

General Recharge Times

Spell Level	Bard & Sorcerer	Cleric, Druid, Paladin, Ranger & Wizard
Highest Possible	1d4+1 rounds	1d6+1 rounds
Second Highest Possible	1d4+1 rounds	1d6+1 rounds
Third Highest Possible	1d4 rounds	1d4+1 rounds
Fourth Highest Possible	1d4 rounds	1d4+1 rounds
Fifth Highest Possible	1d3 rounds	1d4 rounds
Sixth Highest Possible	1d3 rounds	1d4 rounds
Seventh Highest Possible	1 round	1d3 rounds
Eighth Highest Possible	1 round	1d3 rounds
Ninth Highest Possible	0	1 round
Tenth Highest Possible	0	1 round