

# DRUID

Character: \_\_\_\_\_ Race: \_\_\_\_\_

<b>LEVEL 1</b>	
Racial Trait:	
Background Trait:	
Level 1 skill for first profession:	
Level 1 skill for second profession:	
Choose 1 General Skill	
Choose 1 General Skill	
Choose 1 Aspect:	

**Ward** - This ability allows the druid to perform a two (2) minute ritual to resist either one (1) physical hit to any location, or one (1) magic attack up to Level 4, with no damage or effect. After performing the ritual, the druid must wear a white band or strip of cloth with runes to signify their ward. A player can only wear one (1) ward at a time. May be applied to self or others. Usable up to four (4) times per day.

**Magic:** *Choose two spell trees, plus Formal spells.*

**4 spells available per Life**

Earth	Air	Fire	Water	Arcane	Shadow	Formal
Snare	Stun	Scorch	Frost Armor	Shield	Bind	Silence

<b>LEVEL 2:</b>	Event:	Event:	Event:	Event:	Event:	Event:
Level 2 skill for first profession:						
Level 2 skill for second profession:						
Choose 1 General Skill						
Choose 1 General Skill						

**Wild Form** – At Level 2, the druid picks between either Shell of the Tortoise or Strength of the Bear. The druid can use Wild Form two (2) times a day. The druid must perform a two (2) minute ritual to use this ability. After the ritual has been performed, the druid must wear a band with clearly visible runes in the color that corresponds to the Wild Form ritual they have performed. While wearing the band, the druid can choose when to use the Wild Form ability. After each use, the band must be removed until a ritual is once again performed.

Shell of the Tortoise: This ritual allows the druid to become immune to all damage for 10 seconds, but they are unable to move their lower body. The druid must have both feet on the ground to use this ability. This is an immobilizing effect. The Tortoise is represented by a green band with gold or silver runes.

Strength of the Bear: This ritual allows the druid to make a single powerful weapon attack that ignores armor and knocks the enemy back (unblockable knockback effect). When struck, the target must stumble five (5) feet backwards and take a knee before they can proceed. If this strike is blocked by a weapon or shield, the limb that blocked the attack takes one (1) point of damage. Before striking, the druid must call "Bear". The Bear is represented by a brown band with gold or silver runes.

**Magic:** Choose two spell trees, plus Formal spells.

*3 spells available per Life*

Earth	Air	Fire	Water	Arcane	Shadow	Formal
Acid Blast	Lightning Blast	Fire Blast	Ice Blast	Force Push	Raise Dead	Spell block

<b>LEVEL 3:</b>	Event:	Event:	Event:	Event:	Event:	Event:
Level 3 skill for first profession:						
Level 3 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

**One with the Wild** - The Druid may perform a 30 second ritual to switch active Wild Forms. After the ritual, they must exchange the signifying Wild Form bands to display their active Wild Form.

**Wild Form** - At Level 3, the druid can pick between either Call of the Raven or Light of the Phoenix and may now use Wild Form a total of three (3) times a day.

Call of the Raven: This ritual allows the druid to raise two deceased allies within a 30 foot radius of the druid. The druid must first call "Raven" and then call the characters by name or move anywhere within the radius and touch the players they would like to raise. Resurrecting a character is very taxing on the druid and they will be extremely tired for a short period of time after this skill is used. All the characters raised will have three (3) HP and have the use of all their limbs. Although resurrected, the characters will still not remember anything specific that happened 10 minutes prior to their death. Characters do not count this death for the purposes of becoming Gravely Injured. This ritual can be cast as an Area of Effect or Touch spell. The Raven is represented by a black band with gold or silver runes.

Light of the Phoenix: This ritual allows the druid to be resurrected at full health in a blaze of fire 1 minute after death. The flames will burn the body, causing intense pain as the player comes back to life. Characters do not count this death for the purposes of becoming Gravely Injured. The Phoenix is represented by a red or orange band with gold or silver runes.

**Magic:** Choose two spell trees, plus Formal spells.

*2 spells available per Life*

Earth	Air	Fire	Water	Arcane	Shadow	Formal
Petrify	Wind Wall	Searing Blade	Chilled	Gravity Trap	One with Death	Dispel Magic

<b>LEVEL 4:</b>	Event:	Event:	Event:	Event:	Event:	Event:
Level 4 skill for first profession:						
Level 4 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

**Spirit Walk:** The Druid may chant for five (5) seconds to remove their physical form from the game and travel using the astral plane to return to town. They may not speak, interact, or be seen by other characters, nor may other characters speak or interact with the druid, unless that character has the skill 'Speak with Spirit'. The Druid must return immediately to the Resurrection Stone and reenter the game when they arrive. The Druid may bring other willing characters with them to the Resurrection Stone at a cost of one (1) use per character traveling through the astral plane. Usable up to three (3) times total per day.

**Magic:** Choose two spell trees, plus Formal spells.

*2 spells available per Life*

Earth	Air	Fire	Water	Arcane	Shadow	Formal
Mass Entangle	Whirlwind	Incinerate	Deep Freeze	Nullify Magic	Soul Reaver	Ritual of Protection