



DIVINE STRATEGIST

Divine Strategist Level
Zauberstufe

(CLERIC)

DOMAIN

Domäne

Verliehene Fähigkeiten

Verliehene Fähigkeiten

Stufe

SG

Einsetzbar pro Tag

Einsetzbar pro Tag

ZAUBER

Zauber Rettungs SG	Zauber pro Tag	= Grund-zauber	+ Bonuszauber
0	0	0	WE - 4 WE - 8 WE - 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	

Zauber Rettungs SG = 10 + WE + Zaubergrad

HEILEN / VERURSACHEN	Concentration	= WE +	Zauberstufe
Leichte Wunden	1W8 + Stufe (1 - 5)		1
Mittelschw. Wunden	2W8 + Stufe (3 - 10)		2
Schwere Wunden	3W8 + Stufe (5 - 15)		3
Kritische Wunden	4W8 + Stufe (7 - 20)		4
Heilen / Leid	10 × Stufe		6

MASTER TACTITIAN

INITIATIVE BONUS

Kleriker-Stufe

$$+ = \div 2$$

ALLIES' INITIATIVE BONUS

Kleriker-Stufe

$$= \div 4$$

Stufe 20 Initiative roll is always 20.

CASTER SUPPORT

CASTING BONUS

Kleriker-Stufe

$$= 2 + (\div 4)$$

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.

Stufe 8 Add INT bonus to any one W%d20W% roll:

EINSETZBAR PRO TAG

Kleriker-Stufe

$$= (\div 2) - 7$$

VORBEREITETE ZAUBER

0

Domänenzauber +1

1

Domänenzauber +1

2

Domänenzauber +1

3

Domänenzauber +1

4

Domänenzauber +1

5

Domänenzauber +1

6

Domänenzauber +1

7

Domänenzauber +1

8

Domänenzauber +1

9

Domänenzauber +1