

TATTOOED SORCERER

Caster Level
Level Bonus

+

BLOODLINE

Bloodline powers

Level **3**

Level **15**

Level **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.

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 4
		1		CHA - 4
		2		CHA - 4
		3		CHA - 4
		4		CHA - 4
		5		CHA - 4
		6		CHA - 4
		7		CHA - 4
		8		CHA - 4
		9		CHA - 4

Spell Save DC = 10 + CHA + Spell Level

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

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

Level **7**

Current tattoo

11 Twice per day.

15 Three times per day.

ENHANCE MAGICAL TATTOO

Level **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

Level **13**

Level **19**

KNOWN SPELLS

0

Bloodline Spell

1

Bloodline Spell

2

Bloodline Spell

3

Bloodline Spell

4

Bloodline Spell

5

Bloodline Spell

6

Bloodline Spell

7

Bloodline Spell

8

Bloodline Spell

9