

Familiars

A Game of Cute Animals and Dark Magic

PG

Prepared for the 24-hour RPG contest

tion, trying to stop a rival from completing a ritual that could destroy the world, fighting an invasion from the Grey Dimensions, or something else.

The Familiars

Welcome to Familiars, a game about playing magical animals serving a Mistress or Master of magic. What are Familiars? They are animals who were formerly normal but who have been gifted with increased intelligence, capabilities, and toughness, as well as magical powers. Gaining sentience somewhere near a sorcerer, or perhaps a group of witches, your character was filled with a need to help. They do not know why they suddenly feel this way, but they feel a loyalty to their master(s).

They also see things their master doesn't. That he is dealing with powers that could lead to his corruption and destruction. The familiar feels the need to help their master with his goals, but at the same time, they feel a compulsion to stop their master from going too far. How do they help their master? How far will they go to stop him from destroying himself in his arrogance? Will their master ever stop dealing in dangerous magics?

The Masters

Who is it that you serve? A magician of some sort, but what kind of magician? What kind of person are they? How do they treat you and your fellow familiars? They are still uncorrupted, else there would be nothing you could do, but how close to the edge are they?

Even good Masters do things that would horrify a mundane person. How does your Master operate? Are they by themselves, or part of a group? Who are their friends? Even more importantly, who are their enemies? Other Masters, possibly with their own familiars? Demons the master has fought before?

The source of a master's power can be one of a number of things. Ritualistic pacts from ancient times. Worship of an otherworldly being. The manipulation of alchemical formulae. Most Masters learn their secrets by contacting demonic entities and trading favours for information. Some, however, get their powers in other ways. These masters are less at risk from demonic interference, but often have problems with interference from other masters. Few masters get to have lives of peaceful contemplation. Most are constantly involved in one plot or another, attempting to obtain hidden informa-

What Do I need?

To run this game you need yourself, one or more players, this pdf, and a pool of dice. You can use any kind of dice, but they must all be the same die type. They could be all 4-siders, all 6-siders, or all 10-siders, but whatever size dice you use, everyone must use the same kind. It works best when each person has at least as many dice as their familiar's highest stat, maybe with one or two extra for bonus dice. You may also want tokens to represent Plot points and something for the Master's Favour. And, of course, character sheets.

This is my first attempt at a 24-hour RPG. I hope you enjoy it.

Pat

Character Creation

The Master

Before you make characters for a Familiars game, everybody must first consider one thing: Your Masters. The GM sits down with the players to create the Masters together. You won't be creating the Masters as full characters, though the GM may choose to do so later on, but you do have to make several decisions. First of all, decide how many Masters there will be. Do each of your familiars serve a separate Master, a group of Masters who work together, or do more than one of you serve a given Master? Do you all serve one Master?

What kind of sorcerer is your Master? A woods-walking druidic type? A diviner who deals mostly with the use of crystals? An alchemist looking for the secret of eternal life? What is their specialty? What kind of things do they do? What kind of things do they get you to do?

Why do they do it? Sorcery is a dangerous occupation. What brought them into it? The search for lost knowledge? The death of a loved one? The temptation of power? What is the source of their obsession with magic?

Your job is to guard them against corruption. What is their weakness? How is it that the dark forces will try to tempt them into doing things they should not? What do you do to protect them?

Though experienced in magic, they have not yet been corrupted by the call of evil forces. Why? What is their strength? Is it pure willpower preventing them from going too deep? Is it love, perhaps for someone special, that keeps them from making the wrong decision? How long will this last without your assistance?

Who are they in public? What do people in the town say about them? Do they think your Master is a kindly doctor? Or have they heard strange sounds from the house, sounds that prove to them your Master isn't quite right?

Lastly, who are they in private? When there's no one else but the two of you in the room, how does the Master treat you? If he has more than one familiar, does he treat them better than he treats you? Are you the favourite?

You need not answer all the questions, but they should at least be thought about.

The Familiars

Now we get to the characters not played by the GM.

Character creation in Familiars is a simple process. First, you pick an animal, which gives you their base stats and abilities. Second, you pick your familiar's most common role, which gives them a few stat bonuses and a special ability. Third, you pick their magical powers (they each get two). Fourth, you pick their weakness. Lastly, you get three stat points to add wherever you want.

The Stats

There are six stats for familiars. The minimum stat is 3, the maximum is 7.

Alert: How aware the familiar is of their surrounds.

Brave: How strong willed the familiar is.

Cute: How well the familiar can manipulate others.

Fast: How fast and agile the familiar is.

Smart: How intelligent the familiar is.

Strong: How tough and strong the familiar is.

Size

Size is a rating of how big the familiar is.

Size	Description
1	Very small familiars, such as bats or large spiders.
2	Average familiar size. About the size of a house-cat or small dog.
3	Large familiar size. The size of a large dog or human child.
4	The size of an average adult human.
5	The size of a horse.

Animals

Choose one of the following animals and write the information on the character sheet.

Bat:

Stats:

Alert: 5

Brave: 4

Cute: 3

Fast: 5

Smart: 4

Strong: 3

Size: 1

Animal Abilities:

Flying: The familiar can fly about as fast as a

horse. They are very agile flyers and roll one extra die in combat while flying.

Sonar: The familiar can use echolocation to effectively see in complete darkness.

Cat:

Stats:

Alert: 5
Brave: 4
Cute: 5
Fast: 5
Smart: 4
Strong: 3

Size: 2

Animal Abilities:

Climbing Claws: The familiar need not make rolls to climb rough surfaces, provided it is strong enough to support them.

Good Ears: The familiar can hear very well, getting 2 extra dice on Alert rolls if hearing is a bonus.

Dog:

Stats:

Alert: 4
Brave: 4
Cute: 4
Fast: 3
Smart: 5
Strong: 5

Size: 3

Animal Abilities:

Good Nose: The familiar can detect scents very well, getting 2 extra dice on Alert rolls if sense of smell is a bonus. Furthermore, the familiar can attempt to track things solely by scent, even if the trail is several hours old.

Ferret:

Stats:

Alert: 5
Brave: 4
Cute: 4
Fast: 5
Smart: 5
Strong: 3

Size: 1

Animal Abilities:

Climbing Claws: The familiar need not make rolls to climb rough surfaces.

Narrow Body: The familiar can squeeze themselves through extremely small openings.

Fox:

Stats:

Alert: 5
Brave: 4
Cute: 5
Fast: 5
Smart: 4
Strong: 3

Size: 2

Animal Abilities:

Climbing Claws: The familiar need not make rolls to climb rough surfaces, provided it is strong enough to support them.

Good Nose: The familiar can detect scents very well, getting 2 extra dice on Alert rolls if sense of smell is a bonus. Furthermore, the familiar can attempt to track things solely by scent, even if the trail is an hour old.

Frog:

Stats:

Alert: 5
Brave: 4
Cute: 3
Fast: 5
Smart: 4
Strong: 3

Size: 1

Animal Abilities:

Amphibious: The familiar can breathe and move freely underwater.

Climbing Toes: The familiar need not make rolls to climb rough surfaces.

Great Leaping: The familiar can leap up to 4 metres.

Lack of Offense: The familiar does not have any claws or teeth, and cannot physically harm anything larger than a beetle. To do harm to large creatures

they must use magic.

Tongue: The familiar's tongue is sticky and can be used to grab things up to 20 cm away.

Owl:

Stats:

Alert: 4
Brave: 4
Cute: 4
Fast: 4
Smart: 4
Strong: 4

Size: 2

Animal Abilities:

Flying: The familiar can fly about as fast as a horse.

Good Eyes: The familiar can see very well, getting 2 extra dice on Alert rolls if sight is a bonus.

Rabbit:

Stats:

Alert: 5
Brave: 3
Cute: 5
Fast: 5
Smart: 4
Strong: 3

Size: 2

Animal Abilities:

Good Reflexes: When determining who gets to go first, the familiar's Fast stat is counted as being 2 higher than it is.

Great Leaping: The familiar can leap up to 4 metres.

Rat:

Stats:

Alert: 5
Brave: 4
Cute: 4
Fast: 5
Smart: 5
Strong: 3

Size: 1

Animal Abilities:

Climbing Claws: The familiar need not make rolls to climb rough surfaces.

Gnawing Teeth: Rat teeth are very sharp and keep growing as long as the rat is alive. They can use them to chew through wood, even hardwood, making them difficult to imprison.

Good Nose: The familiar can detect scents very well, getting 2 extra dice on Alert rolls if sense of smell is a bonus. Furthermore, the familiar can attempt to track things solely by scent, even if the trail is an hour old.

Raven:

Stats:

Alert: 5
Brave: 4
Cute: 3
Fast: 4
Smart: 5
Strong: 3

Size: 2

Animal Abilities:

Flying: The familiar can fly about as fast as a horse.

Good Eyes: The familiar can see very well, getting to roll 2 extra dice on Alert rolls if sight is a bonus.

Snake:

Stats:

Alert: 4
Brave: 5
Cute: 3
Fast: 4
Smart: 4
Strong: 4

Size: 2

Animal Abilities:

Good Climber: The familiar need not make rolls to climb trees, pipes, or other things they can wrap themselves around.

Heat Sense: The familiar can sense the world around them as if they were a living thermograph, seeing heat levels as well as normal visible light.

Low to the Ground: The familiar gets an extra

die on rolls to sneak around.

Narrow Body: The familiar can squeeze themselves through extremely small openings.

Spider:

Stats:

Alert: 5
Brave: 3
Cute: 3
Fast: 5
Smart: 4
Strong: 3

Size: 1

Animal Abilities:

Climbing: The familiar can climb any surface rougher than glass and can even walk along ceilings.

Fear: Humans have an innate fear of spiders, unless they have a Brave of 5 or higher. If they are surprised by the familiar, they must make a Brave roll against the familiar's Brave roll. If the familiar wins, the human is paralyzed with fear or runs away for at least 1 round for every success the spider beat them by. The human will usually fixate on the familiar, giving them a -1 die penalty to notice anything else.

Lack of Offense: The familiar does not have any claws or teeth, and cannot physically harm anything larger than a large beetle. To do harm to large creatures they must use magic.

Poison: If the familiar can bite an opponent on bare skin or through thin clothing, they can inject a painful poison. A living being injected with the poison gets -2 dice on all rolls due to pain. The pain lasts for half an hour.

Webbing: The familiar can extrude webbing and use it like a rope. If the webbing is to hold much more than the spider's own weight, multiple strands must be used.

Squirrel:

Stats:

Alert: 5
Brave: 3
Cute: 5
Fast: 5
Smart: 3
Strong: 3

Size: 1

Animal Abilities:

Climbing Claws: The familiar can climb any surface rougher than glass and can even walk along ceilings.

Good Reflexes: When determining who gets to go first, the familiar gets to roll 2 extra dice.

Great Leaping: The familiar can leap up to 3 or 4 metres.

Narrow Body: The familiar can squeeze themselves through extremely small openings.

Roles

There are five different roles, each differing in what the familiar usually does for their Master. Pick the one appropriate to your familiar and write the information on your character sheet.

Fighter

Stat Modifiers:

Brave: +1
Fast: +1
Strong: +1

Special Ability: Snapping Jaws and Slashing Claws: Once per session, for two consecutive turns, the familiar's claws and teeth are much more damaging than normal. When your familiar does damage, you can choose to move the damage down the chart one level.

Guardian:

Stat Modifiers:

Alert: +1
Brave: +1
Strong: +1

Special Ability: Fearsome Growl: Once per session the familiar can let out a growl, screech, cry, or hiss (whatever is appropriate for them) to warn an intruder they mean business. Make an opposed roll between the familiar's and opponent's Brave stats. The familiar gets an extra die on the roll, 2 if they are a spider. If the familiar wins, each success they won by makes the intruder is too afraid or worried to come any closer for a round.

Scavenger

Stat Modifiers:

Alert: +1
Fast: +1

Smart: +1

Special Ability: Seek: Once per session the familiar can get a clue to where something is. This lasts for up to 5 minutes if they focus on it.

Scout

Stat Modifiers:

Alert: +1

Brave: +1

Fast: +1

Special Ability: Burst of Speed: Once per session, for a few minutes, the familiar can move so fast no normal animal can keep up with them. They cannot take actions during this time as they are putting everything into moving as fast as they can.

Thinker

Stat Modifiers:

Alert: +1

Cute: +1

Smart: +1

Special Ability: Analyze: Once per session your familiar can analyze something and the GM must give them a clue representing the familiar making an intuitive link. A crime scene. The pattern of recent murders in the town. A mysterious new book the Master has been studying. Stuff like that. It can be something that's based on information not previously known.

Magical Powers

When the familiar is gifted with intelligence and power, its Master usually gives it one or two magical powers, usually ones that the Master sees a potential need for. After discussing the available powers with everyone, pick two from the following list. Your familiar can use them as long as they have the Power left to do so. If a casting roll is needed for the power, roll Smart against the listed difficulty roll.

Break Magic Ritual

Power Cost: 3

Casting Time: 2 rounds

Difficulty: 3 dice

A successful use of this power at the site of a magic ritual tells the character what to do to disrupt the ritual. With 3 successes, the disruption can simply end the ritual without any backlash, if the familiar wishes.

Call

Power Cost: 1 point every 5 minutes

Casting Time: 1 action

Difficulty: No roll necessary

The familiar can telepathically communicate with its Master and other familiars it knows, no matter how far away they are.

Chameleon

Power Cost: 1 point per minute

Casting Time: 1 action

Difficulty: 3 dice

This power hides the familiar in a cloak of illusion, giving them +3 dice to hide, as long as they don't move. This power only works on the caster and those next to them.

Circle of Warding

Power Cost: 4.

Casting Time: 10 minutes

Difficulty: 4 dice

The familiar can trace out a magic circle that alerts them if anything crosses it. If they know the intruder, the circle identifies who it is. If not, they at least know if it is a demon, familiar, or mundane creature. The circle lasts for 24 hours.

Divination

Power Cost: 5

Casting Time: 5 rounds

Difficulty: 5 dice

The familiar can get visions of a possible future by gazing into a reflective surface. The way this works is you pick a character, which could be your own and cast the spell. What the familiar sees is not immediately revealed to the player. Instead, give everyone who hears the divination a Divination token. No character can have more than one of these. At any point during the next week of game time, after an event has taken place, the character with the token can discard it to say that was what the divination was about. Rewind the game to just before that event. The player can then discuss with the GM and other players what preparations were made. Those preparations take effect before the event is relived.

Ghost

Power Cost: 2 per round

Casting Time: 2 rounds

Difficulty: 5 dice

The familiar becomes intangible and can walk through solid objects as long as this power is active.

If this power ends while the familiar is inside a solid object, they are ejected out the far end immediately.

Healing Tongue

Power Cost: 3

Casting Time: 3 rounds

Difficulty: 3 dice for light injuries, 5 dice for serious injuries, 7 dice for mortal injuries.

The familiar can lick a target's wounds and heal the worst one by a level. This can only be done once each day for each wound.

Hypnotize

Power Cost: 4

Casting Time: 1 action

Difficulty: Target's Smart roll.

The familiar can lightly hypnotize a target. It lasts for 1 minute for each success the familiar beat them by. The familiar can then implant 1 suggestion for each success they get. The target must be within a few metres of the them. The hypnosis is not strong enough to make them act against their core morality.

Invigorate

Power Cost: 3

Casting Time: 1 action

Difficulty: No roll necessary

The familiar can give the target, which may be themselves, +1 die on all rolls for 3 rounds. The target must be within 10 metres of the familiar.

Invisible Hands

Power Cost: 1 per minute

Casting Time: 1 action

Difficulty: No roll necessary

The familiar gains telekinesis for a round, with a Strong score equal to their Smart score. The maximum range is about 10 metres.

Paralyze

Power Cost: 1 per round

Casting Time: 1 action

Difficulty: Target's Brave roll

The familiar can paralyze a target for as long as they pay the Power cost. If the target gets injured, this power ends automatically. The target must be within a few metres of the familiar.

Search Memories

Power Cost: 3

Casting Time: 1 minute

Difficulty: Target's Smart roll

The familiar can search the target's mind for a specific memory, then relive it from the target's point of view (Think Dead Zone TV series). The target must be within a few metres of the familiar.

Sense Demonic Disturbance

Power Cost: 1

Casting Time: 1 action

Difficulty: No roll necessary

The familiar can sense demonic influence in the immediate area. With a good enough Smarts roll against a difficulty of 4 dice, the familiar can get a clue about what happened or what the influence means.

Sense Intent

Power Cost: 1

Casting Time: 1 action

Difficulty: Target's Smart roll

You can name something and the GM gives your familiar a clue about what the target intends to do about whatever you named. The maximum range is a few metres.

Sense Weakness

Power Cost: 2

Casting Time: 2 rounds

Difficulty: Target's Smarts roll.

The familiar can analyze a target and see where it is weakest, increasing the damage anyone does to the target by a level as long as the familiar tells them where to attack.

Shadow Movement

Power Cost: 2

Casting Time: 1 action

Difficulty: 4 dice

The familiar can walk into one shadow and walk out of a different one within 10m of the first one. They must know the location of both shadows.

Sharp Teeth and Claws

Power Cost: 1 per round

Casting Time: 1 action

Difficulty: No roll necessary

The familiar can make their attacks more dangerous, increasing their damage by 1 level for as long as they pay the Power cost. This only works on themselves.

Soothe

Power Cost: 1.

Casting Time: 1 round

Difficulty: Target's Bravery roll

The familiar tries to make the target's mind calm and peaceful. This may be used to make an angry target calm down, or make a peaceful target stay peaceful when something happens that would normally anger them. This power also works against sadness, jealousy, and most other negative emotions.

Thick Hide

Power Cost: 1 per round

Casting Time: 1 action

Difficulty: No roll necessary

The familiar's pelt, scales, feather, or chitin becomes stronger. Their Size stat counts as 1 higher for resisting damage while this power is active. This only works on themselves.

Wisp

Power Cost: 2

Casting Time: 2 rounds

Difficulty: 4 dice

The familiar can summon a small glowing spirit that will do what the familiar says. The spirit is intangible, so it cannot affect the world, but it is useful for light or for leading someone around. The wisp disappears after an hour.

and a second stat by 1 point. This cannot bring any of their stats above 7.

The familiar's Power stat is equal to their Brave or Smart stat, whichever is higher, plus 5.

Come up with a name and description for your familiar and you're ready to go.

Weaknesses

What is it your familiar is vulnerable to? Do they love food so much that someone could distract them with a steak? Are they afraid of something enough to run away from it? Do they hate someone enough to rush in after them without checking for a trap? Do they like to collect shiny objects and spend hours looking over their collection each day? There is something that causes problems for your familiar, makes it hard sometimes to do what they're supposed to do. What is it? Talk it over with the GM and other players, see what they think would be cool. It should be something that could seriously tempt the familiar into doing something inadvisable. Write it down on the character sheet.

Final Touches

Lastly, the finishing touches. You can raise three of the character's stats by 1 each or one stat by 2 points

Rules

Rolls

All rolls in Familiars are opposed. Either by the controller of the character being opposed, or, in the case of rolls against a difficulty, by the GM rolling the difficulty dice. The following chart lists the difficulty levels.

Difficulty Level	Number of Dice
Easy	3
A little difficult	4
Fairly difficult	5
Very difficult	6
Extremely difficult	7

When a roll is needed, take the required number of dice and roll them. Take the three highest results and discard the rest. Once the difficulty roll or the opposing character's roll has done likewise, the person taking the action puts forward their dice. Then the defender pairs their dice up with the acting character's in any way they want, one to one. In each pair, if the defender's die has the higher number or ties the other die, the acting character gets no success from it. If the acting character's die is higher than the defender's, the acting character gets a success. The acting character's result is equal to the total number of successes they obtained.

In cases where the player is not deciding what happens, or where the player loses a roll, the GM narrates the effects of the roll. If the player wins a roll where their character was trying to do something active, the player narrates what happens. If they win by only one success, their attempt is only partially successful. Two successes gives them a solid success. Three successes gives them a great success.

Plot Points

Plot points give players the ability to affect the game in a manner similar to the GM.

Players can spend a plot point to do a several things.

1) They can spend one to add or subtract 1 success from any roll where their character is present. This cannot give any player more than 3 successes.

2) They can spend one to re-roll one of their rolls.

3) They can spend one or more to add a detail to the story. One point allows a minor detail, two allows a significant one, three or more would be a huge detail. The GM can veto this, unless all other players say the GM cannot. If the GM does veto it, the player gets the

plot points back.

4) If a character is hit by Serious damage, the attacker may spend a plot point to knock them out. The defender can negate this with their own plot point.

5) If a character takes a mortal injury, they may spend a point to stay conscious for a round. Also, they will not die for at least a minute. Each additional plot point spent by them or allies who are present keeps them conscious for another round and staves off death for an additional minute.

All characters start with one plot point at the beginning of the first session. They get additional points for:

1) If they ever start a session without a plot point, they get one.

2) Any time a notable villain is defeated or a villainous plot stopped, every player gets a point.

3) If a character does something cool or entertaining, or helps put another player's character in the spotlight for the scene, they gain a plot point.

4) If a player comes up with a really good idea, their character gains a plot point.

5) Any time a familiar gives in to their weakness, they gain a plot point.

The Master's Favour

At the end of every session, the GM decides which familiar was seen by the Masters as having been the most helpful during the period covered by that session. That familiar has the Master's Favour until the end of the next session. During that session, they may discard the Favour to convince the Master of something (at least temporarily). If they do not use the Favour during the next session, they may lose it. When you are figuring out who gets the Favour at the end of the session, the one who has it should have an edge on keeping it, but it's no guarantee.

Character Advancement

Character advancement in Familiars is simple. At the end of every session, every Familiar gets one experience point. At the end of any session, you can turn in 3 experience points to get +1 to a stat or receive a new magical power of their choice from their Master.

Combat

During each combat round, the characters act from

slowest to fastest. Any character that has not acted yet can interrupt a slower character that is about to act, taking their action, followed by the slower character taking theirs.

Attacks are rolled like any other skill, with the defender's defense roll opposing them. Physical attacks use the Fast stat. Spell attacks are handled with the casting roll.

If the attacker hits with at least one success, compare their Strong stat and the target's Size stat on the chart on the next page. The damage result is found where the two stats intersect. If the attack hit by only one success, reduce the damage by one level. If the attack hit by three, the player may increase the damage by a level. No matter how many successes they got, the attacker can always take a lower damage result if they wish.

Size>		1	2	3	4	5
S t r > o n g	3	L	X	X	X	X
	4	S	L	X	X	X
	5	M	S	L	X	X
	6	M	M	S	L	X
	7	M	M	M	S	L

X = Superficial damage. No effect.

L = Light Injury. The character rolls 1 less die on stat rolls.

S = Serious Injury. The character rolls half the regular number of dice on stat rolls, round down.

M = Mortal Injury. The character is knocked out and will die shortly.

Healing

An injured character heals a Light Injury after 3 days. A Serious Injury heals to Light after a week. A Mortal Injury will not heal normally. If it cannot be healed magically, the familiar will die, and soon.

Power is regained at a rate of 1 point per hour of sleep.

Weaknesses

Any time the familiar must confront their weakness, they roll 4 dice against a difficulty decided on by the GM. If the difficulty roll is better than theirs, they fail to resist and their player must describe what happens

when they give in to their weakness. The familiar then gains a plot point (see the previous page). If they tie or succeed on the roll, they are tempted, but are able to resist if they want to. If the player feels it's right to just have them give in, they can fail the roll willingly.

The Game Master's Section

Hi there. I hope you've enjoyed the game so far. This section will be a little less formal and mostly contain my thoughts on running the game, as well as some answers on why it is the way it is.

The Master- Familiar relationship

This is the core of the game, really. That and the relationship between the different familiars. It's the relationship with the Master, the competing compulsions to both help the Master with, and protect the Master from, what they are doing that sets up the theme of the game: "What would you be willing to do for someone you love if you knew they were heading for destruction?"

Would you do as they ask, even though they may get hurt? Would you openly try to stop them and risk driving them away? Would you try to look like you're helping them while subtly hindering them, and risk being found out? Your master is the reason you are a sentient lifeform, they gave you your abilities, they can give you more, if they feel you deserve it. What do you do in return?

There can be great adventures spent stopping villains from ending the world, rescuing the master's friends, and collecting the materials and items necessary for an important ritual, but the relationship with the master, in my opinion, forms the core that holds the rest together, which is what lead to the game you are reading now.

The Master

There are a few things to think about for the Master. The primary one is the Master's drive to do what they do. Why do they do it? There are much safer ways to go through life than dealing in forbidden mystical knowledge or trying to save the world from villains. Why the Master got involved gives you an idea what kind of things he has done and what things he would be willing to do. It should also give you a good idea why he doesn't stop doing what he's doing, even after the things he has been through. As well, it can tell you what the Master would do if he ever met his goal. If he manages to truly resurrect his dead wife, would he actually stop? Could he stop using the knowledge and power he has, or would he keep going, finding a new goal.

Another big part of the master's concept is his weakness. Like the familiars, every master has a weak-

ness. It may be something related to his goal, or it could be something else, like arrogance or a weakness for pretty women. Their weakness is probably not that of their familiar, but it might create an interesting blind spot for the familiar if they shared a weakness. Would the familiar notice a flaw in the master if they had it as well?

Why Doesn't He See He's Heading for Trouble?

Many see the danger, but believe they can overcome it. Others don't realize they've gone as far as they have. Their ability to judge their decisions is being eroded by the things they are doing for power. The familiars are able to view things from a little bit of distance and can see things more clearly.

Statting the Master

If you feel that you need stats for the Master, there's no hard and fast rules for it. Later in this section there is a bestiary, which contains stats for a few different types of humans. Pick stats based on those. As for the Master's spells, abilities, and so on, make up what you feel they should have. The Cult Master writeup on the next page should give you a few ideas for spells a Master might know. There is no definitive list, as it would have to be huge. Masters are much more capable spellcasters than the familiars are. The Master is powerful and can usually handle themselves in a fight, with the help of his familiar.

What About Equipment?

If you're looking for a list of gear, there isn't one. Familiars are not very good at using wands and such.

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Oh, all right, here are a few ideas for magical items. They may be used during a fight by an enemy master (or by yours) or they may be lying around a mystical laboratory, conveniently where the familiar can push them around or maybe trigger one.

Amulet of Protection

If the character spends 1 power per minute, they gain the Thick Hide power for the duration. It does not add to the familiar's Thick Hide power if they have it.

Elixir of Strength

Any person or animal drinking this has their Strong stat magically enhanced by 2 for a day. This can push it above 7, for familiars.

Wand of Banishment

If this wand is aimed at a demon and triggered, roll your Smart stat + 2 dice against the demon's Bravery stat roll. If you succeed, the demon is banished. It must find a new way back into the world.

Why no Mistresses?

They exist, I just stuck with master as a general term for consistency's sake. There are as many mistresses as masters in this world. Being messed up and power hungry has no gender bias.

Beastuary

A short selection of ideas for enemies. Feel free to change anything in the description, they're just ideas. The stat range represents the range in which most examples of that being fall.

Demons

Dark Minion

A low-ranked demon, usually used as an assassin.

Stats:

Alert: 3-5

Brave: 3-5

Cute: 0-3

Fast: 4-6

Smart: 2-4

Strong: 6-8

Size: 4

Abilities:

Claws and/or horns that raise the damage they do by a level.

Can see in all darkness.

Major Demonic Entity

Stats:

Alert: 4-6

Brave: 6-8

Cute: 0-7

Fast: 5-7

Smart: 5-7

Strong: 8 or higher (for damage count this as 7, with an increase of one damage level)

Size: 4-5

Abilities:

Most have a few abilities, such as breathing fire, having thick armoured skin, tentacles, and so on. Go with your imagination. Damages shouldn't be too high, though, unless you're hoping the party will run instead of fight.

Zombie

Stats:

Alert: 2

Brave: Not applicable. Cannot fail a Bravery roll or be influenced except by magic.

Cute: 0

Fast: 3

Smart: 0

Strong: 7

Size: 4

Abilities:

Zombies are dead corpses animated by magic. Usually used to guard places or as cheap labour.

Evil Familiars

This represents demonic familiars and normal familiars that have fallen to corruption. Make them just like a familiar character. Powerful ones may have a few extra stat points or powers.

Humans

Cult Master

A powerful master of magic. He or she probably has dark minions and/or familiars as backup.

Stats:

Alert: 4-6

Brave: 5-7

Cute: 3-5

Fast: 3-5

Smart: 6-8

Strong: 4-6

Size: 4

Power: 50 or more.

Abilities:

Some sort of attack spell. Costs 2 Power and does damage equal to the caster's Brave+1 (Use Brave+1 instead of Strong on the damage table).

Some sort of defense spell. Costs 1 Power per

round and raises the cult master's size to 5 for the damage table.

Other spells may include spell versions of the magic powers familiars have. Divination is common, as is circle of warding.

Cult masters probably have a magic item or two as well.

Farmhand

An average human.

Stats:

Alert: 2-4

Brave: 4-6

Cute: 3-5

Fast: 2-4

Smart: 3-5

Strong: 5-7

Size: 4

Abilities:

No abilities, but may have gear, such as a hammer or pitchfork which raises their Strong score by a point for determining damage from melee attacks.

Guard

A human with some combat training.

Stats:

Alert: 3-5

Brave: 5-7

Cute: 3-5

Fast: 3-5

Smart: 3-5

Strong: 5-7

Size: 4

Abilities:

No abilities, but may have gear, such as a club which raises their Strong score by a point for determining damage from melee attacks.

Name: _____ Abilities: _____

Species: _____

Description: _____

Stats: _____ Wounds: _____

Alert: _____ L: _____

Brave: _____ S: _____

Cute: _____ M: _____

Fast: _____

Smart: _____

Strong: _____

Size: _____

Weakness: _____

Power: _____ Master's Favour: _____ Plot Points: _____

Name: _____ Abilities: _____

Species: _____

Description: _____

Stats: _____ Wounds: _____

Alert: _____ L: _____

Brave: _____ S: _____

Cute: _____ M: _____

Fast: _____

Smart: _____

Strong: _____

Size: _____

Weakness: _____

Power: _____ Master's Favour: _____ Plot Points: _____