

# A Familiar Problem

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YOU are a small magical creature, summoned by a powerful spellcaster as an assistant - but that spellcaster is on something called an "adventure" and has forgotten all about you. You and your companions band together to show the adventurers that you're worth paying attention to. You decide on a vital mission that will help them on the adventure, then set to it.

## How to Play

Make a character by rolling (or choosing) a species, then roll three times on the **POCKET MAGIC** table to determine your spells. When you act and the gamemaster believes the outcome is in doubt, roll a D10 and add the most appropriate stat. If you roll equal to or higher than the difficulty number determined by the GM, you succeed - lower, and you fail. (If you want to make the task easier, break it down into multiple smaller tasks.) If you fail on a 1 or succeed on a 10, the adventurers did something to make the task easier or harder for you - and probably didn't even notice.

When you fail a dangerous task, mark 1 Stress. When you roll a die to resolve an action, if you ever roll equal to or under your Stress, you lose it; ignore the mission and act as outlined in your BREAK. If the other familiars can help you calm down and rescue you from whatever trouble you got into before the end of the scene, set your stress to 0 and continue - otherwise, you disappear off to the Familiar Plane and play no further part in the game.

## Familiar Attributes

- CLEVER.** Talk to people and understand their strange culture.
- FIERCE.** Bite, scratch, scare, and make loud noises
- SLY.** Hide, lie, sneak, disguise, and trick.
- QUICK.** Climb, dodge, outrun, and spot

## Difficulty Number

- 1-5: Easy
- 6: Standard
- 8: Challenging
- 10: Very Difficult



## Your Mission

1. Sabotage the villain's scheme
2. Locate a lost item
3. Find some hidden treasure
4. Help an adventurer find love
5. Rescue an adventurer left for dead
6. Slay an overlooked enemy

## Adventure Location

1. Spooky
  2. Overgrown
  3. Opulent
  4. Very Magical
  5. Ruined
  6. Ancient
1. Dungeon
  2. Tower
  3. Mansion
  4. Castle
  5. Temple
  6. Prison

## Familiars

- 1. Bat**  
Clever +1, Fierce +0, Sly +2, Quick +2  
BREAK: Vengeance
- 2. Crab**  
Clever +2, Fierce +2, Sly +1, Quick +0  
BREAK: Fury
- 3. Frog or Toad**  
Clever +2, Fierce +0, Sly +2, Quick +1  
BREAK: Depression
- 4. Hawk or Falcon**  
Clever +0, Fierce +1, Sly +1, Quick +2  
BREAK: Delusions of Grandeur
- 5. Lizard**  
Clever +0, Fierce +1, Sly +2, Quick +2  
BREAK: Cowardice
- 6. Octopus (on land)**  
Clever +3, Fierce +1, Sly +1, Quick +0  
BREAK: Mania
- 7. Owl**  
Clever +2, Fierce +1, Sly +0, Quick +2  
BREAK: Overconfidence
- 8. Snake**  
Clever +0, Fierce +1, Sly +2, Quick +2  
BREAK: Betrayal
- 9. Rat**  
Clever +0, Fierce +0, Sly +3, Quick +2  
BREAK: Kleptomania
- 10. Raven**  
Clever +2, Fierce +0, Sly +2, Quick +1  
BREAK: Narcissism
- 11. Cat**  
Clever +1, Fierce +1, Sly +2, Quick +1  
BREAK: Megalomania
- 12. Weasel**  
Clever +0, Fierce +2, Sly +2, Quick +1  
BREAK: Paranoia

## • Pocket Magic •

You know three of the following spells that you picked up from reading your master's spellbook. Once you cast any of the spells, they're gone, so use them wisely.

- 1. BUTTERFINGERS.** A target drops whatever they're holding.
- 2. CHANGE FORM.** Take on the form (and stats) of another familiar permanently.
- 3. CONJURE SLICK.** Make a patch of slippery oil.
- 4. DOOR MAGIC.** Open, close, lock, unlock doors. All the classics.
- 5. IGNITE FIRE.** Like lighting a whole box of matches at once.
- 6. LIMITED INVISIBILITY.** Works as long as you don't move.
- 7. MIST.** Fills an area with creepy, obscuring fog for a while.
- 8. SOAK.** Conjure a bucket full of water; bucket not included.
- 9. SPEAK WITH OBJECT.** Objects aren't very interesting, though.
- 10. SUMMON HOLE.** Only a foot or so across, mind you.
- 11. SUMMON HORSE.** Just a regular old horse.
- 12. WIZARD DIGITS.** Light telekinesis with limited fine control.

## THANKS FOR PLAYING!

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