

ANIMAL COMPANION LEVELING GUIDE

COMPANION RULES

IN COMBAT

Your companion acts on their own initiative unless they are being used as a mount, in which case they act on their own. If you fall unconscious, your companion will prioritize defending you.

COMMUNICATION

While your companion does not necessarily understand any language you speak, it will follow simple commands and you are able to instruct it to perform simple tasks. Your Companion is completely loyal to you and will do it's best to be helpful as possible.

BARDING ARMOR

Barding armor is described in the Equipment Section of the PHB. Barding for medium and small creatures costs twice as much as normal armor and weighs the same amount.

MAGIC ITEMS

While magic items for animal companions are somewhat more rare, they are not unheard of. In general, magical armor is fairly easy to convert into barding armor, although it will require the work of an experienced blacksmith. While traditional magic weapons such as swords and bows are not something companions are equipped to handle, there are other ways to magically enhance their attacks, such as wraps, gauntlets, claw extenders etc.

COMPANION OPTIONS

Level	Proficiency Bonus	Features
3rd	+2	Natural Talents
5th	+3	True Ally
7th	+3	Worldly Veteran
11th	+4	Heritage Traits
15th	+5	Grizzled Defender
18th	+6	Transcendence

HIT POINTS

Companion Hit points are calculated by taking the average of the creature's HP (from their stat block) + the player's level * your companion's CON mod

PROFICIENCIES

Armor: All barding armor

Weapons: Natural Weapons

Tools: None

Saving Throws: Choose from Strength, Dexterity, or Constitution

Skills: None

OPTIONS

At each Feature level, you have the option to have your companion take the given ability or to increase one Ability Score of your choice by 2, or two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 by Ability Score increases.

NATURAL TRAITS

At 3rd level, your companion understands a little bit more about the battlefield. Choose one of the following Traits to learn.

- **Defensive.** Your Companion gains +1 AC and an additional 1 hp for each level you have
- **Offensive.** Your Companion's attacks have +2 to hit and damage rolls
- **Protective.** When a creature your companion can see attacks a target other than them that is within 5 feet of them, they can use their reaction to impose disadvantage on the Attack roll
- **Aggressive.** When your companion takes the attack action, they can make one additional attack as a bonus action. They do not add their ability score modifier to the damage for this attack.

TRUE ALLY

At 5th level, your companion becomes more loyal to you and your friends than ever, even in the event of your death. Choose one of the following options.

- **Grief.** If you or one of your allies fall unconscious, your companion can stabilize them, making a DC 10 Survival or Medicine check. How your companion specifically stabilizes a creature is up to the narrative. As examples, your companion may lick your wounds or attempt to move a contorted unconscious body into a more natural position.
- **Rage.** If you or one of your allies fall unconscious, your companion can immediately move up to their movement and take the attack action against a creature.

WORLDLY VETERAN

at 7th level, your companion has had time to mature and practice what it knows. It gains proficiency in 3 skills and 1 saving throw of your choice.

HERITAGE TRAITS

At 11th level, your companion becomes even more of a manifestation of their species. The trait they gain is based off of the type of creature they are.

- **Reptilian.** Your companion gains an elemental breath attack of your choice (consult the Dragonborn Race for details on saving throws and area of effect). The Breath attack damage is 3d6 and increases by a d6 when you reach 15th and 18th level. Once it uses it's breath weapon, at the top of each of it's turns, roll a d6. on a 5 or 6, it regains it's breath weapon. It regains it normally on a short or long rest.
- **Mamillion.** If the your companion moves at least 20 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra damage dice from the attack. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone. The damage increases by another damage dice at 15th and 18th level.
- **Arachnid.** Your companion's attacks now deal 3d4 poison damage in addition to their normal damage. The damage increases by a d4 when you reach 15th and 18th level.
- **Bird.** Your compaion can now attack twice when taking the attack action, and doesn't provoke opportunity attacks when it flies out of an enemy's reach.
- **Crustacian.** Your compainion gains +2 AC and has advantage on saving throws against spells, and any creature making a spell attack against it has disadvantage on the attack roll.
- **Aquatic.** Your companion has advantage on attack rolls against any creature that doesn't have all it's hit points

GRIZZLED DEFENDER

At 15th level, your companion is used to combat situations. Choose one of the following options.

- **Relentless.** Your companion can keep fighting despite grievous wounds. If they drop to 0 Hit Points and don't die outright, they can make a DC 10 Constitution saving throw. If they succeed, they drop to 1 hit point instead. If they fail, they cannot use this ability again until they finish a short or long rest.
- **Carrier.** Your companion can now carry and or drag one creature one size larger than itself or two creatures its size or smaller without halving it's movement. Its base speed (includes climbing or swimming if applicable) also increases by 10 ft.

TRANSCENDENCE

At 18th level, your companion has transcended its natural being. Choose one of the following options.

- **Sentience.** Your companion can now speak telepathically to any creature it can see within 60 feet of it. Your companion doesn't need to share a language with the creature for it to understand the telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.
- **Ethereal.** Your companion can now use a bonus action to magically teleport, along with any equipment it is wearing or carrying, up to 60 ft to an unoccupied space it can see.
- **Resistant.** Your companion is now resistant to all damage, excluding Psycic damage.
- **Magical.** Your companion gains 4 cantrips of your choice from any spell list that it can cast at will. Damage is based on your level.

Rules by u/Onomonopedia