

Druid

1st Level:

Required:

- Druidic Magic Skill (3 pts).
- [Druidic Mana Pool](#) (2 pts).
- Animal Handling (3 pts).
- KS: Religious Rites (3 pts).
- AK: Wilderness area for which the Druid is responsible (3 pts).
- Language: Druidic, native accent (4 pts).
- KS: Wilderness Lore (3 pts).
- Pysch Lim "Refuses to use armor made of metal or certain other unnatural goods/services: uncommon, moderate."
- Pysch Lim "Protects Wildlife, the Wilderness, and the Balance of Nature: common, strong."

Allows:

- Access to the first level spells in 8 [druidic spheres](#) (5 majors, 3 sub-majors, 0 minors).
- An additional rank in the Magic combat tight group.
- One Rank in the [Wilderness Skill Group](#) with the $-\frac{3}{4}$ limitation "Must be a Druid" (3 pts).
- Call Woodland Companion, a follower with $-\frac{1}{2}$ limitation "Must be a druid".
- Environmental movement: Forest (3 pts).
- [Combat Casting](#) (3 pts).

2nd Level:

Required:

- Druidic Magic Skill (7 pts).
- KS: Religious Rites (5 pts).
- One rank in the Wilderness Skill Group (3 pts).
- Environmental movement: Forest (3 pts).
- 5 points in first level spells.

Allows:

- Access to the second level spells in 8 [druidic spheres](#) (5 majors, 3 sub-majors).
- An additional rank in the Magic combat tight group.
- Two Ranks in the [Wilderness Skill Group](#) with the $-\frac{3}{4}$ limitation "Must be a Druid" (6 pts).
- [Wild Shape](#), 100 pt multiform (4 pts)

3rd Level:

Required:

- Druidic Magic Skill (11 pts).
- KS: Religious Rites (7 pts).
- Two ranks in the Wilderness Skill Group (6 pts).
- 10 points in first level spells, 5 points in second level spells.

Allows:

- Access to the third level spells in 5 [druidic spheres](#) (5 majors).
- An additional rank in the Magic combat tight group.
- Three Ranks in the Wilderness Skill Group with the $-\frac{3}{4}$ limitation "Must be a Druid" (8 pts).
- [Trackless Stride](#), 6'' gliding (2 pts)

4th Level:

Required:

- Three ranks in the Wilderness Skill Group (8 pts)
- 15 points in first level spells, 10 points in second level spells, 5 points in third spells.

Allows:

- An additional rank in the Magic combat tight group.
- Four Ranks in the Wilderness Skill Group with the $-\frac{3}{4}$ limitation "Must be a Druid" (11 pts).
- Longevity: 400 years (2 pts).
- Life Support: Safe in Intense Heat and Cold (4 pts).

5th Level:

Required:

- 20 points in first level spells, 15 points in second level spells, and 10 points in third level spells.

Allows:

- An additional rank in the Magic combat tight group.
- Five Ranks in the Wilderness Skill Group with the $-\frac{3}{4}$ limitation "Must be a Druid" (14 pts).
- Life Support: Water Breathing (5 pts).

- Immunity to All Poisons (10 pts).
- Immunity to Disease (3 pts).

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