TATTOOED	Livello Incant.	INCANTESIMI CONOSCIUTI	*
SORCERER			
SORCERER	Bonus		
STIRPE	1	0	
Dia adiina namana			
Bloodline powers Livello			
3		Bloodline Spell	
		1	
Livello		_	
15			
Livello			
20			
		Bloodline Spell	
FAMILIAR TA			
Gain a familiar which can become a tatt As a tattoo it grants the familiar special		2	
other action.			
Incantesimi CD TS Inc.			
Incantesimi CD TS Inc. conosciuti Incantesimi al Giorn	no = Inc. + Inc. Bonus		
0	CAR - 4 CAR - 8 CAR - 13	Bloodline Spell	
1	7777		
2		3	
3			
4			
5			
6		Bloodline Spell	
7		4	
8			
9			
CD Salvezza Inc. = 10 + CAR + Liv. Inc	cantesimo		
Concentrazione = CA	R + Livello	Bloodline Spell	
	incant.	5	
MAGE'S TAT	T100 * (
GHOSEH SCHOOL			
Spell-like ability	Uses today		
		Bloodline Spell	
All bloodline spells learned manifest on your body as tattoos, and gain the +1 bonus regardless of school.		6	
CREATE SPELL TATTOO			
Once per day, create a spell tattoo on yourself or an ally.			
Livello Current tattoo			
		Bloodline Spell	
11 Twice per day.		7	
15 Three times per day.			
ENHANCE MAGICA			
Livello	Uses today	Bloodline Spell	
9 Use selected spell as a spell-lik	e ablity once per day	8	
It gains +2 caster level (does no	ot stack with Mage's Tattoo)		
BLOODLINE F	FEATS		
Livello		Disabling O. H.	
13		Bloodline Spell 9	
Livelle		y	
Livello			
-		-	