



ORDER OF THE GAUNTLET

Welcome to the Order of the Gauntlet! Your dedication to defending the weak and dispensing righteous justice is without peer, and your new brothers and sisters in the order look forward to smiting the wicked at your side, united in our divine purpose. May you live long and use your last breath fighting in the name of all that is good.

As a new Gallant, your preparation time is nearly over. We need all members ready to strike—both to dispense ongoing justice and to watch over those who cannot protect themselves. Troubling changes are afoot, and if the balance tips too far toward darkness, the good people of this land might be quickly overrun. Of course, more and greater foes mean more and greater advancement for the cause of the order, yet our accomplishment brings but small comfort to orphans and refugees. We must ensure that evildoers are brought to heel before they can offend again.

Ontharr Frume has called on all those who value justice above all to stand firm against villainy. Should you act boldly and do right by your compatriots, perhaps you will one day fight by his side as he exacts the price for evil from those who believe themselves above the law. Remember this: Evil is born anew each day, but justice lives forever.

Yours in fellowship,

Vindicator Aradeneth of Waterdeep

Vindicator Aradeneth of Waterdeep

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

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

SAVING THROWS

___ 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)

SKILLS

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

EQUIPMENT

CP

SP

EP

GP

PP

D&D ADVENTURERS LEAGUE™



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

Faction Rank

FACTION

CHARACTER APPEARANCE

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
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
Adventure Notes/Downtime Activity				



ORDER OF THE GAUNTLET MEMBERSHIP

You are a member of the Order of the Gauntlet, faithful and vigilant seekers of justice who protect others from the depredations of evildoers. Your organization's goals include:

- › Be armed and vigilant against evil
- › Identify evil threats such as secretive power groups and inherently evil creatures
- › Enforce justice
- › Enact retribution against evil actions—do not strike preemptively

You begin as a *Chevall*, the first rank of five in the Order of the Gauntlet. As a Chevall, you can earn renown points in your faction and participate in some faction events. Each rank beyond this one 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**.



Blank white space for character name entry.

CHARACTER NAME

Blank white space for player name entry.

PLAYER NAME



**THE GODS ARE WITH US.
WHEN EVIL STRIKES, WE STRIKE BACK.**

FACTION RANKS · REQUIREMENTS · BENEFITS

RANK

ONE

CHEVALL

No requirement
(available at
character creation)

*Participate and earn
renown points*

RANK

TWO

MARCHEON

3 renown points

*Apprentice to
mentor and access to
secret missions*

RANK

THREE

WHITEHAWK

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

*Access to a
faction-specific
downtime activity*

RANK

FOUR

VINDICATOR

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

Become a mentor

RANK

FIVE

RIGHTEOUS
HAND

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.



