

GURPS®

Fourth Edition

DUNGEON FANTASY™ 5

ALLIES™



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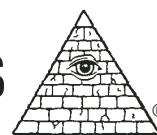
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INTRODUCTION

Summonable Allies suit many powers: elemental powers that conjure elemental spirits, magical powers that bring forth familiars, nature powers that call on animals, divine and spirit powers that summon servitor spirits, and so on.

– **GURPS Powers**

One of the abilities available to practitioners of Druidic Arts and Holy Might (**GURPS Dungeon Fantasy 1: Adventurers**, p. 22) is that of summoning forth Allies. These conjured companions may fight alongside the dungeon-delver, scout into places where humans (and most nonhuman races) cannot, use their own innate abilities to help the team, and a myriad of other possibilities. This book provides dozens of potential Allies for clerics, druids, and holy warriors to call upon, with full statistics, rules, and advice for use.

In addition, **Dungeon Fantasy 5: Allies** includes rules for familiars, magical creatures that can be acquired by any spellcaster. Familiars are rarely fearsome in combat and must sometimes be protected, but their true value is in the enhancements they provide to their owners.

Like all **Dungeon Fantasy** books, what follows prioritizes fun and utility over realism. The animals within are unrealisti-

cally strong, intelligent, and effective, and the servants of the gods usually have abilities more suited toward helping the party than to spreading their deity's message. Just as in any setting, the GM must maintain a balance between treating each Ally as an individual with its own needs and goals and giving the player sufficient usefulness for the points spent. However, with dungeon fantasy, it's best to err on the side of usefulness; in a hack-and-slash game, it's reasonable for players to think of an Ally as yet another weapon or tool, albeit one with a life and mind of its own.

RECOMMENDED GURPS BOOKS

This book requires **Dungeon Fantasy 1: Adventurers**, which needs the **Basic Set**. Other **Dungeon Fantasy** volumes, **GURPS Magic**, and **GURPS Powers** are recommended, but not necessary, as the vital information in those supplements is repeated here.

ABOUT THE AUTHOR

Jason Levine, better known to most as "Reverend Pee Kitty," has been a gamer for most of his life and a die-hard **GURPS** fan since the release of *Third Edition*. He enjoys making music, collecting Transformers, and praying to "Bob" for eternal salvation through alien intervention. He maintains a **GURPS** fan-site at www.mygurps.com.

ALLY STATISTICS

The Ally statistics in this book are presented in an expanded version of the "monster" format from **Dungeon Fantasy 2: Dungeons** (p. 21). Some are followed by *lenses*, which can alter the basic nature of the Ally. In all cases, the cost of the lens modifies the character point cost of the creature; if this changes the value as an Ally, the lens will mention this and provide the new cost.

About GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

ALLY POINT VALUE AND DEVELOPMENT

An Ally's point value is a percentage of the PC's, which means that as a character gains experience, so do his Allies, so that their *relative* power level remains unchanged. For example, if a druid with a summonable anaconda (Built on 50%) and a cat familiar (Built on 25%) started as a 250-point character and is now a 273-point character, his anaconda will have grown from 125 points to 136 while his cat will have similarly gone from 62 points to 68.

These points are spent *by the GM* to improve the Ally. The player can make requests, particularly if he has spent significant in-game time teaching his Ally something, but the GM makes all final decisions.

These guidelines should be applied to any delver who acquires one of these Allies later in his career (or who starts off at a higher point total); the player should choose the specific Ally, and the GM should then spend points on the Ally as if it had grown with the PC since "the old 250-point days."

Alternatively, for high point value games, the relative power level of the Ally can be recalculated. For example, in a 400-point dungeon fantasy game, the GM may want to just spend an extra 13 points on a druid's bear and call it a "Built on 50%" Ally instead of a "Built on 75%" one, reducing the advantage's cost for the PC.

The animals within are unrealistically strong, intelligent, and effective, and the servants of the gods usually have abilities more suited toward helping the party than to spreading their deity's message.

Attributes and Secondary Characteristics

More ST or HP are sensible for most creatures, though a small animal or swarm usually should not have these raised more than a point. ST can be bought piecemeal – as HP+1, then Lifting ST 1, then *replacing* both with ST+1. Remember to factor any SM discount into point cost! Higher IQ is reasonable for divine servitors and familiars, but druidic animals should usually remain IQ 6.

Anyone can have more FP; remember that every +2 to a familiar's FP requires the caster to buy one more level of Energy Reserve (see p. 20). A few points of Basic Speed or Move can be appropriate, though incredible speed is usually represented best by Enhanced Move. DX, HT, Will, and Per can be raised freely, though rarely do those other than divine servitors have HT 16+.

Advantages

Any leveled traits can be improved, normally to a maximum of twice their "natural" level. Any Ally with Flight can add a level or two of Enhanced Move (usually a half-level at a time). New traits can be added if the GM feels that actions in game have justified it; e.g., a chimp who has snuck past guards many times may gain Silence 1 as a means of retroactively explaining it. This should be limited to low-cost traits that do not fundamentally change the Ally or (for divine servitors) traits that clearly fit its divine elements.

Perks

New perks are a fun, easy way for the GM to handwave a minor ability. For example, a bard-thief's rat may learn Shtick (Can fit a set of lockpicks into its mouth) for the ultimate in hidden gear. This is a better way to describe certain types of training than skills – particularly anything focused on a single trick.

Disadvantages

Some disadvantages can be removed. In particular, any trait that represents a lack of understanding (e.g., Bestial, Clueless) can be bought off as the Ally spends more time around people and matures. The GM may eliminate other social or mental traits that seem appropriate, though any physical disadvantages should generally remain, unless magic or odd circumstances ("... and as a side effect, the curse has turned Bobo's paws into hands!") could explain how a bear, for example, might lose its Bad Grip.

Quirks

While physical quirks should rarely be removed, most of the quirks in this book are mental traits that represent animalistic tendencies. These can be bought off, for the same reasons similar disadvantages can. However, GMs may wish to *add* quirks to an Ally, as it develops its own personality throughout the game. (Druidic allies, who are conjured anew each time, are an exception to this.) If the quirk is genuinely limiting, to be fair, it should be balanced with another point spent on something else.

Skills

The majority of an Ally's "earned" points will be spent on skills. Known skills can be improved, and new ones can be added. Any skill attempted at default a few times should usually be added at the 1-point level. Any skill that sees heavy use during an adventure should be raised a level, if possible. Any specific training that the PC arranges (either personally, using Animal Handling or Teaching, or from a professional, for the usual training expenses – see *Dungeon Fantasy 3: The Next Level*, p. 43) will usually translate into skill.

Divine Elements

Specific to divine servitors. GMs may allow players to choose another element to represent their god or "double up" on an existing one. If so, it is up to the GM whether to save up the points to buy the new element all at once, or to add it one trait at a time. See *Divine Elements* (pp. 13-16).

CHAPTER ONE

DRUIDIC ALLIES

The fury of an animal may best represent nature, red in tooth and claw, and it is for this reason many druids learn one or more summoning rituals as part of their Druidic Arts (*Adventurers*, p. 22). The animals in this chapter cover a variety of environments, styles, and point values. Each write-up includes the cost to purchase the Ally on a 12 or less or a 15 or less, assuming a 250-point game (see *Ally Point Value and Development*, pp. 3-4, to alter this assumption), and the description provides the specific build for the Ally advantage. Note that other frequencies of appearance may be available – if so (GM’s call), modify the cost of the advantage normally. A quick-and-dirty way to do this is to use the “12 or less” version as the base cost, then quarter it for “6 or less,” halve it for “9 or less,” and double it for “constantly available,” rounding up.

For an explanation of the *Shapeshifting* line in the write-ups, see *Becoming the Beast* (p. 8).

Due to the power modifier, the appearance roll to conjure the Ally takes the usual penalties if used in an unnatural environment. Treat a “constantly available” Ally as appearing on an 18 or less before applying this penalty. Note that this *replaces* the suggestion to reduce the Ally’s point value by 10% per -1; if the Ally *does* show up, it will be at full strength.

Example: Keltillos has Ally (Giant Eagle; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] and Ally (Bear; Built on 75%; Constantly; PM, -10%; Summonable, +100%) [23]. In unspoiled nature, he can summon an eagle on a 12 or less and summon a bear without rolling. In a cut-stone dungeon (-3 to druidic abilities), he must roll 9 or less for the eagle and 15 or less for the bear.

A summoning ritual conjures a new animal each time, distinct from those previously summoned. (The Ally still improves normally, representing the druid learning to call forth faster, stronger, etc., animals.) The GM makes a reaction roll on the

Ally Reaction Table (see boxed text) for the beast when it arrives, applying the combined levels of Animal Friend *and* Power Investiture (Druidic) as a bonus. Alternatively, the druid may take a full turn to make an appropriate Animal Handling roll – the equivalent of an Influence roll (p. B359) – with a bonus equal to Power Investiture (Druidic), to establish control over the creature. (In all cases, replace Power Investiture (Druidic) with Druidic Talent for non-spellcasting druids.)

Note that if a “run away” result is not possible (e.g., because the group is cornered by monsters), the animal will fight to defend itself until it can break free. In all cases, the druid can try repeated Animal Handling rolls for a better reaction, at a cumulative -2 penalty.

If the Ally dies, treat it as though the druid failed a summoning roll – he must wait 24 hours before conjuring another one.

With the GM’s permission, players may specify that their druid summons the *same* creature each time. This eliminates the need for the reaction or Animal Handling roll, but if the Ally dies, it is *much* harder to replace; see the introduction *Holy Allies* (p. 12) for details.

New Meta-Trait: Animal Ally

-44 points

You are a highly intelligent animal, though still wild and untamed. You can speak to other animals of your own kind and can understand (but not speak) your master’s primary language, though complicated concepts and subtleties are often lost on you.

Animal Ally includes Bestial [-10]; Cannot Speak [-15]; Native Language (Accented/None) [-4]; Speak with Animals (Specialized, Own Family, -60%) [10]; and Wealth (Dead Broke) [-25].

Ally Reaction Table

Reaction Roll	Skill Roll	Result
Very Bad or worse	Critical failure	Attacks the party.
Bad	Failure by 5+	Makes a single attack on the druid, then runs away.
Poor	Failure by 1-4	Runs away.
Neutral	Success by 0	Doesn’t take orders, but stays with the party.
Good	Success by 1-4	Takes orders; fights until seriously hurt.
Very Good	Success by 5+	Takes any order; fights to the death.
Excellent	Critical success	As above and high morale gives it +1 to <i>all</i> rolls!

ANIMAL ALLIES

Druids can summon extraordinary creatures to help them. This section describes a few of the more common companions.

ANACONDA

8 or 12 points

A massive constrictor; this snake is five yards long and nearly two feet wide, with a vicious bite and a deadly squeeze. The anaconda is comfortable on both water and land, swimming as quickly as it can slither; if summoned underwater, assume it took a fresh, deep breath before appearing.

Built on 125 points. Generally bought as Ally (Anaconda; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 25 [60]*†	HP: 25 [0]	Speed: 6.00 [-10]
DX: 14 [48]†	Will: 12 [30]	Move: 6 [0]
IQ: 6 [-80]	Per: 11 [25]	
HT: 12 [20]	FP: 12 [0]	SM: +2
Dodge: 9	Parry: n/a	DR: 3 [15]

Bite (14): 2d+1 impaling.

Torso Grapple (16): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 27. Treat this as a two-handed grapple.

Neck Grapple (13): As above, but damage to neck is ×1.5.

Advantages: Amphibious [10]; Constriction Attack [15]; Discriminatory Taste [10]; Doesn't Breathe (Oxygen Storage ×200, -20%) [16]; Infravision [10]; Teeth (Fangs) [2]; Vibration Sense (Universal, +50%) [15].

Disadvantages: Animal Ally [-44]; Cold-Blooded (50°) [-5]; Dull [-1]; Vermiform [-35].

Skills: Stealth (A) DX+1 [4]-15; Survival (Swampland) (A) Per+1 [4]-12; Swimming (E) HT+3 [8]-15; Wrestling (A) DX+2 [8]-16.

Class: Animal.

* Cost reduced for Size (-20%).

† Cost reduced for No Fine Manipulators (-40%).

BEAR

12 or 18 points

A large, carnivorous grizzly bear, its fierce temperament makes it unafraid to back down from any fight. This bear *can* grab and hold things . . . poorly.

Built on 187 points. Generally bought as Ally (Bear; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18].

Shapeshifting: 10 to cast, 4 to maintain; or 183 points.

ST: 27 [153]*	HP: 27 [0]	Speed: 6.00 [0]
DX: 12 [40]	Will: 13 [35]	Move: 7 [5]

IQ: 6 [-80]	Per: 12 [30]	
HT: 12 [20]	FP: 12 [0]	SM: +1
Dodge: 10	Parry: 11	DR: 3 [15]

Bite (14): 3d+1 cutting.

Claw (14): 3d+4 crushing.

Torso Grapple (12): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370).

Advantages: Claws (Blunt) [3]; Combat Reflexes [15]; Fearlessness 5 [10]; Fur [1]; Teeth (Sharp) [1]; Temperature Tolerance 4 [4].

Disadvantages: Animal Ally [-44]; Bad Grip 1 [-5]; Bad Temper (12) [-10]; Ham-Fisted 2 [-10]; Quirk (Won't carry a load) [-1]; Semi-Upright [-5].

Skills: Brawling (A) DX+2 [4]-14; Survival (Woodlands) (A) Per+1 [4]-13; Swimming (E) HT+1 [2]-13.

Class: Animal.

* Cost reduced for Size (-10%).

BOAR

8 or 12 points

This wild hog is vicious, tenacious, and huge. Any stress or injury requires a self-control roll to avoid berserking (p. B124); a successful Animal Handling (Swine) roll adds half the margin of success (round down) to its self-control rolls to snap out of it. Boars often make use of Extra Effort (Mighty Blows) (p. B357).

Built on 125 points. Generally bought as Ally (Boar; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 21 [55]*†	HP: 26 [9]*	Speed: 7.00 [5]
DX: 13 [36]†	Will: 15 [45]	Move: 8 [5]
IQ: 6 [-80]	Per: 13 [35]	
HT: 14 [40]	FP: 14 [0]	SM: +1
Dodge: 11	Parry: n/a	DR: 3 [15]

Gore (16): 2d+4 impaling.

Kick (14): 2d+2 crushing.

Slam (16): 2d+2 crushing.

Advantages: Acute Taste/Smell 3 [6]; Combat Reflexes [15]; High Pain Threshold [10]; Impaling Striker (Tusks; Cannot Parry, -40%; Limited Arc, Front, -40%) [2]; Recovery [10]; Unfazeable [15].

Disadvantages: Animal Ally [-44]; Bad Temper (9) [-15]; Berserk (9) [-15]; Quadruped [-35].

Skills: Brawling (E) DX+3 [8]-16; Intimidation (A) Will [2]-15; Survival (Woodlands) (A) Per-1 [1]-12.

Class: Animal.

* Cost reduced for Size (-10%).

† Cost reduced for No Fine Manipulators (-40%).

GIANT EAGLE

8 or 12 points

An impressive specimen with a 12-foot wingspan, it can theoretically lift a small person into the air (BL 34), but eagles are not meant for carrying loads. Paced flying (p. B354) costs it FP equal to its encumbrance level (minimum 1) every minute, with a successful HT roll reducing this cost by 1. It makes an excellent scout, of course, and it can deliver air support in the form of small packages or alchemical grenades.

Built on 125 points. Generally bought as Ally (Giant Eagle; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 13 [30] **HP:** 13 [0] **Speed:** 7.00 [10]
DX: 14 [80] **Will:** 11 [25] **Move (Ground):** 3 [-20]
IQ: 6 [-80] **Per:** 14 [40] **Move (Air):** 15/30 [2]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 10 **Parry:** 11 **DR:** 1 [5]

Bite (16): 1d large piercing.

Claw (16): 1d cutting.

Advantages: Acute Vision 4 [8]; Claws (Sharp) [5]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Teeth (Sharp Beak) [1].

Disadvantages: Animal Ally [-44]; Foot Manipulators [-6]*; Ham-Fisted 2 [-10]; Quirk (Fatigues easily under loads) [-1].

Skills: Aerobatics (H) DX-1 [2]-13; Brawling (E) DX+2 [4]-16; Flight (A) HT+1 [4]-13.

Class: Giant Animal.

* See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

GORILLA

8 or 12 points

The most human-like of all the animals here, the gorilla can even wield a weapon if the delver has one to spare. This template allows the animal to start with knowledge of one weapon of the player's choice (determined when the Ally is purchased).

Built on 125 points. Generally bought as Ally (Gorilla; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 17 [63]* **HP:** 17 [0] **Speed:** 6.00 [-5]
DX: 13 [60] **Will:** 11 [25] **Move:** 7 [5]
IQ: 6 [-80] **Per:** 11 [25]
HT: 12 [20] **FP:** 12 [0] **SM:** +1
Dodge: 9 **Parry:** 10 (Brawling) **DR:** 2 [10]

Bite (15): 1d+2 cutting.

Punch (15): 2d+1 crushing.

Torso Grapple (14): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 22.

Weapon (varies): Based on damage 1d+2/3d-1.

Advantages: Arm ST 4 [20]; Brachiator [5]; Fur [1]; Teeth (Sharp) [1].

Disadvantages: Animal Ally [-44].

Skills: Brawling (E) DX+2 [4]-15; Climbing (A) DX+4 [8]-17†; Survival (Plains) (A) Per [2]-11; Wrestling (A) DX+1 [4]-14; one weapon skill, which will be either (E) DX [1]-13, (A) DX-1 [1]-12, or (H) DX-2 [1]-11, or Stealth (A) DX-1 [1]-12.

Class: Animal.

* Cost reduced for Size (-10%).

† Includes +2 from Brachiator.

Nature Spirits and Elementals

Some druids do not summon animals, but instead call forth the very spirits of nature. To represent this, build the spirit as if it were a divine servitor (pp. 12-13) with the Natural lens and (optionally, for weaker spirits) the Minor lens.

Choose the *elements* (pp. 13-19) appropriately – a river totem might have Beauty, Nature, and Water, while a hawk spirit might be a Minor servitor with Air and Nature. The Nature element is custom-made for nature spirits and should be included unless there is a compelling reason not to do so.

True elementals, on the other hand, are generally best represented as Minor divine servitors with a focus on the one element. For example, a fire elemental would add the Minor lens and take Fire (Doubled). More powerful elementals may leave off the Minor lens and take a third element – either Nature or another appropriate aspect.

In all cases, the druid can use Religious Ritual (instead of Animal Handling) to sway the spirit into helping him.

GREAT CAT (PANTHER)

12 or 18 points

A large cat, either spotted or completely black, the panther is a silent stalker, blending into vegetation (if spotted) or shadows (if black). The panther is an excellent swimmer and climber and capable of jumping 11 yards. Other great cats can be represented with the lenses below.

Built on 187 points. Generally bought as Ally (Panther; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18].

Shapeshifting: 10 to cast, 4 to maintain; or 183 points.

ST: 17 [35]*† **HP:** 17 [0] **Speed:** 7.00 [10]
DX: 14 [48]† **Will:** 11 [25] **Move:** 10/15 [15]
IQ: 6 [-80] **Per:** 14 [40]
HT: 12 [20] **FP:** 12 [0] **SM:** +1
Dodge: 11 **Parry:** n/a **DR:** 1 [5]

Bite (16): 2d cutting.

Claw (16): 1d+2 cutting.

Advantages: Catfall [10]; Claws (Sharp) [5]; Combat Reflexes [15]; Discriminatory Smell [15]; Enhanced Move 0.5 (Ground) [10]; Flexibility [5]; Fur [1]; Limited Camouflage (Dense Vegetation or Shadows) [1]‡; Night Vision 9 [9]; Perfect Balance [15]; Striking ST 2 (Bite only, -60%; No Fine Manipulators -40%; Size, -10%) [2]; Silence 4 [20]; Super Jump 1 [10]; Teeth (Sharp) [1]; Vibration Sense (Air) [10].

Disadvantages: Animal Ally [-44]; Compulsive Behavior (Pouncing on small things that move suddenly) (12) [-10]; Quadruped [-35].

Skills: Brawling (E) DX+2 [4]-16; Climbing (A) DX+3 [8]-17§; Jumping (E) DX+2 [4]-16; Stealth (A) DX+2 [8]-16; Survival (Plains) Per-1 [1]-13; Swimming (E) HT+2 [4]-14.

Class: Animal.

* Cost reduced for Size (-10%).

† Cost reduced for No Fine Manipulators (-40%).

‡ Gives +2 to Camouflage and Stealth when standing completely still in the appropriate environment.

§ Includes +1 from Perfect Balance.

Cheetah (Lens; +0 points)

A slender cat capable of attaining over 70 mph (Move 12/36). ST-2 [-10]; Move+2 [10]. Remove Limited Camouflage [-1] and Super Jump [-10]; and upgrade to Enhanced Move 1.5 [20]. Adjust skills to Climbing-14 [-7], Stealth-15 [-4], and Swimming-13 [-2]; remove Jumping [-4]; and add Running (A) HT+2 [8]-14. Damage becomes 1d+2 cut (bite) and 1d+1 cut (claw).

Lion (Lens; +0 points)

A fearsome beast with a terrifying roar and powerful physique. ST+2 [10]; Will+2 [10]. Remove Limited Camouflage [-1], Enhanced Move [-10], and Super Jump [-10]; remove Bite Only limitation from Striking ST [3]; and add Penetrating Voice [1]. Remove Compulsive Behavior [10]; and add Congenial [-1] and Laziness [-10]. Adjust skills to Climbing-14 [-7] and Swimming-12 [-3]; and add Intimidation (A) Will+2 [8]-15. Damage becomes 2d+1 cut (bite or claw).

Tiger (Lens; +0 points)

The largest and strongest cat in existence, with a deadly bite; its Limited Camouflage is always for vegetation. ST+4 [20]. Remove Super Jump [-10]; upgrade Teeth to (Fangs) [1]; and add Striking ST 2 (No Fine Manipulators -40%; Size, -10%) [5]. Add the quirk "Somewhat lazy" [-1]. Adjust skills to Stealth-15 [-4] and Swimming-12 [-3]; and remove Climbing [-8]. Damage becomes 2d+3 imp (bite) and 2d+2 cut (claw).

HOUND

8 or 12 points

This large dog could be a cross between a Wolfhound and a Great Dane, though the type can be selected by the player. Regardless of the choice, this hound features the best qualities of every breed; it's a top-notch fighter, sprinter, defender, tracker, and watchdog.

Becoming the Beast

Apart from buying these animals as Allies, some druids can turn *into* them as well. Because of this, each description ends with a *Shapeshifting* line, which gives the energy cost to transform into the animal using the Shapeshifting spell, followed by the character point cost to buy this animal as an Alternate Form. See *The Next Level*, p. 38, for more on the Alternate Form advantage and druids. In particular, remember that a druid who knows multiple forms only pays full price for the most expensive one; all remaining forms are a flat 14 points apiece.

Regardless of the method used to change form, the animal's statistics must be converted into a *racial template* (p. B260). To do so, first subtract 10 from each attribute to turn it into an *attribute modifier*; this may result in a negative number. If any secondary characteristic has been raised or lowered from its base value, subtract the base value from the characteristic (again, this may be negative) and apply that as a *secondary characteristic modifier*. Then apply all of the animal's advantages and disadvantages to the druid; if two traits conflict, the GM must decide which prevails. Finally, apply the animal's skills and techniques, remembering that the shapeshifter will probably have different attributes and thus different skill levels; if the druid and the animal both know the same skill, sum the points.

Example: Smakraz the druid learns Shapeshifting (Kangaroo), using the statistics on p. 9 When in the form of a

kangaroo, he has ST+3, DX+2, IQ-4, HT+2, HP+4, Will+5, Per+6, and Move+5. He gains all of the kangaroo's advantages, disadvantages, and skills. Since Smakraz and his kangaroo template *both* have Brawling (E) DX+2 [4], as a kangaroo he knows it at DX+3 [8], combining the points.

Nonhuman Shapeshifters

Delvers who already have a racial template will end up combining the two; see *Stacking Templates* (p. B261) for guidelines. This means that a half-ogre who shapeshifts into a bear will have ST 30+ while a pixie who does the same will have ST in the low 20s. This is as it should be. A problem can arise when a tiny adventurer shapeshifts into a weak animal, however; as the combined ST penalties may drop it below 0. This is never allowed.

An easy way to prevent this is to simply forbid it. The GM is within his right to say that no character can assume a form that would take any attribute below 0. Alternatively, if the GM is willing to do the math, the attribute penalties can be lessened and the value of the template recalculated for the purposes of Shapeshifting energy cost or Alternate Form point cost. This will make it more expensive for a pixie to become a bat than for an orc to do the same thing . . . but as this is part of the point break for lower ST, it should not be an issue.

It is loyal to its master; *once it imprints upon him* (a “takes orders” result or better on the *Ally Reaction Table*, p. 5). It will not abandon him or his friends in a dangerous situation, even if ordered to.

Built on 125 points. Generally bought as Ally (Hound; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 13 [18]* **HP**: 15 [4] **Speed**: 7.00 [0]
DX: 14 [48]* **Will**: 11 [25] **Move**: 8/12 [5]
IQ: 6 [-80] **Per**: 14 [40]
HT: 14 [40] **FP**: 14 [0] **SM**: 0
Dodge: 11 **Parry**: n/a **DR**: 1 [5]

Bite (16): 1d+1 cutting.

Claw (16): 1d crushing.

Advantages: Acute Hearing 2 [4]; Acute Smell 2 [4]; Combat Reflexes [15]; Discriminatory Smell [15]; Enhanced Move 0.5 (Ground) [10]; Fur [1]; High Pain Threshold [10]; Night Vision 5 [5]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Striking ST 2 (Bite only, -60%) [4]; Teeth (Sharp) [1]; Ultrahearing [5]; Very Fit [15].

Disadvantages: Animal Ally [-44]; Chummy [-5]; Gluttony (12) [-5]; Quadruped [-35]; Sense of Duty (Master and his friends) [-5].

Skills: Brawling (E) DX+2 [4]-16; Hiking (A) HT [2]-14; Intimidation (A) Will+2 [8]-13; Stealth (A) DX [2]-14; Survival (Plains) (A) Per [2]-14; Swimming (E) HT [1]-14; Tracking (A) Per+4 [2]-18†; Wrestling (A) DX [2]-14.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Includes +4 from Discriminatory Smell.

Timber Wolf (Lens; +62 points)

The ancestor of the hound, this large predator (still SM 0, but just barely) is accustomed to taking down creatures even bigger than itself. This costs more as an Ally; it is usually bought as Ally (Timber Wolf; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18]. Its shapeshifting cost is 10 to cast, 4 to maintain; or 183 points.

The timber wolf has ST+4 [24]*; Will+2 [10]; DR+1 [5]. Add Penetrating Voice [1] and Temperature Tolerance 3 [3]; upgrade Teeth to (Fangs) [1]. Remove Chummy [5], Gluttony [5], and Sense of Duty [5]. Adjust skills to Stealth-15 [2] and Swimming-15 [1]; change Survival specialty to Mountain. Damage becomes 2d imp (bite) and 1d+2 cr (claw).

INSECT SWARM

12 or 18 points

A one-hex swarm of flying, biting insects, these are bought collectively as a single Ally. Note that in *all* cases, the statistics below are for the insects acting as a *whole*, not for any one member. Normal attacks against the swarm do only *one* point of damage, representing the death of a few dozen bugs. However, area attacks (i.e., those with Area Effect, Cone, or Explosion) do full damage. Swarms can replenish their numbers; the Regeneration represents finding new members to add to the group, and only works in areas in which appropriate

insects exist. Insect swarms excel at recon more than fighting – the colony can scatter to cover an area one mile across, then come back and report on its findings (assuming the druid can understand.)

Built on 187 points. Generally bought as Ally (Insect Swarm; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18].

Shapeshifting: 10 to cast, 4 to maintain; or 183 points.

ST: 2 [-80] **HP**: 12 [20] **Speed**: 6.00 [0]
DX: 12 [40] **Will**: 10 [20] **Move (Air)**: 12 [0]
IQ: 6 [-80] **Per**: 10 [20]
HT: 12 [20] **FP**: 12 [0] **SM**: 0
Dodge: 9 **Parry**: n/a **DR**: 0

Sting (no roll): 1 point toxic damage. The swarm must “step” into close combat with the target and attack. The target can retreat or dodge and drop (p. B377) to move at least one yard away; if not, he *automatically* takes 1 point of damage unless wearing sealed armor. Subjects with natural DR (but *not* with the Tough Skin limitation) are safe only if they keep their eyes and mouth shut *and* plug their nose, ears, etc.

Advantages: Flight [40]; Injury Tolerance (Damage Reduction 2*; Accessibility, Not versus area attacks, -10%; Limited, Burning, corrosion, crushing, cutting, and toxic, -10%) [40]; Injury Tolerance (Diffuse; Swarm†, +80%) [180]; Reduced Consumption 2 [4]; Regeneration (Regular; Accessibility, Only with insects around, -20%) [20]; Toxic Attack 1 point (Area Effect, 1 yard, +25%; Contact Agent, +150%; Cosmic, No die roll required, No active defense allowed, +400%; Melee Attack, C, No Parry, -35%) [7];

Disadvantages: Animal Ally [-44]; Bad Grip 3 [-15]; Hide-bound [-5]; No Legs (Aerial) [0].

Skills: None.

Class: Animal.

* Halves all damage taken from the specified sources. In this case, it reduces the damage to 1 point instead of 2.

† You are a swarm of tiny creatures that can scatter with a Concentrate maneuver. Each creature flies at your normal Move. Your swarm must stay within a 1/2-mile radius circle to maintain coordination. While scattered, *only* area attacks can injure you, and only in proportion to the area they blanket (i.e., if you’re scattered over 80 hexes and an explosion fills 30 of those hexes, you would take 3/8 damage from the attack). You have ST 0 and no ability to harm, move, or otherwise affect things while scattered, however.

KANGAROO

8 or 12 points

This marsupial has built-in storage and *very* powerful legs. While this Ally may attract attention (and perhaps some mocking, at first), it’s also fast, versatile, and dangerous in a fight. The kangaroo can make a 25-yard broad jump or a six-yard high jump; double these values if it can get a running start.

Built on 125 points. Generally bought as Ally (Kangaroo; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

The druid may summon the same creature every time, which eliminates the need for a reaction roll. However, the death of a faithful Ally is a significant event, and it could be months before the druid can find a replacement.

ST: 13 [30] **HP:** 17 [8] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 11 [25] **Move:** 11/22 [25]
IQ: 6 [-80] **Per:** 12 [30]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 1 [5]

Bite or Claw (14): 1d crushing.
Kick (14): 2d+2 crushing.

Advantages: Acute Hearing 2 [4]; Enhanced Move 1 (Ground) [20]; Fur [1]; Payload 6 (20 lbs.) [6]; Striking ST 8 (Kick only, -60%) [16]; Subsonic Hearing [5]; Super Jump 2 [20].
Disadvantages: Animal Ally [-44]; Bad Grip 2 [-10]; Ham-Fisted 2 [-10]; Quirk (Edgy) [-1].
Skills: Brawling (E) DX+2 [4]-14; Jumping (E) DX+2 [4]-14; Survival (Plains) (A) Per+1 [4]-13.
Techniques: Kicking (Brawling)-14 [3].
Class: Animal.

KRAKEN

8 or 12 points

This powerful amphibious beast resembles the hypothetical offspring of a squid and an octopus. The kraken is a deadly opponent in the water; on land, it can barely move, but is still fearsome due to its six strong tentacles and beak-like jaws. It can reach up to two yards away when grappling or striking and can attack twice per turn.

Built on 125 points. Generally bought as Ally (Kraken; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 21 [55]*† **HP:** 21 [0] **Speed:** 6.00 [0]
DX: 12 [24]† **Will:** 12 [30] **Move (Water):** 6 [0]
IQ: 6 [-80] **Per:** 10 [20] **Move (Ground):** 1 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** +1
Dodge: 9 **Parry:** 10 **DR:** 2 [10]

Strike (14): 2d+1 crushing.

Torso Grapple (14‡): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 18‡ or win a Quick Contest of ST 23‡ against the best of opponent's ST, DX, Judo, or Wrestling to pull him to its mouth.

Bite (14): 2d+1 cutting.

Advantages: Double-Jointed [15]; Doesn't Breathe (Gills, -50%) [10]; Extra Arms 4 [40]; Extra Attack 1 [25]; Stretching 3

(Limited, Arms Only, -20%; Reduced Time 2, +40%) [22]; Teeth (Sharp) [1].

Disadvantages: Animal Ally [-44]; Dependency (Water; Daily) [-15]; No Fine Manipulators [-30]; No Legs (Semi-Aquatic) [0].

Skills: Aquabatics (H) DX-1 [2]-11; Brawling (E) DX+1 [4]-14; Survival (Open Ocean) Per+1 [4]-11; Swimming (E) HT+2 [4]-14; Wrestling (A) DX+2 [8]-14.

Class: Animal.

* Cost reduced for Size (-10%).

† Cost reduced for No Fine Manipulators (-40%).

‡ Assumes two arms; +2 for each additional arm used.

SHARK

8 or 12 points

A huge great white, this is the most dangerous creature in the ocean. While completely useless on land, it is the most powerful Ally that a seafaring druid can have.

Built on 125 points. Generally bought as Ally (Shark; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 36 [78]*† **HP:** 36 [0] **Speed:** 7.00 [5]
DX: 13 [36]† **Will:** 12 [30] **Move (Water):** 8/16 [5]
IQ: 6 [-80] **Per:** 11 [25]
HT: 14 [40] **FP:** 14 [0] **SM:** +3
Dodge: 11 **Parry:** n/a **DR:** 2 [10]

Bite (15): 4d+2 cutting.

Advantages: Combat Reflexes [15]; Discriminatory Taste [10]; Doesn't Breathe (Gills only) [0]; Enhanced Move 1 (Water) [20]; Pressure Support 2 [10]; Subsonic Hearing [5]; Teeth (Sharp) [1]; Vibration Sense (Water) [10].

Disadvantages: Animal Ally [-44]; Bad Temper (9) [-15]; Ichthyoid [-50].

Skills: Aquabatics (H) DX-2 [1]-11; Brawling (E) DX+2 [4]-15; Intimidation (A) Will [2]-12; Mount (A) DX-1 [1]-12; Survival (Open Ocean) (A) Per+1 [4]-12; Tracking (A) Per+4 [2]-15‡.

Class: Animal.

* Cost reduced for Size (-30%).

† Cost reduced for No Manipulators (-40%).

‡ Includes +4 from Discriminatory Taste (for underwater tracking).

STALLION

8 or 12 points

This noble horse is for those who wish to travel in style. Note that unless the *entire* party has horses (unlikely if they're planning on spending a few days dungeon crawling), this will not improve the group's movement rate over land. It will allow the deliver to carry a *lot* more stuff without being slowed down, however; with a BL of 146 lbs. This is a fully trained warhorse, more than willing to fight with (or for) its master in battle . . . assuming a good roll on the *Ally Reaction Table* (p. 5), of course.

Built on 125 points. Generally bought as Ally (Stallion; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 27 [85]*† **HP**: 27 [0] **Speed**: 6.00 [0]
DX: 12 [24]† **Will**: 11 [25] **Move**: 8/24 [10]
IQ: 6 [-80] **Per**: 12 [30]
HT: 12 [20] **FP**: 12 [0] **SM**: +1
Dodge: 10 **Parry**: n/a **DR**: 1 [5]

Bite (14): 1d+2 crushing.

Kick (14): 3d+2 crushing.

Advantages: Acute Hearing 2 [4]; Claws (Hooves) [3]; Combat Reflexes [15]; Enhanced Move 1.5 (Ground) [30]; Night Vision 3 [3]; Peripheral Vision [15]; Ultrahearing [5].

Disadvantages: Animal Ally [-44]; Careful [-1]; Restricted Diet (Herbivore) [-10]; Quadruped [-35]; Weak Bite [-2].

Skills: Brawling (E) DX+2 [4]-14; Intimidation (A) Will-1 [2]-11; Mount (A) DX+2 [8]-14; Running (A) HT+1 [4]-13; Survival (Plains) (A) Per [2]-12.

Techniques: Kicking (Brawling) (H) [3]-14.

Class: Animal.

* Cost reduced for Size (-10%).

† Cost reduced for No Fine Manipulators (-40%).

Shapeshifting: 3 to cast, 1 to maintain; or 70 points.

ST: 11 [6]* **HP**: 11 [0] **Speed**: 6.00 [-10]
DX: 12 [24]* **Will**: 13 [35] **Move**: 6 [0]
IQ: 6 [-80] **Per**: 12 [30]
HT: 14 [40] **FP**: 14 [0] **SM**: -1
Dodge: 10 **Parry**: n/a **DR**: 0

Bite (14): 1d-1 cutting.

Claw (14): 1d crushing.

Advantages: Burrower [1]†; Claws (Blunt) [3]; Combat Reflexes [15]; Discriminatory Smell [15]; Flexibility [5]; Fur [1]; High Pain Threshold [10]; Musk [1]‡; Night Vision 4 [4]; Peripheral Vision [15]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Teeth (Sharp) [1]; Temperature Tolerance 2 [2]; Terrain Adaptation (Snow) [5]; Unfazeable [15].

Disadvantages: Animal Ally [-44]; Bad Temper (12) [-10]; Overconfidence (12) [-5]; Quadruped [-35].

Skills: Brawling (E) DX+2 [4]-14; Stealth (A) DX+2 [8]-14; Survival (Woodlands) (A) Per [2]-12; Swimming (E) HT [1]-14; Tracking (A) Per+3 [1]-15§.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Digs (p. B350) as though it had a pick and shovel.

‡ Can leave a foul scent that most *normal* animals avoid.

§ Includes +4 from Discriminatory Smell.

Skunk (Lens; +0 points)

The skunk is not as versatile or fearsome, but it can *spray*. If it wins a Quick Contest of DX (at -1 per yard of distance), the target is nauseous and smells horrible for five hours times the margin of failure! HT-2 [-20]; Will-3 [-15]; Basic Speed+0.5 [10]. Remove Flexibility [-5], Musk [-1], Reduced Consumption [-2], Terrain Adaptation [-5], Unfazeable [-15], Bad Temper [10], and Overconfidence [5]. Add Affliction 1 (DX; Based on DX, Both rolls, +40%; Disadvantage, Bad Smell, +10%; Extended Duration, ×300, +100%; Malediction 1, +100%; Nauseated, +30%) [38].

WOLVERINE

4 or 6 points

A small but remarkably fierce fighter, this animal is known for its utter fearlessness and ferocious temper. While the wolverine prefers to find carrion frozen in the snow, it's quite capable of killing its own meals.

Built on 62 points. Generally bought as Ally (Wolverine; Built on 25%; 12 or less; PM, -10%; Summonable, +100%) [4] or (15 or less) [6]. Unlike most Allies, however, wolverines are often summoned in *packs* rather than singly. The ability to summon a pack of five wolverines costs 19 (if on a 12 or less) or 29 (if on a 15 or less) points. A pack of 10 costs 23 (if on a 12 or less) or 35 (if on a 15 or less) points. A pack of 20 costs 31 (if on a 12 or less) or 46 (if on a 15 or less) points. Larger packs are not recommended. The druid may choose, when summoning, either to bring forth the entire pack or to leave some members in reserve in case of death.



CHAPTER TWO

HOLY ALLIES

Even the most interventionist deity will rarely manifest on earth, instead trusting its clerics and holy warriors to “maintain the faith” by doing what needs to be done – all in the god’s name. However, the powers that be have been known to send along a little help from up above (or down below, as the case may be.) These *divine servitors*, though powerful Allies, are low-ranking members in the celestial hierarchy – less “angels” and more like “the assistants that the angels sent to lend you a hand.”

Divine servitors are built on 250 points. They are generally bought as Ally (Divine Servitor; Built on 100%; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]. The GM may allow other frequencies of appearance: “6 or less” would cost 6 points; “9 or less” would cost 10 points; and “constantly available” would cost 38 points.

Unlike druidic Allies (pp. 5-11), a cleric or holy warrior summons the same divine servitor every time. This removes any need for reaction rolls; the servitor knows the delver and is usually glad to assist. It has no equipment of its own, but it willingly uses any gear (including armor and weapons) lent to

it, leaving the equipment behind when it disappears. The GM should come up with a name and some appropriate quirks for the servitor. The majority of its personality can be fleshed out over time, however, as it adventures with the party.

The death of a servitor is a significant event, after which the cleric or holy warrior must convince his god to send a new Ally. Treat this as penance for Holy Might (*Adventurers*, p. 22) – it may take money, fasting, questing, etc. However, if the delver was directly responsible for the *unnecessary* death of the servitor (e.g., sending it on a suicide mission when other, reasonable alternatives existed), his god will not even allow him to *begin* this penance until 1d months have passed. The new Ally will be the same point value as the old one; the PC’s point value does not change.

It is possible, though not really in keeping with the genre, to assume that the cleric or holy warrior summons a new divine servitor every time, much like a druid summons new animals. If allowed by the GM, use the rules on p. 5, substituting Religious Ritual skill for Animal Handling, and adjusting all power Talents appropriately.

THE DIVINE SERVITOR

This is a single template, which users of Holy (or Unholy) Might can further customize using *lenses* and *elements*. The various *lenses* that follow the template adjust the basic nature of the servitor – its physical and personal aspects. Unless specified otherwise, any combination of lenses can be applied to the divine servitor template. Evil clerics and unholy warriors should always apply the Unholy lens, while the Natural lens is reserved for druids.

The *elements* are tied to the nature of the deity who sent the servitor (i.e., the god whom the character worships); they come in “slots” of 50 points each. A normal divine servitor has room for three such slots. When buying a servitor as an Ally, the player should choose the three most important aspects of his god, and apply the corresponding elements. See *Divine Elements* (pp. 13-19) for details.

Example: Scott is playing a cleric, Daerim, and Samantha is playing a holy warrior, Nimthis; each takes a divine servitor as an Ally. Neither has thought much about the deity their characters follow. Daerim has a lot of healing and negotiation abilities, though, so Scott decides that his god is Caduceus, god of peaceful rest, and chooses Good, Life, and Peace as his servitor’s three elements. Samantha, on the other hand, has built a real “combat monster” and decides that Nimthis serves Thwäk, the god of war. She chooses Good and War (Doubled) as her Ally’s three elements.

DIVINE SERVITOR

19 or 29 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 12 [0] **Move:** 6 [0]

IQ: 12 [40] **Per:** 12 [0] **SM:** 0
HT: 12 [20] **FP:** 12 [0]

Dodge: 9 **Parry:** n/a **DR:** 0

Advantages: Three slots of elements [150]; Blessed* [10]; Immunity to Metabolic Hazards [30].

Disadvantages: The same -10 point disadvantage used as the moral code for Holy Might; Dependency (Sanctity; Very Common; Constantly) [-25]; Unnatural Features 1 [-1]†; Wealth (Dead Broke) [-25]; and five quirks to be determined by the GM [-5].

Skills: Hidden Lore (Servitors of Good) (A) IQ [2]-12; Theology (H) IQ [4]-12.

Class: Servitor of Good‡.

* Player’s choice between standard divination or Heroic Feats; if unspecified, always assume the former.

† Select something appropriate when acquiring this servitor. A holy servitor might have glowing eyes or a visible aura while an unholy one may have vestigial horns or a tail.

‡ A new class; subject to Banish.

Lenses

The cost of these lenses modifies the point value of the servitor.

Horrific (+0 points)

The servitor looks like a twisted, demonic monster. Anyone seeing it for the first time must make a Fright Check; after that, the person assumes that the servitor is in league with The Devil, and reacts at -5 to the entire party. Add Terror (Always On, -20%) [24] and Appearance (Monstrous; Universal, +25%) [-25]. Remove Unnatural Features [1]. Cannot be combined with the Beauty element (p. 14).

Minor (-63 points)

The servitor is of much lower celestial rank than the one presented here, and is built on 187 points instead of 250. Because of this, it is generally bought as Ally (Divine Servitor; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18]. HT-1 [-10]. Remove one element slot [-50]. Adjust skills to Hidden Lore-11 [-1] and Theology-11 [-2].

Natural (+0 points)

The servitor is of the druidic persuasion – see *Nature Spirits and Elementals* (p. 7). Remove Blessed [-10], the Holy Might moral code [10], Dependency [25], and the five quirks [5]. Add Intolerance (Despoilers of my ecological niche) [-5], Sense of Duty (Nature) [-15], and Weakness (Unnatural environments; 1d per 5 minutes; Variable, -40%) [-12]. Add Survival (choose an appropriate environment) (A) Per [2]-12. Change the Hidden Lore to (Elementals or Nature Spirits).

The Weakness is tied to the penalties for druidic spells (*Adventurers*, p. 19). Instead of rolling the die, read the penalty as the number of HP lost every five minutes. For example, in a cut-stone dungeon, the servitor would lose 3 HP every five minutes.

Cannot be combined with Unholy (below).

Celestial Steeds and Holy Hounds

There is a long-standing tradition of holy warriors (and, to some extent, clerics) being granted animal companions by their god instead of an actual quasi-angelic ally. Because of this, wielders of Holy Might (or Unholy Might) can buy the animals from Chapter 1 as Allies. However, the rules at the beginning of *this* chapter apply – the delver summons the same animal each time (no reaction roll needed) and must complete penance if it dies. The GM should feel free to flesh out the animal's personality with quirks, much as for divine servitors, and use the points gained in this way to improve the animal (see *Ally Point Value and Development*, pp. 3-4).

Telepathic (+0 points)

The servitor communicates with you mentally *instead of* being able to speak normally. Use the lens under *New Meta-Trait: Familiar* (p. 21).

Unholy (+0 points)

Replace Blessed with High Pain Threshold. Replace the Holy Might moral code with Social Stigma (Excommunicated). Change the Hidden Lore to (Demons) and the *Class* to Demon. Cannot be combined with Natural (above).

Winged (+0 points)

The servitor has large wings and can swoop through the air at twice its Basic Speed; its bones are hollow, however. Add Flight (Winged, -25%) [30] and Vulnerability (Crushing x2) [-30].

DIVINE ELEMENTS

The following 22 elements can be thought of as descriptors for each deity, and by association, for their divine servitors. A servitor sent by a god of fire and war will be very different from one who serves a god of beauty and deception. Choose the three (two, for a Minor servitor) elements that best summarize what the deity governs.

Each element includes a brief description, which mentions any synonymous domains, and *two* different packages. The first takes up a single “slot” and costs 50 points. The second

(the “Doubled” package) is used when the deity has a *very* strong focus on a single aspect – this element package costs 100 points and takes up *two* slots.

Three elements – Good, Evil, and Nature – bear special mention. Good and Evil are diametrically opposed; no one should take both. In fact, every virtuous cleric and holy warrior *must* choose Good as one of their elements, while every vile cleric and unholy warrior *must* choose Evil. Doing otherwise requires GM's permission, and will generally lead to a less fleshed-out servitor. Nature, on the other hand, is generally reserved for druids using these rules to build nature spirits (*Nature Spirits and Elementals*, p. 7). Wielders of Holy (or Unholy) Might usually avoid that element; players who their characters to worship a nature god should probably be playing druids! This is not an absolute restriction, however – a cleric is not technically prohibited from choosing Good, Nature, and a third element for his servitor.

Divine servitors are the assistants that angels send to lend you a hand.

AIR

Also appropriate for gods of birds, flight, sky, weather, and so on. Servitors can turn into air and (for 1 FP) exhale a gale (one yard wide by 20 yards long) to knock foes down – the blast *can* hit multiple opponents, if they're standing in a reasonably straight line. Those with more focus can also stir up winds and dust to block vision, and manipulate currents with amazing precision. Note that this element is somewhat redundant with the Winged lens (p. 13), as both allow flight.

Air

Advantages: Alternate Form (Body of Air*, p. B262; Reduced Time 2, +40%) [27]; Crushing Attack 3d+1 (Cone, 1 yard, +60%; Costs Fatigue, 1 FP, -5%; Double Knockback, +20%; Increased 1/2D x10, +15%; No Blunt Trauma, -10%; No Wounding, -50%; Reduced Range 1/5, -20%) [19].

Skills: Innate Attack (Breath) (E) DX+2 [4]-14.

* Does not include Immunity to Metabolic Hazards, which the servitor already has. Takes three seconds to change.

Air (Doubled)

As above, plus:

Advantages: Obscure 4 (Vision; Area Effect, 4 yards, +50%; Requires air, -5%) [12]; Telekinesis 8 (Requires air, -5%) [38].

BEAUTY

Also appropriate for gods of love, lust, reproduction, and so on. The servitor's beauty is unearthly, enough to awe most people when they meet it. They may even be overwhelmed enough to do whatever the servitor asks of them.

This is incompatible with the Horrific lens (p. 13).

Beauty

Advantages: Appearance (Transcendent; Universal, +25%) [25]; Awe (Always On, -20%) [24]*.

Skills: Sex Appeal (A) HT+4 [1]-16†.

* A variant on Terror from **GURPS Powers** (p. 84); those without **Powers** can treat this as Terror, with the reactions coming from worship and awe instead of fear.

† Includes +5 from Appearance.

Beauty (Doubled)

As above, plus:

Advantages: Charisma 4 [20]; Mind Control (Hearing- and Vision-Based, -40%) [30].

CHAOS

Also appropriate for gods of luck, randomness, or entropy. Chaos servitors can alter others' dice rolls after the fact. They can also summon entropic clouds that appear within 10 yards and move around the battlefield randomly (roll 1d every turn, as for *Scatter*, p. B414) for 10 seconds; roll DX-4 to start the cloud in a particular spot.

While chaos and order (p. 18) are often opposed, a deity of fate may comprise both elements; thus, they are not mutually exclusive like good and evil (see the *Divine Elements* introduction, p. 13).

Chaos

Advantages: Corrosion Attack 1d (Area Effect, 2 yards, +50%; Drifting, +20%; Persistent, +40%; Reduced Range 1/10, -30%) [18]; Extraordinary Luck (Wishing, Others Only*, +0%) [30].

Skills: Gambling (A) IQ [2]-12.

* You can affect others' rolls, but not your own. You must witness the action being rolled for.

Chaos (Doubled)

Advantages: Corrosion Attack 2d (Area Effect, 2 yards, +50%; Drifting, +20%; Persistent, +40%; Reduced Range 1/10, -30%) [36]; Ridiculous Luck (Wishing, Others Only*, +0%) [60].

Skills: Gambling (A) IQ+1 [4]-13.

* See above.

DARKNESS

Also appropriate for gods of night or shadow. The servitor can see in absolute darkness and can summon a shroud of night around itself. Some can even call forth clouds of shadow anywhere they can see, while helping their friends ignore the darkness.

Darkness

Advantages: Dark Vision (Color Vision, +20%) [30]; Obscure 10 (Vision) [20].

Darkness (Doubled)

Advantages: Dark Vision (Affects Others 2*, +100%; Color Vision, +20%) [55]; Obscure 10 (Vision; Area Effect, 4 yards, +50%; Ranged, +50%; Variable, Area, +5%) [41].

Skills: Innate Attack (Gaze) (E) DX+2 [4]-14.

* You may share your Dark Vision with one or two other people; they must be in contact with you and willing.

Let the darkness and utter gloom claim that day for its own. Let a black cloud overshadow it, and let the darkness terrify it.

– Job 3:5

DEATH

Also appropriate for gods of destruction or necromancy. By spending 1 FP, servitors can sap life force with a cold, glowing touch (and a Quick Contest of Will); those killed before they can heal this damage must roll 3d versus the total damage taken or rise as zombies. The servitor can control up to 20 of its zombies; any excess created will be free agents. Especially powerful zombies (e.g., zombie dragons) count as multiple zombies for this total – GM's judgment. Some death servitors can even speak with the dead and other spirits.

Death is often opposed to Life (p. 17), but does not have to be. At the GM's option, the advantage packages below may be swapped, with Death granting the ability to speak to spirits and Death (Doubled) adding the ability to raise zombies.

Death

Advantages: Allies (20 Zombies; Built on 25%; Constantly Available; Minion, +0%) [32]; Corpse-Smart* [1]; Dominance (Only if the victim dies, -50%; Victims rise as zombies, not servitors, and cannot infect others, +0%) [10]; Toxic Attack 1d (Costs Fatigue, 1 FP, -5%; Malediction 1, +100%; Melee Attack, C, -30%) [7].

* You can recognize undead as such on sight, barring glammers, illusions, etc. You will never mistake a zombie for a corpse or normal human.

Death (Doubled)

As above, plus:

Advantages: Channeling (Aware*, +50%) [15]; Medium (Manifestation†, +100%; Universal‡, +50%) [25]; Spirit Empathy [10].

* You are aware of the real world and can act normally while channeling.

† The spirits you're speaking with can manifest visibly for no cost.

‡ You do not have to share a language with the spirits.

DECEPTION

Also appropriate for gods of trickery, wits, or illusion. The servitor can create an illusion up to 10 yards away, which can occupy an area up to two yards across. This requires constant concentration. The illusion will fool all five mundane senses (other senses will detect it easily), though it has no substance – an illusory chair will feel real to the touch, but anyone sitting on it will fall right through. If an onlooker inspects the illusion, the servitor must win a Quick Contest of Artist versus the higher of the viewer's IQ or Per, or he notices something wrong with the deception. However, the illusion will not vanish if "disbelieved." Some deception servitors can alter their personal form as well.



Deception

Advantages: Illusion* (Extended, Smell/Taste, Touch, +40%; Ranged, +40%; Reduced Range 1/10, -30%) [38].

Skills: Artist (Illusion) (H) IQ+2 [12]-14.

* *GURPS Powers*, p. 94; see text above for rules.

Deception (Doubled)

As above, plus:

Advantages: Morph (Cosmetic, -50%) [50].

DISEASE

Also appropriate for gods of sickness or pestilence – and for some concepts of insects or vermin. Servitors can emit a cloud of disease; everyone within two yards must make a HT-2 roll or take 1d-1 damage. For the next five minutes, they must roll every 10 seconds or take damage again – it stops once they resist. Until they do, *anyone* who touches them must roll to avoid catching it. Servitors can also cure most illnesses – but *not* one that they personally created! More focused servitors can even turn *into* an airborne disease and take their victims over.

Disease

Advantages: Healing (Accessibility, Not own disease, -10%; Disease Only, -40%; Faith Healing, +20%; Takes Extra Time, 2 seconds, -10%) [18]; Toxic Attack 1d-1 (Area Effect, 2 yards, +50%; Contact Agent, +150%; Cyclic, 31 Cycles, 10 Seconds, Highly Contagious, +800%; Emanation, -20%; Resistible, HT-2, -20%) [32].

Disease (Doubled)

As above, plus:

Advantages: Alternate Form (Body of Disease*; Reduced Time 2, +40%) [50].

* As Body of Air (p. B262) but replacing Immunity to Metabolic Hazards [-30] with Permeation (Flesh; No Signature, +20%) [6] and Possession (Accessibility, Those not immune to disease, -10%; No Memory Access, -10%; Parasitic, -60%) [20]. Takes three seconds to change.

EARTH

Also appropriate for gods of the land (in a geological sense), hills, mountains, and those who live underground. Earth servitors look humanoid, but they are made of rock and sand. Attacks to their vitals or brain are treated as torso or face hits (respectively), and they laugh off most arrows. Some can even (for 1 FP) cause the earth itself to rise up and engulf their foes.

Earth

Advantages: DR 2 [10]; Injury Tolerance (Homogenous) [40].

Earth (Doubled)

Advantages: Binding 16 (Costs Fatigue, 1 FP, -5%; Engulfing, +60%; Environmental, Victim must be touching ground, -20%) [44].

Skills: Geology (H) IQ-1 [2]-11; Innate Attack (Gaze) (E) DX+2 [4]-14.

Redundant Skills

It is possible to build a servitor whose elements contain overlapping skills. For example, a servitor who grows in power enough to have Darkness (Doubled) and Earth (Doubled) would gain Innate Attack (Gaze) (A) DX+2 [4]-14 from both. In such a case, simply sum the points to determine the new skill level; e.g., the example servitor would have Innate Attack (Gaze) (A) DX+3 [8]-15. If the total is not quite enough to raise the skill level, leave it; the GM should spend future bonus character points on that skill first. See *Ally Point Value and Development* (pp. 3-4) for more.

Note that different specialties are *different skills*. A servitor of Air and Fire will have both Innate Attack (Breath) and Innate Attack (Projectile); these do not interact in any meaningful way other than defaulting to each other. GMs willing to do the work may recalculate the costs as per *Improving Skills from Default* (p. B173), spending the difference on other appropriate skills.

EVIL

Also appropriate for gods of corruption, cruelty, or demons. Unlike many elements, evil is defined as much by its *disadvantages* as by its benefits – which mainly serve to round out the hellspawn's attributes and skills. A *truly* evil servitor, however, is not only harder to put down, but can call upon the will of its dark lord.

See the *Divine Elements* introduction (p. 13) for more on this package.

Evil

Attributes: ST+3 [30].

Secondary Characteristics: Will+1 [5].

Disadvantages: Bully (12) [-10]; Intolerance (Followers of Good) [-5].

Skills: Brawling (E) DX+2 [4]-14; Interrogation (A) IQ [2]-12; Intimidation (A) Will+1 [4]-13; Poisons (H) IQ [4]-12; 12 points spent on a Melee Weapon skill, or Shield (E) DX+2 [4]-14 and 8 points spent on a Melee Weapon skill; and one of Crossbow (E) DX+2 [4]-14, Sling (H) DX

[4]-12, Throwing (A) DX+1 [4]-13, or Thrown Weapon (Axe/Mace, Knife, or Spear) (E) DX+2 [4]-14.

Evil (Doubled)

As above, plus:

Attributes: HT+4 [40].

Advantages: DR 2 [10]; Patron (Evil Deity; 6 or less; Highly Accessible, +50%; Minimal Intervention, -50%; Special Abilities, +100%) [30].

Disadvantages: Bloodlust (12) [-10]; Callous [-5]; Sadism (12) [-15].

FEAR

Though sometimes considered evil, *many* gods – even relatively peaceful ones – expect their people to fear them. The servitor can terrify any foe who sees it (a Fright Check at either -1 or -5), while leaving its allies alone. This is somewhat redundant with the abilities granted by the Horrific lens (p. 13); adding this element gives the horrifying servitor a second chance to scare people, as well as being under conscious control.

Fear

Advantages: Terror (-1 to Fright Checks) (Selective Effect, +20%) [48].

Skills: Psychology (Fears*) (A) IQ [2]-12.

* An *optional* specialty (p. B169).

Fear (Doubled)

Advantages: Terror (-5 to Fright Checks) (Selective Effect, +20%) [96].

Skills: Psychology (Fears*) (A) IQ [4]-13.

* An *optional* specialty (p. B169).

FIRE

Also appropriate for gods of destruction or retribution; for gods of lightning, just change all “fire” references to “lightning.” Servitors throw exploding fireballs or turn into flames; some are even hot enough to burn away incoming projectiles. Each fireball costs 1 FP.

Fire

Advantages: Alternate Form (Enhanced Body of Fire*; Reduced Time 2, +40%) [31]; Burning Attack 2d (Costs Fatigue, 1 FP, -5%; Explosion 1, +50%) [15].

Skills: Innate Attack (Projectile) (E) DX+2 [4]-14.

* As per p. B262, but removing Immunity to Metabolic Hazards [-30]; raising the Burning Attack to 2d [5]; and raising the DR versus fire to 20 [30]. Takes three seconds to change.

Fire (Doubled)

Advantages: Alternate Form (Superior Body of Fire*; Reduced Time 2, +40%) [64]; Burning Attack 3d (Costs Fatigue, 1 FP, -5%; Explosion 1, +50%) [22]; Infravision [10].

Skills: Innate Attack (Projectile) (E) DX+2 [4]-14.

* As per p. B262, but removing Immunity to Metabolic Hazards [-30]; raising the Burning Attack to 4d [16]; and replacing the DR with DR 20 (Limited, Heat/Fire or Ranged Projectiles, -15%) [55]. Takes three seconds to change.

GOOD

Also appropriate for gods of justice or righteousness. As for Evil (p. 16), this element adds appropriate disadvantages while fleshing out the servitor with other traits. Note that the bonus to IQ and DX has already been calculated into the skill levels below; add +1 to all skills granted from *other* elements (+2 for Will-based skills).

See the *Divine Elements* introduction (p. 13) for more on this package.

Good

Attributes: DX+1 [20]; IQ+1 [20]; HT+1 [10].

Secondary Characteristics: Will+1 [5]; Basic Speed-0.5 [-10].

Disadvantages: Intolerance (Evil religions) [-5]; Vow (Place the will of my deity above my own needs) [-10].

Skills: Esoteric Medicine (Holy)-13 [4]; Religious Ritual-13 [4]; 8 points spent on a Melee Weapon skill, or Shield (E) DX+2 [4]-15 and 4 points spent on a Melee Weapon skill; and one of Crossbow (E) DX+2 [4]-15, Sling (H) DX [4]-13, Throwing (A) DX+1 [4]-14, or Thrown Weapon (Axe/Mace, Knife, or Spear) (E) DX+2 [4]-15.

Good (Doubled)

As above, plus:

Attributes: ST+3 [30].

Advantages: DR 1 [5]; Patron (Good Deity; 6 or less; Highly Accessible, +50%; Minimal Intervention, -50%; Special Abilities, +100%) [30].

Disadvantages: Charitable (12) [-15].

LIFE

Also appropriate for gods of birth, compassion, growth, or healing. The servitor can identify and heal other's injuries and illnesses; some are also aware of all life around them.

This is rarely combined with disease (p. 15); if it is, replace *both* Healing advantages with Healing (Accessibility, Not own disease, -10%; Faith Healing, +20%; Ranged, +40%; Reduced Fatigue Cost 3, +60%; Reliable 2, +10%) [66]. (Reliable lets the servitor roll at IQ+2 instead of IQ to heal.)

*May God grant you always . . .
a sunbeam to warm you,
a moonbeam to charm you,
a sheltering angel
so nothing can harm you.
— Irish Blessing*

Life

Advantages: Healing (Faith Healing, +20%; Ranged, +40%) [48].

Skills: Diagnosis (H) IQ-1 [2]-11.

Life (Doubled)

As above, plus:

Advantages: Detect Life [30]; Empathy [15]; Metabolism Control 1 [5].

LIGHT

Also appropriate for gods of daytime, the sun, or the unveiling of secrets. The servitor can spend 1 FP and make an IQ roll to summon light within 20 yards (eliminating all darkness penalties in up to a 10-yard radius for up to one minute), can see in all spectrums of light, and is never fooled by opponents warping light to become invisible. With sufficient focus (and 1 FP), it can flash an eight-yard radius, forcing everyone to make a HT roll to avoid being stunned and temporarily blinded.

Light

Advantages: Create Visible Light 1* (Accessibility, Limited to lighting a 10-yard radius for one minute, -40%; Ranged, +40%; Reduced Fatigue Cost 1, +20%; Reduced Range 1/5, -20%) [10]; Hyperspectral Vision [25]; See Invisible [15].

* **GURPS Powers**, p. 92; see text above for rules.

Light (Doubled)

As above, plus:

Advantages: Affliction 1 (HT; Area Effect, 8 yards, +150%; Costs Fatigue, 1 FP, -5%; Disadvantage, Blindness, +50%; Stunning, +10%; Vision-Based, +150%) [46].

Skills: Innate Attack (Gaze) (E) DX+2 [4]-14.

NATURE

This element is mainly intended for nature spirits, in combination with the Natural lens (p. 13). It may suit other deities of animals or plants, however; see the *Divine Elements* introduction (p. 13) for more. Servitors gain useful skills, as well as becoming more in touch with nature.

Nature

Attributes: HT+2 [20].

Secondary Characteristics: Per+2 [10]; Basic Speed-0.5 [-10].

Advantages: Animal Empathy [5]; Plant Empathy [5].

Skills: Naturalist (H) IQ+3 [16]-15; 4 points spent on a single Melee Weapon skill, Bow, Shield, Sling, or Throwing or 2 points each spent on two such skills.

Nature (Doubled)

As above, plus:

Attributes: ST+1 [10].

Advantages: Speak with Animals [25]; Speak with Plants [15].

ORDER

Also appropriate for gods of destiny, fearlessness, logic, or fate. Servitors can be calm and logical in any situation, even bestowing their rationality onto others. Some can even read the patterns that make up reality, and use said patterns to shield their mind.

See *Chaos* (p. 14) for additional notes.

Order

Advantages: Common Sense [10]; Indomitable [15]; Unfazeable [15]; Visualization [10].

Order (Doubled)

As above, plus:

Advantages: Intuition [15]; Oracle [15]; Mind Shield 5 [20].



PEACE

Also appropriate for gods of defense, mercy, or protection. A peace servitor bestows inherent protection (DR +3) to any friends within two yards and can order a foe to stand down; if the subject succeeds at a Will roll, he is immune for one hour. If he fails, however, he is stunned and will not *initiate* hostilities; he may still guard a door and take other defensive actions, and he may respond in kind if attacked. The servitor will *not* allow the party to rely on this to make unfair attacks – if they do, it will refuse to use this ability again.

Doubling this element makes the servitor a negotiator and a shield-bearer as well. It can defend itself or others with Block-17 and can make multiple blocks per turn, at a gradually increasing penalty; it has an effective Block of 17, then 14, then 12, then 9, then 7, then 4. (Note that these values will go up if another element, or later experience, raises the servitor's DX.)

If Peace (Doubled) is somehow combined with War (Doubled) – an unusual combination, to be sure! – replace the redundant Weapon Master here with +3 to Diplomacy.

Peace

Advantages: Affliction 1 (Will; Based on Will, +20%; Disadvantage, Pacifism (Self-Defense Only), +15%; Hearing-Based, +150%; One try per subject per hour, -10%; Stunning, +10%) [29]; DR 3 (Affects Others, +50%; Area Effect, 2 yards, +50%; Force Field, +20%; Selective Area, +20%) [36].

Disadvantages: Pacifism (Self-Defense Only) [-15].

Peace (Doubled)

As above, plus:

Advantages: Enhanced Block 3 (Shield) [15]; Shield-Wall Training* [1]; Signature Gear (Fine Large Shield, DB 3, 19 lbs.) [2]; Weapon Master (Shield; Only to reduce penalties for multiple blocks, -40%) [12].

Skills: Diplomacy (H) IQ [4]-12; Shield (E) DX+5 [16]-17.

* Servitor attacks at no penalty for a large shield and may block attacks aimed at someone beside it.

TRAVEL

Also appropriate for gods of movement, the land (in a geographical sense, not a geological one), or speed. After an hour of prayer and a successful Will roll, the servitor can grant increased speed to the party. This requires everyone to be within four yards and to succeed at a HT roll; add the amount the servitor made its Will roll by, but subtract the distance (in yards) between the party member and the servitor. Success raises everyone's top speed to 1.5× their normal Move, cutting travel time to 2/3 normal (e.g., a 40-day journey would take only 27 days).

If this element is doubled, the servitor can raise top speed to 2× normal Move (which *halves* travel time). More importantly, it has an encyclopedic knowledge of where places are; this excludes unmapped dungeons or buildings, hidden fortresses, etc.

Travel

Advantages: Affliction 1 (HT; Area Effect, 4 yards, -50%; Advantage, Enhanced Move 0.5 (Ground), +100%; Emanation, -20%; Extended Duration, Permanent while servitor alive and summoned, +150%; Malediction 1, +100%; Preparation Required, 1 hour, -50%; Selective Area, +20%) [50].

Travel (Doubled)

Advantages: Affliction 1 (HT; Area Effect, 4 yards, +150%; Advantage, Enhanced Move 1 (Ground), +200%; Emanation, -20%; Extended Duration, Permanent while servitor alive and summoned, +150%; Malediction 1, +100%; Preparation Required, 1 hour, -50%; Selective Area, +20%) [60].

Skills: Map! IQ+1 [36]-13*; Navigation (Land) (H) IQ [4]-12.

* A wildcard skill (p. B175).

WAR

Also appropriate for gods of hunting or violence. Servitors are highly capable fighting machines, although the delver summoning them will have to carry around arms and armor for them to use.

War

Advantages: Combat Reflexes [15]; DR 2 [10]; High Pain Threshold* [10].

Skills: Fast-Draw (any) (E) DX+1 [1]-13†; Tactics (H) IQ-1 [2]-11; and 4 points *each* spent on three different unarmed combat or weapon skills [12].

* Unholy (p. 13) servitors already have this; they add Recovery instead.

† Includes +1 for Combat Reflexes.

War (Doubled)

As above, plus:

Advantages: Weapon Master (All) [45].

Skills: Strategy (H) IQ-2 [1]-10; and one additional unarmed combat or weapon skill *or* +1 to an existing choice [4].

WATER

Also appropriate for gods of rivers or the sea. Servitors may move, breathe, and speak freely in the water, and they can shoot (for 1 FP) a thin, powerful jet of water that cuts into whatever it hits. Some servitors can even turn into liquid for up to half an hour, though unlike the Body of Water meta-trait (p. B262), they cannot affect the real world while so transformed.

Water

Advantages: Amphibious [10]; Cutting Attack 1d (Costs Fatigue, 1 FP, -5%; Jet, +0%) [7]; Doesn't Breathe (Gills, -50%) [10]; Pressure Support 2 [10]; Speak Underwater (Interface Crossing, +50%) [8].

Skills: Innate Attack (Beam) (E) DX+2 [4]-14; Swimming (E) HT [1]-12.

Water (Doubled)

As above, plus:

Advantages: Injury Tolerance (Diffuse; Infiltration*, +40%; Maximum Duration, 30 minutes, -25%; Switchable, +10%; Temporary Disadvantage, ST 0 (HP unchanged), -75%) [50].

* Servitor can pour under cracks, through grates, etc. Takes one second to change.

WISDOM

Also appropriate for gods of knowledge or potential. Twice per session (or four times per session, if doubled), the servitor can attempt a roll against *any* IQ-, Per-, or Will-based skill, with the exception of spells and skills restricted to those with certain powers (**Adventurers**, p. 21). The effective skill level is the controlling attribute (e.g., Alchemy is an IQ/VH skill, so the servitor would roll against IQ to temporarily "know" Alchemy).

Remember to factor the IQ bonus from this element into the skills granted from *other* elements!

Wisdom

Attributes: IQ+1 [20].

Advantages: Wild Talent 2 (Cannot access "special" skills, -5%; Focused, Mental, -20%) [30].

Wisdom (Doubled)

Attributes: IQ+2 [40].

Advantages: Wild Talent 4 (Cannot access "special" skills, -5%; Focused, Mental, -20%) [60].

Servitor of Caduceus: A Worked Example

Daerim (from the example on p. 12) is a cleric of Caduceus, God of Peaceful Rest. As one of his Holy Might abilities, he takes a divine servitor on a 12 or less, for 19 points. Caduceus' elements are Good, Life, and Peace. Good requires some skill choices – since Daerim is forbidden from using edged weapons, he and the GM decide on Staff and Throwing as the servitor's combat skills. The final servitor looks like the following.

ST: 12 [20]	HP: 12 [0]	Speed: 6.00 [-10]
DX: 13 [60]	Will: 14 [5]	Move: 6 [0]
IQ: 13 [60]	Per: 13 [0]	
HT: 13 [30]	FP: 13 [0]	SM: 0

Dodge: 9 **Parry:** 12 (Staff) **DR:** 3

Advantages: Affliction 1 (Will; Based on Will, +20%; Disadvantage, Pacifism (Self-Defense Only), +15%; Hearing-Based, +150%; One try per subject per hour, -10%; Stunning, +10%) [29]; Blessed [10]; DR 3 (Affects Others,

+50%; Area Effect, 2 yards, +50%; Force Field, +20%; Selective Area, +20%) [36]; Healing (Faith Healing, +20%; Ranged, +40%) [48]; Immunity to Metabolic Hazards [30].

Disadvantages: Dependency (Sanctity; Very Common; Constantly) [-25]; Intolerance (Evil Religions) [-5]; Pacifism (Self-Defense Only) [-15]; Unnatural Features 1 (Animated snake tattoos on the neck and arms) [-1]; Vow (No edged weapons) [-10]; Vow (Place the will of Caduceus above my own needs) [-10]; Wealth (Dead Broke) [-25].

Quirks: Likes serpents; Somewhat patronizing; Three more to be determined later by the GM. [-5].

Skills: Diagnosis (H) IQ-1 [2]-12; Esoteric Medicine (Holy) (H) Per [4]-13; Hidden Lore (Servitors of Good) (A) IQ [2]-13; Religious Ritual (H) IQ [4]-13; Staff (A) DX+2 [8]-15; Theology (H) IQ [4]-13; Throwing (A) DX+1 [4]-14

Class: Servitor of Good.

CHAPTER THREE

FAMILIARS

Where would a witch be without her trusty black cat? Probably more rested and less covered in fur . . . but this is fantasy! Not only are familiars useful spies and scouts (not to mention great kidnapping victims for the GM to mount a plot hook on), but they empower their master with cool, useful abilities, making familiars a *very* versatile power-up.

FAMILIARIZING ONESELF

Any *spellcaster* who does not already have a familiar (or whose familiar has died) may summon one – the ritual to do so is known to bards, clerics, druids, and wizards alike. It is not a separate skill and requires no roll. The caster ventures out into the wilderness for 1d weeks and returns with a companion.

In game terms, a familiar is a meta-trait (see p. 21) that any spellcaster can purchase. None of its components take a power modifier; the bond between a caster and his familiar is deep and personal. A character may have only one familiar, though this in addition to any other Allies (whether mundane or part of a power). The meta-trait comprises two parts, the familiar itself and the traits it grants.

The Familiar

Each familiar is an Ally built on 62 points. It will be bought as Ally ([Type]; Built on 25%; Constantly Available; Special Abilities, +50%; Summonable, +100%; Sympathy, -25%) [9]. The descriptions below shorten this to just Ally ([Type]) [9]. This assumes a 250-point dungeon-delver; see *Ally Point Value and Development* (pp. 3-4) to adjust.

In addition to the cost of the familiar as an Ally, the master will always have a Special Rapport [5] with it. The two are

linked by a powerful psychic bond; each is aware of the other's status and becomes badly injured if the other is killed.

Granted Traits

These are advantages with the -40% limitation Granted by Familiar (p. B38), or “GBF” for short. A familiar of the given type automatically grants the spellcaster these abilities as long as it is summoned and nearby. The definition of “nearby” is up to the GM, but as a guideline, the familiar should be able to freely reach its master in a minute or less. This means that a captured or unconscious familiar, or one more than (60×Move) yards away from its master, immediately stops providing its special abilities.

All familiars grant Energy Reserve (see boxed text) equal to half their FP, rounded down, with the special Drains Familiar limitation. This allows the spellcaster to draw upon his Ally's personal energy pool to power his spells. Raising the animal's personal FP automatically increases the ER available to its master; this must be paid for normally. If the caster knows more than one type of magic (e.g., a cleric-druid), he must specify which type of ER the familiar provides – e.g., a druidic familiar cannot be used to power clerical spells.

*It is a consolation to the
wretched to have companions
in misery.*

– Publilius Syrus

Energy Reserve

This advantage appears on p. 39 of *The Next Level*, but appears here (with a new limitation) for those who do not own that book.

Energy Reserve

3 points/level

Each level of Energy Reserve (ER) gives 1 FP that you can *only* spend to cast spells of one type; clerical with ER (Holy), druidic with ER (Druidic), or wizardly – including Bard spells – with ER (Magical). You can't otherwise expend

ER as FP, and external events that drain FP never deplete ER. Your ER recharges independently from your FP.

New Special Limitation

Drains Familiar: Your ER draws upon the energy of your familiar. In addition to the effects of the Granted by Familiar limitation, every point of ER that you use drains 1 FP from your familiar. This ER recharges at the same rate that your familiar recovers FP; this means your ER does not recover while your familiar is unable to rest! -50%

COMMON FAMILIARS

The following descriptions cover the most common familiars in a *Dungeon Fantasy* world. The templates and traits can be fit to new familiars as well, generally with minimal adjustments.

Examples: Edgar wants a large raven as his familiar; the GM uses the Hawk statistics as-is, just changing the description of the animal. Ricky wants a ferret familiar; the GM uses the Cat statistics, removing Laziness and Climbing from the animal's template and adding Impulsiveness (12) and Musk (from *Wolverine*, p. 11).

The cost listed is the minimum, covering the familiar itself as well as the most basic package of granted traits. (The GM can adjust this list as he sees fit, of course.) This is followed by the template for the animal, and then by a list of *further traits*. These are additional advantages that the spellcaster can add, either when acquiring the familiar or later on.

Druids may wish to shapeshift into these animal forms. To do so via the Shapeshifting spell costs 3 energy to cast, 1 to maintain. As an

Alternate Form, any one template costs 70 points – see *Animal Allies* (pp. 3-4) for details.

New Meta-Trait: Familiar

-22 points

You are an animal (or equivalent) companion to a spellcaster. Although fully sapient (and sometimes more intelligent than other members of the party), you still possess the instincts and behavior patterns of any other member of your species. You are fully literate and conversant, both among your own kind and with your master's tongue.

Familiar includes Bestial [-10]; Sense of Duty (Master) [-2]; Speak with Animals (Specialized, Own Family, -60%) [10]; Special Rapport (Master) [5]; and Wealth (Dead Broke) [-25].

Lens

Telepathic (+0 points): This is an optional lens for *any* familiar. You cannot speak the language of humans, though you understand it well enough. Instead, you can project your thoughts directly into your master's mind, from up to 100 miles away; if this sending fails, you will realize it. Your master must possess a similar ability (or spell) to do the same, or he can just speak to you normally. Add Avatar* [1]; Cannot Speak [-15]; Mindlink (Master) [5]; Telesend (Accessibility, Master only, -80%; Can tell if sending is successful, +10%) [9].

* Your mental communication is accompanied by a clear mental image of who you are. Others cannot fake this image, making it a quick and secure means of identification.

ANIMALS

These familiars are somewhat sturdier and *far* more intelligent than their mundane brethren, but they are otherwise normal animals. They are unlikely to attract much attention unless they make it obvious that they are more than a mere pet.

BAT

37 points

Capable of flight during day *or* night, a bat definitely prefers sleeping when the sun is out. This bat is worthless in a fight, but it has hands that can perform fine manipulation.

Bat Familiar: Ally (Bat) [9]; ER 6 (Drains Familiar, -50%) [9]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; Sonar (Accessibility, Not in water, -30%*; GBF, -40%) [6]; Special Rapport (Familiar) [5]. 37 points.

Bat Template

ST: 2 [-80] **HP:** 7 [10] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 10 [0] **Move (Air):** 12/24 [0]
IQ: 10 [0] **Per:** 12 [10] **Move (Ground):** 2 [-20]
HT: 12 [20] **FP:** 12 [0] **SM:** -5

Dodge: 9 **Parry:** n/a **DR:** 0

Bite or Claw (12): 1d-7 crushing.

Advantages: Dark Vision [25]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Fur [1]; Sonar (Accessibility, Not in water, -30%*) [14].

Disadvantages: Familiar [-22]; Foot Manipulators† [-6].

Skills: Aerobatics (H) DX [4]-12; Flight (A) HT+2 [8]-14; Survival (Mountain) (A) Per+1 [4]-13; Stealth (A) DX+1 [4]-13.

Class: Animal.

* Worth more than usual due to the comparative usefulness in air versus water.

† See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

Further Traits

Masters of a bat familiar can buy Enhanced Move (Air; GBF, -40%) [12/level] – but *only* to reduce deceleration; Night Vision 3 (GBF, -40%) [2], 5 [3], or 8 [5], or Dark Vision (GBF, -40%) [15]; Ultrahearing (GBF, -40%) [3] or Ultrasonic Speech (GBF, -40%) [6]; and Vampiric Bite (GBF, -40%) [18 + 3/level].

CAT

38 points

Though independent and averse to work, a cat will stick by its master once they've bonded.

Cat Familiar: Ally (Cat) [9]; Catfall (GBF, -40%) [6]; Enhanced Dodge 1 (GBF, -40%) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 38 points.

Cat Template

ST: 4 [-60] **HP:** 9 [10] **Speed:** 6.00 [-10]
DX: 14 [48]* **Will:** 11 [5] **Move:** 10 [20]
IQ: 10 [0] **Per:** 12 [10]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 10 **Parry:** n/a **DR:** 0

Bite or Claw (16): 1d-5 cutting.

Advantages: Catfall [10]; Claws (Sharp) [5]; Combat Reflexes [15]; Flexibility [5]; Fur [1]; Night Vision 8 [8]; Perfect Balance [15]; Teeth (Sharp) [1]; Vibration Sense (Air) [10].

Disadvantages: Familiar [-22]; Laziness [-10]; Quadruped [-35].

Skills: Acrobatics (H) DX [2]-14†; Brawling (E) DX+2 [4]-16; Climbing (A) DX+3 [1]-17‡; Escape (H) DX+1 [1]-15‡; Jumping (E) DX+1 [2]-15; Stealth (A) DX+1 [4]-15; Urban Survival (A) Per [2]-12.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Includes +1 from Perfect Balance.

‡ Includes +3 from Flexibility.

Further Traits

Masters of a cat familiar can buy Combat Reflexes (GBF, -40%) [9]; Enhanced Dodge 2 (GBF, -40%) [9]; Flexibility (GBF, -40%) [3] or Double-Jointed (GBF, -40%) [9]; Luck (GBF, -40%) [9]; Night Vision 3 (GBF, -40%) [2], 5 [3], or 8 [5]; Silence 1-4 (GBF, -40%) [3/level]; and Vibration Sense (Air; GBF, -40%) [6].

CHIMP

32 points

A small chimpanzee, orangutan, or similar primate. A chimp's limbs are very versatile; it can use its feet as hands, or walk on all fours if a leg is injured. For a monkey familiar, lower ST to 7, raise DX to 13, delete Arm ST, and add Extra Arm (Tail) [10]; its point value is unchanged.

Chimp Familiar: Ally (Chimp) [9]; Brachiator (GBF, -40%) [3]; ER 6 (Drains Familiar, -50%) [9]; Extra Arms 2 (Foot Manipulators, -30%; GBF, -40%; Short, -50%) [4]; Extra Legs (Four Legs; GBF, -40%; Temporary Disadvantage, No Fine Manipulators, -30%) [2]; Special Rapport (Familiar) [5]. 32 points.

Chimp Template

ST: 9 [-10] **HP:** 12 [6] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 10 [0] **Move:** 6 [0]
IQ: 10 [0] **Per:** 11 [5]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dodge: 9

Parry: n/a

DR: 0

Bite (14): 1d-2 cutting.

Fist (14): 1d-1 crushing.

Weapon (varies): Based on damage 1d-1/1d+1.

Advantages: Arm ST 2 [10]; Brachiator [5]; Extra Arms 2 (Foot Manipulators, -30%; Short, -50%) [4]; Extra Legs (Four Legs; Temporary Disadvantage, No Fine Manipulators, -30%) [4]; Fur [1]; Teeth (Sharp) [1].

Disadvantages: Curious (15) [-2]; Familiar [-22]; Short Attention Span (12) [-10].

Skills: Brawling (E) DX+2 [4]-14; Climbing (A) DX+2 [2]-14*; Stealth (A) DX-1 [1]-11; Survival (Jungle) (A) Per-1 [1]-10; and 2 points in a weapon skill of the master's choice.

Class: Animal.

* Includes +2 for Brachiator.

Further Traits

Masters of a chimp familiar can buy Arm DX +1 (GBF, -40%) [10], +2 [20], or +3 [29]; Arm ST 1-6 (GBF, -40%) [3/level]; High Manual Dexterity (GBF, -40%) [3/level]; Perfect Balance (GBF, -40%) [9]; and Super Climbing 1-4 (GBF, -40%) [2/level].

DOG

33 points

A smaller breed than the hound (pp. 8-9), it is primarily useful as a tracker, though it can hold its own in a fight against an average person.

Dog Familiar: Ally (Dog) [9]; Discriminatory Smell (GBF, -40%) [9]; ER 6 (Drains Familiar, -50%) [9]; Reduced Consumption 2 (Cast Iron Stomach, -50%; GBF, -40%) [1]; Special Rapport (Familiar) [5]. 33 points.

Dog Template

ST: 10 [0] **HP:** 13 [6] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 11 [5] **Move:** 6/9 [0]
IQ: 10 [0] **Per:** 14 [20]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 0

Bite (14): 1d-2 cutting.

Claw (14): 1d-1 crushing.

Advantages: Claws (Blunt) [3]; Discriminatory Smell [15]; Enhanced Move 0.5 (Ground) [10]; Fur [1]; Night Vision 5 [5]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Teeth (Sharp) [1]; Ultrahearing [5].

Disadvantages: Chummy [-5]; Familiar [-22]; Gluttony (12) [-5]; Quadruped [-35].

Skills: Brawling (E) DX+2 [4]-14; Stealth (A) DX [2]-12; Survival (Plains) (A) Per-1 [1]-13; Swimming (E) HT [1]-12; Tracking (A) Per+4 [2]-18‡; Wrestling (A) DX [2]-12.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

‡ Includes +4 from Discriminatory Smell.

Further Traits

Masters of a dog familiar can buy High Pain Threshold (GBF, -40%) [6]; Indomitable (GBF, -40%) [9]; Night Vision 3 (GBF, -40%) [2] or 5 [3]; Single-Minded (GBF, -40%) [3]; and Ultrahearing (GBF, -40%) [3].

HAWK

34 points

This fast and fierce bird of prey, if forced into combat with larger opponents, will All-Out Attack (Strong) by swooping in, clawing, then flying out of reach.

Hawk Familiar: Ally (Hawk) [9]; ER 6 (Drains Familiar, -50%) [9]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; Special Rapport (Familiar) [5]; Telescopic Vision 1 (GBF, -40%) [3]. 34 points.

Hawk Template

ST: 3 [-70] **HP:** 8 [10] **Speed:** 7.00 [10]
DX: 14 [48]* **Will:** 10 [0] **Move (Air):** 15/30 [2]
IQ: 10 [0] **Per:** 14 [20] **Move (Ground):** 3 [-20]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 10 **Parry:** n/a **DR:** 0

Bite (16): 1d-5 large piercing.
Claw (14): 1d-4 cutting.

Advantages: Claws (Sharp) [5]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Teeth (Sharp Beak) [1]; Telescopic Vision 5 [25].

Disadvantages: Familiar [-22]; No Fine Manipulators [-30].

Skills: Aerobatics (H) DX-1 [2]-13; Brawling (E) DX+2 [4]-16; Flight (A) HT+1 [4]-13; Observation (A) Per [2]-14; Survival (Woodlands) (A) Per-1 [1]-13.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a hawk familiar can buy 3D Spatial Sense (GBF, -40%) [6]; Enhanced Move (Air; GBF, -40%) [12/level] – but *only* to reduce deceleration; Hyperspectral Vision (GBF, -40%) [15] or Ultravision (GBF, -40%) [3]; and further levels of Telescopic Vision (GBF, -40%) [3/level].



MACAW

31 points

A brightly colored parrot. Macaws cannot take the Telepathic lens (*New Meta-Trait: Familiar*, p. 21) – even a mundane parrot is capable of speech – but it can add the relevant advantages later with earned points.

Macaw Familiar: Ally (Macaw) [9]; ER 6 (Drains Familiar, -50%) [9]; Mimicry (GBF, -40%) [6]; Photographic Memory (GBF, -40%; Voices only, -80%) [2]; Special Rapport (Familiar) [5]. 31 points.

Macaw Template

ST: 3 [-70] **HP:** 8 [10] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 12 [10] **Move (Air):** 12/18 [0]
IQ: 10 [0] **Per:** 12 [10] **Move (Ground):** 4 [-10]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 9 **Parry:** n/a **DR:** 0

Bite (14): 1d-3 cutting.

Claw (12): 1d-4 cutting.

Advantages: Claws (Sharp) [5]; Discriminatory Hearing [15]; Enhanced Move 0.5 (Air) [10]; Flight (Winged, -25%) [30]; Mimicry [10]; Photographic Memory (Voices only, -80%) [2]; Striking ST 4 (Bite only, -60%) [8]; Teeth (Sharp) [1].

Disadvantages: Familiar [-22]; One Arm (Tongue; No Physical Attack*; Short*) [-30].

Skills: Acting (A) IQ+1 [4]-11; Aerobatics (H) DX [4]-12; Brawling (E) DX+2 [4]-14; Fast-Talk (A) IQ+1 [4]-11; Filch (A) IQ-1 [1]-11; Flight (A) HT [2]-12; Survival (Jungle) (A) Per+1 [4]-13.

Class: Animal.

* See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

Further Traits

Masters of a macaw familiar can buy Discriminatory Hearing (GBF, -40%) [9]; Extra Arm 1 (Tongue; GBF, -40%; No Physical Attack, -50%; Short, -50%) [2]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; and Smooth Operator 1-4 (GBF, -40%) [9/level].

OWL

38 points

A nocturnal predator, swift and silent, this bird has excellent senses and a head that it can rotate almost in a full circle.

Owl Familiar: 360° Vision (GBF, -40%) [15]; Ally (Owl) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 38 points.

Owl Template

ST: 3 [-70] **HP:** 8 [10] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 12 [10] **Move (Air):** 12/24 [0]
IQ: 10 [0] **Per:** 12 [10] **Move (Ground):** 2 [-20]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 9 **Parry:** n/a **DR:** 0

Bite (14): 1d-5 large piercing.
Claw (12): 1d-4 cutting.

Advantages: 360° Vision [25]; Claws (Sharp) [5]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Night Vision 9 [9]; Parabolic Hearing 3 [12]; Silence 2 [10]; Teeth (Sharp Beak) [1].

Disadvantages: Familiar [-22]; No Fine Manipulators [-30].
Skills: Aerobatics (H) DX-1 [2]-11; Brawling (E) DX+2 [4]-14; Flight (A) HT+1 [4]-13; Observation (A) Per+1 [4]-13; Survival (Woodlands) (A) Per+1 [4]-13.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of an owl familiar can buy Common Sense (GBF, -40%) [6]; Flight (Controlled Gliding, -45%, GBF, -40%) [8]; Night Vision 3 (GBF, -40%) [2], 5 [3], or 8 [5], or Dark Vision (GBF, -40%) [15]; Parabolic Hearing 1 (GBF, -40%) [3], 2 [5], 3 [8], 4 [10], or 5 [12]; and Silence 1 (GBF, -40%) [3] or 2 [6]. Those who buy Flight can also add Enhanced Move (Air; GBF, -40%) [12/level], but *only* to reduce deceleration.

Tweaking Familiars

The following lenses modify the familiar's cost *to the caster*. They have no effect on the familiar's racial template. The two "Shared" lenses have a range of about 100 miles.

Nonsummonable (-4 points): You cannot dismiss and resummon your familiar – it is always present, though it may hide in a pocket, etc. Remove the Summonable enhancement from Ally.

Shared Sight (+20 points or +15 if combined with Shared Thoughts): You can see through your familiar's eyes. Add Mind Reading (Accessibility, Familiar Only, -80%; Long Range 1, +50%; Sensory Only, -20%) [15]. Also add Mindlink (Familiar) [5] if Shared Thoughts (below) is not taken.

Shared Thoughts (+15 points): You can send your thoughts to your familiar; this is the counterpart to the Telepathic lens – see *New Meta-Trait: Familiar* (p. 21) for details. Add Avatar [1]; Mindlink (Familiar) [5]; and Telesend (Accessibility, Familiar only, -80%; Can tell if sending is successful, +10%) [9].

RABBIT

34 points

Though not a fighter, the rabbit is excellent at fast recon and provides a wealth of useful abilities. With GM's permission, Cowardice (15) can be substituted for the Phobia.

Rabbit Familiar: Acute Taste and Smell 4 (GBF, -40%) [5]; Ally (Rabbit) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; Super Jump 1 (GBF, -40%) [6]. 34 points.

Rabbit Template

ST: 3 [-70] **HP:** 8 [10] **Speed:** 7.00 [15]
DX: 13 [36]* **Will:** 10 [0] **Move:** 10/15 [15]

IQ: 10 [0] **Per:** 13 [15]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 10 **Parry:** n/a **DR:** 0

Bite or Claw (13): 1d-6 cutting.

Advantages: Acute Taste and Smell 4 [8]; Danger Sense [15]; Enhanced Move 0.5 (Ground) [10]; Fur [1]; Parabolic Hearing 3 [12]; Peripheral Vision [15]; Teeth (Sharp) [1]; Super Jump 1 [10]; Subsonic Hearing [5].

Disadvantages: Familiar [-22]; Night Blindness [-10]; Phobia (Loud Noises) (15) [-5]; Quadruped [-35].

Skills: Camouflage (E) IQ+2 [4]-12; Jumping (E) DX+1 [2]-14; Running (A) HT+1 [4]-13; Stealth (A) DX+1 [4]-14; Survival (Plains) (A) Per-1 [1]-12; Tracking (A) Per-1 [1]-12.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a rabbit familiar can buy Danger Sense (GBF, -40%) [9]; Enhanced Move 0.5 (Ground; GBF, -40%) [6] or 1 [12]; Parabolic Hearing 1 (GBF, -40%) [3], 2 [5], 3 [8], 4 [10], or 5 [12]; Peripheral Vision (GBF, -40%) [9]; Super Jump 2 or 3 (GBF, -40%) [6/level]; and Subsonic Hearing (GBF, -40%) [3].

RAT

33 points

A small spy with unnaturally dexterous paws and sharp teeth, rats can subsist on almost *anything*, with few ill effects.

Rat Familiar: Ally (Rat) [9]; ER 6 (Drains Familiar, -50%) [9]; Reduced Consumption 2 (Cast Iron Stomach, -50%; GBF, -40%) [1]; Resistant to Metabolic Hazards +8 (GBF, -40%) [9]; Special Rapport (Familiar) [5]. 33 points.

Rat Template

ST: 1 [-90] **HP:** 6 [10] **Speed:** 6.00 [-10]
DX: 12 [40] **Will:** 12 [10] **Move:** 6 [0]
IQ: 10 [0] **Per:** 12 [10]
HT: 14 [40] **FP:** 12 [-6] **SM:** -7
Dodge: 10 **Parry:** n/a **DR:** 0

Bite (14): 1d-6 cutting.

Claw (14): 1d-5 crushing.

Advantages: Claws (Blunt) [3]; Combat Reflexes [15]; Filter Lungs [5]; Flexibility [5]; Fur [1]; Reduced Consumption 3 (Cast Iron Stomach, -50%) [3]; Resistant to Metabolic Hazards +8 [15]; Silence 2 [10]; Universal Digestion [5].

Disadvantages: Familiar [-22]; Semi-Upright [-5].

Skills: Acrobatics (H) DX-2 [1]-10; Brawling (E) DX+2 [4]-14; Climbing (A) DX+3 [2]-15*; Escape (H) DX+2 [2]-14*; Scrounging (E) Per+1 [2]-13; Stealth (A) DX+2 [8]-14; Urban Survival (A) Per+1 [4]-13.

Class: Animal.

* Includes +3 for Flexibility.

Further Traits

Masters of a rat familiar can buy Filter Lungs (GBF, -40%) [3]; Flexibility (GBF, -40%) [3]; Silence 1-4 (GBF, -40%) [3/level]; Super Climbing 1-4 (GBF, -40%) [2/level]; Teeth (Sharp; GBF, -40%) [1]; and Universal Digestion (GBF, -40%) [3].

VIPER

33 points

A 4' to 6' poisonous snake, a viper's venom can be deadly, but its fangs are unable to penetrate most armor.

Viper Familiar: Ally (Viper) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; Teeth (Fangs; GBF, -40%) [2]; Toxic Attack 1d (Cyclic, 7 cycles, 10 seconds, +150%; Follow-Up, Fangs, +0%; GBF, -40%; Resistible, HT-4, -10%) [8]. 33 points.

Viper Template

ST: 5 [-50]	HP: 10 [10]	Speed: 6.00 [-5]
DX: 13 [36]*	Will: 11 [5]	Move: 6 [0]
IQ: 10 [0]	Per: 11 [5]	
HT: 12 [20]	FP: 12 [0]	SM: -2
Dodge: 10	Parry: n/a	DR: 0

Bite (15): 1d-4 impaling. Often done as a Deceptive Attack! If any damage penetrates DR, the subject must roll HT-4 or

take 1d toxic damage. This repeats every 10 seconds for one minute or until the subject successfully resists.

Advantages: Combat Reflexes [15]; Discriminatory Smell [15]; Infravision [10]; Nictitating Membrane 1 [1]; Reduced Consumption 3 [6]; Silence 4 [20]; Teeth (Fangs) [2]; Toxic Attack 1d (Cyclic, 7 cycles, 10 seconds, +150%; Follow-Up, Fangs, +0%; Resistible, HT-4, -10%) [10]; Vibration Sense (Air; Senses vibrations through the ground, -20%) [8].

Disadvantages: Cold-Blooded (50°) [-5]; Familiar [-22]; Vermiform [-35].

Skills: Brawling (E) DX+2 [4]-15; Escape (H) DX+3 [1]-16†; Stealth (A) DX+1 [4]-14; Survival (Plains) (A) Per [2]-11; Swimming (E) HT+2 [4]-14; Tracking (A) Per+3 [1]-14‡.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Includes +5 for Double-Jointed (in Vermiform meta-trait).

‡ Includes +4 for Discriminatory Smell.

Further Traits

Masters of a viper familiar can buy Discriminatory Smell (GBF, -40%; Nuisance Effect, Must flick tongue repeatedly, -5%) [9]; Infravision (GBF, -40%) [6]; Nictitating Membrane 1 (GBF, -40%) [1], 3 [2], or 5 [3]; Resistant to Poison +3 (GBF, -40%) [3] or +8 [5]; Silence 1-6 (GBF, -40%) [3/level]; and Vibration Sense (Air; GBF, -40%; Senses vibration through the ground, -20%) [4].

FANTASTIC CREATURES

These familiars have abilities that no normal animal can, which makes them very attractive to many spellcasters. Some GMs may be tempted to charge an Unusual Background for such a familiar . . . but this is rarely necessary. The large amount of attention that these beings will attract is drawback enough.

All of these animals, with the exception of the giant spider, are highly magical and require mana to survive. This does not change if they are bound to a cleric or druid; in such a case, the master must worry both about the level of sanctity or unspoiled nature for himself, and the level of mana for his familiar.

GIANT SPIDER

35 points

This large spider is 3' by 4' including the legs, with a 1' by 2' body. Its legs are not strong enough to hurt anyone and are not good manipulators on their own, but each *pair* of front legs can do the work of a normal arm.

Giant Spider Familiar: Ally (Giant Spider) [9]; Clinging (GBF, -40%) [12]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 35 points.

Giant Spider Template

ST: 5 [-50]	HP: 9 [8]	Speed: 6.00 [0]
DX: 12 [40]	Will: 10 [0]	Move: 6 [0]

IQ: 10 [0]	Per: 10 [0]	
HT: 12 [20]	FP: 12 [0]	SM: -1
Dodge: 9	Parry: n/a	DR: 1 [5]

Bite (14): 1d-4 impaling.

Silk (14): No damage (see *Binding*, p. B40). Range 10; no range penalties.

Advantages: Ambidexterity [5]; Binding 5 (Engulfing, +60%; Jet, +0%) [16]; Clinging [20]; Extra Legs (Eight Legs; Cannot Kick, -50%) [8]; Super Climbing 3 [9]; Teeth (Fangs) [2].

Disadvantages: Familiar [-22]; No Physical Attack (Arms) [-10]*; Semi-Upright [-5].

Features: Four front legs count as a single pair of arms for manipulation purposes.

Skills: Brawling (E) DX+2 [4]-14; Innate Attack (Projectile) (E) DX+2 [4]-14; Stealth (A) DX+1 [4]-13; Survival (Woodlands) (A) Per+1 [4]-11.

Class: Giant Animal.

* See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

Further Traits

Masters of a giant spider familiar can buy Ambidextrous (GBF, -40%) [3]; Binding 5 (Costs Fatigue, 1 FP, -5%; Engulfing, +60%; GBF, -40%; Jet, +0%) [12], 8 [19], 10 [23], 13 [30], or 15 [35]; DR 1 (GBF, -40%) [3]; and Super-Climbing 1-4 (GBF, -40%) [2/level].

HELLHOUND

31 points

This demon in dog form is resistant to heat and fire, capable of exhaling gouts of flame. This is *not* an appropriate familiar for most clerics or druids! Spellcasters with a hellhound familiar should get used to hiding it, lest holy warriors attack it on sight.

Hellhound Familiar: Ally (Hellhound) [9]; Burning Attack 1d (Costs Fatigue, 1 FP, -5%; GBF, -40%; Jet, +0%; Variable, +5%) [3]; DR 5 (GBF, -40%; Limited, Heat/Fire, -40%) [5]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 31 points.

Hellhound Template

ST: 11 [6]* **HP:** 13 [4] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 11 [5] **Move:** 6/9 [0]
IQ: 10 [0] **Per:** 11 [5]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 1 [5]

Bite (14): 1d-1 cutting.

Kick (14): 1d crushing.

Fire Breath (14): 1d burning. Range 5/10; no range penalties. Costs 1 FP.

Advantages: Burning Attack 1d (Costs Fatigue, 1 FP, -5%; Jet, +0%; Variable, +5%) [5]; Claws (Blunt) [3]; DR 10 (Limited, Heat/Fire, -40%) [30]; Enhanced Move 0.5 (Ground) [10]; Immunity to Metabolic Hazards [30]; Teeth (Sharp) [1].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Social Stigma (Infernal) [-15]†; Quadruped [-35].

Skills: Brawling (E) DX+2 [4]-14; Innate Attack (Breath) (E) DX+2 [4]-14; Stealth (A) DX-1 [1]-11; Tracking (A) Per [2]-11.

Class: Demon.

* Cost reduced for No Fine Manipulators (-40%).

† -2 to reaction rolls and social skill rolls – for the hellhound *and* its master when the familiar is present. Also, non-evil clerics are at -3 to cast beneficial (e.g., healing) spells on the hellhound.

Further Traits

Masters of a hellhound familiar can buy Hooves (GBF, -40%) [2]; Resistant to Good Supernatural Powers +3 (GBF, -40%) [3] or +8 [5]; Resistant to Metabolic Hazards +3 (GBF, -40%) [6] or +8 [9]; or Temperature Tolerance 3 (Heat; GBF, -40%) [2], 5 [3], 8 [5], or 10 [6]. They may also raise their Burning Attack to 2d [3] or 3d [6] and add additional DR versus Heat/Fire, up to 20 levels total [1/level].

ICE WEASEL

33 points

This white-furred weasel with blue highlights and ice-cold blood is adapted for arctic survival. The ice weasel can nibble with just its front teeth or open wider to bite with its full set; if the latter breaks the skin, the glands in the weasel's mouth can chill the victim to the bone.

Ice Weasel Familiar: Ally (Ice Weasel) [9]; DR 5 (GBF, -40%; Limited, Cold/Ice, -40%) [5]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; Temperature Tolerance 3 (Cold; GBF, -40%) [2]; Terrain Adaptation (Ice/Snow; GBF, -40%) [3]. 33 points.

Ice Weasel Template

ST: 5 [-50] **HP:** 10 [10] **Speed:** 6.00 [-5]
DX: 13 [36]* **Will:** 12 [10] **Move:** 6 [0]
IQ: 10 [0] **Per:** 12 [10]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 9 **Parry:** n/a **DR:** 0

Claw (15): 1d-3 crushing.

Full Bite (15): 1d(3) cutting. If this gets through DR, subject must make a HT roll (at -1 per 2 points of penetrating damage) or be *paralyzed* for (20-HT) minutes, minimum 1. Costs 1 FP.

Partial Bite (15): 1d-4 cutting.

Advantages: Claws (Blunt) [3]; Cutting Attack 1d (Armor Divisor (3), +100%; Costs Fatigue, 1 FP, -5%; Melee Attack, C, No Parry, -35%; Side Effect, Paralysis, +200%) [26]; Double-Jointed [15]; DR 10 (Limited, Cold/Ice, -40%) [30]; Fur [1]; Limited Camouflage (Snow) [1]†; Teeth (Sharp) [1]; Temperature Tolerance 8 (Cold) [8]; Terrain Adaptation (Ice/Snow) [5].

Disadvantages: Compulsive Behavior (Playfulness) (15) [-2]; Dependency (Mana; Constantly) [-25]; Familiar [-22]; Vulnerability (Heat/Fire x2) [-30].

Skills: Brawling (E) DX+2 [4]-15; Camouflage (E) IQ+2 [4]-12; Stealth (A) DX+1 [4]-14; Survival (Arctic) (A) Per+1 [4]-13; Swimming (E) HT+2 [4]-14.

Class: Dire Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Gives +2 to Camouflage and Stealth when standing completely still in snow.

Further Traits

Masters of an ice weasel familiar can buy Flexibility (GBF, -40%) [3] or Double-Jointed (GBF, -40%) [9] and Teeth (Sharp; GBF, -40%) [1]. They can also add additional DR versus Cold/Ice, up to 20 levels total [1/level] and raise their Temperature Tolerance to 5 [1], 8 [3], or 10 [4].

If the master takes Teeth, he can also get the ice weasel's bite, as Cutting Attack 1d-2 (Armor Divisor (3), +100%; Costs Fatigue, 1 FP, -5%; GBF, -40%; Melee Attack, C, No Parry, -35%; Side Effect, Paralysis, +200%) [10], 1d-1 [16], 1d [23], 1d+1 [32], 1d+2 [39], or 2d [45].

IMP

43 points

An imp is a small (2' tall), winged, humanoid demon. While loyal to its master, an imp has some compulsive behaviors that can get it into trouble, even if ordered to keep a low profile. Fortunately, it can turn invisible (leaving its shadow), but this requires effort (1 FP/minute) and constant concentration.

Imp Familiar: Ally (Imp) [9]; ER 6 (Drains Familiar, -50%) [9]; Invisibility (Can Carry Objects, Light Encumbrance, +20%; Costs Fatigue, 1 FP, -5%; GBF, -40%; Requires concentration, -15%; Visible Shadow, -10%) [20]; Special Rapport (Familiar) [5]. *43 points.*

Imp Template

ST: 7 [-30] **HP:** 11 [8] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 10 [0] **Move (Ground):** 6 [0]
IQ: 10 [0] **Per:** 11 [5] **Move (Air):** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 0

Bite or Punch (14): 1d-3 crushing.

Advantages: Flight (Winged, -25%) [30]; Immunity to Metabolic Hazards [30]; Invisibility (Can Carry Objects, Light Encumbrance, +20%; Costs Fatigue, 1 FP, -5%; Requires concentration, -15%; Visible Shadow, -10%) [36]

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Impulsiveness (12) [-10]; Social Stigma (Infernal) [-15]*; Trickster (12) [-15].

Skills: Brawling (E) DX+2 [4]-14; Escape (H) DX-1 [2]-11; Stealth (A) DX+1 [4]-13.

Class: Demon.

* See the second note under *Hellhound* (p. 26).

Further Traits

Masters of an imp familiar can buy Flight (Controlled Gliding, -45%, GBF, -40%) [8]; Resistant to Good Supernatural Powers +3 (GBF, -40%) [3] or +8 [5]; and Resistant to Metabolic Hazards +3 (GBF, -40%) [6] or +8 [9]. Those who buy Flight can also add Enhanced Move (Air; GBF, -40%) [12/level], but *only* to reduce deceleration.

SALAMANDER

36 points

This minor fire elemental has the form of a 2' long lizard. The salamander is wreathed in constant flames, but it can choose who and what it burns.

Salamander Familiar: Ally (Salamander) [9]; Burning Attack 2d (Aura, +80%; GBF, -40%; Melee Attack, C, -30%; Selective Effect, +20%) [13]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. *36 points.*

Salamander Template

ST: 5 [-50] **HP:** 10 [10] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 12 [10] **Move:** 6 [0]
IQ: 10 [0] **Per:** 11 [5]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 9 **Parry:** n/a **DR:** 0

Bite or Claw (14): 1d-4 cutting, plus damage from the aura, below.

Flaming Aura (n/a): 2d burning. Damages anyone who touches the salamander, or vice-versa.

Advantages: Burning Attack 2d (Always On, -10%; Aura, +80%; Melee Attack, C, -30%; Selective Effect, +20%) [16]; Claws (Sharp) [5]; Doesn't Breathe (Oxygen Combustion -50%) [10]; DR 20 (Limited, Heat/Fire, -40%) [60]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Teeth (Sharp) [1].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Pyromania (12) [-5]; Quadruped [-35]; Weakness (Immersion in water; 1d per minute) [-40].

Skills: Brawling (E) DX+2 [4]-14; Hobby Skill (Firestarting) (E) IQ+1 [2]-11; Intimidation (A) Will [2]-12.

Class: Elemental.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a salamander familiar can buy Doesn't Breathe (GBF, -40%; Oxygen Combustion, -50%) [4]; DR 1-20 (GBF, -40%; Limited, Heat/Fire, -40%) [1/level]; and Temperature Tolerance 3 (Heat; GBF, -40%) [2], 5 [3], 8 [5], or 10 [6]. Wizards (and other mages) may also buy up to three levels of Magery (GBF, -40%; One College, Fire, -40%) [2/level].



SHOULDER DRAGON

31 points

A small dragon, about the size of a house cat, with iridescent scales, this creature has the ability to breathe a "happy gas" at short range. Shoulder dragons cannot cast spells, but they are highly attuned to magic and can easily detect the effects of spells (including magic items).

Shoulder Dragon Familiar: Ally (Shoulder Dragon) [9]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. *31 points.*

There are three schoolmasters for everybody that will employ them – the senses, intelligent companions, and books.

– Henry Ward Beecher

Shoulder Dragon Template

ST: 5 [-50] **HP:** 10 [10] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 12 [10] **Move (Ground):** 6 [0]
IQ: 10 [0] **Per:** 13 [15] **Move (Air):** 12/24 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 9 **Parry:** n/a **DR:** 1 [5]

Bite (14): 1d-4 cutting.

Claw (14): 1d-3 crushing.

Breath Weapon (14): Subject is stunned if he fails a HT roll; he may roll HT every second to recover. Victims who do not breathe (or are holding their breath) are immune. Range 5/10; no range penalties.

Advantages: Affliction 1 (HT; Jet, +0%; Respiratory Agent, +50%) [15]; Appearance (Attractive; Universal, +25%) [5]; Claws (Blunt) [3]; Detect (Magic) [10]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Sensitive [5]; Spirit Empathy (Specialized, Faerie, -50%) [5]; Teeth (Sharp) [1].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Quadruped [-35].

Skills: Aerobatics (H) DX [4]-12; Brawling (E) DX+2 [4]-14; Innate Attack (Breath) (E) DX+2 [4]-14; Stealth (A) DX+1 [4]-13.

Class: Faerie.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a shoulder dragon familiar can buy Affliction 1 (HT; GBF, -40%; Jet, +0%; Respiratory Agent, +50%) [11]; Detect (Magic; GBF, -40%) [6]; DR 1-2 (GBF, -40%) [3/level]; Enhanced Move (Air; GBF, -40%) [12/level] – but *only* to reduce deceleration; Sensitive (GBF, -40%) [3] or Empathy (GBF, -40%) [9]; and Spirit Empathy (GBF, -40%; Specialized, Faerie, -50%) [2].

SYLPH

33 points

This minor air elemental has the form of a 2' tall funnel cloud. It can manipulate objects up to 10 yards away using swirling air currents.

Sylph Familiar: Ally (Sylph) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; Telekinesis 5 (GBF, -40%; Visible, -20%) [10].

Sylph Template

ST: 0 [-100] **HP:** 10 [20] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 11 [5] **Move (Air):** 12 [0]

IQ: 10 [0] **Per:** 12 [10] **Move (Ground):** 0 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 9 **Parry:** n/a **DR:** 0

Air Current "Punch" (12): 1d-5 crushing. Range 10; no range penalties.

Advantages: Flight (Lighter Than Air, -10%) [36]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Telekinesis 5 (Visible, -20%) [20].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; No Legs (Aerial) [0]; No Manipulators [-50]; Vulnerability (Vacuum attacks x2) [-10].

Skills: Aerobatics (H) DX-1 [2]-11; Stealth (A) DX [2]-12.

Class: Elemental.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a sylph familiar can buy Alternate Form (Body of Air; GBF, -40%) [42]; Breath Holding 2 (GBF, -40%) [3], 3 [4], 4 [5], or 5 [6] or Doesn't Breathe (GBF, -40%; Oxygen Absorption, -25%) [7]; Filter Lungs (GBF, -40%) [3]; Flight (GBF, -40%; Lighter Than Air, -10%) [20]; and Sealed (GBF, -40%) [9].

Masters may add additional levels of Telekinesis as well, up to 15 levels total [2/level]. Wizards (and other mages) may also buy up to three levels of Magery (GBF, -40%; One College, Air, -40%) [2/level].

TALUS

34 points

This minor earth elemental has the form of a small, lumbering, vaguely humanoid pile of animated rocks. Though only about 2' tall, a talus is remarkably strong.

Talus Familiar: Ally (Talus) [9]; DR 2 (GBF, -40%) [6]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; ST+1* (GBF, -40%) [5]. 34 points.

Talus Template

ST: 13 [18]† **HP:** 15 [4] **Speed:** 5.00 [-20]
DX: 12 [24]† **Will:** 11 [5] **Move:** 5 [0]
IQ: 10 [0] **Per:** 10 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 8 **Parry:** n/a **DR:** 5 [25]

Punch (14): 1d+1 crushing.

Advantages: Doesn't Breathe [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Striking Surface [1]‡.

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; No Fine Manipulators [-30]; Vulnerability (Attacks with armor divisors x2) [-30]; Weak Bite [-2].

Skills: Brawling (E) DX+2 [4]-14.

Class: Elemental.

† Cost reduced for No Fine Manipulators (-40%).

‡ Punches are as if with brass knuckles; +1 damage.

Further Traits

Masters of a talus familiar can buy High Pain Threshold (GBF, -40%) [6]; Injury Tolerance (Homogenous; GBF, -40%) [24]; Lifting ST 1-4 (GBF, -40%) [2/level]; Single-Minded (GBF, -40%) [3]; and Striking ST 1-4 (GBF, -40%) [3/level].

Masters may add additional DR as well, up to 5 levels total [3/level], and they may increase their ST bonus to +2* [5], +3* [10], +4* [15], or +5* [19]. Wizards (and other mages) may also buy up to three levels of Magery (GBF, -40%; One College, Earth, -40%) [2/level].

* This ST does not increase HP, and thus has a base cost of 8 points/level.

UNDINE

33 points

This minor water elemental has the form of a 2' feminine humanoid. An undine is made of "solid" water – it can only flow through inch-wide (or larger) cracks and is vulnerable to normal attacks (though arrows and similar attacks blow through with minimal damage).

Undine Familiar: Ally (Undine) [9]; Amphibious (GBF, -40%) [6]; Doesn't Breathe (GBF, -40%; Gills, -50%) [4]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 33 points.

Undine Template

ST: 5 [-50]	HP: 10 [10]	Speed: 6.00 [0]
DX: 12 [40]	Will: 10 [0]	Move: 6 [0]
IQ: 10 [0]	Per: 11 [5]	
HT: 12 [20]	FP: 12 [0]	SM: -3
Dodge: 9	Parry: n/a	DR: 0

Bite or Punch (12): 1d-5 crushing.

Advantages: Amphibious [10]; Doesn't Breathe [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Pressure Support 2 [10].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Invertebrate [-20]; Vulnerability (Dehydration attacks x2) [-10].

Skills: Stealth (A) DX [2]-12; Swimming (E) HT+1 [2]-13.

Class: Elemental.

Further Traits

Masters of an undine familiar can buy Enhanced Move 0.5 (Water; GBF, -40%) [6] or 1 [12]; Pressure Support 1 (GBF, -40%) [3] or 2 [6]; Sealed (GBF, -40%) [9]; Speak Underwater (GBF, -40%) [3]; and Walk on Liquid (GBF, -40%) [9]. Wizards (and other mages) may also buy up to three levels of Magery (GBF, -40%; One College, Water, -40%) [2/level].

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Practitioners of Druidic Arts and Holy Might can summon Allies, while spellcasters can rely on familiars.