

ANIMAL COMPANION

You are accompanied by a beast of uncommon loyalty, with whom you have bonded deeply and communicate without words. Treat it as a follower with starting Loyalty +3. Choose its **size** (and base stats) plus a species or breed:

☐ *tiny*: Quality +2, d4 damage, 3 HP, Load 0

☐ bat ☐ cat ☐ crow ☐ hawk ☐ lizard ☐ owl ☐ rat ☐ raccoon ☐ viper ☐ weasel ☐ _____

☐ *small*: Quality +1, d4 damage, 6 HP, Load 1

☐ bobcat ☐ cheetah ☐ coyote ☐ drake ☐ bald eagle ☐ hound ☐ lynx ☐ python ☐ _____

☐ *medium*: Quality +1, d6 damage, 9 HP, Load 2

☐ alligator ☐ anaconda ☐ bear ☐ cougar ☐ deer ☐ goat ☐ mastiff ☐ ram ☐ wolf ☐ _____

☐ *large*: Quality +1, d6 damage (forceful), 12 HP, Load 4

☐ bull ☐ buffalo ☐ camel ☐ grizzly ☐ horse ☐ lion ☐ mule ☐ polar bear ☐ tiger ☐ _____

Choose **tags** and/or **moves** based on its size: 6 if tiny or small, 4 if medium, 3 if large:

Tags: ☐ athletic ☐ beautiful ☐ cautious ☐ cunning ☐ hardy (+3 HP and +2 Load) ☐ meek ☐ organized ☐ stealthy ☐ vicious (+1 damage and messy) ☐ warrior (increase damage die); ☐ +1 armor per tic

Moves: ☐ deliver a message ☐ drag down its prey ☐ escape from a bind ☐ fetch something ☐ poison its prey ☐ serve as a steed ☐ stand watch ☐ track by scent ☐ threaten and intimidate ☐ trample, break, and wreck stuff ☐ _____

Choose an **Instinct** and a **Cost** (1 of each):

Instinct: to... ☐ challenge rivals ☐ follow its stomach ☐ freeze up ☐ get distracted ☐ give chase ☐ make mischief ☐ panic ☐ run rampant ☐ savage its prey ☐ wander off

Cost (pick 1): ☐ attention (play, grooming, training) ☐ freedom (time off on its own, free to roam) ☐ comfort (cozy quarters, warmth, plenty of food)