

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	4	
5		5	<input type="checkbox"/> Sustaining shadow (eat 1 meal /week)
6		6	
7		7	<input type="checkbox"/> Initiate paths
8	5	8	<input type="checkbox"/> Apprentice paths as spell-like abilities
9		9	
10		10	<input type="checkbox"/> Sustaining shadow (sleep 1 hour /day)
11		11	<input type="checkbox"/> Umbral sight (see in darkness 60ft)
12	6	12	
13		13	<input type="checkbox"/> Master paths
			<input type="checkbox"/> Initiate paths as spell-like abilities
			<input type="checkbox"/> Apprentice paths as supernatural abilities
14		14	<input type="checkbox"/> Unlimited use of fundamentals
15		15	<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

$$= \quad \div 2$$

(Round down)

PATHS & MYSTERIES

[illegible]