

D&D ADVENTURERS LEAGUE

ALAMA CURONDO

CHARACTER NAME

Rogue (Mastermind) 3
CLASS & LEVEL

Urchin
BACKGROUND

PLAYER NAME

Zhentarim
FACTION

Human, Turmani
RACE

Chaotic Good
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH
8
-1

DEXTERITY
16
+3

CONSTITUTION
10
+0

INTELLIGENCE
12
+1

WISDOM
13
+1

CHARISMA
15
+2

+2 PROFICIENCY BONUS

-1 Strength
 +5 Dexterity
 +0 Constitution
 +3 Intelligence
 +2 Wisdom
 +2 Charisma

SAVING THROWS

+3 Acrobatics (Dex)
 +1 Animal Handling (Wis)
 +2 Arcana (Int)
 -1 Athletics (Str)
 +6 Deception (Cha)
 +1 History (Int)
 +3 Insight (Wis)
 +2 Intimidation (Cha)
 +3 Investigation (Int)
 +3 Medicine (Wis)
 +1 Nature (Int)
 +5 Perception (Wis)
 +2 Performance (Cha)
 +2 Persuasion (Cha)
 +1 Religion (Int)
 +5 Sleight of Hand (Dex)
 +5 Stealth (Dex)
 +1 Survival (Wis)

SKILLS

15 PASSIVE WISDOM (PERCEPTION)

15 ARMOR CLASS

+3 INITIATIVE

30 ft. SPEED

Hit Point Maximum **18**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3d8**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1d8 + 3 piercing
Shortbow	+5	1d6 + 3 piercing
Hand crossbow	+5	1d6 + 3 piercing

ATTACKS & SPELLCASTING

I enjoy wordplay - clever or not!

I ask a lot of questions.

PERSONALITY TRAITS

Respect. All people, rich or poor, deserve respect.

IDEALS

My brother Calar fights for the wrong side of the Zhentarim. I will bring him back to my side.

BONDS

I can't resist an opportunity to pull a prank.

FLAWS

Languages: Common, Elvish, Infernal, Thieves' Cant, Undercommon

Tools: alchemist's supplies, chess set, disguise kit, forgery kit, leatherworker's tools, thieves' tools

Weapons: simple weapons, hand crossbows, longswords, rapiers, shortswords

Armor: light armor

OTHER PROFICIENCIES & LANGUAGES

CP studded leather armor, alchemist's supplies, chess set, disguise kit, forgery kit, leatherworker's tools, thieves' tools, healer's kit, backpack, bag of 20 caltrops, a book of lore on aberrations, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, a small knife, 5 days of rations, waterskin, 50 feet of rope, a pet mouse named Erro, common clothes, a potion of healing

EQUIPMENT

Expertise. Your proficiency bonus is doubled for any ability check you make that uses the Deception or Perception skills.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Master of Intrigue. You can unerringly mimic the speech patterns and accents of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular land, provided you know the language.

Master of Tactics. You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

FEATURES & TRAITS

ALAMA CURONDO

CHARACTER NAME

74
AGE

6' 1"
HEIGHT

185 lbs.
WEIGHT

Brown
EYES

Brown
SKIN

White
HAIR



CHARACTER APPEARANCE

Faction Rank _____

FACTION

Zhentarim

ALLIES & ORGANIZATIONS

Alama grew up in the streets of Waterdeep with his twin brother Calar, where they learned the art of disguise to get coin and survive. Both joined the Zhentarim as soon as they were able. When the Zhentarim helped foil the Rise of Tiamat, Alama saw many of his fellow Zhents get injured and resolved to learn the healing arts, a decision that eventually saved his brother's life. With the schism in the organization, Alama finds himself on a side opposite Calar, who is loyal to Manshoun. Alama recently found a loyal friend in Zashyda Adier.

CHARACTER BACKSTORY

Healer. When you use a healer's kit to stabilize a dying creature, that creature also gains 1 hit point. As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d4 + 6 hit points to it, plus an additional number of hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

City Streets. You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

D&D ADVENTURERS LEAGUE

CALDRA FINELOCK

CHARACTER NAME

Rogue (A. Trickster) 3 Sage
CLASS & LEVEL BACKGROUND

PLAYER NAME

Force Grey
FACTION

Human, Illuskan Neutral
RACE ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH
11
+0

DEXTERITY
16
+3

CONSTITUTION
13
+1

INTELLIGENCE
15
+2

WISDOM
14
+2

CHARISMA
9
-1

+2 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +5 Dexterity
- +1 Constitution
- +4 Intelligence
- +2 Wisdom
- 1 Charisma

SKILLS

- +5 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +6 Arcana (Int)
- +0 Athletics (Str)
- 1 Deception (Cha)
- +2 History (Int)
- +2 Insight (Wis)
- +1 Intimidation (Cha)
- +4 Investigation (Int)
- +2 Medicine (Wis)
- +4 Nature (Int)
- +2 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +2 Religion (Int)
- +7 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +2 Survival (Wis)

9 PASSIVE WISDOM (PERCEPTION)

15 ARMOR CLASS +3 INITIATIVE 30 ft. SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8 HIT DICE

SUCCESSES: ○○○○
FAILURES: ○○○○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Light Crossbow	+5	1d8 + 3 piercing
Shortsword	+5	1d6 + 3 piercing
Dagger (5)	+5	1d4 + 3 piercing

ATTACKS & SPELLCASTING

I am horribly, horribly awkward in social situations.

I get giddy when I'm solving a puzzle.

PERSONALITY TRAITS

Community. Waterdeep is my home and I won't see any trash stay in its streets for long.

IDEALS

I will see the Cassalanter and their allies pay for the insults they dealt my wife.

BONDS

I never back down in an argument, even after I've been proven wrong.

FLAWS

Languages: Common, Elvish, Thieves' Cant

Tools: brewer's supplies, calligrapher's supplies, thieves' tools

Weapons: simple weapons, hand crossbows, longswords, rapiers, shortswords

Armor: light armor

OTHER PROFICIENCIES & LANGUAGES

CP 30

studded leather armor, brewer's supplies, calligrapher's supplies, thieves' tools, a backpack, a bag of 1,000 ball bearings, a bag of caltrops, 10 torches, a grappling hook, 10 days of rations, waterskins, 5 pieces of chalk, 10 feet of chain, common clothes, 50 feet of rope, a sketch of her wife Tessa, a potion of healing

EQUIPMENT

Expertise. Your proficiency bonus is doubled for any ability check you make that uses the Arcana or Sleight of Hand skills.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Mage Hand Legerdemain. When you cast the mage hand spell, you can make the spectral hand invisible, and you can perform these additional tasks with it: You can stow one object the hand is holding in a container worn or carried by another creature. You can retrieve an object in a container worn or carried by another creature. You can use thieves' tools to pick locks and disarm traps at range. You can perform these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. You can use the bonus action granted by your Cunning Action to control the hand.

FEATURES & TRAITS

CALDRA FINELOCK

CHARACTER NAME

26
AGE

5' 2"
HEIGHT

125 lbs.
WEIGHT

Green
EYES

Pale white
SKIN

Black
HAIR



CHARACTER APPEARANCE

Faction Rank _____

FACTION

Force Grey

ALLIES & ORGANIZATIONS

Caldra Finelock was born and raised in Waterdeep. When she was an adult, Caldra broke into the offices of corrupt nobles and City Watch officers to expose them as criminals. As her fame grew around the city, she was asked to join Force Grey, an offer she accepted as it also came with free tutelage in the arcane arts. Caldra's wife, Tessa, runs a tavern in the North Ward called Tessa's Table. Caldra's newest target to investigate is the Cassalanter noble family, who sullied the name of Tessa's Table because "the food and ale look terrible and tasted worse." She is fond of Corvis Delco'sicet, who rents a room from her and has a similar distaste for the city's corrupt nobles.

CHARACTER BACKSTORY

Spellcasting. Your spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). You have the following wizard spells prepared:
 Cantrips (at will): mage hand, minor illusion, ray of frost
 1st level (2 slots): fog cloud, sleep, Tasha's hideous laughter

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

D&D ADVENTURERS LEAGUE

CORVIS DELCO'SICET

CHARACTER NAME

Rogue (Swash) 3
CLASS & LEVEL

Acolyte
BACKGROUND

PLAYER NAME

Order of the Gaun
FACTION

Half-elf (Half-drow)
RACE

Chaotic Good
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH
10
+0

DEXTERITY
16
+3

CONSTITUTION
14
+2

INTELLIGENCE
12
+1

WISDOM
8
-1

CHARISMA
16
+3

+2 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +5 Dexterity
- +2 Constitution
- +3 Intelligence
- 1 Wisdom
- +3 Charisma

SKILLS

- +7 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +1 Arcana (Int)
- +2 Athletics (Str)
- +5 Deception (Cha)
- +1 History (Int)
- 1 Insight (Wis)
- +5 Intimidation (Cha)
- +1 Investigation (Int)
- 1 Medicine (Wis)
- +1 Nature (Int)
- 1 Perception (Wis)
- +3 Performance (Cha)
- +7 Persuasion (Cha)
- +3 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- 1 Survival (Wis)

9 PASSIVE WISDOM (PERCEPTION)

15 ARMOR CLASS +6 INITIATIVE 30 ft. SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8 HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1d8 + 3 piercing
Dagger (2)	+5	1d4 + 3 piercing
Shortbow	+5	1d6 + 3 piercing

ATTACKS & SPELLCASTING

Learning something new excites me.

I enjoy being the center of attention, and I love encouraging others into the spotlight.

PERSONALITY TRAITS

Fun. There is no evil in this world that cannot be overcome with a laugh and optimism.

IDEALS

I hope to meet my half-brother Ellozek someday so I can learn more about my father.

BONDS

My curiosity gets me into sticky situations.

FLAWS

Languages: Common, Elvish, Thieves' Cant, Undercommon

Tools: disguise kit, herbalism kit, thieves' tools

Weapons: simple weapons, hand crossbows, longswords, rapiers, shortswords

Armor: light armor

OTHER PROFICIENCIES & LANGUAGES

studded leather armor, disguise kit, herbalism kit, thieves' tools, backpack, 10 feet of string, bag of 1,000 ball bearings, 5 candles, a hooded lantern, 2 flasks of oil, 5 days of rations, a tinderbox, a waterskin, 50 feet of rope, common clothes, a holy symbol of Ilmater, a marred holy symbol of Lolth, a potion of healing

30

EQUIPMENT

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Expertise. Your proficiency bonus is doubled for any ability check you make that uses the Acrobatics and Persuasion skills.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Fancy Footwork. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Rakish Audacity. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier (included). You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll.

FEATURES & TRAITS

D&D ADVENTURERS LEAGUE™

CORVIS DELCO'SICET

CHARACTER NAME

34
AGE

5' 8"
HEIGHT

145 lbs.
WEIGHT

Green
EYES

Black
SKIN

White
HAIR



CHARACTER APPEARANCE

Faction Rank _____

FACTION

Order of the Gauntlet

ALLIES & ORGANIZATIONS

Corvis Delco'sicet's drow father abandoned his family in Menzoberranzan to marry his true love, a young Waterdhavian noble. Her family disowned her, and her husband disappeared under suspicious circumstances. Corvis was taught the way of Ilmater by his mother, as they endured hardship after hardship in the slums of Waterdeep. Corvis now cares for her by stealing from other thieves in the city. His greatest wish is to find out more about his father. Corvis rents a room in Tessa's Table and has bonded with Caldra Finelock over their distaste for the city's nobles.

CHARACTER BACKSTORY

Shelter the Faithful. As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

D&D ADVENTURERS LEAGUE

LONG MEI

CHARACTER NAME

Bard (Swords) 3
CLASS & LEVEL

Entertainer
BACKGROUND

PLAYER NAME

Harpers
FACTION

Human, Shou
RACE

Neutral Good
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH
13
+1

DEXTERITY
14
+2

CONSTITUTION
15
+2

INTELLIGENCE
11
+0

WISDOM
9
-1

CHARISMA
16
+3

+2 PROFICIENCY BONUS

SAVING THROWS

- +1 Strength
- +4 Dexterity
- +2 Constitution
- +0 Intelligence
- 1 Wisdom
- +5 Charisma

SKILLS

- +4 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +1 Arcana (Int)
- +2 Athletics (Str)
- +5 Deception (Cha)
- +1 History (Int)
- +0 Insight (Wis)
- +7 Intimidation (Cha)
- +1 Investigation (Int)
- +0 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- +7 Performance (Cha)
- +5 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +0 Survival (Wis)

10 PASSIVE WISDOM (PERCEPTION)

16 ARMOR CLASS

+3 INITIATIVE

30 ft. SPEED

Hit Point Maximum **24**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3d8** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+4	1d6 + 2 piercing
Shortsword (off hand)	+4	1d6 + 2 piercing
Handcrossbow	+4	1d6 + 2 piercing

ATTACKS & SPELLCASTING

I relish scaring those who scare others.

PERSONALITY TRAITS

If you speak ill of my friends, I will put my metal fist into your face.

Honor. I only steal from those who deserve it and to protect those who cannot protect themselves.

IDEALS

I would do anything for my little sister Jia.

BONDS

I can't resist a chance to show off.

FLAWS

Languages: Common, Elvish

Proficiencies: brewer's supplies, disguise kit, lute, mandolin, pan pipes

Weapons*: Simple weapons, hand crossbows, longwords, rapiers, scimitars, shortwords

Armor: Light, Medium

*You can use any weapon in which you are proficient as a spellcasting focus for your bard spells.

OTHER PROFICIENCIES & LANGUAGES

Breastplate, brewer's supplies, disguise kit, lute, mandolin, pan pipes, a backpack, 2 costumes, common clothes, 5 candles, 5 days rations, a waterskin, a drawing of you from your sister Jia, two clockwork hands, a potion of healing

30

EQUIPMENT

Ritual Casting. You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Bardic Inspiration. You can use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature 3 times. You regain any expended uses when you finish a long rest.

Jack of All Trades. you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus (included).

Song of Rest. You or any friendly creatures who hear your performance regain hit points at the end of a short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Expertise. Your proficiency bonus is doubled for any ability check you make that uses the Intimidation and Performance skills.

Two-Weapon Fighting Style. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

FEATURES & TRAITS

LONG MEI

CHARACTER NAME

32
AGE

5' 10"
HEIGHT

175 lbs
WEIGHT

Brown
EYES

Bronze
SKIN

Black
HAIR



CHARACTER APPEARANCE

Faction Rank _____

FACTION

Harpers

ALLIES & ORGANIZATIONS

Long Mei is a former professional fighter who lost his hands to members of the Xanathar Guild after refusing to throw a fight. Though he has both hands replaced with clockwork prostheses, he was blackballed from the fighting circuits. He turned to a life of thievery to support his sick little sister, Jia, and only steals from "those who truly deserve it." He is Mischief's best friend.

CHARACTER BACKSTORY

Spellcasting. Your spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). You have the following wizard spells prepared:
 Cantrips (at will): friends, vicious mockery
 1st level (4 slots): cure wounds, detect magic*, disguise self, sleep, unseen servant*
 2nd level (2 slots): invisibility
 *ritual spell

By Popular Demand. You can always find a place to perform usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

ADDITIONAL FEATURES & TRAITS

Blade Flourish. When you take the Attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.

-Defensive Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.

-Slashing Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.

-Mobile Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 5 feet of the target.

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

MISCHIEF

CHARACTER NAME

Rogue (Assassin) 3
CLASS & LEVEL

Noble
BACKGROUND

PLAYER NAME

Lord's Alliance
FACTION

Tiefling
RACE

Chaotic Good
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH
8
-1

DEXTERITY
15
+2

CONSTITUTION
12
+1

INTELLIGENCE
14
+2

WISDOM
10
+0

CHARISMA
16
+3

+2 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +4 Dexterity
- +1 Constitution
- +4 Intelligence
- +0 Wisdom
- +3 Charisma

SKILLS

- +4 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +2 Arcana (Int)
- 1 Athletics (Str)
- +5 Deception (Cha)
- +2 History (Int)
- +0 Insight (Wis)
- +3 Intimidation (Cha)
- +2 Investigation (Int)
- +0 Medicine (Wis)
- +2 Nature (Int)
- +2 Perception (Wis)
- +3 Performance (Cha)
- +5 Persuasion (Cha)
- +4 Religion (Int)
- +3 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- +0 Survival (Wis)

12 PASSIVE WISDOM (PERCEPTION)

14 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum **21**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3d8**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+4	1d8 + 2 piercing
Shortbow	+4	1d6 + 2 piercing
Dagger (2)	+4	1d4 + 2 piercing

ATTACKS & SPELLCASTING

Nothing can shake my optimistic attitude.

Fancy parties make me uncomfortable.

PERSONALITY TRAITS

Charity. I help the innocent poor at the expense of the corrupt rich.

IDEALS

Three years ago I ran away from my adopted mother, Dreena Nartha, because she is the most manipulative person I know.

BONDS

I can't resist a chance to insult a noble.

FLAWS

Languages: Common, Elvish, Infernal, Thieves' Cant

Tools: disguise kit, forgery kit, poisoner's kit, thieves' tools

Weapons: simple weapons, hand crossbows, longswords, rapiers, shortswords

Armor: light armor

OTHER PROFICIENCIES & LANGUAGES

studded leather armor, disguise kit, forgery kit, poisoner's kit, thieves' tools, backpack, bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a hooded lantern, 2 flasks of oil, 5 days of rations, a tinderbox, a waterskin, 50 feet of rope, common clothes, a holy symbol of Asmodeus, a potion of healing

30

EQUIPMENT

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the thaumaturgy cantrip and you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest.

Expertise. Your proficiency bonus is doubled for any ability check you make that uses the Stealth skill or thieves' tools.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

FEATURES & TRAITS

MISCHIEF

CHARACTER NAME

23
AGE

5' 4"
HEIGHT

145 lbs.
WEIGHT

One blue, one red
EYES

Purple
SKIN

Black
HAIR



CHARACTER APPEARANCE

Faction Rank _____

FACTION

Lord's Alliance

ALLIES & ORGANIZATIONS

Erianna "Mischief" Nartha is a tiefling assassin who rigs her tail with many hidden devices (poison needles, lockpicks, etc.). As a child, she was orphaned and raised by the Nartha noble family, secret cultists of Asmodeus who committed terrible acts of sacrifice led by her adopted mother, Dreena. Mischief looks for redemption by stealing from corrupt nobles and giving most of her share to the downtrodden of Waterdeep. She is Long Mei's best friend.

CHARACTER BACKSTORY

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS _____

TREASURE

D&D ADVENTURERS LEAGUE

ZASHYDA ADIER

CHARACTER NAME

Rogue (Thief) 3
CLASS & LEVEL

Spy
BACKGROUND

PLAYER NAME

Zhentarim
FACTION

Human, Calishite
RACE

Chaotic Neutral
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH
9
-1

DEXTERITY
16
+3

CONSTITUTION
15
+2

INTELLIGENCE
13
+1

WISDOM
14
+2

CHARISMA
11
+0

+2 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +5 Dexterity
- +2 Constitution
- +3 Intelligence
- +2 Wisdom
- +0 Charisma

SKILLS

- +5 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +1 Arcana (Int)
- 1 Athletics (Str)
- +4 Deception (Cha)
- +1 History (Int)
- +2 Insight (Wis)
- +0 Intimidation (Cha)
- +3 Investigation (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +4 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +1 Religion (Int)
- +7 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +2 Survival (Wis)

14 PASSIVE WISDOM (PERCEPTION)

15 ARMOR CLASS

+3 INITIATIVE

30 ft. SPEED

Hit Point Maximum **24**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3d8**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	1d6 + 3 piercing
Shortsword (off-hand)	+5	1d6 piercing
Dagger (2)	+5	1d4 + 3 piercing

ATTACKS & SPELLCASTING

Talk of religion makes me fidget.

PERSONALITY TRAITS

The best way to get me to do something is to tell me I can't do it.

IDEALS

People. I am loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

BONDS

I keep my removed right eye with me as a reminder of what happens when I mess up.

FLAWS

When I see something valuable, I can't think about anything but how to steal it.

Languages: Common, Infernal, Thieves' Cant, Undercommon

Tools: cook's utensils, thieves' tools, weaver's tools

Weapons: simple weapons, hand crossbows, longswords, rapiers, shortswords

Armor: light armor

OTHER PROFICIENCIES & LANGUAGES

studded leather armor, cook's utensils, thieves' tools, weaver's tools, backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin, 50 feet of rope, common clothes, her pickled right eye in a jar, a potion of healing

30

EQUIPMENT

Expertise. Your proficiency bonus is doubled for any ability check you make that uses the Deception or Sleight of Hand skills.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing does not cost you extra movement. When you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

FEATURES & TRAITS

ZASHYDA ADIER

CHARACTER NAME

33
AGE

5' 8"
HEIGHT

160 lbs.
WEIGHT

Brown
EYES

Tan
SKIN

Brown
HAIR



CHARACTER APPEARANCE

Faction Rank _____

FACTION

Zhentarim

ALLIES & ORGANIZATIONS

Zashyda's mother and father met in the Zhentarim and worked for the organization their entire lives. She has the same dedication to the band of mercenaries, believing the schism in the Zhentarim is one that must be healed by removing Manshooon from power. For years she worked as a spy reporting on the Xanathar Guild until she was caught. Agents of the Eye burnt out one of her eyes as punishment. If there's one person Zashyda can count on, it's her friend Alama Curondo.

CHARACTER BACKSTORY

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE