Sh A)	SF	IADOWCASTER	``			PATHS & MYSTERIE	S		" (
40	>	O1 .	Shadowcaster			Path		Mystery Level	Us	es per day
Wile in	9		Level	_		1			#	
`		SI	HADOWCASTER	Category	Escola	2			#	
Shadow		entals	¢9	Co	ES	3			#	
Caster	Fundar	IN Ste	ile.						11	
1	3	1	☐ Apprentice paths						#	
2		2	☐ Bonus feats						#	
3		3	☐ Umbral sight (darkvision 30ft)							
4	4	4	☐ Sustaining shadow (eat 1 meal /week)						#	
5		5 6	a dustaining shadow (eat 1 mear/week)						#	
7		7	☐ Initiate paths						#	
8	5	8	☐ Apprentice paths as spell-like abilities							
9		9							#	
10	_	10	☐ Sustaining shadow (sleep 1 hour /day)						#	
11		11	☐ Umbral sight (see in darkness 60ft)	_					#	
12 13		12 13	☐ Master paths							
'		1)	☐ Initiate paths as spell-like abilities						# #	
1,		4,	☐ Apprentice paths as supernatural abilities ☐ Unlimited use of fundamentals						#	
14 15		14 15	☐ Sustaining shadow							
			(immune to poison and disease)						#	
16 17	_	16 17							#	
18		18							#	
19		19								
20	8	20	☐ Sustaining shadow (no need to breathe, eat or sleep)						#	
		TNT	JNDAMENTALS						#	
		Г	Uses per day						#	
1			#						#	
2			#						#	
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12			# Habilidades #							
									#	
			Like anatura						#	
			Spells Spelliffe Superfictual Spells Spelliffe Superfictual field ✓ ✓ ✓						#	
Affected	by antir	nagic	field \checkmark \checkmark							
			de oportunidade✓ ✓						#	
Subject t pode ser			ance √ √ √ √						#	
Can be co										
Requires		c com	ponents -						#	
N			ALENTO BÔNUS						#	
BONUS FEATS			Known Paths						#	
		=	÷ 2	ive)						
			(Arredonda para Ba	ixU)					#	
									#	
					1					