

# MEDIEVAL FANTASY

## Animal Companion

Name: \_\_\_\_\_ Species: \_\_\_\_\_ Master: \_\_\_\_\_

Age: \_\_\_\_\_ Description: \_\_\_\_\_

Size: \_\_\_\_\_

Skin: \_\_\_\_\_

Sex: \_\_\_\_\_

Derangements: \_\_\_\_\_

## Attributes

### Physical

Strength \_\_\_\_\_ ●○○○○○○○○  
 Dexterity \_\_\_\_\_ ●○○○○○○○○  
 Stamina \_\_\_\_\_ ●○○○○○○○○

### Social

Charisma \_\_\_\_\_ ●○○○○○○○○  
 Manipulation \_\_\_\_\_ ●○○○○○○○○  
 Appearance \_\_\_\_\_ ●○○○○○○○○

### Mental

Perception \_\_\_\_\_ ●○○○○○○○○  
 Intelligence \_\_\_\_\_ ●○○○○○○○○  
 Wits \_\_\_\_\_ ●○○○○○○○○

## Abilities

### Talents

Alertness \_\_\_\_\_ ○○○○○○○○○  
 Athletics \_\_\_\_\_ ○○○○○○○○○  
 Balance \_\_\_\_\_ ○○○○○○○○○  
 Brawl \_\_\_\_\_ ○○○○○○○○○  
 Climb \_\_\_\_\_ ○○○○○○○○○  
 Dodge \_\_\_\_\_ ○○○○○○○○○  
 Empathy \_\_\_\_\_ ○○○○○○○○○  
 Intimidation \_\_\_\_\_ ○○○○○○○○○  
 Run \_\_\_\_\_ ○○○○○○○○○  
 Subterfuge \_\_\_\_\_ ○○○○○○○○○

### Skills

Amphibious \_\_\_\_\_ ○○○○○○○○○  
 Blindsight \_\_\_\_\_ ○○○○○○○○○  
 Dextr. Combat \_\_\_\_\_ ○○○○○○○○○  
 Escape Artist \_\_\_\_\_ ○○○○○○○○○  
 Hold Breathe \_\_\_\_\_ ○○○○○○○○○  
 Low-light vision \_\_\_\_\_ ○○○○○○○○○  
 Scent \_\_\_\_\_ ○○○○○○○○○  
 Stealth \_\_\_\_\_ ○○○○○○○○○  
 Survival \_\_\_\_\_ ○○○○○○○○○  
 Swim \_\_\_\_\_ ○○○○○○○○○

### Feats

Acute Hearing \_\_\_\_\_ ○○○○○○○○○  
 Acute Vision \_\_\_\_\_ ○○○○○○○○○  
 Agile \_\_\_\_\_ ○○○○○○○○○  
 Alert \_\_\_\_\_ ○○○○○○○○○  
 Endurance \_\_\_\_\_ ○○○○○○○○○  
 Fortitude \_\_\_\_\_ ○○○○○○○○○  
 Iron Will \_\_\_\_\_ ○○○○○○○○○  
 Lightn. Reflexes \_\_\_\_\_ ○○○○○○○○○  
 Stealthy \_\_\_\_\_ ○○○○○○○○○  
 Tough \_\_\_\_\_ ○○○○○○○○○

### Standard Attacks

Bite \_\_\_\_\_ ○○○○○○○○○  
 Claws \_\_\_\_\_ ○○○○○○○○○  
 Gore \_\_\_\_\_ ○○○○○○○○○  
 Grapple \_\_\_\_\_ ○○○○○○○○○  
 Hoof \_\_\_\_\_ ○○○○○○○○○  
 Melee \_\_\_\_\_ ○○○○○○○○○  
 Slam \_\_\_\_\_ ○○○○○○○○○  
 Stamp \_\_\_\_\_ ○○○○○○○○○  
 Tail \_\_\_\_\_ ○○○○○○○○○  
 Talons \_\_\_\_\_ ○○○○○○○○○

### Special Attacks

Attach \_\_\_\_\_ ○○○○○○○○○  
 Constrict \_\_\_\_\_ ○○○○○○○○○  
 Ferocity \_\_\_\_\_ ○○○○○○○○○  
 Poison \_\_\_\_\_ ○○○○○○○○○  
 Pounce \_\_\_\_\_ ○○○○○○○○○  
 Rage \_\_\_\_\_ ○○○○○○○○○  
 Rake \_\_\_\_\_ ○○○○○○○○○  
 Stampede \_\_\_\_\_ ○○○○○○○○○  
 Trample \_\_\_\_\_ ○○○○○○○○○  
 Trip \_\_\_\_\_ ○○○○○○○○○

## Advantages

### Road

● ● ● ● ● ○ ○ ○ ○ ○  
 Evil ---- Neutral ---- Good

### Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
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### Initiative

Base score:  $\text{IdIO} + \text{Dex} + \text{Wits} + \text{Bonus}$

Health Bonus: \_\_\_\_\_

Initiative Bonus: \_\_\_\_\_

Armor Class: \_\_\_\_\_

Difficulty: \_\_\_\_\_

Experience: \_\_\_\_\_

### Spellsave

Mental:  $\text{Wits}$

Physical:  $\text{Sta} + \text{Armor Class}$

### Health

Base Hitpoints: \_\_\_\_\_

	Dice	Score	Range
Bruised			
Hurt	-1		
Injured	-2		
Wounded	-4		
Mauled	-6		
Crippled	-11		
Incapacitated			
Death		-7	-16

Total Hitpoints: \_\_\_\_\_ / \_\_\_\_\_