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| **Animal Companion** |
| **Requirements:** Animal Lore, GM Approval |
| **Talents:**   |  |  |  | | --- | --- | --- | | **Level 1** | **Level 5** | **Level 9** | | * Animal Accuracy I * Animal Armor I * ***Animal Companion*** * Animal Defense I * Companion Unlock(1) * Familiar\* * Swift Companion(1) * Wilderness Friends I | * Animal Accuracy II * Animal Armor II * Animal Command * Animal Defense II * Companion Unlock(5) * Shared Spells\* * Swift Companion(2) * Wilderness Friends II | * Animal Accuracy III * Animal Armor III * Animal Defense III * Companion Unlock(9) * Shared Talent * Wilderness Friends III | |
| **Notes:**   * Animal companion starts as a level 1 juvenile creature * Levels up with character gaining the following   + 1 hit point   + 1 stat point increase   + +1 combat skill levels each odd level   + +1 non-combat skill levels each even level |

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| **Wolf Companion, Level 1** | |
| **Stats**   |  |  | | --- | --- | | M | 12 | | S | 10 | | R | 12 | | T | 10 | | W | 4 | | P | 4 | | C | 4 | | **Skills**   |  |  |  | | --- | --- | --- | | Natural weapons | MS | 11 | | Athelete | MT | 11 | | Dodge | RS | 9 | | Search | RW | 6 (12) | | Track | RW | 6 (12) | |
| **Combat**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | Hits | 18 |  | Bdef | 6 | | Init | +1 |  | Armor | 1 | | Move | 8” |  | Damage | 2d6 Bite | | |
| **Traits**   * *Animal Instinct* – Initiative based only on reflex bonus * *Chaser* – +2 Move * *Sense of Smell* – +6 bonus to search and track when able to take advantage of its sense of smell | |
| **Level 1 Unlocks**   * *Grapple* * *Growl* * *Pack Hunter*   **Level 5 Unlocks**   * *Go For The Throat* * *Howl* * *Improved Damage I*   **Level 9 Unlocks**   * *Improved Damage II* | |