

APPENDIX B

Familiars

WHAT IS A FAMILIAR?

A Familiar is typically a small creature that acts as an aide and companion to an individual who has called it. A creature acting as a Familiar may even eventually provide beneficial abilities to its master.

RULES

When a Familiar is called, it bestows certain abilities upon its owner the longer they spend together (i.e. the more Skills bought in the Familiar Kit).

When the first Skill in the Familiar Kit is bought (*Call Familiar-8 Points*), a Familiar is chosen from the lists below from the class and type wanted. The Familiar should fit a Character and the way it is played. Also, a Player **MUST** have a physical representation that is approved for the Familiar.

When the final Skill in the Familiar kit is bought (*Familiar Ability-12 Points*), the Player gains **TWO** abilities from the shared relationship with the Familiar. The first Skill is one specific to the type of Familiar that you have, while the second is an Ability specific to that Familiar-type. *For example:*

Familiar: Crab
Ability 1: Water Breathing (Aquatic)
Ability 2: Claws (Crab)

As long as a Familiar is with the owner, the Player gains the benefits of the familiar's Abilities. Also, it cannot be harmed while its owner carries it. Once it leaves the owner's possession, however, the abilities can no longer be used and the familiar is vulnerable to attack. When not on the owner's person, a Familiar:

Has 5 Body Points

Has **NO** Spell Slots

Cannot use its own abilities (these are abilities given to a Character, not it!)

*Cannot follow commands. But, if it is not with the owner on a module, its actions are subject to the Marshal's interpretation.

*This last characteristic basically means that if a Player decides to send a Familiar ahead on a module, it will not necessarily obey the owner if the Marshal does not wish it to do so.

The only way to remove a Familiar from someone's person is by the owner's will or if the owner is dropped and searched normally.

Familiars **CANNOT** use Potions, activate magic items, etc.

NOTE: If a familiar is not with its owner at the end of an event, it **WILL** die! Once a Familiar is called, it is linked to its owner. If the Character dies, it dies as well!

If a Familiar dies during the course of the event, a Character loses any Abilities or Skills gained from the Familiar and cannot use them for the rest of the Event. Also, if it dies during or at the end of the Event, a "new" Familiar of the same type is found between events. It is up to the Player to role play if the Familiar is the same one or a different personality. If the dead Familiar is the subject of *Restoration*, the Character regains the Abilities or Skills granted by the bond one hour after the Spell is cast.

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FAMILIARS

The following Classes and specific types of Familiars can be chosen when a Familiar is called. The Abilities are as the Skills or Spells unless indicated otherwise. Effects are granted to the user of the *Familiar Ability only!* They may not be conferred upon others. The Special Abilities are:

Class: Aquatic

General Skill: Water Breathing (3/day)

Familiar Types and Abilities:

Crab	Claws
Frog	Leap (3/day, 1/combat)
Lizard	Spit Acid Attack (3/day)
Snake	Poison 4 - 1/day

Class: Domestic

General Skill: Comprehend Languages (3/day)

Familiar Types and Abilities:

Bunny	Leap (3/day, 1/combat)
Cat	Claws
Mouse	Detect Secret Doors
Parrot	Taunt (3/day)
Songbird	Vocalize (3/day)

Class: Magical

General Skill: Feather Fall

Familiar Types and Abilities:

Elemental Drake	Protection From Like Element (as Drake) (3/day)
Imp	Mind Shield (3/day)
Owl	Darksight
Raven	Speak with Spirit

Class: Subterranean

General Skill: Darksight

Familiar Types and Abilities:

Bat	Blind-fighting
Beetle	Armor (3/day)
Rock Lizard	Stone Working
Scorpion	Poison 4 (1/day)
Spider	Climb

Class: Woodland

General Skill: Tracking

Familiar Types and Abilities:

Badger	Resist Search
Bird	Avian Sight
Butterfly	Charisma (3/day)
Chameleon	Transformation (3/day)
Ferret	Knock (3/day)
Fox	Pass without Trace
Monkey	Climb
Opossum	Feign Death (3/day)
Raccoon	Resist Fear (3/day)
Squirrel	Secret Stash

Class: Misc./Other

General Skill: None

Familiar Types and Abilities:

Fungus	Cure Poison (3/day) Resist Disease (3/day)
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Other: Must be submitted to Rules Committee for approval

Tribal Totems

These animals, while too large to be a familiar, have strengths that can be called upon using the *Channel Ability Skill*. Effects are granted to the user of the *Channel Ability only!* They may not be conferred upon others. The Special Abilities are:

Alligator	Lasting Breath
Bear	Hug (3/day, 1/combat)
Coyote	Taunt (3/day)
Insect	Climb
Oak	Toughness (3/day)
Ram	Charge (3/day)
Stag	Leap (3/day)
Tortoise	Water Breathing
Wolf	Tracking

* Hug: "Innate ability to Hug" **if** both weapons hit, the target is held and cannot move or cast spells, and takes 18 damage after 10 second count and each 10 seconds the hold is in place. *Free Action* will prevent the hug.

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