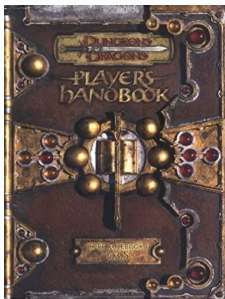


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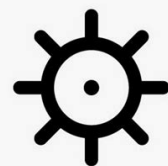
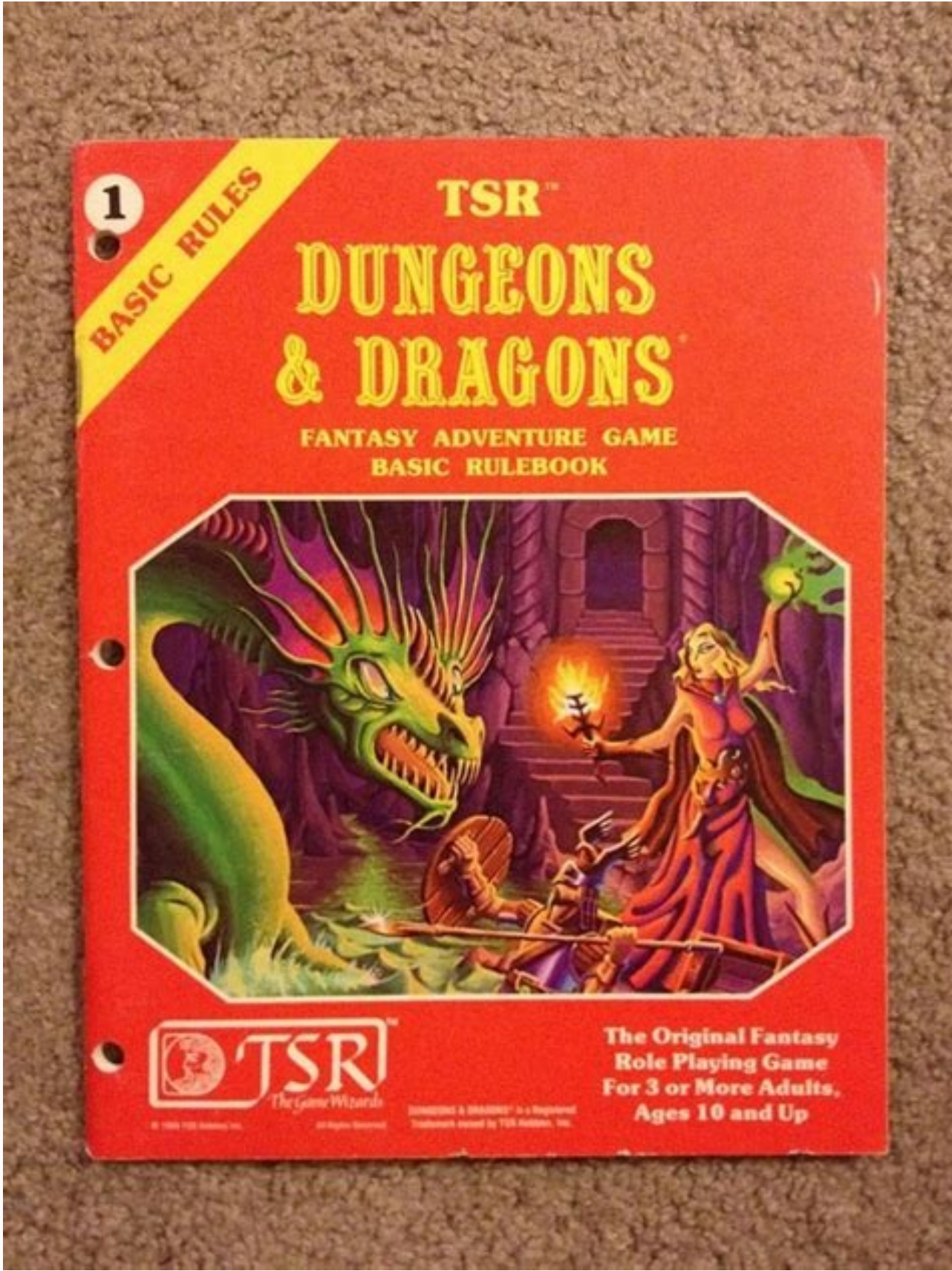
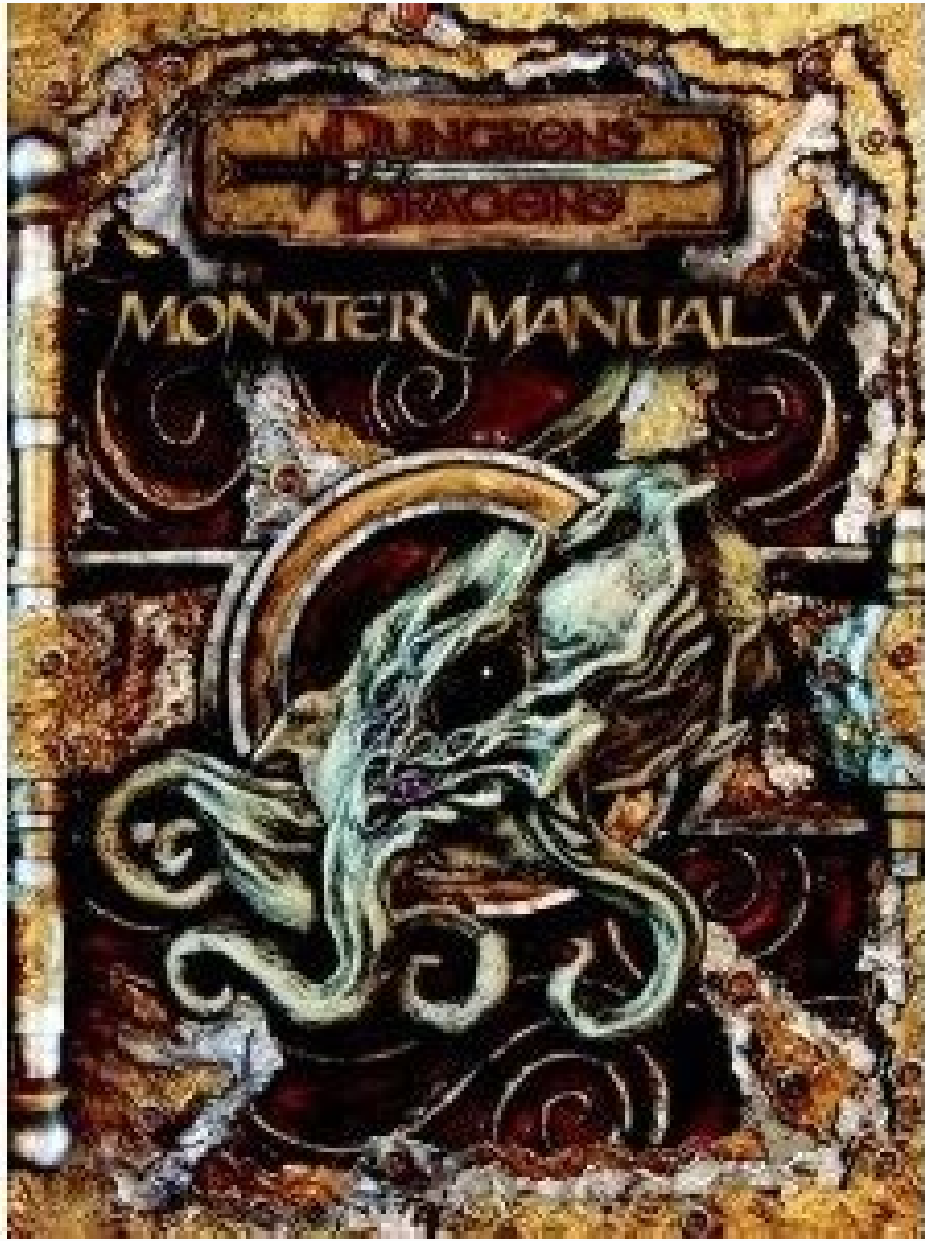
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effect that depends on its type. On the other hand, the major alternative class features that let you trade for a familiar, are the sorcerers' metamagic specialist and the wizards' Share Spells. At the master's option, he may have a spell like ability he casts on himself, also affect his familiar. Sorcerer/wizard and Necromancer levels stack to determine familiar abilities. The granted ability isn't too nice though, because it is situational. The im-possibilities are endless :D. Shock Lizard (N) DMG: Some nice movement modes, but bad stats and skills aren't impressive. The abilities given on the table are cumulative. They can also use speak with animals at will. Bite of the Werewolf SC: Nice, but meh. Magic Fang, Superior SC: Very nice spell with personal range. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance. Great spell like abilities, an alternate form, magic circle against evil, immunities and resistances and tongues. Axiomatic Template (Lawful) PH: This is a bad template and doesn't worth a feat, unless you and your familiar are of the same kind, which is unlikely. However it's the only familiar that you can invest HD in and advance it. Now most of the times your familiar won't even have powers, but the other two aspects are worth tweaking. Little movement modes, tiny size, average scores and bluff, hide and jump as class skills. See Invisibility PHB: Great for familiar scouts. Also suggestion 1/day and commune 1/week. Interesting weapons would include: Spell Storing DMG: Spell storing weapons just give another way for your familiar to save actions for you. BAB hurts though. Celestial and fiendish templates make the familiar's type a magical beast. Can be used as an effective scout, especially in areas of shadowy illumination. If you can actually persist it, it will affect your familiar for 24 hours. At least it's not trash as the celestial/fiendish templates. Snake, Flying (Neutral) RoF: As above. But skills and attributes and not great feats. A small bonus is the icewalking ability, but it's pretty limited. It's a big buff for a second level spell. Combat Familiar PHB II: This isn't nice, but it's required if your familiar is of small size and must be in the same square with the target to touch him. Gives immunities and resistances to pretty all elements, even sonic. Caster Level 5: Blink Dog (+5)(LG) CW: Not very nice stats and skills aren't impressive. What is a familiar worth? However the +8 enhancement bonus to charisma helps both his bard and his familiar. Divine Sacrifice SC: If you can get yourself a wand of this and your familiar has fast healing or similar qualities, it will give high damage output. Hexblades are a full BAB and high hit die class, augmenting your familiar to nearly the maximum. Spell-linked Familiar PHB II: Your familiar gets an amount of your spells. A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. Thus the XP cost is 125 x reformed HD. Also look for spells that don't depend on caster level. Also they get a different selection of familiars. Air Elemental (Air/Neutral) DMG/PIH: Great option. Winter Wolf (+7)(NE) CW: Great stats, large, nice tracker if you spend some ranks in survival, immunity to cold and visions, nice feats. It has special qualities, skill points and even feats you can work with to improve your character. Opalescent Glare SC: Two gaze attacks at the cost of one. Brass Dragon (NG, CG, CN)(9 CL): Some nice movement modes, but only four hit dice and average ability scores. Red Dragon (CN, CE, NE)(12 CL): Wow these get seven dragon hit dice at wyrmling age and are medium. Classes Classes that grant familiars: Wizard/Sorcerer PHB: These are the most common familiars and unfortunately, the weakest. Gish: While their familiars' abilities may be lower than normal, they do acquire some nice skills, have better BAB than normal and their hit dice are higher usually. Their additional class skills are appraise, bluff and jump, not exactly impressive. The same goes for every skill the familiar has with a score of 9 or higher. A single use of psychic reformation can probably be bought, paying approximately 500 gp (assuming the cost is power level x manifester level x 25 gp). Nice resistances and immunities. alertness feat. In case your dexterity lacks, just select a familiar with high dexterity. Salt mephits give even greater versatility, being able to cast glitterdust 1/hour. Medium sized so small creatures can use this as a mount. deliver touch spells. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. Nimbus of Light SC: It's easy to get a wand out of this and you get two discharges at the cost of one. Bad movement modes. Invisibility, Swift SC: As above, but the duration is crappy. Also the trip attack is nice. Essentially you trade a feat for some extra spells/day along with other cool features. Great stats and feats, medium size, fast healing and some skills. Here's an overview of the basic familiars in the PHB. Bat: The bonus to listen checks may not be much, but this has blindsense as a special quality. Hawk. Fly speed 60ft. nice stats and weapon finesse. Beguiler PHB II: Great skills, buff spells, higher hit die than normal sorcerers. What to look on a familiar? This may give your familiar to use wands without need of use magic device. At later levels, even brutal strike and similar feats may be attained if your familiar meets the requirements. Damage reduction and fast healing help in battle. Arcane Heirophant RotW: Your animal companion becomes your familiar. Dragon Familiar Draconomicon: Get a wyrmling dragon as a familiar. Whipsnake (Neutral) SK: As above. Nixie's Grace SC: Very nice buff, but it's a little high in level. Familiar Pocket SC: This unfortunately only can hide tiny or smaller familiars. Also the spell like abilities they have are spamable, which is a very nice thing. Additional body slots. Eight dragon hit dice, great scores and medium size. Toad: If you take this, do it only for its granted ability. White Dragon (N, CN, CE)(7 CL): This is the dragon you will be getting most easily, but i don't think that it's worth it. Which is worthless since animal have crappy charisma scores and familiars don't progress HD. Their physical attributes are great, but they only have a fly speed. That means more skill points and feats. Mind you, i don't suggest that you should spend a +5 tome on your familiar, but more of using +1 tomes to round up stats. Perfect fly speed of 100ft. Tomes and Manuals DMG: If your familiar can read (or with comprehend languages) it will be able to read this books to boost its stats. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. Otherwise you and your familiar gain the power of a psion of your caster level?! It's insane! Heroics SC: Can't be actually shared, but it gives you a fighter feat. Nice stats and speech. There is of course to edit some of your familiar's feats and skills, here's how: The power Psychic Reformation lets you tweak the subject's skills, feats or powers. Extended role playing possibilities. Can lay on hands an amount of damage equal to their full normal hit points. Of course it would be best if you didn't come in a situation to receive a deadly blow, but this feat is like 2/day avoid XP loss from death. Dragonskin SC: Enhancement bonus to natural armor and variable energy resistance. This augments a rogue's special abilities. Immunity to poison, sleep effects, paralysis, and stunning. So all your familiar gets is: Darkvision, resistance to Acid, Cold, Electricity, smite evil. Blue Dragon (LN, LE, NE)(10 CL): Again average scores, but the burrow speed is nice in conjunction with the fly speed. Physical ability scores don't matter much since you will be polymorphing. Additionally, keep an eye for racial modifiers to skills. It's useless because it has only a 5ft speed, even though its hide skill is pretty buffed up. Dispelling, Greater MIC: Well it's greater dispel magic 3/day at a great caster level. The best thing about this familiar is that it has both scent and track. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use. Even a lowly lizard becomes a Bulette. Six dragon hit dice are impressive, giving your familiar three feats and quite a number of skill points. Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. Great stats, skills, weapon finesse. Darkvision out to 60 feet. But that's it. Nice hiding and scouting skills. Also gain the benefits of weapon finesse, if your familiar lacks it. Stitched Spell Familiar LM: Nice option for necromancers. That means that effectively you get blindsense if you choose your bat to deliver your touch spell to the invisible target. Displacer Form SC: Nice for familiars, but there are better forms. Area and at will effects are very nice. They can too speak with animals at will and track for you if needed. Celebrant of Sharess PGtF: Easy requirements and the familiar benefits at double the prestige class levels for the granted abilities. Protecting your familiar from blows is nothing to scoff at. On top of all that it has a perfect fly speed and it speaks, so it can use wands. Enhance Familiar SC: +2 competence bonus on saves, attack rolls, melee damage rolls and +2 dodge bonus to AC. Speaks, which means that it can use wands. Silver Dragon (LG, NG, N)(12 CL): Just a little behind of the gold variety, comes the silver. It has interesting role playing possibilities, can provide nice information and gives it the ability to use wands. Air/Ice/Dust Mephit MM: Not so hot. They have a swim speed, which gives them huge bonuses and skill mastery to swim. All dragons speak draconic, so they can use wands and have blindsense out to 60ft. Howler (+7)(NE) CW: Great stats and large. The quills special ability is actually quite nice and helps debuff targets. Aspect of the Earth Hunter SC: This is just great. Your personal scout/talker. First of all your familiar's type becomes an outsider, which means that it gains proficiency with martial weapons. Same goes with retain ability. Now familiars may not have anything to do with this feat, but they, too, grant their masters +2 on every class skill they have with a score of 9 and higher. However the spell like ability isn't that great. Skills are not impressive, as they get disguise, heal and swim, but they have applications. Not much, but handy. This is a powerhouse for combat familiars. Should i trade my familiar? Moment of Prescience PHB: You effectively get two bonuses to your rolls, as most of the checks can be done by your familiar, too. Bite of the Weretiger SC: Pretty much the same with bite of the werewolf. Homunculus (Undead) DMG: Great familiar due to immunities. Get a huge warforged familiar construct to smack your enemies. Illuminating MIC: Cheap and if your familiar flies, it can act as a cute little torch. Great skills, fast healing, immunities/resistances, damage reduction and alternate form which is polymorph at will. Remember that even normal familiars grant you bonuses to different areas. Primal Form SC: Some defensive abilities and nice duration. Bite of the Wererat SC: This is great, since the level is really low. Familiar Ability Descriptions All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. Even helps UMD, hide, move silently, spot, listen and attack rolls. Sulfur Mephit: A variation of the above, but a little worse. Spider climp is nice though. Fist of Stone SC: Nice if you have a familiar with the multiattack feat. Can breathe underwater and has both a fly and a swim speed. Stirge (N) DMG: Not worth the feat. Haste, Swift SC: This is of personal range so it can affect your familiar and has a duration greater than 1 round. Same power though. Lurking Familiar PHB II: Not so good. Ooze/Water Mephit: Nice mephits for water based campaign settings. However it needs the expenditure of three feats (craft arms/armor, craft wondrous and craft construct). Mirror Image PHB: Is a huge buff and benefits are important to a combat familiar. They give bonuses to move silently which is mild. Chose some that are capped out or that don't benefit from caster level. What is nice about brass dragons is their skills: bluff, gather information and survival. Dragon Familiars Dragon familiars are acquired through the Dragon Familiar Draconomicon feat. Obtain Familiar CA: So you gain a familiar, with abilities based on your level? Speech: It is great if your familiar speaks. This feat is effective when facing opponents that will get screwed if they lose their dexterity bonus to AC. Has several spells including invisibility at will. Instead of swim as a class skill, these dragons favor bluff, which may result in interesting social encounters. Metamagic specialist's granted power can be easily acquired with just one feat. Bite of the Werewolf SC: Great enhancement bonuses to nearly everything and gives you the ability to use power attack and blind fight. Ray Deflection SC: It the case that your familiar gets targeted by rays regularly, this will provide it protection. Most Familiars are of the animal type. They can't fly, their stats are average and only get scent and weapon finesse.

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