

## PC loedie Hawk Animal Companion – Abilities & Gear

### Agile Maneuvers

### Feat

You've learned to use your quickness in place of brute force when performing combat maneuvers.

**Benefit:** You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

**Normal:** You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

### Dodge

### Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### Attack [Trick]

### Animal Trick Trick

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

### Come [Trick]

### Animal Trick Trick

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

### Defend [Trick]

### Animal Trick Trick

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 a specific other character.

### Down [Trick]

### Animal Trick Trick

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 [Trick]

### Animal Trick Trick

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

### Guard [Trick]

### Animal Trick Trick

The animal stays in place and prevents others from approaching.

### Guarding [Trick]

### Animal Trick Trick

An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

### Seek [Trick]

### Animal Trick Trick

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

### Evasion (Ex)

### Racial Ability (Master)

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.

### Fly (80 feet, Average)

### Unknown

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

### Low-Light Vision

### Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.