

TATTOOED  
SORCERER

Nivel de Lanzador

Bon de Nivel

LINAJE

Bloodline powers

Nivel

3

Nivel

15

Nivel

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.

CONJUROS

Conjuros Conocidos CD Salv de Conjuros Conjuros al Día = Conjuros Base + Conjuros Adicionales

		0							
		1							
		2							
		3							
		4							
		5							
		6							
		7							
		8							
		9							

CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro

Concentración = CAR + Nivel de Lanzador

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

Nivel 7 Once per day, create a spell tattoo on yourself or an ally. Current tattoo

11 Twice per day.

15 Three times per day.

ENHANCE MAGICAL TATTOO

Nivel 9 Uses today

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

Nivel 13

Nivel 19

CONJUROS CONOCIDOS

0

Bloodline Spell

1

1 1 1 1 1

Bloodline Spell

2

1 1 1 1 1

Bloodline Spell

3

1 1 1 1 1

Bloodline Spell

4

1 1 1 1 1

Bloodline Spell

5

1 1 1 1 1

Bloodline Spell

6

1 1 1 1 1

Bloodline Spell

7

1 1 1 1 1

Bloodline Spell

8

1 1 1 1 1

Bloodline Spell

9

1 1 1 1 1