

Druid Animal Companions

The following rules for animal companions replace those found under the nature bond ability gained by druids at 1st level. A druid can still select a domain instead of an animal companion at 1st level.

Ranger Animal Companions

The following rules for animal companions replace those found under the hunter's bond ability gained by rangers at 4th level. This ability functions like the druid ability of the same name, except that the ranger's effective druid level is equal to his ranger level -3. A ranger can still select to form a bond with those he hunts with instead of animal companion at 4th level.

Paladin Bonded Mount

The following rules for animal companions replace those found under the divine bond ability gained by paladins at 5th level. This ability functions like the druid ability of the same name, using the paladin's level as her effective druid level. A paladin can only select a boar, camel, dog, heavy horse, light horse, or pony as her animal companion. Paladin animal companions have a minimum Intelligence score of 6. A paladin can still select to bond with her weapon instead of an animal companion at 5th level.

Animal Companions

An animal companion's abilities are determined by the druid's level and by the type of animal that it is. Although it is generally superior to a normal animal of its kind, some start out less powerful and grow over time. Table X-XX determines many of the base statistics of the animal companion.

Class Level: 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.

BAB: This is the animal companion's base attack bonus. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. Animal companions do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the animal companion's base saving throw bonuses. An animal companion has good Fortitude and Reflex saves.

Skills: This is the total number of skill points an animal companion possesses. Animal companions can assign their skill points to any of the skills listed under Animal Skills. If an animal companion increases its Intelligence to 10 or higher, it gains additional skill points. Animal companions with an Intelligence of 3 or higher can purchase ranks in any skill. As with characters, an animal companion cannot have more ranks in a skill than it has Hit Dice.

Feats: This is the total number of feats possessed by an animal companion. Animal companions should select their feats from those listed under Animal Feats. Animal companions can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency).

Note that animal companions cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

Natural Armor Bonus: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex Bonus: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill).



Table x-xx: Animal Companion Base Statistics

| Class | Natural | | | | | | | Armor | | | Special |
|-------|---------|----|-----|------|-----|------|--------|-------|-------|---------|-------------------------------------|
| | Level | HD | BAB | Fort | Ref | Will | Skills | Feats | Bonus | Str/Dex | |
| 1 | 2 | 1 | 3 | 3 | 0 | 2 | 1 | 0 | 0 | 1 | Link, share spells |
| 2 | 3 | 2 | 3 | 3 | 1 | 3 | 2 | 0 | 0 | 1 | — |
| 3 | 3 | 2 | 3 | 3 | 1 | 3 | 2 | 2 | 1 | 2 | Evasion |
| 4 | 4 | 3 | 4 | 4 | 1 | 4 | 2 | 2 | 1 | 2 | Ability score increase |
| 5 | 5 | 3 | 4 | 4 | 1 | 5 | 3 | 2 | 1 | 2 | — |
| 6 | 6 | 4 | 5 | 5 | 2 | 6 | 3 | 4 | 2 | 3 | Devotion |
| 7 | 6 | 4 | 5 | 5 | 2 | 6 | 3 | 4 | 2 | 3 | — |
| 8 | 7 | 5 | 5 | 5 | 2 | 7 | 4 | 4 | 2 | 3 | — |
| 9 | 8 | 6 | 6 | 6 | 2 | 8 | 4 | 6 | 3 | 4 | Ability score increase, Multiattack |
| 10 | 9 | 6 | 6 | 6 | 3 | 9 | 5 | 6 | 3 | 4 | — |
| 11 | 9 | 6 | 6 | 6 | 3 | 9 | 5 | 6 | 3 | 4 | — |
| 12 | 10 | 7 | 7 | 7 | 3 | 10 | 5 | 8 | 4 | 5 | — |
| 13 | 11 | 8 | 7 | 7 | 3 | 11 | 6 | 8 | 4 | 5 | — |
| 14 | 12 | 9 | 8 | 8 | 4 | 12 | 6 | 8 | 4 | 5 | Ability score increase |
| 15 | 12 | 9 | 8 | 8 | 4 | 12 | 6 | 10 | 5 | 6 | Improved evasion |
| 16 | 13 | 9 | 8 | 8 | 4 | 13 | 7 | 10 | 5 | 6 | — |
| 17 | 14 | 10 | 9 | 9 | 4 | 14 | 7 | 10 | 5 | 6 | — |
| 18 | 15 | 11 | 9 | 9 | 5 | 15 | 8 | 12 | 6 | 7 | — |
| 19 | 15 | 11 | 9 | 9 | 5 | 15 | 8 | 12 | 6 | 7 | — |
| 20 | 16 | 12 | 10 | 10 | 5 | 16 | 8 | 12 | 6 | 7 | Ability score increase |

These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

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

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 touch range spell) 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).

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

Ability Score Increase (Ex): The animal companion adds +1 to one of its ability scores.

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 its primary natural weapon, albeit at a -5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally 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 COMPANIONS

Animal Skills

Animal companions can have ranks in any of the following skills: Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Perception (Wis), Stealth (Dex), and Swim (Str). All of these skills are class skills for animal companions.

Animal Feats

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

Animal Types

Each animal companion has a type, which defines its starting size, speed, attacks, ability scores, and other special qualities. As you gain in levels, your animal companion gains in power as well, usually at 4th or 7th level, in addition to the standard bonuses noted on table X–XX.

Ape

Starting Statistics: Size Medium; Speed 30 ft., Climb 30 ft.; AC +1 natural armor; Attack 2 claws (1d4), bite (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 2 claws (1d6), bite (1d6); Ability Scores Str +8, Dex –2, Con +4.

Badger (Wolverine)

Starting Statistics: Size Small; Speed 30 ft., burrow 10 ft., climb 10 ft.; AC +2 natural armor; Attack 2 claws (1d3), bite (1d4); Ability Scores Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 10; Special Attacks rage; Special Qualities low-light vision, scent.
4th Level Advancement: Size Medium; Attack 2 claws (1d4), bite (1d6); Ability Scores Str +4, Dex –2, Con +2.

Bear

Starting Statistics: Size Small; Speed 40 ft.; AC +2 natural armor; Attack 2 claws (1d3), bite (1d4); 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 2 claws (1d4), bite (1d6); Ability Scores Str 4, Dex –2, Con +2.

Bird (Eagle/Hawk/Owl)

Starting Statistics: Size Small; Speed 10 ft., fly 80 ft. (average); AC +1 natural armor; Attack 2 talons (1d4), bite (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 11, 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*); Ability Scores Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4; Special Qualities low-light vision, scent. * A camel's bite is treated as a secondary attack and adds only half the camel's Str bonus on the damage roll.
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 2 claws (1d4), bite (1d6); Ability Scores Str 13, Dex 17, Con 13, Int 2, Wis 15, Cha 10; Special Attacks pounce; Special Qualities low-light vision, scent.
7th Level Advancement: Size Large; AC +2 natural armor; Attack 2 claws (1d6), bite (1d8); Ability Scores Str +8, Dex –2, Con +4; Special Attacks improved grab, rake (1d6).

Cat, Small (Cheetah, Leopard)

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

4th Level Advancement: Size Medium; Attack bite (1d6), 2 claws (1d2); 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 improved grab.

Dinosaur (Megalaptor, Tyrannosaurus)

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Attack bite (1d8); Ability Scores Str 12, Dex 16, Con 13, Int 2, Wis 15, Cha 10; Special Qualities low-light vision, scent.

7th Level Advancement: Size Large; AC +2 natural armor; Attack bite (2d6); Ability Scores Str +8, Dex -2, Con +4; Special Attacks improved grab, swallow whole.

Dire Rat

Starting Statistics: Size Small; Speed 40 ft., climb 20 ft.; AC +1 natural armor; Attack bite (1d4); Ability Scores Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; Special Attacks disease; Special Qualities low-light vision, scent.

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

Doğ

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, heavy

Starting Statistics: Size Large; Speed 50 ft.; AC +4 natural armor; Attack 2 hooves (1d6*); Ability Scores Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent. * A horse's bite is treated as a secondary attack and adds only half the horse's Str bonus on the damage roll.

4th Level Advancement: Attack 2 hooves (1d6), bite (1d4); Ability Scores Str +2, Con +2; Special Qualities war trained.



Horse, light

Starting Statistics: Size Large; Speed 60 ft.; AC +4 natural armor; Attack 2 hooves (1d4*); Ability Scores Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent. * A horse's bite is treated as a secondary attack and adds only half the horse's Str bonus on the damage roll.

4th Level Advancement: Attack 2 hooves (1d4), bite (1d3); Ability Scores Str +2, Con +2; Special Qualities war trained.

Monitor Lizard

Starting Statistics: Size Small; Speed 30 ft., swim 30 ft.; AC +3 natural armor; Attack bite (1d6); Ability Scores Str 13, Dex 17, Con 15, Int 1, Wis 12, Cha 2; Special Qualities low-light vision.

4th Level Advancement: Size Medium; Attack bite (1d8); Ability Scores Str +4, Dex -2, Con +2.

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. * A pony's bite is treated as a secondary attack and adds only half the pony's Str bonus on the damage roll.

4th Level Advancement: Ability Scores Str +2, Con +2; Special Qualities war trained.

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 keen 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 Small; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; Attack bite (1d2); Ability Scores Str 13, Dex 19, Con 11, Int 1, Wis 12, Cha 2; Special Attacks improved grab; Special Qualities scent.

4th Level Advancement: Size Medium; Attack bite (1d3); Ability Scores Str +4, Dex -2, Con +2;

Special Attacks constrict (1d3+4).

Snake, viper

Starting Statistics: Size Medium; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +2 natural armor; Attack bite (1d4 plus poison); Ability Scores Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Special Attacks poison (1d6 Con/1d6 Con, Con-based DC); Special Qualities scent.

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

Wolf

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

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

