ORACLE

Caster Level

CURSE

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPREUK MISLUKKING TREDE

%

CURE / INFLICT

			Spell Level	Mass Spell Level
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 #

CHARGES #

CHARGES #

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