

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 character 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.



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HAWKMOON

CHARACTER SHEET



HAWKMOON

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 _____ Description _____ weight _____ height _____

CON _____

SIZ _____

INT _____

POW _____

DEX _____

CHA _____

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 _____

Bonus: _____ % _____ % _____ % _____ %

Afflictions/Mutations _____

Notes _____

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

Common _____ % _____ % _____ % _____ %

Money _____ % _____ % _____ % _____ %

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NAME _____ SEX _____ AGE _____ PLAYER _____

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

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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 _____

Bonus: _____ % _____ % _____ % _____ %

Afflictions/Mutations _____

Notes _____

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

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 successful 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.

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

MISSILE WEAPONS	required		Damage	Range	Price
	STR	DEX			
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
Flamellance	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.