DRUID

Hit Points at 1st level: **8 + CON + 5 + CON**

At higher levels, gain an additional **5 + CON** per level after first

Druidic: Through your druidic origin, you have learned how to speak, write, and read the secret language of the druids. You can leave hidden messages in the elements around you, which will automatically be spotted by other druids. Others can see the message with a successful *Intelligence Draw 2* but cannot decipher it without magic.

Spellcasting: After a long rest, you may add copies of any druid spells low enough level for you to cast to your deck. Additionally, you may remove any druid spells from your deck. When you are done preparing, your deck can have a maximum of druid spells in it that matches your Spell Slots given by The Druid table. When you cast out of combat, you must cast the spell from your deck, and you must exhaust the spell.

Druidic Origins: At 1st level, a druid must choose a druidic origin, which explains how and why they became a druid. Each origin also comes with a specific playstyle in combat and a set of powers.

<Druidic Origin focusing on spellcasting>

<Druidic Origin focusing on shapeshifting>

Feypicked

You were chosen by a Fey Spirit and blessed because of your pure heart and unending respect towards nature. This could be the spirit of a forest or other biome, or the spirit of a mighty member of a type of Beast (Boar, Bear, Falcon, Raven, etc.). This spirit has chosen to help you achieve some goal you may have that they also have interest in fulfilling. They could have also *given* you some goal, such as protecting the Spirit or the Spirit's home. Any lore-friendly explanation for your relationship with the spirit is acceptable.

Feypicked Features:

Divine Focus: You have been given a divine focus and taught how to use it by your chosen Fey Spirit. This focus can take many forms, but it must weigh at least two pounds and physically resemble something important to your spirit. This could be a staff carved with a Boar, a gemstone from the Spirit's caves, or anything else. Perhaps your focus seems like a regular stone, branch, or antler to everyone but the Feypicked of your Spirit, but when you come into contact with it it expands into a wand or staff of some sort. Come up with an idea for your focus, and always be sure to confirm with your DM. The focus allows you to cast Druid spells, but only while you physically hold it. Other Feypicked chosen by the same Fey Spirit can use your focus. If you lose the focus, you may not cast druid spells until you hold it once more. It may be difficult to create a new focus if it is lost, depending on your Fey Spirit. Druidic Foci of this sort are a part of the Fey Spirit that created them, so the loss of them is not taken lightly by the spirits that created them. The destruction of the focus would require considerable power because it is essentially a part of the Fey Spirit that created it. However, if you’re lucky, your Spirit might provide assistance in restoring your lost Focus to you. If you irreversibly anger the Fey Spirit that chose you as their Feypicked, they may revoke your druidic powers. At that point, you would lose all features gained from being a druid. Luckily, if a new Fey Spirit blessed you, you would regain all lost levels in Feypicked Druid.

Druidic Companion: Starting at 2nd level, your Fey Spirit has supplied you with a Beast companion as part of its blessing. If you were chosen by a spirit of a biome, your companion must be a Beast that would inhabit that biome. If you were chosen by a spirit of a certain type of Beast, your companion must be a Beast of that type. Otherwise, you or your Fey Spirit may choose any type of Beast. Its power will scale with your experience regardless of its race, as its lifeforce is implicitly tied to your Divine Focus, and therefore your Druidic spellcasting power. You can telepathically communicate with your companion as a free action if you are within 60 feet of each other. Your Druidic companion can always sense the direction in which you should travel to find your Divine Focus. Your companion has the same INT stat as you, and its own personality, as determined by you and/or your dungeon master. You (as a player) do not control your companion under non-combat circumstances, the Dungeon Master does. In combat, however, your companion is under your control. It acts as its own complete character, with its own initiative, deck, and set of actions. Its deck, stats, and advancement are shown in the Druid excel sheet.

If your druidic companion is killed, its life energy will be stored in your focus if you are within 300 feet of it when it dies. Using this life energy, your Fey Spirit may be able to spend its energy to recreate the companion. Depending on the spirit, they may require a favor, gold, or nothing to perform this deed. A Fey Spirit can also create a new companion for you if you did not successfully preserve your companion's life energy, but it is notably more difficult. The spirit may be inclined not to grant you a new companion, charge considerably, or it may even anger them enough for them to revoke your druidic powers. In most cases, Spirits demand that you hold the life essence of your companion sacred, as they do.

Companion Improvement: At 4th and 8th levels, your companion's collection improves as shown in the Druid excel sheet.

Companion Imbuement: Starting at 6th level, after preparing your deck after a long rest, you may remove two of those spells from your deck and put them in your companions’ deck.

The companion may play the cards and cast the spells as normal. Additionally, whenever you cast a druid spell that targets exactly one creature, you may have it target your companion, even if they are out of range.