

Background: Acolyte

SKILLS (add your ability modifier plus proficiency +2)

Prof.	Expert	Skill	Attr.	Mod.	+ Prof	= Total
●	○	Insight	WIS		+2	
●	○	Religion	INT		+2	

PROFICIENCIES

Tool Proficiency: Calligrapher's Supplies

EQUIPMENT

Other Equipment: Calligrapher's Supplies, Book (prayers), Holy Symbol, Parchment (10 sheets), Robe

Money: 8 GP

ORIGIN FEAT: MAGIC INITIATE (CLERIC)

You learn two cantrips and one level 1 spell that you can cast once per Long Rest. □

Casting ability: (pick one) ○ Intelligence | ○ Wisdom | ○ Charisma

CANTRIP (pick two)

Known	Level	Spell	Cast	Range	Components	Notes
○	Cantrip	Mending	Action	Touch	V, S, M	Repair a single break or tear no larger than 1 ft.
○	Cantrip	Resistance	Action	Touch	V, S	Concentration. Lasts 1 minute. Choose Acid, Bludgeoning, Cold, Fire, Lightning, Necrotic, Piercing, Poison, Radiant, Slashing, or Thunder. Once per turn target can reduce damage of this type by 1D4.
○	Cantrip	Guidance	Action	Touch	V, S	Concentration. Lasts 1 minute. Targets adds +1D4 to chosen skill.
○	Cantrip	Light	Action	Touch	V, M	Sheds 20 ft bright plus 20 ft dim light. Lasts 1 hour.
○	Cantrip	Sacred Flame	Action	60 ft	V, S	DEX save DC 13, with no cover benefits, or take 1D8 Radiant damage.
○	Cantrip	Thaumaturgy	Action	30 ft	V	Minor wonder for up to 1 minute. Alter your eyes, booming voice, fire play (bright/dim/colour), open/close a door or window, one phantom sound, or minor ground tremors.

SPELL (pick one)

Known	Level	Spell	Cast	Range	Components	Notes
○	1	Shield of Faith	Bonus Action	60 ft	V, S, M	Concentration. Target has +2 AC for 10 minutes.
○	1	Bless	Action	30 ft	V, S, M	Concentration. Bless 3 creatures for 1 minute. They add +1d4 to Attack rolls and Saving Throws.
○	1	Command	Action	60 ft	V	WIS save (DC 10 + spellcasting modifier) or must spend their turn following your command: Approach, Drop, Flee, Grovel, Halt.
○	1	Detect Magic	Action	Self	V, S	Ritual. Concentration. Detect magic within 30 ft for 10 minutes.
○	1	Healing Word	Bonus Action	60 ft	V	Heal 2D4 + spellcasing modifier hit points.
○	1	Protection from Evil and Good	Action	Touch	V, S, M	Concentration. Protect against Aberrations, Celestials, Elementals, Fey, Fiends, and Undead for 10 minutes. Have Disadvantage on attacks and can't Charm, Frighten, or possess.



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