

DRUID ABILITIES

RANK ONE [ASPIRANT]

BEAST FORM (MAJOR)

You can shapeshift into a beast form with a major action, or back with a minor action. Any personal possessions or clothing are “dropped”. A specific type of animal, either a panther (or other large cat), a wolf, or a bear, must be chosen, based on the druid’s personality and instincts (the higher your STR and FOR, the larger this form is).

In beast form, claw/bite attacks use STR or DEX and function like the Martial Artist ability; your PRE acts as your DEF with no modifier when physically attacked. You also have eyes that allow you to see in very dim light (what would be complete darkness to others), but any rolls you make to resist blinding effects are disadvantaged. While not in beast form, you can switch your eyes to “beast” eyes (and back) with a minor action. You also get the Tracking ability while in beast form.

ENTANGLE (MAJOR)

1 MP, COOLDOWN

You can summon entangling roots from the ground to “grab” a single target (PRE vs. STR) within a range of one region. A success is treated as a partial grab (double is a full grab) that lasts for hours. Others can attack the roots (defense is PRE), but two damage is needed to remove a “full grab”. Cannot be cast while in animal form.

ELECTIVE:

Rank one Rogue, Paladin, Priest, Warlock, or Warrior abilities only.

NATURE RITUALS

Rank one nature rituals can have minor effects related to living things and natural processes, such as rapidly growing or shaping plants, calling and commanding normal beasts, generating food or water, etc.

RANK TWO [INITIATE]

TRAVEL FORM (MAJOR)

You can shapeshift into a travel form with a major action (and back with a minor action), which is either a large bird, a large fish/turtle, or an elk/horse. As with beast form, a specific animal must be chosen. While these forms have no enhanced combat abilities, they move three regions instead of two when “running”, ignore rough terrain or underbrush, never tire, and can fly/swim as appropriate.

INSECT SWARM (EXCLUSIVE)

2 MP, COOLDOWN

You can summon a mass of swarming insects that attacks (PRE vs. FOR) everything in a targeted region (initial range is one region), except the caster. The swarm can be sustained and moved one region (if desired) with a major action every turn, for a maximum number of turns equal to half the caster’s PRE. This spell cannot be cast while in animal form.

ELECTIVE:

Rank one Rogue, Paladin, Priest, Warlock, or Warrior abilities only.

NATURE RITUALS

Rank two nature rituals can control natural weather, heal the wounded, grant resistance to poison and disease, see through the eyes of animals, open fast-travel paths through a forest, etc.

RANK THREE [GUIDE]

NATURE’S WRATH (EXCLUSIVE)

2 MP, COOLDOWN

You can summon a tangled mass of thorns, vines, and roots from the ground (as long as the ground is earth, stone, wood, etc.) that covers an entire adjacent region (or the region you are in). The region becomes impassible and a PRE vs. DEF attack is done against anyone in it. Any buildings, walls, vehicles, etc. will generally be destroyed or badly damaged, unless they are made of special materials or magically reinforced. Anyone caught cannot move until they break out by attacking the thorns (attack vs. caster’s PRE to succeed, from themselves or others). The spell can be sustained and moved one region with a major action every turn, for a number of turns equal to half the caster’s PRE. This spell cannot be cast while in animal form.

Anyone with this ability can move through such regions normally (including natural regions of underbrush, thorns, vines, etc.).

REJUVENATION (EXCLUSIVE)

3 MP, COOLDOWN

Each turn, restores a single HP and removes one point of poison for the caster and all allies in the same region it is initially cast in. This lasts for half the caster’s PRE in turns (even if the caster moves, dies, etc.). Any plant life in the region will noticeably grow, bloom, etc.

ELECTIVE:

Rank one or two Rogue, Paladin, Priest, Warlock, or Warrior abilities only.

NATURE RITUALS

Rank three nature rituals can call and command magical beasts, cure poison and disease, heal permanent wounds, restore eyesight, create a hidden haven in a forest, create walls of thorns, etc.

RANK FOUR [GUARDIAN]

SPIRIT FORM (MINOR)

3 MP, COOLDOWN

Converts the animal form you are currently using into a primal “spirit bear”, “spirit wolf”, etc. This form lasts until you switch forms or are knocked out. While in spirit form, you automatically regenerate one HP per turn, cannot be stunned, and cannot be feared. If you are not already in an animal form, using this ability will also shapeshift you into that form automatically (no additional actions required).

STARFALL (EXCLUSIVE)

3 MP, COOLDOWN

The sky (or general area) goes dark and dozens of blindingly bright stars rain down upon everyone in the targeted region (range of half the caster’s PRE), draining their vitality and sapping their will. Roll a PRE vs. REF attack against each target, with each success giving the target a level of disadvantage on all rolls they make. Each turn that passes reduces the level of disadvantage by one.

ELECTIVE:

Rank one or two Rogue, Paladin, Priest, Warlock, or Warrior abilities only.

NATURE RITUALS

Rank four nature rituals can call (but not command) a beast lord, animate an entire forest, purify and bring life to desolated lands, open fast-travel paths to forests in different realms, etc.