



# DIVINE STRATEGIST

(CLERIC)

Divine Strategist Level  
Caster Level

## 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			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

Concentration		=	WIS	+	Caster 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

+ = ÷ 2

ALLIES' INITIATIVE BONUS

Cleric Level

= ÷ 4

Level 20 Initiative roll is always 20.

## CASTER SUPPORT

CASTING BONUS

Cleric Level

= 2 + ( ÷ 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.

Level 8 Add INT bonus to any one d20 roll:

USES PER DAY

Cleric Level

= ( ÷ 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