

FAMILIAR FEATS

(Prerequisite: Wizard)

- Increase your Intelligence score by 1, to a maximum of 20.
- You may choose 1 of the feats list below. When you cast the find familiar spell, your familiar gains that ability.
- You may take this feat multiple times to gain additional familiar feats.

Arcane Attunement. Your familiar provides you with one additional attunement slot. The familiar may not be attuned to a magic item while you are using this ability.

If the familiar is reduced to 0 hit points, attunement to the item ends immediately.

Familiar Concentration. If you are the target of an attack while concentrating on a spell, you can use your reaction to transfer concentration of the spell to your familiar. You must use your reaction before you know the result of the attack.

Your familiar must be within 30 feet of you to use this ability and must remain within 30 feet of you for the duration of the spell. You can not cast an additional concentration spell while the familiar is maintaining concentration.

If your familiar is hit by an attack, and they take damage, concentration automatically ends.

Familiar Caster. When you cast a spell into your familiar, it can cast spells with range of Self and gain the benefit of the spell.

Familiar Extension. Your familiar provides you with the following abilities when you cast a range spell.

- You can cast a range spell as if you were casting it from the familiar's location.

- Your ranged spell attacks ignore half cover and three-quarters cover if the creature is in the familiar's line of sight.

Maturing Familiar Your familiar grows in strength as you become more powerful. At 5th level, your familiar can assume the form of a beast with a challenge rating 1/4 or lower. The challenge rating of the beast increases to 1/2 when you reach 9th level, to 1 when you reach 13th level, and to 2 when you reach 17th level. Regardless of what challenge rating your familiar can assume, you must have seen the beast before and know what it is.

Movement. Your familiar gains a movement it does not currently have. The movement speed is equal to its normal walking Speed.

Proficient Familiar. Your familiar gains proficiency in one skill of your choice. Both you and your familiar are then proficient in this skill.

If you already have proficiency in the skill, you gain no benefit.

Protective Familiar. When your familiar is within 5 feet of you, you may use your reaction to take the damage instead of the familiar. In addition, the familiar can use its reaction to take damage from an attack against you, up to its hit point maximum.

This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

Skilled Valet. Your familiar can use up to two of its limbs as if they were hands to carry or manipulate items weighing 5 pounds or less. Any item retrieved or given to the familiar requires no action to complete.

Speech. Your familiar learns and can speak one language that you speak.

Sturdy. Your familiar's hit point maximum equals the hit point number in its statblock or your Constitution modifier times your level, whichever is higher.

Spell Storage. When you prepare your daily spells, your familiar can store a single spell. The spell must be one that you do not have prepared, and has to be at least five levels below the highest level spell that you can cast. Your familiar can cast that spell once per day using your spell attack modifier and spell DC.

If the spell has a range of self, both you and your familiar are affected. The spell remains in the familiar until you finish a long rest at which point it is lost.

Transformative Familiar. Your familiar can change its form at the end of a short rest.

Vigilant Familiar. Your familiar is always on the lookout for trouble and cannot be surprised. In addition, you gain a +1 bonus to your initiative rolls while your familiar is within 5 feet of you.