

I
am one with my
hawk, he is better than
any sword or bow and
never must I fight alone.
Choose this Advanced
Template if you believe
there is no stronger bond
than a boy and his
Bird.



<p style="text-align: center;">The Hawk Fighter (Advanced)</p>	<p style="text-align: center;">Point Cost: 10</p>
<p><i>(Sp) Battle Hawk Ally Talent (The Hawk Fighter gains a trained Battle Hawk to aid him on his adventures. He may only ever have one Battle Hawk at one time and it does not count against his Ally / Companion Limit, Should his Battle Hawk be slain, he may purchase a new one for the Price of 100 EP and 1 Build Point. See Stats below)</i></p> <p><i>(Sp) One With the Hawk Talent (The Hawk Fighter and his Battle Hawk Ally gain a mental link that allows him to control his hawk telepathically, He sees what his Battle Hawk sees and allows him to use his Battle Hawk to do Any Battle Hawk Maneuvers with in a range of 24")</i></p>	<p>Creature Lore +3</p> <p>Vigor Bonus +2</p>
<p>Prerequisites: Charm 15; Group Tactics Expert Talent; Strong Personality Talent; Creature Lore 10 Ranks, Observe 10 Ranks and Survival 10 Ranks</p>	<p>Bonus Gear: Battle Hawk</p>

Battle Hawk (Animal Ally)
(100 pts) / Size: Tiny / Move: 12" Fly or 1"
land Speed / Vigor Bonus: +15
B 5, A 25, E 10, M 2, S 10, C 1, L 1
PRSB +4
MRSB +1

Skills: Acrobatics +12, Observe +26, Stealth +12

Talents: **Battle Hawk Training** (Creature may use ANY Battle Hawk Maneuver), **Eagle Eyed Talent** (+5 to Observe Tests); **Defender Talent** (Adds +5 to you defense modifier if you moved at least 2" on your last turn prior to the attack); **Group Tactics Expert Talent** (Gains +10 instead of +5 when using Gang-Up); **Improved Natural Attack (Talons) 1, 2 & 3**

Creature gains a bonus on attack and injury rolls when using weapon equal to rating); **Hearty Talent** (+5 bonus to Vigor Rolls); **Mobile Combatant Talent** (You may move before and after an attack, up to your movement. You may do this even on a Charge Action); **Night Eyes** (12" night vision); **Animal Mentality (flaw)** (Creature May not take Character Templates); **Ally Experience Talent** (Creature Gains 1 Build Point at the end of any adventure it accompanies its master on, This point is spent by the player just as you would on any character)

Templates: none

Gear: None

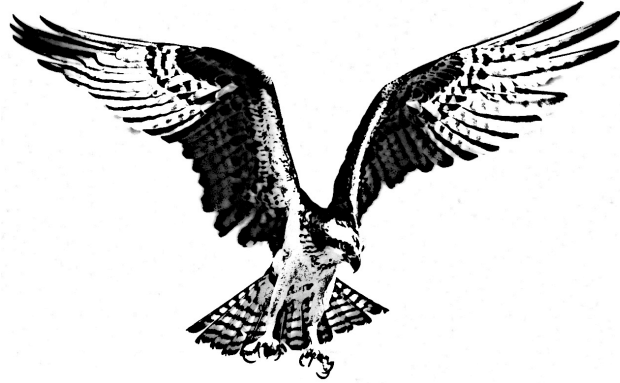
Special Abilities / Attacks: Battle Hawk Maneuvers and (see Talents)

DefB (+30); MCB (+8 beak or +10 w/ Claws) / RCB (+25 base) / IM+25

Lore Rating: +0 Everyman

Max Ability Scores: B 5, A 30, E 10, M 5, S 20, C 5, L 20 / VB +20

Battle Hawks may buy ranks in only the following skills when using their earned build-points: Acrobatics, Filch, Stealth, Listen, Observe, Perform, Sense Truth and Survival) They may buy any Talents They qualify for.



Battle Hawk Maneuvers

Arrow Charge: The Battle Hawk when doing a Charge Combat Action gains +1 per inch moved to it's Attack and Injury rolls in addition to the normal +10 bonus gained from a Charge, though the Battle Hawk suffers a -20 to it's Defense until the End Phase of the round in which it used it's Arrow Charge.

Hawkman's Defense: The Battle Hawk as a (S) action grants one Creature, object or location within 1" a +10 Talent Bonus to Defense roll, buy knocking missiles aside, fluttering in the face of combatants and doing its best to keep it's target safe.

Talon and Blade Gang Up: The Battle Hawk grants His Hawk Fighter a +10 Talent bonus to attack and injury rolls when it uses the Gang-Up Combat action this is in addition to any other bonuses the Hawk fighter gains from Talents or Abilities.