

Savage Dungeons and Dragons

Familiars

In a further attempt to get that D&D feel, I suggest that those characters that become wizards also can attract a familiar. These magical creatures share a mindlink with the wizard and also may grant other special abilities. Thanks to Tysonium (from the Pinnacle Forums for the mindlink mechanic.

Many wizards pick up the Beast Bond Edge at some point, the familiars advance in experience in the same way that all allies do.

Here is a list of available familiars, thanks to Butch Curry for providing stats for the bat and hawk.

Bat

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Intimidation d4, Notice d8, Stealth d12

Pace: 1; **Parry:** 4; **Toughness:** 2

Special Abilities:

Bite: Str-1

Flight: Bats can fly at a Pace of 12", with a 6" acceleration.

Mindlink: A Wizard can establish a psychic bond with his familiar as long as it is within Smarts range. They can then communicate telepathically with that individual over any range, provided that the two are on the same plane. This ability costs 1 power point, and a successful Spellcasting roll –the Wizard Edge may negate this cost.

The wizard can break this link at any time. The link is always broken

whenever the familiar or the wizard is Shaken or wounded.

If the familiar is ever killed then the Wizard takes an immediate unsoakable Wound --this is one of the few times that the status of an Extra is checked as soon as it is wounded. The wizard can attract a new familiar on the next full moon.

Nocturnal: In normal daylight, bats take a -4 to all rolls; reduce this to -2 on heavily overcast days.

Size -3

Slow: On the ground, bats can only crawl at a Pace of 1, with no running

Small: Because of the bats' small size, opponents take a -2 to any attack rolls against them.

Sonar: Bats can 'see' in complete darkness with a form of active sonar; they ignore all lighting penalties.

Cat

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d10, Stealth d12

Pace: 8"; **Parry:** 5; **Toughness:** 3

Hindrances: Curious, Overconfident

Edges: Alertness, Quick, Fleet – Footed, Improved Dodge, Improved Frenzy

Special Abilities:

Claws: Str+1

Familiar: Master gains a +2 to Agility checks.

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Nine Lives: Cats are just difficult to kill, instead of making a vigor roll to check if it is dead or alive during combat instead roll a d10 on a 1 it's dead.

Size -2

Hawk

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d8, Guts d8, Notice d12+3

Pace: 2; **Parry:** 6; **Toughness:** 3

Special Abilities:

Claws/Beak: Str+2

Flight: Hawks fly at a Pace of 20.

Go for the Eyes!: With a raise on its Fighting roll, the hawk has attached itself to the targets head, and will begin clawing and pecking at their face. The target is at -4 to all rolls while they're being attacked, and must make an

opposed Strength roll to get the hawk off. While attached, the hawk gets a +2 to its Fighting and damage rolls. If the character suffers an Injury from this damage, they've lost an eye. Anyone attacking the hawk while it's attached must get a raise on their roll to hit or they'll hit the victim instead!

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Swoop: If the hawk can fly at least 10" in a straight line before attacking, they do Str+4 damage with its claws.

Slow: On the ground, hawks can only hop for a Pace of 2, and can't run.

Sharp Eyes: Hawks get a +4 to all Notice rolls.

Size -2

Owl

Attributes: Agility d8 Smarts d6, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Notice d10, Stealth D12+1

Pace: 2; **Parry:** 5; **Toughness:** 3

Special Abilities:**Claws/Beak:** Str+1**Familiar:** Master gains a +2 to Agility checks and low light vision.**Flight:** Owls fly at a Pace of 15.**Low Light Vision:** Owls ignore penalties for Dim and Dark lighting.**Mindlink:** A Wizard can establish a psychic bond with his familiar as long as it is within Smarts range. They can then communicate telepathically with that individual over any range, provided that the two are on the same plane. This ability costs 1 power point, and a successful Spellcasting roll –the Wizard Edge may negate this cost.

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Swoop: If the owl can fly at least 10" in a straight line before attacking, they do Str+4 damage with its claws.**Slow:** On the ground, owls can only hop for a Pace of 2, and can't run.**Sharp Eyes:** Owls get a +2 to all Notice rolls.**Size –2****Rat****Attributes:** Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d6**Skills:** Climb d10, Fighting d6, Guts d4, Notice d6, Stealth d8**Pace:** 6"; **Parry:** 5; **Toughness:** 3**Edges:** Quick, Dodge**Special Abilities:****Familiar:** Master gains a +2 to Vigor checks.**Mindlink:** A Wizard can establish a psychic bond with his familiar as long as it is within Smarts range. They can then communicate telepathically with that individual over any range, provided that the two are on the same plane. This ability costs 1 power point, and a successful Spellcasting roll –the Wizard Edge may negate this cost.

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Size-2**Virulent:** Rat familiars are breeding grounds for all sorts of nasty diseases. Anyone bitten by a rat must make a Vigor roll or become infected and gain a level of Fatigue. Infection from multiple bites never exceeds Exhausted and a days rest or the application of a Healing spell can remove one level of Fatigue.**Raven****Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6**Skills:** Fighting d6, Guts d6, Notice d6, Taunt d6**Pace:** 2; **Parry:** 5; **Toughness:** 3**Special Abilities:****Peck:** Str+1

Familiar: Master gains an extra language.

Flight: Ravens fly at a Pace of 10.

Mindlink: A Wizard can establish a psychic bond with his familiar as long as it is within Smarts range. They can then communicate telepathically with that individual over any range, provided that the two are on the same plane. This ability costs 1 power point, and a successful Spellcasting roll –the Wizard Edge may negate this cost.

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Slow: On the ground, owls can only hop for a Pace of 2, and can't run.

Size –2

Speak: Ravens are fully capable of speech.

Snake

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Guts d6, Notice d12, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 2

Edges: Quick

Special Abilities:

Bite: Str

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individual over any range, provided that the two are on the same plane. This ability costs 1 power point, and a successful Spellcasting roll –the Wizard Edge may negate this cost.

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Poison: Snakes this size do little serious damage with their bite but they inject deadly venom. A character bitten by a venomous snake must make a Vigor roll at –2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.

Size –2:

Small: Anyone attacking a snake must subtract 2 from his attack rolls

Toad

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Guts d6, Notice d8, Stealth d12+3

Pace: 2; **Parry:** 2; **Toughness:** 2

Special Abilities:

Aquatic: Cannot drown, has a swimming pace of 6”

Familiar: Master gains +1 Toughness.

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Mind Expanding: The skin of the toad exudes a mind-altering chemical that increases Spirit by one step for an hour. The character must make a vigor roll, on a 1 on the trait die he becomes addicted to the chemical and gains a Minor Habit.

Slow: Toads can't run.

Size –2

Tiny: Anyone attacking a toad must subtract 3 from his attack rolls

Weasel

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climb d6, Fighting d6, Guts d8, Notice d6, Stealth d8

Pace: 6"; **Parry:** 5; **Toughness:** 3

Edges: Quick, Dodge

Special Abilities:

Attach: Once a weasel hits it locks it's jaw and continues to do damage until its victim dies, it is Shaken or it releases its grip of its own volition. The damage is automatic and is rolled every round.

Bite: Str+1

Familiar: Master gains +2 on Agility rolls.

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