

# CLASS: TATTAU

Watching the fireball scream toward him, a human closes his eyes as tribal lines on his chest spring to life creating an icy barrier that the fireball slams into. Mist and humidity permeate the area as he glares at the elf wizard who attempted to incinerate him.

Seeing the shambling humanoid forms lumbering towards her, an elf raises her bare arms while a smile of determination spreads across her face. As if coming alive on her skin, the tattooed images of wolves and panthers jump from her arms and take form between her and her would be attackers.

No matter where they come from or what race they are, the Tattau fiercely believe that the creative spirit that flows through the ink on their bodies can overcome any challenge that stands before them.

## ITS ALL IN THE INK

Tattau study the power they can harness using various inks to tattoo shapes and symbols on their bodies. They know that a warding tattoo placed in just the right spot on the skin will make it difficult to succumb to various effects. Unlike spell casters who require verbal, symantec and materials to cast spells, the Tattau only need to release the power contained within their tattoos.

## THE TATTAU'S PARLOR

Nondescript buildings with strange symbols on the door can be found in many major cities across the land. Many just ignore these buildings but inside you will find a few whose skin is covered in drawings and glyphs. The gentle buzz of magical needles that inject specialized ink directly under the skin can be heard more often than not when entering.

## CREATING A TATTAU

Creating a Tattau is based on someone who depends solely on themselves or on a small group of trusted friends. They are generally outcasts who have had some tragedy befall them when they were younger. This leads them to a life on the fringe with those who don't fit into society very well.

## CLASS FEATURES

As a Tattau, you gain the following class features:

### HIT POINTS:

**Hit Dice:** 1d8 per tattau level

**Hit Point at 1st Level:** 8 + Your Constitution Modifier.

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution Modifier per Tattau level after 1st.

### PROFICIENCIES:

**Armor:** None

**Weapons:** Simple Weapons, Long Sword, Scimitar or Battleaxe.

**Tools:** Tattoo Kit, Painters Supplies

**Saving Throws:** Charisma, Dexterity

**Skills:** Choose Two from Performance, Medicine, Arcana, Sleight of Hand, Insight and Deception



## QUICK BUILD

Charisma should be the highest ability score as you will need this to become a good inker, followed by Dexterity. Then choose the Guild Artisan background.

## EQUIPMENT:

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Quarterstaff or (b) any simple weapon.
- A Tattoo Kit
- (a) a component pouch or (b) calligraphers supplies
- (a) explorer's pack or (b) a scholar's pack
- 4 darts



Level	Proficiency		Number of Henna	Cantrip Tattoo's	Number of Tattoo's/Slots By Spell Level				
	Bonus	Features			1st	2nd	3rd	4th	5th
1st	+2	Armor		2	2	-	-	-	-
2nd	+2	Choose an Artistic Focus		2	2	-	-	-	-
3rd	+2	Create Henna Tattoo's	2	3	3	-	-	-	-
4th	+2	Ability Score Improvement	2	3	3	-	-	-	-
5th	+3	Channel Power, Focus Options	2	3	3	1	-	-	-
6th	+3	Upgrade Armor	2	3	3	1	-	-	-
7th	+3	Quick Cast	3	4	4	2	-	-	-
8th	+3	Ability Score Improvement	3	4	4	2	-	-	-
9th	+4	Focus Options	3	4	4	3	1	-	-
10th	+4	Upgrade Armor	3	4	4	3	1	-	-
11th	+4	Empowered Tattoo	4	4	5	3	2	-	-
12th	+4	Ability Score Improvement	4	5	5	3	2	-	-
13th	+5	Focus Options	4	5	5	4	3	1	-
14th	+5	Upgrade Armor	4	5	5	4	3	1	-
15th	+5	Calm Mind	5	5	6	4	3	2	-
16th	+5	Ability Score Improvement	5	5	6	4	3	2	-
17th	+6	Focus Options	5	6	6	5	4	3	1
18th	+6	Henna Master, Upgrade Armor	6	6	6	5	4	3	1
19th	+6	Ability Score Improvement	6	6	6	5	4	3	2
20th	+6	Convergence	8	6	6	5	4	3	2

## THE ART OF TATTOOING

Your body is the canvas that you use to deal with everything, good or bad, that has happened in your life. This has lead you to learn how to channel magic through your tattoo's. When the tattoo is initially inked, the necessary components are mixed with the ink allowing the Tattau to cast without the material components.

## TATTOO USE

The Tattoo Table above shows how many tattoos you can have and how many tattoo slots you have at each level. In order to use a tattoo of 1st level or higher, you must expend a slot of the tattoo's level or higher. You regain all expended slots when you finish a long rest. Any spell that lists a verbal component will require a command word in order to focus the spells energy through the tattoo and any spell that requires a symantic component will require the Tattau to touch the tattoo in order to focus the spell through that tattoo. Since the material components have already been used in the ink, all spells can be cast without material components unless the material has a monetary value.

## THE FINALITY OF INK

Tattoos are permanent and as such must be chosen carefully for they can not be removed or changed later.

## TATTOO ABILITY

Charisma is the ability you use when channeling a tattoo, since it relies on your connection to the creativity that went into inking the tattoo. You also use your Charisma modifier when setting the saving throw DC for a tattoo you use and when making an attack roll with one.

$$\text{Tattoo Save DC} = 8 + \text{proficiency bonus} + \text{your charisma modifier}$$

$$\text{Tattoo Attack Modifier} = \text{proficiency bonus} + \text{your charisma modifier}$$

## ARMOR

The Tattau receives a basic armor tattoo that has an armor class of 11 + your Dexterity modifier. This basic armor will grow based on the focus you choose.

## CANTRIP TATTOO'S

These are simple glyphs that are placed on your hands that represent the fundamental powers you can always use. You start with two cantrip tattoos but can add more at higher levels as shown in the cantrip tattoos column of the tattoo table.

## ARTISTIS FOCUS

---

At Second level you will choose an Artistic Focus that will further direct your inking skills into either Tribal Focus, Natural Focus or Savage Focus. Each one will grant features at 2nd, 5th, 9th and 13th levels.

### CREATE HENNA TATTOO'S

---

At 3rd level you learn how to create temporary versions of tattoos called Henna. These can be chosen or changed at the end of a long or short rest. These are one off tattoos that disappear after they are used. Any materials needed to cast the tattoo must be infused into the henna ink every time a new henna tattoo is created. You must be able to use the level of the spell in order to create a henna tattoo. You can only have the same number of henna tattoo's by level that you can of normal tattoo's. For example, a level 10 Tattau can only have 1 third level tattoo and as such can only have 1 third level henna tattoo.

### ABILITY SCORE IMPROVEMENT

---

When you reach 4th level, and again at 8th, 12th, 16th, and at 19th level, you can increase one ability score of your choice by 2 or you can increase two ability scores of your choice by one. As normal, you can't increase an ability score above 20 using this feature.

### CHANNEL POWER

---

Beginning at 5th level you can focus magical energy through your attacks. You can choose to expend a 1st level tattoo slot to add 1d8 force damage to your weapon attack. The damage increases by 1d8 per tattoo level slot expended.

### QUICK CAST

---

At level 7, the Tattau gains the ability to use a bonus action tattoo on their turn even if they have used a level 1 or higher tattoo using an action. You can do this a number of times equal to your charisma modifier (minimum of 1). You regain all uses after finishing a long rest.

### EMPOWERED TATTOO

---

At level 11, the Tattau gains the ability to empower a tattoo. When you roll damage for a tattoo, you can reroll any 1's or 2's rolled. You must use the new rolls. You can do this a number of times equal to your charisma modifier (minimum of 1). You regain all uses after finishing a long rest.

### CALM MIND

---

At level 14, the Tattau can calm their mind in order to focus their energy through a tattoo without contact. The Tattau can cast a spell without the symantic component even if the spell requires it. You can do this a number of

times equal to your charisma modifier (minimum of 1). You regain all uses after finishing a long rest.

## HENNA MASTER

---

At 18th level you gain the ability to create henna tattoo's on another willing creature. They must be at a sufficient level to wield the tattoos level, for instance any 2nd level henna tattoo can only be placed on a willing creature that is at least at 5th level. This tattoo can only be used once and uses your spell stats for all saves and attack rolls.

### CONVERGENCE

---

At 20th level, you understand your tattoos on such a deep level that during a short rest, through meditation, you can regain a number of tattoo slots equal to your charisma modifier.

## TATTAU FOCUS

---

At 2nd level, you must choose a focus in order to continue to develop your Tattau skills. You can choose from Tribal Focus, Natural Focus or Savage Focus which are detailed below. Each focus has its own armor tattoo that grants features at 6th, 10th and 14th levels. Each focus also grants ability features at 5th, 9th, 13th and 17th levels.

## TRIBAL FOCUS

---

Tribal Focus studies the ability to hold one's ground, weather any storm and never give an inch to your advisory. This focus gives you the ability to take more damage than most others. It also allows you to make those around you more difficult to hit and mitigates incoming damage of various types.

### TRIBAL ARMOR

---

Starting at 2nd level you begin your tribal armor tattoo which boosts your armor class to 13 + your Dexterity Modifier.

### HARDENED ARMOR

---

At 6th level, you can harden your tribal armor for up to 1 minute giving you resistance to piercing, slashing and bludgeoning damage. It ends early if you are knocked unconscious. You can use this feature a number of times equal to your Dex modifier (minimum of 1). You regain all uses after finishing a long rest.

### ELEMENTAL ARMOR

---

At 10th level your base AC goes up to 14 + Dexterity Modifier, and you can also choose one of the following elemental resistances to add to the tattoo: fire, cold, force or lightning damage.



## POWER ARMOR

At 14th level your base AC goes up to 15 + Dexterity Modifier. You can power up your tribal armor for up to 1 minute. When powered, any creature that hits with a melee attack must make a Dexterity saving throw. On a fail, they take 2d6 force damage or half on success. The armor returns to normal after a number of hits equal to your dexterity modifier (minimum of 1) and can't be used again until after a long rest.

## GUARD BLOCK

At 5th level, you learn how to create a Shield Guard tattoo on your off hand forearm. This shield can be used to reduce incoming piercing or bludgeoning damage 1d8 + your Charisma Modifier using your reaction. This can be used twice per short rest.

At level 13, you can attempt to redirect that damage back upon the attacker. Roll an attack roll against the attacker and if successful, they take the damage you mitigated.

## SHIELD GLYPH

At 9th level you gain the shield glyph ability which allows you to add a temporary shield to up to 3 willing creatures within 15ft of you that you can see. This effect lasts for 10 minutes and grants each creature a temporary hit pool equal to your Tattau level. You can use this ability once per short rest

At level 17, the number of creatures affected goes up to 6. Before using, you can also choose between fire, lightning, cold, acid or poison elemental resistance to add to the shield. This resistance ends when the pool of temporary hit points are reduced to zero.

## TRIBAL TATTOO'S

Your studies are centered around mitigating incoming damage and as such have access to the following tattoos in addition to those found on the Tattau's Tattoo List.

### 2nd Level

Blade Ward

### 5th Level

Barkskin

### 9th Level

Protection from Energy

### 13th Level

Death Ward

### 17th Level

Antilife Shell

## NATURAL FOCUS

Natural Focus studies the world around you allowing you add to the splendor of nature. This focus studies the bond between you and nature granting you many natural abilities from working with animals to using nature's design to augment yourself. Choosing this focus also grants you one extra cantrip tattoo.

## NATURAL ARMOR

Starting at 2nd level you begin your natural armor tattoo which boosts your armor class to 13 + your Dexterity Modifier (max + 2).

## LIGHT ARMOR

At 6th level, your armor makes you lighter on your feet giving you 5 extra feet of movement per turn.

## STONE ARMOR

At level 10, your AC increases to 15 + Dexterity Modifier (Max + 2).

## ACTIVE CAMOUFLAGE

At level 14, you gain active camouflage which grants advantage on stealth rolls.

## SPIRIT ANIMAL

At 2nd Level, choose from the following animals to act as your spirit animal: Panther, Wolf, Eagle or Bear. This animal is then tattooed on your dominant forearm. Using a bonus action, you can call forth this spirit animal which you command. Your spirit animal goes on your initiative order but has its own move and action. You can call upon your spirit animal once per short rest and lasts 10 minutes or until it runs out of hit points. You can only call upon one spirit animal at a time. It can not be healed using spells or potions. You can find stats for each near the end of this guide.

## VICIOUS ATTACK

At 5th level, your spirit animal can make a vicious attack on your turn which gives it advantage on its attack roll, however the next attack roll against it will have advantage.

## TACTICS

At 9th Level, if your spirit animal is within 5ft of a creature, you can attack that creature with advantage.

## NATURAL PACK

At 13th Level, you can call upon a second spirit animal at the same time, though you must use a separate bonus action to summon each.

## ELEMENTAL SPIRIT

At 17th level, your spirit animals are considered elemental in nature as are their attacks. Choose between air, fire, water or stone to turn your spirit animal into. You must choose the element before you summon the spirit animal.

### Air Spirit

Your spirit animal is resistant to lightning, thunder and non-magical damage and deals an additional 2d10 lightning damage to any damage it inflicts.

### Fire Spirit

Your spirit animal is immune to fire damage and adds 2d10 fire damage to any damage it inflicts.

### Water Spirit

Your spirit animal is immune to poison damage and adds 2d10 poison damage to any damage it inflicts.

### Earth Spirit

Your spirit animal is resistant to non-magical damage and deals an additional 2d10 bludgeoning damage to any damage it inflicts.

## NATURAL TATTOO'S

Your connection to nature grants you the ability to use the following tattoos

### 2nd Level

Animal Friendship  
Beast Bond  
Speak with Animals

### 5th Level

Animal Messenger  
Healing Spirit  
Pass without a Trace

### 9th Level

Conjure Animals  
Speak with Plants  
Tidal Wave

### 13th Level

Conjure Minor Elementals  
Conjure Woodland Beings  
Stoneskin

### 17th Level

Conjure Elemental  
Insect Plague  
Wrath of Nature

## SAVAGE FOCUS

The Savage Focus studies the more destructive forces in the world allowing you to cause damage to those who would cause you harm. It also studies damage over time making you a formidable opponent. Choosing this focus also grants you the magic dart cantrip which does not count against your known cantrips list. The description for the magic dart cantrip can be found near the end of this guide.

### SAVAGE ARMOR

At 2nd level you gain savage armor which is equal to 11 + Dexterity Modifier.

### REFLEX ARMOR

At 6th level, you can use your reaction to capture the energy from an incoming spell attack, lessening the damage and granting you resistance to the triggering damage type until the start of your next turn. You can use this ability a number of times equal to your charisma modifier.

### MEDIUM ARMOR

At 10th level Your AC increases to 13 + Dexterity Modifier.

### VENGEFUL ARMOR

At 14th level, any creature who makes a melee attack against you must make a dexterity saving throw against your spell save DC. On a failed throw, the creature takes 2d8 fire damage and half damage if successful. This feature can only be used once per short rest.

### HEX TATTOO

At 5th Level, you can mark a single creature you can see with a Hex glyph. Anytime you hit this creature add your charisma modifier to the amount of damage done. This damage is considered magical. You can use this ability a number of times equal to your charisma modifier (minimum of 1 time) per short rest.

### ANCILLARY POWER

At 9th level, you learn to create a tattoo power reserve granting you 3 extra level 1 tattoo slots. At 13th level you add 2 level 2 tattoo slots and at 17th you add 1 level 3 tattoo slot.

### STUNNING DART

At 9th level, if you hit a target using magic dart, you can choose to blind the target until the end of their next turn causing them to have disadvantage on attack rolls and ability check that rely on sight. You can do this a number of times equal to your charisma modifier. You regain all expended uses after a long rest.



## SAVAGE FIRE

At 13th level, if you hit a target using magic dart, you can choose to set that target on fire dealing 2d6 fire damage at the start of their turn until they use an action to put themselves out. You can do this a number of times equal to your charisma modifier. You regain all expended uses after a long rest.

## BATTLE SURGE

At 17th level, you gain the ability to use a second tattoo on your turn. This ability can only be used once per long rest.

## SAVAGE TATTOO'S

Your study of destruction and damage grant you access to the following tattoos.

### 2nd Level

Hellish Rebuke  
Chromatic Orb  
Catapult

### 5th Level

Dragon's Breath  
Flaming Sphere  
Scorching Ray

### 9th Level

Fireball  
Lightning Bolt  
Melf's Minute Meteors

### 13th Level

Banishment  
Evard's Black Tentacles  
Wall of Fire

### 17th Level

Cone of Cold  
Immolation  
Wall of Force

## MAGIC DART CANTRIP

Casting Time: Action                      Range: 90ft  
Components: V, S                              Duration: Instant  
School: Evocation                              Attack/Save: Ranged  
Damage: Lightning

A thin blue magical dart streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 lightning damage.

The spell creates more than one dart when you reach higher levels: two darts at 5th level, three darts at 11th level, and four darts at 17th level. You can direct the darts at the same target or at different ones. Make a separate attack roll for each dart.

## TATTOO LIST

### Cantrips

Acid Splash  
Control Flames  
Dancing Lights  
Firebolt  
Frostbite  
Gust  
Mage Hand  
Magic Dart  
Message  
Resistance  
Ray of Frost  
Thorn Whip

### 1st Level

Alarm  
Burning Hands  
Comprehend Languages  
Expeditious Retreat  
Detect Magic  
Feather Fall  
Fog Cloud  
Ice Knife  
Magic Missile  
Shield  
Silent Image  
Sleep  
Witch Bolt

### 2nd Level

Alter Self  
Arcane Lock  
Blur  
Darkvision  
Flame Blade  
Levitate  
Magic Weapon  
Misty Step  
Cloud of Daggers  
Darkness  
Ray of Enfeeblement  
Suggestion

### 3rd Level

Blink  
Flame Arrows  
Fly  
Leomund's Tiny Hut  
Sending  
Slow  
Vampiric Touch  
Wall of Water

### 4th Level

Blight  
Dimension Door  
Fire Shield  
Ice Storm  
Locate Creature  
Watery Sphere

### 5th Level

Cloudkill  
Circle of Power  
Control Winds  
Destructive Wave  
Scrying



## SPIRIT ANIMALS

### PANTHER

Medium Beast

	Lvl 2	Lvl 5	Lvl 9	Lvl 13	Lvl 17
<b>Armor Class:</b>	12	13	14	15	16
<b>Hit Points:</b>	21	37	53	69	85

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	8 (-1)	14 (+2)	7 (-2)

**Speed:** 50ft (40ft Climb)

**Skills:** Perception +4, Stealth + 6

**Senses:** Passive Perception 14

#### Abilities:

**Keen Smell:** The panther has advantage on perception checks that rely on smell.

**Pounce:** If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

#### Actions:

**Bite:** Melee Weapon Attack: +4 to hit, 5ft Reach, One Target.  
*Hit:* 1d6 + 2 piercing damage. (Lvl 9: 2d6 + 4, Lvl 17: 3d6 + 6)

**Claw:** Melee Weapon Attack: +4 to hit, 5ft Reach, one Target.  
*Hit:* 1d4 + 2 slashing damage. (Lvl 9: 2d4 + 4, Lvl 17: 3d4 + 6)

### WOLF

Medium Beast

	Lvl 2	Lvl 5	Lvl 9	Lvl 13	Lvl 17
<b>Armor Class:</b>	13	14	15	16	17
<b>Hit Points:</b>	19	33	48	63	77

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	8 (-1)	12 (+1)	6 (-2)

**Speed:** 40ft

**Skills:** Perception + 3, Stealth + 4

**Senses:** Passive Perception 14

#### Abilities:

**Keen Hearing and Smell:** The wolf has advantage on perception checks that rely on hearing and smell.

#### Actions:

**Bite:** Melee Weapon Attack: +4 to hit, 5ft Reach, One Target.  
*Hit:* 2d4 + 2 piercing damage. (Lvl 9: 3d4 + 3, Lvl 17: 4d4 + 4)  
If the bite is successful, the target must succeed on a DC14 Strength check or be considered grappled.

### EAGLE

Medium Beast

	Lvl 2	Lvl 5	Lvl 9	Lvl 13	Lvl 17
<b>Armor Class:</b>	12	12	13	13	14
<b>Hit Points:</b>	15	24	33	42	51

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	9 (+0)	8 (-1)	14 (+2)	10 (-0)

**Speed:** 10ft (80ft Fly)

**Skills:** Perception +4

**Senses:** Passive Perception 14

#### Abilities:

**Keen Sight:** The eagle has advantage on perception checks that rely on sight.

#### Actions:

**Multiattack:** The eagle makes two attacks, one with its beak and one with its talons.

**Beak:** Melee Weapon Attack: +5 to hit, 5ft Reach, one Target  
*Hit:* 1d6 + 3 piercing damage. (Lvl 9: 2d6 + 3, Lvl 17: 3d6 + 3)

**Talons:** Melee Weapon Attack: +5 to hit, 5ft Reach, one Target  
*Hit:* 1d8 + 3 piercing damage. (Lvl 9: 2d8 + 3, Lvl 17: 3d8 + 3)

### BEAR

Medium Beast

	Lvl 2	Lvl 5	Lvl 9	Lvl 13	Lvl 17
<b>Armor Class:</b>	15	16	17	18	19
<b>Hit Points:</b>	25	46	67	88	109

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	6 (-2)	11 (+0)	10 (-0)

**Speed:** 40ft (30ft Climb)

**Skills:** Perception +3

**Senses:** Passive Perception 13

#### Abilities:

**Keen Smell:** The panther has advantage on perception checks that rely on smell.

#### Actions:

**Multiattack:** The Bear makes two attacks, one with its bite and one with its claws.

**Bite:** Melee Weapon Attack: +4 to hit, 5ft Reach, One Target.  
*Hit:* 1d6 + 2 piercing damage. (Lvl 9: 2d6 + 4, Lvl 17: 3d6 + 6)

**Claw:** Melee Weapon Attack: +4 to hit, 5ft Reach, one Target  
*Hit:* 2d4 + 2 slashing damage. (Lvl 9: 4d4 + 4, Lvl 17: 6d4 + 6)

