

Human Fighter

Neutral Good Human Fighter 1

AC 15 HP 12
Speed 30' (Hit Dice: 1d10)

Strength 13 (+1)
Dexterity 18 (+4)
Constitution 15 (+2)
Intelligence 9 (-1)
Wisdom 14 (+2)
Charisma 11 (+0)

Attacks

Longbow +7; 1d8 piercing damage
Short sword +4; 1d6 + 1 slashing damage

Background: Bounty Hunter

You tracked down and captured fugitives for the bounty placed on their heads. You might have worked on the frontier, where you hunted outlaws, or maybe you sniffed out thieves and other criminals in the city's underworld.

Spot +5 (+3 training, +2 Wisdom)
Stealth +7 (+3 training, +4 Dexterity)
Streetwise +3 (+3 training, +0 Charisma)

Bounty Board

When you are in an area of civilization, you can find and take on bounties, allowing you to legally hunt down and capture or kill the subjects of those bounties. Additionally, as a legally recognized bounty hunter, sometimes the authorities will come to you with bounty hunting needs.

When you attempt to locate the subject of your bounty, if you fail to locate that quarry yourself, you always know where to go and from whom to obtain information on that quarry's whereabouts. Usually this comes in the form of contacts you have cultivated on past hunts.

Specialty: Archer

Rapid Shot

As an action, you can make two ranged attacks with a weapon with which you have proficiency. The damage of each of these attacks is halved.

Class & Race Features

Combat Superiority

You gain a single expertise die, a d6. You can spend an expertise die to use a combat maneuver that you have mastered. A maneuver involves either rolling the die or simply expending it.

You must be able to take actions to spend an expertise die. At the start of each of your turns, you regain all of your spent expertise dice.

Fighting Style: Sharpshooter

At 1st level, you gain the **Precise Shot** combat maneuver, described below.

Languages

You can speak, read, and write Common.

Equipment

Leather armor, short sword, longbow, 20 arrows, healing kit, mask, collection of “Wanted” broadsheets, two sets of manacles, lock of hair from current bounty, common clothing, and 74 gp.

Combat Maneuvers

Deadly Strike

When you hit a creature with a weapon attack, you can spend expertise dice to add to the attack’s damage against that creature. Roll any expertise die you spend in this way, and add its result to the damage. If the attack is a critical hit, maximize the expertise die.

Parry

When you are damaged by an attack while you are wielding a weapon or a shield, you can spend expertise dice to reduce the damage. Roll any expertise die you spend in this way, and subtract its result from the damage against you. If the damage drops to 0 or lower, you are still subject to any other effects of the attack.

Precise Shot

When you make a ranged attack against a creature that has half cover or three-quarters cover, you can spend a single expertise die. Roll the die, and add its result as a bonus to your attack roll. If the target has half cover, the maximum bonus from this die is +2. If the target has three-quarters cover, the maximum bonus from the die is +5.