

# 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)

|            |               |               |              |            |                                    |
|------------|---------------|---------------|--------------|------------|------------------------------------|
| Name _____ | Loyalty _____ | Quality _____ | Damage _____ | Load _____ | Current HP _____<br><i>Max HP:</i> |
|------------|---------------|---------------|--------------|------------|------------------------------------|

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