

<u>Master class level</u>	<u>Natural Armor Adjustment</u>	<u>Intelligence</u>	<u>Special Familiar</u>	<u>Natural Armor Adjustment</u>	<u>Intelligence</u>	<u>Special Psicrystal</u>	<u>Attack Bonus Enhancement</u>	<u>Hardness Adjustment</u>	<u>sSpecial Staff</u>
1st - 2nd	1	6	Alertness Improved Evasion Share Spells Empathic Link	0	6	Alertness Improved Evasion Personality Self-Propulsion Share Powers Sighted Telepathic Link	1	1	Combat Casting Living Veins Spell Affinity Sense Staff Master's Extension Flavored Design Staff Focus
3rd - 4th	2	7	Deliver Touch Spells	1	7	Deliver Touch Powers	-	2	Deliver Touch Spells/Powers
5th - 6th	3	8	Speak with Master	2	8	Telepathic Speech	2	3	Call Staff
7th-8th	4	9	Speak with Animals of its kind	3	9	-	-	4	Detect Attuned Staff
9th - 10th	5	10	-	4	10	Flight	3	5	-
11th - 12th	6	11	Spell Resistance	5	11	Power Resistance	-	6	Spell Resistance
13th - 14th	7	12	Scry on Familiar	6	12	Sight Link	-	7	Scry on Staff
15th - 16th	8	13	-	7	13	Channel Power	4	8	-
17th - 18th	9	14	-	8	14	-	-	9	-
19th - 20th	10	15	-	9	15	-	5	10	-
<u>Familiar Basics</u>									
Hit Dice	Use Masters total HD or Familiars, whichever is higher								
Hit Points	1/2 Masters total HP rounded down regardless of HD.						Add to existing items hp = to Masters level.		
Attacks	Use Masters BAB from all classes. Use familiears Str or Dex to determin Familiars BAB with natural weapons. Damage is normal to standard animal.						(Balance for Attacks is Attack bonus enhancement)		
Saving Throws	For each saving throw use the Masters or Familiar's, whichever is higher. Familiar uses its own modifiers to saves and not masters bonuses to saves. (magic items, feats, etc..)						Masters Extension - Actions that specifically target the Staff use masters saves. Staff is allowed Fortitude and Will saves that regular objects would not get if master is withing 5ft.		
Skills	For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. Familiar has its own ability modifiers.								
<u>Special Abilities</u>	(Numerical values only increase for levels in class that grants familiar, psicrystal or attuned staff)								
Alertness	While familiar is within arms reach, Master gains Alertness feat			Same					
Combat Casting							While in contact with the staff, Master gains benefit of Combat Casting feat.		
Improved Evasion	When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if it fails.			Same					
Staff Focus	You can cast any spell that has a material component costing 1gp or less without needing that component. You may cast any spell that has a focus costing 50g or less without needing that focus. If the spell requires a material component or focus that costs more than the amount specified, you must have the item at hand								

	to cast the spell, just as normal.	
Natural Armor Adj.	Added to the familiars existing Natural Armor.	Same
Hardness Adj.	Added to the Base materials Hardness	
Intelligence	Familiars intelligence score. Familiars are as smart as people, though not necessarily as smart as smart people.	Same
Attack Bonus Enhancement	A caster's staff gains an enhancement bonus to attack and damage. Lv1 - +1. +1 at Lv5 and every 5 levels thereafter (5, 10, 15, 20). Does not stack with Enhancement bonuses given from magic or special materials.	
Share Spells	At the master's option, he may have any spell he casts on himself also affect his familiar as long as the familiar stays within 5ft.	Same
Empathic Link Telepathic Link	The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Only general emotional content can be communicated. Master can teleport to familiars location as if he has seen the location.	Sense staff's direction up to 100 miles. Can approximate distance and roughly determine condition of the staff when within a mile distance of staff.
Personality	Same thing as choosing type of animal for familiar.	Psicrystal has a distinct personality, chosen by its owner at the time of creation. Master gains benefit of chosen \ personality when within 1 mile of each other.
Self-Propulsion	As a standard action, its owner can will a psicrystal to form spidery ectoplasmic legs that grant the psicrystal a land speed of 30ft and climb speed of 20ft.	
Sighted	Although it has no sensory organs, a psicrystal can telepathically sense its environment up to 40ft. Normal hearing and vision.	
Living Veins	A Staff has an inner life force that restores its structure over time the same as a living being healing wounds. The Staff regenerates HP equal to 1/2 its master's character level. Only when within 5ft. during rest. Does not restore or mend pieces larger than 1/5th of the staff size.	
Flavored Design	The staff is formed with the caster's thoughts melded into its spirit and shaping. Select any bonus from either the Animal Familiar or psicrystal personality list. (Not allowed to choose + to Concentration)	
Spell Affinity	(Balances out Familiar and psicrystal being free characters to perform skills and carry out tasks, oh and being intelligent.)	Choose one cantrip you know upon crafting your staff. You may now cast that cantrip a number of times a day = to your caster level. Cannot be changed once decided at creation.
Deliver Touch Spells/Powers	Familiar can deliver touch spells for master. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher". The familiar can then deliver the touch spell. Spell dissipates if the master casts another spell before the touch is delivered.	Same
	Caster may attack with the staff as a normal attack while delivering a touch spell simultaneously. Treat the attack and touch separately with the same roll but with different modifiers assigned to touch attacks. If the staff hits then it deals normal damage and the touch spell is delivered. If the staff touched the target, but did not break armor or shield AC the spell can still be delivered.	
Speak with master	A familiar and master can communicate verbally as if they were	

	using a common language. Other creatures do not understand the communication without magical help.		
Telepathic Speech	The Psicrystal can communicate telepathically with a creature that has a language and is within 30ft of the psicrystal, while the psicrystal is also within 1 mile of the owner.		
Speak w/ animals of its kind.	A familiar can communicate with animals of approximately the same kind as itself (including Dire varieties). Such Communication is limited by the intelligence of the conversing animal.		
Call Staff.	Master can cause his staff to fly through the air to his hand as a Free action. Doing so requires a Concentration check of DC 12 + 2 for every 5 feet out of normal reach (5 ft).		
Detect Attuned Staff	While in physical contact with your staff you can detect other attuned staffs within 50 feet.		
Flight	As a Standard action, the master can will his psicrystal to fly at a speed of 50 feet (Poor). The psicrystal drifts gently to ground after one day (or sooner if the master desires).		
Spell Resistance Power Resistance	Familiar gains SR = caster's level + 5.	Psicrystal gains PR = Manifester's level + 5	Staff gains SR/PR = to caster/manifester level + 5
Scry on Familiar	May scry as the spell on familiar once per day.	Sight Link (as if using Remote Viewing power)	Scry on Staff
Channel Power	Master can manifest powers through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the power's originator, and all ranges are calculated from its location. When channeling a power through his psicrystal, the owner manifests the power by paying its PP cost. He is still subject to Attacks of Opportunity and other hazards of manifesting a power, if applicable (like becoming visible from an invisibility spell from casting an offensive spell through a		