

WIZARD STAFF FAMILIAR

	Granted Ability		Scribe Spell on Staff (# = Class level + Int Mod)
	Hardness		
	Hit Points		
	Spell Mastery		
Notes			
Staff Name:			

The Wizard's Staff Familiar follows the same rules as a regular familiar. A staff familiar is a normal staff that gains new powers and becomes a magical staff when created by a sorcerer or wizard. Only a Masterworked staff may become a familiar, it may be enchanted magically.

A staff familiar also grants special abilities to its master (a sorcerer or wizard), this is either a +3 to Concentration, Spellcraft **OR** Knowledge Arcana. These special abilities apply only when the master is holding the staff familiar.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar Basics:

Hardness: Hardness equals 5 + the hardness modifier found on the table below

Hit Points: The familiar has 5 plus one-half the master's total hit points (not including temporary hit points), rounded down.

Saving Throws: For each saving throw, use the master's (as calculated from all his classes)

Spell Mastery: Choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook. These spells are stored in the staff and you must possess the staff in order to memorize them.

Scribe Spell on Staff: As Scribe Scroll. Scribing a spell on the staff takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level \times its caster level \times 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

You may Scribe a number of spells on your staff equal to your Class level plus your Int Mod.

Class Level	Hardness	Special
1st–2nd	+1	Spell Mastery in Staff, Mage Hand on Staff, Scribe Spell on Staff
3rd–4th	+2	Deliver touch spells, Locate Object on Staff
5th–6th	+3	Detect Magic by touching Staff to object
7th–8th	+4	Identify at Will by touching Staff to object
9th–10th	+5	—
11th–12th	+6	Telekinesis on Staff at Will
13th–14th	+7	<i>Scry</i> on Staff
15th–16th	+8	—
17th–18th	+9	—
19th–20th	+10	—