Move Updates | *for the Ranger if you're using the follower rules.*

Use these instead of the **Animal Companion**, **Command**, Man's Best Friend, **Well-Trained**, and **Unnatural Ally** moves.

☐ **ANIMAL COMPANION**
You are accompanied by a beast of uncommon loyalty and cleverness. See the **Animal Companion** handout for details. Should your companion die or otherwise become separated from you, you can spend 3 XP to gain a new companion (work out the details with the GM).

☐ **ADDITIONAL COMPANION**
Requires: Animal Companion
You gain a second animal companion. Detail it just like the first one.

☐ **MONSTROUS COMPANION**
Requires: Animal Companion, level 6+
You gain a new companion, but this one is a monster, not an animal. Stat it up as if it were an animal companion, but choose 3 extra tags or moves. You are not limited to the moves listed; work with the GM to write some appropriate for this monster. You can also choose from these tags, if warranted: ☐___-wise ☐archer ☐devious ☐gifted

☐☐☐ **IMPROVED COMPANION**
Requires: Animal Companion
Each time you take this move (up to 3 times), choose one of your animal or monstrous companions. It gets one of the following (your choice):
- +1 Quality (max Quality +3)
- 2 additional tags or moves
- +1 armor and +3 max HP

Animal Companion | *for the Ranger*

Your companion is a follower with starting Loyalty +3. Choose its **size** (and base stats) plus a species or breed:

- ☐ *tiny*: Quality +2, d4 damage, 3 HP, Load 0
  bat | cat | crow | hawk | lizard | owl | rat | raccoon | raven | viper | weasel | something else _____
- ☐ *small*: Quality +1, d4 damage, 6 HP, Load 1
  bobcat | cheetah | coyote | drake | eagle | horned owl | hound | lynx | python | something else _____
- ☐ *medium*: Quality +1, d6 damage, 9 HP, Load 2
  alligator | anaconda | black bear | cougar | deer | goat | mastiff | ram | wolf | something else _____
- ☐ *large*: Quality +1, d6 damage (forceful), 12 HP, Load 4
  bull | buffalo | camel | grizzly | horse | lion | mule | polar bear | tiger | something else _____

Choose **tags** and/or **moves** based on its size: 6 if tiny or small, 4 if medium, 2 if large:

Tags: ☐athletic ☐cautious ☐cunning ☐guardian ☐hardy (+2 HP) ☐meek ☐organized ☐stealthy ☐warrior (+ damage die); ☐1 armor

Moves: ☐deliver a message ☐drag down its prey ☐escape from a bind ☐fetch something ☐poison its prey ☐serve as a steed ☐stand watch ☐track by scent ☐threaten or intimidate ☐trample, break, and wreck stuff

Choose an **Instinct** and a **Cost** (1 of each):

Instinct: to... ☐challenge rivals ☐follow its stomach ☐freeze up ☐get distracted ☐give chase ☐make mischief ☐panic ☐run rampant ☐savage its prey ☐wander off

Cost (pick 1): ☐attention (play, grooming, training) ☐freedom (time off on its own, free to roam) ☐comfort (cozy quarters, warmth, plenty of food)

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