What's In This Box

An Explanation of the Parts

The boxed HAWKMOON roleplaying game contains three rulesbooks, a map, a set of reference sheets, character sheets, three dice, and other enclosures. Each item fulfills or supplements a particular need.

PLAYERS BOOK contains all of the information needed to play the game: introduction to Tragic Millenium Earth, character generation, movement and combat, and skills. Use this book to create characters from Earth. Be a sailor, scientist, merchant, noble, scholar, soldier, hunter —even a mutant. Equip your characters with appropriate skills and selected weapons, and set off to find your fortunes.

In the center of this book you will find four copies of the adventurer sheet ready-to-use. The easiest way to remove them is to carefully tear down the center fold. Tug each sheet away from the staples. Removing these sheets does not affect the page numbering of the Players Book, and reveals a magnificent view of the *Battle of the Kamarg*.

SCIENCE BOOK assembles information on the history of the Tragic Millenium, provides a Chronology of Events drawn from the *Hawkmoon* novels, describes the effects of the Tragic Millenium, lists technological devices of the era, discusses mutations, and explains the results of interdimensional travel.

GAMEMASTER BOOK considers (with statistics) earthly animals and mutant monsters; gives hint to the gamemaster on style and content of his or her presentation; offers two introductory scenarios (The Twisted Village, and The Chatillon Caverns); and assembles statistics for some of the Tragic Millenium Earth notables —Duke Dorian Hawkmoon, Count Brass, Bowgentle, Huillam D'Averc, Oladahn of the Bulgar Mountains, etc.

MAP OF EUROPE can be used to locate adventures, as a reference for travel, and to show the relationships of the various European Kingdoms before the advent of the Granbretanian invasion.

The REFERENCE SHEETS and additional ADVENTURER SHEETS make up the rest of the booklet which you now read.

The Adventurer Sheets are immediately usable to organize the information describing a character. The Minor Character Description form is simply a half-sized copy of the adventurer sheet. Two fit on a page and are more convenient for the gamemaster and those hard-gaming players who run more than one character at a time. Permission is granted to photocopy any of the chracter description sheets as needed for personal use — they may not be reproduced for sale. Master copies of the Character and Minor Character sheets are provided on pages 5 and 6 of the Players Book.

The Reference Sheets summarize important information from the HAWKMOON rulesbooks —a price list, weapons tables, mutation effects tables, combat aids, and a character creation summary.

THREE DICE (1D6, 1D8, 1D20) are sufficient for play, but you probably will want at least two more D6s. If you are unfamiliar with the dice provided in this game, read about them at the end of the first chapter of the Players Book.

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ **SEX** ___ **AGE** ___ **CLASS** _____

NATIONALITY _____ **PLAYER** _____

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 ___	**Description**	
CON ___	weight ___ height ___	
SIZ ___		
INT ___		
POW ___		
DEX ___		
CHA ___		

Afflictions/Mutations

ARMOR

Hit Points

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

Weapon	Bonuses	Attack	Damage	Parry

Notes

Possessions

KNOW bonus ___ %	COMMUN bonus ___ %
Ancient Lore ___ %	Credit ___ %
Biological Lore ___ %	Orate ___ %
Cartography ___ %	Persuade(+10%) ___ %
Chemical Lore ___ %	Sing ___ %
Electrical Lore ___ %	
Eval Treasure ___ %	MANIP bonus ___ %
First Aid ___ %	Juggle ___ %
Mechanical Lore ___ %	Pick Lock ___ %
Memorize ___ %	Pilot Ornithopter ___ %
Music Lore ___ %	Sleight of Hand ___ %
Navigate ___ %	Set Trap ___ %
Craft ___ %	Tie Knot ___ %
Craft ___ %	
	STEALTH bonus ___ %
LANGUAGES	Ambush ___ %
Speak/Read/Write	Camouflage ___ %
Common ___/___/___ %	Conceal ___ %
___/___/___ %	Hide (+10%) ___ %
___/___/___ %	Move Quietly ___ %
___/___/___ %	Cut Purse ___ %

AGILITY bonus ___ %	PERCEP bonus ___ %
Climb (+10%) ___ %	Balance (+10%) ___ %
Dodge (+10%) ___ %	Listen (+10%) ___ %
Jump ___ %	Scent ___ %
Ride ___ %	Search ___ %
Swim ___ %	See (+10%) ___ %
Tumble ___ %	Taste ___ %
	Track ___ %

Money

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Michael Moorcock's HAWKMOON

ETERNAL CHAMPION

CHARACTER SHEET

NAME _____ SEX _____ AGE _____ CLASS _____

NATIONALITY _____ PLAYER _____

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

		Description	weight _____ height _____
STR	_____		
CON	_____		
SIZ	_____		
INT	_____		
POW	_____		
DEX	_____		
CHA	_____		

Afflictions/Mutations

ARMOR _____ Hit Points

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

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

Notes

AGILITY bonus _____ %	KNOW bonus _____ %	COMMUN bonus _____ %	Possessions
Climb (+10%) _____ %	Ancient Lore _____ %	Credit _____ %	
Dodge (+10%) _____ %	Biological Lore _____ %	Orate _____ %	
Jump _____ %	Cartography _____ %	Persuade(+10%) _____ %	
Ride _____ %	Chemical Lore _____ %	Sing _____ %	
Swim _____ %	Electrical Lore _____ %		
Tumble _____ %	Eval. Treasure _____ %	MANIP bonus _____ %	
	First Aid _____ %	Juggle _____ %	
	Mechanical Lore _____ %	Pick Lock _____ %	
	Memorize _____ %	Pilot Ornithopter _____ %	
PERCEP bonus _____ %	Music Lore _____ %	Sleight of Hand _____ %	
Balance (+10%) _____ %	Navigate _____ %	Set Trap _____ %	
Listen (+10%) _____ %	Craft _____ %	Tie Knot _____ %	
Scent _____ %	Craft _____ %		
Search _____ %		STEALTH bonus _____ %	
See (+10%) _____ %	LANGUAGES	Ambush _____ %	
Taste _____ %	Speak/Read/Write	Camouflage _____ %	
Track _____ %	Common _____ / _____ / _____ %	Conceal _____ %	Money
	_____ _____ / _____ / _____ %	Hide (+10%) _____ %	
	_____ _____ / _____ / _____ %	Move Quietly _____ %	
	_____ _____ / _____ / _____ %	Cut Purse _____ %	

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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.

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)

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

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 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

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

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.)

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

Armor

Type	Protection	European Price (in silver)
Leather	1d6-1	100
Chain	1d6	325
Half-Plate	1d8-1	400
Plate w/o Helm	1d10-1	1000
Plate with Helm *	1d10+2	1000

* Characters wearing helmets cannot use Perception skills at more than 25%.

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

SEQUENCE OF PLAY:

1 — Declaration of Intent.

2 — Resolution of Melee/Missile Fire.

3 — Movement/Magic.

PROCEDURE

Highest DEX always strikes first.

A character may PARRY as many times in a round as he needs to, but each attempt is -20% than his previous PARRY attempt.

A character may DODGE instead of ATTACK or PARRY in a round, never both.

A character drawing a weapon subtracts 5 from his DEX for purposes of determining his strike rank that round.

CRITICAL HITS

Any auccessful ATTACK which is 10% or less of the needed percentage (33% skill = 3% or less for critical).

A critical hit does twice the normal rolled damage and ignores all armor or other forms of protection.

A critical hit may be PARRIED, but the Parrying object will break.

A critical hit may only be DODGED by a critical Dodge.

CRITICAL PARRIES

A critical PARRY has the same chance as a critical hit.

A critical parry will break a weapon used in a normal successful Attack.

A critical Parry of a critical Attack will break both weapons.

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.

WOUNDS:

MINOR — any wound doing less than half the original hit points of the target. Every 4 points lost in this manner cost the character 1 point of DEX until healed.

MAJOR — any wound doing half or more of the original hit points of the target. Target instantly loses half his DEX until healed, and may fight on a number of melee rounds equal to his remaining hit points, then he drops. The target also receives a long-term injury shown on the Major Wounds table.

FATALITIES — any time a target receives more hit points damage than it has hit points, it is dead.

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.

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.

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 friend 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.

ETERNAL CHAMPION

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.

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.

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.

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.

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.

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		

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		

European Nationality Table

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

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		

Animal Mutations

This is a sampling of the variety of mutations possible through radiation exposure or genetic manipulation.

d100	result	d100	result
01-03	Adaptability	52-55	Keen Sense
04-06	Allergy	56-57	Luminescence
07-11	Attribute Change (decrease)	58-61	Metabolism Change
		62-63	Pain Sensitivity
12-16	Attribute Change (increase)	64	Pheromone
		65-68	Reduced Sense
17-19	Biped	69-70	Regeneration
20-23	Camouflage	71-73	Sensitivity
24-29	Coloration	74-76	Speech (mimicry)
30-33	Congenital Disease	77-81	Structure Change (adverse)
34-35	Disease Carrier		
36	Group Intelligence	82-86	Structure Change (beneficial)
37-39	Hands		
40-43	Hardy	87-90	Venom
44-51	Hybrid	91-00	Gamemaster's Choice

Plant Mutations

This is a sampling of the variety of mutations possible through radiation exposure or genetic manipulation.

d100	result	d100	result
01-05	Group Intelligence	52-63	Poison
06-15	Imitation	64-72	Senses
16-23	Intelligence	73-77	Spores
24-33	Mobility	78-90	Structural Change
34-41	Perfume	91-00	Gamemaster's Choice
42-51	Personality		

Attribute Change

Roll a d10 to determine which attribute is changed through radiation exposure or genetic manipulation.

d100	attribute	d100	attribute
1	STR	7	CHA
2	CON	8	both STR & SIZ
3	SIZ	9	roll twice more, using a d8 instead of a d10.
4	INT		
5	POW	10	roll three times, using a d8 instead of a d10.
6	DEX		

Skills List

Type	Skill	Beginning %	Experience?	Pre-Requisite
Agility	Climb	10%+	Yes	none
	Dodge	10%+	Yes	none
	Jump	Bonus	Yes	none
	Ride	Bonus	Yes	none
	Swim	Bonus	Yes	none
	Tumble	Bonus	Yes	none
Communication	Credit	Bonus	Yes	none
	Orate	Bonus	Yes	none
	Persuade	10%+	Yes	none
	Sing	Bonus	Yes	none
	Swim	Bonus	Yes	none
Knowledge	Ancient Lore	0%	No	Training Only
	Biological Lore	0%	No	Training Only
	Cartography	10%+	Yes	none
	Chemical Lore	0%	No	Training Only
	Craft	Bonus	Yes	none
	Electrical Lore	0%	No	Training Only
	Evaluate Treasure	Bonus	Yes	none
	First Aid	Bonus	Yes	none
	Mechanical Lore	0%	No	Training Only
	Memorize	Bonus	Yes	none
	Music Lore	0%	No	Training Only
	Navigate	Bonus	Yes	none
	Read/Write/Speak Common Tongue	0%	Yes	none
	Read/Write/Speak Other Languages	0%	Yes	none
Manipulation	Juggle	Bonus	Yes	DEX 13+
	Pick Lock	Bonus	Yes	none
	Pilot Ornithopter	0%	Yes	Training Only
	Sleight of Hand	Bonus	Yes	DEX 15+
	Set Trap	Bonus	Yes	none
	Tie Knot	Bonus	Yes	none
Perception	Balance	10%+	Yes	none
	Listen	10%+	Yes	none
	Scent	Bonus	Yes	none
	Search	Bonus	Yes	none
	See	10%+	Yes	none
	Taste	Bonus	Yes	none
	Track	Bonus	Yes	none
Stealth	Ambush	Bonus	Yes	none
	Camouflage	Bonus	Yes	none
	Conceal	Bonus	Yes	none
	Hide	10%+	Yes	none
	Move Quietly	Bonus	Yes	none
	Cut Purse	Bonus	Yes	none

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Michael Moorcock's HAWKMOON

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.

Attribute Bonuses

		Per point		
Skill	Attribute	Below 9	9-12	Over 12
Attack	STR	-1%	—	+1%
	INT	-1%	—	+1%
	POW	-1%	—	+1%
	DEX	-1%	—	+1%
Parry	STR	-1%	—	+1%
	SIZ	+1%	—	-1%
	POW	-1%	—	+1%
	DEX	-♦1%	—	+1%
Damage — See separate table.				
Agility	STR	-1%	—	+1%
	SIZ	+1%	—	-1%
	POW	-1%	—	+1%
	DEX	-1%	—	+1%
Manipulation	STR	-1%	—	+1%
	INT	-1%	—	+1%
	POW	-1%	—	+1%
	DEX	-1%	—	+1%
Perception	INT	-1%	—	+1%
	POW	-1%	—	+1%
Stealth	SIZ	+1%	—	-1%
	INT	-1%	—	+1%
	DEX	-♦1%	—	+1%
Knowledge	INT	-2%	—	+2%
Communication	INT	-1%	—	+1%
	POW	-1%	—	+1%
	CHA	-1%	—	+1%

Scholars and Scientists add +3% per year over 25.
Nobles add +2% per year over 25.
Others add +1% per year over 25.

Europe

Most **Hawkmoon** adventures will take place in Europe, and it is the suggested location for beginning a **Hawkmoon** campaign.

Carpathia

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

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

Roll 1d6 for body type: 1-2 = light, 4-6 = medium. Add 1d4 each to DEX and CHA.

France

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

Roll 1d6 for body type: 1 = light, 2-6 = medium. Add 1d4 to INT and CON.

Granbretan

A Granbretanian's Order is chosen for him when he is still young, and is never changed thereafter. 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

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

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

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

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

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.

Muscovia

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

Orkneys

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

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

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

Roll 1d6 for body type: 1 = light, 2-5 = medium, 6 = heavy. Add 1d3 to POW.

Scandia

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

Shekia

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

It and its people are basically identical to Italians.

Slavia

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

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

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

Turkia

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

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

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. You are automatically a Hunter unless your Class Background indicates that you are a Farmer.

Amarehk

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. 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

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

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

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

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

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

The Kampps

Body frames are medium. Add 1d6 to INT. All Kampp- dwellers are automatically both Scholars and Scientists.

Kanda

Body frames are medium. Add 1d3 to STR and 1d4 to CON.

Mexca

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

Body frame is heavy. Add 1d3 to STR and CON.

Narleen

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

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

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.

Wasiton

Roll 1d6 for body frame: 1 = light, 2-5 = medium, 6 = heavy. Their attributes are unmodified.

Xas

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.

Michael Moorcock's HAWKMOON

ETERNAL CHAMPION
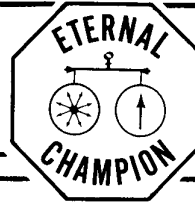
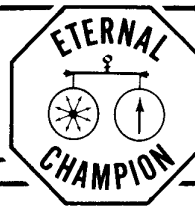## CHARACTER SHEET

NAME _____ SEX _Male_ AGE _18_ PLAYER _____

NATIONALITY _Slavia_ CLASS _Noble_

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 _8_
POW _6_
DEX _9_
CHA _12_

Description
weight _____ height _185cm_

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	_05_ %	_____	_03_ %
long sword	_41_ %	_____	_37_ %
Crossbow	_25_ %	_____	_-_ %
_____	____ %	_____	____ %
_____	____ %	_____	____ %

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

CHARACTER SHEET

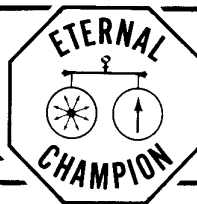NAME _Gordon Chappell_ SEX _Male_ AGE _27_ PLAYER _A. White_

NATIONALITY _Syria_ CLASS _Sailor (Mate)_

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 _10_	
SIZ _15_	
INT _14_	
POW _11_	
DEX _9_	
CHA _9_	

Description
weight _?_ height _188 cm_

ARMOR _Leather 1D6-1_   Major Wound Level _7_

Hit Points _13_

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 %	ME-+1D6/MS+1D3	-2 %
Longsword	43 %	1D8+1+1D6	38 %
Longbow	56 %	1D10+2+1D4	%
	%		%
	%		%

Afflictions/Mutations

Notes

AGILITY bonus _-2_ %
Climb [+10%] _59_ %
Dodge [+10%] ___ %
Jump ___ %
Ride ___ %
Swim _53_ %
Tumble ___ %
Balance? _38_ %
___ ___ %
___ ___ %

PERCEP bonus _+2_ %
Balance [+10%] _65_ %
Listen [+10%] ___ %
Scent ___ %
Search _24_ %
See [+10%] ___ %
Taste ___ %
Track ___ %
___ ___ %
___ ___ %

KNOW bonus _+4_ %
Ancient Lore ___ %
Biological Lore ___ %
Cartography ___ %
Chemical Lore ___ %
Electrical Lore ___ %
Eval. Treasure ___ %
First Aid ___ %
Mechanical Lore _39_ %
Memorize ___ %
Music Lore ___ %
Navigate _64_ %
Craft ___ ___ %
Craft ___ ___ %
___ ___ %
___ ___ ___ %

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

COMMUN bonus _+2_ %
Credit ___ %
Orate ___ %
Persuade [+10%] ___ %
Sing ___ %

MANIP bonus _+3_ %
Juggle ___ %
Pick Lock ___ %
Pilot Ornithopter ___ %
Sleight of Hand _32_ %
Set Trap ___ %
Tie Knot _83_ %

STEALTH bonus _-1_ %
Ambush ___ %
Camouflage ___ %
Conceal ___ %
Hide [+10%] ___ %
Move Quietly ___ %
Cut Purse _12_ %

Possessions

Money
uro 5
3D
200

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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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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