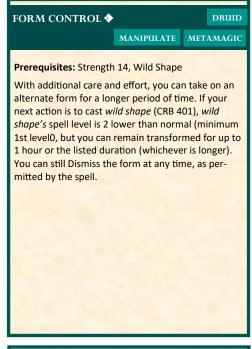


WIDEN SPELL �

DRUID



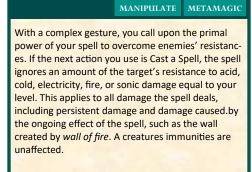


**Trigger:** An opponent adjacent to you critically hits you with a melee weapon or melee unarmed attack.

**Requirements:** You have at least 1 available Focus Point

You lash out, directing a burst of storming fury toward a creature that has harmed you. You cast tempest surge on the triggering opponent and push that creature, moving it 5 feet away from you if it fails its Reflex save, or 10 feet if it critically fails. This movement is considered forced movement.

## HEALING TRANSFORMATION METAMAGIC You can take advantage of shapeshifting magic to close wounds and patch injuries. If your next action is to Cast a non-cantrip polymorph Spell that targets only one creature, your polymorph spell also restores 1d6 Hit Points per spell level to that creature. This is a healing effect.

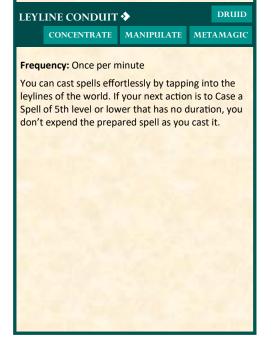


DRUID

OVERWHELMING ENERGY ❖

## EFFORTLESS CONCENTRATION � Trigger: Your turn begins. You maintain a spell with hardly a thought. You

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active druid spells.





Prerequisites: Dragon Shape, Wild Shape

You transcend the limitations of form. While under the effects of wild shape, you can change into any form on the wild shape list; if the duration of the forms would vary, use the shorter of the two durations.

Once per day, you can transform into a kaiju, with the effects of *nature incarnate* (CRB 354); if you have Plant Shape, you can instead transform into a green man.



Range: Touch or 30 feet (see text)

Targets: 1 willing living animal creature

You heal an animal's wounds, restoring Hit Points to the target. The number of actions spent Casting this Spell determines its effects.

- somatic: The spell has a range of touch.
- >> somatic, verbal: The spell has a range of 30 feet and restores an additional 8 Hit Points to the target.

Heightened [+1]: The amount of healing increases by 1d8, and the additional healing for the twoaction version increases by 8.

**GOODBERRY** 

Cast: > 1 hour [somatic, verbal]

Range: Touch

Targets: 1 freshly picked berry

Duration: 1 day

You imbue the target berry with the bounty of nature, allowing it to heal and sustain far beyond its normal capacity. A living creature that eats the berry with an Interact action gains as much nourishment as from a square meal for a typical human and regains 1d8+5 Hit Points. If it's not consumed during the duration, or if you cast goodberry again, the berry withers away.

Heightened [+1]: You can target an additional berry.

TEMPEST SURGE AIR ELECTRICITY

Cast: >> somatic, verbal

Range: 30 feet Targets: 1 creature Saving Throw: Reflex

Your surround a foe in a swirling storm of violent winds, roiling clouds, and crackling lightning. The storm deals 1d12 electricity damage. The target must attempt a basic Reflex save. On a failure, the target is also Clumsy 2 for 1 round and takes persistent electric damage.

Heightened [+1]: The initial damage increases by 1d12, and the persistent damage on a failure increases by 1.

## WILD MORPH

Cast: → to → somatic **Duration:** I minute

Power (CRB 400).

You morph your body based on your training, choosing one of the following effects based on your wild order feats.

At 6th and 10th level, this ability can be heightened. For more information, see the Wild Morph Focus

♦ Wild Shape ♦ Elemental Shape ◆ Plant Shape ♦ Soaring Shape

DISMISS **\*** 

You end one spell or magic item effect. This must be Requirements: You have at least one spell active an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.

CAST A SPELL ❖,❖>,❖>>,�,⊋

You cast a spell you have prepared or in your repertoire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

Spell Components: Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ◆ Material (Manipulate)
- ♦ Somatic (Manipulate)
- ♦ Verbal (Concentrate)
- Focus (Manipulate)

REFOCUS

CONCENTRATE

Requirements: You have a focus pool, and have spent at least 1 Focus Point since you last regained any Focus Points.

You spend 10 minutes performing deeds to restore your magical connection. This restoes 1 Focus oint to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For example, a cleric with focus spells can usually Refocus while tending the wounds of their allies, and a wizard might be able to Refocus while attempting to Identify Magic.

SUSTAIN A SPELL ❖

with a sustained duration, and you are not fatigued. Choose one spell with a sustained duration you have

in effect. The duration of that spell continues until the end of your next turn. Some spells might have a slightly different or expanded effects if you sustain them. Sustaining a spell for more than 100 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration (such as "sustained up to 1 minute" or sustained up to 1 hour").

If your Sustain a Spell action is disrupted, the spell immediately ends.