

Name: \_\_\_\_\_ Species: \_\_\_\_\_ Movement: \_\_\_\_\_ Skill Points:

Gender \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Eyes \_\_\_\_\_ Color \_\_\_\_\_

**The Natural** Those attributes which define the companion's potential and qualities determine its present use thereof.

	Attributes		Qualities		
Strength	<input type="text"/>	<i>Str</i>	<input type="text"/>	Brawn	Raw physical strength and the exercise thereof
Agility	<input type="text"/>	<i>Agi</i>	<input type="text"/>	Reflex	The ability to move quickly and adapt
Intelligence	<input type="text"/>	<i>Int</i>	<input type="text"/>	Prudence	Skill and influence with the world around you
Virtue	<input type="text"/>	<i>Vir</i>	<input type="text"/>	Steadfast	Will and the ability to combat corruption
Vigor	<input type="text"/>	<i>Vig</i>	<input type="text"/>	Fortitude	Vitality and the ability to resist physical drains

**Health**  
(*Str+Vig+Qual*)

**Stamina**  
(*Agi+Vig*)

**Faith**  
(*Int+Vir*)

Roll for attributes the same way you would a player character. Re-roll if the player character releases their companion and gains another. Companions have a base attribute value just like player characters do. Ask your Storyteller which to use.

**Small 5 | Medium 8 | Large 10 | Giant 12**

The sum of the associated player character's skill level in Animal Companion, Animal Empathy, and Animal Barding determines the skill points available to the companion. Note that it is the sum of player character's skill level not skill points spent.

**Skills, Knowledge and Talents** Companions have access to a limited subset of general skills.

General Skills								
Acrobatics	<i>Agi</i>	<input type="text"/>	Intimidation	<i>Str</i>	<input type="text"/>	Stealth	<i>Agi</i>	<input type="text"/>
Climbing	<i>Agi</i>	<input type="text"/>	Investigation	<i>Int</i>	<input type="text"/>	Survival	<i>Vig</i>	<input type="text"/>
Hunting	<i>Vig</i>	<input type="text"/>	Perception	<i>Int</i>	<input type="text"/>	Swimming	<i>Vig</i>	<input type="text"/>

<b>Novice</b> 1 - 4 2d6	<b>Journeyman</b> 5 - 10 2d8	<b>Expert</b> 11 - 15 2d10	<b>Master</b> 16 - 18 2d12	<b>Grand Master</b> 19 - 20 3d10
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If a skill is untrained, you may still attempt a check by rolling 1d6.

Offense Skills				Defense Skills			
Name	CA	SL	Roll	Name	CA	SL	Roll
Bite / Claw	<i>Str</i>	<input type="text"/>	<input type="text"/>	Combat Defense	<i>Vig</i>	<input type="text"/>	<input type="text"/>
Combat Form -	<input type="text"/>	<input type="text"/>	<input type="text"/>	Armor -	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Players must have at-least five skill levels in Animal Companion before a companion may enter combat.

Companions may be able to learn new skills or have innate skills you may document here.

Custom Skills								
Skill	CA	SL	Skill	CA	SL	Skill	CA	SL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Equipment** Your companion may be able to hold or carry items for you. What do they have?

Inventory							
Name			Qty.	Name			Qty.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

