Bestiary

* ***Basic Animal Companion*** – CV 10, TOU 10, HP 20, HCAL 0000, DG 2d4
* ***Wily Pet*** – CV 11, TOU 9, HP 18, HCAL 0000, DG 2d4
  + Move – Move 8”
  + Sneaky – Pet has sneak and steal skills
* ***Tank Pet*** *– CV 9, TOU 14, HP 28, HCAL 1111, DG 2d4*
  + Taunt – As a bonus action, can apply *taunted* status to one opponent
* ***Asp (Striker)*** – CV 12, TOU 8, HP 16, AV 2222, DG 2d4
  + Speedy – Move 7, gives handler +1 INI
  + Venom – Attack that penetrates armor does +1d4 penetrating poison dmg and inflicts Bleed (1)
* ***Monkey (Wily)*** – CV 11, TOU 8, HP 16, AV 0000, DG 2d4
  + Distracting – Gives handler +1 defense
  + Perform – Can give a random performance during camp
  + Pick Lock – Can pick locks with steal
* ***Raven (Scout)*** – CV 9, TOU 8, HP 16, AV 0000 DG 2d4
  + Advisor – Gives handler +1 spell casting, +1 navigate, +1 survival, +1 lore checks
  + Flier – Fly 9, scouts from the air
* ***Turtle (Tank)*** – CV 10, TOU 12, HP 24, AV 4444, DG 1d6+1d4
  + Slow – Move 4, -2 Defense
  + Snap – 4/12 chance on hit to grab enemy
    - Grabbed enemy gets -2 attack/defense
    - Grabbed enemy gets -2 move
    - Turtle auto-moves with grabbed enemy
  + Taunt Aura – Taunts all enemies adjacent
* ***War Bear (Tank)*** – CV 10, TOU 16, HP 32, AV 2222, DG 2d4+1
  + Rear Back – Once per battle
    - Attack dmg increases to 2d6+1, stun (2)
    - Enemy must save (MUS 16) or be knocked back 2 hexes/prone
  + Taunt – Can taunt adjacent enemy
* ***White Wolf (Striker)*** – CV 12, TOU 10, HP 20, AV 1111, DG 2d6
  + Speedy – Move 7, gives handler +1 INI
  + Pack Tactics – Gives all allies +1 to hit adjacent enemies