

# FIGHTER (LEVEL 1)

*Noble at heart, and fiercely loyal to his friends, Valeros nevertheless hides such sentiments under a jaded and crass demeanor, frequently observing that there's nothing better than ending a day with an evening of hard drinking and a night of soft company.*

## VALEROS

Male human fighter 1  
NG Medium humanoid (human)

**Init** +2; **Senses** Perception +0

### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 16 (1d10+6)

**Fort** +4, **Ref** +2, **Will** +1

### OFFENSE

**Speed** 20 ft.

**Melee** longsword +3 (1d8+3/19-20), short sword +2 (1d6+1/19-20) or longsword +5 (1d8+3/19-20) or short sword +4 (1d6+3/19-20)

**Ranged** shortbow +3 (1d6/×3)

### STATISTICS

**Str** 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 11

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Toughness, Two-Weapon Fighting, Weapon Focus (longsword)

**Skills** Climb +3, Knowledge (dungeoneering) +5, Ride +2, Swim +3;

**Armor Check Penalty** -4

**Traits** dirty fighter, indomitable faith

**Languages** Common, Varisian

**Combat Gear** acid, alchemist's fire; **Other Gear** scale mail, longsword, short sword, shortbow with 20 arrows, backpack, bedroll, crowbar, grappling hook, hemp rope (50 ft.), tankard, torch (3), trail rations (2), waterskin, 6 gp

### SPECIAL ABILITIES

**Dirty Fighter** When Valeros hits while flanking, he deals 1 additional point of damage. This damage is added to his base damage and is multiplied on a critical hit.

**Indomitable Faith** Valeros's faith in his god is strong, and he gains a +1 bonus on Will saves, which has already been calculated into his stats.

**Toughness** Valeros is particularly hardy and has 3 additional hit points, which have already been added to his total.

**Two-Weapon Fighting** Valeros fights with a weapon wielded in each hand and can attack with both during the same round when he makes a full attack. The first melee attack line listed for him includes all the attacks and appropriate bonuses.

**Weapon Focus** Valeros has extensive training in fighting with a

longsword, granting him a +1 bonus on all attack rolls made with this weapon. This bonus has already been added to his stats.

**Splash Weapons** The acid and alchemist's fire Valeros carries can be thrown as a ranged touch attack with a range increment of 10 feet that deals 1d6 points of damage and 1 point of damage to each creature within 5 feet of where the flask hits. This damage is acid or fire, respectively, and the alchemist's fire deals another 1d6 points of fire damage on the next round to a target it hits.

**Armor Check** Valeros's armor weighs him down when he attempts physical tasks. He takes a -4 penalty on skill checks with Dexterity- and Strength-based skills. This penalty is already included for the skills listed in his stat block.

Valeros was born on a quiet farm, and grew up dreaming of adventure and exploration. Though this longing only increased as he grew older, so did the responsibilities of agricultural life. Finally, just a month before a marriage of convenience to a local farmer's daughter could lock him into place, Valeros came to the realization that the door to a life of adventure was closing for good. Seized by a desperate need for a larger life than tending to cattle and corn, Valeros quietly packed up his few possessions and left in the middle of the night.

In the years since, Valeros has come a long way from the wide-eyed young man who sought only the joy of exploration (and maybe a pretty girl or three). Life on the road is much harder than the bards' tales suggest, and the adult Valeros has the scars to prove it. Discovering himself to be a deft hand with a sword, Valeros quickly fell in with the mercenary crowd, learning the dirtier, grittier facts of warfare. After acting as hired muscle for dozens of different employers, Valeros finally realized that it was time to go into business for himself as an adventurer.

While admittedly not the best at following orders, Valeros is an extremely talented two-blade fighter, easily earning his keep in any group through the tenacity and absolute fearlessness—some might say thoughtlessness—with which he flings himself into combat. Despite his reputation as a bruiser and scofflaw, Valeros has picked up a fair bit of education during his travels, and can even read (something his “respectable” parents never learned to do). Valeros takes an easy-come, easy-go approach to life, wealth, and relationships.

Though a fan of fine weapons and creature comforts, Valeros is never without a tankard on his belt (after all, you never know when someone might offer you a drink). This vessel also symbolizes Valeros's devotion to Cayden Cailean, the god of bravery, ale, freedom, and wine—all things Valeros loves with great passion.



“For the scar I’ll forgive you;  
for the spilt drink I’ll have your heart.”

# FIGHTER (LEVEL 4)

*Noble at heart, and fiercely loyal to his friends, Valeros nevertheless hides such sentiments under a jaded and crass demeanor, frequently observing that there's nothing better than ending a day with an evening of hard drinking and a night of soft company.*

## VALEROS

Male human fighter 4

NG Medium humanoid (human)

**Init** +3; **Senses** Perception +0

## DEFENSE

**AC** 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

**hp** 44 (4d10+16)

**Fort** +7, **Ref** +5, **Will** +3; +1 vs. fear

**Defensive Abilities** bravery +1\*

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *longsword* +7 (1d8+6/19–20), *mwk short sword* +6 (1d6+3/19–20) or

+1 *longsword* +9 (1d8+6/19–20) or

*mwk short sword* +8 (1d6+3/19–20)

**Ranged** shortbow +7 (1d6/×3)

## STATISTICS

**Str** 16, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 11

**Base Atk** +4; **CMB** +7; **CMD** 20

**Feats** Combat Reflexes, Double Slice\*, Toughness\*, Two-Weapon Fighting, Weapon Focus (*longsword*)\*, Weapon Specialization (*longsword*)\*

**Skills** Climb +8, Knowledge (dungeoneering) +8, Ride +8, Swim +8;

**Armor Check Penalty** –2

**Traits** dirty fighter, indomitable faith\*

**Languages** Common, Varisian

**SQ** armor training 1\*

**Combat Gear** *potions of cure moderate wounds* (2), *potion of enlarge person*, *potion of protection from evil*, acid, alchemist's fire (2), antitoxin, holy water; **Other Gear** +1 *breastplate*, +1 *longsword*, heavy mace, masterwork short sword, shortbow with 20 arrows, *cloak of resistance* +1, backpack, bedroll, crowbar, everburning torch, grappling hook, hemp rope (50 ft.), tankard, trail rations (2), waterskin, 38 gp

\* The effects of this ability have already been calculated into Valeros's statistics.

## SPECIAL ABILITIES

**Combat Reflexes** Valeros may make up to four attacks of opportunity in a round, and may make attacks of opportunity when flat-footed.

**Dirty Fighter** When Valeros hits while flanking, he deals 1 additional point of damage. This damage is added to his base damage and is multiplied on a critical hit.

**Two-Weapon Fighting** Valeros fights with a weapon wielded in each hand and can attack with both during the same round when he makes a full attack. The first melee attack line listed for him includes all the attacks and appropriate bonuses.

**Armor Check** Valeros's armor weighs him down when he attempts physical tasks. He takes a –2 penalty on skill checks with Dexterity- and Strength-based skills. This penalty is already included for the skills listed in his stat block.

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# FIGHTER (LEVEL 7)

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## VALEROS

Male human fighter 7

NG Medium humanoid (human)

**Init** +7; **Senses** Perception +0

## DEFENSE

**AC** 24, touch 15, flat-footed 20 (+7 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +1 shield)

**hp** 74 (7d10+28)

**Fort** +8, **Ref** +6, **Will** +4; +2 vs. fear

**Defensive Abilities** bravery +2\*

## OFFENSE

**Speed** 30 ft.

**Melee** +2 *longsword* +13/+8 (1d8+9/19-20), +1 *short sword* +10 (1d6+5/19-20) or

+2 *longsword* +15/+10 (1d8+9/19-20) or

+1 *short sword* +12/+7 (1d6+5/19-20)

**Ranged** mwk shortbow +11/+6 (1d6/x3)

**Special Attacks** weapon training (heavy blades +1)\*

## STATISTICS

**Str** 18, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 11

**Base Atk** +7; **CMB** +11; **CMD** 26

**Feats** Combat Reflexes, Dodge\*, Double Slice\*, Improved Initiative\*, Toughness\*, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword)\*, Weapon Specialization (longsword)\*

**Skills** Climb +13, Knowledge (dungeoneering) +11, Ride +12, Swim +13;

**Armor Check Penalty** -1

**Traits** dirty fighter, indomitable faith\*

**Languages** Common, Varisian

**SQ** armor training 2\*

**Combat Gear** *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of enlarge person*, *potion of fly*, acid, alchemist's fire (2), antitoxin, holy water; **Other Gear** +1 *breastplate*, +2 *longsword*, +1 *short sword*, heavy mace, masterwork shortbow with 20 arrows, *amulet of natural armor* +1, *cloak of resistance* +1, *belt of giant strength* +2, *ring of protection* +1, backpack, bedroll, crowbar, everburning torch, grappling hook, hemp rope (50 ft.), tankard, trail rations (2), waterskin, 88 gp

\* The effects of this ability have already been calculated into Valeros's statistics.

## SPECIAL ABILITIES

**Combat Reflexes** Valeros may make up to four attacks of opportunity in a round, and may make attacks of opportunity when flat-footed.

**Dirty Fighter** When Valeros hits while flanking, he deals 1 additional point of damage. This damage is added to his base damage and is multiplied on a critical hit.

**Two-Weapon Defense** Valeros gains a +1 shield bonus to his AC when wielding two weapons (already included in his stats). This bonus increases to +2 when he fights defensively or uses the total defense action.

**Two-Weapon Fighting** Valeros fights with a weapon wielded in each hand and can attack with both during the same round when he makes a full attack. The first melee attack line listed for him includes all the attacks and appropriate bonuses.

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