10 10 Ag		SF	HADOWCASTER	*			PATHS & MYSTERIES		<i>y</i> (
<b>18</b> 00 00 00 00 00 00 00 00 00 00 00 00 00	6 <sub>4</sub>			7		Path	Mystery Level	Us	es per day
ta00 316	9		Shadowcaster Level			1		#	
74. 2	×		/	ory	<u>a</u>	2		#	
*		S	HADOWCASTER	Category	Школа				
Shadow	Funda	ontals	. 29	0	=	3		#	
Caster	da	mentals	jie						
Level	₹u,	MA							
1	3	1	☐ Apprentice paths					#	
2		2	☐ Bonus feats					#	
3		3	☐ Umbral sight (darkvision 30ft)	_				11	
4	4	4							
5		5	☐ Sustaining shadow (eat 1 meal /week)					#	
6		6	, ,					#	
7		7	☐ Initiate paths					#	
'		1	☐ Apprentice paths as spell-like abilities	—					
8	5	8							
9		9						#	
10		10	☐ Sustaining shadow (sleep 1 hour /day)					#	
11		11	☐ Umbral sight (see in darkness 60ft)						
12	6	12							
13		13	☐ Master paths					#	
-			☐ Initiate paths as spell-like abilities						
			$\hfill \square$ Apprentice paths as supernatural abilities					#	
14		14	$\hfill \square$ Unlimited use of fundamentals					#	
15		15	☐ Sustaining shadow						
			(immune to poison and disease)					#	
16	7	16						#	
17		17						#	
18		18		_				++	
19		19							
20	8	20	☐ Sustaining shadow						
			(no need to breathe, eat or sleep)					#	
		FU	UNDAMENTALS					#	
			Uses per day	_					
1			#					#	
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			(d)					#	
			Spells Spelliffe Substitutes					#	
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			24. 91. 91.	-					
Affected								#	
			of opportunity $\checkmark$					#	
Subject to spell resistance   √ √									
	Can be dispelled ✓ ✓							#	
Can be c									
Requires	somat								
		Бо	онусные черты					#	
BONUS			Known					#	
FEATS		1	Paths					11"	
		=	÷ <b>2</b> (Округлять к меньц	11024)					
		J	(округлять к мены	- сму)				#	
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