

# Specials

## Anathema

Special 1

As stewards of the natural order, druids find affronts to nature anathema. If you repeatedly perform these acts, you lose your magical abilities from the druid class, including your druid spellcasting and the benefits of your order. These abilities can be regained only if you demonstrate your repentance with an atone ritual. The following acts are anathema to all druids.

**Anathema** despoil natural places, consume more natural resources than you require to live comfortably, teach the Wildsong to non-druids.

Your choice of druidic order adds further anathema, as detailed in the order's entry

PC1

## Druidic Order

Special 1

Upon becoming a druid, you align yourself with a druidic order, which grants you a class feat, an order spell (see below), and an additional trained skill tied to your order. While you'll always be a member of your initial order, it's not unheard of for a druid to request to study with other orders in search of greater understanding of the natural world, and PC druids are among the most likely to blend the powers of different orders.

Order spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to commune with local nature spirits or otherwise tend to the wilderness in a way befitting your order.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Certain feats give you more focus spells. The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but can never be more than 3 points.

PC1

### Leaf Order

Special 1

You revere the bounty of nature, acting as both a gardener and warden for the wilderness. With your leshy familiar at your side, you help areas regrow after disasters or negligent expansion and turn flora against those who would abuse them.

**Order Skill** Diplomacy

**Druid Feat** Leshy Familiar

**Order Spell** cornucopia

**Anathema** Commit wanton cruelty to plants or fungi or kill them unnecessarily. (This doesn't prevent you from defending yourself or harvesting them for survival.)

PC1

## Fortitude Expertise

Special 3

Adventures have made your physique more hardy. Your proficiency rank for Fortitude saves increases to expert.

PC1

## Heritage

Special 1

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

CRB

### Gourd Leshy

Special 1

You have a large gourd for a skull. Your knowledge comes from within your spirit, rather than a physical brain, and you have found a handier use for the space inside your head. You can store a collection of up to 1 Bulk of objects within your head. The DC of checks to Steal objects from inside your head increases by 4. Additionally, if you store only one object within your head, you can draw it effortlessly into your hand as part of another action to use the object. Drawing the item grants this other action the manipulate trait.

PC1

**Low-Light Vision**

Special 1

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

*CRB***Perception Expertise**

Special 3

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

*PC1***Plant Nourishment**

Special 1

You gain nourishment in the same way that the plants or fungi that match your body type normally do, through some combination of photosynthesis, absorbing minerals with your roots, or scavenging decaying matter. You typically do not need to pay for food. If you normally rely on photosynthesis and go without sunlight for 1 week, you begin to starve. You can derive nourishment from specially formulated bottles of sunlight instead of natural sunlight, but these bottles cost 10 times as much as standard rations (or 40 sp).

*LO: CG***Voice of Nature**

Special 1

You gain your choice of the Animal Empathy or Plant Empathy druid feat.

*PC1***Wildsong**

Special 1

You know the Wildsong, a secret language known only within druid orders, in addition to any languages you know through your ancestry. The Wildsong is a melodic and tonal language sounding more like animal calls than a spoken tongue, and its alphabet involves fractals and spirals, like the arrangement of a seashell's chambers, a snowflake's crystals, or a fern's fronds. Teaching the Wildsong to non-druids is anathema.

*PC1*