# Shaman: Level 5, Caster Level 5, Highest Spell Cast = 3

## Bonus Cleric Spells – Favored Class Feat

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| CLERIC LEVEL 1 SPELLS | | | | |
| **Divine Favor** | Evocation | 1 Std Action | 1 Min | Personal |
|  | **[V,S,DF] TARGET**: You;  **EFFECT**: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage. | | | |
| **CLERIC LEVEL 2 SPELLS** | | | | |
| **Path of Glory** | Conjuration (Healing) | 1 Std Action | 1 Round/Lvl **(6 Rounds)** | Touch (see text) |
|  | **[V,S] TARGET**: Four 5ft sq/Lvl (see text);  **EFFECT**: You cause four 5-foot squares (one of which must be your space) to glow with dim illumination. Starting on your next turn, as a swift action you can extend the glowing area by an additional four 5-foot squares; each new square must be adjacent to a square that was previously glowing. Allies who end their turns on a glowing square (including those who fall unconscious in the square) are healed of 1 point of damage. **[House Rule]**: When a square first illuminates it automatically heals allies for 1 point of damage or grants 1 successful death saving throw. Incapacitated players beginning their turn on a glowing square automatically gain one (two on greater) successful death saving throw; but gain no heath.  [**SR**: No; none] | | | |
| **Weapon of Awe** | Transmutation | 1 Std Action | 1 Min/Lvl **(6 Min)** | Weapon Touched |
|  | You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition.  You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.  [**SR**: Yes (harmless, object); Will negates (harmless, object)] | | | |

## Shaman Wandering Spirit Abilities

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| **BATTLE** | **BATTLE SPIRIT (SU)** |
|  | A shaman surrounds herself with the spirit of battle. Allies within 30 feet of the shaman (including the shaman herself) receive a +1 morale bonus on attack rolls and weapon damage rolls. At 8th level and again at 16th level, these bonuses increase by 1. The shaman can use this ability for a number of rounds per day equal to 3 + her Charisma modifier. These rounds do not need to be consecutive. |
| **BONES** | **TOUCH OF GRAVE (SU)** |
|  | As a standard action, the shaman can make a melee touch attack infused with negative energy that deals an amount of damage equal to 1d4 points + 1 point for every 2 shaman levels she possesses. She can instead touch an undead creature to heal it of the same amount of damage. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon that the shaman wields is treated as an *unholy* weapon. |
| **FLAME** | **TOUCH OF FLAME (SU)** |
|  | As a standard action, the shaman can make a melee touch attack that deals 1d6 points of fire damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a *flaming* weapon. |
| **HEAVENS** | **STARDUST (SP)** |
|  | As a standard action, the shaman causes stardust to materialize around one creature within 30 feet. This stardust causes the target to shed light as a candle, preventing it from gaining any benefit from concealment or invisibility. The creature takes a –1 penalty on attack rolls and sight-based Perception checks. This penalty on attack rolls and Perception checks increases by 1 at 4th level and every 4 levels thereafter, to a maximum of –6 at 20th level. This effect lasts for a number of rounds equal to 1/2 the shaman's level (minimum 1). Sightless creatures cannot be affected by this ability. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. |
| **LORE** | **MONSTROUS INSIGHT (SU)** |
|  | The shaman can identify creatures and gain insight into their strengths and weaknesses. As a standard action, the shaman can attempt a Knowledge check to identify a creature and its abilities (using the appropriate skill for the monster's type) with an insight bonus equal to her shaman level. Whether or not the check is successful, she also gains a +2 insight bonus for 1 minute on attack rolls made against that creature and a +2 insight bonus to her AC against attacks made by that creature. These bonuses last for 1 minute. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. |
| **NATURE** | **STORM BURST (SU)** |
|  | As a standard action, the shaman causes a small storm of swirling wind and rain to form around one creature within 30 feet. This storm causes the target to treat all foes as if they had concealment, imposing a 20% miss chance for 1 round plus 1 round for every 4 shaman levels she possesses. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a *thundering* weapon. |
| **STONE** | **TOUCH OF ACID (SU)** |
|  | As a standard action, the shaman can make a melee touch attack that deals an amount of acid damage equal to 1d6 points + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a *corrosive* weapon. |
| **WAVES** | **WAVE STRIKE (SU)** |
|  | As a standard action, the shaman can perform a melee touch attack that drenches a creature and pushes it away. The opponent takes 1d6 points of nonlethal damage + 1 point for every 2 shaman levels the shaman possesses and is pushed 5 feet directly away from the shaman. This movement does not provoke attacks of opportunity. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any melee weapon she wields is treated as if it had the *quenching* special ability. |
| **WIND** | **SHOCKING TOUCH (SU)** |
|  | As a standard action, the shaman can make a melee touch attack that deals 1d6 points of electricity damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a *shocking* weapon. |