

Familiar

A familiar is an animal chosen by spellcaster with the Familiar feat or familiar class feature to aid him in his study of magic. A spellcaster may ever only have one familiar. See [Familiars](#) (and the [Improved Familiar](#) feat) for additional rules on using familiars. Some familiars can also have [archetypes](#).

Familiar	Special Ability
Baby Chocobo	The master of a baby chocobo familiar gains a +4 bonus on Initiative checks.
Beady Eye	The master of a beady eye familiar gains a +2 bonus to Will saves.
Behemoth Heir	The master of a behemoth heir familiar gains a +3 bonus to Intimidate checks.
Bite-Sized Pudding	The master of a bite-sized pudding familiar gains a +2 bonus to Reflex saves.
Cactuar Cutting	The master of a cactuar cutting gains a +1 natural armor bonus to AC.
Cherry Bomb	The master of a cherry bomb gains a +3 bonus on Fly checks.
Coerl Kitten	The master of a coerl kitten gains a +3 bonus on Stealth checks.
Fenrir Pup	The master of a fenrir pup gains a +2 bonus on Reflex saves.
Fledgling Apkallu	The master of a fledgling apkallu gains a +3 bonus on Swim checks.
Morbol Seedling	The master of a morbol seedling gains a +2 bonus on Fortitude saves.
Zuu Hatchling	The master of a zuu hatchling gains a +3 bonus on Perception checks.