

Arcane Blood

Tattoo, very rare

Prerequisite: Level 5 warlock.

As an action you can sacrifice your blood to regain arcane power. Roll a number of d8s equal to the level of the spells from your Pact Magic, you take an amount of necrotic damage equal to the number rolled and regain one spell slot from your Pact Magic Feature

Once you used this tattoo you cannot use it again until you complete a long rest.

Life Surge

Tattoo, uncommon

Prerequisite: Level 1 wizard

When you recover spellslots with your Arcane Recovery feature, you also regain a number of hit points equal to half your wizard level (rounded up).

Indomitable Might

Tattoo, very rare

Prerequisite: Level 9 fighter.

When you use your indomitable feature, instead of rerolling the saving throw, you automatically succeed it.

Words of Clarity

Tattoo, rare

Prerequisite: Level 6 bard.

When you use your Countercharm feature, you and any friendly creatures within 30 feet of you automatically succeed on saving throws against being frightened or charmed instead of having advantage.

Glory of the Gods

Tattoo, rare

Prerequisite: Level 2 cleric or paladin.

When you use a channel divinity feature, you can use this tattoo to call forth the power of your god to emanate a field of energy around you. Each allied creatures within 10 feet of you can expend a number of hit die equal to your proficiency bonus and regain a number of hit points equal to the number rolled.

