

TATTOOED
SORCERER

Livello
Incantatore

Livello
Bonus

STIRPE

Bloodline powers

Livello

3

Livello

15

Livello

20

FAMILIAR TATTOO

Gain a familiar which can become a tattoo as a move action.
As a tattoo it grants the familiar special ability, but can take no other action.

INCANTESIMI

Incantesimi CD TS Incantesimi = Inc. + Inc. Bonus
conosciuti Incantesimi al giorno Base

		0							
		1							
		2							
		3							
		4							
		5							
		6							
		7							
		8							
		9							

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

Concentrazione = CAR + Livello Incantatore

MAGE'S TATTOO

Chosen school

Spell-like ability Uses today
☐☐☐

All bloodline spells learned manifest on your body as tattoos,
and gain the +1 bonus regardless of school.

CREATE SPELL TATTOO

Once per day, create a spell tattoo on yourself or an ally.
Current tattoo

Livello
7

11 Twice per day.

15 Three times per day.

ENHANCE MAGICAL TATTOO

Livello Uses today
☐

9 Use selected spell as a spell-like ability once per day.
It gains +2 caster level (does not stack with Mage's Tattoo)

BLOODLINE FEATS

Livello

13

Livello

19

INCANTESIMI CONOSCIUTI

0

Bloodline Spell

1

☐☐
☐☐
☐☐
☐☐

Bloodline Spell

2

☐☐
☐☐
☐☐
☐☐

Bloodline Spell

3

☐☐
☐☐
☐☐
☐
☐

Bloodline Spell

4

☐☐
☐☐
☐☐
☐
☐

Bloodline Spell

5

☐☐
☐☐
☐☐
☐
☐

Bloodline Spell

6

☐☐
☐☐
☐☐
☐
☐

Bloodline Spell

7

☐☐
☐☐
☐☐
☐
☐

Bloodline Spell

8

☐☐
☐☐
☐☐
☐
☐

Bloodline Spell

9

☐☐
☐☐
☐☐
☐
☐