

SEEKER  
(SORCERER)

Caster  
Level

BLOODLINE

Bloodline powers

Level **1**

Level **9**

Level **20**

TINKERING

Perception Level

Locate Traps  =  + (  ÷ 2 )

Disable Device Level

Disable Traps  =  + (  ÷ 2 )

Includes Sorcerer, Oracle, Rogue and any class with Trapfinding

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells + Bonus Spells
		<b>0</b>	CHA - 4 CHA - 8 CHA - 12
		<b>1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<b>2</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<b>3</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<b>4</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<b>5</b>	<input type="checkbox"/> <input type="checkbox"/>
		<b>6</b>	<input type="checkbox"/> <input type="checkbox"/>
		<b>7</b>	<input type="checkbox"/> <input type="checkbox"/>
		<b>8</b>	<input type="checkbox"/> <input type="checkbox"/>
		<b>9</b>	<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration  = **CHA** + Caster Level

ARCANE SPELL FAILURE THRESHOLD

%

SEEKER LORE

Level **3** **+4** Bonus to concentration, caster level checks, Knowledge (arcana) and Spellcraft when relevant to your bloodline bonus spells.

BLOODLINE FEATS

Level **7**

Level **13**

Level **19**

SEEKER MAGIC

Level **15** Apply metamagic feats to your bloodline spells at 1 lower spell level adjustment.

KNOWN SPELLS

0

Bloodline Spell

1

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Bloodline Spell

2

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Bloodline Spell

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Bloodline Spell

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Bloodline Spell

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