

# VALEROS

FIGHTER

3

**ANCESTRY** HUMAN (SKILLED) **BACKGROUND** FARMHAND  
**SPEED** 20 FEET **PERCEPTION** +7 (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** ♦ +1 *longsword* +12 (versatile P), 1d8+4 slashing  
 ♦ shield boss +11, 1d6+4 bludgeoning;

**RANGED** ♦ shortbow +9 (range 60 feet, deadly 1d10), 1d6 piercing

## SKILLS

<b>ACROBATICS</b> [DEX] +7 •	<b>ARCANA</b> [INT] +1	<b>ATHLETICS</b> [STR] +11 ••
<b>CRAFT</b> [INT] +6 •	<b>DECEPTION</b> [CHA] +0	<b>DIPLOMACY</b> [CHA] +5 •
<b>INTIMIDATION</b> [CHA] +5 •	<b>FARMING LORE</b> [INT] +6 •	<b>WARFARE LORE</b> [INT] +6 •
<b>MEDICINE</b> [WIS] +0	<b>NATURE</b> [WIS] +0	<b>OCCULTISM</b> [INT] +6 •
<b>PERFORMANCE</b> [CHA] +0	<b>RELIGION</b> [WIS] +0	<b>SOCIETY</b> [INT] +1
<b>STEALTH</b> [DEX] +2	<b>SURVIVAL</b> [WIS] +0	<b>THIEVERY</b> [DEX] +2

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

**ANCESTRY ABILITIES** Natural Ambition\* (Reactive Shield)  
**CLASS FEATS** Aggressive Block, Double Slice, Reactive Shield  
**GENERAL FEATS** Shield Block, Toughness  
**SKILL FEATS** Assurance (Athletics), Combat Climber  
**CLASS FEATURES** Attack of Opportunity, Bravery

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

## DEFENSES

<b>HIT POINTS</b> 47	<b>ARMOR CLASS</b> 21	<b>AC WITH SHIELD RAISED</b> 23
<b>FORTITUDE</b> +9	<b>REFLEX</b> +9	<b>WILL</b> +7

**Bravery:** Valeros has a benefit on saves against fear effects.

# PATHFINDER

## EQUIPMENT

**BULK** Worn: 5, 3 L; Stowed: 2, 1 L  
**WORN** backpack, half plate, mug, *lesser healing potion*, +1 *longsword*, shortbow (20 arrows), steel shield (with shield boss; Hardness 5, 20 HP, BT 10)  
**STOWED** bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 weeks), repair kit, rope (50 feet), soap, torch (5), waterskin  
**WEALTH** 13 gp, 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.

## EQUIPMENT

The following rules apply to Valeros's equipment.

**Backpack:** A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

**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.

☐ **Lesser Healing Potion** (consumable, healing, magical, necromancy, potion) **Activate** ◆ (Interact); **Effect** Upon drinking this potion, you regain 2d8+5 Hit Points.

**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.

**Repair Kit:** A repair kit is required to Repair items with the Crafting skill.

**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 take the following actions.

**Aggressive Block** ◆ **Trigger** You use the Shield Block reaction, and the opponent that triggered Shield Block is adjacent to you and is your size or smaller; **Effect** You use your shield to push the triggering creature, either automatically Shoving it 5 feet or causing it to become flat-footed until the start of your next turn. The triggering creature chooses whether to be moved or become flat-footed. If it chooses to be moved, you choose the direction. If the Shove would cause it to hit a solid object, enter a square of difficult terrain, or enter another creature's space, it must become flat-footed instead of being moved.

**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 5. You and your shield each take any remaining damage, possibly breaking or destroying the shield (which gains the broken condition after taking 10 or more points of damage and is destroyed once it's taken 20 points of damage).

**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 gain the shield's bonus to AC; this bonus applies when determining whether the triggering attack actually hits.

## FEATS AND ABILITIES

Valeros's feats and abilities are described below. His shield-based abilities appear in the shield actions section instead.

**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 17; 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.

**Bravery:** When you roll a success at a Will save against a fear effect, you get a critical success instead. In addition, anytime you gain the frightened condition, reduce its value by 1.

**Combat Climber:** You're not flat-footed while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

**Double Slice** ◆◆ You make two Strikes against a single target, one with each of your weapons (usually your longsword and shield boss). 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 resistances and weaknesses are only counted once against the total damage dealt) and add any applicable effects from both weapons.

**Toughness:** The DC of your recovery checks is easier than normal (9 + your dying condition value).