Animal Companions

An animal companion's abilities are determined by the druid's level and its animal racial traits. Table: Animal Companion Base Statistics determines many of the base statistics of the animal companion. They remain creatures of the animal type for purposes of determining which spells can affect them.

Table: Animal Companion Base Statistics

HD:d8
Good Save:Fort,Ref
Skill Proficiency:select 2 from Acrobatics, Athletics, Intimidate, Perception, Stealth, Survival

| Class Level | HD | BAB | Armor/Shield Bonus | Str/Dex Bonus | Ability Increase | Defense Bonus | DC Bonus | Specia |
|---|---|---|---|---|---|---|---|---|
| 1st | 1 | 0 | 2 | 0 | -- | 0 | 0 | Link share spells Feat |
| 2nd | 2 | 1 | 2 | 0 | -- | 0 | 0 | &#8212; |
| 3rd | 3 | 2 | 4 | 1 | -- | 0 | 0 | Evasion Feat |
| 4th | 4 | 3 | 4 | 1 | +1 | 0 | 0 | -- |
| 5th | 5 | 3 | 4 | 1 | -- | 1 | 0 | Feat |
| 6th | 6 | 4 | 6 | 2 | -- | 1 | 1 | Devotion |
| 7th | 7 | 5 | 6 | 2 | -- | 1 | 1 | Feat |
| 8th | 8 | 6 | 6 | 2 | +1 | 1 | 1 | &#8212; |
| 9th | 9 | 6 | 8 | 3 | -- | 2 | 1 | Multiatta |
| 10th | 10 | 7 | 8 | 3 | -- | 2 | 1 | &#8212; |
| 11th | 11 | 8 | 8 | 3 | -- | 2 | 2 | Feat |
| 12th | 12 | 9 | 10 | 4 | +1 | 2 | 2 | &#8212; |
| 13th | 13 | 9 | 10 | 4 | -- | 3 | 2 | Feat |
| 14th | 14 | 10 | 10 | 4 | -- | 3 | 2 | -- |
| 15th | 15 | 11 | 12 | 5 | -- | 3 | 2 | Improved evasion Feat |
| 16th | 16 | 12 | 12 | 5 | +1 | 3 | 3 | &#8212; |
| 17th | 17 | 12 | 12 | 5 | -- | 4 | 3 | Feat |
| 18th | 18 | 13 | 14 | 6 | -- | 4 | 3 | &#8212; |
| 19th | 19 | 14 | 14 | 6 | -- | 4 | 3 | Feat |

| 20th | 20 | 15 | 14 | 6 | +1 | 4 | 3 | -- |
|------|----|----|----|----|----|---|---|---|

**Class Level:** This is the character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's statistics.

**HD:** This is the total number of eight-sided (d8) Hit Dice the animal companion possesses, each of which gains a Constitution modifier, as normal.

<u>BAB</u>: This is the animal companion's base attack bonus.

Armor/Sheild Bonus: ____          <u>Animal Companion</u>          Armor     Shield Bonus
Stack                  Bonus    AC                Mage Armor                    Shield Bonus

**Str/Dex Bonus:** Strength/Dex

**Ability Increase:**          Ability Score     +1

**Special:** This includes a number of abilities gained by animal companions as they increase in power. Each of these bonuses is described below.

Feats:Fea                    Animal Feats                          GM
                  Feat

**Link (Ex):** A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

**Share Spells (Ex):** The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

**Evasion (Ex):** If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

**Devotion (Ex):** An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

**Multiattack:** An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Animal Feats

Animal companions can select from the following feats: Acrobatic, Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Run, Skill Focus, Spring Attack, Stealthy, Toughness, and Weapon Focus.

Animal Choices

Each animal companion has different starting sizes, speed, attacks, ability scores, and special qualities. All animal attacks are made using the creature's full base attack bonus unless otherwise noted. Animal attacks add the animal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1 /2 its Strength modifier. Some have special abilities, such as scent. See Special Abilities for more information on these abilities. As you gain levels, your animal companion improves as well, usually at 4th or 7th level, in addition to the standard bonuses noted on Table: Animal Companion Base Statistics. Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2.

Ape

Starting Statistics: Size Medium; Speed 30 ft., Climb 30 ft.; AC +1 natural armor; Attack bite (1d4), 2 claws (1d4); Ability Scores Str 13, Dex 17, Con 10, Int 2, Wis 12, Cha 7; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (1d6), 2 claws (1d6); Ability Scores Str +8, Dex &#8211;2, Con +4.

Badger (Wolverine)

Starting Statistics: Size Small; Speed 30 ft., burrow 10 ft., climb 10 ft.; AC +2 natural armor; Attack bite (1d4), 2 claws (1d3); Ability Scores Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 10; Special Attacks rage (as a barbarian for 6 rounds per day); Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; Attack bite (1d6), 2 claws (1d4); Ability Scores Str +4, Dex &#8211;2, Con +2.

Bear

Starting Statistics: Size Small; Speed 40 ft.; AC +2 natural armor; Attack bite (1d4), 2 claws (1d3); Ability Scores Str 15, Dex 15, Con 13, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; Attack bite (1d6), 2 claws (1d4); Ability Scores Str +4, Dex &#8211;2, Con +2.

Bird (Eagle/Hawk/Owl)
Starting Statistics: Size Small; Speed 10 ft., fly 80 ft. (average); AC +1 natural armor; Attack bite (1d4), 2 talons (1d4); Ability Scores Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6; Special Qualities low-light vision.

4th-Level Advancement: Ability Scores Str +2, Con +2.

Boar
Starting Statistics: Size Small; Speed 40 ft.; AC +6 natural armor; Attack gore (1d6); Ability Scores Str 13, Dex 12, Con 15, Int 2, Wis 13, Cha 4; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; Attack gore (1d8); Ability Scores Str +4, Dex –2, Con +2; Special Attacks ferocity.

Camel
Starting Statistics: Size Large; Speed 50 ft.; AC +1 natural armor; Attack bite (1d4) or spit (ranged touch attack, target is sickened for 1d4 rounds, range 10 feet); Ability Scores Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4; Special Qualities low-light vision, scent.

4th-Level Advancement: Ability Scores Str +2, Con +2.

Cat, Big (Lion, Tiger)
Starting Statistics: Size Medium; Speed 40 ft.; AC +1 natural armor; Attack bite (1d6), 2 claws (1d4); Ability Scores Str 13, Dex 17, Con 13, Int 2, Wis 15, Cha 10; Special Attacks rake (1d4); Special Qualities low-light vision, scent.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (1d8), 2 claws (1d6); Ability Scores Str +8, Dex –2, Con +4; Special Attacks grab, pounce, rake (1d6) .

Cat, Small (Cheetah, Leopard)
Starting Statistics: Size Small; Speed 50 ft.; AC +1 natural armor; Attack bite (1d4 plus trip), 2 claws (1d2 ); Ability Scores Str 12, Dex 21, Con 13, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; Attack bite (1d6 plus trip), 2 claws (1d3); Ability Scores Str +4, Dex –2, Con +2; Special Qualities sprint.

Crocodile (Alligator)
Starting Statistics: Size Small; Speed 20 ft., swim 30 ft.; AC +4 natural armor; Attack bite (1d6); Ability Scores Str 15, Dex 14, Con 15, Int 1, Wis 12, Cha 2; Special Qualities hold breath, low-light vision.

4th-Level Advancement: Size Medium; Attack bite (1d8) or tail slap (1d12); Ability Scores Str +4, Dex –2, Con +2; Special Attacks death roll, grab, sprint.

Dinosaur (Deinonychus, Velociraptor)
Starting Statistics: Size Small; Speed 60 ft.; AC +1 natural armor; Attack 2 talons (1d6), bite (1d4); Ability

Scores Str 11, Dex 17, Con 17, Int 2, Wis 12, Cha 14; Special Qualities low-light vision, scent.

7th-Level Advancement: Size Medium; AC +2 natural armor; Attack 2 talons (1d8), bite (1d6), 2 claws (1d4) Ability Scores Str +4, Dex –2, Con +2; Special Attacks pounce.

Dog
Starting Statistics: Size Small; Speed 40 ft.; AC +2 natural armor; Attack bite (1d4); Ability Scores Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; Attack bite (1d6); Ability Scores Str +4, Dex –2, Con +2.

Horse
Starting Statistics: Size Large; Speed 50 ft.; AC +4 natural armor; Attack bite (1d4), 2 hooves* (1d6); Ability Scores Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent. *This is a secondary natural attack, see Combat for more information on how secondary attacks work.

4th-Level Advancement: Ability Scores Str +2, Con +2; Special Qualities combat trained (see the Handle Animal skill).

Pony
Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Attack 2 hooves (1d3); Ability Scores Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4; Special Qualities low-light vision, scent.

4th-Level Advancement: Ability Scores Str +2, Con +2; Special Qualities combat trained (see the Handle Animal skill).

Shark
Starting Statistics: Size Small; Speed swim 60 ft.; AC +4 natural armor; Attack bite (1d4); Ability Scores Str 13, Dex 15, Con 15, Int 1, Wis 12, Cha 2; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; Attack bite (1d6); Ability Scores Str +4, Dex –2, Con +2; Special Qualities blindsense.

Snake, Constrictor
Starting Statistics: Size Medium; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; Attack bite (1d3); Ability Scores Str 15, Dex 17, Con 13, Int 1, Wis 12, Cha 2; Special Attacks grab; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Large; AC +1 natural armor; Attack bite (1d4); Ability Scores Str +8, Dex –2, Con +4; Special Attacks constrict 1d4.

Snake, Viper
Starting Statistics: Size Small; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; Attack bite (1d3 plus poison); Ability Scores Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Special Attacks poison (Frequency 1 round (6), Effect 1 Con damage, Cure 1 save, Con-based DC); Special Qualities low-light

vision, scent.

4th-Level Advancement: Size Medium; Attack bite (1d4 plus poison); Ability Scores Str +4, Dex –2, Con +2.

Wolf

Starting Statistics: Size Medium; Speed 50 ft.; AC +2 natural armor; Attack bite (1d6 plus trip); Ability Scores Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (1d8 plus trip); Ability Scores Str +8, Dex –2, Con +4.