

PETS AND ANIMALS

There are many types of animals that have remained incorrupt after the Day of Beasts and continue to serve and help humanity. Some raise them for farming or companionship, but many Hunters have trained them to work alongside them. These animals can be considered “Weapons” or “Tools” taking up slots from either section, if they do not occupy a Slot they will be left out of combat encounters. Some Hunters will even have an animal in their starting tool section. Below is a list of some animals and their associated Tags. GMs can create their own creatures in addition to these. When purchasing Pets and Animals, the price can vary depending on the region or town, but a good rule of thumb is:

- **Small:** 20 Coins
- **Medium:** 35 Coins
- **Large:** 50 Coins

ANIMALS

Lizard: *small, sneaky, flexible, (4) health, (0) armor, (3) evasion*

Snake: *small, d4 intimate, sneaky, flexible, venomous, (4) health, (1) armor, (2) evasion*

Pigeon: *small, scout, airborne, (4) health, (0) armor, (3) evasion*

Cat: *small, sneaky, carrier, instinctive, (6) health, (0) armor, (2) evasion*

Rat: *small, sneaky, (4) health, (0) armor, (2) evasion*

Squirrel: *small, sneaky, carrier, (5) health, (0) armor, (2) evasion*

Turtle: *small, aquatic, carrier, (5) health, (3) armor, (0) evasion.*

Hawk: *medium, d4, intimate, companion, scout, carrier, predator, (6) health, (1) armor, (2) evasion*

Hound: *medium, d6 hand, medium, companion, predator, tracker, (8) health, (1) armor, (1) evasion*

Fox: *medium, d4 hand, companion, tracker, carrier, sneaky, (8) health, (0) armor, (2) evasion*

Mule: *medium, d6 hand, medium, mount, mobile, (10) health, (2) armor, (0) evasion*

Monkey: *medium, adaptive, companion, small, mobile, carrier, sneaky, (8) health, (0) armor, (1) evasion*

Horse: *large, d6 hand, mount, mobile, (14) health, (2) armor, (0) evasion*

Llama: *large, d6 hand, medium, mount, mobile, (12) health, (0) armor, (1) evasion*

Ox: *large, d6 hand, forceful, transport, companion, (12) health, (2) armor, (0) evasion*

Bear: *large, d8 hand, forceful, predator, tracker (15) health, (4) armor, (0) evasion*

Lion: *large, d8 hand, forceful, predator, instinctive (15) health (3 armor) (1) evasion*

ANIMAL TAGS

- **Tracker** - This creature gives its owner and itself +1 to Investigate Tasks.
- **Scout** - This creature gives its owner and itself +1 to Navigate Tasks.
- **Mobile** - This creature gains +1 to Traverse Tasks.
- **Carrier** - This creature can deliver small objects or consumables as a Quick Action.
- **Instinctive** - This creature is good at judging something's intentions. +1 to Discern tasks.
- **Mount** - This creature can be ridden for increased speed and use a Move in Position Action as a Quick Action.
- **Transport** - This creature can carry multiple people, or haul a wagon/cart. Multiple Mounts can be used for this effect
- **Companion** - This creature can be brought into battle and has its own set of actions.
- **Airborne** - This creature can fly and ignore environmental penalties.
- **Aquatic** - This creature can traverse over water. +1 to Traverse Tasks in the water.
- **Sneaky** - This creature excels at hiding itself and uses a Move out of Position action as a Quick Action.
- **Predator** - This creature excels at hunting, allowing it to Move in Position in the same move as an attack.
- **Venomous** - When this creature deals damage with its teeth or claws, apply DoT.
- **Flexible** - This creature can squeeze between small crevices or through holes.
- **Adaptive** - This creature can pick up and use items or objects.
- **Small** - This creature is small enough to be carried or sit on you. It has high evasion and low armor.
- **Medium** - This creature is big enough to traverse on its own. It has balanced armor and evasion.
- **Large** - This creature can be mounted and is too big to be carried easily. It has high armor and low evasion. You also cannot attack these creatures if you are targeted by them.