

VALEROS

FIGHTER

7

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	FARMHAND
SPEED	25 FEET	PERCEPTION	+14 (MASTER)
LANGUAGES	COMMON, GOBLIN, KELISH	CLASS DC	23

STRENGTH	DEXTERITY	CONSTITUTION
STR +4	DEX +2	CON +3
INTELLIGENCE	WISDOM	CHARISMA
INT +1	WIS +1	CHA +1

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD RAISED
	106	26	28
FORTITUDE	REFLEX	WILL	
+14	+13	+12	

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

STRIKES

MELEE	+1 striking longsword +18 [+13/+8] (versatile P), 2d8+7 slashing +1 striking shield boss +16, [+11/+6] 2d6+6 bludgeoning - shield boss +15 [+10/+5], 1d6+6 bludgeoning
RANGED	+1 shortbow +14 [+9/+4] (deadly 1d10, range increment 60 feet), 2d6+2 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+11 •	+1	+17 •••
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+10 •	+1	+12 ••
INTIMIDATION (CHA)	FARMING LORE (INT)	WARFARE LORE (INT)
+12 ••	+10 •	+10 •
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+1	+1	+11 •
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+1	+1	+1
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+2	+1	+2

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Haughty Obstinacy, Natural Ambition* (Reactive Shield)
CLASS FEATS	Aggressive Block ♦, Double Slice ♦♦, Powerful Shove, Reactive Shield ↻, Shield Warden
GENERAL FEATS	Fast Recovery, Shield Block ↻, Toughness
SKILL FEATS	Assurance (Athletics), Combat Climber, Intimidating Prowess, Powerful Leap
CLASS ABILITIES	battlefield surveyor, bravery, fighter weapon mastery, Reactive Strike ↻, weapon specialization*

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

EQUIPMENT

BULK	Current: 8, 5 L; Maximum: 9 Bulk
WORN	backpack, doubling rings, +1 half plate, moderate healing potion (2), +1 striking longsword, mug, pendant of the occult, +1 striking shortbow (20 arrows), minor sturdy shield (with shield boss; Hardness 8, HP 64, BT 32)
STOWED	bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 weeks), repair toolkit, rope (50 feet), soap, waterskin
WEALTH	34 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.

Doubling Rings When you wield a melee weapon in a hand wearing one of these rings, the weapon's fundamental runes are replicated onto any melee weapon you wield in the hand wearing the other ring. The replication functions only if you wear both rings, and it ends as soon as you cease wielding a melee weapon in one of your hands.

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.

☐ ☐ **Healing Potion, Moderate** (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 3d8+10 Hit Points.

Pendant of the Occult While wearing this hollow, eye-shaped pendant, you gain a +1 item bonus to Occultism checks (already calculated into Valeros's statistics), and you can cast the *guidance* cantrip as an occult innate spell.

Guidance (cantrip, concentrate); **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

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 - Athletics (fortune) 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 23; do not apply any modifiers to this result).

Battlefield Surveyor Whether taking stock of an enemy army or simply standing guard, you excel at observing your foes. You gain a +2 circumstance bonus to Perception checks for initiative.

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.

Fast Recovery Your body quickly bounces back from afflictions. You regain twice as many Hit Points from resting. Each time you succeed at a Fortitude save against an ongoing disease or poison, you reduce its stage by 2, or by 1 against a virulent disease or poison. Each critical success you achieve against an ongoing disease or poison reduces its stage by 3, or by 2 against a virulent disease or poison. In addition, you reduce the severity of your drained condition by 2 when you rest for a night instead of by 1.

Fighter Weapon Mastery (Swords) Your proficiency with swords is master (factored into Valeros's statistics). When you critically succeed at an attack roll with a sword, the target is off-guard until the start of your next turn.

Haughty Obstinacy If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

Intimidating Prowess In situations where you can physically menace the target when you Coerce or Demoralize, you gain a +1 circumstance bonus to your Intimidation check and you ignore the penalty for not sharing a language.

Powerful Leap You can jump 5 feet up with a vertical Leap without making a High Jump. You also increase the horizontal distance when you Leap, including as part of a High Jump or Long Jump, by 5 feet.

Powerful Shove You can use Aggressive Block against a creature up to two sizes larger than you. When a creature you Shove or knock back with a shield's critical specialization effect has to stop moving because it would hit an object, it takes damage equal to your Strength modifier (normally +4).

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 use the following abilities.

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 bludgeoning, piercing, or slashing damage 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 32 points of damage and is destroyed once it's taken 64 points of damage).

Shield Warden When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.