***Skill used***: *Profession (Animal Trainer) {Int}*

* *Bosmer can use Persuade instead if they choose*

***(Humanoid’s) Best Friend***

Even though it cannot speak any languages, a creature can understand simple orders given by a [Humanoid] it trusts.

***Taming***

Taming is the act of taking an adult or adolescent wild animal and teaching it to tolerate the presence of man and mer and to view you as a friend and companion.

One of the main things to keep in mind when choosing which animal you wish to tame is their nature. An animal's nature determines what kind of abilities they can learn and whether or not they get any discounts or bonuses for learning specific abilities.

In order to begin Taming a creature, you must render the creature non-hostile. Additionally, all tests to tame a creature automatically fail if they are affected by a mind altering effect. (The Kyne’s Peace Shout doesn’t count as such an affect)

Making a Taming test takes an extended rest (1 Week) of downtime and you will record the DoS of the test. When the total DoS, from tests made over multiple rests, reaches the DoS required to tame the creature (as shown on the Chart) the creature will become Friendly towards their Tamer and will gain the “*(Tamer’s) Best Friend*” trait. If the creature actively views you as a threat or as a captor, it will make Wp tests to resist your efforts, reducing your DoS by their own. Predators gain a +20 to their Wp tests to resist being tamed.

* ***Nature***

The three different Natures are Predator, Prey, and Neutral. Predators gain a 20% exp discount on learning “Aggressive” type abilities but suffer a 20% increase in cost when learning “Docile” type abilities. Prey have those effects inverted and Neutral creatures gain no bonuses or penalties.

***Animal Chart***

This chart is meant to list out the Nature of some commonly trained creatures as well as their aging tiers and the DoS needed to Tame the creature.

Tests made to tame a creature at the Young stage gain a +10, Adolescent is at a +0, Adult is at a -20, and Elder is at a -50. Creatures in the Young stage will usually use the stats for “Small Game”, and Adolescents will half the stats of their Adult (Standard) variant (Aside from Wyrms, who will use the stats for a Wyrmling, then a Wyrm, and then a Wyvern at elder)

| ***Animal*** | ***Nature*** | ***Young*** | ***Adolescent*** | ***Adult*** | ***Elder*** | ***DoS*** |
| --- | --- | --- | --- | --- | --- | --- |
| *Horse* | *Docile* | *0-3* | *4-7* | *8-24* | *25-30* | *6* |
| *Dog* | *Neutral* | *0-1* | *2-3* | *4- 9* | *10-13* | *4* |
| *Wolf* | *Predator* | *0-1* | *2-3* | *4-6* | *7-10* | *9* |
| *Boar* | *Neutral* | *0-1* | *2-3* | *4-8* | *10-14* | *10* |
| *Bear* | *Predator* | *0-3* | *4-8* | *9-16* | *17-20* | *13* |
| *Durzog* | *Predator* | *0-1* | *2-3* | *4-6* | *7-10* | *11* |
| *Welwa* | *Predator* | *0-1* | *2-3* | *4-6* | *7-10* | *12* |
| *Raptor* | *Predator* | *0-1* | *2-4* | *5-15* | *16-20* | *9* |
| *Guar* | *Docile* | *0-3* | *4-8* | *9-16* | *17-20* | *6* |
| *Lion* | *Predator* | *0-3* | *4-5* | *6-8* | *9-14* | *12* |
| *Gryphon* | *Predator* | *0-4* | *5-9* | *10-20* | *21-30* | *15* |
| *Wyrm* | *Predator* | *0-4* | *5-10* | *11-40* | *41-90* | *20* |

***A note on Age***

When an animal reaches its Elder Age, all of its Physical Characteristics are reduced by 10.

***Training***

Training is the act of teaching a tamed animal new skills and abilities as well as increasing their characteristics.

You can attempt to train an Animal that has the *(Tamer’s) Best Friend* trait. If the Tamer associated with the Trait is not you, the tests are made at a -20.

Training an animal is done in the same fashion as taming them, it is done over a week and requires an amount of DoS equal to the DoS listed on the Chart. However, the Animal will make an Int test and add their DoS to yours instead of trying to resist it.

However, training your Animal Companion costs an amount of Exp from you. (The Owner, not the trainer if they are separate people) The Exp cost for each ability and whether it is an “Aggressive” or “Docile” ability.

* ***Whistle Command***

Whistle commands allow you to issue commands to your Companion without needing to verbally say it. Instead it is done through whistling.

***\* Whistle Commands cost 50 xp***

* *Attack (Aggressive)*

*Attack a Target within sight*

* *Stay (Docile)*

*Have the creature stay put*

* *Follow (Docile)*

*Have the creature follow you*

* *Patrol (Aggressive)*

*Have the creature Patrol the immediate area and them return to you*

* *Heel (Docile)*

*Halt an attack*

* ***Combat Training***

Combat training gives your Animal Companion a new trait that is used in combat. If your creature has one of these traits normally, they will not be able to learn it unless it has an X value, in which case it will increase the X value. Each time you train a Trait with an X value, you increase it by +2.

***\* Combat Training costs 150 xp***

* *Unrelenting (Aggressive)*

*Targets cannot Disengage while in Reach of the creature.*

* *Stubborn (Aggressive)*

*Can re-roll failed Fear tests.*

* *Savage (Aggressive)*

*Rolls its damage dice twice and picks the highest.*

* *Trained (Aggressive)*

*The creature ignores the Bestial trait*

* *Vicious ‘X (Aggressive)*

*The creature counts their SB as being X. (Max X value is 10)*

* *Teamwork (Docile)*

*Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.*

* *Resilient ‘X (Docile)*

*Increase max Health by X.*

* ***Mount Training***

A creature of Large size or Larger can be trained as a Mount and can carry half their StrB on their back if they are quadrupedal and only 1 if they are bipedal.

Burdens, such as saddlebags, count as a rider for their max.

***\* Mount Training costs 200 xp (Docile)***

* ***Characteristic Training***

When your companion reaches adulthood, you can increase their Characteristics. An animals Characteristics cannot be increased by more than 15 points past its base value

***\* Characteristic Training costs 150\*Current Bonus for a +5***

* *Str, Agi, Prc (Aggressive)*
* *End (Neither/Neutral)*
* *Int, Wp, Prs (Docile)*

***Animal Companions in Combat***

Animal companions act on their handlers turn in initiative and must be given an order from their Handler to act. This command costs 1 AP from the Handler but allows the AC to act in the most effective way to do so. Commands also carry over rounds, so if you instruct your AC to attack target A, it will move, attack, and defend as needed to attack that target without need for further command, until commanded again to heel.

***Animal Companions as Mounts***

Having your Animal Companion act as a Mount allows for some more control and freedom of action. Detailed below are the core rules for mounted combat, these remain as is with the added rule that allows the Mount to take actions with its own AP. They still require an issued command from their rider as with other Animal Companions to perform anything aside from move. However, you can make a free Ride skill test to bypass the AP cost for the command if successful.

***Talents***

***Beast Friend***

***Level 1: Animal Trainer (Novice)***

Allows you to use Personality instead of Intelligence for the Profession (Animal Trainer) skill.

***Master Trainer***

***Level 3: Animal Trainer (Adept)***

You get a +1 DoS on successful tests made to Train or Tame an Animal.

***Bond of Discipline***

***Level 3***

You get a +1 DoS on successful tests made to Train an animal that has you as its Tamer for its *(Tamer’s) Best Friend* trait.

***Bond of Battle***

***Level 4***

Your Animal Companion will attack whoever you attack first in combat or who attacks you or it first without needing to be commanded. When that target is dead or incapaciated, it will move towards whoever attacks you or it or whoever you attack and will repeat this process until the end of combat.

***Starting with an Animal Companion***

To start with an Animal Companion you must follow a few requirements. First, you must have the “*Profession {Animal Trainer}*” at Novice and must purchase the Animal. You can then spend your CrP to purchase the various trainings without having to spend the time or make the tests.

***Acquisition***

Listed here are the prices for acquiring the above creatures at their various ages.

| ***Animal*** | ***Young*** | ***Adolescent*** | ***Adult*** | ***Elder*** |
| --- | --- | --- | --- | --- |
| *Horse* | *100* | *200* | *500* | *300* |
| *Dog* | *30* | *50* | *75* | *60* |
| *Wolf* | *60* | *80* | *120* | *90* |
| *Boar* | *50* | *75* | *150* | *100* |
| *Bear* | *120* | *200* | *400* | *300* |
| *Durzog* | *100* | *120* | *200* | *150* |
| *Welwa* | *130* | *200* | *300* | *250* |
| *Raptor* | *40* | *60* | *100* | *80* |
| *Guar* | *100* | *200* | *450* | *300* |
| *Lion* | *110* | *200* | *400* | *300* |
| *Gryphon* | *300* | *600* | *1000* | *800* |
| *Wyrm* | *500* | *800* | *1200* | *2000* |

***Eggs***

Listed here are the prices for the Eggs of certain animals and how long one is incubated for.

| ***Animal*** | ***Price*** | ***Incubation*** |
| --- | --- | --- |
| Durzog | 25 | Four Months |
| Raptor | 20 | One Month |
| Gryphon | 350 | Eight Months |
| Wyrm | 600 | One Year |

***Buying your Animal Companion***

Some may wish to pay for an Animal Companion instead of training one yourself. Those that wish to do this must pay an additional cost equal to the creatures required DoS\*10 when buying the animal and must spend a Week with the animal and the trainer forming your bond. Doing this will make you the Tamer for the animal’s *(Tamer’s) Best Friend* trait.

Additionally, you may pay someone to train your Animal Companion for you. This takes 2 weeks instead of 1 and costs an amount equal to the Training’s xp cost x5 and you must still supply the xp for it.

***Mounted Combat (Core Rulebook pg 74)***

Mounted combat functions like normal combat, but with a few key differences:

• Mounted characters can evade ranged attacks but only while moving. They cannot evade melee attacks (except those from other mounted characters), though their mount can.

• Mounted characters may parry or counter attack in response to attacks against their mount.

• Mounted characters use their mount’s Speed.

• The GM may rule that ranged attacks that miss the character or their mount hit the other target instead.

***Maormer and their Serpent-Sorcery***

Replace the whole idea of the Mindlock and Bound traits for the Maormer racial talent “Serpent-Sorcerer” and replace it with an Animal Companion.

***Raptor****, Beast, Trivial Solo, 10 White Soul*

Birds such as owls, hawks, and eagles are all raptors.

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 10* | *Hit Points 10* | *Combat 60* |
| *Endurance 20* | *Wound Thr. 4* | *Magic --* |
| *Agility 50* | *Magicka ---* | *Evade 60* |
| *Intelligence 15* | *Stamina 2* | *Observe 75* |
| *Willpower 10* | *Initiative +10* | *Stealth 60* |
| *Perception 40* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 4m* | *Social --* |
| *Luck #* | *Size Tiny* | *Physical 20* |

*\* Weapons & Armor*

***- Talons & Beak****: 1d6 Splitting; Reach 1m*

*\* Special Abilities*

***- Flyby (1 AP***): *The Raptor cannot be targeted by Attacks of Opportunity for one round while Flying.*

*\* Traits*

***- Bestial****: Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.*

***- Tiny Size****: -20 to hit by characters of larger size / at range*

***- Dark Sight****: A creature with this trait can see and act normally in areas with dim or no light.*

***- Flyer (AgB+StrB\*3=18m)****: The creature can fly at a Speed of 18m.*