



Spells

Saving Throw CL = Caster Level

Level	Spells/Day	Bonus
0		x
1		
2		
3		
4		
5		
6		
7		
8		
9		

Zero

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

First

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Second

1
2
3
4
5
6
7
8
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10
11
12
13
14
15

Third

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Fourth

1
2
3
4
5
6
7
8
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10
11
12
13
14
15

Fifth

1
2
3
4
5
6
7
8
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10
11
12
13
14
15

Sixth

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Seventh

1
2
3
4
5
6
7
8

9
10
11
12
13
14
15

Eighth

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

Ninth

1
2
3
4
5
6
7
8
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10
11
12
13
14
15



By Chuck Morris