SHADOWCASTER

Shadowcaster Level

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Shadow Caster Level	Fundamentals	Mysteries	
1	3	1	☐ Apprentice paths
2		2	☐ Bonus feats
3		3	☐ Umbral sight (darkvision 30ft)
4	4	4	
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		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 ☐ Apprentice paths as supernatural abilities
14		14	☐ 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)

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 ÷ 2 (Round down)

PATHS & MYSTERIES

Category	School	Path	Mystery Level	Uses per day
		1	#	
		2	#	
		3	#	
			#	
			#	