VALEROS

PATHFINDER PLAYTEST

ANCESTRY HUMAN (TALDAN) **BACKGROUND** FARMHAND

CLASS FIGHTER 5 **PERCEPTION** +7 (EXPERT)

ALIGNMENT NEUTRAL GOOD

LANGUAGES COMMON, GOBLIN

STRENGTH		DEXTERITY		CONSTITUTION	
STR	18 (+4) MODIFIER	DEX	16 (+3) MODIFIER	CON	14 (+2) MODIFIER

INTELLIGENCE		WISDOM		CHARISMA	
INT	12 (+1) MODIFIER	WIS	12 (+1) MODIFIER	CHA	14 (+2) MODIFIER

ACTIONS

SPEED: 25 feet

MELEE: *+1 longsword* +12 (2d8+4 slashing); versatile P

MELEE: expert heavy shield boss +11 (1d6+4 bludgeoning [see *doubling rings*])

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

RANGED: composite shortbow +9 (1d6+2 piercing); deadly 1d10, propulsive

RANGED: javelin +9 (1d6+4 piercing); thrown 30 feet

SKILLS

ACROBATICS +5 T	ARCANA +5	ATHLETICS +7 (+10) E
CRAFTING +7 E	DECEPTION +6	DIPLOMACY +7 T
INTIMIDATION +6	LORE (FARMING) +6 T	LORE (OTHER) +5
MEDICINE +5	NATURE +5	OCCULTISM +5
PERFORMANCE +6	RELIGION +5	SOCIETY +5
STEALTH +4	SURVIVAL +5	THIEVERY +4

*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: Clever Improviser, Natural Ambition

CLASS FEATS: Aggressive Shield, Quick Reversal, Reactive Shield, Sudden Charge

SKILL FEATS: Assurance (Athletics), One-Handed Climber, Quick Repair

CLASS ABILITIES: Attack of Opportunity, Bravery, Weapon Mastery*

*Abilities marked with an asterisk are already reflected in other statistics

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
68	23	21

FORTITUDE	REFLEX	WILL
+9	+10	+7

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

CLASS FIGHTER 5

EQUIPMENT

BULK 8, 1 L

WORN *+1 breastplate**, backpack, clothing, *doubling rings**, mug

WEAPONS *+1 longsword*, heavy steel shield (Expert), composite shortbow with 20 arrows, daggers (2), javelins (5)

STOWED acid flask, bedroll, climbing kit (hemp rope [50 feet], 3 pulleys, 12 pitons, hammer, grappling hook, crampons), flint and steel, *jade cat*, lesser elixir of life, *oil of mending*, rations (3 days), repair kit (Expert), sheath, torches (10), *vine arrow*, waterskin

WEALTH 7 gold, 1 silver, 6 copper

RESONANCE POINTS 7 (5 remaining)

The following rules apply to Valeros's equipment. Valeros is assumed to have invested resonance in equipment marked with an asterisk (*) above.

Acid Flask: A thrown acid flask deals 1d4 points of persistent acid damage and 1 point of acid splash damage.

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.

Climbing Kit: This kit contains numerous climbing tools that let you attach yourself to the wall you're climbing (moving half as quickly as normal, minimum 5 feet), letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. Only one climber can gain these benefits at a time.

Deadly (trait): On a critical hit, the weapon adds a weapon damage die of the listed size.

Doubling Rings: Whenever you wield your *+1 longsword* in one hand, any melee weapon of at least expert quality wielded in your other hand (such as your heavy shield boss) becomes a *+1 weapon* for as long as you wield it. This increases the shield boss's damage from 1d6+4 to 2d6+4.

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.

☐ **Jade Cat**: (◆ Command Activation) This magical trinket is affixed to your armor; when it is activated you are not flat-footed when you Balance for the next minute.

☐ **Lesser Elixir of Life**: You regain 3d6 hit points when you drink this elixir. If you are already at maximum hit points, you instead gain a +2 item bonus to Fortitude saving throws against toxins for 1 hour.

☐ **Oil of Mending**: ◆ Using both hands, you can apply this oil to a nonmagical item of 1 bulk or less. The item loses any broken condition and dents it may have.

Repair Kit (Expert): This repair kit contains a portable anvil, woodworking tools, whetstones, oils, and the other gear required to Repair items using the Crafting skill. Because of its expert quality, you gain a +1 item bonus on Craft checks made to Repair.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage.

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.

☐ **Vine Arrow**: A creature hit by this magical arrow is entangled for 2d4 rounds, or until they break free with a successful DC 17 Athletics check.

FEATS AND ABILITIES

Valeros's feats and abilities are described below. His Clever Improviser, Fleet, and Natural Ambition feats are already applied in his character statistics. You can only use an action with the open trait if you haven't used an action with the attack or open trait yet. You can only use an action with the press trait if you are currently affected by a multiple attack penalty.

◇ **Aggressive Shield**: When you use the Shield Block reaction and the foe who triggered the reaction is adjacent to you and your size or smaller, you push the creature, either automatically Shoving it 5 feet or making it flat-footed until the start of your next turn. The target chooses whether to be moved or made flat-footed, but you control the direction of its movement.

Assurance: You can easily 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 15 (do not apply any modifiers to this result).

◇ **Attack of Opportunity**: 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, you can 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.

Bravery: When you succeed at a Will save against a fear effect, treat it as a critical success instead. If you critically succeed at a save against a fear effect, you gain a +2 circumstance bonus to saves against fear effects for 1 minute.

One-Handed Climber: You can Climb even if one of your hands is occupied.

Quick Repair: You take only 5 minutes to repair an item, rather than 1 hour.

◆ **Quick Reversal** (Press): When you are flanked by at least two enemies you may make a melee weapon Strike against one of them; if this attack is a failure, you may make a second attack against a different enemy flanking you at the same penalty as the first attack. This additional attack doesn't count toward your multiple attack penalty.

◇ **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 bonuses 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** (Open): 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. 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 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. Valeros can also use his Aggressive Shield ability when using this reaction to block an attack from an adjacent opponent.