

## Simple Tricks

- **Carry Rider:** This assumes the animal is physically able to carry a rider. It obeys simple movement commands from the rider, such as turning left and right, stopping, and trotting. This does not replace riding proficiency; any maneuvers performed by the rider, such as using the mount as a shield or leaping from the steed's back to the ground, require the Riding proficiency checks.
- **Come:** The animal advances toward you at maximum speed, stopping when it comes within a few feet.
- **Dig:** The animal digs at a given spot until commanded to stop.
- **Fetch:** The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object. Note that the Fetch trick doesn't allow the follower to hunt for and recognize objects belonging to a general category; that is, a follower can't enter a building and look for hidden gems or other treasure items.
- **Follow:** The animal follows a specified creature or target at a discrete distance while attempting to avoid detection.
- **Heel:** The animal follows you closely, even to places where it normally wouldn't go.
- **Hide:** The animal hides to the best of its ability within a given area.
- **Play Dead:** The animal drops and slows its breathing, pretending to be dead until commanded to do otherwise.
- **Seek:** The animal moves into an area and looks around for anything that is obviously alive or animate.
- **Speak:** The animal growls, barks, chirps, or makes any other natural sound on command.
- **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.
- **Withdraw:** The animal withdraws from battle as safely as possible, moving to a safe, out of the way, space.
- **Work:** The animal pulls or pushes a load up to twice his own weight.

## Moderate Tricks

- **Attack (-3/-6):** 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) requires a check with a -6 instead.
- **Defend (-3):** 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.
- **Guard (-3):** The animal stays in place and prevents others from approaching. Like Defend, but for a location.
- **Obey (-3):** The animal obeys a different character as indicated by its companion. The indicated character must be familiar with whatever command phrases or gestures the character uses to command the companion.
- **Track (-3):** The animal tracks the scent presented to it. (This requires the animal to have the scent ability).

## Hard Tricks

- **Battle Mount (-6):** The animal is trained to be calm in battle, attack once as your *Minor Action*, and possibly trample creatures smaller than itself.
- **Pick Pocket (-6):** The animal attempts to pick the pocket of an indicated character rolling percentile dice (20% + 5% per PC level). The victim must be indicated (although this can be done discreetly), and this requires a full round action. Note that the character performing the training does need to have the Pick Pockets ability.
- **Subdue (-6):** As per the Attack command, but the animal attempts to subdue its opponents rather than actually kill them.

**Low Trainability:** This category includes animals with little aptitude for learning, such as fish, insects, arachnids, and reptiles. Most of these creatures have Intelligence scores of 0. Since some of these creatures are unable to discern sound, the ranger may need to use a bright light (such as a torch) or a broad gesture (a sweep of the hands) instead of a vocal command to get the follower to respond. A follower with low trainability can learn no more than a few 2-5 (1d4+1) Simple Tricks, though the DM may decide that a particular animal is not capable of learning any tricks.

**Medium Trainability:** Animals in this category have an average but unexceptional aptitude for learning. The category includes herd animals, small mammals, and birds, most of which have Intelligence scores of 1. A follower with medium trainability can learn 4-10 (2d4+2) Simple and Moderate Tricks.

**High Trainability:** Exceptionally bright animals belong to this group, including those commonly found as pets, trained for circuses, or used in warfare. These animals will tend to have Intelligence scores in the 2+ range. A follower with High trainability is able to learn 8-20 (4d4+4) Simple, Moderate, and Hard Tricks.