# \^(0)		SF	IADOWCASTER	` .			PATHS & MYSTE	RIES		* (
24	<u>}</u>		Shadowcaster			Path		Mystery Level	Us	es per day
Oly Main	9		Level	>		1			#	
×		SI	HADOWCASTER	Category	Ecole	2			#	
Shadow		ontals	5	Ca	E	3			#	
Caster	Cund	amentals Myste	ite							
Level 1	3	1	☐ Apprentice paths						#	
2		2	☐ Bonus feats						#	
3		3	☐ Umbral sight (darkvision 30ft)						77	
4	4	4	☐ Sustaining shadow (eat 1 meal /week)						#	
5		5 6	Sustaining shadow (eat 1 mear/week)						#	
7		7	☐ Initiate paths						#	
8	5	8	☐ Apprentice paths as spell-like abilities							
9	,	9							#	
10		10	☐ Sustaining shadow (sleep 1 hour /day)						#	
11		11	☐ Umbral sight (see in darkness 60ft)						#	
12	6	12	☐ Master paths							
13		13	☐ Initiate paths as spell-like abilities						#	
			☐ Apprentice paths as supernatural abilities						#	
14 15		14 15	☐ Unlimited use of fundamentals☐ Sustaining shadow						177	
			(immune to poison and disease)						#	
16	7	16							#	
17 18		17 18							#	
19		19								
20	8	20	☐ Sustaining shadow (no need to breathe, eat or sleep)						#	
									#	
``		F(UNDAMENTALS Uses per day						#	
1			#						#	
2			#						#	
3			#						#	
4			#							
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X		CAI	RACTERISTIQUES						#	
			like nathal						#	
			spells spellifies superines						#	
Affected	hv ant	imagic	Field V V V							
			of opportunity \checkmark						#	
Subject t			ance \checkmark \checkmark						#	
Can be dispelled ✓ ✓ Can be counterspelled ✓									#	
Requires									44	
*			SUPPLEMENTAIRES						#	
BONUS			Known						#	
FEATS		7	Paths							
] =	÷ 2 (arrondi à l'inférie	ur)					#	
									#	
									#	