
	Identity		Miscellaneous		285 Points 	
	Name	Earl Forbes	Created	Oct 3, 2023, 9:23 AM		1 Unspent
	Title	Archi druide	Modified	Nov 17, 2023, 5:46 PM		25 Ancestry
	Organization		Player	Richard		0 Attributes
	Description					165 Advantages
Gender	Male	Height	1.8055 m	Hair	Black	-45 Disadvantages
Age	42	Weight	60 kg	Eyes	Blue	0 Quirks
Birthday	September 15	Size	+0	Skin	Olive	53 Skills
Religion	Sylvanus	TL	3	Hand	Right	86 Spells

Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge										
[0] 10 Strength (ST)	[0] 14 Will	[0] 14 Fright Check	[0] 14 Perception (Per)	[0] 14 Vision	[0] 14 Hearing	[0] 14 Taste & Smell	[0] 14 Touch	[0] 5 Basic Speed	[0] 5 Basic Move	Roll	Location	DR	Level	Max Load	Move	Dodge	
[0] 10 Dexterity (DX)	[0] 14 Fright Check	[0] 14 Perception (Per)	[0] 14 Vision	[0] 14 Hearing	[0] 14 Taste & Smell	[0] 14 Touch	[0] 5 Basic Speed	[0] 5 Basic Move					0 None	10 kg	5	8	
[0] 14 Intelligence (IQ)	[0] 14 Fright Check	[0] 14 Perception (Per)	[0] 14 Vision	[0] 14 Hearing	[0] 14 Taste & Smell	[0] 14 Touch	[0] 5 Basic Speed	[0] 5 Basic Move					1 Light	20 kg	4	7	
[0] 10 Health (HT)	[0] 14 Fright Check	[0] 14 Perception (Per)	[0] 14 Vision	[0] 14 Hearing	[0] 14 Taste & Smell	[0] 14 Touch	[0] 5 Basic Speed	[0] 5 Basic Move					2 Medium	30 kg	3	6	
Basic Damage		Basic Damage		Basic Damage		Basic Damage		Basic Damage						3 Heavy	60 kg	2	5
1d-2 Basic Thrust		1d-2 Basic Thrust		1d-2 Basic Thrust		1d-2 Basic Thrust		1d-2 Basic Thrust						4 X-Heavy	100 kg	1	4
1d Basic Swing		1d Basic Swing		1d Basic Swing		1d Basic Swing		1d Basic Swing						Lifting & Moving Things			
Basic Thrust		Basic Thrust		Basic Thrust		Basic Thrust		Basic Thrust						10 kg Basic Lift			
Basic Swing		Basic Swing		Basic Swing		Basic Swing		Basic Swing						20 kg One-Handed Lift			
Basic Thrust		Basic Thrust		Basic Thrust		Basic Thrust		Basic Thrust						80 kg Two-Handed Lift			
Basic Swing		Basic Swing		Basic Swing		Basic Swing		Basic Swing						120 kg Shove & Knock Over			
Basic Thrust		Basic Thrust		Basic Thrust		Basic Thrust		Basic Thrust						240 kg Running Shove & Knock Over			
Basic Swing		Basic Swing		Basic Swing		Basic Swing		Basic Swing						150 kg Carry On Back			
Basic Thrust		Basic Thrust		Basic Thrust		Basic Thrust		Basic Thrust						500 kg Shift Slightly			
Basic Swing		Basic Swing		Basic Swing		Basic Swing		Basic Swing									

±	Reaction
-1	from others aware of your reputation
+1	from sapient being with whom you actively interact (converse, lecture, etc.)
+1	to Influence rolls

Melee Weapon				Usage	SL	Parry	Block	Damage	Reach	ST
Frostbite					0	No		1d freezing/point	Special	
Hail				Area	0	No		1d-2 cr	Special	
base cost 1 for damaging hail										
Natural Attacks				Bite	13	No	No	1d-2 cr	C	
Natural Attacks				Kick	11	No		1d-1 cr	C,1	
Natural Attacks				Punch	13	9		1d-2 cr	C	
Pollen Cloud				Area	0	No		Cough/Sneeze	Special	
Spear				Thrust	13	9	No	1d imp	1*	9
Spear				Thrust	13	9	No	1d+1 imp	1,2*	9+

Ranged Weapon		Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Innate Attack (Burn)			6	3	1d burn	10/100	1			1	
Requires a Will roll to control it. With a 14+ you cannot control).											
Lightning			6	3	1d-1 burn/point	50/100					
Spear		Thrown	12	+2	1d+1 imp	10/15	1	T(1)	-6		9
Spider Silk			6	3	grapple ST 10/strand	5/point					
max range 100 yards											

Trait		Pts		Skill / Technique		SL	RSL	Pts	
Natural Attacks		0	B271	High Druid				44	PY68:31
High Druid		120	PY68:31	Spear		13	DX+3	12	B208
Attributes		80		Thrown Weapon (Spear)		12	DX+2	4	B226
Increased Intelligence 4		80	B15	Primary Skills				10	
Class Advantages		85		Esoteric Medicine		14	Per	4	B192
Blessed		10	B40	Exorcism		14	Will	4	B193
by Sylvanus (dieu de la nature sauvage)				Default: Religious Ritual (Druidic)-3					
Talent (Animal Friend) 4		20	B90	Herb Lore/TL3		-	-	0	B199
Power Investiture (High Druid) 5		50	B77	Naturalist/TL3		13	IQ-1	2	B211
Druidic Circle				Secondary Skills				10	
Clerical Investment (High Druidic)		5	B43	Camouflage		14	IQ	1	B183
Class Disadvantages		-45		Default: Survival-2					
Disciplines of Faith (Ritualism)		-5	B132						

Trait	Pts		Skill / Technique	SL	RSL	Pts	
Sense of Duty Wild Nature	-15	B153	Animal Handling	17	IQ+3	1	B175
Demophobia (Crowds) CR: 12 (Resist quite often)	-15	B149	Hidden Lore	13	IQ-1	1	B199
Intolerance (Urbanites) Scope: Common	-5	B140	Weather Sense/TL3	13	IQ-1	1	B209
Technophobia/TL4- (Machinery) CR: 12 (Resist quite often)	-5	B150	Mimicry	12	IQ-2	1	B210
☑ Tiefling Ancestry	25		Pharmacy/TL3 (Herbal)	12	IQ-2	1	B213
Infravision	10	B60+	Veterinary/TL3 Default: Animal Handling-6	16	IQ+2	1	B228
Charisma 1	5	B41	Survival Default: Naturalist/TL3-3	13	Per-1	1	B223
Hellish Resistance 3 Limited to %Cold, Electricity, Fire%; Tough Skin (Effects that just require skin contact or a scratch ignore this DR) Damage resistance to %one of Cold, Electricity, Fire%	5	B47+	Religious Ritual (Druidic) Default: Theology (Druidic)-4	12	IQ-2	1	B217
Bad Reputation : Infernal Bloodline 1 People Affected (Almost everyone except other Tieflings)	-3	B26+	Theology (Druidic)	12	IQ-2	1	B226
Horns	-1	B164	☑ Background Skills			8	
Pointed canine teeth	0	B164	Climbing	10	DX	2	B183
Tail 1 No Physical Attack; Weak (Quarter body ST); No Grasping Hand Thick tail, four to five feet long	2	B53	Stealth	10	DX	2	B222
☑ Infernal Legacy - Optional	7		First Aid/TL3 Default: Esoteric Medicine	15	IQ+1	1	B195
☑ Darkness - choose level	3		Hidden Lore	13	IQ-1	1	B199
Obscure (Vision) 3 Magical (Not available if no mana source); Limited Use (Once per day) Create a sphere of partial darkness of 1m radius. You can spend 2FP per m to extend the radius.	3	B72+	Observation	13	Per-1	1	B211
Darkness 10 Magical (Not available if no mana source); Limited Use (Once per day) Create a sphere of total darkness of 1m radius. You can spend 2FP per m to extend the radius.	0	B72+	Teaching	13	IQ-1	1	B224
☑ Hellish rebuke	4		Brawling	13	DX+3	8	B182+
Innate Attack (Burn) 1 Only if hurt and only against the person who hurt you. Requires a Will roll to control it. With a 14+ you cannot control).	4	B61+	Flight only in Eagle shape	9	HT-1	1	B195
			☑ Tiefling			0	
			☑ Only if Hellish rebuke is selected			0	
			Innate Attack (Hellish rebuke)	6	DX-4	0	B201

Spell	SL	RSL	Pts	
☑ High Druid			86	PY68:31
☑ Power Investiture (High Druid) 2			22	
Animal Control () Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Variable; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M30
Animal Control (Bird) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M30
Animal Control (Fish) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M30
Animal Control (Mammal) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 5; Maintain: 3; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M30
Animal Control (Reptile) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M30
Animal Control (Vermin) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M30

Spell	SL	RSL	Pts	
Beast Link Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3; Time: 5 sec; Duration: Until next call; College: Druid	17	IQ+3	1	M30
Beast Seeker Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: 3; Time: 1 sec; Duration: Instant; College: Druid	17	IQ+3	1	M32
Beast Speech Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 4; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M31
Bless Plant Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1 minimum; Time: 5 min; Duration: 1 Crop or Season; College: Druid	-	-	0	M161
Cure Disease Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 4; Time: 10 min; Duration: Permanent; College: Druid	-	-	0	M91
Fog Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M193
Frost Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1; Time: 1 sec; Duration: Indef; College: Druid	17	IQ+3	1	M193
Heal Plant Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 3; Time: 1 Min; Duration: Permanent; College: Druid	-	-	0	M161
Hide Path Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M162
Know Location Ritual: need both hands and feet free and must speak; Time: 2x Class: Info; Cast: 2; Time: 10 sec; Duration: Instant; College: Druid	-	-	0	M103
Light Tread Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 4; Maintain: 1; Time: 1 sec; Duration: 10 min; College: Druid	-	-	0	M145
Mystic Mist Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1; Maintain: Same; Time: 5 min; Duration: 10 hr; College: Druid	17	IQ+3	1	M168
Neutralize Poison Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 5; Time: 30 sec; Duration: Permanent; College: Druid	-	-	0	M92
Pathfinder Ritual: need both hands and feet free and must speak; Time: 2x Class: Info; Cast: 4; Time: 10 sec; Duration: Instant; College: Druid	-	-	0	M105
Plant Growth Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 3; Maintain: 2; Time: 10 sec; Duration: 1 min; College: Druid	-	-	0	M162
Plant Vision Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 1 per 10 yards; Maintain: Same; Time: 1 sec; Duration: 30 sec; College: Druid	-	-	0	M162
Pollen Cloud Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1; Time: 1 sec; Duration: 5 min#; College: Druid	-	-	0	M162
Predict Earth Movement Ritual: need both hands and feet free and must speak; Time: 2x Class: Info; Cast: 2/day; Time: Varies; Duration: Instant; College: Druid	-	-	0	M51
Predict Weather Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: Varies; Time: 5 sec; Duration: Instant; College: Druid	17	IQ+3	1	M193
Purify Food Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 1/lb; Time: 1 sec; Duration: Permanent; College: Druid	-	-	0	M78
Repel Animal () Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: Variable; Time: 10 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M31
Repel Animal (Bird) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: 10 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M31
Repel Animal (Fish) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Time: 10 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M31

Spell	SL	RSL	Pts	
Repel Animal (Mammal) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 5; Time: 10 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M31
Repel Animal (Reptile) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Time: 10 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M31
Repel Animal (Vermin) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1; Time: 10 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M31
Rider () Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 5 min; College: Druid	-	-	0	M31
Rider Within Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 4; Maintain: 1; Time: 3 sec; Duration: 1 min; College: Druid	-	-	0	M31
Shape Air Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 1-10; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M24
Shape Earth Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 1/25 cu ft; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M50
Shape Plant Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Maintain: 1; Time: 10 sec; Duration: 1 min; College: Druid	-	-	0	M161
Shape Water Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 1#; Maintain: 1; Time: 2 sec; Duration: 1 min; College: Druid	-	-	0	M185
Spider Silk max range 100 yards Ritual: need both hands and feet free and must speak; Time: 2x Class: Missile; Cast: 1/5 yd strand; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M32
Wall of Wind Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Maintain: Half; Time: Instant; Duration: 1 min; College: Druid	17	IQ+3	1	M25
Weather Dome Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 6 hrs; College: Druid	17	IQ+3	1	M169
Windstorm Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Maintain: Half; Time: Instant; Duration: 1 min; College: Druid	17	IQ+3	1	M25
☑ Power Investiture (High Druid) 1			8	
Beast Soother Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1 to 3; Time: 1 sec; Duration: Permanent; College: Druid	17	IQ+3	1	M29
Beast-Rouser Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1 to 3; Time: 1 sec; Duration: 1 hr or reaction roll; College: Druid	17	IQ+3	1	M30
Detect Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Time: 5 sec; Duration: Instant; College: Druid	17	IQ+3	1	M101
Detect Poison Ritual: need both hands and feet free and must speak; Time: 2x Class: Area-Info; Cast: 2; Time: 2 sec; College: Druid	-	-	0	M166
Extinguish Fire Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Time: 1 sec; Duration: Permanent; College: Druid	-	-	0	M72
Final Rest Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 20; Time: 10 min; Duration: Permanent; College: Clerical	-	-	0	M89
Find Direction Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Druid	17	IQ+3	1	M101
Hawk Vision Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2/level; Maintain: Half; Time: 2 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M111
Identify Plant Ritual: need both hands and feet free and must speak; Time: 2x Class: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Druid	-	-	0	M161

Spell	SL	RSL	Pts	
Master Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular Blocking; Cast: 2; Time: 1 sec; Duration: Indefinite; College: Druid	-	-	0	M30
No-Smell Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Maintain: 2; Time: 1 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M24
Purify Air Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1; Time: 1 sec; Duration: Instant; College: Druid	-	-	0	M23
Purify Water Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: 1/gal; Time: 5-10/gal#; Duration: Permanent; College: Druid	-	-	0	M184
Quick March Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 4; Time: 1 min; Duration: 1 day; College: Druid	-	-	0	M144
Recover Energy Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: 0; Maintain: 0; Time: 1 sec; Duration: Special; College: Druid	17	IQ+3	1	M89
Seek Food Ritual: need both hands and feet free and must speak; Time: 2x Class: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Druid	-	-	0	M77
Seek Pass Ritual: need both hands and feet free and must speak; Time: 2x Class: Info; Cast: 3; Time: 10 sec; Duration: Instant; College: Druid	-	-	0	M51
Seek Plant Ritual: need both hands and feet free and must speak; Time: 2x Class: Info; Cast: 2; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M161
Seek Water Ritual: need both hands and feet free and must speak; Time: 2x Class: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Druid	-	-	0	M184
Sense Life Ritual: need both hands and feet free and must speak; Time: 2x Class: Info/Area; Cast: 1/2; Time: 1 sec; Duration: Instant; College: Druid	-	-	0	M45
Tell Position Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: 1; Time: 1 sec; Duration: Instant; College: Druid	17	IQ+3	1	M101
☛ Power Investiture (High Druid) 3			22	
Animate Plant Double casting cost if plant moves Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M164
Beast Summoning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M30
Blossom Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 2; Time: 5 min; Duration: 1 hour; College: Druid	-	-	0	M162
Breathe Water Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 4; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M189
Clouds Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1/20; Maintain: Same; Time: 10 sec; Duration: 10 min; College: Druid	-	-	0	M194
Conceal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: Varies; Time: 4 sec; Duration: 1 hour; College: Druid	17	IQ+3	1	M162
Create Plants Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: Varies; Time: Varies; Duration: Permanent; College: Druid	-	-	0	M163
Dispel Possession Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 10; Time: 10 sec; Duration: Instant; College: Druid	17	IQ+3	1	M49
False Tracks Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M163
Forest Warning Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 2; Maintain: Same; Time: 1 sec; Duration: 10 hours; College: Druid	-	-	0	M162

Spell	SL	RSL	Pts	
Freeze Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 10 sec; Duration: Permanent; College: Druid	17	IQ+3	1	M185
Instant Neutralize Poison Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 8; Time: 1 sec; Duration: Permanent; College: Druid	16	IQ+2	1	M92
Melt Ice Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2#; Time: 10 sec; Duration: Perm #; College: Druid	17	IQ+3	1	M186
Oath Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 4; Time: 1 min; Duration: Permanent; College: Druid	17	IQ+3	1	M138
Plant Control Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Maintain: 1/2 cast; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M164
Plant Sense Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M163
Plant Speech Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M164
Protect Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1; Maintain: 1; Time: 1 min; Duration: 1 min; College: Druid	17	IQ+3	1	M32
Rain of Nuts Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1 per 10 yds; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M165
Rejuvenate Plant Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Time: 1 sec; Duration: Permanent; College: Druid	-	-	0	M163
Remember Path Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3; Maintain: 1; Time: 10 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M107
Resist Cold Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M74
Resist Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M196
Resist Pressure Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: Varies; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M169
Summon Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 30 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M27
Summon Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: 4#; Time: 30 sec; Duration: 1hr; College: Druid	-	-	0	M27
Summon Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: 4#; Time: 30 sec; Duration: 1 hr #; College: Druid	-	-	0	M27
Summon Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: 4#; Time: 30 sec; Duration: 1 hr; College: Druid	17	IQ+3	1	M27
Swim Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 6; Maintain: 3; Time: 3 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M147
Tangle growth Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: Varies; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M162
Walk Through Plants Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid	-	-	0	M163
Walk Through Wood Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 sec; College: Druid	17	IQ+3	1	M164
Water Vision Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: 1#; Maintain: 1; Time: 1 sec; Duration: 30 sec; College: Druid	17	IQ+3	1	M187

Spell	SL	RSL	Pts	
Waves Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special/Area; Cast: 1/60; Maintain: Same; Time: 1 min; Duration: 1 hr; College: Druid	17	IQ+3	1	M194
Whirlpool Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Maintain: Half; Time: Varies; Duration: 1 min#; College: Druid	17	IQ+3	1	M187
Wind Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special/Area; Cast: 1/50; Maintain: Same; Time: 1 min; Duration: 1 hr; College: Druid	17	IQ+3	1	M195
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Banish Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: 1 per 10 CP; Time: 5 sec; Duration: Permanent; College: Druid	17	IQ+3	1	M156
Beast Possession Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 6; Maintain: 2; Time: 5 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M32
Blight Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1 minimum; Time: 5 min; Duration: 1 Crop or Season; College: Druid	-	-	0	M162
Body of Slime Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 6; Maintain: 2; Time: 5 sec; Duration: 1 min; College: Druid	-	-	0	M165
Body of Water Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 5; Maintain: 2; Time: 4 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M185
Body of Wind Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular/R-HT; Cast: 8; Maintain: 4; Time: 2 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M27
Body of Wood Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 7; Maintain: 3; Time: 5 sec; Duration: 1 min; College: Druid	-	-	0	M165
Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular/R-ST or IQ; Cast: Special; Maintain: Special; Time: 2 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M28
Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid	-	-	0	M28
Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid	-	-	0	M28
Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M28
Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid	17	IQ+3	1	M98
Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid	17	IQ+3	1	M190
Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid	17	IQ+3	1	M126
Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid	17	IQ+3	1	M188
Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid	17	IQ+3	1	M189
Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid	17	IQ+3	1	M195
Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid	17	IQ+3	1	M196
Plant Form Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: 5; Maintain: 2; Time: 1 sec; Duration: 1 hour; College: Druid	-	-	0	M164

Spell	SL	RSL	Pts	
Sandstorm Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Maintain: Half; Time: Instant#; Duration: 1 min#; College: Druid	17	IQ+3	1	M27
Shapeshifting (owlbear) Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Special; Cast: 8; Maintain: 2; Time: 3 sec; Duration: 1 hr; College: Druid	20	IQ+6	12	M32
Shapeshifting (displacer beast) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: 8; Maintain: 2; Time: 3 sec; Duration: 1 hr; College: Druid	16	IQ+2	1	M32
Shapeshifting (Fish) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: 8; Maintain: 2; Time: 3 sec; Duration: 1 hr; College: Druid	16	IQ+2	1	M32
Shapeshifting (Thunderbird) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: 8; Maintain: 2; Time: 3 sec; Duration: 1 hr; College: Druid	16	IQ+2	1	M32
Storm Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1/50; Maintain: Same; Time: 1 min; Duration: 1 hr; College: Druid	-	-	0	M195
Strike Barren Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 5; Time: 30 sec; Duration: Permanent; College: Druid	-	-	0	M41
Suspend Curse Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 10; Maintain: 10; Time: 1 min; Duration: 10 min; College: Druid	-	-	0	M125
Tide Ritual: need both hands and feet free and must speak; Time: 2x Class: Special/Area; Cast: 1/30; Maintain: Same; Time: 1 min; Duration: 1 hr; College: Druid	-	-	0	M194
Wither Plant Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 2; Time: 10 sec; Duration: Permanent; College: Druid	-	-	0	M163
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Alter Terrain Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1#; Time: 10 sec; Duration: 2d days; College: Druid	17	IQ+3	1	M55
Arboreal Immurement Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 3 sec; Duration: Indefinite; College: Druid	17	IQ+3	1	M165
Create Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: Special; Duration: Permanent; College: Druid	17	IQ+3	1	M28
Create Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: Special; Duration: Permanent; College: Druid	-	-	0	M28
Create Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: Special; Duration: Permanent; College: Druid	-	-	0	M28
Create Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: Special; Duration: Permanent; College: Druid	17	IQ+3	1	M28
Partial Shapeshifting Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: Varies; Maintain: Varies; Time: 10 sec; Duration: 1 hr; College: Druid	-	-	0	M32
Permanent Beast Possession Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 20; Time: 1 min; Duration: Indefinite; College: Druid	16	IQ+2	1	M32
Permanent Shapeshifting () Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: Varies; Time: 1 min; Duration: Indefinite; College: Druid	-	-	0	M33
Plant Form Other Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: 5; Maintain: 2; Time: 30 sec; Duration: 1 hour; College: Druid	-	-	0	M165
Remove Curse Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 20; Time: 1 hr; Duration: Permanent; College: Druid	-	-	0	M126
Shapeshift Others Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Varies; Maintain: Varies; Time: 30 sec; Duration: 1 hr; College: Druid	-	-	0	M33
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Spell					SL	RSL	Pts	
Bless Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 10/50/500; Time: min=cost; Duration: Varies; College: Druid Unsatisfied prerequisite(s)					-	-	0	M129
Curse Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3/10/20; Time: 2/4/6 sec; Duration: Varies; College: Druid Unsatisfied prerequisite(s)					-	-	0	M129
Earthquake Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 2; Maintain: Same; Time: 30 sec; Duration: 1 min; College: Druid Unsatisfied prerequisite(s)					-	-	0	M54
Geyser Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 5; Maintain: 2; Time: 5 sec; Duration: 1 sec; College: Druid Unsatisfied prerequisite(s)					-	-	0	M190
Move Terrain Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 10; Maintain: 8; Time: 1 min; Duration: 1 hr; College: Druid Unsatisfied prerequisite(s)					-	-	0	M55
Volcano Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 15; Maintain: 10; Time: 1 hr #; Duration: 1 day; College: Druid Unsatisfied prerequisite(s)					-	-	0	M54

✓	#	Carried Equipment (6.65 kg; \$267)	Uses	TL	LC					
✓	1	Spear		0		40	2 kg	40	2 kg	B273
✓	1	Clothing				120	1 kg	120	1 kg	DFA110
✓	1	Light Leather Boots				17	1.05 kg	17	1.05 kg	DFA108
✓	1	Leather Jacket Flexible, concealable		1		50	2 kg	50	2 kg	B283
✓	1	👉 Haversack Worn on Shoulder				30	0.5 kg	30	0.5 kg	PY106:11
✓	1	👉 Pouch				10	0.1 kg	10	0.1 kg	DFA111