# About Valeros

Valeros was a month away from an arranged marriage to a farmer's daughter when he realized he didn't want to be tied down to one place for his entire life. He left in the middle of the night with a change of clothes, some food, and an axe handle for a weapon. He fell in with a group of mercenaries who taught him how to wield a sword and wear heavy armor, but his good heart made him not want to work for cheats, swindlers, and cruel men. Taking matters into his own hands, he became an adventurer, making his own decisions about whom he'd fight and why.

Valeros is friendly and brave. Though he sometimes gets in over his head and throws himself into battle with too much gusto, he's very smart for a fighting man and doesn't let people talk to him like he's a dumb brute. He is loyal to his friends, fond of a good mug of ale, and happiest when in the company of attractive women.

FIGHTER
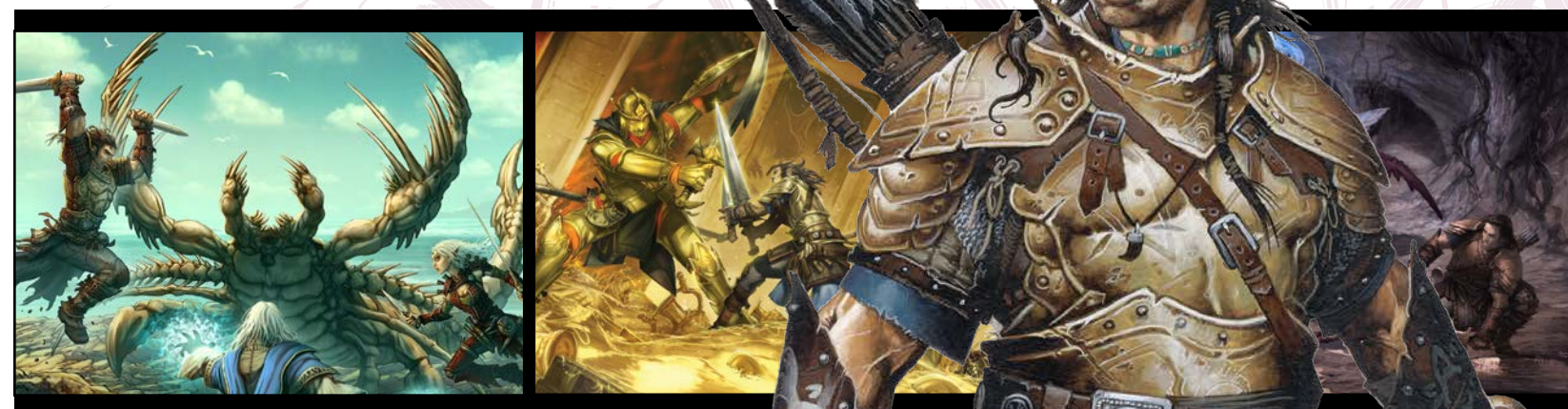
PLAY THIS FIGHTER CHARACTER IF YOU'D LIKE TO BE GOOD AT:

▶▶ **BEING THE TOUGHEST AND STRONGEST**

▶▶ **USING THE BIGGEST WEAPONS**

▶▶ **USING THE BEST ARMOR**

▶▶ **CHARGING INTO BATTLE**

A — YOUR CHARACTER SHEET

This character sheet gives you all the information you need to make dice rolls for your fighter character. It also gives you places to keep track of your equipment and treasure.

B — ABILITY SCORES AND ABILITY MODIFIERS

Ability Scores represent your raw physical and mental talent. Higher numbers are better. The better an Ability Score is, the better its Ability Modifier is.

Sometimes you have to make an ability check to do something simple, like break open a door or remember the name of an innkeeper. You make an ability check by rolling 1d20 and adding the Ability Modifier (not the Ability Score). For example, to make a STR check you roll 1d20+3 (because your STR Mod is +3).

C — HUMAN RACIAL TRAITS

Your speed is how many feet or squares you can move as a "move action." You have extra skill ranks and feats from being a human.

D — MAKING SKILL CHECKS

Skills are things that anyone can do, like climb or swim. As a fighter, you're trained in athletics.

You make a skill check when you try to use a skill. Higher numbers are better. Roll 1d20 and add the Total (the last column) for that skill. For example, to make a Climb check you roll 1d20+7. You're trying to equal or exceed the Difficulty Class (DC) number for the skill. You can use a skill only if there is a number in its Total box.

WHAT YOU CAN DO ON YOUR TURN

▶▶ YOU CAN DO ONE STANDARD ACTION:
Attack with a weapon (you're allowed to attack diagonally)
Move up to 20 feet
Use a magic item (like a potion)

▶▶ AND ONE MOVE ACTION:
Take an item from your pack
Move up to 20 feet
Draw a weapon
Open or close a door
Pick up an item from the ground
Strap your shield to your arm to improve your Armor Class
Remove a shield from your arm so you can do more damage

▶▶ AND ONE FREE ACTION:
Drop an item
Speak
Drop prone in your square
Move 5 feet (if you don't use your standard or move action to move)

FIGHTER CHARACTER SHEET

A — CHARACTER NAME

CHARACTER NAME: Valeros
ALIGNMENT NG
GENDER Male
RACE Human
CLASS Fighter
XP 0
LEVEL 1

B — ABILITY SCORES / ABILITY MODIFIERS

ABILITY SCORES		ABILITY MODIFIERS	
STRENGTH	16	+3	STR MODIFIER
DEXTERITY	15	+2	DEX MODIFIER
CONSTITUTION	12	+1	CON MODIFIER
INTELLIGENCE	13	+1	INT MODIFIER
WISDOM	8	−1	WIS MODIFIER
CHARISMA	10	+0	CHA MODIFIER

C — RACIAL TRAITS

SPEED	20 feet (4 squares)
Bonus Skill Ranks	
Bonus Feat	

D — SKILLS

Skill	Class Skill?		Ranks	Ability Mod	Misc. Mod	Total
ACROBATICS			1	+2 (DEX MOD)	+0	+3
BLUFF			0	+0 (CHA MOD)	+0	+0
CLIMB	✔		1	+3 (STR MOD)	+3	+7
DIPLOMACY			0	+0 (CHA MOD)	+0	+0
DISABLE DEVICE*				+ (DEX MOD)	+	=
HEAL			0	−1 (WIS MOD)	+0	−1
KNOWLEDGE ARCANA*				+ (INT MOD)	+	=
KNOWLEDGE DUNGEONEERING*	✔			+ (INT MOD)	+	=
KNOWLEDGE GEOGRAPHY*				+ (INT MOD)	+	=
KNOWLEDGE HISTORY*				+ (INT MOD)	+	=
KNOWLEDGE LOCAL*				+ (INT MOD)	+	=
KNOWLEDGE NATURE*				+ (INT MOD)	+	=
KNOWLEDGE RELIGION*				+ (INT MOD)	+	=
PERCEPTION			1	−1 (WIS MOD)	+0	+0
RIDE	✔		0	+2 (DEX MOD)	+0	+2
SENSE MOTIVE			0	−1 (WIS MOD)	+0	−1
SPELLCRAFT*				+ (INT MOD)	+	=
STEALTH			0	+2 (DEX MOD)	+0	+2
SWIM	✔		1	+3 (STR MOD)	+3	+7

* TRAINED ONLY

E — ARMOR AND WEAPON PROFICIENCIES

☒ SHIELDS   ☒ MEDIUM ARMOR   ☒ SIMPLE WEAPONS
☒ LIGHT ARMOR   ☒ HEAVY ARMOR   ☒ MARTIAL WEAPONS

F — CLASS FEATURES

HIT POINTS 11

Save	CLASS		MOD		MISC		TOTAL
FORTITUDE SAVE	2	+	1 (CON MOD)	+	(MISC)	=	+3
REFLEX SAVE	0	+	2 (DEX MOD)	+	(MISC)	=	+2
WILL SAVE	2	+	−1 (WIS MOD)	+	(MISC)	=	+1

ATTACK BONUS +1   **SKILL RANKS** 4

Weapon Focus (longsword)

G — WEAPONS AND ATTACKS

				TOTAL
INITIATIVE	4 (IMPROVED INITIATIVE)	+	2 (DEX MOD)	= +6
MELEE ATTACK	1 (ATTACK BONUS)	+	3 (STR MOD)	= +4
RANGED ATTACK	1 (ATTACK BONUS)	+	2 (DEX MOD)	= +3

WEAPON Longsword

ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
+5	1d8+4	19–20	S	–	–

WEAPON Shortbow

ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
+3	1d6	20/x3	P	60 Feet	20

H — ARMOR AND ARMOR CLASS

	ARMOR		SHIELD		DEX MOD		MAGIC			TOTAL
AC	5	+	0	+	2	+	0	+ 10	=	17

I — FEATS

Improved Initiative	
Weapon Focus (longsword)	
Power Attack	

J — EQUIPMENT

YOUR EQUIPMENT IS ON THE RIGHT SIDE OF THIS PAGE

K — SPELLS

FIGHTERS DO NOT CAST SPELLS

F — SAVING THROWS

You make saving throws to resist special attacks like spells, poison, fear, traps, and dragon breath.

You make a saving throw by rolling 1d20 and adding the Total for the kind of save you're making. For example, your Fortitude save is 1d20+3. Rolling a 20 on the die always succeeds. Rolling a 1 on the die always fails.

G — COMBAT

You make an initiative check (1d20+6) at the start of combat. The highest roll goes first, second-highest goes second, and so on.

You can make one attack once per round on your turn. To attack, roll 1d20 and add your attack bonus for that weapon. For example, your longsword attack is 1d20+5. If your total is equal to or higher than your enemy's Armor Class, you hit and roll damage! Rolling a 20 always hits. Rolling a 1 always misses. If you roll the critical threat number, the blow may be a critical hit! The Game Master has more information on critical hits.

H — ARMOR AND DEFENSE

Your Armor Class represents how hard it is for enemies to hit you. Higher numbers mean you're harder to hit.

You're carrying a shield but aren't wearing it (you're using your longsword two-handed). If you decide to use your shield, your AC goes up by +2 but you must use this longsword stat block instead:

WEAPON Longsword (When Using Shield)

ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
+5	1d8+3	19–20	S	–	–

I — FEATS

Improved Initiative: You have a +4 bonus built into your initiative total.
Weapon Focus (longsword): You have a +1 bonus built into your longsword attack bonus.
Power Attack: To do extra damage, before attacking with your sword, say "I use Power Attack!" You can do this every round, but not while using a shield. Use this stat block when you Power Attack:

WEAPON Longsword (With Power Attack)

ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
+4	1d8+7	19–20	S	–	–

J — EQUIPMENT

scale mail	pitons
heavy steel shield	rope
longsword	sack
shortbow	set of clothes
arrows (20)	tankard
backpack	torches (10)
bedroll	trail rations (5 days)
belt pouch	waterskin
grappling hook	49 gp