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| **Bear Companion, Level 1** | |
| **Stats**   |  |  | | --- | --- | | M | 14 | | S | 8 | | R | 8 | | T | 14 | | W | 4 | | P | 4 | | C | 4 | | **Skills**   |  |  |  |  | | --- | --- | --- | --- | | Natural weapons | MS |  | 11 | | Athlete | MT |  | 13 | | Climb | MS |  | 9 (13) | | Dodge | RS |  | 7 | | Search | RW |  | 6 | |  |  |  |  | |
| **Combat**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | Hits | 25 |  | Bdef | 6 | | Init | -1 |  | Armor | 1 | | Move | 6” |  | Dmg | 2d8 claw or bite | | |
| **Traits**   * *Animal Instinct* – Initiative based only on reflex bonus * *Climbing Claws* – Climb checks +4 * *Tough(2)* | |
| **Level 1 Unlocks**   * *Improved Charge* * *Growl* – All adjacent enemies are chilled (Power 12) * *Move +1*   **Level 5 Unlocks**   * *Armor +1* * *Improved Damage I*   **Level 9 Unlocks**   * *Armor +2* * *Improved Damage II* | |

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| **Eagle Companion, Level 1** | | | |
| **Stats**   |  |  | | --- | --- | | M | 8 | | S | 12 | | R | 14 | | T | 10 | | W | 4 | | P | 4 | | C | 4 | | | **Skills**   |  |  |  |  | | --- | --- | --- | --- | | Natural weapons | MS |  | 11 | | Athlete | MT |  | 8 | | Dodge | RS |  | 11 (14) | | Search | RW |  | 7 (15) | |  |  |  |  | | |
| **Combat**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | Hits | 16 |  | Bdef | 8 | | Init | +2 |  | Armor | 0 | | Move | 8” |  | Dmg | 2d3 Claw or Bite | | | | |
| **Traits**   * *Animal Instinct* – Initiative based only on reflex bonus * *Bird’s Eye* – +8 to search checks * *Dodge(3)* * *Flight* – Can fly and scout from the air | | | |
| **Level 1 Unlocks**   * *Bleeder(2) –* Attacks have 2/12 chance to cause bleed status * *Distraction –* Attacks cause the victim to suffer a -1 to all skills until the eagle moves away, attacks someone else, or is incapacitated   **Level 5 Unlocks**   * *Bleeder(4)* * *Improved Damage I*   **Level 9 Unlocks**   * *Bleeder(6)* * *Improved Damage II* | | | |
| **Racoon Companion, Level 1** | | | |
| **Stats**   |  |  | | --- | --- | | M | 8 | | S | 14 | | R | 12 | | T | 8 | | W | 6 | | P | 4 | | C | 4 | | | **Skills**   |  |  |  | | --- | --- | --- | | Natural weapons | MS | 11 | | Athlete | MT | 11 | | Climb |  | 14 | | Dodge | RS | 14 | | Search | RW | 6 (12) | | Sleight of Hand |  | 14 | | Stealth |  | 14 | |
| **Combat**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | Hits | 15 |  | Bdef | 6 | | Init | +1 |  | Armor | 0 | | Move | 6” |  | Damage | 2d3 Bite | | | |
| **Traits**   * *Animal Instinct* – Initiative based only on reflex bonus * *Dodge(3)* * *Thief* – Has various thief skills | | |
| **Level 1 Unlocks**  **Level 5 Unlocks**   * *Improved Damage I*   **Level 9 Unlocks**   * *Improved Damage II* | | |

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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 | 10 | | Athlete | 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**   * *Grappler(3)* – Attacks get knockdown(3) and hit location does not reduce this chance * *Growl* – Handler spends an inspiration and the wolf growls, causing all enemies within 6” to save power(12) or take a -1 to hit and damage * *Pack Hunter* – +2 to hit when fighting someone who is otherwise engaged   **Level 5 Unlocks**   * *Go For The Throat* – When attacking a prone opponent, you get +2 damage and pierce(3) * *Grappler(4)* * *Howl* – Once per session, the handler spends an inspiration and the wolf howls, giving all allies a 1d4 heal due to boosted morale * *Improved Damage I*   **Level 9 Unlocks**   * *Grappler(5)* * *Improved Damage II* | |