

Randomly Generated CF=1 Familiars

#	Familiar Name	Natural?	Mount?	Abilities (CF=1; Get 'non-level one' picks 0 levels early)
1	World's The Good Soldier	No	No	Level 1: Need +LVL/3 (round up) weapon to hit you
				Level 9: +1 spell/psi power in a progression (that you have)
				Level 27: Pick any 3 on this list; Spend level^2 Stat points /d or it eats you
2	Broken Weapon	Yes	Yes	Level 1: (5*CL)% RR; Death is at -10-LVL hp
				Level 9: +LVL TH
				Level 18: +1 head in the image of a Puggle.
3	Manny's The Day Of The Locust	Yes	Yes	Level 1: Resist Light
				Level 5: 15% RR; Dex becomes 18 (unless already better); Cannot be surprised; +2 saves
				Level 18: Instead do x2 hp [stacks with everything]
4	Rian's Dreamscape Baboon	No	No	Level 1: 1M,1/reset: Summon a DL=LVL Witch.
				Level 9: another +2 TH/dmg/AC/saves
				Level 27: 0,1/r: lvl*10 hp vs. Energy/Phys; 0,1/s: Dim Door; 0,1/s: TK lvl^3 lbs.
5	Compound Champion	No	No	Level 1: Free Soma drug (Astral Projection; -SL Int; can't attack).
				Level 9: All your weapons do x2 damage but of that element
				Level 27: 10F: Destroy Plane you're in; Feed lvl*100 character XP /d or goes off
6	Imaginationland Kingfisher	Yes	No	Level 1: +CL*5% WR
				Level 9: Your weapons are Rot Grub blades (death 1r later)
				Level 18: +3 levels for #Att calculation
7	Maelstrom Light In August	No	No	Level 1: Invisibility
				Level 9: +1 natural (or open hand) attack per round
				CF=5, SN=5: Level 18: +3^(3^3) to hit, +3^(3^3) melee damage.
8	Funny Farm Object	No	No	Level 1: Water Breathing if worn on head (use your imagination).
				Level 9: Resist Fire; Resist Air; Resist Light; Flying
				Level 18: x2 all Psionic pools
9	Don's [Psi Power]	No	No	Level 1: Resist Fire & Disintegration
				Level 5: Superior Hearing; Superior Olfactory power; Detect Danger 50% continuous
				Level 18: Get 2 major & 1 grand familiar picks
10	Manny's The Wapshot Chronicles	Yes	No	Level 1: 1 Necromancy spell per SL is 1 SL lower
				Level 5: Wide Angle Vision (you can't be backstabbed); Water Breathing
				Level 18: 0,1/s: Recall
11	Maelstrom An American Tragedy	Yes	Yes	Level 1: x2 the integer bonus given from another "Number" familiar.
				Level 9: Immune to negative effects of potions.
				Level 18: Can cast that spell for 1/2 number of actions
12	Big John's Number	No	Yes	Level 1: Psi Power costs you 1/2 a spell from memorization to use.
				Level 9: 0,1/s: Friends/Hypnosis; +100% WR
				Level 18: Item costs 0 actions to use
13	Maggot Town Heart Of Darkness	No	No	Level 1: Sustain Str, Int, Wis
				Level 9: x2 PSPs for Psi2
				Level 18: 1M: Charm (no save, no blahR, no irr-blahR)
				Level 1: 1M, 1/d: Legend Lore.

14	World's [Psi Power]	No	No	Level 5: 25% IR; Detect Good; Detect Magic; Regenerate 1 hp/r; 1/t: Invisibility; 1/d: Suggestion Level 18: 1M: Transfer 1 KXP to Pawn
15	Rian's Dreamscape Hippopotamus	No	Yes	Level 1: -1 size; No need for food/water Level 9: +LVL AC; +LVL dmg Level 18: 1M: Rot Grub ball an area
16	Funny Farm Finnegans Wake	No	No	Level 1: +LVL*5% PR Level 9: Immune to a SEL=5 or less offensive status effect. Level 18: +10% XP on "Animal" classes
17	Rian's Visitor	No	Yes	Level 1: Limit of # classes = 5 Level 9: +2 Dex; Can use +1V/s CF=6: Level 18: Pick 2 familiars. Duplicate their level 18 abilities.
18	Broken The Postman Always Rings Twice	No	Yes	Level 1: irr(Own Effects)R (LVL*5)% Level 9: 1P: Target can't take P actions. Level 18: +CL*5% InnR
19	Funny Farm Hawk	Yes	No	Level 1: Always land on feet Level 9: No Resist with Plant sphere Level 18: 1P,1/reset: Slay a familiar.
20	Imaginationland The Moviegoer	Yes	No	Level 1: Spend 5% of current gp, 2/month: +1 Astral Construct in a summon slot. Level 9: +1 natural (or open hand) attack per round Level 18: Familiar can attack and still be immune
21	Don's Weapon	Yes	No	Level 1: 1 Necromancy spell per SL is 1 SL lower Level 9: Monsters must save to notice you each round Level 18: 1M: Know Truename; 1M: Truename
22	World's Object	No	No	Level 1: 1M, 1/h: Bay at a target (Deafness and Exhaustion, Fort 0). Level 9: 1M: Feeblemind a group. Level 18: 0: Target gains a vulnerability to that element
23	Rian's Dreamscape Number	Yes	No	Level 1: Get a bite attack (1d10). Level 9: +LVL/2 saves; +LVL*25 Rogue points Level 18: +CL*5% InnR
24	Rick's Mosquito	No	No	Level 1: Mouth's P (3/d or 1/3r): Breathe (pick a normal Ele.) Level 9: Ignore (that resistance)R Level 18: Rotating Truename
25	Living Giant panda	Yes	Yes	Level 1: Warmth; Immune Fear Level 9: 2 for 3 trading for ability scores Level 18: Your High Frequency Samples are one category higher.
26	Intelligent The Rainbow	No	Yes	Level 1: +2 Con Level 9: 0, 1/r: Fumble Level 18: Alteration spells are 1 SL lower
27	Dancing Object	Yes	No	Level 1: Surface Adherence; Web Walking Level 9: Immune to that element Level 18: 1P: Command no save/blahR
28	Compound Object	Yes	Yes	Level 1: 1M, 1/h: Friends Level 9: All crit ranges on your weapons increased by 1 Level 36: "iun" Phoenix Sanctuary.
				Level 1: +1 Dex; -1 Str

29	Jay's Opossum	Yes	Yes	Level 9: +2 Int; Can reroll 1 save per round Level 18: Get that familiar's major powers; +LVL*3 Rog abilities
30	Compound Sandpiper	Yes	Yes	Level 1: Flying; Resist Light & Heat Level 9: 1/hit: Disease/Insanity (save) Level 18: +LVL AC; +LVL saves; Immune displacement
31	Living Appointment In Samarra	Yes	Yes	Level 1: 1M, 1/d: Remove a berserk/engrage effect Level 5: Superior Hearing; Superior Olfactory power; Detect Danger 50% continuous CF=6: Level 18: Pick 2 familiars. Duplicate their level 18 abilities.
32	The Immaterium Cattle	Yes	Yes	Level 1: (5*CL)% RR; Death is at -10-LVL hp Level 9: Auto make Chr checks (if possible) Level 18: -LVL% irr(that resistance)R on others
33	Imaginationland On The Road	No	Yes	Level 1: x2 movement rate Level 9: +15' (half a "pencil length") reach with melee Level 36: +1 iTH.
34	Rick's Weapon	Yes	Yes	Level 1: Poisonous attacks (save or 2*LVL dmg) Level 5: Distance Vision; Increase missile and spell ranges by 50% Level 18: 1F: Heal
35	Broken The Heart Is A Lonely Hunter	No	Yes	Level 1: Flying; x2 IPs (Psi5) Level 9: Improved Invis Level 18: Immune to a SEL=8 or less offensive status effect.
36	Broken The Naked And The Dead	No	No	Level 1: +1 metal file, slice of pie, and a container of brandy. Level 9: Immune Slow/Stop Level 18: Immune to anything that gives a PP save
37	Rick's Buffalo	Yes	No	Level 1: Don't use 1V on segment 1: +1V this r Level 9: +1V action; +1 attack per P action Level 18: Lernaean on limbs (Max = double)
38	Big John's Salmon	No	No	Level 1: Immune to Hell-fire Level 9: 1V: Lend this familiar to a target. Level 18: ±LVL/5 with random rolls such as wand of wonder, etc.
39	Rian's Orangutan	No	Yes	Level 1: Immune Acid Level 9: One level 9 Rogue pick, another 10 pts/lvl Level 18: CL*10% Evasion becomes +CL*10% Evasion
40	Broken Leopard	No	Yes	Level 1: x2 the integer bonus given from another "Number" familiar. Level 9: Get 3 minor familiar picks Level 18: Skinned targets cannot take actions.
41	Imaginationland Champion	Yes	Yes	Level 1: Resist Lightning; Continual Light CL' radius Level 9: 1P: Shapechange to copy other Level 18: Divination spells another 1 SL lower
42	Manny's Starfish	No	No	Level 1: +1 attack. Level 5: Excellent Vision; Detect Illusions and Traps 50% continuous (don't need to ask to use) Level 18: You get +1RV action for material componenting.
43	Intelligent Weapon	Yes	Yes	Level 1: d+4 shift with natural weapons Level 9: 1M: Potion Ball of Soma. Level 18: If this familiar is lended, you may travel with it.
				Level 1: 1M, 1/h: Bay at a target (Deafness and Exhaustion, Fort 0).

44	Rian's Dreamscape kea panda	No	Yes	Level 9: +LVL AC; Immune Air Level 18: Can 1 for 1 ability score trade in dungeon
45	Compound Go Tell It On The Mountain	Yes	Yes	Level 1: You may wear an extra ring per finger. Level 9: +25% Int/Con based Rogue abilities Level 18: Dragon Cleave.
46	Don's The Death Of The Heart	Yes	Yes	Level 1: +2 Str; -1 Chr Level 9: +LVL*10% MR Level 18: 0,1/s: Recall
47	Demiplane of Consciousness Sheep	No	Yes	Level 1: +1 spell/psi power in a progression (that you have) Level 5: 15% RR; Dex becomes 18 (unless already better); Cannot be surprised; +2 saves Level 18: 0, 1/reset: Add 3G or GGG to mana pool
48	Demiplane of Consciousness U.S.A.(Trilogy)	No	Yes	Level 1: +LVL*5% IR Level 9: 1P: Disintegrate 1 target by touch (save) Level 18: Divination spells another 1 SL lower
49	Maggot Town Wombat	No	No	Level 1: One "Level 36:" ability from a class (no downgrade) Level 9: Ignore Rabbit familiar immunity. Level 18: Immune to anything that gives a PP save
50	Rian's The Magnificent Ambersons	Yes	No	Level 1: +LVL AC Level 9: +LVL Mouth's P actions Level 18: Duplicate Chia Head & Pocket Treant Familiars
51	Dancing Clone	No	No	Level 1: +1 Str; Cannot use missile weapons Level 9: +10% XP on Guard,Shama,WDoct,Scout,Psi#A Level 36: +1 iTH.
52	Manny's Red deer	Yes	No	Level 1: Duplicate Rat Familiar; -LVL Cml; -LVL/2 Chr Level 5: Night Vision; Superior Hearing; Detect Noise 100% Level 18: +1 spell/psi power in a progression (that you have)
53	Broken Point Counter Point	Yes	No	Level 1: 1P, 1/h: Create regurgitated Food and Water (it's still good). Level 9: 25 Str; Sustain Str; Resist Gravity Level 18: Can maintain two "Song" Bard effects
54	Rian's 1984	No	No	Level 1: d+4 shift with natural weapons Level 9: Duplicate a Polar Bear Familiar; Eye ray is (save:½) Level 18: Can wear any number of gauntlets
55	The Ozone The Bridge Of San Luis Rey	Yes	No	Level 1: May "levitate" a shield (no arm needed) Level 9: +1 spell/psi power in a progression (that you have) Level 27: +Str Int; +Dex Wis; +Con Chr; Str=Dex=Con=0; Astral Projection
56	Living Object	Yes	Yes	Level 1: Always land on feet Level 9: One level 9 Rogue pick, 15 pts/lvl Level 18: +10% XP Psi8/Technomancer
57	The Ozone Sons And Lovers	No	Yes	Level 1: Flying; 1F: Sense Danger Level 9: Get 3 minor familiar picks Level 18: 1P, one attack roll: If hit, target Flushed (SEL=8).
58	Living Kangaroo	Yes	No	Level 1: Duplicate 300 item XP ioun stone; +1 ioun slot Level 9: Duplicate Mouse & Bat & Targ & Large Black Wolf Level 18: need +CL/3 (round up) weapon to hit you
				Level 1: 1M, 1/d: Remove a berserk/engrage effect

59	Manny's Herring	No	No	Level 9: -LVL/+LVL*2 Striking; -1M; +2P Level 18: 1P,1/reset: Slay a familiar.
60	Compound Red deer	No	No	Level 1: 180F actions, 1/year: +1 A action. Level 9: +150 Rogue points Level 18: +1F Action
61	The Immaterium The Prime Of Miss Jean Brodie	Yes	Yes	Level 1: Get a bite attack (1d10). Level 9: All your weapons do x2 damage but of that element Level 18: 0, 1/reset: 1 major familiar pick, use until next reset
62	Big John's Champion	No	Yes	Level 1: Immune Disease/Curses Level 9: Mouth's P: Breathe (normal element or poison) Level 18: 1M: Combine two legions of enemies into one legion (no save).
63	Rian's Raccoon	Yes	Yes	Level 1: Vulnerable Water & Alcohol Level 9: One "Level 54:" ability from a class (no downgrade). Level 18: +3 levels for #Att calculation
64	Jay's Go Tell It On The Mountain	Yes	Yes	Level 1: Blinds Clairnasience Level 9: +LVL TH Level 18: Get that familiar's major powers; +LVL*3 Rog abilities
65	Don's Pheasant	No	No	Level 1: -LVL/+LVL*2 Striking; -1M; +2P Level 9: x5 the integer bonus given from another "Number" familiar. Level 18: Your Priest spells of SL 0-7 cost only 1/2M to cast
66	Demiplane of Consciousness Clone	Yes	Yes	Level 1: Blinds Clairnasience Level 9: 1V: Pee (Defile Holy Area) Level 18: 2M: Shapechange; +CL saves; Immune Fire
67	Manny's Number	Yes	No	Level 1: Flying (18") Level 9: One weak "Level 9:" (or lower) ability from a class Level 18: You get +1RV action for material componenting.
68	Broken Olingo	No	No	Level 1: Immune Acid Level 9: Another Ench/Charm spell per SL is 1 SL lower Level 18: 0: Target gains a vulnerability to that element
69	Imaginationland Ram	No	Yes	Level 1: Resist Necro; +1 final #Att with Kicks Level 9: 1M: Treat Wounds SL=N where N = your LVL. Level 27: 0,1/s: TWE no summ sickness no parting shot; Immune Dimensional Effects
70	Manny's Goose	No	No	Level 1: Mouth's P (3/d or 1/3r): Breathe (pick a normal Ele.) Level 9: -LVL/+LVL*2 Striking; -1M; +2P Level 18: Dragon Cleave.
71	Rian's Jackal	Yes	Yes	Level 1: Immune Nexus Level 9: Haste gives additional +1P only for Wizard spells Level 18: another +3 TH/dmg/AC/saves
72	Rian's Dreamscape Crab	No	Yes	Level 1: +1 Dex; -1 Str Level 9: 1V: Summon a Camarid (HD=CL) to fight for you Level 18: 2M: Shapechange; +CL saves; Immune Fire
73	Demiplane of Consciousness Bison	No	No	Level 1: 1M, 1/h: Bay at a target (Deafness and Exhaustion, Fort 0). Level 9: Immune Cold; Immune Fire Level 18: 1M: Cast any Priest Ele spell of SL 0-7
				Level 1: Flying (12"); No parting shots (either way)

74	Rick's A Room With A View	Yes	Yes	Level 9: Auto make Wis checks (if possible) Level 18: Lost level 9 Int bonus, +100% XP if single-classed.
75	Broken [Spell]	Yes	No	Level 1: Immune Crystal; Resist Water Level 9: 1N, 1/reset: Escape the party back to home (except for you) Level 18: Time/Reality Stability 10' r
76	Demiplane of Consciousness The Ginger Man	No	Yes	Level 1: Must be evil; Resist Liquids Level 9: Your weapons are Rot Grub blades (death 1r later) Level 18: Resist Weapon
77	Maelstrom The Postman Always Rings Twice	No	Yes	Level 1: +LVL" movement rate Level 9: Auto make saves that give Dex bonus Level 18: x1.5 XP in classes not mention in minor/major lists
78	Demiplane of Consciousness Hedgehog	No	Yes	Level 1: One weak "Level 1:" ability from a class Level 9: Ignore Rabbit familiar immunity. Level 18: +10% XP on Edition "0" classes (Ftr0/M-U0/etc.)
79	Maggot Town Sand dollar	No	No	Level 1: Displaced Level 9: 1M: Annoy/Taunt a creature (no save) Level 18: Can wear any number of gauntlets
80	Manny's Lynx	No	Yes	Level 1: (5*CL)% RR; Death is at -10-LVL hp Level 9: +150 Rogue points Level 18: +LVL*25 Rogue points (apply to any Rogue class)
81	Manny's Brave New World	Yes	Yes	Level 1: -1 size; 1M: Itch cantrip; 1V: Jump Level 9: +25% Int/Con based Rogue abilities Level 18: Get the other familiar (Spider or Monkey) abilities
82	Funny Farm Number	Yes	Yes	Level 1: +2 Dex:Balance Level 9: x2 PSPs for Psi2 Level 18: 1M: Charm (no save, no blahR, no irr-blahR)
83	Imaginationland Wallaby	No	No	Level 1: Resist Cold; +d(+LVL) dmg on bite attacks Level 9: +1 Dex; Immune Falling damage Level 18: Another +LVL/2 saves; +LVL*25 Rogue points
84	World's Main Street	No	Yes	Level 1: -1 size; 1M: Itch cantrip; 1V: Jump Level 9: 1bP: Fork. Level 18: Astral Construct/Destruct/etc. summons you control can activate abilities for half the action costs.
85	The Immaterial [Psi Power]	Yes	No	Level 1: +1 Str Level 9: 1P: Cure/Cause 10 hp Level 18: Get 2 major familiar picks
86	Big John's Ibis	No	Yes	Level 1: Spend LVL*1000 gp/d or it eats you; 1 minor pick Level 5: 25% PsiR; Detect Chaos; Detect Psi; 1/t: Poly Self to animal; 1/t: Invisibility; +4 saves Level 18: Can maintain two "Song" Bard effects
87	Manny's Woodpecker	Yes	Yes	Level 1: (5*CL)% RR; Death is at -10-LVL hp Level 9: +LVL/2 saves; +LVL*25 Rogue points Level 18: Your Priest spells of SL 0-7 cost only 1/2M to cast
88	Broken A House For Mr Biswas	Yes	No	Level 1: 1 Necromancy spell per SL is 1 SL lower Level 9: 1N, 1/reset: Escape the party back to home (except for you) Level 18: Flying; Extra -CL to saves vs. your spells
				Level 1: +x1 AT. Can't take P actions.

89	Maelstrom Flamingo	Yes	No	Level 9: +25% Dex/Wis based Rog abilities CF=5, SN=5: Level 18: +3^(3^3) to hit, +3^(3^3) melee damage.
90	Compound Ape	No	Yes	Level 1: Flying; 1F: Sense Danger Level 9: Get 3 minor familiar picks Level 18: need +CL/3 (round up) weapon to hit you
91	The Immaterium Weapon	Yes	No	Level 1: +2 levels for #Att calculation Level 9: Mouth's P: Wild surge Level 27: 1P, touch: Gain intrinsic abilities & hp of slain monster permanently
92	Maelstrom Mammoth	No	Yes	Level 1: +LVL AC Level 9: x5 the integer bonus given from another "Number" familiar. CF=6: Level 18: Pick 2 familiars. Duplicate their level 18 abilities.
93	Broken Starling	Yes	No	Level 1: Free Soma drug (Astral Projection; -SL Int; can't attack). Level 9: Mouth's P, 3/d: Breathe normal element (dmg=hp) Level 18: 1/d: Replace an item's CL with your CL
94	The Immaterium [Spell]	No	Yes	Level 1: Can conduct spell/psi/item effects through Familiar Level 9: +2 Str; Triple carrying capacity; Immune Weakness Level 18: Sustain Str, Dex, Con
95	Dancing Hippopotamus	Yes	Yes	Level 1: Get extra Mage progression of ML=LVL-4 Level 9: +10% money (gp and item XP) Level 18: Ranged attacks are treated as touch attacks.
96	The Ozone Weapon	Yes	No	Level 1: +1 to Limit of # classes Level 9: +LVL TH Level 18: x2 all Psionic pools
97	Rian's Fisher	Yes	Yes	Level 1: Vulnerable Mental; +1 to # Psi freq. Level 9: 1V, sacrifice a subordinate: +1QV next segment. Level 18: 1M: Whenever someone targets a spell or psi effect in the room, it is redirected to you (treat as a x1 Special).
98	Maelstrom The Magus	Yes	Yes	Level 1: +1 to Limit of # classes Level 9: 0, 1/t: Counter an effect that targets you Level 27: Tainted Bear; 1P: Target loses next segment of actions (No Resistance)
99	Demiplane of Consciousness Ironweed	Yes	No	Level 1: +2 Int Level 9: -1V action, +1P action Level 36: "iun" Phoenix Sanctuary.
100	Rian's The Wings Of The Dove	No	Yes	Level 1: "Miracle 5" and "Limited Wish" may grant psi minor Level 9: +1M/r only for psionics; Immune to mental attacks Level 18: 1M,1/r: Use any power of anyone psi-linked to you