

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.



SCHOOL OF TATTOOISM

Mastering the geometry of arcane diagrams is essential to studying any school of wizardry, for it is in this manner that spellbooks are written. However, one school of exceptionally specialized study strives to achieve the complete perfection over these diagrams, and to transcend spellbooks entirely. Tattoo Mages are their own canvases for arcane diagrams, turning their bodies into a beautiful, yet functional, murals of arcane spells.

TATTOOIST

Beginning when you select this tradition at 2nd level, you do not learn or prepare spells as a normal wizard does. Rather than inscribing arcane diagrams in your spellbook and preparing spells from these each morning, you tattoo your skin with the arcane figures and require no study to prepare them. This replaces your normal means of learning and preparing spells, and you create and maintain no spellbook. Tattooed spells count as spells copied in your spellbook for the purposes of other class features.

There is, however, limited space with which to tattoo your spells, though you can create them smaller and overlap these diagrams as you become more skilled. You have space for a number of spells of 1st level or higher equal to your wizard level + twice your Intelligence modifier (minimum 5). You need not prepare tattooed spells to cast them.

When you find a wizard spell of 1st level or higher, you can craft it into a magical tattoo. For each level of the spell, the process takes 1 hour and costs 50 gp. The cost represents the material cost of magical inks required. Once learned, you can remove a spell through a painful process that takes 1 hour per level of the spell and deals you 1 point of slashing damage per spell level. You learn and can freely tattoo only 1 additional spell when you gain a level in the wizard class.

The use of cantrips is unchanged. You know a number of wizard cantrips of your choice as shown in the Cantrips Known column of the Wizard table..

RUNE SCARS

At 2nd level, in addition to your spell tattoos, you permanently mark yourself with powerful symbols called Rune Scars. Gain two Rune Scars of your choice. Your selection cannot be changed. Unless otherwise noted, Rune Scars can be selected only once.

Additionally, you can select an additional Rune Scar at 6th, 10th, and 14th level.

DISAPPEARING INK

By 6th level, as a bonus action you can hide your tattoos, causing them to be invisible so long as you concentrate on the change.

SCAR ALLY

Beginning at 10th level, you can inscribe 1 willing creature with a temporary version of a Rune Scar that you know which last for 1 hour. This process requires 1 minute. Only 1 creature may gain the effects from a temporary Rune Scar at a time.

SPELLGLYPH

By 14th level, you can inscribe the spell *glyph of warding* upon your body and are immune to its effects. You can have 1 such *glyph of warding* active at a time. Additionally, the glyph does not break if you move 10 feet from where you cast it.

RUNE SCARS

Adept. You gain proficiency with one skill or tool set of your choice. You can select this Scar more than once, choosing a different proficiency or skill set each time.

Aegis. Your armor class while unarmored is equal to is 13 + your Dexterity modifier.

Caestus. Your unarmed strikes deal 1d6 bludgeoning damage.

Crucible. You learn one evocation cantrip of your choice from the Wizard spell list.

Cudgel. You gain proficiency with one weapon of your choice. You can select this Scar more than once, choosing a different weapon proficiency each time.

Ebon. You gain darkvision with a range of 30 feet. If you already possess darkvision, its range increases by 30 feet.

Marathon. Your movement speed increases by 5 feet.

Nimble. Your Dexterity increases by 1, to a maximum of 20.

Ruse. You learn one illusion cantrip or 1st level spell of your choice from the Wizard spell list.

Titan. Your Strength increases by 1, to a maximum of 20.

Vigor. Your Constitution increases by 1, to a maximum of 20.

Vigil. You add your proficiency bonus to Initiative rolls.