

Human Fighter

Neutral Good Human Fighter 1

AC 15/16 (shield) **Hit Points** 12
Speed 30 ft. **Hit Dice** 1d10

Initiative: +6

Strength	14	(+2)
Dexterity	18	(+4)
Constitution	15	(+2)
Intelligence	9	(-1)
Wisdom	12	(+1)
Charisma	11	(+0)

Attacks

Longbow (range 150/600) +7; 1d8 + 4
piercing damage

Longsword +5; 1d8 + 2 slashing damage

Skills (+3 to checks relating to a skill)

Gather Rumors

Sense Motive

Track

Use Rope

Race: Human

Languages: Common.

Class: Fighter

Expertise (1d4): You gain a single expertise die, a d4. As long as you are able to take actions, you can spend expertise dice to use a maneuver that you know. At the end of each of your turns, you regain all of your spent expertise dice.

Fighting Style (Sharpshooter): Your style centers on ranged weapons, such as your bow.

Armor and Weapon Proficiencies: You are proficient with all armor, shields, and weapons.

Background: Bounty Hunter

Skills: Gather Rumors, Sense Motive, Track, and Use Rope.

Bounty Board: When you are in a civilized area, you can find and take on bounties. Since you are a recognized bounty hunter, the authorities might come to you with bounties. You have contacts and resources that help you pursue your bounties.

Specialty: Investigation Specialist

Alertness: You gain a +2 bonus to initiative (included) and to checks made to detect anything hidden.

Maneuvers

Deadly Strike: When you hit a creature with a weapon attack, you can spend expertise dice to increase the attack's damage against that target. Roll all the expertise dice you spend, and add up their results. The damage gains a bonus equal to that total.

Precise Shot: When you make a ranged attack against a target that has half cover or three-quarters cover, you can spend a single expertise die to counteract the cover. Roll the expertise die. Your attack roll gains a bonus equal to the die's result, with a maximum bonus of +2 if the target has half cover and +5 if the target has three-quarters cover.

Equipment

Leather armor, shield, mask, traveler's clothes, longsword, longbow, 20 arrows, healer's kit, collection of "Wanted" broadsheets, two sets of manacles, key, 74 gp