



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 × Level	6	9

MASTER TACTITIAN

INITIATIVE BONUS	Cleric Level
+ <input type="text"/>	= <input type="text"/> ÷ 2
ALLIES' INITIATIVE BONUS	Cleric Level
<input type="text"/>	= <input type="text"/> ÷ 4

Level 20 Initiative roll is always 20.

CASTER SUPPORT

CASTING BONUS	Cleric Level
<input type="text"/>	= 2 + (<input type="text"/> ÷ 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 INTbonus to attacks when flanking or making an attack of opportunity.

Add INTbonus to any one d20 roll:

Level 8	USES PER DAY	Cleric Level
<input type="text"/>	= (<input type="text"/> ÷ 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	