

ARCHETYPE - ORCHARDIST

An orchardist is someone whose profession it is to grow fruits in an orchard. It is a humble profession, but a necessary one, as without orchardists the world would not be able to enjoy the sweet taste of fruit.

You, however, are special. You're not just any orchardist, but one who has become so dedicated to their profession that you have gained a magical connection to your orchard. The fruits themselves have gained special properties and are certainly worth at least 2 silver pieces each.

This archetype was made based on several inside jokes on the Patreon Discord server for the Mortals and Portals podcast.

Written by Z3DT with suggestions from the community. Specific thanks go to Blond Swanson, Lehruket and SheerRNG for their input.

ORCHARDIST DEDICATION

FEAT 2

#Uncommon #Archetype #Dedication #Orchardist

Archetype: Orchardist

Prerequisites: Trained in Nature

You have learned how to grow fruits in a magical orchard. Choose one type of fruit: apples, pears, cherries, or plums. Each type of fruit offers different benefits, listed below. You gain access to an Orchard, which is a demiplane, and you gain the Pick Fruit activity (below). The climate inside your Orchard is always ideal for the type of fruit you chose to grow. It has an identical day/night cycle to the world in The Universe you were last on.

Types of fruit

Each type of fruit gives certain benefits. It costs one action to consume a fruit, which has the #Manipulate trait and requires a creature to be holding the fruit. The benefits listed last for one minute. Each fruit can also be used as a thrown weapon, which is a Simple Weapon with a range of 15ft. and has the #Thrown trait. Damage and other traits depend on the fruit.

- ◆ *Apples:* You gain a +1 status bonus to Diplomacy checks. As a weapon, apples deal 1d6 bludgeoning damage.
- ◆ *Pears:* You gain a +1 status bonus to Intimidate checks. As a weapon, pears deal 1d6 bludgeoning damage.
- ◆ *Cherries:* You gain a +1 status bonus to Deception checks. As a weapon, cherries deal 1d4 damage and have the #Agile and #Finesse traits.
- ◆ *Raspberries:* You gain a +1 status bonus to Performance checks. As a weapon, raspberries deal 1d4 bludgeoning damage and have the #Agile and #Finesse traits.

PICK FRUIT

#Exploration , #Manipulate

Requirements: You are not in your Orchard, you are not in combat.

Frequency: Once per day.

You can spend one minute to create a portal into your Orchard. The portal stays open and can be used by any other creature as long as you are in your Orchard. When you leave your Orchard, the portal closes and cannot be opened again until your next daily preparations, and any creature still inside appears where your portal was unharmed. You cannot Refocus, Treat Wounds, rest, do your daily preparations, or do other Downtime or Exploration activities in your Orchard.

When in your Orchard, you can pick an amount of fruits equal to two times your level. This takes one round per fruit. Your fruits become inedible when you do your next daily preparations.

A HEALTHY SNACK

FEAT 4

#Archetype #Orchardist

Frequency: Once per day

Your fruits have become even healthier, enhancing their magical benefits. If your next action is consuming a fruit from your Orchard, you can choose to have the status bonus granted by your fruit to be +2 instead of +1, but the effects will only last until the start of your next turn.

AN APPLE A DAY

FEAT 4

#Archetype #Orchardist #Healing

Prerequisites: Apples

Everyone knows that eating apples can keep you healthy enough to no longer need medical attention. You gain the Battle Medicine skill feat, but you use Nature instead of Medicine for the check and you need to be holding an apple from your Orchard instead of healer's tools. Each time you heal someone using this feat, the apple you were holding is consumed.

TWO'S A PEAR

FEAT 4

#Archetype #Orchardist

Prerequisites: Pears. Must be holding a pear from your Orchard in each hand.

Make two ranged Strikes, one with each pear you're holding. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Your multiple attack penalty does not increase for the second Strike, but applies normally to any Strikes afterwards.

BLACKHEART BOMB

FEAT 4

#Archetype #Orchardist

Prerequisites: Cherries

If your next Action is making a ranged Strike with one of the cherries from your Orchard, it gains the #Splash and #Bomb trait, deals fire damage instead of bludgeoning damage, and deals 1 fire splash damage if you are level 1 or higher, 2 fire splash damage if you are 3rd level or higher, 3 fire splash damage if you are level 11 or higher, or 4 fire splash damage if you are level 17 or higher.

BERRY HELPFUL

FEAT 4

#Archetype #Orchardist

Prerequisites: Raspberries


If your next action is the Aid action, you can consume one of the raspberries from your Orchard to gain a +2 status bonus to the check.

BIG BAG OF FRUITS

FEAT 6

#Archetype #Orchardist

Now that you have a larger amount of fruits that you can gather, you have enough to use them not only as thrown, but as melee weapons.

You can use a bag, sack, or other carried container of fruits from your Orchard as a one-handed simple melee weapon called your Big Bag of Fruits. Runes that could be etched onto one-handed Thrown or Melee weapons can be etched onto this bag, including Fundamental Runes. Any fruit taken out of the Big Bag of Fruits has any runes that are applicable to Thrown weapons replicated onto it, similar to a [Thrower's Bandolier](#) .

A Big Bag of Fruits deals an amount of damage equal to one die size higher than when you throw an individual fruit. A Big Bag of Fruits has the same traits as the fruits it contains as well as the #Forceful trait, but cannot be thrown. You can only make melee attacks with your Big Bag of Fruits if it contains at least half a day's worth of harvested fruits from your Orchard. Any runes etched onto the bag that cannot be etched onto Melee weapons do not function when the bag is used as a Melee weapon.

Taking a fruit from the Big Bag of Fruits is a free action with the #Manipulate trait.

FOR DIGSBY!

FEAT 12

#Archetype #Orchardist

Prerequisites: Big Bag of Fruits

Requirements: You are wielding your Big Bag of Fruits, which contains a full day's worth of fruits harvested from your Orchard.

You invoke the power of Digsby, the greatest Orchardist who ever lived. Make a Melee Strike with your bag of fruits. If you hit and deal damage, the target must make a Fortitude save.

Critical Success: Nothing happens

Success: The target is stunned 1

Failure: The target is stunned 2

Critical Failure: The target is stunned 2, prone, and cannot use any actions that have the **#Concentrate** trait until the start of your next turn.

ORCHARDIST'S WRATH

FEAT 19

#Archetype **#Orchardist** **#Death**

Prerequisites: For Digsby!

Requirements: You are wielding a Big Bag of Fruits, which contains a full day's worth of fruits harvested from your Orchard.

Frequency: Once per day

Make a Melee Strike with your Big Bag of Fruits. If you hit and deal damage, you forcefully shove fruits down the target's throat. The effect depends on the target's level and number of current hit points after the damage has been dealt.

16th or lower: The target dies instantly

17th: If the target has fewer than 50 hit or fewer, it dies instantly. Otherwise, it drops to 0 hp and becomes Dying 1

18th or higher: The target takes 50 damage of the same damage type as your fruits. If this brings it to 0 hp, the target dies instantly.



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