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.

Leonin Elanthar
<table>
<thead>
<tr>
<th>NAME</th>
<th>ATK BONUS</th>
<th>DAMAGE/TYPE</th>
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**ATTACKS & SPELLCASTING**

**PERSONALITY TRAITS**

**Ideals**

**Bonds**

**Flaws**

**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)

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**  

**FEATURES & TRAITS**

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**INSPRIATION**

**PROFICIENCY BONUS**

**ARMOR CLASS**

**INITIATIVE**

**SPEED**

**CURRENT HIT POINTS**

- Hit Point Maximum
- Total

**TEMPORARY HIT POINTS**

- Successes
- Failures
- Death Saves

**RACE**

**CLASS & LEVEL**

**PLAYER NAME**

**FACTION**

**CHARACTER NAME**

**CLASS & LEVEL**

**BACKGROUND**

**PLAYER NAME**

**FACTION**

**RACE**

**ALIGNMENT**

**EXPERIENCE POINTS**

**DCI NUMBER**

**STRENGTH**

**Dexterity**

**Constitution**

**Intelligence**

**Wisdom**

**Charisma**

**Armor**

**Class**

**Current Hit Points**

**Temporary Hit Points**

**Hit Dice**

**Hit Point Maximum**

**Total**

**Successes**

**Failures**

**Death Saves**

**Passive Wisdom (Perception)**

**Other Proficiencies & Languages**

**Equipment**

**Features & Traits**

**Ideals**

**Bonds**

**Flaws**

**Skills**

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
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- Survival (Wis)
<table>
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<tr>
<th>Adventure Name</th>
<th>Session #</th>
<th>Date</th>
<th>DM Name and DCI #</th>
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<td>dm name and dci #</td>
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<td>starting downtime</td>
<td>starting renown</td>
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<td>gold +/-</td>
<td>downtime +/-</td>
<td>renown earned</td>
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<td>xp total</td>
<td>gold total</td>
<td>downtime total</td>
<td>renown total</td>
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**Adventure Notes/Downtime Activity**

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**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).**
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.
<table>
<thead>
<tr>
<th>RANK</th>
<th>REQUIREMENTS</th>
<th>BENEFITS</th>
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<tr>
<td>ONE</td>
<td>Watcher</td>
<td>No requirement (available at character creation)</td>
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<tr>
<td></td>
<td></td>
<td>Participate and earn renown points</td>
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<tr>
<td>TWO</td>
<td>Harpshadow</td>
<td>3 renown points</td>
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<tr>
<td></td>
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<td>Apprentice to mentor and access to secret missions</td>
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<tr>
<td>THREE</td>
<td>Bright candle</td>
<td>10 renown points, complete one secret mission, 5th level</td>
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<td>Access to a faction-specific downtime activity</td>
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<tr>
<td>FOUR</td>
<td>Wise Owl</td>
<td>25 renown points, complete three secret missions, 11th level</td>
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<td>Become a mentor</td>
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<tr>
<td>FIVE</td>
<td>High Harper</td>
<td>50 renown points, complete ten secret missions, 17th level</td>
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<tr>
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<td>Become a faction leader</td>
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For more information on faction benefits, see the D&D Adventurers League™ Player’s Guide.