

VALEROS





ANCESTRY HUMAN (SKILLED)

BACKGROUND FARMHAND

SPEED 25 FEET

PERCEPTION



+5 (EXPERT)

ALIGNMENT NEUTRAL GOOD

LANGUAGES COMMON, GOBLIN, KELISH

STRENGTH

DEXTERITY

CONSTITUTION

STR

MODIFIER 18 (+4)

DEX

MODIFIER 14 (+2)

CON

MODIFIER (+2)

INTELLIGENCE

MODIFIER (+1)

12

WISDOM WIS

MODIFIER 10 (+0)

CHARISMA CHA

MODIFIER 10 (+0)

ATHLETICS (STR) +7 ●

DIPLOMACY [CHA]

+3 •

WARFARE LORE [INT]

+4 •

OCCULTISM (INT)

+4 ●

SOCIETY (INT)

THIEVERY [DEX] +2

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 •

CRAFTING [INT]

+4 •

INTIMIDATION (CHA) +3 •

MEDICINE (WIS)

+0 PERFORMANCE (CHA)

STEALTH [DEX]

+2

ARCANA (INT)

DECEPTION (CHA)

FARMING LORE (INT)

+4 •

NATURE (WIS) +0

RELIGION (WIS)

+0 SURVIVAL (WIS)

+0

• = TRAINED • • = EXPERT • • • = MASTER

EQUIPMENT

BULK Worn: 5, 3 L; Stowed: 1, 1 L

backpack, breastplate, mug, minor elixir of life, longsword, shortbow WORN (20 arrows), wooden shield (with shield boss; Hardness 3, HP 12, BT 6)

bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 STOWED

weeks), rope (50 feet), soap, torch (5), waterskin

WEALTH



FEATS AND ABILITIES

ANCESTRY ABILITIES Natural Ambition* (Reactive Shield) Double Slice, Reactive Shield **CLASS FEATS** Shield Block

GENERAL FEATS SKILL FEATS Assurance (Athletics) Attack of Opportunity **CLASS FEATURES**

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



DEFENSES

ARMOR CLASS

HIT POINTS 20

18 **FORTITUDE** REFLEX +7

AC WITH SHIELD RAISED 20 WILL +3

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

WHAT IS A FIGHTER?









EQUIPMENT



The following rules apply to Valeros's equipment.

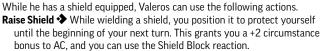
Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

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.

- **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 (alchemical, consumable, elixir, healing) Activate ◆ (Interact); Effect 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



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).



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.