

VALEROS

FIGHTER

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ANCESTRY HUMAN (SKILLED) **BACKGROUND** FARMHAND
SPEED 25 FEET **PERCEPTION** +5 (EXPERT)
ALIGNMENT NEUTRAL GOOD
LANGUAGES COMMON, GOBLIN, KELISH

STRENGTH **STR** 18 MODIFIER (+4) **DEXTERITY** **DEX** 14 MODIFIER (+2) **CONSTITUTION** **CON** 14 MODIFIER (+2)
INTELLIGENCE **INT** 12 MODIFIER (+1) **WISDOM** **WIS** 10 MODIFIER (+0) **CHARISMA** **CHA** 10 MODIFIER (+0)

STRIKES

MELEE ♦ longsword +9 (versatile P), 1d8+4 slashing
 ♦ shield boss +9, 1d6+4 bludgeoning
RANGED ♦ shortbow +7 (deadly 1d10, range increment 60 feet), 1d6 piercing

SKILLS

ACROBATICS [DEX] +5 •	ARCANA [INT] +1	ATHLETICS [STR] +7 •
CRAFTING [INT] +4 •	DECEPTION [CHA] +0	DIPLOMACY [CHA] +3 •
INTIMIDATION [CHA] +3 •	FARMING LORE [INT] +4 •	WARFARE LORE [INT] +4 •
MEDICINE [WIS] +0	NATURE [WIS] +0	OCCULTISM [INT] +4 •
PERFORMANCE [CHA] +0	RELIGION [WIS] +0	SOCIETY [INT] +1
STEALTH [DEX] +2	SURVIVAL [WIS] +0	THIEVERY [DEX] +2

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Natural Ambition* (Reactive Shield)
CLASS FEATS Double Slice, Reactive Shield
GENERAL FEATS Shield Block
SKILL FEATS Assurance (Athletics)
CLASS FEATURES Attack of Opportunity

*Abilities with an asterisk have already been calculated into Valeros's statistics and do not appear elsewhere.

DEFENSES

HIT POINTS 20	ARMOR CLASS 18	AC WITH SHIELD RAISED 20
FORTITUDE +7	REFLEX +7	WILL +3

PATHFINDER

EQUIPMENT

BULK 8, 2L
WORN backpack, breastplate, mug
WEAPONS longsword, shortbow (20 arrows), wooden shield (with shield boss; Hardness 3, HP 12, BT 6)
STOWED bedroll, belt pouch (2), chalk (10 pieces), flint and steel, grappling hook, minor elixir of life, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin.
WEALTH 7 sp



WHAT IS A FIGHTER?

You are an undisputed master of weaponry and martial techniques, capable of deflecting attacks, striking down foes, and controlling the flow of combat.

VALEROS

EQUIPMENT

The following rules apply to Valeros's equipment.

Deadly (trait): On a critical hit, the weapon adds a weapon damage die of the listed size; this is added after doubling the weapon's damage.

Grappling Hook: You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a secret attack roll against a DC depending on the target (typically 20). On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway through.

□ **Elixir of Life, Minor:** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

SHIELD ACTIONS

While he has a shield equipped, Valeros can use the following actions.

Raise Shield ♦ While wielding a shield, you position it to protect yourself until the beginning of your next turn. This grants you a +2 circumstance bonus to AC, and you can use the Shield Block reaction.

Shield Block ↻ **Trigger** You would be damaged by a physical attack while your shield is raised; **Effect** You interpose your shield between yourself and the attack, reducing the damage by 3. You and your shield each take any remaining damage, possibly breaking or destroying the shield (the shield gains the broken condition after taking 6 or more damage and is destroyed once it's taken 12 damage).

PATHFINDER

FEATS AND ABILITIES

Valeros's feats and abilities are described below. His Natural Ambition feat is already already factored into his statistics.

Assurance: Even in the worst circumstances, you can perform basic tasks with the Athletics skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 10 + your proficiency bonus (for a total of 13; do not apply any modifiers to this result).

Attack of Opportunity ↻ **Trigger** A creature within your reach uses a manipulate or move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** You make a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, that action is disrupted. This attack is not affected by or calculated against your multiple attack penalty.

Double Slice ♦♦ You make two Strikes against a single target, one with each of your weapons (usually your longsword and shield boss). Both attacks use your current multiple attack penalty, and this counts as two attacks for calculating that penalty for any other attacks you make on your turn. If the second weapon does not have the agile trait, the Strike made with it takes a -2 penalty. If both attacks hit, combine their damage (so apply resistances and weaknesses only once) and add any applicable effects from both weapons.

Reactive Shield ↻ **Trigger** An enemy hits you with a melee Strike. You must be wielding a shield to use this ability; **Effect** You immediately use the Raise a Shield action and gains the shield's bonus to AC; this bonus applies when determining whether the triggering attack actually hits.