

## "BIG" MUTT

TN Medium Animal

**Init** +3; **Senses** Low-Light Vision, Scent 30 ft; Listen +6, Spot +6

**Languages (understood)** Cliffspeak and Kobold

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**AC** 19, touch 13, flat-footed 16

**hp** 31 (4HD)

**Fort** +6, **Ref** +7, **Will** +3

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**Speed** 40 ft. (8 squares)

**Melee** bite +6 (1d6+4)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +6

**Special Actions** Combat (???)

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**Abilities** Str 16 (+3), Dex 16 (+3), Con 15 (+2), Int 2 (-4), Wis 14 (+2), Cha 6 (-2)

**Special Qualities** Evasion, link, share spells, skills, two bonus animal tricks

**Animal Tricks** Attack, Come, Defend, Down, Fetch, Guard, Heel, Seek, Stay, Track, Work plus two bonus animal tricks

**Feats** Alertness, Toughness, Track

**Skills** Balance +3, Bluff -2, Climb +3, Concentration +2, Escape Artist +3, Hide +3, Intimidate -2, Jump +11, Listen +6, Move Silently +3, Perform (untrained) -2, Ride +3, Search -4, Sense Motive +2, Spot +6, Survival +3, Swim +5

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**Combat (Ex)** Mutt can make trip attacks just as wolves do (see the Wolf entry). Mutt can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

**Evasion (Ex)** If Mutt is subjected to an attack that normally allows a Reflex saving throw for half damage, the riding dog takes no damage if he makes a successful saving throw.

**Link (Ex)** Tuck can handle Mutt as a free action, or push him as a move action, even if Tuck doesn't have any ranks in the Handle Animal skill. Tuck gains a +4 circumstance bonus on all Wild Empathy checks and Handle Animal checks made regarding Tuck.

**Share Spells (Ex)** At Tuck's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect Mutt. Mutt must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Mutt if the companion moves farther than 5 feet away and will not affect Mutt again, even if the riding dog returns to Tuck before the duration expires.

Additionally, Tuck may cast a spell with a target of "You" on Mutt (as a touch range spell) instead of on himself. Tuck and Mutt can share spells even if the spells normally do not affect creatures of the companion's type (animal).

**Skills** Mutt has a +4 racial bonus on Jump checks. \*Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

### Animal Tricks

**Attack** The animal attacks apparent enemies.

**Come** The animal comes to you, even if it normally would not do so.

**Defend** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.

**Down** The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

**Fetch** The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.

**Guard** The animal stays in place and prevents others from approaching.

**Heel** The animal follows you closely, even to places where it normally wouldn't go.

**Seek** The animal moves into an area and looks around for anything that is obviously alive or animate.

**Stay** The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

**Track** The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

**Work** The animal pulls or pushes a medium or heavy load.

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Player: Tuck's Animal Companion; Character Name: Big Mutt*