

ORACLE

Caster  
Level

CURSE

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4
		1		CHA - 4
		2		CHA - 4
		3		CHA - 8
		4		CHA - 8
		5		CHA - 12
		6		CHA - 12
		7		CHA - 12
		8		CHA - 12
		9		CHA - 12

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

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

SCROLLS

POTIONS

WANDS

CHARGES

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0000 0000 0000 0000

CHARGES

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0000 0000 0000 0000

CHARGES

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0000 0000 0000 0000

MYSTERY

Mystery

Deity

1	6
2	7
3	8
4	9
5	10

KNOWN SPELLS

0	
2	Bonus Spell
1	
4	Bonus Spell
2	
6	Bonus Spell
3	
8	Bonus Spell
4	
10	Bonus Spell
5	
12	Bonus Spell
6	
14	Bonus Spell
7	
16	Bonus Spell
8	
18	Bonus Spell
9	