

## DRUID 250 points

Your friends call you a “nature priest.” That’s half true: you do worship Nature, and Nature has powerful allies, but you’re dedicated to Life above all, and your powers are a divine reward for your fervor. Like the cleric, you cast supportive spells. You’re also an initiate of the Druidic Arts. These gifts don’t work perfectly down in the dungeon, but they *do* work – and without you, the party often wouldn’t reach the dungeon!

**Attributes:** ST 11 [10]; DX 12 [40]; IQ 14 [80]; HT 13 [30].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 14 [0]; Per 14 [0]; FP 13 [0]; Basic Speed 6.00 [-5]; Basic Move 6 [0].

**Advantages:** Green Thumb 1 [5] *and* Power Investiture 3 (Druidic) [30].

- 20 points in Druidic abilities put leftovers into spells.
- A further 20 points chosen from among additional Druidic abilities or IQ +1 [20], HT +1 or +2 [10 or 20], Per +1 to +4 [5/level], FP +1 to +6 [3/level], Animal Friend 1-4 [5/level], Green Thumb 2-4 [5/level], Healer 1 or 2 [10 or 20], Intuition [15], Luck [15], Mind Shield [4/level], Outdoorsman 1 or 2 [10 or 20], Power Investiture (Druidic) 4 or 5 [10 or 20], Resistant to Disease (+3) or (+8) [3 or 5], Signature Gear [Varies], or Spirit Empathy [10].

**Disadvantages:** -20 points chosen from among Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Sense of Duty (Wild nature) [-15], Vow (Vegetarianism) [-5], Vow (Never sleep indoors) [-10], or Wealth (Struggling or Poor) [-10 or -15]. • A further -25 points chosen from among the previous traits or Intolerance (Urbanites) [-5], Loner [-5\*], No Sense of Humor [-10], Odious Personal Habit (“Dirty hippy”) [-5], Overconfidence [-5\*], Phobia (Crowds) [-15\*], Phobia (Fire) [-5\*], Phobia (Machinery) [-5\*], Stubbornness [-5], or Weirdness Magnet [-15].

**Primary Skills:** Esoteric Medicine (Druidic) (H) Per [4]-14; Herb Lore (VH) IQ [4]-14†; *and* Naturalist (H) IQ [2]-14†. • *One* of Innate Attack (any) or Thrown Weapon (Spear or Stick), all (E) DX+2 [4]-14; Bolas, Lasso, or Throwing, all (A) DX+1 [4]-13; or Blowpipe, Net, or Sling, all (H) DX [4]-12. • *One* of these two melee skills packages:  
1. *One* of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+2 [8]-14, *and* Shield (E) DX+2 [4]-14.  
2. *One* of Spear or Staff, both (A) DX+3 [12]-15.

**Secondary Skills:** Camouflage (E) IQ [1]-14; Animal Handling (any), Disguise (Animals), Hidden Lore (Elementals, Faeries, or Nature Spirits), and Weather Sense, all (A) IQ-1 [1]-13; Mimicry (Animal Sounds or Bird Calls), Pharmacy (Herbal), Religious Ritual (Druidic), Theology (Druidic), and Veterinary, all (H) IQ-2 [1]-12; *and* Survival (any) (A) Per-1 [1]-13.

**Background Skills:** Climbing and Stealth, both (A) DX [2]-12; *and* Hiking (A) HT-1 [1]-12. • *Three* of Knife (E) DX [1]-12; First Aid or Gesture, both (E) IQ [1]-14; Animal Handling (any other), Hidden Lore (any other), or Teaching, all (A) IQ-1 [1]-13; Diagnosis or Poisons, both (H) IQ-2 [1]-12; or Observation (A) Per-1 [1]-13.

**Spells:** Choose 20 druidic spells which will be either (H) IQ+1 [1]-15 or (VH) IQ [1]-14 with the +3 for Power Investiture (Druidic).

## Customization Notes

Druids fall into a few broad categories, defined largely by their spells. Druids who desire access to powerful combat and shapeshifting magic should be sure to raise Power Investiture (Druidic) to level 4 or 5 with advantage points.

Unlike other casters, druids rarely trade the 5 points they get from quirks for money for a power item. More likely investments are extra spells or Druidic abilities.

**DRUIDIC ARTS** - This power emanates from nature itself. Its abilities must be bought with the Druidic limitation. Rolls made for them get a bonus equal to the user’s Druidic Talent level.

**Power Modifier: Druidic -10%** - In areas where nature is weak, druidic abilities take the same penalties to success rolls that druidic spells suffer; see Druidic Spells (p. 19). Abilities that don’t require a success roll instead lose 10% of their potency – Ally point value, DR, etc. – per -1 (round down).

**Druidic Abilities** - Allies (Nature spirit or powerful totem beast of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Animal Empathy (PM, -10%) [5]; Channeling (PM, -10%; Specialized, Nature Spirits, -50%) [4]; Damage Resistance 1 or 2 (Limited, Elemental, -20%; PM, -10%) [4 or 7]; Detect (PM, -10%) for all plants [18], all animals [18], or anything alive [27]; Medium (PM, -10%; Specialized, Nature Spirits, -50%) [4]; Mind Control (Animals Only, -25%; PM, -10%) [33]; Plant Empathy (PM, -10%) [5]; Speak With Animals (PM, -10%) [23]; Speak With Plants (PM, -10%) [14]; *and* Terrain Adaptation (PM, -10%) [5] for ice, mud, snow, or other weather-related conditions.

**Druidic Talent - 5 points/level** - Each level of Power Investiture (Druidic) costs 10 points, includes a level of Druidic Talent, and thus adds to both druidic spells and rolls for Druidic abilities. Spellcasting druids should buy that advantage – not this one.

**Druidic Skills** - Those with any points in Druidic Arts can learn Esoteric Medicine (Druidic) (p. B192) and Herb Lore (p. B199).

\* Multiplied for self-control number; see p. B120.

† Includes +1 for Green Thumb.

## DRUIDIC SPELLS

Druidic spells are the work of invisible natural spirits bound to the druid by his gods. They function as follows:

- They require Power Investiture (Druidic), not Magery. Whenever the rules refer to Magery level (e.g., *Magery and Effect*, p. B237), use the druid's Power Investiture level instead. The GM should let druids buy up to at least Power Investiture 6 in play.
- They're influenced by nature's strength rather than by sanctity. They're at full skill in healthy wilderness, natural caves, etc.; -1 in despoiled wild places such as mines or clear-cut forests; -3 in cities and cut-stone tunnels; -5 amidst ordinary pollution; and -10 in a poisoned wasteland.
- Druidic spells don't have prerequisites beyond a minimum Power Investiture level, or require study to learn. To acquire one, the druid communes with nature and spends a point. Available spells are limited, though. A recommended spell list for dungeon fantasy:

**PI 1:** Beast-Rouser, Beast-Soother, Detect Magic, Detect Poison, Extinguish Fire, Find Direction, Hawk Vision, Identify Plant, Master, No-Smell, Purify Air, Purify Earth, Purify Water, Quick March, Recover Energy, Seek Coastline, Seek Earth, Seek Food, Seek Pass, Seek Plant, Seek Water, Sense Life, Tell Position, and Umbrella.

**PI 2:** Animal Control, Beast Link, Beast Seeker, Beast Speech, Bless Plants, Cure Disease, Fog, Frost, Heal Plant, Hide Path, Know Location, Light Tread, Mystic Mist, Neutralize Poison, Pathfinder, Plant Growth, Plant Vision, Pollen Cloud, Predict Earth Movement, Predict Weather, Purify Food, Repel Animal, Rider, Rider Within, Shape Air, Shape Earth, Shape Plant, Shape Water, Spider Silk, Wall of Wind, Weather Dome, and Windstorm.

**PI 3:** Animate Plant, Beast Summoning, Blossom, Breathe Water, Clouds, Conceal, Create Plant, False Tracks, Forest Warning, Freeze, Instant Neutralize Poison, Melt Ice, Plant Control, Plant Sense, Plant Speech, Protect Animal, Rain, Rain of Nuts, Rejuvenate Plant, Remember Path, Resist Cold, Resist Lightning, Resist Pressure, Snow, Snow Shoes, Summon Elemental, Swim, Tangle Growth, Walk Through Plants, Walk Through Wood, Water Vision, Waves, Whirlpool, and Wind.

**PI 4:** Beast Possession, Blight, Body of Slime, Body of Water, Body of Wind, Body of Wood, Control Elemental, Create Animal, Create Spring, Dispel Magic, Dry Spring, Frostbite, Hail, Lightning, Plant Form, Sandstorm, Shapeshifting, Storm, Strike Barren, Tide, and Wither Plant.

**PI 5:** Alter Terrain, Arboreal Immurement, Create Elemental, Entombment, Partial Shapeshifting, Permanent Beast Possession, Permanent Shapeshifting, Plant Form Other, and Shapeshift Others.

**PI 6:** Earthquake, Geyser, Move Terrain, and Volcano.