Odalys Quill
CHARACTER NAME

Sage
BACKGROUND

Rogue
CLASS

Human
SPECIES

None
SUBCLASS

1
LEVEL

XP

ARMOR CLASS
13
SHIELD

HIT POINTS
10
CURRENT

0
TEMP

10
MAX

HIT DICE
0
SPENT

1d8
MAX

DEATH SAVES
SUCCESSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+2

INTELLIGENCE
+3 MODIFIER
16 SCORE
+5 Saving Throw
+5 Arcana
+5 History
+5 Investigation
+3 Nature
+3 Religion

STRENGTH
-1 MODIFIER
8 SCORE
-1 Saving Throw
-1 Athletics

WISDOM
+1 MODIFIER
12 SCORE
+1 Saving Throw
+1 Animal Handling
+3 Insight
+1 Medicine
+3 Perception
+1 Survival

DEXTERITY
+2 MODIFIER
15 SCORE
+4 Saving Throw
+2 Acrobatics
+6 Sleight of Hand
+6 Stealth

CONSTITUTION
+2 MODIFIER
14 SCORE
+2 Saving Throw

CHARISMA
+0 MODIFIER
10 SCORE
+0 Saving Throw
+0 Deception
+0 Intimidation
+0 Performance
+0 Persuasion

HEROIC INSPIRATION

INITIATIVE
+4

SPEED
30 ft

SIZE
Medium

PASSIVE PERCEPTION
13

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+4	1d4+2 P	See p. 8
Quarterstaff	+1	1d6-1 B	See p. 8
Shortbow	+4	1d6+2 P	See p. 8
Shortsword	+4	1d6+2 P	See p. 9

CLASS FEATURES

Sneak Attack: Once per turn: +1d6 damage, same type, when you hit a creature with a Finesse or Ranged weapon. Requires Advantage, or ally within 5 ft of target who is not Incapacitated and no Disadvantage.
BA=Bonus Action; Ref=SRD reference PDF
More features: notes pp. 4

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light, Medium, Heavy, Shields

WEAPONS

Simple weapons and Martial weapons that have the Finesse or Light property

TOOLS

Thieves' Tools; Calligrapher's Supplies

SPECIES TRAITS

Human traits: Humanoid; Medium; Speed 30 ft. Gain Heroic Inspiration after each Long Rest. Proficiency in Insight. Chosen Origin feat: Alert; its rules are in the Feats entry.

FEATS

Magic Initiate: Wizard; Intelligence: Mage Hand, Mending; Disguise Self always prepared, 1 free cast/Long Rest for this acquisition, or use spell slots. On gaining a character level, may replace one chosen spell with another of the same level from its list. Repeat acquisitions use different lists. Spell rules: Ref p. 4.
Alert: When you roll Initiative, may add your Proficiency Bonus (2). Immediately after rolling, may swap Initiative with one willing ally in the same combat; neither can be Incapacitated.

Intelligence	
SPELLCASTING ABILITY	
+3	SPELLCASTING MODIFIER
13	SPELL SAVE DC
+5	SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
Level 1	0		Level 4	0		Level 7	0	
Level 2	0		Level 5	0		Level 8	0	
Level 3	0		Level 6	0		Level 9	0	

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Mage Hand	Action	30 feet	C R M	p. 8
0	Mending	See p. 8	Touch	C R M	p. 8
1	Disguise Self	Action	Self	C R M	1/LR free; p. 8

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Dwarvish, Elvish; Thieves' Cant; Halfling

EQUIPMENT

Leather Armor, 2 Daggers, Short sword, Shortbow, 20 Arrows, Quiver, Thieves' Tools, Burglar's Pack
Quarterstaff, Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
0	0	0	16	0

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Character notes and conditional values

Character sheet and notes. Ref means the separate SRD reference PDF; other page pointers on the official sheet refer to this file. Complete source text is in the SRD reference PDF.

Your idea: I would like a level 1 human rogue named Odalys Quill, with the Sage background. She is a disgraced librarian who now steals overdue books back from the people who never returned them.

Rogue 1; Rogue: None; total character level 1.

Hit Dice: 1d8.

Subclass mechanics: None earned. Rogue level 1 has no subclass yet; it is gained at Rogue level 3 (SRD 5.2.1 p. 62). Story themes are separate from these rule selections and do not grant features from a different or unearned subclass.

Rogue Weapon Mastery: Current proficient weapon kinds: Dagger and Shortbow. Their mastery properties can be changed when you finish a Long Rest; see each weapon and the full Rogue feature source.

Source: SRD 5.2.1 p. 62

Sleight of Hand: +6 (Expertise).

Stealth: +6 (Expertise).

Attack table damage: S = Slashing, P = Piercing, B = Bludgeoning, Rad = Radiant. Full damage and conditions appear at each attack reference.

Spellcasting sources

Sage / Magic Initiate: Intelligence +3, attack +5, save DC 13.

No ordinary or Pact Magic slots recorded. Use only a separately granted route.

Spell table: BA = Bonus Action; R = Reaction; LR = Long Rest; SR = Short Rest. Free allowances are per grant, do not spend a spell slot, and recover at the stated rest. A + separates distinct grants. Cantrips need no spell slot; casting time, components and restrictions still apply. Each spell reference identifies its grants, abilities and restrictions.

At this level

Rogue level 1

Progression values read from the SRD class table.

Sneak Attack	1d6

Source: SRD 5.2.1, p. 62

Class features

Expertise

The selected Expertise skills and their resulting bonuses are recorded in Skills.

Full rules: Ref p. 1.

Selected option	Stealth, Sleight of Hand

Source: SRD 5.2.1, p. 61

Sneak Attack

Sneak Attack: Once per turn: +1d6 damage, same type, when you hit a creature with a Finesse or Ranged weapon. Requires Advantage, or ally within 5 ft of target who is not Incapacitated and no Disadvantage.

Full rules: Ref p. 1.
Source: SRD 5.2.1, p. 61, p. 62

Thieves' Cant

Thieves' Cant and the selected additional language are recorded in Languages.

Full rules: Ref p. 1.

Selected option	Language: Halfling

Source: SRD 5.2.1, p. 62

Weapon Mastery

Weapon Mastery: Use mastery properties of two chosen weapon kinds you are proficient with. After a Long Rest, you may change the chosen kinds. Chosen weapons: facts below in notes p. 4; mastery definitions: Ref pp. 5, 6.

Full rules: Ref p. 2.

Selected option	Dagger, Shortbow

Source: SRD 5.2.1, p. 62

Species traits

Human traits

Human traits: Humanoid; Medium; Speed 30 ft. Gain Heroic Inspiration after each Long Rest. Proficiency in Insight. Chosen Origin feat: Alert; its rules are in the Feats entry.

Full rules: Ref p. 2.

Selected option	Size: Medium
Selected option	Skill: Insight
Selected option	Origin feat: Alert

Source: SRD 5.2.1, p. 86

Background

Sage background

Ability Scores: Constitution, Intelligence, Wisdom Feat: Magic Initiate (Wizard) (see "Feats") Skill Proficiencies: Arcana and History Tool Proficiency: Calligrapher's Supplies

Source: SRD 5.2.1, p. 83

Feats

Magic Initiate

Magic Initiate: Wizard; Intelligence: Mage Hand, Mending; Disguise Self always prepared, 1 free cast/Long Rest for this acquisition, or use spell slots. On gaining a character level, may replace one chosen spell with another of the same level from its list. Repeat acquisitions use different lists. Spell rules: Ref p. 4.

Full rules: Ref p. 2.

Selected option	Intelligence
Gained from	Sage background
Choice for Magic Initiate	Intelligence
Spell list and ability for Magic Initiate	Wizard; Intelligence

Source: SRD 5.2.1, p. 87

Alert

Alert: When you roll Initiative, may add your Proficiency Bonus (2). Immediately after rolling, may swap Initiative with one willing ally in the same combat; neither can be Incapacitated.

Full rules: Ref p. 2.

Gained from	Human traits

Source: SRD 5.2.1, p. 87

Weapons

Dagger

Dagger 1d4 Piercing Finesse, Light, Thrown (Range 20/60) Nick 1 lb. 2 GP

Dexterity modifier	+2
Training	Proficient
Attack	+4

Base damage	1d4 Piercing +2

Source: SRD 5.2.1, p. 91

Quarterstaff

Quarterstaff 1d6 Bludgeoning Versatile (1d8) 4 lb. 2 SP

Strength modifier	-1
Training	Proficient
Attack	+1
Base damage	1d6 Bludgeoning -1

Source: SRD 5.2.1, p. 91

Shortbow

Shortbow 1d6 Piercing Ammunition (Range 80/320; Arrow), Two-Handed Vex 2 lb. 25 GP

Dexterity modifier	+2
Training	Proficient
Attack	+4
Base damage	1d6 Piercing +2

Source: SRD 5.2.1, p. 91

Shortsword

Shortsword 1d6 Piercing Finesse, Light 2 lb. 10 GP

Dexterity modifier	+2
Training	Proficient
Attack	+4
Base damage	1d6 Piercing +2

Source: SRD 5.2.1, p. 91

Training and proficiencies

Training does not add possessions. Owned equipment is listed separately below.

Armor training	Light
Weapons	Simple weapons and Martial weapons that have the Finesse or Light property
Tools	Thieves' Tools; Calligrapher's Supplies

Rogue proficiencies and equipment

Core Rogue Traits Primary Ability Dexterity Hit Point Die D8 per Rogue level Saving Throw Proficiencies Dexterity and Intelligence Skill Proficiencies Choose 4: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth Weapon Proficiencies Simple weapons and Martial weapons that have the Finesse or Light property Tool Proficiencies Thieves' Tools Armor Training Light armor

Selected option	Skills: Stealth, Sleight of Hand, Investigation, Perception

Source: SRD 5.2.1, p. 61

Languages (suggested)

Common, Dwarvish, Elvish; Thieves' Cant; Halfling (additional language).

Source: SRD 5.2.1, p. 20

Owned equipment

Package contents and purchases below are separate ownership records. Keep quantities from each package, including repeated items. Statistics and included-item details describe this equipment without adding another copy.

Class equipment - package A

Leather Armor, 2 Daggers, Short sword, Shortbow, 20 Arrows, Quiver, Thieves' Tools, Burglar's Pack, and 8 GP

Source: SRD 5.2.1, p. 61

Background equipment - package A

Quarterstaff, Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe, 8 GP

Source: SRD 5.2.1, p. 83

Remaining coins

16 GP remaining. No purchases beyond the chosen packages.

Source: SRD 5.2.1, p. 61, p. 83, p. 92

Equipment statistics and included-item details

Leather Armor

Armor	*AC*	*Strength*	*Stealth*	*Weight*	*Cost*
Leather Armor	11 + Dex modifier	-	-	10 lb.	10 GP

Source: SRD 5.2.1, p. 92

Mage Hand - cantrip

Sage / Magic Initiate; cantrip; Intelligence. Spell attack +5; save DC 13; full grant: character sheet p. 5.

Casting time: Action | Range: 30 feet
Components: V, S | Duration: 1 minute

SRD 5.2.1 p. 145 | Full spell text: SRD reference p. 4.

Mending - cantrip

Sage / Magic Initiate; cantrip; Intelligence. Spell attack +5; save DC 13; full grant: character sheet p. 5.

Casting time: 1 minute | Range: Touch
Components: V, S, M (two lodestones) | Duration: Instantaneous

SRD 5.2.1 p. 148 | Full spell text: SRD reference p. 4.

Disguise Self - level 1

Sage / Magic Initiate; always prepared; Intelligence. One free casting/Long Rest, or an appropriate spell slot. Spell attack +5; save DC 13; full grant: character sheet p. 5.

Casting time: Action | Range: Self
Components: V, S | Duration: 1 hour

SRD 5.2.1 p. 124 | Full spell text: SRD reference p. 4.

Dagger - attack

+4; 1d4 Piercing +2. Dagger 1d4 Piercing Finesse, Light, Thrown (Range 20/60) Nick 1 lb. 2 GP

Quarterstaff - attack

+1; 1d6 Bludgeoning -1. Quarterstaff 1d6 Bludgeoning Versatile (1d8) 4 lb. 2 SP

Shortbow - attack

+4; 1d6 Piercing +2. Shortbow 1d6 Piercing Ammunition (Range 80/320; Arrow), Two-Handed Vex 2 lb. 25 GP

Shortsword - attack

+4; 1d6 Piercing +2. Shortsword 1d6 Piercing Finesse, Light 2 lb. 10 GP

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Indexed source text, repaired PDF line wrapping, selected entries and code-derived core math.

Rules and spell descriptions from SRD 5.2.1 (2024 rules).