

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	5	6		
7		7	<input type="checkbox"/> Initiate paths	
8		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 (see in darkness 60ft)	
12		12	12	
13			13	<input type="checkbox"/> Master paths
			14	<input type="checkbox"/> Initiate paths as spell-like abilities
14		14	14	<input type="checkbox"/> Apprentice paths as supernatural abilities
15	15		<input type="checkbox"/> Unlimited use of fundamentals	
	16		<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

BONUS FEATS

Known
Paths

$$= \quad \div 2$$

(Round down)

PATHS & MYSTERIES

[illegible]