





Harpers

Welcome to the Harpers. You're one of us now.
Don't go bragging about it.

We fight for equality. We do it from the shadows.

We fight corruption. We do it quietly.

We fight against tyrants, despots, and monsters. We do it subtly.

We also fight against dragons. We'd love to do that part quietly too,
but at that point, we'll take what we can get.

We're the Harpers, and we're here to make things right. We'd just rather nobody knows we're doing it. It's easier to do our job when the wicked don't see us coming, and even easier when they don't know we exist. We're of the opinion that cunning beats force, misdirection beats confrontation, and good triumphs over evil . . . especially when it catches evil napping. If we're wrong about any of that, then we've been getting real lucky for the last few centuries. We're not wrong. We're definitely not lucky either, though we wouldn't complain if we were; it'd be a nice change of pace. Sadly, though, luck's only for fools, gamblers, and goblins. We just have to make do with our quick wits, unerring charm, and heroic good looks. A couple of trusty spells and a big sword don't hurt, either.

We're the Harpers. You're one of us now. That means you're here to rescue the townsfolk, vanquish the dark forces that prey on the innocent, and just generally save Faerûn from itself. And you're here to do it *quietly*.

Good luck.

Leorin Eranthar

D&D ADVENTURERS LEAGUE

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

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

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

D&D ADVENTURERS LEAGUE™



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Faction Rank

FACTION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

CHARACTER BACKSTORY



ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record certified and non-certified permanent magic items (all magic items except for potions, scrolls, and some wondrous items).

CHARACTER NAME	CLASSES AND LEVELS	FACTION
PLAYER NAME	DCI #	SHEET #

Adventure Name	Session #	Date	DM Name and DCI #	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtime Activity				

Adventure Name	Session #	Date	DM Name and DCI #	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
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Adventure Name	Session #	Date	DM Name and DCI #	
Starting XP	Starting Gold	Starting Downtime	Starting Renown	Starting # of Magic Items
XP Earned	Gold +/-	Downtime +/-	Renown Earned	Magic Items +/-
XP Total	Gold Total	Downtime Total	Renown Total	Magic Items Total
Adventure Notes/Downtime Activity				



HARPERS MEMBERSHIP

You are a member of the Harpers, a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power. Your organization's goals include:

- › Gather information throughout Faerûn
- › Promote fairness and equality by covert means
- › Thwart tyrants and leaders/governments/organizations that grow too powerful
- › Aid the weak, poor, and oppressed

You begin as a *Watcher*, the first rank of five in the Harpers. As a Watcher, you can earn renown points in your faction and participate in some faction events. Each rank beyond provides you with additional benefits. You progress in ranks by earning renown points through participation in D&D Adventurers League™ adventures. Record your current rank on your character sheet. The benefits of each rank are detailed in the D&D Adventurers League Player's Guide, available on **DungeonsandDragons.com**.



[Empty white box for character name]

CHARACTER NAME

[Empty white box for player name]

PLAYER NAME



**DOWN WITH TYRANNY.
FAIRNESS AND EQUALITY FOR ALL.**

FACTION RANKS · REQUIREMENTS · BENEFITS

RANK ONE

WATCHER

No requirement
(available at
character creation)

*Participate and earn
renown points*

RANK TWO

HARPSHADOW

3 renown points

*Apprentice to
mentor and access to
secret missions*

RANK THREE

BRIGHTCANDLE

10 renown points,
complete one secret
mission, 5th level

*Access to a
faction-specific
downtime activity*

RANK FOUR

WISE OWL

25 renown points,
complete three
secret missions,
11th level

Become a mentor

RANK FIVE

HIGH HARPER

50 renown points,
complete ten secret
missions, 17th level

*Become a
faction leader*

For more information on faction benefits, see the D&D Adventurers League™ Player's Guide.



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