**Character Concept:** Captain Naranja

**Race:** Variant Human

* **Ability Score Increases:** Increase Strength by 1 (for melee combat) and Dexterity by 1 (for ranged combat or finesse weapons).
* **Feat:** Dual Wielder - Gain the ability to dual wield melee weapons even if they aren't light, and you can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

**Class:** Fighter (Battlemaster)

* **Level 1 Fighting Style:** Two-Weapon Fighting - When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
* **Level 1 Maneuver:** Riposte - When a creature misses you with a melee attack, you can use your reaction to make a melee weapon attack against that creature.

**Background:** Sailor

* **Skill Proficiencies:** Athletics, Perception
* **Tool Proficiencies:** Navigator's tools, Vehicles (water)

**Alignment:** Chaotic Neutral

**Ability Scores:**

* **Strength:** 16 (+3)
* **Dexterity:** 14 (+2)
* **Constitution:** 14 (+2)
* **Intelligence:** 10 (+0)
* **Wisdom:** 10 (+0)
* **Charisma:** 12 (+1)

**Equipment:**

* Cutlass (reskinned as a scimitar) - 1d6 slashing damage
* Dagger (reskinned as a thrown weapon) - 1d4 piercing damage
* Two flintlock pistols (reskinned as crossbows) - 1d8 piercing damage, loading, range 30/120
* Leather armor
* Navigator's tools, a compass, and a small piece of treasure as a keepsake

**Character Sheet: Captain Naranja, Level 2 Fighter (Battlemaster)**

**Race:** Variant Human

* **Ability Score Increases:** Strength +1, Dexterity +1
* **Feat:** Dual Wielder

**Class:** Fighter (Battlemaster)

* **Level 1 Fighting Style:** Two-Weapon Fighting
* **Level 1 Maneuver:** Riposte
* **Level 2 Maneuver:** Goading Attack - When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. Add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

**Background:** Sailor

* **Skill Proficiencies:** Athletics, Perception
* **Tool Proficiencies:** Navigator's tools, Vehicles (water)

**Alignment:** Chaotic Neutral

**Ability Scores:**

* **Strength:** 16 (+3)
* **Dexterity:** 14 (+2)
* **Constitution:** 14 (+2)
* **Intelligence:** 10 (+0)
* **Wisdom:** 10 (+0)
* **Charisma:** 12 (+1)

**Equipment:**

* Cutlass (reskinned as a scimitar) - 1d6 slashing damage
* Dagger (reskinned as a thrown weapon) - 1d4 piercing damage
* Two flintlock pistols (reskinned as crossbows) - 1d8 piercing damage, loading, range 30/120
* Leather armor
* Navigator's tools, a compass, and a small piece of treasure as a keepsake
* Pirate hat and eyepatch