

Talismans, Totems, and Familiars

In the world of magic there are ways to increase your personal power and access to the arcane. This article discusses three variations on a common power source, Talismans, Totems, and Familiars. Often these are called 'Companion Spirits', along with the Druidic Companion Animal. The Druid's companion is not an individual spirit but rather the gestalt of a species. Similarly a Cleric's Holy Symbol is technically a Talisman whose power source is the gestalt of the deity that imbues it.

Talisman spirits inhabit a small, inanimate object that is shaped similar to their chosen form. Talismans are the most varied power source while also being the weakest. The abilities a Talisman often exhibit include Magical Skills, Abjuration, Transformation, Healing, Focus, Luck, and Ritual Vessel.

Totemic spirits do not inhabit a physical form and instead remain in their spirit form. Their primary abilities are Guardian, Form Attributes, and Diviner, while some rare Totems may have the ability of Far Reach.

Familiars are the strongest power source and have the special ability to take the form of a Totem, a Talisman, or manifest as a living creature of its chosen form. The abilities that the Familiar has changes depending on the form it holds. In creature form it often has the abilities of Guardian, Protector, Forager, Spy, Far Reach, Form Attributes and Magical Skills. More powerful spirits may exhibit the abilities of Mana Pool, Spell Lists, or provide other assistance.

Calling a spirit is a single use magical exploit of 'Call Companion Spirit' that is accessed for free by the Mage III tradition and the Diabolist III traditions. Alternatively any Mage based tradition can purchase this exploit, for a Talisman the ritual cost 100xp and can be cast by any Mage-based tradition, for a Totem the cost is 300xp and requires at least two ranks in any Mage-based traditions, for Familiars the cost is 500xp and requires at least three ranks.

The ritual has a base material component cost, and higher ranked spirits may be called with an increasing expenditure of material components as shown in the table 1. These material components vary and are aligned with the plane of origin and the intended form of the spirit. As sometimes the spirit may arrive in a slightly different form than planned, it is usually best to acquire a living creature that matches the form desired. One can simply cast the ritual in an area that that type of creature is normally found and hope that the spirit can find the exact form desired.

Planes

In myth the world we live in is considered as the Prime or Middle plane where un-aligned beings are born, live, and die. A mortal plane filled with wonder. This plane is bounded below by the Abyss or Underworld, the dwelling place of Evil creatures such as demons, devils, and the like. Bounded above is the Celestial, wherein angelic beings of Good dwell. Then alongside is the home of the Fey, the Sidhe, a land of nature in full bloom. Other planes exist such as the Elemental Planes, but planar boundaries to these planes flux and migrate in such a way that the pathways to them come and go.

Table 1: Ritual cost

Spirit Ranking	Talisman	Totem	Familiar	Granted Ability
XP cost	100	300	500	0
Base	25	50	100	1
Superior	175	250	400	2
Noble	375	500	750	3
Exalted	750	1000	1500	4
Regal	1250	6000	11000	5
Majestic	27500	75000	125000	6

Building your Companion Spirit is a matter of selecting the origin and the chosen form. The true nature of the spirit can be selected for roleplaying enhancement, but is not required. Select the number of granted abilities for each form that the spirit can inhabit.

Druids, Clerics, and Shamans can also use these rules. The Druids Animal Companion is a spirit from either of the parallel planes, the FeyWild or ShadowFell, which remains in the form of a Familiar. Clerics can obtain Symbols of power that are Talismans from the outer planes. And the Shaman can bind a number of companion spirits equal to her CHA attribute, one of which can be a Totem while the others must be Talismans. The companion spirits must equally share any earned XP, Shamans tend to keep only their Totem spirit bound full time and summon up other talismans as the situation demands.

Origins

Fey Wild	
<p>This plane is parallel to the mortal world and many pathways exist between them. Nature rules and most Flora and Fauna are bigger, healthier and stronger. Goblins, Pixies, Sprites, Nymphs including; Naiads (springs and lakes), Dryads (trees), Traidi (glens), Neriedi (ocean), , Pegai (air), Oreidi (mountains), Afaistaeads (fire), and Kruomaeads (Ice). Brownies, Bogies, RedCaps, Spriggans, and many others</p> <p>As the plane is parallel, the Spirits Gate ability shifts you into the plane at the same geographical location.</p>	
<p>INT 5 LOG 4 WILL 6 CHR 8 MAG 2 LUCK 4</p> <p>Natural Ability: Fast Healing</p> <p>Skills: [Outdoor] Tracking Foraging Herbalism Healing</p> <p>Magical Skills: Summoning</p> <p>Spell Lists: Create Nature, Summon Creature, Heal Creature Evoke Nature, Charm Animal, Abjure Undead, Move Air, Move Space, Move Time</p> <p>Spell Action Focus: None</p> <p>Spell Element Focus: Water, Air, Earth, Fire, or Ice</p>	
Talisman	Luck, Spell List, Magical Skill
Totem	Share Skill, Guardian, Spell List, Spell Element Focus
Familiar	Protector, Spy, Transformation, Share Skill, Share Mana, Spell Element Focus

ShadowFell	
<p>This plane is parallel to the mortal world and many pathways exist between them. Death and darkness rules and most Flora and Fauna are sickly, twisted, or undead. Ghosts, Shadows, and undead of various sort abide here.</p> <p>As the plane is parallel, the Spirits Gate ability shifts you into the plane at the same geographical location.</p>	
<p>INT 4 LOG 4 WILL 8 CHR 2 MAG 1 LUCK 0</p> <p>Natural Ability: Detect Life</p> <p>Skills: Stealth, Perception</p> <p>Magical Skills: Illusion</p> <p>Spell Lists: Summon Shadow, Evoke Shadow, Move Fire, Move Death</p> <p>Spell Action Focus: Drain</p> <p>Spell Element Focus: Lava, Ooze, Mist, Lightning, or Shadow</p>	
Talisman	Spell List, Magical Skill
Totem	Share Skill, Guardian, Spell List, Spell Element Focus
Familiar	Protector, Spy, Share Skill, Share Mana, Spell Element Focus

The Abyss, Hades, Hell, Stygian Depths, the UnderWorld	
<p>This plane is adjacent to the mortal world and limited pathways exist between them. Demonic beings rule over the land. Imps, Quasits, Fiendish creatures, demons, and devils reside here.</p> <p>As the plane is adjacent, the Spirits Gate ability shifts you into the plane at the primary entrance, whether that be the River Styx, the Gates of Hell, or some other location. Returning is usually to the location you left.</p>	
<p>INT 4 LOG 4 WILL 8 CHR 2 MAG 1 LUCK 0</p> <p>Natural Ability: Vampiric Strike</p> <p>Skills: Stealth, Perception</p> <p>Magical Skills: Illusion, Compel</p> <p>Spell Lists: Summon Shadow, Evoke Shadow, Move Fire, Move Death</p> <p>Spell Action Focus: Drain</p> <p>Spell Element Focus: Any Death element</p>	
Talisman	Abjurer, Spell List, Magical Skill
Totem	Abjurer , Share Skill, Guardian, Spell List, Spell Element Focus
Familiar	Abjurer, Protector, Share Skill, Share Mana, Spell Element Focus

Celestia, Bytopia, Elysium, Beastlands, Arborea, Heaven	
<p>This plane is adjacent to the mortal world and limited pathways exist between them. Angelic beings rule over the land. Archons, angels, Celestial creatures, Dragons and Psuedo-Dragons reside here.</p> <p>As the plane is adjacent, the Spirits Gate ability shifts you into the plane at the primary entrance, whether that be the Pearly Gates, or some other location. Returning is usually to the location you left.</p>	
<p>INT 4 LOG 4 WILL 8 CHR 2 MAG 1 LUCK 0</p> <p>Natural Ability: Smite</p> <p>Skills: Stealth, Perception</p> <p>Magical Skills: Divine, Charm</p> <p>Spell Lists: Summon Shadow, Evoke Shadow, Move Fire, Move Death</p> <p>Spell Action Focus: Drain</p> <p>Spell Element Focus: Any Life element</p>	
Talisman	Abjurer, Spell List, Magical Skill
Totem	Abjurer , Share Skill, Guardian, Spell List, Spell Element Focus
Familiar	Abjurer, Protector, Share Skill, Share Mana, Spell Element Focus

Elemental Planes (Fire, Lava, Earth, Ooze, Water, Mist, Air, Lightning, Life and Death)	
These planes are adjacent to the mortal world and limited pathways exist between them. The Elemental Chaos makes these planes dangerous to travel to. As the plane is adjacent, the Spirits Gate ability shifts you into the plane at a random location, also returning is usually to the place you left.	
INT 4 LOG 4 WILL 8 CHR 2 MAG 1 LUCK 0 Natural Ability: Immunity to [Element] Skills: None Magical Skills: Infuse, Create, Move Spell Lists: Summon [Element], Evoke [Element], Move [Element] Spell Action Focus: Summon Spell Element Focus: The planes primary element and the four adjacent elements as shown on the Elemental Sphere	
Talisman	Abjurer, Spell List, Magical Skill
Totem	Abjurer , Share Skill, Guardian, Spell List, Spell Element Focus
Familiar	Abjurer, Protector, Share Skill, Share Mana, Spell Element Focus

Forms

Some information drawn from <http://www.astralmagick.com/astral-magick-animal-totems-top-2.html>

Bat	
Mouse with wings. Funny little thing	
STR 1 AGI 8 END 5 MAG +2 Natural Ability: Dark Vision Skills: Stealth, Fly Magical Skills: Drain Spell Lists: Move Air, Evoke Death Spell Action Focus: Drain Spell Element Focus: None	
Talisman	Form Attribute, Spell List, Magical Skill
Totem	Form Attribute, Share Skill, Guardian, Spell List
Familiar	Spy, Far Reach, Guardian, Share Skill, Share Mana,

Cat	
Cats are generally associated with Witches	
STR 2 AGI 8 END 5 LUCK +4 MAG +2 Natural Ability: Soft Landing Skills: Stealth, Perception Magical Skills: Hex Spell Lists: See Light Spell Action Focus: None Spell Element Focus: None	
Talisman	Form Attribute, Abjurer, Spell List, Magical Skill
Totem	Form Attribute, Share Skill, Guardian, Spell List,
Familiar	Spy, Far Reach, Share Skill, Share Mana

Planar Construct or Homunculi	
Crystal: Hard-edged creature that fires crystal shards Gloom: Misshapen brute surrounded by an aura of despair Ash: Skeletal creature filled with smoke and cinders Battle-Glory: Shambling mound of armor, bones, and weapons of fallen warriors Gear: A clockwork golem Shackle-Lock: created from a mass of chains and manacles Wood-wrath: a mass of leaves, sharp thorns, and wooden spikes	
STR 5 AGI 6 END 4 LUCK +0 MAG +2 Natural Ability: Enhances Defense, Shard Cast {Evoke Nature 30' range 1D6 damage}, Improved Shard Cast Damage, Enhanced Endurance, Hold Breath Skills: WoodSmith, MetalSmith, Alchemy Magical Skills: Create, Craft Potion Spell Lists: None Spell Action Focus: Any Spell Element Focus: None	
Talisman	Form Attribute, Magical Skill
Totem	Form Attribute, Share Skill, Guardian,
Familiar	Forager, Far Reach, Share Skill, Magical Skill, Spell Element Focus

Lizard	
Lizards are a symbol of change and new beginnings	
STR 2 AGI 6 END 5 MAG +2 Natural Ability: Enhanced Agility, Regenerate Limbs, Camouflage Skills: Climb, Stealth, Healing Magical Skills: Transform Spell Lists: None Spell Action Focus: Transform Spell Element Focus: Water	
Talisman	Form Attribute, Magical Skill, Spell Element Focus
Totem	Form Attribute, Share Skill, Guardian, Spell Action Focus,
Familiar	Transform, Share Skill, Magical Skill, Spell Element Focus

Raven	
The Raven gains one free language in which it can communicate	
STR 2 AGI 8 END 3 LOG +2 Natural Ability: None Skills: Stealth, Perception Magical Skills: Weave Spell Lists: Translate Spell Action Focus: See Spell Element Focus: Death	
Talisman	Spy, Spell Action Focus, Spell List, Magical Skill
Totem	Spy, Share Skill, Guardian, Spell List,
Familiar	Spy, Transformation, Far Touch, Share Skill, Magical Skill

Scorpion	
The Scorpion animal totem is a strong spirit indeed and its magical properties are one of the most influential of all animal totems. Strength in leadership, long lasting endurance, the wisdom to wait, higher self-esteem and so much more can be integrated into the spirit of the possessor of the Scorpion.	
STR 4 AGI 5 END 7 CHA +2 Natural Ability: SOAK Poison 5, Poisoned Strike Skills: Climbing Magical Skills: Infuse Spell Lists: Infuse Earth, Infuse Air, Infuse Fire Spell Action Focus: Infuse Spell Element Focus: None	
Talisman	Form Attribute, Share Skill, Magical Skill
Totem	Form Attribute, Spy, Share Skill, Guardian, Spell Action Focus
Familiar	Guardian, Protector, Share Skill, Enhanced Endurance

Spider	
Spider spirits enhance casting of complex spells	
STR 4 AGI 8 END 5 LUCK +0 MAG +3 Natural Ability: SOAK Poison 5, Fast Climb Skills: Climbing Magical Skills: Any Spell Lists: None Spell Action Focus: Any Spell Element Focus: Any	
Talisman	Form Attribute, Share Skill, Magical Skill
Totem	Form Attribute, Spy, Share Skill, Guardian, Spell Action Focus
Familiar	Transformation, Share Skill, Share Mana

Snake	
Transformation and Undead	
STR 4 AGI 8 END 6 LUCK +0 MAG +1 Natural Ability: SOAK Poison 5, Camouflage, Long Shift, Poisoned Strike Skills: Climbing, Stealth Magical Skills: Transform Spell Lists: Summon Undead Spell Action Focus: Transform Spell Element Focus: Undead	
Talisman	Form Attribute, Share Skill, Magical Skill
Totem	Form Attribute, Spy, Share Skill, Guardian, Spell Action Focus
Familiar	Protector, Magical Skill, Spell List, Spell Element Focus

Toad	
Healing	
STR 1 AGI 6 END 6 LUCK +0 MAG +4 Natural Ability: None Skills: Healing Magical Skills: Heal Spell Lists: Any Spell Action Focus: Heal Spell Element Focus: Any	
Talisman	Healing, Share Skill, Magical Skill, Spell Element Focus
Totem	Share Skill, Guardian, Spell Action Focus
Familiar	Healing, Share Skill, Share Mana, Spell Element Focus

Imp	
Evil Only	
STR 5 AGI 8 END 5 LUCK +2 MAG +2 Natural Ability: Abjure Good, Smite Good, Soak Evil 10 Skills: Disguise, Create Poison, Diplomacy, Lie Magical Skills: Alchemy, Spellcraft, Summon, Compel Spell Lists: Any Spell Action Focus: None Spell Element Focus: None	
Talisman	Form Attribute, Share Skill, Magical Skill, Lucky
Totem	Form Attribute, Spy, Share Skill, Guardian, Spell Action Focus
Familiar	Transformation, Share Skill, Share Mana

Special Forms

Wolf	
Druid Companion or Shaman Totem The Wolf is the Keeper of the Night and the Warrior of the Grassland.	
STR 6 AGI 8 END 8 LUCK +0 MAG +0 Natural Ability: Scent, Low-light Vision, Long Shift, Improved Ambush Skills: Tracking, Survival, Unarmed Strike Magical Skills: Spell Lists: None Spell Action Focus: None Spell Element Focus: None	
Talisman	Form Attribute, Share Skill, Guardian, Enhanced Agility
Totem	Form Attribute, Share Skill, Guardian, Spell Action Focus
Familiar	Form Attribute, Guardian, Protector, Share Skill,

Bear	
Druid Companion or Shaman Totem The Bear are wise healers and protection..	
STR 10 AGI 6 END 8 LUCK +0 MAG +0 Natural Ability: Scent, Low-light Vision, Long Shift, Improved Ambush Skills: Tracking, Survival, Unarmed Strike Magical Skills: Spell Lists: None Spell Action Focus: Healing Spell Element Focus: None	
Talisman	Form Attribute, Share Skill, Guardian, Enhanced Agility
Totem	Form Attribute, Share Skill, Guardian, Spell Action Focus
Familiar	Form Attribute, Guardian, Protector, Share Skill,

Skeletal Construct	
Related to Fire	
STR 4 AGI 8 END 5 LUCK +0 MAG +3 Natural Ability: SOAK Poison 5, Fast Climb Skills: Climbing Magical Skills: Any Spell Lists: None Spell Action Focus: None Spell Element Focus: Fire	
Talisman	Form Attribute, Share Skill, Magical Skill
Totem	Form Attribute, Spy, Share Skill, Guardian, Spell Action Focus
Familiar	Transformation, Share Skill, Share Mana

Common Spirit Abilities are listed below. The number in parenthesis indicate the number of enhancement slots that ability uses up if higher than one.

- **Abjuration**
 - Evil Eye: once per day trigger a medium power Hedging spell
 - (2) Shield: maintain a low power Hedging spell
 - (2) Hags Eye: once per day trigger a high power Hedging spell
 - (3) Bar: maintain a medium power Hedging spell
 - (4) Expel: maintain a high power Hedging spell
- **Diviner**
 - Bones: receive a Yes/No for one simple question {repeatable}
 - Eyes: once per day receive a mental image of a location for up to one minute, INT check to ensure the right location is selected {repeatable, 10 minutes, 30 minutes, hour, 2 hours, 4 hours, 8 hours}
 - (2)Ears: receive one minute of audio from a location, INT check to ensure the right location is selected {repeatable, 10 minutes, 30 minutes, hour, 2 hours, 4 hours, 8 hours}
 - (4) Self: for up to one minute, perceive the world as if you were standing at a location, INT check to ensure the right location is selected {repeatable, 10 minutes, 30 minutes, hour, 2 hours, 4 hours, 8 hours}
 - (5) Commune: once per week the spirit can ask a more powerful being from its plane up to three questions and return with the answers.
- **Far Reach**
 - Touch, the spirit may deliver a touch-based spell cast by its master. The spirit must be in contact with the master when the spell is cast.
 - Held Touch, the spirit may hold a touch based spell, allowing the caster to cast a second touch based spell without losing the first.
 - Ranged Touch {repeatable} the spirit can be one range distance away from the caster when the touch based spell is cast
 - (requires Ranged Touch) the spirit can be the origin for any spell cast
- **Focus**
 - Reduced spell list cost, based on the specific form
 - Reduced difficult to cast spell lists, based on the specific form
- **Forager**
 - Find things based on the specific form
- **Form Attributes**
 - The master gains a natural aspect of the spirits chosen form
- **Guardian**
 - (0) Alarm, While the master is sleeping, the guardian stands watch and wakes the master when there is danger.
 - Enhanced Awareness, -1die to opponents attempt to ambush.
 - Enhanced Physical Defenses, +2 to Physical Defense.
 - Enhanced Mental Defenses, +2 to Mental Defense.
- **Healing**
 - Heal Life Cantrip once per day
 - +1 Die to healing spells usable only for damage to health
 - +1 Die to healing spells usable only in trade for removing disease or affliction

- **Luck**
 - +1 die to the masters Luck pool
 - (3) Luck dice explode on a 5 or better
- **Magical Skills**
 - Spirit has one or more Magical Skills based on the chosen form. Skill dice may be added to the master's check as long as the spirit is nearby. These additional dice are capped by the masters own skill pool.
- **Share Mana**
 - The spirit can channel Mana points to its master at a 2 for 1 ratio and must maintain contact until the points are used in a spell.
 - (3) The spirit can channel Mana points to its master at a 1 for 1 ration and must remain in contact until the points are used in a spell.
- **Share Skill**
 - The master uses the spirits skill dice in addition to his own. The number of additional skill dice cannot exceed the number of skill dice the master has.
- **Protector**
 - (0) The spirit is willing to join combat
 - The spirit has the Protector exploit
 - A selected natural attack gains +1d to damage {repeatable}
 - A selected attack gains +1die to hit {repeatable}
- **Ritual Vessel**
 - The spirit can hold Mana for use in a Ritual casting
- **Spell List**
 - The spirit knows a spell list that the master can use, see specific forms
 - (2)The spirit has spell list mastery over a spell list that increases the masters MP limit for that list by 5, see specific forms.
 - (3)The spirit has spell element mastery of a spell element that increases the masters MP limit by 5 for spells that use that element, see specific forms.
 - (3) The spirit has spell element mastery of a spell action that increases the masters MP limit by 5 for spells that use that action, see specific forms.
- **Spy**
 - Sense Link, once per day the master can concentrate and view the world through the spirits senses
 - Tongues {repeatable} the spirit learns one language it can communicate in.
 - Reporter, the spirit can verbally report back on a location it was sent to spy on, to include conversations that it can understand
 - Far Traveler; the spirit can wander up to 10 miles away from its master.
- **Transformation**
 - The spirit can Transform into a full sized image of its master
 - The spirit can Transform into a larger or smaller version of its form, gaining physical changes in the process
 - The spirit can transform into an alternate form, gaining the physical attributes of that form but retaining its spiritual abilities of its chosen form

Companion Spirits: are intelligent beings and benefit from their time in servitude. Immortal creatures are generally unable to increase their own personal power through experience, unlike Mortals. The link that the Companion Spirit shares with the mage allows the spirit to access this mortal ability. They gain one fourth of their masters experience points, which may be spent on improving existing skills, attributes, and exploits.