



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 | |