

Background: Sage

SKILLS (add your ability modifier plus proficiency +2)

Prof.	Expert	Skill	Attr.	Mod.	+ Prof	= Total
<input checked="" type="radio"/>	<input type="radio"/>	Insight	WIS		+2	
<input checked="" type="radio"/>	<input type="radio"/>	Religion	INT		+2	

PROFICIENCIES

Tool Proficiency: Calligrapher's Supplies

EQUIPMENT (for weapon Attack add ability modifier plus proficiency +2 if proficient)

Mast.	Weapon	Attack	Damage	Properties	Mastery
<input type="checkbox"/>	Quarterstaff (simple)	STR	1D6+mod bludgeoning	Versatile (1D8)	Topple (if available)

Other Equipment: Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe

Money: 8 GP

ORIGIN FEAT: MAGIC INITIATE (WIZARD)

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
<input type="radio"/>	Cantrip	Ray of Frost	Action	60 ft	V, S	Attack +5 for 1d8 cold. On a hit reduce speed by 10 ft.
<input type="radio"/>	Cantrip	Minor Illusion	Action	30 ft	S, M	Image or sound (not both) in 5 ft cube, lasts 1 minute.
<input type="radio"/>	Cantrip	Acid Splash	Action	60 ft	V, S	5 ft radius. DEX save DC 13 for 1d6 acid.
<input type="radio"/>	Cantrip	Fire Bolt	Action	120 ft	V, S	Attack +5 for 1d10 fire. Set unattended items alight.
<input type="radio"/>	Cantrip	Mage Hand	Action	30 ft	V, S	Spectral hand for 1 minute, can carry 10 lbs, move 30 ft as an action, must stay in range
<input type="radio"/>	Cantrip	Prestidigitation	Action	10 ft	V, S	Minor sensory effect, light/extinguish campfire, clean/soil 5 ft, or magic mark for 1 hour.

SPELL (pick one)

Known	Level	Spell	Cast	Range	Components	Notes
<input type="radio"/>	1	Detect Magic	Action	Self	V, S	Ritual. Concentration. Detect magic within 30 ft for 10 minutes.
<input type="radio"/>	1	Burning Hands	Action	Self	V, S	15 ft cone. 3d6 fire damage. DEX save DC 13 for half damage. Set unattended items alight.
<input type="radio"/>	1	Charm Person	Action	30 ft	V, S	WIS save DC 13 (advantage if fighting) or Charmed. Lasts 1 hour. When the spell ends they know they were charmed.
<input type="radio"/>	1	Grease	Action	60 ft	V, S, M	10 ft square of non-flammable grease. Must make DEX save DC 13 or fall Prone. Must save again if enter or end turn there.
<input type="radio"/>	1	Jump	Bonus Action	Touch	V, S, M	Lasts 1 minute. Target can jump 30 ft by spending 10 ft of movement.
<input type="radio"/>	1	Shield	Reaction	Self	V, S	You have +5 bonus to AC until the start of your next turn, and take no damage from Magic Missile.



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