DIVINE Divine Strategist	×	PREPAR	ED	SPELLS
STRATEGIST Level				
OF Caster Level			0	
(0.7770)				
(CLERIC) DOMAIN				
Domain		Domain Spell + 1		
Granted Power Granted Power			1	
Level				
20				
Uses Uses per day Decided per day		Domain Spell + 1		
SPELLS *				
Spell Spells = Basis + Bonusspreuken per day = Spreuken + C			2	
o bet day sprenken			_	
1 +1 +1 -1				
2 +1 +1 0000				
3 +1 +1 0000		Domain Spell + 1		000
4 +1 +1 ,000				
5 +1 +1 000				
6 +1 +1 ,			3	
7 +1 +1 000				
8 +1 +1 -1				
9 +1 +1 □□		Domain Spell + 1		
Spell Save DC = 10 + WIS + Spell Level				
F: Light Wounds 1d8 + Level (1 - 5) 1 5				
0			4	
Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table Table				
EXAMPLE Critical Wounds 4d8 + Level (7 - 20) C 4 S 8 Heal / Harm 10 × Level 6				
B Heal / Harm 10 × Level 6 ≥ 9		Domain Spell + 1		
MASTER TACTITIAN				
INITIATIVE Cleric			5	
DONOS				
+ ÷ 2				
ALLIES' INITIATIVE Cleric		Domain Spell + 1		
BONUS Level				
= ÷ 4			6	
Level Initiative roll is always 20.				
20				
CASTER SUPPORT		Domain Spell + 1		
CASTING Cleric BONUS Level			7	
= 2 + (÷ 4)				
Bonus to ally's concentration and caster level checks.				
Only applies half when used to support an arcane spellcaster or		Domain Spell + 1		
an ally using a magical item.				
TACTICAL EXPERTISE			8	
Add INT bonus to attacks when flanking or making an attack of opportunity.				
Add INT bonus to any one d20 roll:		Domain Spell + 1		
Level Cleric		. 1		
PER DAY Level			9	
= (÷ 2) - 7				