

## Randomly Generated CF=1 Familiars

#	Familiar Name	Natural?	Mount?	Abilities (CF=1; Get 'non-level one' picks 0 levels early)
1	Maelstrom Also see Duck	No	No	Level 1: 0, 1/r: Blink (uncontrolled) Level 9: Ignore (that resistance)R Level 18: Another +LVL/2 saves; +LVL*25 Rogue points
2	Demiplane of Consciousness The Studs Lonigan Trilogy	No	No	Level 1: Must be evil; -1 size; x2 DPPs (Psi6E) Level 9: +1 Elderly female Animal Companion named Mrs. Havisham. Level 18: 1M, 1/d: Temporal Stasis.
3	World's Heart Of Darkness	Yes	No	Level 1: Must be evil; -1 size; x2 DPPs (Psi6E) Level 9: Luckstone. Level 18: Get that familiar's major powers; Hold Life
4	Rick's Ferret	No	No	Level 1: Displaced Level 9: One "Level 27:" ability from a class (no downgrade) Level 18: LVL% iPR, iWR, iIR
5	Manny's The House Of Mirth	No	Yes	Level 1: Divination spells 1 SL lower Level 9: +1 spell/psi comprehensibility (vs twilighting). Level 27: Mouth's P: Breathe (any type); 1V: Escape; 1M: Divine Intervention 100%
6	The Ozone [Spell]	No	No	Level 1: +1 TH/dmg/AC/saves Level 9: Can transfer 3P -> 1QP (Quick Physical) Level 18: 0: Target gains a vulnerability to that element
7	Demiplane of Consciousness Of Human Bondage	Yes	No	Level 1: +3 to hit, +3 melee damage. Level 9: Immune Water; x2 EPs (Psi10) Level 18: 1V: Earthquake; 1P: Fire Storm; 1M: Meteor Swarm
8	The Ozone Weapon	Yes	Yes	Level 1: Mouth's P: Radiation surge RS=1d10 Level 9: 0, 1/r: Fumble Level 18: 1P: Drain CL*10 PSPs (any freq,no save)
9	Demiplane of Consciousness Midnight's Children	No	No	Level 1: You may wear an extra ring per finger. Level 9: One "Level 27:" ability from a class (no downgrade) Level 18: 1V: Redirect effect to Beast (who's immune)
10	Demiplane of Consciousness Clone	Yes	Yes	Level 1: +2 Cml Level 9: "Miracle 6" and "Alter Reality" may grant psi minor Level 18: 1M: Annoy/Taunt a god (no resistance)
11	Manny's Vulture	Yes	Yes	Level 1: +2 Dex:Balance Level 9: Immune Lightning Level 18: Spell Reflection; 1V: Major Creation
12	Manny's Anteater	Yes	Yes	Level 1: Backstorm +1 (you can Backstab twice per opportunity) Level 9: Mouth's P: Teleport Other to Ethereal (no save) Level 18: 1M: Cast any Priest Ele spell of SL 0-7
13	Funny Farm Pony	Yes	No	Level 1: Spell costs you ½ a spell from memorization to cast Level 9: Duplicate Mouse & Bat & Targ & Large Black Wolf Level 18: -1 Chr; Pick a grand from Cat [1], [2], or [3]
14	Jay's Object	Yes	No	Level 1: Flying; 1F: Sense Danger Level 9: Immune Chemical Elements & Aging & Time Level 18: Double Wis bonus spells for Priest
				Level 1: Must be evil; Resist Liquids

15	Rick's Serval	No	No	Level 9: Immune Poison
				Level 18: Flying; Extra -CL to saves vs. your spells
16	The Immaterium Catch-22	Yes	Yes	Level 1: Resist Cold
				Level 9: Pony can interject itself (rescue you), not immune
				Level 36: +1H action.
17	The Ozone [Spell]	Yes	No	Level 1: 1M,1/r: Remove Stun/Para
				Level 9: Auto make Dex checks (if possible)
				Level 18: Can 1 for 1 ability score trade in dungeon
18	Living Shrew	No	No	Level 1: +LVL" movement rate
				Level 9: Resist Fire; Resist Air; Resist Light; Flying
				Level 18: 1bF, 1/reset: Object or Insist.
19	Intelligent Sister Carrie	Yes	No	Level 1: Wild talent in Champions psionics (Psi 81).
				Level 9: If spend an extra spell: Spell is x2 multiplier
				Level 18: Luckstone; x2 P15Ps (Psi15)
20	Rian's Dreamscape Komodo dragon	Yes	Yes	Level 1: x1.5 money.
				Level 9: 0, 1/t: Counter an effect that targets you
				Level 18: You get +1RV action for material componenting.
21	The Immaterium The Way Of All Flesh	Yes	No	Level 1: 1M, 1/r: Swap two targets positions.
				Level 9: 1P: Disintegrate 1 target by touch (save)
				Level 18: Luckstone; x2 P15Ps (Psi15)
22	Demiplane of Consciousness U.S.A.(Trilogy)	Yes	Yes	Level 1: Familiar has double statistics of normal
				Level 9: Duplicate 1000 item XP ioun stone; +3 ioun slots
				Level 18: 180F actions, 1/year: +1RA action.
23	Manny's Chimpanzee	Yes	No	Level 1: Resist Cold; Flying
				Level 5: 25% IR; Detect Good; Detect Magic; Regenerate 1 hp/r; 1/t: Invisibility; 1/d: Suggestion
				Level 27: Snake; Immune Plasma & Sun & AntiMatter & Fusion & Radiation & Gravity
24	The Ozone Tropic Of Cancer	No	No	Level 1: +2 Int
				Level 9: No movement restrictions in water
				Level 18: Sustain Str, Dex, Con
25	Living Scoop	No	Yes	Level 1: +2 Int
				Level 9: x5 the integer bonus given from another "Number" familiar.
				Level 36: "iun" Phoenix Sanctuary.
26	Demiplane of Consciousness Champion	No	Yes	Level 1: Familiar has double statistics of normal
				Level 9: Resist Fire; Resist Air; Resist Light; Flying
				Level 18: Rogue chart from Level 1 becomes Level 6
27	The Ozone Visitor	No	Yes	Level 1: Immune Dust
				Level 9: Each level: +1 TH or +1 dmg with melee attacks
				Level 18: Flying; Extra -CL to saves vs. your spells
28	Rian's Clone	No	Yes	Level 1: x1.5 (round down) # of psi powers
				Level 9: Rogue chart from Level 1 becomes Level 3
				Level 18: 2M: Shapechange; +CL saves; Immune Fire
29	Broken Ram	No	No	Level 1: +2 Wis
				Level 9: +1 Str/Dex/Con
				Level 18: +1 spell/psi power in a progression (that you have)
				Level 1: Flying; Resist Light & Heat

30	Dancing Donkey	No	Yes	Level 9: Drain 1 Dex/weapon hit Level 18: +50% base Non-Weapons; 1M: Psi6G Escape
31	The Ozone Wombat	No	No	Level 1: +CL*5% WR Level 9: Resist Charm & Blunt; +1V action Level 18: When setting bad precedents, you benefit as if the precedents were good.
32	Manny's Light In August	Yes	No	Level 1: 1M, 1/h: Animal Friendship Level 9: +25% Dex/Wis based Rog abilities Level 18: Destroy your portrait: Regain your soul.
33	Living Lolita	Yes	Yes	Level 1: +1 metal file, slice of pie, and a container of brandy. Level 9: 1V, Eat a plant: Gain plant's max hp until next reset Level 18: +LVL AC; Immune water,earth,dust
34	Jay's Clone	Yes	Yes	Level 1: -2 size; Pass Wall Level 9: Duplicate a Cockatrice Familiar CF=5, SN=5: Level 18: +3^(3^3) AC, +4^(3^3) saves, +3^(3^3) hp.
35	Funny Farm Dinosaur	Yes	No	Level 1: +1 full level with Psi8/Technomancer Level 9: +10 comprehensibility depth (overwrites level 1). Level 18: Lernaean on limbs (Max = double)
36	Demiplane of Consciousness The Prime Of Miss Jean Brodie	No	No	Level 1: Half cost when buying DL=1 or less hirelings. Level 9: 1V, 1/t: Generate a Potion of Heal (value 0 item XP) Level 18: 1X: Summon a DL 10+LVL/9 Segmented Polar Bearpede named "Koonanook".
37	Broken Cattle	Yes	No	Level 1: Backstorm +1 (you can Backstab twice per opportunity) Level 9: +LVL Mouth's P actions Level 36: +1H action.
38	Manny's The Postman Always Rings Twice	Yes	No	Level 1: LVL*10% Mimic Voices Level 9: All crit ranges on your weapons increased by 1 Level 18: Priest spells cost no P actions
39	Broken [Psi Power]	No	No	Level 1: -1 size; No need for food/water Level 9: 1V, Feed 1000 gp food: Splits into 2 Tribbles Level 18: 1M: Transfer 1 KXP to Pawn
40	Dancing Champion	No	Yes	Level 1: Immune Acid Level 9: +2 Dex; Can use +1V/s Level 18: 1X: Summon a DL 10+LVL/9 Segmented Polar Bearpede named "Koonanook".
41	Manny's Catch-22	Yes	No	Level 1: +2 Str Level 9: Dark Vision Level 18: +[x1] mirrored XP toward Brain on a Dias class.
42	World's Ant	No	Yes	Level 1: Sonar Level 9: +1 natural (or open hand) attack per round Level 27: 1X, 1/h: Ship in a Bottle.
43	Broken Bird	No	No	Level 1: x2 XP in Druid classes Level 9: +CL TH Level 27: Mouth's P: Breathe (any type); 1V: Escape; 1M: Divine Intervention 100%
44	Rick's [Spell]	Yes	Yes	Level 1: Resist Cold; +d(+LVL) dmg on bite attacks Level 9: +4 Str:Efficiency; +1QV (Quick Movement) action Level 36: +1 iTH.

45	Living Pheasant	No	Yes	Level 1: 1M: Stun (save)
				Level 9: 0,1/r, even if Crapped: Remove Minor Crapped.
				Level 18: +LVL to hit; +LVL saves; 0,1/r: Teleport (no sick)
46	Demiplane of Consciousness Iguana	No	Yes	Level 1: Immune Crystal; Resist Water
				Level 9: Resist Acid; Immune Disease
				Level 18: 1P: Reverse Gravity
47	Intelligent Pale Fire	No	Yes	Level 1: +1 LVL Priest progression; extras all Plant sphere
				Level 9: +1 equip slot in any position
				Level 18: Can attack familiars normally (even if immune)
48	Big John's [Psi Power]	Yes	No	Level 1: Vulnerable Mental; +1 to # Psi freq.
				Level 9: Duplicate Mouse & Bat & Targ & Large Black Wolf
				Level 18: Mouth's P: Breathe Hell-fire = current hp
49	Manny's Sassaby	Yes	Yes	Level 1: Spell costs you ½ a spell from memorization to cast
				Level 9: +25% Int/Con based Rogue abilities
				Level 21: Fixed income of 500 kgp per annum (year).
50	Jay's Bull	Yes	Yes	Level 1: Duplicate 300 item XP ioun stone; +1 ioun slot
				Level 5: 35% MR; +4 TH; Your attacks are poisoned (sleep 1d6 d); Detect Invisible; Camouflage
				Level 18: 1V: +1 pp (99%) (or) Annoy a random god (1%)
51	Rian's Dreamscape Object	Yes	Yes	Level 1: Immune Time
				Level 9: Eye's P: 2d6 poison dmg & degen 1 hp/r (no save)
				Level 18: 180F, 1/w: Summon The One Ring for a day.
52	Living Object	Yes	Yes	Level 1: 1M: Alter Size (half or double)
				Level 9: If spend an extra spell: Spell is x2 multiplier
				Level 18: Duplicate Chia Head & Pocket Treant Familiars
53	Maelstrom Champion	Yes	Yes	Level 1: +1 Dex; Vuln. Charm/Weapon/Lightning/Holy
				Level 9: +1 Elderly female Animal Companion named Mrs. Havisham.
				Level 18: +LVL to hit; +LVL saves; 0,1/r: Teleport (no sick)
54	Maelstrom [Spell]	No	No	Level 1: Double effect w/ Light-based (Chromatic/Prismatic)
				Level 9: Spell costs you 0 spells from memorization to cast
				Level 18: Resist Nether
55	Maggot Town Kinkajou	Yes	No	Level 1: +1 Dex; -1 Str
				Level 5: Night Vision; Superior Hearing; Detect Noise 100%
				Level 18: "Miracle 7" and "Wish" may grant psi grand
56	Rian's Dreamscape Visitor	No	No	Level 1: Poisonous attacks (save or 2*LVL dmg)
				Level 9: +level*5% MR; Immune Cold
				Level 18: Can cast that spell for ½ number of actions
57	Maggot Town Kite	Yes	No	Level 1: +2 Str; -1 Chr
				Level 9: x2 dmg
				Level 18: +50% XP if all your classes are not in the standard FMCTP groups.
58	World's Gnu	No	No	Level 1: 1P, sacrifice a Pig: Target escapes and room type is now animal pens.
				Level 9: Immune Fire/Heat
				Level 18: Duplicate Black Panther & Giant Maggot
59	Jay's A Room With A View	Yes	No	Level 1: One level 1 Rogue pick, 20 pts/lvl
				Level 9: +2 Int; Can reroll 1 save per round
				Level 36: +1H action.

60	Rick's A Farewell To Arms	No	Yes	Level 1: Immune to x0 effects
				Level 9: 1V: Pee (Defile Holy Area)
				Level 18: x1 creatures cannot attack you unless attacked
61	Jay's Wallaby	No	No	Level 1: Level 1 Monk Rogue chart; 10 Rogue points per level for this chart
				Level 9: 1F, 1/reset: Random magic item of XPV=LVL*1000.
				Level 36: +1G action.
62	Big John's [Psi Power]	Yes	Yes	Level 1: Flying; Resist Cold; Eye's P: 40 dmg light (save:0)
				Level 9: Immune x1 Insects
				Level 18: Resist Weapon
63	Rick's Parade'S End	Yes	Yes	Level 1: Flying; Resist Cold; Eye's P: 40 dmg light (save:0)
				Level 9: Immune to that element
				Level 18: +6 Int:Reason; +1QP (Quick Physical) action
64	Dancing Crane	Yes	No	Level 1: Resist Cold; Flying
				Level 9: +CL TH
				Level 18: +3 levels for #Att calculation
65	Living Lolita	Yes	No	Level 1: Flying; Resist Cold; Eye's P: 40 dmg light (save:0)
				Level 9: -1V action, +1P action
				Level 18: Mouth's P: Breathe Hell-fire = current hp
66	Don's Number	No	No	Level 1: 1V: Blink (uncontrolled)
				Level 9: -1 Wis; Pick a major from Cat [1], [2], or [3]
				Level 27: Imm Charm/Negative/Holy/Mental/Disease; ? unusual material cost by 1000
67	Demiplane of Consciousness [Spell]	Yes	No	Level 1: +1 Dex; -1 Str
				Level 9: Abilities as per Spider or Monkey familiar
				Level 18: Spell Reflection; 1V: Major Creation
68	Demiplane of Consciousness [Psi Power]	No	Yes	Level 1: Fast-Talking; -1 Chr/Cml
				Level 9: 1M, 1/r: Swap two groups positions.
				Level 18: Rogue chart from Level 1 becomes Level 6
69	Maggot Town Mole	Yes	Yes	Level 1: Familiar has double statistics of normal
				Level 9: Duplicate a Cat Familiar
				Level 18: x2 # of psi powers (replaces the x1.5 at minor)
70	Broken Champion	Yes	Yes	Level 1: +2 Str; -1 Chr
				Level 9: Psi Power costs you 0 slots from memorization to use.
				Level 36: +1H action.
71	Funny Farm Number	Yes	Yes	Level 1: Must be evil; Resist Fire
				Level 9: 1V: Dim Door (no sickness); +LVL*5% InnR
				Level 27: +1RX action.
72	Rick's Weapon	No	Yes	Level 1: Immune to Hell-fire
				Level 9: No Resist with Plant sphere
				Level 18: Immune detrimental effects potions/liquids
73	Big John's Snake	No	Yes	Level 1: Mouth's P (3/d or 1/3r): Breathe (pick a normal Ele.)
				Level 9: This has Familiar Immunity.
				Level 18: Duplicate Crow, Raven, and Wolf Familiars
74	Maggot Town Ibis	No	No	Level 1: 1M: Ethereal Projection
				Level 9: Pony can interject itself (rescue you), not immune
				Level 27: 0,1/r: lvl*10 hp vs. Energy/Phys; 0,1/s: Dim Door; 0,1/s: TK lvl^3 lbs.

75	The Immaterium Cow	No	No	Level 1: Vulnerable Kryptonite; Resist Light; Flying
				Level 9: +LVL*10% PsiR
				Level 18: Double School Robe in Wacky Balls
76	Jay's Cuckoo	No	No	Level 1: 1M, 1/reset: Scry into the next room of a dungeon.
				Level 9: +5 Str and +1 attack with rope attacks.
				Level 18: Half cost when buying hirelings.
77	Rian's Dreamscape The Secret Agent	No	No	Level 1: +1 to any subaility score; Immune Fluffiness
				Level 9: 0, 2/reset: 1 minor familiar pick, use until next reset
				Level 18: Auto power score Dex checks (if possible)
78	Imaginationland Mink	No	Yes	Level 1: +5 to IWC on # mentals calculation
				Level 9: One "Level 54:" ability from a class (no downgrade).
				Level 18: need +CL/3 (round up) weapon to hit you
79	Dancing 1984	No	Yes	Level 1: You regain spells at three times normal rate
				Level 5: Excellent Vision; Detect Illusions and Traps 50% continuous (don't need to ask to use)
				Level 18: Can maintain two "Song" Bard effects
80	Rian's Kowari	Yes	Yes	Level 1: +LVL saves
				Level 9: 25 Str; Sustain Str; Resist Gravity
				Level 18: +LVL AC; +LVL saves; Immune displacement
81	Imaginationland Rhea	Yes	No	Level 1: Resist Cold; 1V: Flying until end of round
				Level 5: Distance Vision; Increase missile and spell ranges by 50%
				Level 18: 0,1/s: Remove Stun/Para
82	Dancing Champion	No	Yes	Level 1: Ultravision (120 yard)
				Level 9: Resist Charm & Blunt; +1V action
				Level 18: Can use that Psi Power for ½ number of actions.
83	Broken A Farewell To Arms	No	Yes	Level 1: +2 Cml
				Level 9: All crit ranges on your weapons increased by 1
				Level 18: Spell Reflection; 1V: Major Creation
84	Manny's [Spell]	No	No	Level 1: Need +LVL/3 (round up) weapon to hit you
				Level 9: No movement restrictions in water
				Level 18: 1P: Incendiary Cloud; 1M: Cloudkill
85	Don's Toucan	No	No	Level 1: -1 size; 1M: Itch cantrip; 1V: Jump
				Level 9: 1P: Shapechange to copy other
				Level 18: Priest spells cost no P actions
86	The Immaterium Echidna	No	No	Level 1: +1 Str; Cannot use missile weapons
				Level 5: Wide Angle Vision (you can't be backstabbed); Water Breathing
				Level 18: Priest spells cost no P actions
87	Maelstrom [Spell]	No	Yes	Level 1: +10% money (gp and item XP)
				Level 9: Immune Fire; Double all dmg dealt and received
				Level 18: +1F Action
88	The Immaterium Armadillo	No	Yes	Level 1: 0, 1/r: Material component a spell
				Level 5: Night Vision; Superior Hearing; +2 Wis
				Level 18: Mouth's P: Breathe Hell-fire = current hp
89	Funny Farm Under The Net	No	Yes	Level 1: Must be good; -1P; +1M
				Level 9: Ethereal Projection
				Level 18: 1M: Whenever someone targets a spell or psi effect in the room, it is redirected to you (treat as a x1 Special).

90	Don's Duck	No	Yes	Level 1: Can choose results from a Wand of Wonder.
				Level 9: +CL/3 Dex
				Level 18: another +3 TH/dmg/AC/saves
91	Maelstrom The Ginger Man	Yes	Yes	Level 1: Fast-Talking; -1 Chr/Cml
				Level 9: +1 Elderly female Animal Companion named Mrs. Havisham.
				Level 18: CL*10% Evasion becomes +CL*10% Evasion
92	Maggot Town [Spell]	Yes	No	Level 1: You get +1 skin from skinning a target.
				Level 9: No limit on sub-ability score "sleazing"
				Level 36: +1 iTH.
93	Big John's [Spell]	Yes	No	Level 1: +1 attack.
				Level 9: Pony can interject itself (rescue you), not immune
				Level 18: 1M: Precognition
94	World's [Psi Power]	No	Yes	Level 1: +1 Dex; -1 Str
				Level 9: Immune to that element
				Level 18: Skinned targets cannot take actions.
95	Broken Koala	No	No	Level 1: AC 0 source; Half movement rate
				Level 9: 1M: Annoy/Taunt a creature (no save)
				Level 18: 0,1/s: Remove Stun/Para
96	Rick's The Way Of All Flesh	Yes	Yes	Level 1: Resist Cold
				Level 9: 1M, 1/r: Swap two groups positions.
				Level 18: Double School Robe in Wacky Balls
97	Compound Eland	No	Yes	Level 1: One level 1 Rogue pick, 15 pts/lvl
				Level 9: Rogue chart from Level 1 becomes Level 3
				Level 18: 1F,1/d: Time Travel; +150 Rogue points
98	World's Ragtime	No	No	Level 1: 1M: Ethereal Projection
				Level 9: +2 Cml; Duplicate minor pick from animal familiar
				Level 18: Auto power score Chr checks (if possible)
99	The Immaterium Gecko	No	Yes	Level 1: +2 Str; -1 Chr
				Level 9: +25% Dex/Wis based Rog abilities
				Level 18: 0,1/s: Recall
100	Broken The Sound And The Fury	No	No	Level 1: +LVL" movement rate
				Level 9: Resist Acid; Immune Disease
				Level 18: x2 effect & No Resist w/ effects with "Cloud" in name