

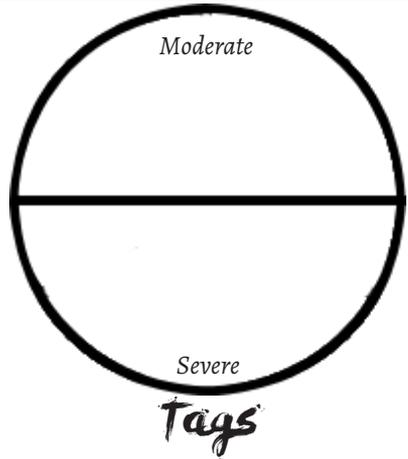
# The Animal Companion

The Animal Companion is generally an extension of its owner, and can be used to make Basic Moves using their stats. The Companion can be assumed to be loyal, and does not normally need to be convinced to follow intuitive or non-suicidal commands.

Companions can be Tagged, but do not receive Mild Tags, only Moderate or Severe.



**Animal**  
(starts at +1)



**Wild**  
Your companion has an Animal score of +2 instead of +1.

## Riding Moves

**Unstopping**  
Choose one type of terrain your companion can easily traverse: clouds, sea, solid stone.

**Zephyr**  
When you ride with haste, roll +Animal. On a 7 or greater, you reach your destination swiftly. On a 7, 8, or 9, choose one:  
~ Trouble finds you there.  
~ Your companion is *Exhausted*.  
~ Your arrival causes a big scene.

## Hunting Moves

**Hound**  
So long as you have some recent physical link to a subject, you can spend 1 Chi to find them (though it may not be fast or stealthy).

**Pack Mentality**  
When your companion is an equal participant in your maneuvers, roll +Animal in addition to rolling your own Move. On a 7 or greater, you may choose to use that result instead for your Move.