



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
+ = ÷ 2

ALLIES' INITIATIVE BONUS
= ÷ 4

Level 20 Initiative roll is always 20.

CASTER SUPPORT

CASTING BONUS
= 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
= (÷ 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	