



DIVINE STRATEGIST

OF

Divine Strategist Level
Caster Level

(CLERIC)

DOMAIN

Domain	
Granted Power	Granted Power
Level	Level
DC	DC
Uses per day	Uses per day

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT	Light Wounds	1d8 + Level (1 - 5)	1	5
	Moderate Wounds	2d8 + Level (3 - 10)	2	6
	Serious Wounds	3d8 + Level (5 - 15)	3	7
	Critical Wounds	4d8 + Level (7 - 20)	4	8
	Heal / Harm	10 x Level	6	9

MASTER TACTITIAN

INITIATIVE BONUS

Cleric Level

$$+ \text{ } = \text{ } \div 2$$

ALLIES' INITIATIVE BONUS

Cleric Level

$$= \text{ } \div 4$$

Level 20 Initiative roll is always 20.

CASTER SUPPORT

CASTING BONUS

Cleric Level

$$= 2 + (\text{ } \div 4)$$

Bonus to ally's concentration and caster level checks.

Only applies half when used to support an arcane spellcaster or an ally using a magical item.

TACTICAL EXPERTISE

Add INT bonus to attacks when flanking or making an attack of opportunity.

Add INT bonus to any one d20 roll:

Level 8

USES PER DAY

Cleric Level

$$= (\text{ } \div 2) - 7$$

PREPARED SPELLS

0	
Domain Spell + 1	
1	
Domain Spell + 1	
2	
Domain Spell + 1	
3	
Domain Spell + 1	
4	
Domain Spell + 1	
5	
Domain Spell + 1	
6	
Domain Spell + 1	
7	
Domain Spell + 1	
8	
Domain Spell + 1	
9	