

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 - 8
		2		CHA - 12
		3		
		4		
		5		
		6		
		7		
		8		
		9		

Spell Save DC = 10 + CHA + Spell Level

Concentration

= CHA +

Caster  
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.  
Current tattoo

Level  
7

11 Twice per day.

15 Three times per day.

ENHANCE MAGICAL TATTOO

Uses today

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)

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