ANIMAL NAME		PLAYER	
Pony	Druid (1) - 0 = 1	Neutral	
CREATURE TYPE	LEVEL ADJUSTMENT	ALIGNMENT	FUR
2 + 0 = 2	Medium		
HIT DIE	SIZE	AGE	GENDER
HEIGHT	WEIGHT	EYES	

ANIMAL COMPANION SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	13	+1		
DEX DEXTERITY	13	+1		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	2	–4		
WIS WISDOM	11	+0		
CHA CHARISMA	4	–3		

HP HIT POINTS	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
	11				d8	40 ft.

AC ARMOR CLASS	TOTAL	=	10	+ ARMOR BONUS	+ SHIELD BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	+ NATURAL ARMOR	+ DEFL. MODIFIER	+ MISC. MODIFIER
	13	=	10	+0	+0	+1	+0	+2	+0	+0

MISS CHANCE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE MODIFIER	TOTAL	=	DEX MODIFIER	+ MISC. MODIFIER
	+1	=	+1	+

BASE ATTACK BONUS	+1
GRAPPLE BONUS	+2

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

CONDITIONAL MODIFIERS

	TOTAL	=	BASE ATTACK BONUS	+ STR MODIFIER	+ SIZE MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
MELEE ATTACK BONUS	+2	=	+1	+1	+0	+0	
RANGED ATTACK BONUS	+2	=	+1	+1	+0	+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 (MAX RANKS /)	+ MISC. MODIFIER
☐	Balance¹	DEX*	+1	1		
☐	Climb¹	STR*	+1	1		
☐	Escape Artist¹	DEX*	+1	1		
☐	Hide¹	DEX*	+1	1		
☐	Jump¹	STR*	+1	1		
☐	Listen¹	WIS	+5		5	
☐	Move Silently¹	DEX*	+1	1		
☐	Spot¹	WIS	+5		5	
☐	Survival¹	WIS				
☐	Swim¹	STR**	+1	1		
☐						

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

Endurance

GEAR

ITEM	WT.
TOTAL WEIGHT CARRIED	0

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
–3	1d3+0	20/x2

TYPE	SPECIAL PROPERTIES
B	

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

TYPE	SPECIAL PROPERTIES

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

CHECK PENALTY	SPEED	WEIGHT	SPECIAL PROPERTIES

SPECIAL ATTACKS/QUALITIES

Low-light vision
Scent

TRICKS

Come
Heel
Stay

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.

75	150	225
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
225	450	1,125
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2X MAX LOAD	PUSH OR DRAG 5X MAX LOAD