

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
		0	CHA - 4 CHA - 8 CHA - 12
		1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5	<input type="checkbox"/> <input type="checkbox"/>
		6	<input type="checkbox"/> <input type="checkbox"/>
		7	<input type="checkbox"/> <input type="checkbox"/>
		8	<input type="checkbox"/> <input type="checkbox"/>
		9	<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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