ANIMAL NAME			PLAYER		
Advanced Pegasus	Paladin 10		Aaron Albrecht		
CREATURE TYPE	LEVEL ADJUSTMENT		ALIGNMENT		FUR
4 + 4 = 8	Large	3 Yrs.	Lawful Good	3 ft.	170 lbs.	White
HIT DIE	SIZE	AGE / GENDER	HEIGHT	WEIGHT	EYES	Brown

ANIMAL COMPANION SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	20	+5		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	10	+0		
WIS WISDOM	13	+1		
CHA CHARISMA	13	+1		

HP HIT POINTS	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
	60				d10	70 ft., fly 130 ft. (average)

AC ARMOR CLASS	TOTAL	=	10	+ ARMOR BONUS	+ SHIELD BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	+ NATURAL ARMOR	+ DEFL. MODIFIER	+ MISC. MODIFIER
	25	=	10	+4	+0	+3	–1	+9	+0	+0

MISS CHANCE	ARMOR CHECK PENALTY	SPELL RESISTANCE
	+0	

INITIATIVE MODIFIER	TOTAL	=	DEX MODIFIER	+ MISC. MODIFIER
	+3	=	+3	+

BASE ATTACK BONUS	+8
GRAPPLE BONUS	+17

SAVING THROWS	TOTAL	=	BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	+9	=	+6	+3	+0	+0	
REFLEX (DEXTERITY)	+9	=	+6	+3	+0	+0	
WILL (WISDOM)	+5	=	+2	+1	+0	+2	

CONDITIONAL MODIFIERS

	TOTAL	=	BASE ATTACK BONUS	+ STR MODIFIER	+ SIZE MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
MELEE ATTACK BONUS	+12	=	+8	+5	–1	+0	
RANGED ATTACK BONUS	+10	=	+8	+3	–1	+0	
	TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER

SKILLS

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. MODIFIER
							MAX RANKS		/
☐	Balance¹	DEX*	+1	=	3	+		+	-2
☐	Climb¹	STR*	+3	=	5	+		+	-2
☐	Diplomacy	CHA	+7	=	1	+	6	+	
☐	Hide¹	DEX*	–3	=	3	+		+	-2
☐	Jump¹	STR*	+3	=	5	+		+	-2
☐	Listen¹	WIS	+10	=	1	+	5	+	4
☐	Move Silently¹	DEX*	+1	=	3	+		+	-2
☐	Spot¹	WIS	+10	=	1	+	5	+	4
☐	Survival¹	WIS	+1	=	1	+		+	
☐	Swim¹	STR**	+1	=	5	+		+	-4
☐	Sense Motive	WIS	+9	=	1	+	8	+	

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are cross-class skills. Skills marked with ■ are restricted skills.
* ARMOR CHECK PENALTY, if any, applies. ** Double for Swim.

FEATS

- Flyby Attack
- Iron Will
- Wingover

GEAR

ITEM	WT.
TOTAL WEIGHT CARRIED	0

SPECIAL ATTACKS/QUALITIES

- Empathic Link
- Improved Evasion
- Share spells
- Share saving throws
- Improved speed

TRICKS

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
2 Hooves	+12	1d6+4	20/x2
TYPE	SPECIAL PROPERTIES		
B			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Bite	+7	1d3+2	20/x2
TYPE	SPECIAL PROPERTIES		
B			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
TYPE	SPECIAL PROPERTIES		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
TYPE	SPECIAL PROPERTIES		

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
Chain Shirt	Light	+4	+6

CHECK PENALTY	SPEED	WEIGHT	SPECIAL PROPERTIES
+0		25	Mithral

Task	Handle Animal DC
Handle an animal	10
"Push" and animal	25
Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.	
Come (DC 15): The animal comes to you, even if it normally would not do so.	
Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.	
Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.	

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
Guard (DC 20): The animal stays in place and prevents others from approaching.
Heel (DC 15): The animal follows you closely, even to places where it normally wouldn't go.
Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.
Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)
Work (DC 15): The animal pulls or pushes a medium or heavy load.

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
400	800	1,200

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
1,200	2,400	6,000
EQUALS MAX LOAD	2X MAX LOAD	5X MAX LOAD