	7	The suppose
	PLAYER Neutral	DUNGEONS
CREATURE TYPE LEVEL ADJUSTMENT	ALIGNMENT FUR	DRAGONS*
3+0=3 Medium  HIT DIE SIZE AGE GENDER	HEIGHT EYES	ANIMAL COMPANION SHEET
ABILITY ABILITY TEMPORARY TEMPORARY MODIFIER STIR	TOTAL WOUNDS/CURRENT HP SUBDUAL DAMAGE	HIT DIE SPEED  DAMAGE REDUCTION TYPE SPEED
STR STRENGTH 16 +3 HP		d8
DEX AC ARMOR CL	ASS   13  = 10 + +0  + +0  + +1  + +0  + +2	
CON 17 +3	TOTAL ARMOR SHIELD DEX SIZE NATUE BONUS BONUS MODIFIER MODIFIER ARMO	
	TIATIVE +1 = +1 +	SKILLS MAX RANKS /
INTELLIGENCE 2	MODIFIER MODIFIER	ABILITY MODIFIER MODIFIER MODIFIER MODIFIER
WIS HOUSE	BASE ATTACK  BONUS  +2  Climb¹	DEX*   +1   = 1 + + + +   +     STR*   +3   = 3 + + +   +
CHA CHARISMA 6 -2	GRAPPLE +5 Escape Artist¹	DEX* +1 = 1 + + + DEX* +1 = 1 + +
SAVING THROWS TOTAL SAVE MODIFIER MODIFIER	MISC. TEMPORARY CONDITIONAL MODIFIERS   MODIFIER MODIFIER  MODIFIER	STR* +3 = 3 + +
FORTITUDE (CONSTITUTION) +6 = +3 + +3 + +0 +	+0 + Listen¹	WIS +6 = + 4 + 2
	□ Move Silently¹ □ Spot¹	DEX*   +1   = 1 + + + + + + + + + + + + + + + + + +
+4   +3   + 1   + 0   +	+0 + Survival <sup>1</sup>	WIS = + +
<b>WILL</b> (WISDOM) + 1 = +1 + +0 + +0 +	+0 + Swim¹	STR** +3 = 3 + +
	STR SIZE MISC. TEMPORARY Skills marked with 1 or	can be used normally even if the character has zero (0) skill ranks.
#5 = +2	NUS MODIFIER MODIFIER MODIFIER MODIFIER MODIFIER Skills marked with ⊠  * ARMOR CHECK P	are cross-class skills. Skills marked with ■ are restricted skills. ENALTY, if any, applies. *** Double for Swim.
ATTACK BONUS	TE FE	ATS GEAR
ATTACK BONUS +3 = +2 TOTAL BASE ATTACK BON	NUS DEX SIZE MISC. TEMPORARY Alertness	ITEM WT.
WEAPON TOTAL ATTACK BONUS	MODIFIER MODIFIER MODIFIER MODIFIER MODIFIER Endurance	
2 Hooves +4	1d4+3 20/x2	
TYPE S B	PECIAL PROPERTIES	
WEADON		
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	
TYPE S	PECIAL PROPERTIES	TOTAL WEIGHT CARRIED 0
	SPECIAL ATTA	ACKS/QUALITIES TRICKS
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	Come
7705	Low-light vision  PECIAL PROPERTIES  Scent	Heel Stay
TYPE S		slipping and falling
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	
TOTAL ATTRICK BONDS	DAIIAGE OITHUAE	
TYPE S	PECIAL PROPERTIES	
ARMOR/PROTECTIVE ITEM TYPE	ARMOR BONUS MAX DEX BONUS	
CHECK PENALTY SPEED WEIGHT	SPECIAL PROPERTIES	
Task Handle Animal DC	Fetch (DC 15): The animal goes and gets something. If you do not point out a specific	
Handle an animal 10	item, the animal fetches some random object.  Guard (DC 20): The animal stays in place and prevents others from approaching.	230 460 690
"Push" and animal 25 Attack (DC 20): The animal attacks apparent enemies. You may point to a particular	Heel (DC 15): The animal follows you closely, even to places where it normally wouldn't go.	LIGHT LOAD MEDIUM LOAD HEAVY LOAD
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	Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.	
undead and aberrations) counts as two tricks.  Come (DC 15): The animal comes to you, even if it normally would not do so.	Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.	690 1,380 3,450
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	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.	LIFT OVER HEAD LIFT OFF PUSH OR DRAG EQUALS MAX GROUND 5X MAX LOAD
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	Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)	LOAD 2X MAX LOAD
fear effect, or the like) or its opponent is defeated.	Work (DC 15): The animal pulls or pushes a medium or heavy load.	