# Shaman: Level 6, Caster Level 6, Highest Spell Cast = 3

## Bonus Cleric Spells – Favored Class Feat

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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; 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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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; 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)] | | | |