

Familiars

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A familiar can be as important to a mage as a clip is to an M-16. The familiar is the mage's extra eyes, ears, and WKM battery. Plus, they can make pretty good companions (unless your familiar happens to be a cantankerous old hound dog with a southern drawl or a chicken with Turrets.). There are a few different ways to find a familiar and the familiar can be almost anything. They may also be more or less intelligent than the mage that summoned them. A familiar's life span is increased to match the mages lifespan unless the creature would outlive the mage naturally. No matter what the outcome, a familiar can be both a boon and a bane.

Familiars have a wide range of abilities, depending on their intelligence. They can increase a mage's abilities and even help a mage to heal. A mage's spell-casting ability can also be boosted with help from a familiar. But for all their bonuses, a familiar can also have their downsides; downsides that can be deadly to the mage.

A GM should feel free to design and flesh out a player characters familiar. Give it personality, but most of all, have fun with it.

Finding a Familiar

A white mage must find their own familiar while a grey or black mage can either find one themselves or be granted one by the darker forces. Another option available to players is the spell Choose Familiar (see spell list, Choose Familiar). A granted familiar will always be at least Intelligence Level 4 (+76 to roll) while a familiar acquired through the Choose Familiar spell will always be at least Intelligence Level 3 (+51 to roll).

The maximum Intelligence Level possible is Level 5 unless a natural 100 is rolled on d100.

Example- Esmerelda, the White Witch of Compton casts Choose Familiar. She chooses a ferret named Willie, who is just a normal ferret before the spell is cast. Rolling for Intelligence Level she gets a dismal 5. But adding it to the +51 gives her a 56. Looking at the Intelligence table gives Willie the ferret an Intelligence Level of 3, making him as intelligent as the average adult along with the abilities listed for Level 3.

Intelligence Level

A familiar can have an Intelligence ranging from that of an animal to higher than a normal human being. And with higher intelligence, a familiar will have more inherent abilities. But regardless of a familiar's Intelligence Level, a familiar will never be able to take over a mage's free will. The only exception would be if the familiar is ever possessed by darker forces (or holy ones). If a creature already has an Intelligence Level, a roll is not needed unless the mage wishes to increase the familiar's Intelligence Level.

Intelligence Level Chart

ROLL	INT	LVL	Abilities
1-25	0-3	1	None
26-50	4-9	2	Speech I
51-75	10-16	3	Speech II
76-99	17-19	4	3 Skills
100	20-21	5	1 Spell List
101+	22+	6	Self Teleport

Abilities are cumulative

Level 1- The familiar is basically a well-trained animal. It has a telepathic link with the mage.

Level 2- The familiar is the equivalent of a human teenager, approximately age sixteen as far as its intelligence goes. It can communicate telepathically with the mage or with other people.

Level 3- The familiar is as intelligent as the average adult human being. Besides being able to communicate mentally, the familiar can also speak. Language(s) are to be determined by the GM.

Level 4- The familiar is more intelligent than the average human. Besides normal animal abilities, the familiar gets three skills from the skill list, to be determined by the GM.

Level 5- The familiar is a genius (*Wiley E. Coyote, Super Genius...*). It is very adept in the magical arts and gains one spell list, to be determined by the GM.

Level 6- The familiar's intelligence borders on the theoretical and the otherworldly. It is able to teleport itself and up to five pounds 3 times a day a distance of up to 20 miles away. Intelligence Level 6 familiars tend to be rather smug (...yes, *I like the way that rolls off the tongue. Wiley E. Coyote, Super Genius!*)

Magic

Familiars have the same WKM level as the mage that summoned them. When a mage uses a familiar to cast a spell, they get a +10% bonus to their base spell casting. If a mage casts a spell through the familiar, the spell will actually come from the familiar for combat and detection purposes. Mages and familiars

share spell lists, but a familiar must be Intelligence Level 3 to cast spells. A familiar cannot cast Find Familiar at any time. Any spells cast through or by the familiar are cast at the same level as the mage's level. And a familiar must be Intelligence Level 4 to cast spells from their mage's list.

Ups and Downs

A familiar can provide many advantages to a mage. Should the mage get wounded, the familiar will help the mage to heal by regenerating d6 WBD while near the mage. A familiar also improves the mage's MRE and resistance rolls by +05%.

The downside of having a familiar, besides any personality conflicts that may arise, comes if the familiar is killed. Should anything fatal happen to the familiar, the mage must make a 10% Death Shock roll. Regardless of the results, the mage will fall unconscious for d20 +4 hours. Also, the mage loses 50% of their WKM for 10+d10 days.

Spell List

The spell list remains pretty much the same as the original with the exception of removal of Bind Familiar and the addition of Cast Through and Choose Familiar. Spells marked with an Asterisk are usable by the mage as well as the familiar.

SPELL	COST	TIME
Find Familiar	50	3d
*Familiar Sight 20 mi	10	1m
*Listening 20 mi	10	1m
*Spell Work +5	5	1m
*Tap Familiar's WKM	5	1m
Hide Familiar	10	2m
*Cast Through	15	3m
Choose Familiar	200/day	1wk

Find Familiar- Allows a mage to summon a familiar. What is summoned is determined on the random rolls chart.

Familiar Sight- A mage can see through their familiar's eyes. Range is 20 miles.

Listening- A mage can hear through their familiar's ears. Range is 20 miles.

Spell Work- Gives a mage a +5 to their casting bonus.

Tap Familiar's WKM- Allows a mage to use their familiar's WKM.

Hide Familiar- Temporarily renders the familiar invisible or casts the illusion of something else over the familiar.

Cast Through- A mage can cast a spell through their familiar. For the purpose of detection and combat, the spell comes from the familiar, not the mage. Range is 20 miles.

Choose Familiar- A mage is able to choose what type of familiar is summoned. The spell takes longer than Find Familiar and costs more, but the familiar will be of the mage's choosing and be at least Intelligence Level 3. If the mage has a particular animal in mind, such as a favorite pet, the mage casts the spell over the creature for the week. The creature then becomes the mage's familiar.

Familiar Random Roll Table

1-30	Cat
31-60	Dog/Wolf
61-70	Raven
71-80	Rat
81-90	Owl
91-99	Toad
100	Special

Special Familiar Table

1-10	Raccoon
11-20	Common Small Lizard
21-30	Snake
31-36	Monkey
37-45	Common Small Bird
46-55	Squirrel
56-60	Opossum/Skunk
61-70	Large Spider/Insect
71-79	Raptor (Hawk, eagle)
80-83	Large Wildcat
84-89	Bat
90-95	Ferret
96-98	Wolverine/Badger
99	Minor Magical Creature
100	GM's Choice

Combat

A familiar will not normally engage in combat unless it's life or the life of its mage is threatened. Those creatures with a natural inclination towards combat will still have aggressive tendencies, but will not be as quick to enter a non-provoked combat. When they DO enter combat, they are as ferocious as they normally would be, more so if they have a higher than animal Intelligence Level.

Example- Murray the Mage has a wolverine familiar. Wolverines will normally attack if they are looked at wrong. But Murray's familiar, Tulip, only snarls and growls. That is unless Murray's teammates keep poking it with a stick while it's trying to sleep...

Conclusion

A GM can always mandate what kind of familiar a player gets, unless the player uses the Choose Familiar spell. The important thing is to have fun. Talk with your player and see what kind of familiar they want and go from there, although minor conflict between a player and their familiar can be fun.