

From the Core Rulebook FAQ at <http://paizo.com/paizo/faq/v5748nrur1fm>

Spell-Like Abilities, Casting, and Prerequisites: Does a creature with a spell-like ability count as being able to cast that spell for the purpose of prerequisites or requirements?

Yes.

For example, the Dimensional Agility feat (*Ultimate Combat*) has "ability to use the abundant step class feature or cast *dimension door*" as a prerequisite; a barghest has *dimension door* as a spell-like ability, so the barghest meets the "able to cast *dimension door* prerequisite for that feat.

Edit 7/12/13: The design team is aware that the above answer means that certain races can gain access to some spellcaster prestige classes earlier than the default minimum (character level 6). Given that prestige classes are usually a sub-optimal character choice (especially for spellcasters), the design team is allowing this FAQ ruling for prestige classes. If there is in-play evidence that this ruling is creating characters that are too powerful, the design team may revisit whether or not to allow spell-like abilities to count for prestige class requirements.

Spell-Like Abilities: How do I know whether a spell-like ability is arcane or divine?

The universal monster rules for spell-like abilities states: "*Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.*"

For spell-like abilities gained from a creature's race or type (including PC races), the same rule should apply: the creature's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

For spell-like abilities gained from a class, use the spell type (arcane or divine) of that class to determine whether the spell-like ability is arcane or divine. If the class doesn't cast spells, use the above rule for spell-like abilities from race or type.

Edit 7/15/13: Wording changed match the precedent in the universal monster rules for spell-like abilities.

Edit 9/23/13: Wording updated to clarify racial/type SLAs vs. class SLAs.