is struck at, but successfully Parries (whether or not the Attack succeeds), then he can get a free swing at his erstwhile assailant. If he managed to parry, say, four hits in a single round, he can also try four ripostes, one against each foe he parried. A riposte does not take the place of the Master's normal Attack (which occurs on his DEX). Thus the Master previously mentioned would actually get five attacks that round — four ripostes plus his ordinary attack.

For each Attack after the first in a given round, a cumulative 20 percentiles is subtracted from the Master's chance of success. At the start of the next round, his Attack returns to normal.

Dodging

A Dodging character cannot either attack or parry in the round he Dodges. Dodging only enables the user to avoid a critical hit if the Dodge roll is critical, too. A character who decides to Dodge before he has attacked forfeits his chance to attack that round. A character who has already tried to attack or parry in the round cannot attempt a Dodge. A successful roll means that the character was missed by whatever attack he was Dodging. It is possible to Dodge more than once in a round — each successive Dodge after the first has a cumulative 20 percentiles subtracted from the user's chances to succeed. At the start of the next round, his Dodge returns to normal.

Armor

Armor protects the wearer from injury. Though armor comes in a wide variety of different appearances, most types can be subsumed into just four basic varieties. Whatever the variety, all armor works in a similar manner — a die is rolled, and the result subtracted from the damage done by any successful hit. For instance, if a victim were hit for 8 points of damage, and his chain armor protection roll was 5, only 3 points of damage would actually get through to reduce his hit points.

Leather Armor consists of a leather jerkin for the torso, heavy leather boots and gauntlets or vambraces, and may be topped with a leather cap or hood. It can be worn in towns and cities without attracting undue attention or looking particularly warlike. Each time an adventurer wearing leather armor is hit, he should roll 1d6-1 to determine how much protection the armor offered. The result could be anywhere from 5 (which might stop a feeble blow) down to 0, indicating that the adventurer was hit somewhere where there was no armor.

Chain Armor gives 1d6 protection. A wearer has a mail hauberk and helmet, and usually sleeves as well.

Half-Plate Armor consists of a steel breastplate and helmet, possibly aupplemented with leather or thick cloth elsewhere. It provides 1d8-1 points of protection.

Plate Armor is the fanciest. It resembles the armor used in 12-15th century Earth, and is quite excellent. The entire body is covered, and only the joints are vulnerable. Commonly, plate armor wearers leave off the helm for better visibility. Complete plate armor provides 1d10+2 points of protection, but the wearer can only hear very loud noises and is usually surprised by attacks from the sides and rear. At a minimum, all his Perception skills (including Balance) are halved. If the helm is left off, the protection is reduced to 1d10-1, which is still quite good.

Note, however, that Granbretanian beast-masks are quite experienced in wearing heavy helmets — they are brought up from childhood to wear their masks at all times, doffing them only to eat in absolute privacy. Hence, they do not suffer the aforementioned penalties for wearing full 1d10+2 plate. Their Perception skills are not reduced, and they are not automatically surprised from attacks from the side and rear. This special benefit is only available to Granbretanians.

Suits of plate armor have SIZ ratings. One can wear a suit of plate with a SIZ equal to his own, or one point larger. A suit smaller than one's own SIZ or more than one point larger cannot be worn, though they could possibly be broken up into a suit of half-plate. Anyone who wishes to wear plate armor should have a STR of at least 11. Anyone with a STR of less than 11 must subtract 1 from his DEX during combat for each point of STR lacking. Anyone wearing plate that has a STR less than 15 has only 2/3 normal speed in movement.

Swimming in Armor

The only kind of armor that it is possible to swim normally in is Leather. All other types of armor cause the wearer to sink like a lead weight. However, a person wearing half-plate or chain armor can remove his armor if he succeeds in three quick Swim rolls in a row. If he fails to remove his armor, down he goes. Anyone unfortunate enough to be wearing plate drowns automatically. This doesn't change even if he's not wearing his helmet — he can just see where he's going in that case.

Durability of Armor

Armor is tough. It's meant to get battered and bashed around. After your adventurer has been in a few fights, his armor will
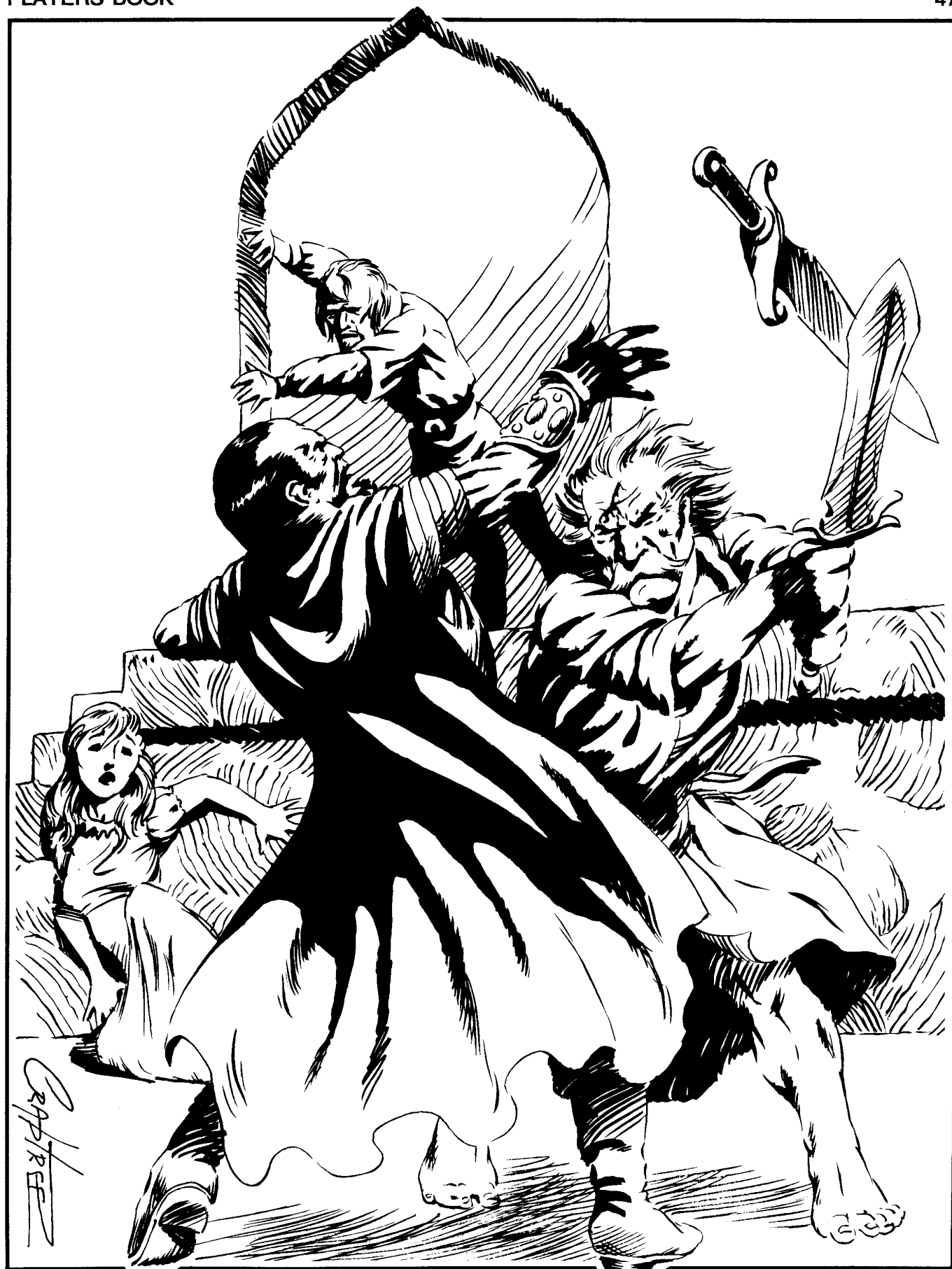
be nicked, dented, and scraped, but it still protects him just fine. However, if a particular character's armor protection roll (before subtractions or additions) is a 1 three times in a row, the gamemaster may see fit to rule that at the end of that combat, the armor has been cut or bashed to pieces, and its protective value is destroyed.

Delivering Damage

All weapons have a damage rating. When a weapon strikes home, its damage rating is rolled and subtracted from the target's hit points (less armor, if any). Such hits are called wounds. There are three types of wounds: minor wounds, major wounds, and mortal wounds. These are fully explained in the Game System chapter, and are briefly recapped below.

MINOR WOUNDS: A minor wound is any wound whose damage adds up to less than half the character's original (unwounded) hit points. For each 4 hit points lost to minor wounds, the character's DEX is decreased by 1.

MAJOR WOUNDS: a major wound is any wound whose damage adds up to half or more of the character's original (unwounded) hit points. Anyone suffering from a major wound has his DEX immediately halved (round fractions up). Most fighters stop battling after taking a major wound. However, when matters are desperate, it is possible to keep fighting for a number of rounds equal to the hit points a fighter has remaining. For instance, if a man with 12 hit points took an 8 point major wound, he could keep fighting for 4 more rounds. Then he collapses from loss of blood, pain, and shock. He'll need medical attention, too, or he might die.

Anyone surviving a major wound must roll on the Major Wounds table to determine the long-term effects of the injury. These effects are permanent.

MORTAL WOUNDS: a mortal wound is any wound which delivers damage equal to or greater than the target's remaining hit points. The victim has died.

Critical Hits

As mentioned in the Game System chapter, a critical success (or "hit," as it is usually termed when applied to combat) occurs on any roll that is 1/10 or less of the applicable skill level. Critical hits represent blows to vital organs or blood vessels, broken bones, and similar crucial wounds. When a critical hit is rolled, extra damage is done. Roll the normal damage for that weapon, and then double it (be sure to add any damage bonus, too). This naturally greatly increases the chance of killing or giving a major wound to one's target. If the critical hit is not fatal, the victim must roll on the Major Wounds table, even if the damage done would normally only qualify as a minor wound.

Armor does not protect vs. a critical hit — the weapon has gone through a weak joint or unprotected part of the body.

A critical Dodge is needed to avoid a critical hit. Any successful Parry blocks a critical hit, but the parrying weapon is automatically shattered.

Fumbles

A fumble can happen either on an Attack or a Parry roll. When a fumble occurs in combat, roll 1d100 on the appropriate following table.

Fumbles In Combat

Use this table to determine the effect of a Fumble in combat. Refer to the proper table for the combat action performed.

Hand-Held Weapon Fumbles

d100	(i.e., sword, axe, club)
01-50	Drop weapon at feet.
51-85	Weapon slips from hand and flies 1d6 meters away.
86-00	Weapon strikes the nearest hard substance and breaks. If no hard substance (like walls, floors, or armor) is available, the fumbler has wounded himself. Divide damage roll by 2.

d100	Missile Weapon Fumbles (i.e., bow, sling)
01-50	Drop weapon.
51-85	Weapon breaks.
86-00	Hit a friends or shoot self in foot (take half Damage roll as a wound).

d100	Natural Weapon Fumbles (i.e., fist, claw, bite)
01-50	Trip and fall, must fight from the ground unless opponent lets character up. Attacks from ground are conducted at half normal percentage except for Parry.
51-85	Strain some muscle, next 1d6 attacks are conducted at half normal percentage.
86-00	Hurt self, inflict full normal damage to self.

While it is possible for wild beasts to fumble their Attacks, it is extremely unlikely that they would either fall over or hurt themselves. If a beast fumbles an attack, apply the 01-50 and the 86-00 results against either an inanimate object or against another beast if there is more than one animal in combat. This helps the adventurers without taking unrealistic liberties with the creatures attacking them.

Breaking Weapons

Weapons can break any one of several ways. Sometimes a fumble breaks the fumbler's weapon. The defender's weapon breaks whenever a Parry roll is attempted (whether successful or not) vs. a critical hit. If the Parry roll succeeds, then the user's weapon is destroyed, but at least the critical blow was blocked. If the Parry roll is a failure, not only does the hapless character take a critical hit, but, adding insult to injury, his parrying weapon breaks, too.

An attacker's weapon breaks when the defender's Parry is a critical success. If a critical Attack is blocked by a critical Parry, both weapons break.

Missile Weapons

Missile weapons are used like any other type of weapon — a missile is launched on the user's DEX and an Attack roll made. If the roll succeeds, the victim takes damage. Critical hits and fumbles both apply. Two basic types of missile weapons exist: thrown weapons and projectile weapons. Thrown weapons include any type of weapon that is simply hurled at the target by force of arm, such as a rock, spear, dagger, or axe. Projectile weapons launch a missile at the target, and includes weapons such as slings, bows, and crossbows. A simple rule of thumb to tell the difference between the two is: after you've launched a thrown weapon, your hand is empty; after you've launched a projectile missile, the launcher is still in your hand.

A missile weapon cannot be used when you are engaged in hand-to-hand fighting. Most thrown weapons can also be used as melee weapons, though this requires a separate skill. However, projectile weapons are basically valueless in melee combat, and if an adventurer is caught in melee before he can loose an arrow or slingstone, his attack is aborted, and he must drop his bow or sling to pull out a melee weapon such as a sword.

Weapons that can be used both as hand weapons and melee weapons require a separate skill for each function. However, if no missile skill has been developed for a particular melee weapon usable as a missile, the user still gets a 10% chance (plus his Attack bonus) to throw his weapon accurately.

Parrying and Dodging Thrown Weapons

The chance of parrying a thrown weapon is half that of a normal Parry. An ordinary Dodge roll can avoid a thrown weapon, if the Dodger sees the missile coming.

Weapon Table

Shown here is all game information for the various weapons available in **Hawkmoon**. Transfer to the adventurer sheet the information for those weapons used by your adventurer.

Melee Weapons	required STR	DEX	Damage	Price
Battle Axe	13	9	1d8+2	200s
Broadsword	9	7	1d8+1	250s
Butt (with head)	-	-	1d4	-
Cudgel or Club	7	7	1d6	-
Dagger	-	3	1d4+2	100s
Great Hammer (2-handed)	11	9	1d10+2	300s
Greatsword (2-handed)	11	13	2d8	750s
Hatchet	7	9	1d6+1	125s
Javelin	-	10	1d6	175s
Kick (with foot)	-	-	1d6	-
Mace	7	7	1d8	75s
Long Spear (2-handed)	11	9	1d10+1	50s
Longsword	13	9	1d10+1	350s
Poleaxe (2-handed)	13	11	3d6	400s
Punch (with fist)	-	-	1d3	-
Quarterstaff (2-handed)	9	9	1d8	50s
Rapier	7	13	1d6+1	200s
Saber or Scimitar	9	9	1d6+2	225s
Scythe (2-handed)	11	9	2d6	200s
Shortsword	7	7	1d6+1	125s
Spear (1-handed)	9	7	1d6+1	20s
War Hammer	11	7	1d6+3	200s

Shields	required STR	DEX	Damage	Price
Buckler	-	12	1d4	50s
Heater	8	9	1d6	100s

Missile Weapons	required STR	DEX	Damage	Range	Price
Buckler	6	12	1d6	10m	50s
Composite Bow	11	11	1d8+1	150m	400s
Crossbow	13	7	3d6	100m	800s
Dagger	-	6	1d4+2	15m	100s
Flamelance	11	11	5d6	100m	5,000s
Hatchet	9	12	1d8+2	15m	125s
Javelin	7	10	1d8+2	30m	175s
Long Bow	13	11	1d10+2	120m	600s
Rock	-	5	2d4	30m	-
Self Bow	9	9	1d6+1	90m	250s
Sling	9	9	1d8+1	90m	25s
Spear	9	10	2d6	15m	20s

Two-Handed Weapons: to use any two-handed weapon, you must have both hands and arms free. In other words, you can't also wield a shield, though you could sling a shield over your back.

Required STR, DEX: any user of the weapon must have at least the stated STR and DEX to wield it properly. If your adventurer uses a weapon that he lacks the STR for, he is perforce much slower and clumsier. In game terms, he swings last on every combat round. If his STR is more than 3 points less than the minimum requirement, he can only swing once every other round. If his opponent is also using a forbidden weapon, then the highest DEX still swings first. In the case of bows and crossbows, a character with insufficient STR can't use the weapon at all —he simply can't pull back the bowstring.

If your adventurer lacks DEX, rather than STR, then he can't control the weapon properly, and a successful hit does only half the rolled damage to the target.

If your adventurer lacks both STR and DEX, he suffers both handicaps.

Range (for missiles only): the number of meters a missile can be launched successfully.

All weapons are considered to have 20 hit points for determining whether they have been damaged by fire, acid, being stepped on by a horse, etc.

Parrying and Dodging Projectile Weapons

The chance of parrying a missile from a projectile weapon is half that of a normal Parry. In addition, only shields can be used to parry such missiles. Dodge rolls won't work vs. projectile weapons at all.

Glossary of Weapons

Battle Axe: *a heavy axe about the size of an ordinary wood axe, but used for chopping people rather than trees.*

Broadsword: *a straight, double-edged blade. It has a point, but is usually used only for cutting. The blade is about a meter long.*

Buckler: *a small round metal or wooden shield used in fencing. It is only 30cm or so in diameter and is used actively to knock away an opponent's weapon, rather than to passively block blows.*

Composite Bow: *a recurved bow made of wood and laminated horn. It has the longest range of any bow.*

Crossbow: *a mechanical device which basically consists of a short, thick bow placed crosswise on a wooden stock. The string is pulled back by a crank, giving the user's musclepower a mechanical advantage. The crossbows used in Tragic Millenium Earth are all quite large and heavy. They are slow to load, and can only be fired once every three combat rounds.*

Cudgel or Club: *an ordinary wooden stick with a knob on one end.*

Dagger: *a fighting double-edged knife. Can be thrown to some effect.*

Flamelance: *an important military weapon for most European nations. A flamelance is held under one arm for firing and has almost no recoil. It produces a thin beam of red laser light. Flamelances are long, clumsy, and delicate. A single sharp blow or immersion in water, and the weapon is ruined. If a flamelance is parried with, it becomes totally useless. A flamelance is good for almost a hundred shots before its tip must be unscrewed and replaced. These tips are rare, and are always valued highly when charged flamelance tips are found, for the procedure for reprocessing used tips is complex, requiring advanced scientific equipment. Flamelances are normally unavailable to civilians.*

Great Hammer: *a large weapon resembling a pick more than a hammer. It is intended to knock holes through plate armor.*

Greatsword: *a very large sword requiring two hands to manipulate.*

Hatchet: *a small axe, much like a tomahawk in design, and balanced for throwing.*

Heater: *a war shield, shaped rather like the bottom of a flatiron (hence the name). It is attached to the arm with two leather straps. It is generally made of wood with metal reinforcing.*

Javelin: *a slim, light spear intended primarily for throwing, though it can be used for stabbing as well.*

Long Bow: *resembles the traditional English weapon. The shaft is long (about as tall as a man) with a single curve. It fires long, thin arrows with enormous force. It is now used only for hunting, for most armies that would find a use for the weapon use flamelances instead.*

Mace: *the traditional European knights' weapon, consisting of six or eight flanges on the end of a short metal shaft. Due to the nature of the mace, chain armor only provides half normal protection vs. it (round fractions up).*

Long Spear: *a 7 to 10 foot wooden shaft tipped with a narrow blade or spike.*

Longsword: *a very long sword, with a 110-130cm blade. It resembles the traditional "sword of war" of the knights of yore.*

Poleaxe: *a very long axe, with a handle as much as 2m long. The top part of the haft has iron strips running down its sides. Its sturdy blade is backed by an iron spike.*

Quarterstaff: *the traditional traveler's friend, a stout oaken staff about as tall as a man or a little taller. The ends are sometimes shod in metal. In combat, it is held with one hand near the center and the other hand about a quarter (hence the name) of the way up the staff.*

Rapier: *a civilian's weapon, with a complex hand-guard and a fine blade. Because of the rapier's thin blade and the ease with which it slips through flesh and cracks in armor, a critical hit by a rapier does triple, rather than double, damage.*

Rock: *just a fist-sized hunk of stone you got from a riverbed or mountainside.*

Saber or Scimitar: *a single-edged curved sword intended for slashing. In Europe, generally used by cavalry and Easterners.*

Scythe: *a farmer's weapon, used only in desperation or poverty. Still, the heavy iron blade can be formidable when swung.*

Self Bow: *the basic type of bow to which all other bows compare favorably. It is a short, single-curved weapon like that used by American Indians before the adoption of firearms.*

Shortsword: *a sword with a blade about the length of a man's forearm. It has a sharp point and is generally intended for stabbing, though it can be used to hack and slash, too. Since it is light and convenient to carry, it is often used as a secondary weapon.*

Sling: *that with which David slew Goliath. A leather strap with a stone-holding cup. The best sling pellets are actually lead slugs specially cast for that purpose, but ordinary smooth stones work just fine.*

Spear: *a shaft of wood 1.5 to 2 meters long (4-6 feet) with a daggerlike blade on one end. It can be used to hold in one hand and stab, or to throw like a javelin.*

War Hammer: *a metal-reinforced shaft of wood with a four-pronged hammer head projecting at right angles from the end. The head is backed up by a pick-like beak, and either side of the weapon can be used.*

Tactical Notes

There is more to winning a battle than skill, weapons, and armor. By surprising an enemy or getting a positional advantage an inferior party can often get the drop on a superior enemy.

Ambush

A proper ambush requires use of the Ambush skill. The adventurer planning the ambush confers with the gamemaster,

telling him how, where, and with whom the ambush is to be set up. The gamemaster then rolls 1d100. If the result is less than or equal to every participant's Ambush skill, the ambush is a success. Roll 1d4 to determine how many combat rounds the surprise lasts. During the duration of the surprise, the victims cannot Parry, Dodge, or strike back. Their only protection lie in whatever armor they wear and the slim hope that their attackers will miss. Once the set number of rounds has elapsed, the victims can draw weapons and start to fight back normally.

If the ambush roll is unsuccessful, then the intended victims can try See rolls. Each victim who succeeds in his See can get a weapon or shield out and Parry during the first combat round, though only Masters can perform Attacks that round. Victims who fail their See cannot fight back for one combat round. On the second round they can Parry, but not attack, and on the third combat round the fight degenerates into an ordinary melee.

Treachery

Sometimes two parties meet peaceably, but one is surprised when the other whips out a weapon and attacks. This often happens when adventurers fall out with one another, and decide to unexpectedly attack their former partners. If the defender is reasonably wary, both he and his attacker should roll 1d10 and add it to their respective DEX ratings. The character with the highest total gets the initiative and gets a free Attack. The loser of the die roll can do nothing but Dodge (if he has the Dodge skill). After the first round, both adventurers have got their weapons out and combat proceeds normally.

A Helpless Enemy

This covers situations such as cutting the throat of a sleeping foe, murdering bound prisoners, or stabbing an unsuspecting victim in the back.

If the attacker can clearly see what he is doing, the victim is automatically slain unless he can roll his POW or less on 1d100. If the POW roll succeeds, the victim takes normal damage from the attacker's weapon (armor does not help protect) and becomes aware of the assault. On the second round of combat, he can Dodge or Parry, and on the third round he can fight normally.

If the attacker cannot clearly see what he is doing (i.e., he is cutting throats in the dark or trying to stab the back of an unsuspecting, but moving, target), then he simply gets one free surprise attack. He must roll his Attack normally, and the victim's armor can help protect him. After the first round of surprise, the fight reverts to normal procedure.

An Unaware Enemy

A common melee tactic is to try and come on a foe from the rear, or a blind flank. Since the foe is engaged in combat, and presumably wary of such tactics, the intended victim can try to roll his POW or less on 1d100. If the roll succeeds, he spots his attacker, who gets no bonuses for his rear attack. If the POW

roll fails, then the attacker's Attack skill is doubled for that attack.

Fortified Positions

"Fortifications" for the purpose of this bonus can be anything from a barricade of heaped corpses to crenelated battlements atop a castle wall. An foe's Attack skill is halved until he manages to push his way past the fortifications. Impromptu fortifications may actually benefit both parties to a fight — an ordinary farm wall makes it harder for each combatant to hit his foe. However, specially-made fortifications (such as crenelations) only benefit the person standing on the correct side. Hence, if you are attacking a defender behind battlements, your Attack is halved, and his is not.

Height

If one combatant stands two-three feet higher than his opponent, he gets the benefit of height. This benefit is given to a mounted rider vs. foot troops, to the duellist standing two or three steps higher on the flight of stairs, and to the last-ditch defenders atop a hillslope. The fighter in the lower position must subtract 5% from both Attack and Parry skills with any weapon.

Mass Combat

War sweeps the length and breadth of Europe during the **Hawkmoon** saga. It is probably impossible to keep your adventurers out of every mass battle.

Land Battles

The important aspect of any major battle for an adventurer is whether or not he survives it. For each 30 minutes the battle lasts, each adventurer must attempt a POW x 5 roll or less on 1d100. If the roll succeeds, he is uninjured for that half-hour. If the roll fails, he takes 2d10 damage, but armor helps protect. If the roll is a fumble, he takes 2d10 damage and armor provides no protection.

Any adventurer surviving a battle receives experience checks in all appropriate weapon Attacks and Parries, unless he received a Major Wound, in which case he gets no experience checks.

Note that no matter what the adventurers do (unless they happen to be commanding generals), their actions cannot affect the course of the overall battle, which should be decided by the gamemaster according to the needs of his campaign.

Sea Battles

Many ship-to-ship conflicts in **Hawkmoon** are boarding fights, which can be handled as ordinary melees — just have the ships draw aside one another, the crews Jump or swing across on ropes, and fight it out till one side wins.

Large sea battles can be handled in the same manner as large land battles (q.v.).

Complete Contents for the Players Book

COMPARISON OF WORLDS

The map to the right shows the world of the Young Kingdoms, the home of Elric of Melnibone. Below is shown Tragic Millenium Europe, the home of Duke Dorian Hawkmoon. Both are shown to the same scale: 1 inch equals 500 miles. As you can see, the world covered by Michael Moorcock in his *Elric* novels spans far less area than does Hawkmoon's Europe. Of course, these maps show only what is covered in the respective series of novels, and more of each world exists beyond the borders of these maps.

0   250   500   750   1000
miles

THE YOUNG KINGDOMS

TRAGIC MILLENIUM EUROPE

TO AMAREHK

TO ASIA COMMUNISTA

N

CRABRETAN

SCANDIA

MUSKOVIA

GERMANIA

FRANCE

UKRANIA

CARPATHIA

SHERIA

ROMANIA

SLAVIA

MADYARIA

BLACK SEA

ESPANIYA

ITALIA

TURKIA

PERSIA

GREECE

SICILIA

MIDDLE SEA

SYRIA

PERSIA GULF