

Hawk (Large):

This creature appears as a very large hawk. The Large Hawk can fly with one human-sized race upon its back.

Abilities:

Awareness Mastery:

Explanation and rulings for Abilities:

The Large Hawk has a 30% chance to detect another, thus foiling one who would attempt to sneak up on it, or attempt a surprise attack. This chance will increase by 1% per 3 levels advanced. Maximum chance: 90%

Base Defense:

12. The Large Hawk's Base Defense will increase by 1 per 15 levels advanced.

Body Weapons:

Attacks per turn: 3 (claw, claw, bite).

Damage: Claw: 1-D10, Claw: 1-D10, Bite: 1-D12

Note: Damage for claws will increase by 1-D10 per 5 levels advanced above level #1. Damage for bite will increase by 1-D12 per 5 levels advanced above level #1.

Flying:

This creature can fly at will. It's flight speed is x2 that of a warhorse at full gallop.

Item Restrictions:

The Large Hawk can only wear 1 amulet (neck). No other items can be used.

Life-points:

This race will begin with 26 life-points at level #1.

Life-points per level advanced: 1-D8.