

D&D ADVENTURERS LEAGUE™

Sir Will Rounded

CHARACTER NAME

Fighter 8 / Bard 4

CLASS & LEVEL

HUMAN

RACE

Knight of Unicorn

BACKGROUND

Neutral Good

ALIGNMENT

Fritz Neufeld

PLAYER NAME

100,000

EXPERIENCE POINTS

Lord's Alliance

FACTION

4410-462-347

DCI NUMBER

STRENGTH

+4

18

DEXTERITY

0

10

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

0

10

CHARISMA

+2

14

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +8 Strength
- ☐ 0 Dexterity
- ☒ +7 Constitution
- ☐ 1 Intelligence
- ☐ 0 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☒ +12 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☒ +5 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +4 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +8 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

23

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 132 (DR = 3/magic)

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d10 + 4d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Will's flattery makes those he talks to feel special & important. Also, does NOT like getting dirty!

PERSONALITY TRAITS

Responsibility: knights protect common folk -- never bully them!

IDEALS

Will wants common folk to view him as a champion of the people

BONDS

Will cannot resist the lure of gold; wealth can help establish a legacy!

FLAWS

NAME

longsword

ATK BONUS

+8

DAMAGE/TYPE

d8+6

flail

+8

1d8+6

+1 dagger

+9

1d4+7

thrown dagger range is 20'/60'

FOUR 1st-level slots: O O O O

THREE 2nd-level slots: O O O

ATTACKS & SPELLCASTING

VARIANT HUMAN TRAITS:

+1 ST and +1 Cha, an extra skill proficiency (PERSUASION), and a FEAT at 1st level:

- HEAVY ARMOR MASTER;
- +1 ST, and DR 3/magic;
- languages from being human;
- Common & Giant

FIGHTER STUFF

- proficient in ATHLETICS and PERCEPTION

- Fighting Style = DUELING

- 2nd Wind (d10+8) O

- Action Surge O

BATLEMASTER archetype:

- 5 maneuvers: (5 Superiority dice)

COMMANDER'S STRIKE; LUNGE;

PRECISION & PUSHING ATTACK;

RIPOSTE; O O O O O

4th-lvl feat = SHIELD MASTER

6th-lvl feat = INSPIRING LEADER

8th-lvl feat = TOUGH

BARD STUFF

- proficient in DECEPTION

- Bardic Inspiration (D6): O O

- Jack of All Trades & Song of Rest

- CUTTING WORDS!

- EXPERTISE:

-- ATHLETICS & PERCEPTION

took ASI (+2 STRENGTH) at 4th level

FEATURES & TRAITS

18

PASSIVE WISDOM (PERCEPTION)

KNIGHT OF THE UNICORN

- contacts with other knights of the order throughout the land;
- skill proficiency in HISTORY and INSIGHT;
- proficient with playing cards;
- speaks Draconic;

OTHER PROFICIENCIES & LANGUAGES

CP

2

SP

1

EP

4

GP

20

PP

10

Handy Haversack; bedroll; 2 blankets; fine clothes; mess kit; 10 days' rations; tinderbox; hooded lantern; 10 flasks of oil; 10 bits of chalk; map case; 10 sheets of paper; pen & ink; healer's kit; 50' rope; 2 waterskins.

+1 FULL PLATE; +2 shield; signet ring; spell component pouch; trumpet.

EQUIPMENT

 **Sir Will Rounded**

CHARACTER NAME

20

AGE

grey

EYES

6'

HEIGHT

fair

SKIN

181

WEIGHT

dark brown

HAIR

CHARACTER APPEARANCE

Faction Rank

"REDKNIFE"

ALLIES:

any other Knight of the Unicorn
Escobart The Red (Castellan);
Governor Nighthill;
Leosin (monk);
Lord Neverember;

FACTION

Lord's Alliance

ALLIES & ORGANIZATIONS

Son of an adventurer who became a knight of Berdusk, Will was granted his father's legacy -- after proving honorable and worthy while serving as squire to another knight, Sir Mac.

Will's family manse is in Berdusk, aka "The Jewel of Summerset Vale". Like many nobles, Will readily joined the Lord's Alliance at the first opportunity. After defending Greenest from a force of Dragon Cult fanatics, The Alliance commissioned Will to go on a mission to track the cultists -- but Will was *slain* by a guard drake in their encampment!

Several weeks later, powerful magic from a card drawn from a Deck of Many Things summoned Will to the side of Rodney Field, another member of the Lord's Alliance, who was continuing Will's original mission. Will feels strangely compelled to serve and protect Rodney -- and that compulsion just seems right.

CHARACTER BACKSTORY

PARTY:

- GRONDAR (itinerant mage);
- LEVEN (Rodney's hireling);
- OLAF (a fellow fighter);
- RAWL (strange barbarian);
- RODNEY (my leader);

ADDITIONAL FEATURES & TRAITS

7

TOTAL NON-CONSUMABLE MAGIC ITEMS

BELT OF DWARVENKIND!

HEWARD'S HANDY HAVERSACK!

WAND OF FEAR!

WAND OF WINTER!

+1 dragon scale plate armor
+2 SHIELD!

+1 dagger
(dragontooth dagger, from Voraghamanthar)

TREASURE

BARD - COLLEGE of LORE

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK
BONUS

0

CANTRIPS

- MAGE HAND
- PRESTIDIGITATION
- VICIOUS MOCKERY

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

○ ○ ○ ○

PREPARED

SPELL NAME

BARD SPELLS KNOWN:

1. DISGUISE SELF
2. FEATHER FALL
3. HEALING WORD
4. SLEEP

2

3

○ ○ ○

5. ENHANCE ABILITY*
6. INVISIBILITY ©
7. SEE INVISIBILITY

(Healing Word does 2d4+3)
(Sleep gets 7d8 hit points)

3

6

7

4

8

5

9

D&D ADVENTURERS LEAGUE

Rodney D. Field

CHARACTER NAME

Bard14
CLASS & LEVEL
Human
RACE

FACTION AGENT
BACKGROUND
NEUTRAL GOOD
ALIGNMENT

FRITZ NEUFELD
PLAYER NAME
140,000
EXPERIENCE POINTS

LORD'S ALLIANCE
FACTION
4110-462-347
DCI NUMBER

STRENGTH

-1

9

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

0

10

CHARISMA

+4

18

INSPIRATION

+5

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☒ +8 Dexterity
 - ☐ 1 Constitution
 - ☐ 0 Intelligence
 - ☐ 0 Wisdom
 - ☒ +9 Charisma

- SKILLS
- ☒ 8 Acrobatics (Dex)
 - ☐ 2 Animal Handling (Wis)
 - ☒ 5 Arcana (Int)
 - ☐ 1 Athletics (Str)
 - ☒ 14 Deception (Cha)
 - ☐ 2 History (Int)
 - ☒ 5 Insight (Wis)
 - ☐ 6 Intimidation (Cha)
 - ☒ 5 Investigation (Int)
 - ☐ 2 Medicine (Wis)
 - ☐ 2 Nature (Int)
 - ☒ 10 Perception (Wis)
 - ☒ 9 Performance (Cha)
 - ☒ 14 Persuasion (Cha)
 - ☐ 2 Religion (Int)
 - ☐ 5 Sleight of Hand (Dex)
 - ☒ 13 Stealth (Dex)
 - ☐ 2 Survival (Wis)

15

ARMOR CLASS

+10

INITIATIVE

30

SPEED

Hit Point Maximum 115

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 14d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Rodney loves a good insult -- even if it's directed at him!

PERSONALITY TRAITS

Loves seeing people smile when he's performing.

IDEALS

Wants to be famous -- no matter what it takes.

BONDS

A sucker for a pretty face!

FLAWS

BARD: three skill proficiencies -- DECEPTION, PERFORMANCE, and PERSUASION; also, took proficiency with DISGUISE KITS instead of with any three musical instruments.

BARDIC INSPIRATION: (4 times between short rests) recipient can add a d10 to one attack roll or saving throw -- can hold for up to 10 minutes.

JACK OF TRADES: add half proficiency bonus to ability checks that don't include full bonus.

SONG OF REST: Allies hearing performance and regain hit points at the end of the short rest, regain an extra 1d8 hit points.

COLLEGE OF LORE : (added proficiency with ACROBATICS, ARCANA, & STEALTH.)

CUTTING WORDS: when creature within 60 feet makes attack, ability check, or damage roll, use reaction and expend one use of Bardic Inspiration -- subtracting Inspiration die (d10) roll from the creature's roll. You can use after creature makes its roll, but before DM determines whether the check succeeds or fails, or before the creature deals its damage. doesn't work if creature can't hear or immune to charm.

EXPERTISE: x2 proficiency in DECEPTION, PERCEPTION, PERSUASION, and STEALTH!

COUNTERCHARM & FONT OF INSPIRATION;

PEERLESS SKILL: can use a Bardic inspiration die (d10) to boost my own skill check.

MAGICAL SECRETS at 6th, 10th, & 14th level...

20

PASSIVE WISDOM (PERCEPTION)

VARIANT HUMAN: proficiency in PERCEPTION, +1 DX & +1 Cha, speaks COMMON and DRACONIC -- plus, took HEALER feat at 1st level!

took ALERT feat at 4th level;
took WARCASTER feat at 8th level;
took TOUGH feat at 12th level.

FACTION AGENT background: Proficient with INSIGHT and INVESTIGATION. Also, speaks DWARVISH and ELVISH.
SAFE HAVEN: operatives of the Lord's Alliance can provide information or a safe-house/hide-out.

OTHER PROFICIENCIES & LANGUAGES

NAME ATK BONUS DAMAGE/TYPE

hand crossbow +8 d6+3 / P

rapier +8 d8+3 / P

+1 dagger +9 d8+4 / P

cantrips: Mage Hand; Minor Illusion; Prestidigitation; Vicious Mockery

1st-LEVEL SPELL SLOTS: O O O O

2nd-LEVEL SPELL SLOTS: O O O

3rd-LEVEL SPELL SLOTS: O O O

4th-LEVEL SPELL SLOTS: O O O

5th-LEVEL SPELL SLOTS: O O

6th-LEVEL SPELL SLOTS: O

ATTACKS & SPELLCASTING

CP 10

SP 9

EP 100

GP 100

PP 100

case for crossbow bolts;
BAG OF HOLDING!
BRACERS OF DEFENSE!
Driftglobe; Mindshield ring;
TWO WANDS (see back);
IN POCKETS: 2 whistles;
12 potions of healing;
2 flasks of oil; 2 healer kits;
4 SCROLLS (see back).

see back of this sheet for a list of Rod's gear in the Bag of Holding...

EQUIPMENT

FEATURES & TRAITS

 **Rodney D. Field**

CHARACTER NAME

42

AGE

blue

EYES

69

HEIGHT

pale

SKIN

191

WEIGHT

grey

HAIR

CHARACTER APPEARANCE

Faction Rank

"STINGBLADE" (rank 3)

FACTION

Lord's Alliance

ALLIES & ORGANIZATIONS

Rodney grew up in Baldur's Gate, the only child of a well-known singer/entertainer that performed for many years there. Growing up, Rodney did a number of odd jobs until, in his late twenties, he discovered a talent for comedy. He quickly became a well-established traveling comedian.

After several years of traveling around a sort of "comedy circuit" in the Sword Coast region, an agent of the Lord's Alliance realized Rodney had a lot of excellent opportunities to collect intelligence about the goings on around the region, so he recruited the comedian. Rodney mainly thinks of the Lord's Alliance as a handy networking tool to get more gigs -- but he also takes his "observe and report" role seriously!

CHARACTER BACKSTORY

SCROLLS:

- DIMENSION DOOR
- TELEPORT
- TELEPORT
- TELEPORT

POTIONS:

- FIRE BREATHING
- HEALING x12

SPECIAL SPELL COMPONENTS

- chalk/ink infused with gems
-- for Teleport Circle (10x)
- 500gp in diamond dust
-- for Greater Restoration (5x)
- three 500gp diamonds
-- for Raise Dead (3x)
- ointment for eyes
-- for True Seeing (10x)

ADDITIONAL FEATURES & TRAITS

6

TOTAL NON-CONSUMABLE MAGIC ITEMS

- Bag of Holding!
- Bracers of Defense! *
- Driftglobe...
- Ring of Mind Shielding! *
- Wand: Comprehend Languages
- Wand: Lesser Restoration

stuff in Rod's Bag of Holding:
bullseye lantern & 9 flasks of oil;
bedroll&blanket; crowbar; spare
Healer's Kit; hammer & 9 pitons;
2 sacks; 100' silk rope; a shovel;
spyglass; torch; 6 week's rations;
9 waterskins (full); a cask of wine.

(* = attuned)

TREASURE

BARD - COLLEGE of LORE

SPELLCASTING CLASS

Charisma

17

9

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

1

SLOTS TOTAL

4

SLOTS EXPENDED

0 0 0 0

PREPARED

SPELL NAME

BARD SPELLS KNOWN:

1. FEATHER FALL

2. HEALING WORD

3. SLEEP

2

3

0 0 0

4. AID*

5. INVISIBILITY ©

6. SILENCE ©

(Healing Word does 2d4+3)

(Sleep gets 7d8 hit points)

3

3

0 0 0

7. DISPEL MAGIC

Additional Magical Secrets:

#1 = COUNTERSPELL

#2 = FLY ©

(Healing Word does 3d4+4)

(Invisibility gets 2 targets)

(Sleep gets 9d8 hit points)

4

3

0 0 0

8. DIMENSION DOOR

9. GREATER INVISIBILITY ©

10. POLYMORPH ©

(Healing Word does 4d4+4)

(Invisibility gets 3 targets)

(Sleep gets 11d8 hit points)

(Aid gives+15 hit points)

5

2

0 0

11. GREATER RESTORATION

12. RAISE DEAD

13. TELEPORTATION CIRCLE

14. CONJURE ELEMENTAL* ©

15. RARY'S TELEPATHIC BOND* ®

6

1

0

16. DISINTEGRATE*

(Healing Word does 6d4+4)

(Invisibility gets *5* targets)

(Sleep gets 15d8 hit points)

7

1

0

17. PROJECT IMAGE

18. Teleport

8

9

* = Magical Secrets

SPELLS KNOWN

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