

VALEROS

FIGHTER

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ANCESTRY	HUMAN (SKILLED)	BACKGROUND	FARMHAND
SPEED	25 FEET	PERCEPTION	+5 (EXPERT)
LANGUAGES	COMMON, GOBLIN, KELISH	CLASS DC	17
STRENGTH		DEXTERITY	
STR	+4	DEX	+2
INTELLIGENCE		WISDOM	
INT	+1	WIS	+0
		CHARISMA	
		CHA	+0

DEFENSES

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

STRIKES

MELEE	<ul style="list-style-type: none"> longsword +9 [+4/-1] (versatile P), 1d8+4 slashing shield boss +9 [+4/-1], 1d6+4 bludgeoning
RANGED	<ul style="list-style-type: none"> shortbow +7 [+2/-3] (deadly d10, range increment 60 feet), 1d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+5 ●	+1	+7 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+4 ●	+0	+3 ●
INTIMIDATION (CHA)	FARMING LORE (INT)	WARFARE LORE (INT)
+3 ●	+4 ●	+4 ●
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+0	+0	+4 ●
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+0	+0	+1
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+2	+0	+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 ABILITIES	Reactive Strike ↻

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

EQUIPMENT

BULK	Current: 6, 2 L; Maximum: 9 Bulk
WORN	backpack, breastplate, mug, <i>minor healing potion</i> , longsword, shortbow (20 arrows), wooden shield (with shield boss; Hardness 3, HP 12, BT 6)
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torches (5), waterskin
WEALTH	9 cp



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

The following rules apply to Valeros's equipment.

Backpack: A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

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

☐ **Healing Potion, Minor** (consumable, healing, magical, potion, vitality) **Usage** held in 1 hand; **Activate** ♦ (manipulate); **Effect** A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain 1d8 Hit Points.

Versatile (trait): A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a slashing weapon with versatile P can deal piercing or slashing damage. You choose the damage type each time you attack.

FEATS AND ABILITIES

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

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

Double Slice ♦♦ You make two Strikes against a single target, one with each of your melee 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. You add any precision damage only once, to the attack of your choice.

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.

Reactive Strike ↻ **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, 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.

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** While you have your shield raised, you would take physical damage (bludgeoning, piercing, or slashing) from an attack.; **Effect** You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness (in the case of Valeros's wooden shield, 3). You and the 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).