

VALEROS

FIGHTER 5

ANCESTRY HUMAN (SKILLED) **BACKGROUND** FARMHAND
SPEED 20 FEET **PERCEPTION** +10 (EXPERT)
ALIGNMENT NEUTRAL GOOD

LANGUAGES COMMON, GOBLIN, KELISH

STRENGTH	DEXTERITY	CONSTITUTION
STR 19 (+4)	DEX 14 (+2)	CON 16 (+3)
INTELLIGENCE	WISDOM	CHARISMA
INT 12 (+1)	WIS 12 (+1)	CHA 12 (+1)

STRIKES

MELEE ♦ +1 striking longsword +16 (versatile P), 2d8+4 slashing
 ♦ +1 striking shield boss +14, 2d6+4 bludgeoning
 ♦ shield boss +13, 1d6+4 bludgeoning
RANGED ♦ shortbow +11 (deadly 1d10, range increment 60 feet), 1d6 piercing

SKILLS

ACROBATICS (DEX) +9 •	ARCANA (INT) +1	ATHLETICS (STR) +13 ••
CRAFTING (INT) +10 ••	DECEPTION (CHA) +1	DIPLOMACY (CHA) +8 •
INTIMIDATION (CHA) +10 ••	FARMING LORE (INT) +8 •	WARFARE LORE (INT) +8 •
MEDICINE (WIS) +1	NATURE (WIS) +1	OCCULTISM (INT) +9 •
PERFORMANCE (CHA) +1	RELIGION (WIS) +1	SOCIETY (INT) +1
STEALTH (DEX) +2	SURVIVAL (WIS) +1	THIEVERY (DEX) +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
GENERAL FEATS Shield Block, Toughness
SKILL FEATS Assurance (Athletics), Combat Climber, Powerful Leap
CLASS FEATURES Attack of Opportunity, bravery, fighter weapon mastery
 *Abilities with an asterisk have already been calculated into Valeros's statistics and do not appear elsewhere.

DEFENSES

HIT POINTS 78	ARMOR CLASS 23	AC WITH SHIELD RAISED 25
FORTITUDE +12	REFLEX +11	WILL +10

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

PATHFINDER

EQUIPMENT

BULK Worn: 6, 4 L; Stowed: 1, 3 L
WORN backpack, doubling rings, half plate, mug, pendant of the occult, wayfinder, lesser elixir of life (2), +1 striking longsword, steel shield (with shield boss; Hardness 5, HP 20, BT 10), shortbow (20 arrows)
STOWED bedroll, chalk (10 pieces), flint and steel, grappling hook, repair kit, rope (50 feet), rations (2 weeks), soap, waterskin
WEALTH 5 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.

Deadly (trait): On a critical hit, the weapon adds a weapon damage of the listed size; this is added 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.

☐ ☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing) **Activate** **◆** (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

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.

Pendant of the Occult: While wearing this pendant, you gain a +1 item bonus on Occultism checks (factored into Valeros's statistics) and can cast the *guidance* cantrip as an occult innate spell (see spells).

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.

Wayfinder: This magical device can be used as a compass. When an *aeon stone* is slotted into a *wayfinder*, the *wayfinder* can draw out the *aeon stone's* resonant power.

Activate **◆** command; **Effect** The *wayfinder* is targeted by a 1st-level *light* spell, causing it to glow with bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch.

SHIELD ACTIONS

While he has a shield equipped, Valeros can use 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 no bigger than two sizes larger than you; **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. (This includes the benefits of powerful shove).

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.

Reactive Shield **↻ Trigger** An enemy hits you with a melee Strike; **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 hits.

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 (the shield gains the broken condition after taking 10 or more damage and is destroyed once it's taken 20 damage).

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 19; 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 apply resistances and weaknesses only once) and add any applicable effects from both weapons.

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 flat-footed 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).

Powerful Leap: When you Leap, you can jump 5 feet up with a vertical Leap, and you increase the distance you can jump horizontally 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 has to stop moving because it would hit an object, it takes damage equal to your Strength modifier (normally +4). This happens regardless of how you Shoved the creature.

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

SPELLS

Guidance (cantrip, divination); **Cast** **◆** (verbal); **Effect** You pray for divine guidance, granting yourself or one creature within 30 feet a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the start of your next turn. The target chooses which roll to use the bonus on before rolling. Once a creature has been affected by this spell, they cannot be affected again for 1 hour.