

ORACLE

Caster
Level

Level
Bonus

+

CURSE

SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis Spreuken	Bonus Spreuken
		0		CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/>
		7		<input type="checkbox"/> <input type="checkbox"/>
		8		<input type="checkbox"/> <input type="checkbox"/>
		9		<input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster
Level

ARCANE SPREUK MISLUKKING TREDE

%

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

SCROLLS

POTIONS

WANDS

CHARGES

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CHARGES

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CHARGES

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MYSTERY

Mystery	Deity
1	6
2	7
3	8
4	9
5	10

KNOWN SPELLS

	0	
2	Bonus Spell	1
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	Bonus Spell	2
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6	Bonus Spell	3
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8	Bonus Spell	4
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
10	Bonus Spell	5
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
12	Bonus Spell	6
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
14	Bonus Spell	7
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
16	Bonus Spell	8
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
18	Bonus Spell	9
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>