00 / Jan		SF	IADOWCASTER				PATHS & MYSTERIES		7
	*	-	17	7		Path	Mystery Level	Us	ses per day
TWO IN EUR			Shadowcaster Level			1		#	
	~	CI	HADOWCASTER	Jory	-	2		#	
		<u>SI</u>	HADOWCASTER	Category	School	3		#	
Shadow		Jamentals	:&5		0,)		77	
Caster	Jind	all. Met	8.						
Level 1	3	1	☐ Apprentice paths					#	
2)	2	☐ Bonus feats					#	
3		3	☐ Umbral sight (darkvision 30ft)	l				#	
4	4	4	_ cingral eight (authorism seris)						
5	4	5	☐ Sustaining shadow (eat 1 meal /week)						
6		6	,					#	
7		7	☐ Initiate paths					#	
			☐ Appentice 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							1
19 20	8	19 20	☐ Sustaining shadow					#	
)_20	O	20	(no need to breathe, eat or sleep)					#	
		E	UNDAMENTALS	1					
		E.	UNDAMENTALS Uses per day					#	
1			#	1					
2								#	
			#					#	
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11			#					#	
12			#					77	
`*			ABILITIES						
			Spells Spelliffe Substitutes					#	
			ILINE CETTATO					#	
			Shells Shelling Superines					#	
Affected	hv an	timagio	field $\sqrt{}$						
			of opportunity \checkmark						
Subject t								#	
Can be d			√ √					#	
Can be c			d √						
Requires	soma							#	
•			BONUS FEATS					#	
BONUS			Known					#	
FEATS		7	Paths					77	
		=	÷ 2 (Round down)						
			(#	
								#	