

# Druid Page 1

Sash: Brown

Armor: None

Shields: None

Weapons: Dagger

Magic-User: 5 pts of magic from list

Look The Part: 1 extra point of magic



## Incantations

“The spirits banish thee from this place” x3

“The mists of corrosion surround thee” x3

“The strength of earth is mine to evoke” x3

“I call upon flame to heat that [type of weapon]” x3

“I enchant thee with Imbued Armor” x3

“I make this item whole again” x5

## Abilities

Name	Cost	Max	Frequency	Type	School	Range
Barkskin	1	2	1/Refresh	Enchantment	Protection	Touch: Others
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Corrosive Mist	1	1	1/Refresh	Enchantment	Death	Self/Touch: Others
Entangle	1	2	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Heat Weapon	1	-	1/Life Charge x3	Verbal	Flame	20'
Imbue Armor	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Mend	1	-	1/Life	Verbal	Sorcery	Touch

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

## Banish

T: Verbal S: Spirit R: 20'

I: “The spirits banish thee from this place” x3

E: Target Insubstantial player must return to their base where their Insubstantial State immediately ends.

N: A player bearing Undead Minion or Greater Undead Minion who is currently Insubstantial has their Enchantment removed.

## Cancel

T: Neutral S: Neutral R: Touch

I: “My work shall be undone” x3

E: Remove an Enchantment cast by the caster.

## Corrosive Mist

T: Enchantment S: Death R: Self or Touch: Others

I: “The mists of corrosion surround thee” x3

M: Three red strips

E: Bearer may cast Destroy Armor by announcing “<Player> the mists of corrosion destroy your <armor location> armor”. Bearer must remove a strip after each use of Destroy Armor.

N: Corrosive Mist is removed when the last strip is removed.

## Entangle

T: Magic Ball S: Subdual R: Ball

I: “The strength of earth is mine to evoke” x3

M: Brown Magic Ball

E: Target is Stopped for 60 seconds. Engulfing.

-----Fold Here-----

-----Fold Here-----

-----Fold Here-----

# Druid Page 2



## Experienced

T: Neutral S: Neutral

E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.

L: Verbal must be 4th level or lower.

## Heat Weapon

T: Verbal S: Flame R: 20'

I: "I call upon flame to heat that [type of weapon]" x3 E: Target weapon may not be wielded for 30 seconds. Players who are Immune to Flame may continue to wield the weapon.

## Imbue Armor

T: Enchantment S: Protection R: Touch: Others

I: "I enchant thee with Imbued Armor" x3

M: White strip

E: All armor worn by the bearer gains a +1 modifier. This modifier may allow the armor to exceed the maximum value for its type, up to the bearer's class maximum.

N: Does not apply to magic armor. A player may only benefit from one instance of Imbue Armor, or similar magic and abilities that increase Armor Points, at a time.

## Mend

T: Verbal S: Sorcery R: Touch

I: "I make this item whole again" x5

E: Destroyed item is repaired, or one point of armor in one location is repaired.

**Charge Incant:** "Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour."

**(ex)-extraordinary (am)- ambulant X/L-** times per life **X/R-** times per refresh

-----Fold Here-----

-----Fold Here-----

-----Fold Here-----