

SHADOWCASTER

Shadowcaster
Level

SHADOWCASTER

Shadow Caster Level	Fundamentals		Mysteries
1	3	1	<input type="checkbox"/> Apprentice paths
2		2	<input type="checkbox"/> Bonus feats
3		3	<input type="checkbox"/> Umbral sight (darkvision 30ft)
4		4	
5		5	<input type="checkbox"/> Sustaining shadow (eat 1 meal /week)
6	5	6	
7		7	<input type="checkbox"/> Initiate paths
8		8	<input type="checkbox"/> Apprentice paths as spell-like abilities
9		9	
10		10	<input type="checkbox"/> Sustaining shadow (sleep 1 hour /day)
11	6	11	<input type="checkbox"/> Umbral sight (darkvision 60ft)
12		12	
13		13	<input type="checkbox"/> Master paths
14		14	<input type="checkbox"/> Initiate paths as spell-like abilities
15		15	<input type="checkbox"/> Apprentice paths as supernatural abilities
			<input type="checkbox"/> Unlimited use of fundamentals
			<input type="checkbox"/> Sustaining shadow (immune to poison and disease)
16	7	16	
17		17	
18		18	
19		19	
20	8	20	<input type="checkbox"/> Sustaining shadow (no need to breathe, eat or sleep)

FUNDAMENTALS

	Uses per day	
1	#	
2	#	
3	#	
4	#	
5	#	
6	#	
7	#	
8	#	
9	#	
10	#	
11	#	
12	#	

ABILITIES

	Spells	Spell-like abilities	Supernatural abilities
Affected by antimagic field	✓	✓	✓
Use provokes attack of opportunity	✓	✓	
Subject to spell resistance	✓	✓	
Can be dispelled	✓	✓	
Can be counterspelled	✓		
Requires somatic components	✓		

BONUS FEATS

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Known Paths

$$\boxed{} = \div 2 \quad (\text{Round down})$$

PATHS & MYSTERIES

[illegible]