

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) and 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/x3)

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 –4

Traits Dirty Fighter, Indomitable Faith

Languages Common, Varisian

Combat Gear acid flask, 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 receives 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 in the same round when he takes a full-attack action.

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.



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

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, Valeros came to the realization that the door to a storybook life of adventure was at last closing for good. Seized by a sudden, 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.

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 42 (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) and *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/x3)

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 –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 flask*, *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

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 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.



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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



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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.