

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

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

Uses today

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