

Evangeline Foster

CHARACTER NAME

Fighter

CLASS

Algonquin/English

RACE

Explorer

BACKGROUND

21

AGE

PLAYER NAME

Level 2

LEVEL

STRENGTH

14

+2

DEXTERITY

16

+3

CONSTITUTION

10

0

INTELLIGENCE

11

0

WISDOM

13

+1

CHARISMA

9

-1

INSPIRATION

+2 PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10

2d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME	ATK BONUS	DAMAGE/TYPE
Musket 40/120	+5	1d12+3 s
Pistol 30/90	+5	1d10+3 p
Tomahawk	+4	1d6+2 s

ATTACKS & SPELLCASTING

Fighting Style: Shooting/Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Second Wind: You can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge: On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again.

Explorer: You grew up in the wilds, far from civilization and the comforts of town. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the ways of the wild. Skill Proficiencies: Athletics, Survival

Deadeye: You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits: Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls. Your ranged weapon attacks ignore half cover and three-quarters cover. You can choose to take a -5 penalty to a ranged attack roll. If the attack hits, you add +10 to the attack's damage.

13

PASSIVE WISDOM (PERCEPTION)

Languages: Algonquin, English

Armor: All armor and shields

Weapons: Simple and Martial weapons

Tools: Drums, Hunting traps

OTHER PROFICIENCIES, LANGUAGES & SPELLS

Musket
Pistol (2)
Tomahawk
Leather armor
Backpack
Bedroll
Mess kit
Tinderbox
Waterskin
Rope
Powder horn & 30 lead shot

EQUIPMENT

FEATURES & TRAITS

CHARACTER: EVANGELINE FOSTER

BACKSTORY

Evangeline's father was a British colonist who came to the Americas (Virginia). Her mother was a Native (Algonquin Tribe). Her father wanted a son, so he treated her like one. He taught her how to shoot and hunt. Her mother showed her how to read the stars and how to navigate. When her father died, her mother returned to her tribe, but Evangeline didn't fit in with her Algonquin tribe or the English/Dutch settlements in New Amsterdam. So she headed out looking for adventure.

Hinderances: Code of Honor, Outsider, Stubborn

LEVEL 3 ADVANCEMENT SUGGESTIONS:

Champion

A Champion focuses on developing martial prowess in a relentless pursuit of victory. Champions combine rigorous training with physical excellence to deal devastating blows, withstand peril, and garner glory. Whether in athletic contests or bloody battles, Champions strive for the crown of the victor.

Improved Critical: Your attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a roll of 19 or 20 on the d20.

LEVEL 4 ADVANCEMENT SUGGESTIONS:

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Recommendation: +2 DEX (18) or +2 STR (16) - Adjust Attribute modifier