

## Familiars for FFRE

Note that from this point onwards, the term Essence replaced the term Life Force, and the acronym ES replaces the acronym LF, in all updated and new documents.

### Basics

A Familiar is an animal companion, usually intelligent, who helps the character. It may be useful as a scout or spy, in combat, as a messenger, as a mount, or, for some Familiars, *all* of the above (at great cost). To make an animal into a Familiar, a character must sacrifice an amount of Essence in a simple ritual.

There are several ways a character can become able to perform the ritual. He can know the Lore called "Bind Familiar", or he can use relatively easy spells from the Animal Magic realm, or he can use innate Powers such as Druidic Powers, Nature Powers or Royal Powers.

A Familiar is rated in Familiar levels, indicating its "general power" or "utility level" (a 7<sup>th</sup> level Familiar is, generally evaluated, more useful than a 4<sup>th</sup> level one, even though from certain perspectives, a 6<sup>th</sup> level lynx Familiar enhanced to be useful in combat may appear more desirable than a 10<sup>th</sup> level mouse familiar enhanced to be a spy and messenger). A Familiar is given all its abilities when "created".

The first Familiar level simply means that the animal *becomes* the character's Familiar. Adding more levels then gives the Familiar (or sometimes the character, or both) useful abilities. The first level cost 0.1 point of Essence. The next two levels cost 0.2 ES each, the next two again 0.3 ES, the next two again 0.4 ES, and so forth.

**This table shows the Essence cost for Familiars up to the 18<sup>th</sup> level.**

Familiar level	cost (total)	FL	cost (t)	FL	cost (t)
1	0.1 Essence	7	1.9 ES	13	5.5 ES
2	0.3	8	2.4	14	6.3
3	0.5	9	2.9	15	7.1
4	0.8	10	3.5	16	8.0
5	1.1	11	4.1	17	8.9
6	1.5	12	4.8	18	9.9

**This table shows the range for the Shared Senses and Shared Thoughts abilities .**

Character's Psyche	Range I	Range II	Range III	Psyche	Range I	Range II	Range III
0	1 km	1 km	1km	6	49 km	343 km	2'401 km
1	4	8	16	7	64	512	4'096
2	9	27	81	8	81	729	6'561
3	16	64	256	9	100	1'000	10'000
4	25	125	625	10	121	1'331	14'641
5	36	216	1'296	11	144	1'728	20'736

**This table shows the charges or effect of "Magical Beast" Familiar abilities.**

Ability	with 1 level	with 2 FLs	with 3 FLs
Minor Ability	4 uses per Day	20 uses per Day	100 uses per Day <sup>1</sup>
Medium Ability	2 per Week	8 per Week	30 per Week
Major Ability	1 per Moon	3 per Moon	10 per Moon
Grand Ability	none	1 per 6 Moons	2 per 6 Moon
Power	none	2d12	3d12

**This table shows all the Familiar abilities, and their costs in Familiar levels.**

Ability	Cost	Ability	Cost
Adopt Familiar	1 FL	Raise Intellect from Animal Norm to: High Animal	1 FL
Twin Familiar (2 Familiars total)	1 FL	Raise Intellect from Animal Norm to: Low Human	2 FL
Twin Familiar II (3 Familiars total)	2 FL	Raise Intellect from Animal Norm to: Human Norm	3 FL
Twin Familiar III (4 Familiars total)	3 FL	Raise Intellect from Animal Norm to: High Human	4 FL
Grant Familiar	1 FL	Raise Intellect from High Animal to: Low Human	1 FL
Grant Speech: Sounds like Animal	1 FL	Raise Intellect from High Animal to: Human Norm	2 FL
Grant Speech: Sounds like Human	2 FL	Raise Intellect from High Animal to: High Human	3 FL
Sever Life Link	1 FL	Raise Intellect from Low Human to: Human Norm	1 FL
Flexibility	1 FL	Raise Intellect from Low Himan to: High Human	2 FL
Enhance Beast: Per Ability	1 FL	Raise Intellect from Human Norm to: High Human	1 FL
Fearless Beast: Resistant to Fear	1 FL		
Fearless Beast: Immune to Fear	2 FL	Magical Beast I: Minor Ability (4 charges/Day)	1 FL
Beast Ability: Per Ability	1 FL	Magical Beast II: Minor Ability (20 charges/Day)	2 FL
Beast Speech I: Speak with own kind	1 FL	Magical Beast III: Minor Ability (100 charges/Day)	3 FL
Beast Speech II: Speak with relations	2 FL	Magical Beast I: Medium Ability (2 charges/Week)	1 FL
Beast Speech III: Speak w. distant rel.	3 FL	Magical Beast II: Medium Ability (8 charges/Week)	2 FL
Beast Speech: Character can also speak	1 FL	Magical Beast III: Medium Ability (30 charges/Week)	3 FL
Beast Command	1 FL	Magical Beast I: Major Ability (1 charge/Moon)	1 FL
Exotic Species	1 FL	Magical Beast II: Major Ability (3 charges/Moon)	2 FL
Beautiful Specimen I	1 FL	Magical Beast III: Major Ability (10 charges/Moon)	3 FL
Beautiful Specimen II	2 FL	Magical Beast II: Grand Ability (1 charge/6 Moons)	2 FL
		Magical Beast III: Grand Ability (2 charges/6 Moons)	3 FL
Shared Senses I (Range (Y+1) <sup>2</sup> km)	1 FL	Magica Beast II: Special Power (2d12)	2 FL
Shared Senses II (Range (Y+1) <sup>3</sup> km)	2 FL	Magical Beast III: Special Power (3d12)	3 FL
Shared Senses III (Range ((Y+1) <sup>4</sup> km)	3 FL		
Shared Thoughts I (Range (Y+1) <sup>2</sup> km)	1 FL		
Shared Thoughts II (Range (Y+1) <sup>3</sup> km)	2 FL		
Shared Thoughts III (Range (Y+1) <sup>4</sup> km)	3 FL		

### The Ritual

The Ritual *requires* no more time than 6 Minutes, plus 1 additional Minute per Familiar level, including the first, e.g. 10 Minutes total for a 4<sup>th</sup> level Familiar. In spite of this, many characters will embellish the ritual with all sorts of chants and dances, because it is an important event in the character's life, the gaining of his or her Familiar.

The character and the animal must both be present. As soon as the ritual begins, the animal enters a calm state, and will not be startled by loud noises or strange doings or smells. If the animal is to be Granted as a Familiar to a *third* person, then that third person must also be present. The presence of additional people or animals makes no difference.

The ritual can *not* fail or Fumble, as no skill roll is required. It always works.

Once it is complete, the Familiar will gain one ability per Day, with the exception of increased Intelligence, which is gained at a rate of 1 point (*not* one "gross step") per Day, and Twinning which occurs all at once. The player and the GM should together decide on what order the abilities are gained in, trying to spread out Intelligence gain as much as possible. It is a good idea to place Shared Senses early, if the character or the Familiar has one or more senses that the other is not used to, so that the character and/or Familiar can begin learning the XenoPerception skill.

### Abilities

The abilities can be given in any order, with a very few exceptions.

**Adopt Familiar, 1 level.** This ability makes the animal into the character's Familiar.

It must be chosen first of all. It does not create an animal, but rather works on an animal in the character's presence, and only if the animal is willing.

Normally, only mammals and birds can be Adopted. If a character wishes to Adopt an animal of a different type (e.g. reptile, dinosaur, fish, insect...) into a Familiar, he must also use the Exotic Familiar ability, described later in this document. This effectively increases the final "cost" of the Familiar by one FL.

One can not Adopt a spirit, elemental, undead, were or similar into one's Familiar. This is how *Ærth* works - in other worlds, the laws of metaphysics may differ.

Furthermore, the species of the animal must normally be of distinctly sub-human intelligence. The particular animal *can* be unusually intelligent, or instead retarded, compared to the norm for its species, that is not a hindrance.

An animal who is unusually smart, either due to normal natural variation, or to the intervention of previous magic (if such is possible within the world) or Faerie ancestry, is highly desirable as a Familiar, because in extreme cases, the character may be able to skip one (or two!) Familiar level's worth of Increase Intellect, and thus save a lot of Essence. Animals who are dumber than the norm for their species are rarely made into Familiars, though.

Upon being Adopted, the Familiar's aging process stops, if the animal is mature. If it is immature, it will age normally until reaching maturity, then stop aging. The aging process resumes once the owner dies, or if the Familiar is dismissed (see under "Grant Familiar" later).

**Exotic Familiar, 1 level.** This Enhancement allows a non-mammal and non-avian to become a Familiar. It can be used to turn reptiles, amphibians, fish or even invertebrates(sp?) into Familiars.

**Twin Familiar, 1 or more levels.** This ability must come next. It Adopts a second animal of the same species (it can be a different age or sex). Further abilities apply to both Familiars. This ability can be taken several times, each time it adds one more Familiar (it must still be of the same species), it does not *double* the number of Familiars. The term "Twin" is popular because it is very rare for anyone to have three or more Familiars. In the rest of this text, when the term "Familiar" is used, it covers all animals that are part of such a Twinning, where that makes sense (e.g. "If the Familiar is killed" applies if *one* Familiar is killed, regardless of how many there are).

Nothing prevents a character from first Binding one Familiar, and then on a later occasion Binding a second Familiar, so that he has two Familiars from then on. This is done if a character wishes two Familiars of different species, for instance a cat and a hawk, but it is very rare because of the large Essence cost.

**Grant Familiar, 1 level.** This ability must come before any others, except the ones above. It means that at the end of the ritual, a different person (who must be present during the ritual) becomes the Familiar's owner. It is essentially a way for one person to sacrifice some of his Essence for the benefit of another. The animal must consent to this Granting, if it doesn't the character may keep the animal as his own Familiar (it already consented to *him* during the Adopt phase) or he may release it (in which case he does *not* pay Essence for Grant, but he has already lost the 0.1 Essence spent on Adopt, and any he spent on Twinning).

Subsequent abilities can be taken in any order. Remember that they are all chosen during a single short ritual, so there is no need to record which order they were chosen in, as it has no effect on the final result.

**Increase Intellect, 1 to 4 levels.** This raises the Intelligence of the Familiar one gross

step. There are four (or sometimes only three) gross steps available. This ability can be granted more than once, but the final Intelligence of the Familiar can not equal or exceed the Intelligence of the character (the one who performs the ritual and pays the Essence - not the one that the Familiar is Granted to).

The average Human is Intelligence 3, but magic users usually have an Intelligence of 4 or more. Major NPC magic users, as well as PC magic users, tend to have Intelligence of 5, 6, or higher.

First step is "High Animal" or "Very Low Human". The animal is as smart as a very clever animal (a genius dog, like Lassie, for instance) or as a severely retarded Human. A very few animals already have this level of Intelligence, for them this step can be skipped. These are dolphins, porpoises, whales, elephants and apes (but not sea lions or monkeys). This step is an Intelligence of around -2 or -1.

Second step is "Low Human". Is the intelligence of a retarded Human, roughly Intelligence 1. Most animals would require two boosts to reach this stage, but the ones mentioned above needs only one.

Third step is "Normal Human" and represents an Intelligence of 3, that of a typical Human. A character with Intelligence 3 should *consider* paying for this boost step, as a Familiar with Intelligence 2 is somewhat more useful than one with Intelligence 1.

Fourth step, the last, could be called "High Human", and it raises the animal's Intelligence to as much as 6 (with the limiting factor being the character's Intelligence).

Sometimes, if the animal is verystupid (this may be the case with a retarded dog, or a normal insect) then it starts out at a "Low Animal" level of Intelligence and will actually need *five* Familiar levels to reach the High Human stage.

**Grant Speech, 1 or 2 levels.** The Familiar's speech organs are magically transformed to make it capable of producing Human speech. It gets a Vocal Dexterity of 1. It thus becomes able to learn how to pronounce words in any language that it is exposed to, although its usage will depend on its Intelligence. A stupid Familiar will just beg for "Food?" or order intruders to "Leave!", whereas a smart one can hold intelligent conversations.

The speech of a Familiar will be quite intelligible after a period of time (some Weeks, or a whole Year, depending on exposure, socialization and speech coaching) but will retain an "animal quality" - e.g. it sounds like one would imagine that an animal of that species would sound, if it could speak.

A second level can be added to make the speech resemble that of a Human, to the extent that someone hearing the Familiar but not seeing it would assume it to be a Human (obviously this also requires the Familiar to be of sufficient intellect). This raises the Familiar's Vocal Dexterity to 4.

Note that any Familiar will begin learning the Language skill(s) of its owner as soon as the Adoption ritual is over, simply from hearing the owner and other Humans speak, representing its ability to *understand* the language. This learning process depends on how intelligent the Familiar is, the rules try to ensure that an unintelligent one will learn very slowly and "plateau" very soon, being able to understand only a few words, whereas a fully boosted Familiar will learn quickly and "plateau" at the vocabulary and understanding of an adult.

**Shared Thoughts, 1, 2 or 3 levels.** The Familiar and the character gain a telepathic connection, with a range derived from the character's Psyche. For 1 level, the range is (Psyche+1)<sup>2</sup> km, for 2 levels the range is (Psyche+1)<sup>3</sup> km, and for 3 levels the range is (Psyche+1)<sup>4</sup> km.

They can not read each other's thoughts, but they can "send" thoughts to each other at will, as a form of "mental speech". If the Familiar is part of a Twinned pair, then the two (or three, or...) Familiars can also share thoughts with each other. There is no problem with having a three- or four-way disussion. Thoughts can be sent to one or more specified recipients, or "broadcast".

Note that a limited form of "cheating" is possible, enabling the Familiar and the character to emulate the Shared Senses ability, if they lack that ability but have Shared Thoughts. It is achieved simply by having either of them give a running telepathic commentary on whatever he or she perceives. This is exhausting and not very useful, and so is not done routinely.

**Shared Senses, 1, 2 or 3 levels.** The Familiar and the character can each tap into the other's "sensorium", with a range derived from the character's Psyche. For 1 level, the range is  $(\text{Psyche}+1)^2$  km, for 2 levels the range is  $(\text{Psyche}+1)^3$  km, and for 3 levels the range is  $(\text{Psyche}+1)^4$  km.

The other part can not prevent it from happening, because he is not aware of it.

If either has a sensory capability that the other one lacks (for instance the Familiar may have limited colour vision, or be totally colour blind, or the owner may lack infrared vision or the ability to hear ultrasound) then the other will gradually develop the XenoPerception skill, representing an increasing ability to make sense out of the alien input. If sensory acuity differs starkly, for instance the difference between a human's sense of smell and that of his dog Familiar, then the XenoPerception skill must also be learned, although the Difficulty of the skill is then lower because the sense is not alien, merely different.

If the Familiar is Twinned, then several persons can tap into the character's or Familiar's senses at the same time - they will not be aware of each other's presence.

Note that a limited form of "cheating" is possible, enabling the Familiar and the character to emulate the Shared Thoughts ability, if they lack that Ability but have Shared Senses. It is achieved simply by one of them writing something and then looking at it. The other then "borrows" the eyes of the first person and reads the message. Or if the character or Familiar has sufficient privacy, he or she can simply speak out loud, and the other can borrow his or her ears and hear it.

**Sever Life Link, 1 level.** Normally if a Familiar dies, the character goes into a state of catatonia that will last for 1 Moon or 6 Moons (toss a coin), after which he recovers fully conscious but with a loss of 5 or 2 points of Sanity (the higher loss for the short period of catatonia, the smaller loss for the longer period).

Likewise if the character dies then the Familiar loses all Familiar abilities for a period of 1 Moon or 6 Moons (toss a coin), including any heightened Intelligence. After this "feral" period the Familiar returns to its regular state, having all abilities that does not involve the deceased character, e.g. it retains any heightened Intelligence, the ability to speak, but not the ability to communicate with the deceased. It loses Sanity the same way that the Human would. Note that in both cases the rapid loss of a large amount of Sanity (i.e. 5 points) results in a roll to see if the character or Familiar gains an Insanity.

If a character has a Twinned (or Tripled, or...) Familiar and one of them dies, then he goes into the catatonic state for 1 Moon, and any still living Familiars become "feral" for 1 Moon. After that they return to normal. If a Familiar of a Twinned couple dies, then the other Familiar becomes feral for 1 Moon, and the character becomes catatonic for 1 Moon. In either case 3 points of Sanity is lost. A loss of that magnitude is enough

to trigger an Insanity roll, but at half chance.

The effect of the "Sever Link" ability is that this will *not* happen - the death of the character will not affect the Familiar (except insofar as it is no longer able to share thoughts or perceptions with him), and the death of the Familiar will not affect the character. If a Twinned Familiar dies, this likewise does not affect the other Familiar. However if one dies (character or Familiar) the others will immediately be aware of it, regardless of distance. This may trigger some mild emotional shock, the same way it would if one of the character's Human friends dies.

If the deceased Familiar or character is later returned to normal life, the other (or the others in the case of a "Twinning") will become aware of it, if they are within a range of the character's Psyche cubed ( $Y^3$ ), in kilometers. This does *not* apply if the deceased is raised as an undead, whether a "mindless" lesser undead or a more sophisticated greater undead.

Many Familiars perceive it as somewhat rude that the owner should have severed the Life Link, interpreting it such that the owner has no intention to do everything to keep the Familiar alive (somewhat ignoring the fact that a Familiar is costly in terms of Essence, and that a character creating a Familiar is usually seeing it as a long-term investment, not an expendable pawn). Because of this, it is almost always kept secret from the Familiar that it is severed (it has no way of finding out if it is), and many (excepting the most trusting) Familiars will try to interrogate their owners, from time to time, to find out if they are severed or not.

**Flexibility, 1 level.** This ability renders the Familiar more flexible in some way, sometimes in more than one regard. The most common example is to render a herbivorous or carnivorous animal into an omnivore. Animals who are already omnivorous (chimpanzees and dogs, for instance) do not need this.

Another example is to render a dolphin both able to get by in fresh water (it can thus live both in salt and in fresh water) and to survive for several Days in dry conditions, like if it being transported over land on a wagon. The first day will be no discomfort at all, but the next three days will be increasingly uncomfortable, and the last three days the dolphin is mostly unconscious (spending less and less time in a conscious state towards the end of the week, and losing 1 point of Sanity per full day of partial unconsciousness). After a week in mostly dry conditions, it dies. This only works if the dolphin is sprinkled with water from time to time, requiring about 10 liters of water per day, and ideally using more, like 25 liters. In totally dry conditions, compress the time scale one step: The dolphin can survive for only one day, of which the first four hours are conscious and with no discomfort, the next 8 hours are increasingly uncomfortable, and the last 12 hours are mostly unconscious, with the Familiar losing 1 Sanity point per hour.

Similar effects can be invented as needed for other animals. They should not be outlandish, but be restricted to subtle changes, like a cat eating bread or a dolphin cavorting happily in a fresh water lake. Several effects can be combined in a single level, for instance a cat could be turned into an omnivore *and* its eyes could be made to not "glow in the dark" (they do not *actually* glow, rather there is some tissue behind the retina which reflects light) so that the cat can spy unnoticed at night, both effects combined costing a single level.

**Enhance Beast, 1 level per ability.** This greatly enhances one aspect of the animal, some trait that it already possesses. For instance the claws of a cat Familiar can be rendered much sharper than they naturally are, enabling it to cause more damage in

combat. Or the cat's reflexes, already very impressive, can be increased to a supernatural level. It would also be possible to enhance a cat's night vision to an even greater level, although there is little reason to do so (a cat can already see very well in low light conditions). Any one of these effects would cost a single level. Several abilities can be Enhanced, each costing one level.

A dog already has a very good stamina (provided it gets regular exercise), but it could be raised to a superHuman level. This Enhancement would not magically give the dog Familiar more Stamina, rather it would give the dog the capacity to "train up" to such a level of Stamina, provided it maintains a sufficiently demanding lifestyle.

Other animals typically have average Stamina reserves and lack the capacity to "build up" to really high levels, but a beast known for physical outbursts, like a cat or horse (but not a cow) could be Enhanced to have a maximum Stamina trainability only a bit below that of a Human. A second level can *not* be added "on top" of this to give such animals a superHuman Stamina capacity.

A horse could be enhanced to run really fast, faster than it is normally possible for a horse to run, and in this case a second level can be added to make the horse *really* fast. Some breeds of dogs, can also be double Enhanced this way, as can cheetas.

A cat or kangaroo could be Enhanced to jump better(!). It is possible to make a cat stealthier, but there is little purpose in it, as cats are already quite naturally stealthy. Animals known for strength (horses and dogs and oxen) can be made stronger, although only by 1 level.

The general rule is that an Enhancement can only improve something that already is in the animal, it can not introduce something foreign. On the other hand whatever gets improved is likely to be improved to a level beyond what is physically possible, at least for that species (a horse enhanced with Improved Stamina can't train up to be quite as enduring as a Human in top condition, but a dog so Enhanced could run circles around an iron man athlete, while barking at the top of its lungs).

**Fearless Beast, 1 or 2 levels.** Upon becoming a Familiar, the animal gains a good control over its instincts. Even if it does not get its Intelligence boosted, it gains a certain "rationality", simply from becoming a Familiar.

This ability, however, renders the animal nearly fearless. It would be able to withstand any degree of fear except the most extreme. A second level renders the animal completely fearless. Immune to fear, with no exceptions.

A dog or great cat (e.g. lion, tiger or leopard) Familiar will naturally be near-fearless, essentially having the first level of this for free. Adding in just one level of Fearless Beasts renders such a Familiar immune to fear.

**Beast Ability, 1 level per ability.** This makes the owner gain one ability that is distinctive to the Familiar's species, for instance he may gain very fast reflexes like a cat's, or gain a cat's night vision (complete with eyes that "glow in the dark", unless the cat Familiar has Flexibility). Overt, *visible* abilities, like claws, can *not* be gained this way. This ability can be taken several times, each time the character gains one ability.

A third example would be the speed of a horse, but since this relies a lot on the general shape of the body and legs, it would be best represented by an increase in the character's Lower Body Strength (this may raise it to a supernatural level, i.e. more than twice the character's Size, and/or more than 9 for a male Human or 8 for a female Human) plus some mild multiplier to Pace (like  $\times 1.2$ ). That would also enable the character to long jump better, since that ability should be affected by running speed.

**Beast Speech, 1 to 4 levels.** The first level of this enables the Familiar (as usual if it

is Twinned, *all* Familiars gain the ability) to speak with other animals of its own species, and to understand their speech (although being unintelligent they can not express very complex ideas).

A second level can be used to enable the character to learn the speech of the Familiar's species. He does not gain the ability to speak it outright, but he becomes able to learn it as a skill. He can get lessons from the Familiar (this works best if the Familiar's Intelligence has been boosted) and/or he can learn through immersion. (It should be pointed out that there also exists spells which can temporarily give the caster the ability to speak with Animals).

A level can also be used to expand the Familiar's ability to speak with animals not of its own exact kind (say, all dogs) but also with related species (like all canines - wolves and foxes). If this is done, combined with the above, then the character's ability to speak (or to learn to speak) also affects this wider category.

A final level can be used to expand the Familiar's ability to speak to all mammals or all birds, depending on what type the Familiar is.

**Beast Command, 1 level.** This can only be taken if at least one level of Beast Speech has been taken. It enables the Familiar to give commands to other members of its own species (only unintelligent ones. A cat Familiar can not command another cat Familiar) as if the Familiar had a high Charisma and an elevated Natural Status (like being pack leader, top cat of the town, or just having a reputation for being one that is not to be messed around with).

If the Familiar has the ability to speak with a wider category of animals, then the Beast Command ability also carries over, although in a somewhat watered down version. A dog with Beast command, able to speak with all mammals, would be truly impressive towards other dogs, have very good clout with wolves and foxes, but would be seen merely as "one to listen to" by other mammals.

**Beautiful Specimen, 1 or 2 levels.** This renders the Familiar much more attractive, essentially making it into a near-perfect (or perfect!) example of the species. This usually involves brightly shining, completely smooth fur that never tangles, an impressive voice (only when speaking its own language, though!), a mindbogglingly graceful gait, and so forth. In some species, looks are extremely important when choosing a mate, for instance female birds will often choose the suitor with the brightest feathers. This leads to some familiars complaining to their owners, in the style of "Why didn't you make me beautiful?!?!!" or "Why didn't you make me *more* beautiful?!?!".

With many animal species, Humans will be quite impressed if the Familiar is of good appearance. This is particularly common with horses or dogs, but even a pretty cat will be noticed.

**Magical Beast, 1, 2 or 3 levels.** This gives the Familiar the ability to perform something magical, without any chance of failure. The ability should be appropriate to the species, in some way, for instance it should be in accordance to myths, or it could be twistedly contrary to reality. An example of the later is a snake whose bite works as an *antidote* for any poison (and that would be a Major Ability, if it instantly cures any poison, or a Medium Ability if it merely weakens any kind of poison to a significant degree). If more levels are spent, the ability can be used more often. For a Grand Ability, at least two levels must be spent.

Also possible are un-charged abilities, if they fit the animal's nature, or are mythically appropriate, or are amusingly contrary to reality. Two examples of this is that a cat familiar may get Danger Sense (representing some kind of "Nine Lives" trait), or that a

dog Familiar may get Empathy (based in part on understanding the scent of the target, and in part on paying keen attention to body language). An animal regarded as being very "spiritually pure" might similarly be allowed to gain some kind of Detect unHoly ability. A dove, perhaps?

Ability	Charges/Power with 1 level	Charges/Power with 2 FLs	Charges/Power with 3 FLs
Minor Ability	4 per Day	20 per Day	100 per Day <sup>1</sup>
Medium Ability	2 per Week	8 per Week	30 per Week
Major Ability	1 per Moon	3 per Moon	10 per Moon
Grand Ability	none	1 per 6 Moons	2 per 6 Moon
Special Ability	none	2d12	3d12

<sup>1</sup> With a sufficiently large number of charges, especially 100 per Day, it may prove a waste of time to keep track of charges. Instead the Familiar can use the ability as often as it wishes, without limitations.

### Example Familiars

#### Basic Cat Familiar

Level	Ability
1	Adopt Familiar
1	Grant Speech: Sounds like a cat speaking
1	Shared Senses I (range 25 km if character has Psyche 4, 36 km with Psyche 5)
3	Raise Intellect from Animal Norm to Human Norm (Intelligence 3) (note: Owner <i>must</i> be Intelligence 4 or more, to benefit fully from this)
6	<b>Total Levels</b>
1.5	<b>Total Essence cost</b>

This is a basic Familiar, it is rather "cheap", but has the most useful abilities. Note that if the character has an Intelligence of only 3, then the Familiar will have Intelligence 2 instead of 3. If the character has an Intelligence of only 2, the Familiar will have an Intelligence of only 1. There is nothing particular catty about the above table, the list of abilities can be applied to any mammal or bird, except that for very smart animals, like apes or elephants, the cost is 1 FL lower, only 1.1 ES instead of 1.5 ES.

Note, though, that if the Familiar *is* a cat, the character will need to learn the XenoPerception skill (although it is an easy version of the skill) in order to make sense out of the cat's Night Vision perceptions. Likewise, the cat will have to learn a XenoPerception skill for Colour Vision, as cats (probably?) don't have full colour vision.

The same may apply to other species. If one has a sense that the other lacks, and the Familiar has the Shared Senses ability, then the Familiar and/or the character must learn the XenoPerception skill (once per Sense).

#### Threepack of Wolves

Level	Ability
1	Adopt
2	Twin II, to a total of 3 Familiars
1	Enhance Beast: Improved sense of hearing
1	Enhance Beast Improved sense of smell
1	Flexibility: Gives the wolves full colour vision, and makes them stop shedding
2	Shared Senses II (range 125 km if character has Psyche 4, 216 km with Psyche 5)
2	Raise Intellect from Low Animal to Low Human (to an Intelligence of 1)
10	<b>Total Levels</b>

### 3.5 Total Essence cost

The above abilities are tailored specifically to pack-hunting creatures, and would not work well for other species, except dogs (and maybe dolphins). But it is also a very powerful choice, creating 3 wolves who are capable of supert cooperation and team-hunting. While not as smart as average Humans, they are still a force to be reckoned with.

The "does not shed" is an afterthought, the character uplifting the wolves realized that he could get that too, along with the full colour vision (dogs only have limited colour vision, and the same almost certainly applies to wolves), so he went for it.

#### Race Horse

Level	Ability
1	Adopt
1	Enhance Beast: Speed boosted to a supernatural level (50% faster than normal horse)
1	Enhance Beast: Endurance boosted to a high degree It gets Constitution (Fitness) 8, giving it a base Stamina of 512 (modified, as usual, if Will is above or below 3). Normally a horse can't get a Con (Fit) higher than about 4.5, and thus a base Stamina greater than 91 points.
1	Fearless Beast: Becomes highly resistant to Fear
4	<b>Total Levels</b>
0.8	<b>Total Essence cost</b>

Cheap, but very useful for some types of characters. This horse is no smarter than an average one, but faster, and it can gallop or trot for much longer than a natural horse. It is also braver.

#### Familiar

Level	Ability
	<b>Total Levels</b>
	<b>Total Essence cost</b>

#### Familiar

Level	Ability
	<b>Total Levels</b>
	<b>Total Essence cost</b>