Animal Name Playe		er		EVERLORE			
Size_	Туре	Starting BR	EP		ANIMAL COMPANION	SHEET	
UN	NDERSTANDING THE ANIMAL	COMPANION SHEET	Calculations for Gar	me Essential Rolls	Damana (Dura)		
			Attack (Att) Att = Base	+ Pro + Fnh	Damage (Dmg)	e + Pro + Enh	
Size, Starting BR, Talents: As listed in the Monsters Menagerie.		3 30		8			
Times What kind of anothers is this? (limes, shows hound ata)		Magic Resistance (MR)		PRODUCT AND A STATE OF THE PRODUCT AND AND ADDRESS OF THE PRODUCT AND ADDRE	Impulse Check (IC)		
lype	Type: What kind of creature is this? (tigron, chaga hound, etc.)		MR = Base + Pro + Enh		IC = Bas	IC = Base + Pro + Enh	
Expe	Experience Points (EP): Your animal gains EP at the same rate as		Vitality (Vi)		Rate of Movem	Rate of Movement (RM)	
	your character. Players can only progress their animal at every 100		Vi = Base + Pro + Enh		RM = Bas	RM = Base + Enh	
EP or	EP or 300 EP. The method used is explained below.		Actions Per Round (APR)		Temporary Bu	Temporary Buffs	
557.		APR = Base + Pro + Enh					
Base	Base: The initial bonuses that are listed in the Monsters Menagerie.		Vactor ant (Va)		Attack	Damage MR	
=	manust (Eably Disco the bang	fi	Ve = Base	_ + Pro + Enh	IC VI .	APR Ve	
Enhancement (Enh): Place the bonuses from any augmentations in thiis section							
			Talents				
Augn	nentations: Any armor, enchantr	mented items, brands and					
more	that your animal has acquired.						
Share	ed Abilities: There are times who	en a character and animal		**	•	10.0	
create such a bond that they begin to share unique abilities. List any		Augmentations					
such	attributes in this section.	VII NOONIAA OO OO LEED PARKET VII NOON VII BEEL VII VAN OO OO OO SEELE VII VAN SEELE VII VAN SEELE VII VII VEE					
Tome	anami Buffa: This sastion is use	d to about any banyana from					
	Temporary Buffs: This section is used to show any bonuses from spells or other affects.						
Sp.S.II.S							
ANIM	IAL PROGRESSION STATS		Shared Abilities			- 4 E	
Use the following method to Progress (Pro) your animal.							
0,000,000,00		to the second se					
	very 100 EP your animal gains:						
+1 to							
	or Att, Ve						
1d6 f	OF VI						
At Ev	very 300 EP (300, 600, 900, etc.)) your animal gains:			npaign system as part of the BoundLess Gaming System		
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+1 to MR, APR, IC