00 / 44		SF	IADOWCASTER	~			PATHS & MYSTERIES			" (
04,	*	_	Shadowcaster	i		Path		Mystery Level	Us	es per day
****	×		Level	JL.		1			#	
*		SI	HADOWCASTER	Category	School	3			#	
Shadow	.6	entals	;(e ⁵		S	9 3			#	
Caster Level	Fundar	Myste							#	
1	3	1	☐ Apprentice paths						#	
2		2	☐ Bonus feats ☐ Umbral sight (darkvision 30ft)						#	
3 4	4	4	— ombrar signe (darkvision oore)							
5		5	☐ Sustaining shadow (eat 1 meal /week)						#	
6		6							#	
7		7	☐ Initiate paths ☐ Apprentice paths as spell-like abilities	_					#	
8	5	8							#	
9		9 10	☐ Sustaining shadow (sleep 1 hour /day)						#	
11	_	11	☐ Umbral sight (see in darkness 60ft)						#	
12		12								
13		13	☐ Master paths ☐ Initiate paths as spell-like abilities						#	
			☐ Apprentice paths as supernatural abilities						#	
14		14	☐ Unlimited use of fundamentals ☐ Sustaining shadow	_					#	
15		15	(immune to poison and disease)						#	
16	_	16							#	
17 18		17 18							#	
19		19								
20	8	20	☐ Sustaining shadow (no need to breathe, eat or sleep)						#	
		171	UNDAMENTALS	,					#	
		1.5	Uses per day	·					TT	
1			#						#	
2			#						#	
3			#						#	
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7			#						#	
8			#							
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10			# #						#	
12			#						#	
VAARDIGHEDEN										
			Spells Spelliffe Substitutes						#	
			115 collines cupings						#	
			Stells Stellities Superities	_		I				
Affected Use prov			field \checkmark \checkmark \checkmark of opportunity \checkmark \checkmark						#	
Subject t	o spell	resist							#	
Can be dispelled ✓ ✓									#	
Can be counterspelled Requires somatic components										
			NUS PRESTATIES						#	
BONUS FEATS			Known						#	
FEATS			Paths							
		=	÷ 2 (Naar beneden afge	rond)					#	
									#	