



Game Prep Worksheet

Familiars

A worksheet for creating in depth familiars.

What is a Game Prep Worksheet?

Occasionally we will release a short feature that is meant to guide you through various campaign, session, or world-building preparation exercises. These are meant to be motivational or to inspire creativity, and not to be prescriptive or be the final say in how to prepare your game.

I. Familiar Type

Base Type

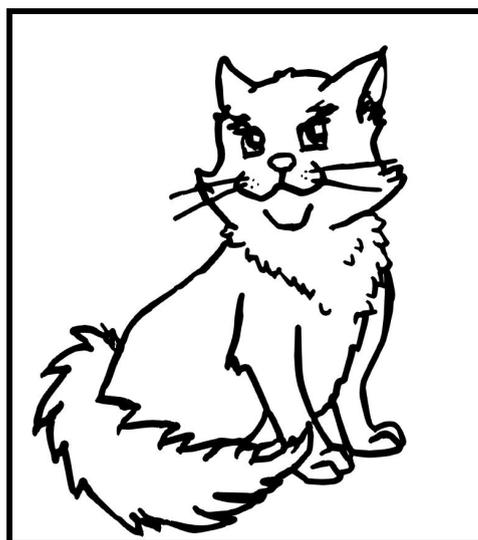
What sort of creature is the familiar? Roll or choose from the following tables.

Common - d20 (re-roll 16-20)

1. Bat
2. Cat
3. Crab
4. Toad
5. Hawk
6. Lizard
7. Octopus
8. Owl
9. Poisonous snake
10. Fish
11. Rat
12. Raven
13. Sea horse
14. Spider
15. Weasel

Uncommon - d6 (if you have access to these)

1. *Al-miraj*
2. *Flying Monkey*
3. *Gazer*
4. Imp
5. Pseudodragon
6. Quasit



Variation

Choose from or roll on the appropriate table to determine the variety of the familiar, if applicable.

Bat

D4

1. Fruit bat/ Flying fox
2. Little brown or black bat
3. Snub or pug-nose bat
4. Vampire bat

Cat

D6

1. Bi-colored
2. Black
3. Sphynx
4. Tabby
5. Turtle-shell
6. White

Crab

D4

1. Stone crab
2. Coconut (large) crab
3. King crab
4. Horseshoe crab

Frog/Toad

D6

1. Wood frog
2. Spotted frog
3. Tree frog
4. Brown toad
5. Yellow toad
6. Bullfrog

Hawk

D6

1. Chicken hawk
2. Falcon
3. Kestrel
4. Kite
5. Buzzard
6. Goshawk

Lizard

D4

1. Gecko
2. Iguana
3. Monitor
4. Skink

Octopus

D4

1. Common octopus
2. Finned octopus
3. Coconut octopus
4. Cuttlefish

Owl

D6

1. Barn owl
2. Horned owl
3. Snow owl
4. Screech owl
5. Wood owl
6. Crested owl

Snake

D6

1. Python
2. Cobra
3. Rattlesnake
4. Garter snake
5. Adder
6. Water snake

Fish

D6

1. Gipper
2. Pike
3. Catfish
4. Angel fish
5. School of tiny fish
6. Starfish

Rat

D4

1. Sea rat
2. White rat
3. House rat
4. Wood rat

Raven

D6

1. Magpie
2. Crow
3. Raven
4. Rook
5. Jackdaw
6. Jay

Sea horse

D4

1. Common seahorse
2. Sea dragon
3. Pygmy seahorse
4. Big-belly seahorse

Spider

D6

1. Tarantula
2. Cellar spider
3. Orbweaver
4. Daddy long-legs
5. Widow
6. Wolf spider

Weasel

D6

1. Ferret
2. Mink
3. Marten
4. Weasel
5. Stoat
6. Polecat

II. Familiar Origin

From whence does the spirit originate? If applicable choose or roll a D3 to determine a base origin, and then choose or roll from the appropriate table to determine what the spirit was up to before being manifested as a familiar.

d3

1	2	3
Celestial Origin d8 <ol style="list-style-type: none"> 1. A new celestial spirit on their first assignment. 2. An ancestral or family guardian spirit that has been with the family for centuries. 3. A powerful spirit such as a planetar that seeks to better their humility. 4. A repentant spirit seeking absolution in order to cleanse their sins. 5. An avenging spirit of wrath that seeks to battle or destroy evil demons or undead. 6. An ancient spirit from a long dead culture and religion. 7. The spirit of a unicorn, pegasus, kirin, or couatl. 8. The spirit of a metallic dragon. 	Fey Origin d8 <ol style="list-style-type: none"> 1. A trickster spirit such as a hob or boggle. 2. A helpful hearth spirit such as a brownie. 3. The manifested spirit of a natural place such as a spring or a cave. 4. The spirit of a once powerful hag. 5. The spirit of a hedonistic fey such as a satyr. 6. A high noble fey such as an eladrin or dryad. 7. A dark and twisted fey of the Unseelie court such as a Meenlok or Redcap. 8. The spirit of someone who had been wandering lost in the Feywild for many years. 	Infernal Origin d8 <ol style="list-style-type: none"> 1. An imp or mane seeking power and security. 2. A damned ancestor's spirit who seeks to continue their evil work. 3. A chaotic demon of fury and bloodlust. 4. A calculating devil of manipulation and power-hunger. 5. A manifestation of the owner's own worst sin. 6. A greater demon or devil such as a balor usurped by a rival and forced to inhabit a familiar. 7. A legitimate hellhound that accidentally found its way into the form of a familiar. 8. The spirit of a chromatic dragon.

III. Familiar Personality

How does the familiar act? Roll twice for personality traits, using either the General Personality Traits or the table that matches the origin of the familiar, or both. Then roll on one of the flaws tables.

General Personality Traits

D8

1. I enjoy relaxing.
2. I am always available with advice and tips.
3. I have a deep sense of empathy.
4. I revel in irrelevant facts, rumors, and lore.
5. I need constant attention.
6. I am playful and irreverent.
7. I am affectionate and trusting.
8. I am grave and composed.

Personality Traits by Origin

Celestial

D8

1. I am warm and caring.
2. I am righteous and severe.
3. I am thoughtful and wise.
4. I am always wary of possible danger or enemies.
5. I am a stickler for rules and codes.
6. I am free spirited and buck traditions.
7. I am optimistic and naive.
8. I am personable and like to talk.

Fey

D8

1. I am unpredictable and elemental.
2. I am melancholic.
3. I am very enthusiastic.
4. I am slow to act without thinking things through.
5. I love the pleasures of an exciting life.
6. I am very open minded about attitudes and ideologies, even taboo ones.
7. I am aesthetically minded and think of everything in terms of art or beauty.
8. I am a prankster.

Infernal

D8

1. I am sociopathic and only see others in terms of myself.
2. I am manipulative and two-faced.
3. I am quick to violence or aggression.
4. I am cunning and quick-witted.
5. I am extremely loyal to the point of obsession.
6. I am tyrannical and exploit whatever power I have.
7. I am obsessed with laws and rules.
8. I exist only to corrupt others.

General Familiar Flaws

D8

1. I am lazy.
2. I am stubborn and obstinate.
3. I like to argue.
4. I am a coward.
5. I'm ready for a scrap at any time.
6. I'm always hungry.
7. I'm a habitual liar.
8. I find it hard to care about things that don't affect me directly.

Familiar Flaws by Origin

Celestial

D6

1. I am fanatical in my devotion to my morals.
2. I dislike being around anyone that thinks differently than I do.
3. I have a Polly-anna view of the world.
4. I am very judgemental.
5. I think that I know best.
6. I am indecisive.

Fey

D6

1. I like to cause problems for no other reason than to see what happens.
2. I am grumpy if I am away from nature for too long.
3. I say very rude things at inopportune times.
4. I feel like I should be in the role of master, not servant.
5. I have severe anxiety that pops up at the worst of times.
6. I am afraid of the dark.

Infernal

D6

1. I am proud to the point of narcissism.
2. I seek every opportunity to engage in physical pleasures.
3. I am never not angry.
4. I am hard to motivate and would prefer to relax.
5. I am extremely jealous of my master's attention.
6. I am very, very greedy.

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