

Animal Name _____ Player _____

Size _____ Type _____ Starting BR _____ EP _____



ANIMAL COMPANION SHEET

UNDERSTANDING THE ANIMAL COMPANION SHEET

Size, Starting BR, Talents: As listed in the Monsters Menagerie.

Type: What kind of creature is this? (tigron, chaga hound, etc.)

Experience Points (EP): Your animal gains EP at the same rate as your character. Players can only progress their animal at every 100 EP or 300 EP. The method used is explained below.

Base: The initial bonuses that are listed in the *Monsters Menagerie*.

Enhancement (Enh): Place the bonuses from any augmentations in this section..

Augmentations: Any armor, enchanted items, brands and more that your animal has acquired.

Shared Abilities: There are times when a character and animal create such a bond that they begin to share unique abilities. List any such attributes in this section.

Temporary Buffs: This section is used to show any bonuses from spells or other affects.

ANIMAL PROGRESSION STATS

Use the following method to Progress (Pro) your animal.

At Every 100 EP your animal gains:

- +1 to Dmg
- 1d4 for Att, Ve
- 1d6 for Vi

At Every 300 EP (300, 600, 900, etc.) your animal gains:

- +1 to MR, APR, IC

Calculations for Game Essential Rolls

Attack (Att)

Att ____ = Base ____ + Pro ____ + Enh ____

Magic Resistance (MR)

MR ____ = Base ____ + Pro ____ + Enh ____

Vitality (Vi)

Vi ____ = Base ____ + Pro ____ + Enh ____

Actions Per Round (APR)

APR ____ = Base ____ + Pro ____ + Enh ____

Vestment (Ve)

Ve ____ = Base ____ + Pro ____ + Enh ____

Damage (Dmg)

Dmg ____ = Base ____ + Pro ____ + Enh ____

Impulse Check (IC)

IC ____ = Base ____ + Pro ____ + Enh ____

Rate of Movement (RM)

RM ____ = Base ____ + Enh ____

Temporary Buffs

Attack _____ Damage _____ MR _____

IC _____ Vi _____ APR _____ Ve _____

Talents

Augmentations

Shared Abilities
