

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

Darkvision

Special 1

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

CRB

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

Animal Order

Special 1

You have a strong connection to beasts, always feeling like you understood them (and they you) better than your own people. You stand for the animals of nature, a powerful animal companion at your side.

Order Skill Athletics

Druid Feat Animal Companion

Order Spell heal animal

Anathema Commit wanton cruelty to animals or kill animals unnecessarily. (This doesn't prevent you from defending yourself against animals or killing them cleanly for food).

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

Dragonscaled Kobold

Special 1

Thanks to your warren's association with a dragon, your scales are sturdier than other kobolds'. You gain 10 Hit Points from your ancestry instead of 6. You gain a +1 circumstance bonus to saves against dragon breath, effects with the sleep trait, and effects that would make you paralyzed.

PC2

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

*PC1***Wildsong**

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