

Andy (Andrea) Beauchene

CHARACTER NAME

Fighter

CLASS

French

RACE

Noble Birth

BACKGROUND

18

AGE

PLAYER NAME

Level 2

LEVEL



STRENGTH
12
+1

DEXTERITY
16
+3

CONSTITUTION
11
0

INTELLIGENCE
13
+1

WISDOM
11
0

CHARISMA
10
0

INSPIRATION

+2 PROFICIENCY BONUS

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

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

14/15
ARMOR CLASS

+3
INITIATIVE

30 ft
SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____ 2d10

2d10
HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1d8+3 p
Dirk	+5	1d4+3 p
Pistol	+5	1d10+3 b

10 PASSIVE WISDOM (PERCEPTION)

Languages: French, English, Latin
Armor: Light, Medium, Heavy
Weapons: Simple and Martial weapons
Tools: Cards

OTHER PROFICIENCIES, LANGUAGES & SPELLS

Rapier
 Dirk
 Pistols (x2)
 Backpack
 Bedroll
 Mess kit
 Tinderbox
 Waterskin
 Powder horn & lead shots (20)
 Cards

EQUIPMENT

Fencing Style: Florentine: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind: You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, 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: You can push yourself beyond your normal limits for a moment. 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.

Noble Birth: You were raised in a noble family. You understand wealth, power, and privilege. You were tutored and can speak, read and write in several languages. Proficiency in History and Persuasion.

Ambidextrous: You can fight with either or both hands. You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand. You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

FEATURES & TRAITS

CHARACTER: ANDY (ANDREA) BEAUCHENE

BACKSTORY

Andy was born Andrea Beauchêne, the only child of the French Comte (count) Beauchêne. Her mother died as a result of complications from childbirth. The Comte spoiled his daughter and denied her nothing. As an athletic child, she spent more time playing with the peasant boys sword fighting with sticks than she did playing dress-up. Her father noticed her ability and provided her with a fencing master tutor along with her other studies.

The Comte was a loving father but incompetent regarding finances. By the time Andy was a teenager, the Comte faced bankruptcy. To save the family, he promises his daughter's hand in marriage to a wealthy merchant. The Merchant was a cruel and abusive man. Andy tried to run from him but failed several times. He branded her with a hot iron the third time so she could always be found. Finally, disguised as a man, she escaped France and headed to the Caribbean to decide her fate.

Hinderances: Arrogant, Impulsive, Hunted (by husband)

LEVEL 3 ADVANCEMENT SUGGESTIONS:

Duelist

You learn special fencing maneuvers. You can use these points 6 times before taking a short/long rest.

MANEUVERS:

- **Disarming Attack:** When you hit a creature with a weapon attack, you can expend one maneuver point to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. Add 1d8 to the attack's damage roll, and the target must make a Strength saving throw (DC 13). On a failed save, it drops the object you choose.
- **Parry:** When another creature damages you with a melee attack, you can use your reaction to expend one maneuver point to reduce the damage by the number you roll on 1d8 + your DEX mod.
- **Lunging Attack:** When you make a melee weapon attack on your turn, you can expend one maneuver point to increase your reach for that attack by 5 feet. If you hit, you add 1d8 to the attack's damage roll.

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) - Adjust Attribute modifier