

Legends - Minions and Familiars

Minions

Use a Path to find a loyal minion, henchman, or servant, including a magically summoned minion such as an elemental or daemon.

Write a Secret describing why your minion is truly loyal, whether that is from admiration, an oath, or magical binding. Your minion is an NPC separate from you, so use the normal for character creation.

Sometimes minion make good "backup" characters, for times when your main character is injured or needs downtime.

Familiars

Use a Path to acquire a familiar, which is a spirit which accompanies you in order to assist you in using your magic. Your familiar is intrinsic to your character (not an NPC) so write an Asset for your familiar, which takes on the form of a tiny animal such as a cat, bat, small dog, toad, etc. Also write an Asset Signature to describe how your familiar assists you in your magic. You may optionally take a Dark Secret describing some drawback of your familiar (my bat is vampiric), in exchange for which you may give your familiar a Secret. You may use Paths to give your familiar new Traits or Secrets.

Familiars are relatively weak and can be killed, however they are spirits and can be brought back to life. You must use another Path to bring your familiar back from the dead, which manifests as a new animal body (and not necessarily the same kind of animal as before). You may also give your familiar a new Trait or Secret.

NPC Turns

There is one special floating "NPC Turn" each round, where an NPC allied with the PCs takes a turn. The NPC Turn can happen at any time during the round and is shared amongst the players and GM. You can take the NPC Turn, or another player, or the GM, or you can collaborate. Multiple NPCs can share an NPC Turn if they are doing the same kind of thing. Otherwise NPCs allied with the PCs will generally continue whatever they were already doing.