

Requirements: Barbarian, Divine Ritual Magic

Druid

Working tirelessly to maintain the delicate balance of the natural world, is the Druid. Armed with a passion for wildlife and plants, and their affinity for Divine magic, they are more than capable of offering support to their allies while also deescalating hazardous situations involving flora and fauna.

Gameplay

Through the power of the goddess, Gaia, Druids are capable of **calming savage beasts** and **communing with the plants and animals** around them. Through Gaia's power, the Druid may also **reshape natural materials into improvised weapons**.



Druid Skills			Skill Point Cost: 5
Skill Name	SP Cost	Prerequisite	Description
Calm Animal†◇	4	N/A	Soothe hostile animals.
Commune with Nature	4	Calm Animal	Obtain wisdom from plants and animals.
Gaia's Blessing†◇	4	One with Nature x2	Quickly provide allies with protective magical effects.
Nature Provides†◇	3	N/A	Craft improvised weapons from natural materials.
Thorns†◇	2	Crushing Blow x1	Adds the Piercing modifier to one attack.

† The skill may be purchased multiple times.

◇ The skill may be used once per purchase.

Calm Animal

Once per purchase, a Druid may use this spell-like ability to soothe hostile animals, and render them passive.

“By Gaia’s grace, I command you to be calm.”

Commune with Nature

With this ability, a Druid may attempt to speak with plants or animals to gain useful information, by imbuing the target with the ability to speak and comprehend common languages for five minutes. This does not guarantee that the information provided will be clear or useful, however.

“By Gaia’s grace, I grant you the gift of speech.”

Gaia’s Blessing

So long as the Druid has purchased One with Nature twice, they may begin to purchase Gaia’s Blessing. With it, they may imbue their target with the effects of Divine Armor, Protection from Magic, and Protection from Poison, simultaneously.

Gaia’s blessing is a spell-like ability, and requires the incantation, *“By Gaia’s grace, I grant you Gaia’s Blessing.”*

Nature Provides

Once per purchase of this ability, the druid may reshape natural materials into usable weapons. Doing so requires one minute of role-play.

Weapons crafted in this way may only deal Normal, base damage for their type, and will resume their natural form after 24 hours.

Thorns

Once per purchase of this skill, the Druid may cause their weapon to sprout thorns, allowing it to be used to deal Piercing damage for one strike. This ability may only be used with bludgeoning weapons.