

Livello  
incantatore

Livello  
bonus

STIRPE	
Bloodline powers	
Livello	
<b>3</b>	
Livello	
<b>15</b>	
Livello	
<b>20</b>	

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 conosciuti	CD salvezza incantesimi	Incantesimi al giorno	Incantesimi Base	Incantesimi Bonus
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
4	4	4	4	4
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7	7	7	7	7
8	8	8	8	8
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16	16	16	16	16
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18	18	18	18	18
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20	20	20	20	20
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34	34	34	34	34
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36	36	36	36	36
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77	77	77	77	77
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79	79	79	79	79
80	80	80	80	80
81	81	81	81	81
82	82	82	82	82
83	83	83	83	83
84	84	84	84	84
85	85	85	85	85
86	86	86	86	86
87	87			

		0			CAR	CAR - 4	CAR - 8	CAR - 12
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		2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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		7			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		8			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Concentrazione  = CAR + Livello incantatore

## 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.

**Livello** 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.

Livello ☐ Uses today

Livello \_\_\_\_\_ ☐

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

Livello **13** \_\_\_\_\_Livello **19** \_\_\_\_\_[illegible]

## Bloodline Spell

O

1


## Bloodline Spell

2


## Bloodline Spell

3


## Bloodline Spell

4

## Bloodline Spell

5

6


## Bloodline Spell

7


## Bloodline Spell

8


## Bloodline Spell

9

