SRD reference

Full accepted source text for this character. Character-specific values, choices, casting permissions and equipment are in the paired character sheet and notes.

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

Rogue level 1

Progression values read from the SRD class table.

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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

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Expertise

You gain Expertise in two of your skill proficiencies of your choice. Sleight of Hand and Stealth are recommended if you have proficiency in them. At Rogue level 6, you gain Expertise in two more of your skill proficiencies of your choice.

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Sneak Attack

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type. You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll. The extra damage increases as you gain Rogue levels, as shown in the Sneak Attack column of the Rogue Features table.

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Thieves' Cant

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in "Character Creation."

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Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Daggers and Shortbows. Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortswords.

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Human traits

Creature Type: Humanoid Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species Speed: 30 feet As a Human, you have these special traits. Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest. Skillful. You gain proficiency in one skill of your choice. Versatile. You gain an Origin feat of your choice (see "Feats"). Skilled is recommended.

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Sage background

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

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Magic Initiate

Origin Feat You gain the following benefits. Two Cantrips. You learn two cantrips of your choice from the Cleric, Druid, or Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat). Level 1 Spell. Choose a level 1 spell from the same list you selected for this feat's cantrips. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list. Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

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Alert

Origin Feat You gain the following benefits. Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll. Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

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Dagger

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

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Quarterstaff

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

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Shortbow

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

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Shortsword

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

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Class equipment - package A

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

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Background equipment - package A

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

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Leather Armor

Leather Armor 11 + Dex modifier - - 10 lb. 10 GP

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Remaining coins

16 GP remaining. No purchases beyond the chosen packages.

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Languages (suggested)

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

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Mage Hand

Mage Hand Conjuration Cantrip (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: 30 feet Components: V, S Duration: 1 minute A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet. The hand can't attack, activate magic items, or carry more than 10 pounds.

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Mending

Mending Transmutation Cantrip (Bard, Cleric, Druid, Sorcerer, Wizard) Casting Time: 1 minute Range: Touch Components: V, S, M (two lodestones) Duration: Instantaneous This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item, but it can't restore magic to such an object.

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Disguise Self

Disguise Self Level 1 Illusion (Bard, Sorcerer, Wizard) Casting Time: Action Range: Self Components: V, S Duration: 1 hour You make yourself-including your clothing, armor, weapons, and other belongings on your person- look different until the spell ends. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection.

For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing. To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC.

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SRD 5.2.1

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General weapon mastery reference

These definitions explain weapon mastery properties. Use only a property your earned feature lets you use with that weapon; owning a weapon does not grant its mastery.

Cleave

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

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Graze

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

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Nick

When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

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Push

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

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Sap

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

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Slow

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

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Topple

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

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Vex

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

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