

## D&D 3rd Edition Wizard/Sorcerer Familiars

(Items with blanks after them are variable based on master's class level or other characteristics - these are first-level masters)

Hit Dice: master's level, or natural HD if higher	<u>Level</u>	<u>Nat</u>	<u>Armor</u>	<u>Int</u>	<u>Special</u>
Hit Points: half of master's	1-2	+1		6	Alertness, Imp. Evasion, Share Spells, Emp. Link
Attacks: Master's BAB, plus familiar's Dex or Str mod	3-4	+2		7	Touch
Saving Throws: Master's base, if better than Fort +2, Ref +2, Will +0	5-6	+3		8	Speak With Master
(saves below use +2 for all saves, since masters will have at least +2 Will)	7-8	+4		9	Speak With Animals of Type
	9-10	+5		10	
	11-12	+6		11	Spell Resistance (Master level+5)
	13-14	+7		12	Scry on familiar
Skills: Normal, or master's, whichever are better	15-16	+8		13	

### Bat (Diminutive)

Hit Dice: 1 \_\_\_\_ hp: \_\_\_\_  
 Initiative: +2 (Dex)  
 Speed: 5 ft., fly 40 ft. (good)  
 AC: 17 \_\_\_\_  
 (+4 size, +2 Dex, +1 Nat)  
 Attacks: -  
 Face/Reach: 1 ft. by 1 ft./0 ft.  
 Spec Qual: Blindsight  
 Saves: Fort +2 \_\_\_\_  
       Ref +4 \_\_\_\_  
       Will +4 \_\_\_\_  
 Abilities: Str 1  
           Dex 15  
           Con 10  
           Int 6 \_\_\_\_  
           Wis 14  
           Cha 4  
 Skills: Listen +9 \_\_\_\_  
       Move Silent +6 \_\_\_\_  
       Spot +9\* \_\_\_\_

Blindsight (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Skills: \*Bats receive a +4 racial bonus to Spot and Listen checks. These bonuses are lost if Blindsight is negated.

### Cat (Tiny)

(Master gains +2 bonus to Move Silent)  
 Hit Dice: 1 \_\_\_\_ hp: \_\_\_\_  
 Initiative: +2 (Dex)  
 Speed: 30 ft.  
 AC: 15 \_\_\_\_  
 (+2 size, +2 Dex, +1 Nat)  
 Attacks: 2 claws +4 \_\_\_\_ 1d2-4  
           bite -1 \_\_\_\_ 1d3-4  
 Face/Reach: 2.5 ft. by 2.5 ft./0 ft.  
 Spec Qual: -  
 Saves: Fort +2 \_\_\_\_  
       Ref +4 \_\_\_\_  
       Will +3 \_\_\_\_  
 Abilities: Str 3  
           Dex 15  
           Con 10  
           Int 6 \_\_\_\_  
           Wis 12  
           Cha 7  
 Skills: Balance +10 \_\_\_\_  
       Climb +5 \_\_\_\_  
       Hide +17\* \_\_\_\_  
       Listen +4 \_\_\_\_  
       Move Silent +9 \_\_\_\_  
       Spot +4 \_\_\_\_  
 Feats: Weapon Finesse (claw, bite)

Skills: Cats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.  
 \*In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

### Hawk (Tiny)

Hit Dice: 1 \_\_\_\_ hp: \_\_\_\_  
 Initiative: +3 (Dex)  
 Speed: 10 ft., fly 60 ft. (average)  
 AC: 18 \_\_\_\_  
 (+2 size, +3 Dex, +3 Nat)  
 Attacks: Claws +5 \_\_\_\_ 1d4-2  
 Face/Reach: 2.5 ft. by 2.5 ft./0 ft.  
 Spec Qual: -  
 Saves: Fort +2 \_\_\_\_  
       Ref +5 \_\_\_\_  
       Will +4 \_\_\_\_  
 Abilities: Str 6  
           Dex 17  
           Con 10  
           Int 6 \_\_\_\_  
           Wis 14  
           Cha 6  
 Skills: Listen +6 \_\_\_\_  
       Spot +6\* \_\_\_\_  
 Feats: Weapon Finesse (claws)

Skills: \*Hawks gain a +8 racial bonus to Spot checks in daylight.

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Hit Points: half of master's	1-2	+1		6	Alertness, Imp. Evasion, Share Spells, Emp. Link
Attacks: Master's BAB, plus familiar's Dex or Str mod	3-4	+2		7	Touch
Saving Throws: Master's base, if better than Fort +2, Ref +2, Will +0	5-6	+3		8	Speak With Master
(saves below use +2 for all saves, since masters will have at least +2 Will)	7-8	+4		9	Speak With Animals of Type
	9-10	+5		10	
	11-12	+6		11	Spell Resistance (Master level+5)
	13-14	+7		12	Scry on familiar
Skills: Normal, or master's, whichever are better	15-16	+8		13	

### Owl (Tiny)

(Has low-light vision, master gains +2 bonus to Move Silent)

Hit Dice: 1 \_\_\_\_ hp: \_\_\_\_  
 Initiative: +3 (Dex)  
 Speed: 10 ft., fly 40 ft. (average)  
 AC: 18 \_\_\_\_  
 (+2 size, +3 Dex, +3 Nat)  
 Attacks: Claws +5 \_\_\_\_ 1d2-2  
 Face/Reach: 2.5 ft. by 2.5 ft./0 ft.  
 Spec Qual: -  
 Saves: Fort +2 \_\_\_\_  
       Ref +5 \_\_\_\_  
       Will +4 \_\_\_\_  
 Abilities: Str 6  
           Dex 17  
           Con 10  
           Int 6 \_\_\_\_  
           Wis 14  
           Cha 4  
 Skills: Listen +14 \_\_\_\_  
       Move Silent +20 \_\_\_\_  
       Spot +6\* \_\_\_\_  
 Feats: Weapon Finesse (claws)

Skills: Owls receive a +8 racial bonus to Listen checks, and a +14 to Move Silently checks.

\*They receive a +8 racial bonus to Spot checks in dusk and darkness.

### Rat (Tiny)

(Master gains +2 bonus to Fort saves)

Hit Dice: 1 \_\_\_\_ hp: \_\_\_\_  
 Initiative: +2 (Dex)  
 Speed: 15 ft., Climb 15 ft.  
 AC: 15 \_\_\_\_  
 (+2 size, +2 Dex, +1 Nat)  
 Attacks: Bite +4 \_\_\_\_ 1d3-4  
 Face/Reach: 2.5 ft. by 2.5 ft./0 ft.  
 Spec Qual: Scent  
 Saves: Fort +2 \_\_\_\_  
       Ref +4 \_\_\_\_  
       Will +3 \_\_\_\_  
 Abilities: Str 2  
           Dex 15  
           Con 10  
           Int 6 \_\_\_\_  
           Wis 12  
           Cha 2  
 Skills: Balance +10 \_\_\_\_  
       Climb +12 \_\_\_\_  
       Hide +18 \_\_\_\_  
       Listen +4 \_\_\_\_  
       Move Silent +10 \_\_\_\_  
 Feats: Weapon Finesse (bite)

Skills: Rats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks.

They use their Dexterity modifier for Climb checks.

### Raven (Tiny)

(Speaks one language)

Hit Dice: 1 \_\_\_\_ hp: \_\_\_\_  
 Initiative: +2 (Dex)  
 Speed: 10 ft., fly 40 ft. (average)  
 AC: 15 \_\_\_\_  
 (+2 size, +2 Dex, +1 Nat)  
 Attacks: Claws +4 \_\_\_\_ 1d2-5  
 Face/Reach: 2.5 ft. by 2.5 ft./0 ft.  
 Spec Qual: -  
 Saves: Fort +2 \_\_\_\_  
       Ref +4 \_\_\_\_  
       Will +4 \_\_\_\_  
 Abilities: Str 1  
           Dex 15  
           Con 10  
           Int 6 \_\_\_\_  
           Wis 14  
           Cha 6  
 Skills: Listen +6 \_\_\_\_  
       Spot +6\* \_\_\_\_  
 Feats: Weapon Finesse (claws)

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(Items with blanks after them are variable based on master's class level or other characteristics - these are first-level masters)

Hit Dice: master's level, or natural HD if higher	<u>Level</u>	<u>Nat</u>	<u>Armor</u>	<u>Int</u>	<u>Special</u>
Hit Points: half of master's	1-2	+1		6	Alertness, Imp. Evasion, Share Spells, Emp. Link
Attacks: Master's BAB, plus familiar's Dex or Str mod	3-4	+2		7	Touch
Saving Throws: Master's base, if better than Fort +2, Ref +2, Will +0	5-6	+3		8	Speak With Master
(saves below use +2 for all saves, since masters will have at least +2 Will)	7-8	+4		9	Speak With Animals of Type
	9-10	+5		10	
	11-12	+6		11	Spell Resistance (Master level+5)
	13-14	+7		12	Scry on familiar
Skills: Normal, or master's, whichever are better	15-16	+8		13	

### Snake (Tiny)

Hit Dice: 1 \_\_\_\_ hp: \_\_\_\_  
 Initiative: +3 (Dex)  
 Speed: 15 ft., Climb 15 ft.,  
 Swim 15 ft.  
 AC: 18 \_\_\_\_  
 (+2 size, +3 Dex, +3 Nat)  
 Attacks: Bite +5 \_\_\_\_ poison  
 Face/Reach: 2.5 ft. by 2.5 ft./0 ft.  
 Spec Att: Poison  
 Spec Qual: Scent  
 Saves: Fort +2 \_\_\_\_  
 Ref +5 \_\_\_\_  
 Will +3 \_\_\_\_  
 Abilities: Str 6  
 Dex 17  
 Con 11  
 Int 6 \_\_\_\_  
 Wis 12  
 Cha 2  
 Skills: Balance +11 \_\_\_\_  
 Climb +12 \_\_\_\_  
 Hide +18 \_\_\_\_  
 Listen +8 \_\_\_\_  
 Spot +8 \_\_\_\_  
 Feats: Weapon Finesse (bite)

Poison (Ex): Bite, Fortitude save (DC 11); initial and secondary damage 1d6 temporary Constitution.

### Toad (Diminutive)

(Master gains +2 Con)  
 Hit Dice: 1 \_\_\_\_ hp: \_\_\_\_  
 Initiative: +1 (Dex)  
 Speed: 5 ft.  
 AC: 16 \_\_\_\_  
 (+4 size, +1 Dex, +1 Nat)  
 Attacks: Bite +5 \_\_\_\_ poison  
 Face/Reach: 1 ft. by 1 ft./0 ft.  
 Spec Qual: -  
 Saves: Fort +2 \_\_\_\_  
 Ref +3 \_\_\_\_  
 Will +4 \_\_\_\_  
 Abilities: Str 1  
 Dex 12  
 Con 11  
 Int 6 \_\_\_\_  
 Wis 14  
 Cha 4  
 Skills: Hide +21 \_\_\_\_  
 Listen +5 \_\_\_\_  
 Spot +5 \_\_\_\_  
 Skills: A toad's coloration gives it a +4 racial bonus to Hide checks.

### Weasel (Tiny)

(Master gains +2 to Reflex saves)  
 Hit Dice: 1 \_\_\_\_ hp: \_\_\_\_  
 Initiative: +2 (Dex)  
 Speed: 20 ft., Climb 20 ft.  
 AC: 15 \_\_\_\_  
 (+2 size, +2 Dex, +1 Nat)  
 Attacks: Bite +4 \_\_\_\_ 1d3-4  
 Face/Reach: 2.5 ft. by 2.5 ft./0 ft.  
 Spec Att: Attach  
 Spec Qual: Scent  
 Saves: Fort +2 \_\_\_\_  
 Ref +4 \_\_\_\_  
 Will +3 \_\_\_\_  
 Abilities: Str 3  
 Dex 15  
 Con 10  
 Int 6 \_\_\_\_  
 Wis 12  
 Cha 5  
 Skills: Balance +10 \_\_\_\_  
 Climb +11 \_\_\_\_  
 Hide +13 \_\_\_\_  
 Move Silent +9 \_\_\_\_  
 Spot +4 \_\_\_\_  
 Feats: Weapon Finesse (bite)

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel has an AC of 12.

Skills: Weasels receive a +4 racial bonus to Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

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Hit Dice: master's level, or natural HD if higher	<u>Level</u>	<u>Nat</u>	<u>Armor</u>	<u>Int</u>	<u>Special</u>
Hit Points: half of master's	1-2	+1		6	Alertness, Imp. Evasion, Share Spells, Emp. Link
Attacks: Master's BAB, plus familiar's Dex or Str mod	3-4	+2		7	Touch
Saving Throws: Master's base, if better than Fort +2, Ref +2, Will +0	5-6	+3		8	Speak With Master
(saves below use +2 for all saves, since masters will have at least +2 Will)	7-8	+4		9	Speak With Animals of Type
	9-10	+5		10	
	11-12	+6		11	Spell Resistance (Master level+5)
	13-14	+7		12	Scry on familiar
Skills: Normal, or master's, whichever are better	15-16	+8		13	

### Formian Worker (Small)

Hit Dice: 1 \_\_\_\_ hp: 5 \_\_\_\_  
 Initiative: +2 (Dex)  
 Speed: 40 ft.  
 AC: 18 \_\_\_\_  
 (+1 size, +2 Dex, +5 Nat)  
 Attacks: Bite +3 \_\_\_\_ 1d4+1  
 Face/Reach: 5 ft. by 5 ft./5 ft  
 Spec Att: Hive Mind  
 Spec Qual: Immunities, Resistances,  
 Make Whole, Heal  
 Saves: Fort +3 \_\_\_\_  
 Ref +4 \_\_\_\_  
 Will +2 \_\_\_\_  
 Abilities: Str 13  
 Dex 14  
 Con 13  
 Int 6 \_\_\_\_  
 Wis 10  
 Cha 9  
 Skills: Craft +3 \_\_\_\_  
 Climb +3 \_\_\_\_  
 Feats: Skill Focus(Craft)

Immunities (Ex): Formians have poison, petrification, and cold immunity.

Resistances (Ex): All formians have fire, electricity, and sonic resistance 20.

### Pseudodragon (Tiny)

Hit Dice: 2 \_\_\_\_ hp: 15 \_\_\_\_  
 Initiative: +0 (Dex)  
 Speed: 15 ft., Fly 60 ft. (good)  
 AC: 19 \_\_\_\_  
 (+2 size, +7 Nat)  
 Attacks: Sting +4 \_\_\_\_ 1d3,  
 Bite -1 \_\_\_\_ 1  
 Face/Reach: 2.5 ft. by 2.5 ft./0 ft.  
 Spec Att: Poison  
 Spec Qual: See Invisible, Telepathy,  
 Immunities, SR 19  
 Saves: Fort +4 \_\_\_\_  
 Ref +3 \_\_\_\_  
 Will +4 \_\_\_\_  
 Abilities: Str 11  
 Dex 11  
 Con 13  
 Int 10 \_\_\_\_  
 Wis 12  
 Cha 10  
 Skills: Craft +3 \_\_\_\_  
 Climb +3 \_\_\_\_  
 Feats: Skill Focus(Craft)

Poison (Ex): Sting, Fortitude save (DC 12); initial damage sleep for 1 minute, secondary damage sleep for 1d3 days.

See Invisibility (Ex): Continuously see invisibility as the spell, to 60'.

Telepathy (Su): Communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Immunities (Ex): Immune to sleep and paralysis effects.

Skills: Chameleonlike ability that grants them a +4 racial bonus to Hide checks.

\*In forests or overgrown areas, this bonus improves to +8.

### Shocker Lizard (Small)

Hit Dice: 2 \_\_\_\_ hp: 13 \_\_\_\_  
 Initiative: +2 (Dex)  
 Speed: 40 ft., Climb 20 ft.,  
 Swim 20 ft.  
 AC: 17 \_\_\_\_  
 (+1 size, +2 Dex, +4 Nat)  
 Attacks: Bite +3 \_\_\_\_ 1d4  
 Face/Reach: 5 ft. by 5 ft./5 ft  
 Spec Att: Stunning shock, lethal shock  
 Spec Qual: Electricity sense, electricity  
 immunity  
 Saves: Fort +3 \_\_\_\_  
 Ref +5 \_\_\_\_  
 Will +3 \_\_\_\_  
 Abilities: Str 10  
 Dex 15  
 Con 13  
 Int 6 \_\_\_\_  
 Wis 12  
 Cha 6  
 Skills: Hide +16\* \_\_\_\_  
 Int. Direction +3 \_\_\_\_  
 Listen +5 \_\_\_\_  
 Search +2 \_\_\_\_  
 Spot +5 \_\_\_\_  
 Feats: Alertness

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of subdual damage to living opponents (Reflex half DC 12).

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Skills: Shocker lizards receive a +4 racial bonus to Hide checks due to their coloration.

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Hit Points: half of master's	1-2	+1		6	Alertness, Imp. Evasion, Share Spells, Emp. Link
Attacks: Master's BAB, plus familiar's Dex or Str mod	3-4	+2		7	Touch
Saving Throws: Master's base, if better than Fort +2, Ref +2, Will +0	5-6	+3		8	Speak With Master
(saves below use +2 for all saves, since masters will have at least +2 Will)	7-8	+4		9	Speak With Animals of Type
	9-10	+5		10	
	11-12	+6		11	Spell Resistance (Master level+5)
	13-14	+7		12	Scry on familiar
Skills: Normal, or master's, whichever are better	15-16	+8		13	

### Stirge (Tiny)

Hit Dice:	1	hp:	5	_____
Initiative:	+4 (Dex)			
Speed:	10 ft., Fly 40 ft. (average)			
AC:	17	_____		
	( +2 size, +4 Dex, +1 Nat)			
Attacks:	Touch +6	_____	1d3-4	
Face/Reach:	2.5 ft. by 2.5 ft./0 ft.			
Spec Att:	Attach, Blood Drain			
Spec Qual:	-			
Saves:	Fort	+2	_____	
	Ref	+6	_____	
	Will	+3	_____	
Abilities:	Str	3		
	Dex	19		
	Con	10		
	Int	6	_____	
	Wis	12		
	Cha	6		
Skills:	Hide	+14	_____	
Feats:	Weapon Finesse (touch)			

**Attach (Ex):** If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12.

**Blood Drain (Ex):** A stirge drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of Constitution, it detaches and flies off to digest the meal.