

# Human Fighter

## Neutral Good Human Fighter 1

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

|                     |    |      |
|---------------------|----|------|
| <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

**Rapier** +5; 1d8 + 4 slashing damage

**Shield** +3; 1d4 + 2 bludgeoning damage

**Longbow** (range 150/600) +5; 1d8 + 4 piercing damage

### Skills (Skill Die: 1d4)

Gather Rumors  
Sense Motive  
Track  
Use Rope

### Race: Human

**Languages:** Common.

### Class: Fighter

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

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

**Martial Damage Dice (1d6):** When you hit a target with a melee or ranged attack using a weapon with which you have proficiency, you can spend any of your martial damage dice to deal extra damage. Roll those dice, and add their total to the damage dealt by that attack.

You must be able to take actions to spend a martial damage die. When you spend a die, you cannot use it again on the same turn.

**Parry:** When you are hit by a melee attack while you're wielding a melee weapon or a shield, you can use a reaction to spend martial damage dice and your skill die to reduce the attack's damage against you. Roll all the martial damage dice you spend and your skill die, add up their results, and reduce the damage by that total. If the damage drops to 0, the hit becomes a miss.

### 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.

### Feats

**Martial Training:** You gained the Rapid Shot maneuver.

### Maneuvers

**Precise Shot:** When you make a ranged attack against a target that has half cover, you can spend a single martial damage die to ignore the cover. If you spend two martial damage dice instead, you can ignore three-quarters cover.

**Rapid Shot:** As an action, you can spend one martial damage die to make a ranged attack with a your long bow against each of two creatures that are within 10 feet of each other.

### Equipment

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