

## SHADOWCASTER

Shadowcaster  
Level

## SHADOWCASTER

Shadow Caster Level	Fundamentals		Mysteries	
<b>1</b>	<b>3</b>	<b>1</b>	<input type="checkbox"/> Apprentice paths	
<b>2</b>		<b>2</b>	<input type="checkbox"/> Bonus feats	
<b>3</b>		<b>3</b>	<input type="checkbox"/> Umbral sight (darkvision 30ft)	
<b>4</b>		<b>4</b>	<b>4</b>	
<b>5</b>			<b>5</b>	<input type="checkbox"/> Sustaining shadow (eat 1 meal /week)
<b>6</b>	<b>5</b>	<b>6</b>		
<b>7</b>		<b>7</b>	<input type="checkbox"/> Initiate paths	
<b>8</b>		<b>8</b>	<input type="checkbox"/> Apprentice paths as spell-like abilities	
<b>9</b>			<b>9</b>	
<b>10</b>			<b>10</b>	<input type="checkbox"/> Sustaining shadow (sleep 1 hour /day)
<b>11</b>	<b>6</b>	<b>11</b>	<input type="checkbox"/> Umbral sight (see in darkness 60ft)	
<b>12</b>		<b>12</b>		
<b>13</b>		<b>13</b>	<input type="checkbox"/> Master paths	
			<input type="checkbox"/> Initiate paths as spell-like abilities	
			<input type="checkbox"/> Apprentice paths as supernatural abilities	
<b>14</b>	<b>14</b>	<b>14</b>	<input type="checkbox"/> Unlimited use of fundamentals	
<b>15</b>		<b>15</b>	<input type="checkbox"/> Sustaining shadow (immune to poison and disease)	
<b>16</b>	<b>7</b>	<b>16</b>		
<b>17</b>		<b>17</b>		
<b>18</b>		<b>18</b>		
<b>19</b>		<b>19</b>		
<b>20</b>	<b>8</b>	<b>20</b>	<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]