

Druid Abilities

Class	Name of ability	Description	Type	Main ability	Arcana Cost	Damage/Heal	Condition
Druid	Rebirth	You revive someone	Nature	Nature	8	0	Not in battle
Druid	Whips	Roots from trees attack target	Nature	Nature	4	2 per D10	1 round
Druid	Mending	You mend a target	Mnature	Nature	3	1 per D10	
Druid	Innervate	Give someone initiative	Arcana	Arcana	3	0	
Druid	Prowlers Eyes	See in the dark	Nature	Nature	4	0	1 round
Druid	Packleader	Summon your friends	Nature	Nature	3	0	Only in same region
Druid	Warrior of Tohu	Channel raw arcana	Arcana	Arcana	6	8	
Druid	Tame a Beast	Tame a small beast	Nature	Nature	6	0	2 rounds
Druid	Tunes of Healing	Heal a target	Nature	Nature	4	2 per D6	
Druid	Animal Handling	You communicate with animals	Nature	Nature	3		2 rounds
Druid	Earthshaping	The earth moves at your will	Nature	Nature	3	2 per D6	1 rounds
Druid	Thunderclap	You summon thunder to hit a foe	Arcana	Arcana	4	3 per D6	1 rounds
Druid	Plant growth	A plant or tree grows quickly	Nature	Nature	4	0	Permanent
Druid	Insect plague	You summon insects at your will	Nature	Nature	2	1 per D6	1 rounds
Druid	Storm	You summon the winds	Nature	Nature	4	2 per D6	
Druid	Sunfire	Channel energy from the sun	Fire	Arcana	1	1 per D10	Only daytime
Druid	Moonfall	Channel energy from the moon	Arcana	Arcana	1	1 per D10	Only nighttime

Revision #1

Created 4 April 2025 07:25:44 by Lingavir

Updated 6 April 2025 15:17:49 by Lingavir