

Lucian Albright, Theurge 1st to 4th Level - Cheat Sheet v1.0

Theurge Class & Subclass Features

SPELL NEXUS *1st-Level Theurge Feature*

As a bonus action while your libram is within 100 ft of you, you can replace one spell you currently have prepared with another spell of the same circle & source transcribed within the libram.

You can use this feature [2] times & regain expended uses when you finish a long rest.

SPELLCASTING *1st-Level Theurge Feature*

You can cast Arcane & Divine spells. IN is your spellcasting ability.

Spell Save DC: 8 + your PB + your INT modifier

Spell Attack Modifier: your PB + your INT modifier

Cantrips. You can cast simple spells called cantrips. Cantrips don't need to be prepared & they don't use spell slots.

Preparing Spells. You must prepare spells in advance before you can cast them. You can prepare any spell in your libram for which you have spell slots. You can choose a number of spells equal to your INT modifier + your theurge level. This is your list of prepared spells from which you can cast. Preparing a new list requires time studying your libram, at least 1 minute per circle for each spell you change. You can change your prepared spells as part of a long rest.

Casting Spells. You can cast a spell you've prepared by using a spell slot of the spell's circle or higher. Casting a spell doesn't remove it from your prepared spell list. You regain all used spell slots when you finish a long rest.

Rituals. You can cast long-form spells called rituals. Rituals don't count against number of spells known & don't use up spell slots.

Spellcasting Focus. You can use an arcane focus, a holy symbol, or your Libram as a spellcasting focus for your spells.

Libram

You learn to craft a libram, a Tiny magic object containing your spells. Your libram is a physical manifestation your power & a mystic reservoir of knowledge unlocked during your magical studies.

Libram's Appearance. Your libram is a unique vessel for recording spells & other information. The appearance of a libram is a reflection of the theurge who created it, so the details are up to you.

Libram Spells. Your libram is the repository of all the Arcane & Divine spells you know—except for cantrips, which are so simple, you don't need to write them down. The theurgic wisdom within your libram is incomprehensible to anyone but you. Other creatures can't read or copy spells or text within it.

Destroying the Libram. A libram can't be damaged or destroyed by conventional means. It can't be used or activated by any creature other than you. Otherwise, it follows the rules of a standard magic item. If you die, your libram disintegrates after 24 hours.

Replacing the Libram. If your libram is lost or destroyed, you can perform a 1-hour ceremony to create a replacement (can be part of a rest)—destroying the previous libram if it still exists. The contents of a replacement libram are identical to the previous one.

SPELLCRAFT *2nd-Level Theurge Feature*

You have a number of spellcraft dice equal to your INT modifier & these dice are [d6]s.

You can't spend more than one Spellcraft die to modify the same roll. Unless specified otherwise, once you spend a Spellcraft die, you immediately roll it & add the number rolled as instructed. The die is then expended. You regain expended Spellcraft dice when you finish a short or long rest.

You can spend Spellcraft dice in the following ways:

- When you deal damage or restore HP with a spell, you can spend one Spellcraft die & deal additional damage of the type dealt by the spell or restore additional HP equal to the result.
- When you make a CON save to maintain concentration, you can spend one Spellcraft die & add the number rolled to the check result.
- When you make an ability check to learn, decipher, or recall information about a spell, spellcaster, magic item, or magic effect, you can spend a Spellcraft die & add number rolled to check result.

SUMMON LIBRAM *2nd-Level Theurge Feature*

While your libram is on the same plane of existence as you, you can sense its location & know the exact amount of distance between you & it. If the libram is on a different plane, you know which plane but not its precise location on that plane.

MYSTIC SCRIBE *3rd-Level Illuminary Feature*

You gain proficiency with artist tools. If already proficient, double your PB instead for checks made with those tools.

In addition, over the course of 10 mins (can be part of a rest), you can gain cosmic understanding of a language. Name a language you don't know. Alternatively, you can choose to learn a language you can hear or attempt to read over the course of the 10 mins. At the end of 10 mins, you gain the ability to understand, speak, read, & write the language. This understanding lasts until you use this feature to learn a different language—causing you to forget the former language.

SACRED SIGN *3rd-Level Illuminary Feature*

As a bonus action, inscribe your symbol upon a willing creature within 5 ft of you that you can touch. Once inscribed, the symbol remains active for 10 mins or until the target is reduced to 0 HP. You can also choose to end the effect early (no action required).

While a creature marked with this symbol is within 120 ft of you, you can target it with spells that have a range of touch, regardless of the distance between you & the creature.

As an action while the symbol is active, you can see through the target's eyes, hear what it hears, & perceive what it perceives via its senses. You are blinded & deafened while using the target's senses in this way. As an action, you can resume use of your own senses or perceive through the senses of a different marked creature.

You can have [one] symbol active at a time. If you already have a symbol active & you use this feature again, the first symbol effect immediately ends.

Lineage/Heritage Features & Talents

FAR SIGHT *Syderean Lineage*

You have 60 ft. darkvision & can see in magical darkness out to 30 ft.

OTHERWORLDLY FORM *Syderean Lineage*

You have resistance to necrotic damage & the time you can survive without air, food, water, or sleep is double that of a typical character.

DREADFUL GUISE *Fiendish Syderean Lineage*

1/long rest, you can use a bonus action to assume an otherworldly guise for 1 minute. While transformed, creatures of your choice that come within 10 ft of you for the first time on a turn or start their turn there must succeed on a DC [12] CHA save or be frightened of you until the end of your next turn. Once a creature succeeds on this save, it can't be affected by this feature again for 24 hours. While transformed, once on each of your turns when you deal damage with an attack or spell, you can convert the damage type to necrotic or fire.

SPELL INOCULATION *Covenant Heritage*

You have advantage on saves against spell effects when you are the target of a spell (not spells that affects all creatures in an area)

LEARNED RESEARCHER *Chronicler Background Talent*

-[2]/long rest when you make an Arcana or Religion ability check, you can treat a d20 roll of 9 or less as though you rolled a 10.

-When you spend downtime researching, the cost & time it takes is divided by [2] Roll your research resolution rolls with advantage. If you roll 11 or higher, you learn one additional clue.

Weapon Options

Weapon Option Save DC: [12]

BASH *Quarterstaff Weapon Option*

Make an attack roll with weapon. On hit, the target has disadvantage on its next attack roll.

Cantrips

FIRE BOLT

Arcane Cantrip (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Make ranged spell attack against target. On hit, target takes [2d10] fire damage. Flammable items you hit ignite if they aren't being worn/carried.

MAGE HAND

Arcane and Wyrld Cantrip (Conjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral floating hand appears in range. It lasts for duration or you dismiss it as an action. The hand vanishes if more than 30 ft from you or you cast this spell again. You can use your action to control the hand, moving it up to 30 ft. It can manipulate objects, open containers, & stow/retrieve items. It can't attack, activate magic items, or carry more than 10 pounds.

PRESTIDIGITATION

Arcane Cantrip (Transmutation)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

Create one of these harmless magical effects within range:

- Create an instantaneous sensory effect, such as a shower of sparks.
 - Light or snuff out a candle, a torch, or a small campfire.
 - Clean or soil an object no larger than 1 cubic foot.
 - Chill, warm, or flavor 1 cubic foot of nonliving material for 1 hr.
 - Make a color or small symbol appear on a surface for 1 hour.
 - Create a nonmagical trinket or illusion that fits in your hand
- If you cast this multiple times, you can have up to three ongoing effects active at once. You can dismiss an effect as an action.

SACRED FLAME

Divine Cantrip (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Fiery radiance descends on creature you can see in range. Target must succeed DEX save or take [2d8] radiant damage. Target gains no benefit from cover.

SPARE THE DYING

Divine Cantrip (Necromancy)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You touch a living creature with 0 HP & it becomes stable. Spell has no effect on Constructs or Undead.

1st-Circle Spells

BLESS

1st-Circle Divine (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

Bless up to three creatures in range. When a target makes an attack roll or a save before the spell ends, it can roll a d4 & add number rolled to the attack roll or save.

At Higher Circles. When you cast spell with a slot of 2nd circle or higher, you can target one additional creature for each slot above 1st.

BURNING HANDS

1st-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Each creature in a 15-ft cone must make a DEX save—taking 3d6 fire damage on fail, or half as much on a success. The fire ignites flammable objects in area that aren't being worn/carried.

At Higher Circles. When you cast spell using a slot of 2nd circle or higher, the damage increases by 1d8 for each slot above 1st.

CURE WOUNDS

1st-Circle Divine and Primordial (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains HP equal to 1d8 + [3]. Spell has no effect on Constructs or Undead.

At Higher Circles. When you cast spell using a slot of 2nd circle or higher, the healing increases by 1d8 for each slot above 1st.

EXPEDITIOUS RETREAT

1st-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

When you first cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

HEALING WORD

1st-Circle Divine (Necromancy)

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice you can see in range regains 1d4 + your INT modifier HP. Spell has no effect on Constructs or Undead.

At Higher Circles. When you cast this spell using a slot of 2nd circle or higher, the healing increases by 1d4 for each slot above 1st.

MAGE ARMOR

1st-Circle Arcane (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 + its DEX modifier. Spell ends early if the target dons armor or if you dismiss the spell as an action.

MAGIC MISSILE

1st-Circle Arcane (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Create three darts that hit one or more creatures you can see in range. Each dart deals 1d4 + 1 force damage to its target.

At Higher Circles. When you cast spell with slot of 2nd circle or higher, it creates one additional dart for each slot above 1st.

SHIELD OF FAITH

1st-Circle Divine (Abjuration)

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (small parchment with a bit of holy text)

Duration: Concentration, up to 10 minutes

A shimmering field appears & surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

2nd-Circle Spells

RESTORATION

2nd-Circle Divine and Primordial (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Touch a creature and end one disease or one condition afflicting it (blinded, deafened, paralyzed, or poisoned).

SCORCHING RAY

2nd-Circle Arcane (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Hurl three rays of fire at one or multiple targets within range. Make ranged spell attack for each ray. On hit, target takes 2d6 fire damage.

At Higher Circles. If cast using slot of 3rd circle or higher, create one additional ray for each slot above 2nd.

SEE INVISIBILITY

2nd-Circle Arcane, Divine, and Wyrld (Divination)

Casting Time: 1 action

Range: Self

Components: V, S, M (pinch of ta/c & sprinkle of powdered silver)

Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

SHATTER

2nd-Circle Arcane (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chip of mica)

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a CON save. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a success. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this save.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Circles. When you cast this spell using a slot of 3rd circle or higher, the damage increases by 1d8 for each slot above 2nd.

Ritual Spell List

IDENTIFY

1st-Circle Arcane Ritual (Divination)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (pearl worth 100 gp & an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

LOCATE

2nd-Circle Arcane, Div., Prim., and Wyrld Ritual (Divination)

Casting Time: 1 minute

Range: Self (1 mile)

Components: V, S, M (bloodhound figurine worth 25 gp, which the spell consumes)

Duration: Concentration, up to 10 minutes

Name a kind of object (such as a certain kind of apparel, tool, or weapon) or particular kind of creature (such as a human or unicorn). If a suitable target is within range of the spell, you sense the direction to the nearest creature or object within the spell's range. If the target is moving, you know the direction of its movement. This spell can't locate a creature or object if it is in a different form, such as being under the effects of a *polymorph* spell, or if the target is shielded by an effect that blocks divination magic, like *nondetection*. You can only have a single casting of locate active at one time. If you cast this spell a second time, the first casting immediately ends.

At Higher Circles. Once you have 4th-circle spell slots, you can use this spell to locate specific creatures or objects familiar to you. The duration of this spell also increases to concentration, up to 1 hour.