VALEROS

PATHFINDER PLAYTEST

ANCESTRY HUMAN (TALDAN) **BACKGROUND** FARMHAND

CLASS FIGHTER 1 **PERCEPTION** +2 (EXPERT)

ALIGNMENT NEUTRAL GOOD

LANGUAGES COMMON, GOBLIN

STRENGTH		DEXTERITY		CONSTITUTION	
STR	18 (+4) MODIFIER	DEX	14 (+2) MODIFIER	CON	12 (+1) MODIFIER

INTELLIGENCE		WISDOM		CHARISMA	
INT	12 (+1) MODIFIER	WIS	10 (+0) MODIFIER	CHA	12 (+1) MODIFIER

ACTIONS

SPEED: 20 feet

MELEE: longsword +6 (1d8+4 slashing); versatile P

MELEE: shield boss +6 (1d6+4 bludgeoning)

MELEE: dagger +6 (1d4+4 piercing); agile, finesse, thrown 10 feet, versatile S

RANGED: javelin +4 (1d6+4 piercing); thrown 30 feet

RANGED: dagger +4 (1d4+4 piercing); agile, finesse, thrown 10 feet, versatile S

SKILLS

ACROBATICS +0 T	ARCANA +0	ATHLETICS +2 (+5) T
CRAFTING +2 T	DECEPTION +0	DIPLOMACY +2 T
INTIMIDATION +0	LORE (FARMING) +2 T	LORE (OTHER) +0
MEDICINE −1	NATURE −1	OCCULTISM +0
PERFORMANCE +0	RELIGION −1	SOCIETY +0
STEALTH −2	SURVIVAL −1	THIEVERY −2

*Use the bonus in parentheses for Athletics checks that have the attack trait, including Break Open, Disarm, Grapple, Shove, and Trip.

FEATS AND ABILITIES

ANCESTRY FEATS: Natural Ambition

CLASS FEATS: Reactive Shield, Sudden Charge

SKILL FEATS: Assurance (Athletics)

CLASS ABILITIES: Attack of Opportunity

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
19	17	14

FORTITUDE	REFLEX	WILL
+3	+4	+1

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.

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EQUIPMENT

BULK 7

WORN backpack, chain mail, mug, ordinary clothing

WEAPONS longsword, heavy steel shield (with boss), daggers (2), javelins (3)

STOWED bedroll, flint and steel, grappling hook, hammer, pitons (5), rations (3 days), repair kit, rope (hemp, 50 feet) sheath, torches (5), waterskin

WEALTH 9 silver, 2 copper

RESONANCE POINTS 2

The following rules apply to Valeros's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is –4 instead of –5, and –8 instead of –10 on the third and any further attacks in the round.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon. You still use Strength on damage rolls.

Repair Kit: A repair kit contains a portable anvil, woodworking tools, whetstones, oils, and the other gear to Repair items using the Crafting skill.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

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.

FEATS AND ABILITIES

Valeros's feats and abilities are described below. His Natural Ambition feat grants him Reactive Shield as an additional 1st level class feat.

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 (do not apply any modifiers to this result).

◆ **Attack of Opportunity:** You can use this ability when a creature within your reach takes a manipulate action, takes a move action, makes a ranged attack, or leaves a square during a move action it's taking. Make a melee Strike against the triggering creature at a –2 penalty. If the attack hits and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

◆ **Reactive Shield:** You can use this ability when a creature strikes you with a melee strike. You use the Raise a Shield action and gain your shield's bonus to AC immediately. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

◆◆ **Sudden Charge:** With a quick sprint, you dash up to your foe and swing. Stride up to double your Speed. If you end the move within melee reach of at least one enemy, you can make a melee Strike against an enemy. You can Burrow, Climb, Fly, or Swim instead of Striding if you have the corresponding Speed.

SHIELD ACTIONS

While you have your shield equipped, you can take the following actions.

◆◆ **Raise a 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 TAC, and you can use the Shield Block reaction.

◆ **Shield Block:** You can use this ability when you take damage from a physical attack. You intercept the attack with your shield, preventing damage equal to the shield's Hardness (5). The shield takes this damage instead, possibly becoming dented or broken. If the shield takes damage equal to or exceeding its hardness, it takes a Dent. If it takes damage equal to or greater than twice its Hardness, it takes 2 Dents. The shield can only take 1 Dent before becoming broken. A second Dent causes it to become broken, though it can still be repaired. If the shield is broken and would receive another Dent, it is destroyed.