



ANIMAL COMPANION SHEET

ANIMAL NAME: Heavy Horse PLAYER: Druid (1) - 0 = 1 Neutral Brown and Black
 CREATURE TYPE: 3 + 0 = 3 LEVEL ADJUSTMENT: Large ALIGNMENT: 3 ft. FUR: Brown
 HIT DIE: 3 SIZE: Large AGE: 3 Yrs. GENDER: Male HEIGHT: 170 lbs. EYES: Brown

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED						
STR STRENGTH	16	+3			19				d8	50 ft.						
DEX DEXTERITY	13	+1			13	10	+0	+0	+1	-1	+3	+0	+0			
CON CONSTITUTION	15	+2														
INT INTELLIGENCE	2	-4														
WIS WISDOM	12	+1														
CHA CHARISMA	6	-2														
HP HIT POINTS					19											
AC ARMOR CLASS					13											
INITIATIVE MODIFIER					+1											
BASE ATTACK BONUS					+2											
GRAPPLE BONUS					+9											

SAVING THROWS FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
	+5	+3	+2	+0	+0		
REFLEX (DEXTERITY)	+4	+3	+1	+0	+0		
WILL (WISDOM)	+2	+1	+1	+0	+0		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
	+4	+2	+3	-1	+0	
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
	+2	+2	+1	-1	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
2 Hooves	-1	1d6+1	20/x2
TYPE: <u>B</u> SPECIAL PROPERTIES:			
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ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPEED	WEIGHT	SPECIAL PROPERTIES

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 humanoid, monstrous humanoid, giant, 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.

SKILLS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	
				ABILITY MODIFIER	RANKS
<input type="checkbox"/>	Balance ¹	DEX*	+1	=	1 +
<input type="checkbox"/>	Climb ¹	STR*	+3	=	3 +
<input type="checkbox"/>	Escape Artist ¹	DEX*	+1	=	1 +
<input type="checkbox"/>	Hide ¹	DEX*	-3	=	1 +
<input type="checkbox"/>	Jump ¹	STR*	+3	=	3 +
<input type="checkbox"/>	Listen ¹	WIS	+4	=	1 + 3 +
<input type="checkbox"/>	Move Silently ¹	DEX*	+1	=	1 +
<input type="checkbox"/>	Spot ¹	WIS	+4	=	1 + 3 +
<input type="checkbox"/>	Survival ¹	WIS	+1	=	1 +
<input type="checkbox"/>	Swim ¹	STR**	+3	=	3 +

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with ² are cross-class skills. Skills marked with ³ are restricted skills. * ARMOR CHECK PENALTY, if any, applies. ** Double for Swim.

FEATS

Endurance
Run

GEAR

ITEM	WT.
TOTAL WEIGHT CARRIED	0

SPECIAL ATTACKS/QUALITIES

Low-light vision
Scent

TRICKS

Come
Heel
Stay

200	400	600
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
600	1,200	3,000
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2X MAX LOAD	PUSH OR DRAG 5X MAX LOAD