

# D&D ADVENTURERS LEAGUE



CHARACTER NAME

Rogue 1  
CLASS & LEVEL

Hillsfar Merchant  
BACKGROUND

PLAYER NAME

FACTION

Dwarf, Hill  
RACE

Lawful Good  
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

**STRENGTH**

-1

8

**DEXTERITY**

+2

14

**CONSTITUTION**

+3

16

**INTELLIGENCE**

+1

12

**WISDOM**

+2

14

**CHARISMA**

+1

12

**INSPIRATION**

+2 **PROFICIENCY BONUS**

**SAVING THROWS**

- 1 Strength
- +4 Dexterity
- +3 Constitution
- +3 Intelligence
- +2 Wisdom
- +1 Charisma

**SKILLS**

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

13 **ARMOR CLASS**

+2 **INITIATIVE**

25' **SPEED**

Hit Point Maximum 12

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 1d8 **HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+4	1d6+2 piercing
Dagger	+4	1d4+2 piercing
Light crossbow	+4	1d8+2 piercing

\*\*\* Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5' of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**ATTACKS & SPELLCASTING**

I work hard and seldom make time for fun.

The Red Plumes caught me once. I hate them.

**PERSONALITY TRAITS**

Business is in my blood. I seek to make the best deal possible.

**IDEALS**

I work toward the day where all free peoples will be able to enter and trade in the City of Hillsfar.

**BONDS**

I am a braggart. I promote myself shamelessly.

**FLAWS**

14 **PASSIVE WISDOM (PERCEPTION)**

**OTHER PROFICIENCIES & LANGUAGES**

Languages: Common, Dwarvish

Tools: Mason's tools, thieves' tools (your total bonus including Dexterity is +6 due to Expertise), vehicles (land), vehicles (water)

Weapons: Simple weapons, battleaxe, handaxe, throwing hammer, warhammer, hand crossbows, longswords, rapiers, shortswords

Armor: Light armor

**EQUIPMENT**

On-person: Set of fine clothes, signet ring, a letter of introduction from your family's trading house, shortsword, leather armor, 2 daggers (concealed in boots), light crossbow with 20 bolts, thieves' tools strapped to belt

In purse: Money

In backpack: Bag of 1000 ball bearings, 10' of string, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, 50' hempen rope, 20 MORE bolts (just in case)

**Darkvision.** You can see in dim light within 60' 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.

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origins of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Thus, you make these checks with a +5 bonus.

**Dwarven Toughness.** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

**Background Alternate Feature: Trade Contact.** You and your family have trade contacts such as caravan masters, shopkeepers, sailors, artisans, and farmers throughout the Moonsea region and all along the Sword Coast. Once per game session, when adventuring in either of those areas, you can use those contacts to get information about the local area or to pass a message to someone in those areas, even across the great distance between the two areas.

**Expertise.** Your proficiency bonus is doubled for the Investigation skill, as well as with thieves' tools. These bonuses are already added into the information on this character sheet.

**Thieves' Cant.** During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hid messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages.

**FEATURES & TRAITS**



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Faction Rank

FACTION

ALLIES & ORGANIZATIONS

Born to a wealthy stonemason and locksmith family working at the Gate to Hillsfar, you have only known wealth and privilege despite your nonhuman ancestry. Your family excels at the craft, and their reputation is known far and wide across the Sword Coast and in the Moonsea.

While you inherited the dwarven toughness and resolute nature, you did not inherit the physical power that lends yourself to the family craft. However, you inherited a keen eye and business sense in spades. Your grandmother, fearing your father might overlook your role in the family business because of your relative lack of strength, taught you to refine your other skills to razor sharp precision. Your father could not overlook your powers of observation, deal making sense, and skill with locks. He made you a full partner on your forty-fifth birthday, rather young for a dwarf to achieve such an honor.

On a recent business run, you ran into a particularly corrupt group of Red Plumes. That encounter led to the loss of all the goods you were transporting from Neverwinter, the monetary profits from the run, and you almost lost your family business and guild standing as well. Realizing you had no true recourse due to your dwarven birth, your sense of fair play was assaulted. You determined you would work toward a day when all free peoples would be allowed to do business in Hillsfar, and you actively work toward that goal.

CHARACTER BACKSTORY

Sample Names:

A dwarf's name is granted by a clan elder, in accordance with tradition. A dwarf's name belongs to the clan, not the individual. A dwarf who misuses or brings shame to a clan name is stripped of the name and forbidden by law to use any dwarven name in its place.

Male Names: Alberich, Baern, Gardain, Rangrim, Vondal

Female Names: Audhild, Dlesa, Kathra, Ilde, Torgga

Clan Names: Balderk, Firegorge, Lutgehr, Strakeln, Ungart

\*\*\* This pregenerated character was created by Connor Self, the Adventurers League Local Coordinator for North Central Illinois. The Adventurers League has his expressed written consent to edit, reproduce, and distribute the character.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE