

## VALEROS

FIGHTER 3

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	FARMHAND
SPEED	20 FEET	PERCEPTION	+7 (EXPERT)
LANGUAGES	COMMON, GOBLIN, KELISH	CLASS DC	19
STRENGTH		DEXTERITY	
<b>STR</b>	+4	<b>DEX</b>	+2
INTELLIGENCE		CONSTITUTION	
<b>INT</b>	+1	<b>CON</b>	+2
		CHARISMA	
		<b>CHA</b>	+0

### DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD RAISED
	47	21	23
FORTITUDE	REFLEX	WILL	
+9	+9	+7	

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

### STRIKES

MELEE	<ul style="list-style-type: none"> <li>+1 <i>longsword</i> +12 [+7/+2] (versatile P), 1d8+4 slashing</li> <li>shield boss +11 [+6/+1], 1d6+4 bludgeoning</li> </ul>
RANGED	<ul style="list-style-type: none"> <li>shortbow +9 [+4/-1] (deadly 1d10, range 60 feet), 1d6 piercing</li> </ul>

### SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+7 ●	+1	+11 ●●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+6 ●	+0	+5 ●
INTIMIDATION (CHA)	FARMING LORE (INT)	WARFARE LORE (INT)
+5 ●	+6 ●	+6 ●
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+0	+0	+6 ●
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	Aggressive Block ♦, Double Slice ♦♦, Reactive Shield 2
GENERAL FEATS	Shield Block 2, Toughness
SKILL FEATS	Assurance (Athletics), Combat Climber
CLASS ABILITIES	bravery, Reactive Strike 2

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

### EQUIPMENT

BULK	Current: 8, 3 L; Maximum: 9 Bulk
WORN	backpack, half plate, <i>lesser healing potion</i> , +1 <i>longsword</i> , mug, 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 toolkit, rope (50 feet), soap, torch (5), waterskin
WEALTH	12 gp



### 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, Lesser** (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 2d8+5 Hit Points.

**Repair Toolkit:** A repair toolkit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair toolkit to Repair items using the Crafting skill. You can draw and replace a worn repair toolkit as part of the action that uses it.

**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 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 result of 10 + your proficiency bonus (for a total of 17; do not apply any modifiers to this result).

**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 off-guard 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.

**Reactive Strike** ↻ **Trigger** A creature within your reach uses a manipulate action or a 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 your 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.

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

## 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 off-guard until the start of your next turn. The triggering creature chooses whether to be moved or become off-guard. 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 off-guard instead of being moved.

**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 you can use the Shield Block reaction.

**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 your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when determining the outcome of the triggering attack.

**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 up to 5 points of damage. You and the 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).