

Skinscribe

Prime Requisite: DEX **Requirements:** none
Hit Dice: 1d4 **Maximum level:** 14

lvl	XP	Title
1	0	Inkist
2	2500	Enscribed
3	5000	Scriven
4	10000	Inscriptionist
5	20000	Marked
6	40000	Skinwritten
7	80000	Skinscroll
8	160000	Spellskin
9	260000	Spell Internal
10	360000	Living Tome
11	460000	Bookwalker
12	560000	Flesh Made Word
13	660000	Carnem Magicka
14	760000	Carnem Arcanum

Long ago, a slave whose name has been lost to history carved a spell into his arm. In secret, he studied the spell, learning its power in absolute silence and the dark of night. Others joined him, tattooing spells onto their body, learning the forbidden arts in secret. Today, their legacy lives on as fanatical mages who tattoo magic on their skin: Skinscribes.

A skinscribe has many locations on their body to record spells. Intelligence bonuses allow the caster access to additional locations, depending on the bonus; while the caster can access extra spells from a +3 bonus, there may not be room to place them:

lvl	+0	+1	+2
1	palms, back of hands	left wrist	right wrist
2	feet, shoulders	sole of right foot	sole of left foot
3	forearms, calves	left shin	right shin
4	upper arms, thighs	right hip	left hip
5	neck, sides (ribs)	left shoulderblade	right shoulderblade
6	stomach, chest, head	forehead	face

Each location can store exactly one spell; while it's possible for spells to be stored in a higher level spot (a level 3 spell could be written on the neck or chest), the reverse is not (a level 5 spell can not be written on an upper arm). Spell locations should be noted on the spell sheet. If a spell location (say, a limb) is **lost**, any spells and spell locations attached to that location are also lost. Losing an arm means losing two level 1 spell locations (front and back of hand), a level 3 spell location (forearm), and a level 4 spell location (upper arm). Restore Life and Limb or other method that restores a lost body part will bring back those spell slots, but the spell is lost until relearned. When a spell is **damaged**, there is a chance that it will become illegible; when a skinscribe loses at least 1/2 of their total hit points, roll 1d20. A roll of 1 means a spell has been lost; roll again to determine which spell. If a skinscribe wishes to **remove** a spell (perhaps to replace it), they must undergo a painful and expensive process: it costs 50% HP, 1000 GP per spell level, and a full, uninterrupted day to remove a single spell. While the downsides to becoming a skinscribe are many, they have a single amazing ability: as long as a skinscribe can **trace** a spell with a finger, toe, or even tongue, he can cast that spell. Silence, a gag, even manacles cannot stop a skinscribe from casting, though gloves or clothing can. Every skinscribe also gain 4 additional spells that do not count against their spell limit: **silence (15')**, a 2nd level spell, **dispel magic**, a 4th level spell, and two additional spells depending on their alignment:

Gold (lawful; uses yellow/white ink): **Remove Fear** (lvl 1), **Continual Light** (lvl 3)

Iron (neutral; uses blue/gray ink): **Faerie Fire** (lvl 1), **Locate Object** (lvl 3)

Obsidian (chaotic; uses red/black ink): **Cause Fear** (lvl 1), **Continual Darkness** (lvl 3)

A skinscribe may scribe scrolls at level 3, and may brew potions at level 7; otherwise, they are identical to a mage. However, they may never speak a spell aloud, even from a scroll. Finally, skinscribes gain a +3 bonus to Petrification & Paralysis and Blast & Breath saving throws.

Skinscribe Proficiency List

Alchemy, Battle Magic, Beast Friendship, Black Lore of Zahar, Collegiate Wizardry, Craft, Diplomacy, Elementalism, Elven Bloodline, Engineering, Familiar, Healing, Illusion Resistance, Knowledge, Language, Lore mastery, Magical Engineering, Mapping, Mystic Aura, Naturalism, Performance, Prestidigitation, Profession, Sensing Power, Soothsaying, Swashbuckling, Transmogrification, Unflappable Casting

Skinscribe: Calculations

Hit dice 0: (d4) 0 points, 0 XP

Fighting value 0: 0 points, 0 XP

Mage 4: 4 points, 2500 XP; code of conduct, +4

total powers: 4

0 Spell Tattoo: see description above

2 Silent casting: no speech is required to cast any spell

1 Apostasy: 4 cleric spells

1 +3 p&p and b&b saves

Stronghold and followers as mage