

Tattoo artist dex based caster

Subclasses

1 Biomechanical (tough give up some spellcasting more martial) d10

2 Tribal (Buffs protection ritual) d8

3 Realism (Summoning multiple summons) d6

4 New school (enchantment charisma) d6

5 Primal (evocation elemental) d6

Base class.

Lvl 1 Tattoo expert. You have spent years honing your craft. You gain expertise in creating tattoos. You also gain the mage hand cantrip. You can use your mage hand to create tattoos. You can tattoo anyone but only you gain the full benefits of your tattoos unless otherwise specified.

Lvl 1 subclass spell list subclass feature.

Lvl 2 subclass feature

Lvl 3 subclass feature. Your spell tattoos or subclass specific tattoos come to life and become animated on the skin of those bearing

them. If the power of the tattoo is expended the tattoos cease moving and become non-magical. They go back to their original appearance.

Lvl 4 feat asi

Lvl 5 subclass feature.

Lvl 6 you may prepare your spells for another creature to use by tattooing the spell onto that creature. You do not regain your spell slot during a long rest until that creature uses it or you reprepare that spell slot on yourself or another creature. The tattoo ceases to be magical if you do so.

Lvl 7

Lvl 8 feat asi

Lvl 9

Lvl 10 any attack made by a creature bearing one of your tattoos is considered to be magical

for the purposes of overcoming resistance or immunity. In addition 1x per long rest creatures other than you that bear at least one of your tattoos can add your spell attack bonus to a missed attack. If it hits the tattoo ceases to be magic

Lvl 11 subclass feature.

Level 12 asi feat

Level 13

Lvl14 proficiency mod times per long rest you may swap places with a willing creature bearing one of your magical tattoos within your line of sight.

You may also teleport yourself to a creature bearing one of your magical tattoos within 1 mile of you or bring them to you if they are willing.

Lvl 15

Lvl 16 feat asi

Lvl 17

Lvl 18 you may change up to 6 of your prepared spells over the course of a short rest.

Lvl 19 feat asi

Lvl 20 Subclass Capstone

Biomechanical chosen at level 1

Level 1 Gain proficiency in simple and martial weapons. Add your dex to your ac twice.

Level 2 gain ability tattoos of mechanical enhancement. You learn 3 designs and can have a number in place equal to your double your proficiency modifier. These can be done on yourself or another person. If you exceed your maximum number of tattoos if mechanical enhancement one of your previous tattoos of your choice ceases to be magic. You may over the course of an hour tattoo one of the following enhancements this can be done during short or

long rest. These tattoos remain indefinitely unless damaged. You may tattoo any of these marks on yourself or another willing creature. You may learn an additional design at level 7, 11, 13 and 15

Leg engines. Takes up the rear side the calf on each leg of a creature. They add 10 to their walk speed as the engines silently push some air our aiding their strides. Once per short or long rest they may Rev the engines and double their speed for 1 minute.

Bionic bicep. Covers one bicep

Strength based damage rolls get a +2 bonus using this arm. 2 handed attacks get +4 bonus if both arms bear this tattoo. Once per short or long rest you may roll a strength based attack with disadvantage using the tattooed arm. If you hit roll max damage.

Metallic skin shell. Can cover any body part. If it covers the torso the recipient gains resistance to bludgeoning, slashing, and piercing damage

and unarmored defense becomes 20. If it covers an arm or 2 a bare arm can be used as a reaction grant a bonus to ac. +1 per arm.

Weapon storage. Covers an area the size of the weapon. You create a tattoo in the exact likeness of a weapon. The weapon can be stored there and interacted with as if drawing or stowing from a sheath. The weapon is considered magic if it wasn't already. While stored in the tattoo only the bearer can remove it.

Iron grip. Covers the hands. The recipient has advantage on both grapple and climb checks.

Springing legs. Covers the legs and feet. Double the recipients verticle and horizontal jump distance.

Energy cannon. Lvl6 covers 1 arm from wrist to shoulder. In place of an attack fire a blast of glowing blue energy. This attack has a range of 120ft Use the spell attack bonus of the tattoo

artist. On a hit the target takes 2d8 force damage.

Robotic wings. Lvl 6 minimum the recipient can cast featherfall at will. 1x per short or long rest the recipient can gain a 100ft flight speed for 1 hour.

Connecting tattoo. Lvl 6 minimum. This tattoo covers 1 ear and part of the neck can be done one up to 8 willing creatures not including yourself. You or any creatures bearing the same mark can cast sending at will but only targeting one another. In addition if you are within line of sight you can communicate telepathically with each other at will

Tattoo makeup. Advantage on charisma checks and saving throws.

Lvl 3 spellcasting. You learn all spells on the tattoo artist spell list as well as your tattoo style spells. You always prepare 1 of each your style spells in a spell slot of their base level in

addition to your other prepared spells . In addition you you prepare spells as shown in the table according to your subclass.

Preparing works differently for you. You must prepare a spell in a specific slot to use it. For example if you want to cast shield 3 times you must prepare 3 shield spells in 3 lvl 1 slots. Your spells remain prepared until used or you use your will to make them disappear during a long rest.

Level 3 choose a fighting style.

Level 5 when you take the attack action you make 2 attacks.

Level 11 the hit point maximum of anyone bearing at least one of your enhancement tattoos is increased by an amount equal to your level. You also gain proficiency in blacksmith tools. Using these tools you are able to create prosthetic limbs powered by a special tattoo. This tattoo requires 1 hour of sunlight to

function for 24 hours. The light cantrip maintained for 1 hour can fulfill this need if necessary. This prosthetic tattoo doesn't count against any of your other tattoos. You can incorporate a set of tools into this prosthetic.

Level 20. Each of your enhancement tattoos on another person grants you additional power. For each of these active on another creature gain one of the following benefits. You can take the same benefit multiple times. Choose these when you finish a long rest.

Resistance to a damage type or chose twice for immunity

+1 to ac

+1 Spell save DC

+1 spell attack rolls

+1 to weapon attack rolls

+2 to a skill

+1 to all saving throws.

+10 maxhp

Increase your size by one category as if under the enlarge spell up to a maximum of

gargantuan. For each size category above medium gain 10 ft walking speed

Tribal

Level 1 spellcasting your spell ability is dexterity. You learn all spells on the tattoo artist spell list as well as your tattoo style spells. You always prepare 1 of each of your style spells in a spell slot of their base level. In addition you prepare spells as shown in the table according to your subclass.

Preparing works differently for you. You must prepare a spell in a specific slot to use it. For example if you want to cast shield 3 times you must prepare 3 shield spells in 3 lvl 1 slots. Your

spells remain prepared until used or you use your will to make them disappear during a long rest.

You learn 3 cantrips at level 1 and tattoo them on yourself. You learn another at level 5 level 11 and level 17

Level 2 you can create tattoos that ward and protect creatures. You can create a number of these tattoos equal to your level.

Flame ward: resistance to fire and immunity to exhaustion from heat based conditions.

Ice ward: resistance to cold damage and immunity to exhaustion from cold or altitude based conditions.

Storm ward : resistance to thunder and lightning damage

Poison ward: resistance to poison damage and immunity to the poison condition

Acid ward: resistance to acid damage and advantage vs smell based rolls

Mental ward: resistance to psychic damage. In addition your mind cannot be read and magic cannot locate you unless you choose to allow it.

Charm ward: you have advantage vs being charmed and on insight checks.

Stealth ward: perception checks have disadvantage to see you

Sight ward. You gain dark vision even in magical darkness and cannot be blinded by any means

Curse ward. You are immune to 1 curse or hex per day.

Level 3 choose a number of wards equal to your proficiency bonus that you have tattooed on others. You gain those benefits as if they were tattooed on you.

Level 5 you gain access to the spell protection from energy. you may cast it as a ritual even if it isn't prepared. If you do so instead of lasting 1 hour it lasts 8

Level 11 any creatures including you who bears one of your warding marks gains temporary hitpoints equal to you level after each long rest.

Level 20 the benefits of each of your wards increases

Flame ward: immunity to fire and immunity to exhaustion from heat based conditions.

Ice ward: immunity to cold damage and immunity to exhaustion from cold or altitude based conditions.

Strom ward : immunity to thunder and lighting

damage

Poison ward: immunity to poison damage and immunity to the poison condition

Acid ward: immunity to acid damage and advantage vs smell based rolls

Mental ward: immunity to psychic damage. In addition your mind cannot be read and magic cannot locate you unless you choose to allow it.

Charm ward: immunity to being charmed and +10 on insight checks.

Stealth ward: perception checks have disadvantage to see the warded creature when they are stealthing. The creature has advantage in stealth.

Sight ward. You gain dark vision even in magical darkness and cannot be blinded by any means. You gain 60ft true sight

Curse ward. You are immune to curses or hexes

Realism

Level 1 spellcasting your spell ability is dexterity. You learn all spells on the tattoo artist spell list as well as your tattoo style spells. You always prepare 1 of each of your style spells in a spell slot of their base level. In addition you you prepare spells as shown in the table according to your subclass.

Preparing works differently for you. You must prepare a spell in a specific slot to use it. For example if you want to cast shield 3 times you must prepare 3 shield spells in 3 lvl 1 slots. Your spells remain prepared until used or you use

your will to make them disappear during a long rest.

You learn 3 cantrips at level 1 and tattoo them on yourself. You learn another at level 5 level 11 and level 17

Level 2 you may tattoo onto yourself a number of creatures up to your proficiency bonus who's total cr cannot exceed half your level rounded down. For example at level 5 you have have up to 3 creatures whose total cr doesn't exceed 2 and 1/2 so you could have 2 cr 1 creatures and a cr 1/2. You must have seen a creature like it but you can make aesthetic changes. As an action you may command your creatures. They will then emerge from your tattoos and carry out that command. Once you have given them a command they will carry it out until it is complete, they drop to zero hitpoints or you use another action to give them a new command. When they complete all commands if you do not give them a new one they go back to being tattoos and meld into your flesh once more.

These creatures count as constructs and have total loyalty to you. They take their turn immediately after your own in an order you choose. They also count as familiars for the purposes of delivering touch spells or seeing through their eyes. When one of these creatures drops to zero hit points they die. If they die you may retattoo them during your next long rest.

Level 3 during a short or long rest you may tattoo a number of items equal to twice your level from the following list

Dagger

Bullseye lantern

Steel mirror

10ft pole

Hemp rope 50ft coiled

Sack

Iron door up to 10 ft wide and 10 ft high barred on one side of your choice which you can place in an opening of your choice you can reach. It conforms to fit the opening attaching and hinging itself

Wooden ladder 24ft long.

A riding horse with saddle bags.

A pit 10ft cube you can place in on the ground withing 10 ft of you.

4 potions of healing

12 ft long row boat

2 mastiffs

Window 2ft by 4ft up to 2 ft deep which you can place on a verticle surface you can reach.

Portable ram.

A barrel of water. 50 gallon

Fishing rod and tackle

Your DM may allow you to tattoos similar items not listed here that is up to the DM.

Level 5 any spell starting with the word conjure is added to your spell list. Creatures summoned with a spell by you have additional hitpoints equal to you level plus your proficiency plus your dex mod.

Level 11 once per long rest you may have one of your familiars concentrate on a spell that begins with the word conjure for you allowing you to

have 2 concentration spells up at once. When the spell your familiar is concentrating on ends your familiar dies.

Level 20 your tattoo creatures gain an hp bonus equal to your level and will emerge and act according to your will no action required.

New school

Level 1 spellcasting your spell ability is dexterity.

You learn all spells on the tattoo artist spell list as well as your tattoo style spells. You always prepare 1 of each of your style spells in a spell slot of their base level. In addition you prepare spells as shown in the table according to your subclass.

Preparing works differently for you. You must prepare a spell in a specific slot to use it. For example if you want to cast shield 3 times you must prepare 3 shield spells in 3 lvl 1 slots. Your

spells remain prepared until used or you use your will to make them disappear during a long rest.

You learn 3 cantrips at level 1 and tattoo them on yourself. You learn another at level 5 level 11 and level 17

Level 2 you may add your charisma to your ac.

Level 3 all spells beginning with charm or dominant are added to your known spell list. In addition when you charm a creature they must make a wisdom saving throw to realize they have been charmed afterwards. The DC is equal to your spell save DC.

Level 5 proficiency mod times per day you may become invisible for 10 minutes. Before this ends you may expend a spell slot to extend this invisibility by a number of hours equal to the spell slot level

Level 11 your illusions seem more real than most. Anyone attempting to see through your

illusions does so at disadvantage. In addition you may create special tattoos that bring out the image of power creature wishes they appeared and feels is their true self. For this tattoo you must make a special ink who's secret ingredients are only known to new school tattoo artists. The materials for the ink for such a tattoo costs 500 gold pieces. You and your DM can decide what the ink is made from. This image cannot change some things about you if you are a dwarf you will still be a dwarf Etc but it will grow with you as time goes on for example a burn victim who was burned as a child this illusion will continue to grow with them as they become an adult.

Level 20 you may cast spells from the space of any of your illusions or charmed creatures. If you cast a concentration spell from a charmed creature you may have that creature concentrate on the spell.

Primal.

Level 1 spellcasting your spell ability is dexterity. You learn all spells on the tattoo artist spell list as well as your tattoo style spells. You always prepare 1 of each of your style spells in a spell slot of their base level. In addition you prepare spells as shown in the table according to your subclass.

Preparing works differently for you. You must prepare a spell in a specific slot to use it. For example if you want to cast shield 3 times you must prepare 3 shield spells in 3 lvl 1 slots. Your spells remain prepared until used or you use your will to make them disappear during a long rest.

You learn 3 cantrips at level 1 and tattoo them on yourself. You learn another at level 5 level 11 and level 17

Level 2 whenever you cast an evocation spell including cantrips you gain resistance to a damage type of that spell until the end of your next turn

Level 3 proficiency mod times per long rest if a creature hits you with an attack you may respond with a single action evocation spell.

Level 5 you may add your dex modifier to the damage of your evocation spells.

Level 11 instead of gaining resistance to a damage type after casting an evocation spell of 1st level or higher you gain immunity until the end of your next turn.

Level 20. You gain a fluxuating elemental form and are considered an elemental in addition to a humanoid. Choose one of the following forms. You may change which form you can turn into during a long rest. You may transform in this way a number of times equal to your Dex mod per long rest. The transformation lasts 1 minute. While transformed your form has 5d10 hitpoints if it drops to zero you revert to your normal form

Fire form your body still looks humanoid but is made of fire. You gain immunity to fire damage. You still appear to be your normal self but as a bonus action you can change into your elemental form. Your flaming body sheds bright light in a 30 ft radius and dim for another 30 ft anyone. As a bonus action you may make a spell attack dealing 1d12 fire damage on a hit. Any creature that moves into your melee range while you are in your fire form takes 3d6 fire damage. If they hit you with a melee attack while in your melee range they take an additional 3d6 fire damage. This happens on each attack.

Storm form your body still looks humanoid but is made of fire. You gain immunity to fire damage. You still appear to be your normal self but as a bonus action you can change to your elemental form. As a bonus action you may make a spell attack dealing 1d6 lightning and 1d6 thunder as a bonus action. Any creature that moves into melee with you while you are in your storm form takes 2d6 lightning and 1d6 thunder damage. If

they hit you with a melee attack they take an additional 3d6 fire damage.

Poison form your body still looks humanoid but is made of a poisonous gel. You gain immunity to poison damage and the poisoned condition. You still appear to be your normal self but as a bonus action you can change into your elemental form. While in this form any weapon you touch deals an extra 1d6 poison damage. Any creature that moves into melee with you while you are in your fire form takes 3d6 poison damage. If they hit you with a melee attack they take an additional 3d6 poison damage.

Ice form your body still looks humanoid but is made of ice. You gain immunity to cold damage. You still appear to be your normal self but as a bonus action you can change into your elemental form. Any creature that moves into melee with you while you are in your fire form takes 3d6 cold damage. If they hit you with a melee attack they take an additional 3d6 cold

damage. While in this form you gain water walking and can concentrate to freeze water or other liquids at the DM's discretion. This water can trap a creature but cannot be liquid inside them. If you trap a creature in this way they must make a strength check versus your spell save DC to break the ice another creature can make a check to free them same DC. A minute and there are tantrum in a minute and it freezes a 5-foot cubic space. If ice remains after you stop concentrating on it or after your Elemental form fades it's acts as normal non-magical ice. How fast it melts depends on the environment and a number of other factors up to the DM. Spells that would increase or reduce the temperature of the area can change the duration of the ice but this is also up to the DM.

