

# BUILD A DRUID

A CHARACTER CREATION PACK FOR  
ROLE PLAYING OR STORYTELLING

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# TABLE OF CONTENTS

Introduction	3
Name and Gender	4
Tables	5
Backgrounds	5
Quirks and Knacks	6
Special Items and Trinkets	7
Prompts	8
Characters	12

## INTRODUCTION

Sometimes characters come to life easily, but sometimes it's a little trickier to coax them into existence or figure out what makes them tick. The little details can add a lot of depth, and the details you didn't realize were there can end up shaping the whole character. This pack can get you started building a character or be used to further flesh out an existing character.

Included is a list of prompts with questions about your druid's practice and lifestyle, as well as a few tables to pick details from or you can roll dice to choose. A lot of the prompts and options are general enough to work across a wide range of settings, from historical to modern to sci-fi. The ready made characters are starting points for you to use in your own TTRPG games, stories, or cosplays. They have varying levels of detail added, with some things left vague for you to choose to fit yourself and your setting, such as surnames and aspects of appearance. Feel free to add and change things about them, and the rest of the creation pack can be used to add more details.

I hope you enjoy, and I would love to hear about the druids you create!

## NAME AND GENDER

Choose a name and gender from the lists below or one of your own creation. Is your name a given name or a chosen name? What inspired it? What is your gender? Do you have a poetic gender?

### NAMES

Aspen	Gemma
Aurora	Harmony
Barrow	Indigo
Belladonna	Isla
Birch	Jade
Bramble	Lachlan
Briar	Reed
Clover	Robin
Cedar	Rowan
Ember	Sage
Fern	Sparrow
Flint	Tempest
Garnet	Willow

### POETIC GENDER

The sound of rustling leaves  
The smell of earth after the rain  
The sound of a flowing stream  
A soaring hawk  
A crackling fire  
A deer leaping through the forest

## TABLES

You can choose however many details you want from the tables below or roll dice and let them decide for you. Take them as they are or use them for inspiration for other ideas.

## BACKGROUNDS

1. You grew up in a druid circle, learning their ways your whole life until recently setting out on your own.
2. You never fit with those around you, always wandering off to the woods to talk to the trees. One day, you met a druid circle, and it was immediately where you belonged.
3. Animals were always drawn to you and you to them. You found your purpose in learning to care for them and work to protect their environment.
4. You found your druidic path on your own, not having a name for it or knowing there were others like you until one day, you met someone who understood.

## QUIRKS AND KNACKS

1. Bees are drawn to you.
2. You can whisper to fire to encourage it to slightly grow or diminish.
3. Your caring nature and willingness to listen inspire people to open up to you and share stories.
4. You have a natural sense for finding running water.
5. Your divination skills help you easily predict weather changes.
6. You carry herbs and tea leaves with you everywhere and make nurturing drinks for yourself and others in all sorts of situations.
7. Every winter solstice you stay up all night, communing with the land and watching the sunrise.
8. As skilled as you are at caring for nature outside, no matter how hard you try, you can't keep houseplants alive.

## SPECIAL ITEMS AND TRINKETS

1. A set of antlers left for you by a deer you know.
2. A dried flower crown tied to a special memory. What does it remind you of?
3. A glass charm with a pressed flower inside. What type of flower is it?
4. A staff with blessings carved into the wood made by someone who means a lot to you.
5. A brown leather belt decorated with elaborate engravings of vines and flowers.
6. A bracelet made of braided hair and beads. Whose hair is it? An animal friend? A loved one?
7. A jar with a drink you're fermenting.
8. A carved wooden cup you always use to drink water.
9. A woodcarving set in a nice leather pouch.
10. A mortar and pestle passed down through friends and family for generations.
11. A cane made from dragon bone.
12. A terrarium in a jar that you carry with you everywhere.

## PROMPTS

1. What are your favorite types of tree? Is there a type of tree that you feel most connected with? Is there a specific tree you connect with most and like to talk to?
2. What is your favorite season? What do you like about it? Do the changing seasons affect your magic?
3. Do you have a focus for casting your magic? What is it like?
4. Do you have a staff? What kind of wood is it made out of? Does it have any decoration? Did you make it yourself? Do you use it as a walking stick? Do you use it in spellcasting or rituals?
5. What is your favorite type of flower?
6. What are your favorite herbs? What do you like about them? The taste, their purpose, their smell?
7. Do you blend teas and potions? What are they used for?
8. What is your home like? Do you live in the house or out in nature?
9. What sort of food do you like to eat? Do you eat meat? Do you cook much? Do you forage or grow your own food?

10. What part of nature do you connect with most?
11. What element do you connect with most?
12. What is your favorite part about caring for nature?
13. How well do you get along with animals? What is your favorite animal?
14. When did you become a druid?
15. What is your druid circle like?
16. Do you have a ritualistic weapon? A dagger or sickle for collecting plants?
17. Is there a place of power or sacred site you like to visit to draw power from?
18. What is your favorite weather?
19. What is your favorite smell from nature?
20. Do you craft things from nature? Made from plants, antlers, bones, fur, etc.
21. Do you wear a flower crown or other plants in your hair?
22. Do you wear antlers, horns, or other objects visibly left by nature?
23. What colors do you wear most? Is there a certain palette from nature that resonates most with you?
24. What is your favorite time of day?
25. Do you connect more with the moon or the sun?
26. Do you prefer solitary rituals or rituals done with a druid circle?

27. How do you observe the solstices?
28. What is your favorite spell or ritual?
29. Do you travel much or keep the the same region? Do you feel more connected to a certain area?
30. Do you communicate with any deities or spirits?
31. Is there a specific color you associate with your magic?
32. What sort of bags and pouches do you carry? What supplies do you make sure you always have with you?
33. Did you have a druidic mentor you learned from? Or a group of them? Did anyone teach you your craft or did you develop it naturally yourself?
34. What sort of role do you fill in nature? Do you protect the natural world? Heal what needs to be healed? Sustain the life it has? Work with nature to heal other creatures? Care for the wildlife?
35. How do you feel about insects? Do you have a favorite type?
36. Do you have favorite rocks, crystals, or gemstones? Do you use them in your rituals and practice?
37. Are you able to shift into an animal form? What is your favorite animal to become?
38. What sort of clothes do you like to wear? Do you make them yourself?

39. Do you have a favorite foraging spot? What do you like about it?
40. Do you have rituals for different phases of the moon?
41. Do you connect with other worlds or planes?
42. Do you have any connection with the dead?

## CHARACTERS

These pre-made characters are starting points for you to use in your own TTRPG games, stories, or cosplays. They have varying levels of detail added, with some things left vague for you to choose to fit yourself and your setting, such as surnames and aspects of appearance. Feel free to add and change things about them, and the rest of the creation pack can be used to add more details.

## CINNA

Gender: Female.

Pronouns: She/her.

Ancestry: Elf and human.

Appearance: Light brown skin. Russet hair. Freckles. Pointed ears. Carries a tall wooden staff carved for her by a mentor. She usually wears red. She's generally quiet, reserved, and observant.

Lifestyle: She lived a mostly solitary life in the forest after losing her mentor, occasionally doing things for a nearby town. She wants to set out to do something different, go beyond the boundaries of her own forest, though she doesn't yet know where.

Favorite things: Carving animal figurines from bits of wood. The smells of different trees.

Communing with the spirits of the forest.

## CEDAR

Gender: Undetermined.

Pronouns: They/them.

Ancestry: Human.

Appearance: Cedar looks curious about the world around them, though they seem to be easily anxious, especially around a lot of people. They wear practically styled clothing with small embellishments added, like detailed embroidery, and often wear glasses when reading.

Lifestyle: Archivist and bard. They record druidic tradition, first for their own circle, then eventually for others.

Favorite things: Learning about people. Daily grounding rituals. The smell of pine. The sound of wind moving through the trees.

## BREDON

Gender: Male.

Pronouns: He/him.

Ancestry: Dryad

Appearance: His appearance is reminiscent of the maple tree he is connected to. He has bark-like skin, red leafy hair, and a mischievous grin.

Lifestyle: He helps guard and protect the forest he lives in. He talks with the other forest spirits and chases off anyone who shouldn't be there.

Favorite things: Foxes. the changing seasons. Playing tricks on anyone who wanders into the forest.

## INDIGO

Gender: Non-binary.

Pronouns: They/them.

Ancestry: Changeling fae.

Appearance: They can change appearance, but most often have light skin, long black hair, and pointy ears. They walk with a cane made of dragon bone and wear a lot of purple, grey, and black.

Lifestyle: They like wandering and they don't stay in one place for long, but have a difficult time finding traveling companions who appreciate their nocturnal tendencies.

Favorite things: The night sky. Auroras. Dragons. Purple.

## LINNETTE

Gender: Female.

Pronouns: She/her.

Ancestry: Dryad.

Appearance: Her appearance is reminiscent of the cherry tree she is tied to. She has bark-like skin and pink and white flowing, flowery hair.

Lifestyle: She helps guard and protect her home forest, communing with other tree spirits and keeping out all who wish them ill.

Favorite things: Deer. Streams. Helping animals.

## FAWN

Gender: Non-binary.

Pronouns: She/they.

Ancestry: Human.

Appearance: She has dark brown skin, curly dark brown hair, and brown eyes, and often wears a gentle smile. She can seem quiet, but opens up to anyone who might be interested in animals.

Lifestyle: She grew up working with animals and has been traveling for a while, meeting new creatures and taking care of animals she finds along the way.

Favorite things: Foxes. Deer. Seeing new places and new animals.

## WILLOW

Gender: Genderfluid.

Pronouns: They/he/she.

Ancestry: Human.

Appearance: They usually wear a long cloak that can billow in the wind and clothes that dry well in the rain. They usually wear varying shades of blue and grey.

Lifestyle: They are good with divination and do card readings and other forms of divination for clients. They specialize in weather prediction.

Favorite things: Petrichor. Feeling an electric charge in the air. Wind. The feel of rain on their face. Dancing in the rain.

## ARIA

Gender: Female.

Pronouns: She/her.

Ancestry: Elf.

Appearance: She has long hair and pointed ears. She usually wears long, flowing clothes that twirl well with dancing. She is lithe and graceful and almost floats as she walks, and usually appears to be daydreaming.

Lifestyle: Uses music and singing to work their druid magic

Favorite things: Dancing. Her flute. Citrus. Sunshine.

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This document was created in Canva. The title and header font is Old Cupboard, designed by Cecil Howe. The main font is Alegreya.

