MENHIR SAVANT

(DRUID)

Druid Level

Level Bonus +

MENHIR SAVANT

Druid Level		
1	☐	**Spirit Sense** Detect undead, fey, outsiders and astral, ethereal and incorporeal creatures
2	☐	**Place Magic** Tap into ley lines to increase your caster level
4	☐	**Resist Nature's Lure** +4 to saves against the fey and plants **Forma Selvagem** Torna-se qualquer animal médio ou pequeno
9	☐	**Venom Immunity** Immune to all poisons **Walk the Lines** Transport any distance via plants
13	☐	**Empty Body** Become ethereal
15	☐	**Corpo Atemporal** Não envelhece, ignora magias de envelhecimento

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS	WIS - 4	WIS - 8	WIS - 12
	0								
	1					☐	☐	☐	☐
	2					☐	☐	☐	☐
	3					☐	☐	☐	☐
	4					☐	☐	☐	☐
	5					☐	☐	☐	
	6					☐	☐	☐	
	7					☐	☐	☐	
	8					☐	☐	☐	
	9					☐	☐		

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + _____ Caster Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Poder Garantido		Poder Garantido	
Nível		Nível	
CD		CD	
Usos Diários	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	Usos Diários

PLACE MAGIC

Level 2

As a free action, increase your caster level by 1 for 1 round

USES PER DAY

☐ = 3 + WIS

WALK THE LINES

Level 9

Cast *transport via plants*

USES PER DAY

☐ = WIS

WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

0		
1	☐☐☐	☐☐☐
2	☐☐☐	☐☐☐
3	☐☐☐	☐☐☐
4	☐☐☐	☐☐☐
5	☐☐☐	☐☐☐
6	☐☐☐	☐☐☐
7	☐☐☐	☐☐☐
8	☐☐☐	☐☐☐
9	☐☐☐	☐☐☐

SCROLLS

POTIONS