# Shaman: Level 6, Caster Level 6, 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)** | Touch |
|  | **[V,S,DF] TARGET**: Weapon Touched; **EFFECT**: 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)] | | | |

## Possible Cleric Spells

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| **CLERIC LEVEL 3 SPELLS** | | | | |
| **Stunning Barrier, Greater** | Abjuration | 1 Std Action | 1 Round/Lvl **(7 Rounds)** | Personal |
|  | **[V,S] TARGET**: You;  **EFFECT**: You are closely surrounded by a barely visible magical field. The field provides a +2 deflection bonus to AC and a +2 resistance bonus on saves. Any creature that strikes you with a melee attack is stunned for 1 round (Will negates). The field is not discharged until it has stunned a number of creatures equal to your caster level.  [**SR**: Yes; Will negates] | | | |
| **Badger’s Ferocity** | Transmutation | 1 Std Action | Concentration | Close (25ft + 5ft/2 Lvls) **(40ft)** |
|  | **[V,S] TARGET**: One Weapon/3 Lvls; **EFFECT**: This functions like keen edge\*, except it affects multiple weapons and requires your concentration. You select the weapon to be affected, and can only affect one weapon per creature. If a creature’s weapon exceeds the spell’s range, the spell ends for that weapon.  \*keen edge: This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. This spell can be only on piercing or slashing weapons. Ranged ammo only, and one time effect only. You can’t cast this spell on a natural weapon, such as a claw. This effect does not stack. [**SR**: Yes; Will negates (harmless)] | | | |
| **Nap Stack** | Necromancy | 1 Min | 8 Hours | 30ft |
|  | **[V,S,M (a little silk pillow worth 100gp)] AREA**: 30ft Radius Emanation; **EFFECT**: You reduce the amount of uninterrupted sleep or rest creatures within the spell’s area need in order to recover from injuries, regain spells, or other special abilities to 2 hours instead of the normal eight. In addition, if creatures continue to sleep or rest beyond the initial 2 hours, every additional 2 hours counts as a day of rest for the purpose of recovering hit points, ability damage, as well as for enduring diseases, poisons, or other afflictions. This means 8 total hours of sleep counts as 4 days for natural healing and for saving throws as diseases or similar afflictions run their course. When suffering from diseases, poison, or other afflictions, sleepers experience vivid dreams that help them track their recovery. If things go poorly they can, at any time, wake themselves up in order to seek a better alternative. If awoken or otherwise disturbed during this 8-hour period, creatures may return to sleep but they no longer enjoy the benefits of the accelerated recovery time. Creatures can only enjoy the benefits of this spell once in any 1-week period.  [**SR**: Yes (harmless); Will negates (harmless)] | | | |
| **Prayer** | Enchantment (Compulsion) | 1 Std Action | 1 Round/Lvl **(7 Rounds)** | 40ft |
|  | **[V,S,DF] AREA**: All allies and foes within a 40ft radius burst centered on you; **EFFECT**: You bring special favor upon yourself and your allies while brining disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls. [**SR**: Yes; none] | | | |
| **Sacred Bond** | Conjuration (healing) | 1 Round | 10 Min/Lvl **(70 min)** | Touch |
|  | **[V,S,F ( a pair of golden bracelets worth 100gp each worn by both you and the target)] TARGET**: Creature Touched; **EFFECT**: To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you. Once the spell has been cast, you and the target may cast conjuration (healing) spells with a range of touch upon each other so long as you are within close range (25ft + 5ft/2 Lvls) **(40ft)**. Should either you or the target remove your bracelet, the spell immediately ends. [**SR**: Yes (harmless); Will negates (harmless)] | | | |
| **CLERIC LEVEL 4 SPELLS** | | | | |
| **Blessing of Fervor** | Transmutation | 1 Std Action | 1 Round/Lvl **(9 Rounds)** | Close (25ft + 5ft/2 Lvls **(45ft)** |
|  | **[V,S,DF] TARGET**: One creature/lvl, no two of which can be more than 30ft apart;  **EFFECT**: With this blessing, you call your allies to move forth and empower them to conquer and become victorious. Each round for the duration of this spell, each of your allies can choose one of the following bonuses for that round at the beginning of its turn (their choice).   * Increase its speed by 30 feet. * Stand up as a swift action without provoking an attack of opportunity. * Make one extra attack as part of a full attack action, using its highest base attack bonus. * Gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves. * Cast a single spell of 2nd level or lower as if it were an enlarged, extended, silent, or still spell.   These effects are not cumulative with similar effects, such as those provided by *haste* or a *speed* weapon, nor do they actually grant an extra action, so you can’t use it to cast a second spell or otherwise take an extra action in the round. *Blessing of fervor* does not stack with *haste*.  [**SR**: Yes (harmless); Fortitude negates (harmless)] | | | |
| **Path of Glory, Greater** | Conjuration (Healing) | 1 Std Action | 1 Round/Lvl **(9Rounds)** | Touch (see text) |
|  | **[V,S] AREA**: Four 5ft Squares/Lvl (see text);  **EFFECT**: This spell functions as Path of Glory, except as noted above, and a square provides 5 points of healing instead of 1.  [**SR**: No; none] | | | |