

# Human Fighter

## Neutral Good Human Fighter 1

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

**Initiative:** +6

<b>Strength</b>	14	(+2)
<b>Dexterity</b>	18	(+4)
<b>Constitution</b>	15	(+2)
<b>Intelligence</b>	9	(-1)
<b>Wisdom</b>	12	(+1)
<b>Charisma</b>	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