AEGHT S.		SF	IADOWCASTER	1			PATHS & MYSTERIES		<b>x</b> (
	TEN .		Shadowcaster			Path	Mystery Level	U:	ses per day
Olisch April	2		Level	_		1			
``		SI	HADOWCASTER	Category	School	2		#	
		amentals		Cat	Sch	3		#	
Shadow Caster	29,	amental's	ije <sup>5</sup>						
Level	En.	MA	- Annualisa natha					#	
1 2	3	1 2	☐ Apprentice paths ☐ 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 12	6	11 12	☐ Umbral sight (see in darkness 60ft)	_				#	
13	U	13	☐ Master paths					- 44	
1		1)	☐ Initiate paths as spell-like abilities					#	
1			☐ Apprentice paths as supernatural abilities					#	
14		14	☐ Unlimited use of fundamentals ☐ Sustaining shadow	_				- 11	
15		15	(immune to poison and disease)					#	
16	7	16						#	
17		17						#	
18 19		18 19							
20	8	20	☐ Sustaining shadow					#	
			(no need to breathe, eat or sleep)					#	
*		F	UNDAMENTALS					#	
			Uses per day						
1			#						
2			#					#	
3			#	_				#	
4			#						
5 6			# #	-				#	
7			#					#	
8			#	_				#	
9			#						
10			#					#	
11			#					#	
12			#	_				#	
*		AT	TRIBUTSWERTE					#	
			Spell* Spelliffe Sublifies					#	
			15 cellifies upendes					#	
			Spells Spellines Superines	_					
Affected								#	
			of opportunity $\checkmark$ $\checkmark$					#	
Subject to spell resistance ✓ ✓ Can be dispelled ✓ ✓								#	
Can be co									
Requires	soma							#	
*		F	BOUNS TALENT					#	
BONUS FEATS			Known Paths					#	
		]=	÷ 2						
			(abrunden)					#	
								#	