

FIGHTER (LEVEL 7)



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 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 71 (7d10+28)

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

Defensive Abilities bravery +2*

OFFENSE

Speed 30 ft.

Melee +2 longsword +12/+7 (1d8+8/19-20) and +1 short sword +11/+6 (1d6+6/19-20) or
+2 longsword +14/+9 (1d8+8/19-20) or
+1 short sword +13/+8 (1d6+6/19-20)

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

Special Attacks weapon training (light 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 -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 flask, 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



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

SPECIAL ABILITIES

Combat Reflexes: Valeros may make up to 4 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 in the same round when he takes a full-attack action.

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

Valeros was born on a quiet farm in Andoran, and just a month before a marriage of convenience to a local farmer's daughter could lock him into place, he was suddenly seized by a desperate need for a larger life than cattle and corn. Valeros packed quietly 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, worldly girl or three to regale with his stories. After acting as hired muscle for dozens of different employers, Valeros finally realized that the only way to keep from getting blamed for things which weren't his fault was to join the Pathfinder Society, traveling with those who properly appreciated him and letting those who didn't fall by the wayside. And if some of those companions happen to be pretty women, all the better.