

Druid (Remake)



Flavor

Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.

Role

While some druids might keep to the fringe of battle, allowing companions

and summoned creatures to fight while they confound foes with the powers of nature, others transform into deadly beasts and savagely wade into combat. Druids worship personifications of elemental forces, natural powers, or nature itself. Typically this means devotion to a nature deity, though druids are just as likely to revere vague spirits, animalistic demigods, or even specific awe-inspiring natural wonders.

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spell Points
1	0	2	0	2	1st-level spells, Bonus Languages, Nature Bond, Nature Sense +2, Wild Empathy	4
2	1	3	0	3	Favored Terrain +2, Speak with Plants, Woodland Stride	8
3	2	3	1	3	Trackless Step, Wild Shape	12
4	3	4	1	4	2nd-level spells, Resist Nature's Lure	16
5	3	4	1	4	Plant Growth (x2)	20
6	4	5	2	5	Favored Terrain +4, Nature Sense +3	24
7	5	5	2	5	3rd-level spells	28
8	6/1	6	2	6	Speak With Animals	32
9	6/1	6	3	6	Venom Immunity	36
10	7/2	7	3	7	4th-level spells	40
11	8/3	7	3	7	Plant Growth (x4)	44
12	9/4	8	4	8	Favored Terrain +6, Nature Sense +4	48
13	9/4	8	4	8	5th-level spells, A Thousand Faces	52
14	10/5	9	4	9	Magical Beast Shape (1/day)	56
15	11/6/1	9	5	9	Timeless Body	60
16	12/7/2	10	5	10	6th-level spells	64
17	12/7/2	10	5	10	Plant Growth (x6)	68
18	13/8/3	11	6	11	Favored Terrain +8, Nature Sense +5	72
19	14/9/4	11	6	11	Magical Beast Shape (2/day)	76
20	15/10/5	12	6	12	Wild Shape Master	80

HP, Hit Die, and Starting Wealth

Hit Die: d8; **Level 1 HP:** 8 + your Con mod; **Level up HP:** Every time your level increases, add an additional 1d8 + Con mod to your HP.

Starting Wealth: 2d6 x 10 gp (average 70 gp).

Class Skills

The Druid's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points at each Level: 4 + Int modifier.

Weapon and Armor Proficiencies

Weapons: Simple weapons, two groups of martial weapons (see Fighter Weapon Groups) except firearms and siege weapons, and all natural attacks of any form they assume with Wild Shape (claw, bite, and so forth).

Armor: Light and medium armor

Shields: All shields (except tower Shields)

Spells

Max Spell Points: (Druid level * 4) + Wis mod; **Spell DC:** 10 + the spell level + the druid's Wisdom mod; **Spellcasting Ability:** Wisdom modifier; **Spellcaster Type:** Divine, Prepared; **Spell List:** Druid; **Max Spell Level:** 6th level

Other Mechanics:

- To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level.
- A druid must spend 1 hour each morning in a trance-like meditation on the mysteries of nature to regain their daily allotment of Spell Points. A druid may prepare and cast any spell on the druid spell list, provided that they can cast spells of that level, but they must choose which spells to prepare during their daily meditation.

Bonus Languages

Druids know Druidic, a secret language known only to druids, which is learned upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, they know it in addition to their regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to non-Druids. Druidic has its own alphabet.

Additionally, a druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of their race.

Nature Bond

As normal except: Animal Companions are limited to animals the Druid is familiar with.

Nature Sense

As normal.

Wild Empathy

As normal

Favored Terrain

Level gained: 2

A Druid selects 1 type of terrain from Table: Ranger Favored Terrains (except Urban). You gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks while in this terrain. While traveling through your favored Terrain, you leave no trail and cannot be tracked (though you may leave a trail if you so choose).

At 6th level and every 6 levels thereafter, the bonuses in your favored terrain increase by +2.

Speak With Plants

Level gained: 2

You can cast Speak With Plants without consuming Spell Points a number of times per day equal to half your Druid level, even if you aren't able to normally cast the spell.

Woodland Stride

Level gained: 2

As normal.

Trackless Step

Level gained: 3

While in their favored Terrain, you can hide the trail of yourself and a number of non-Druid companions equal to half your Druid level.

Additionally, you can make it harder to track you and your allies, even when not in your favored terrain, though you move at half speed while doing so. When you do so, the total bonus to your Survival skill is added to the DC of checks made to track you and the creatures traveling with you.

Wild Shape

Level gained: 3

Functions normally except:

Wild Shape uses are equal to your Druid level, but limited to 1 hour for every 3 Druid levels.

In order to turn into an animal, a Druid must have spent at least 1 day studying them alive and in their natural habitat. In order to mimic their behavior correctly to others, a Druid must spend an additional week studying the animal. If they don't do this, they only gain +4 to their Disguise check provided by Polymorph spells, instead of the normal +10. This goes for any other creature the Druid can Wild Shape into. Druids start off with any Animals native to their immediate homeland, but their level restricts the size of creature they can turn into as normal.

Resist Nature's Lure

Level gained: 4th

As normal.

Plant Growth

Level gained: 5th

Twice per day, you can cast Plant Growth without consuming Spell Points, even if you couldn't normally cast the spell. You can cast the spell two additional times per day at levels 11 and 17.

Speak with Animals

Level gained: 8th

You can cast Speak With Animals without consuming Spell Points a number of times per day equal to half your Druid level, even if you aren't able to normally cast the spell.

Venom Resistance

Level gained: 9th

Druids gain immunity to poison from natural attacks and a +4 bonus to saving throws against manufactured poison.

A Thousand Faces

Level gained: 13th

Druids gain an alternate way to change their appearance. You can use your Wild Shape to cast the Alter Self spell without consuming Spell Points. The spell functions as normal, but has the same duration as your Wild Shape.

Magical Beast Shape

Level gained: 14th

Wild Shape now allows you to turn into Small or Medium Magical Beasts with a CR of 1 or lower. At level 18, you can also turn into Small and Medium Magical Beasts with a CR of 2 or lower. This functions as Wild Shape in all regards, except you gain everything listed under the Magical Beasts "special abilities" in addition to what you normally gain from Wild Shape. Any saving throws for these abilities have a DC equal to 12 + half Druid level.

Timeless Body

Level gained: 15th

As normal.

Wild Shape Master

As normal.