

D&D ADVENTURERS LEAGUE



Jarl Svenson

CHARACTER NAME

Rogue Level 5 Guild Artisan

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

Human
RACE

Neutral
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH

12

+1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

14

+2

CHARISMA

8

-1

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ Strength
 - ☒ 7 Dexterity
 - ☐ Constitution
 - ☒ 4 Intelligence
 - ☐ Wisdom
 - ☐ Charisma

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

SKILLS

16

ARMOR
CLASS

+3

INITIATIVE

30 ft

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I always have a plan.

I try to remain calm, but my nerves can get the best of me.

PERSONALITY TRAITS

I am loyal to my friends and family.

IDEALS

My grandmother is waiting for me at home.

BONDS

I easily get frustrated.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+7

1d6+ 3

Dagger

+7

1d4 + 3

ATTACKS & SPELLCASTING

Expertise - thieves tools and perception

Sneak attack - 3d6

Thieves' Cant - communicate secretly with other rogues

Cunning Action, Fast Hands - Use bonus action to

take the dash, disengage, hide, use object, sleight of hands check or open lock action

Archetype - Thief

Second-story work - climbing doesn't cost extra movement. Increase distance on running jump by 3 feet.

Uncanny Dodge - use reaction to halve damage taken by an attack on Jarl.

Feat: Dungeon Delver - Advantage on

Wisdom (perception) and Intelligence

(investigation) checks made to detect secret doors.

Advantage on saving throws against traps.

Can search for traps at normal pace (30 ft)

14

PASSIVE WISDOM (PERCEPTION)

Thieves' Tools - expertise. +6 proficiency.

OTHER PROFICIENCIES & LANGUAGES

CP

Studded leather armor

SP

Crowbar

EP

Card gaming set

GP

Thieves' tools

GP

Cloak and set of dark clothes

GP

Acid flask

GP

Caltrops (bag of 20)

GP

Hammer

GP

Hemp rope, 50 ft

GP

Piton

GP

Grappling hook

EQUIPMENT

FEATURES & TRAITS

D&D ADVENTURERS LEAGUE



CHARACTER NAME

30
AGE

5,9
HEIGHT

165 lb.
WEIGHT

Iron gray
EYES

Tan
SKIN

Faded blond
HAIR

CHARACTER APPEARANCE

Faction Rank

FACTION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE