



# 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				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

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

ALLIES' INITIATIVE BONUS

Cleric Level

$$= \div 4$$

Level 20 Initiative roll is always 20.

## CASTER SUPPORT

CASTING BONUS

Cleric Level

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

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.

Level 8 Add INT bonus to any one d20 roll:

USES PER DAY

Cleric Level

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

## 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	