FIBOUT 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.







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.



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



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).



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.



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:

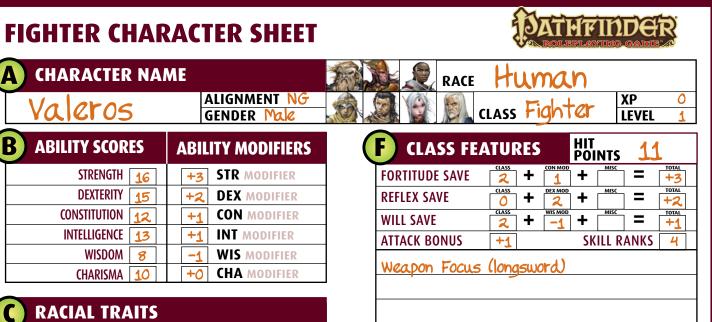
Attack with a weapon (you're allowed to attack diagonally) Move up to 20 feet Use a magic item (like a potion)

>> 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)



STRENGTH 16	+3	STR N	ODIFIER		FORTITUDE SAVE	2 -	- (CON MOD)	+ MISC	+3
DEXTERITY 15	+2	DEX N	MODIFIER		REFLEX SAVE	CLASS	DEX MOD	+ MISC	= TOTAL
CONSTITUTION 12	+1	CON	MODIFIER		WILL SAVE	CLASS -	WIS MOD	★ MISC	= total +1
INTELLIGENCE 13	+1	INT M	ODIFIER		ATTACK BONUS	+1	3	SKILL RA	
WISDOM 8	-1		MODIFIER	_			ا المحمد		
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SPEED 20 Feet (4 square	'5)			<u> </u>					
Bonus Skill Ranks									
Bonus Feat									
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ARMOR AND WEAPON PROFICIENCIES

X SIMPLE WEAPONS

X MARTIAL WEAPONS

X MEDIUM ARMOR

X HEAVY ARMOR

× SHIELDS

X LIGHT ARMOR

(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.

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.



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	n Using	Shield)	
ATTACK BONUS	DAMAGE		CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION	
+	1d8+3		19-20	5	1	-	



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:

WEA	WEAPON		Longsword		Power	Attack)	
ATTACK BONUS	DAMAGE		CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION	
+4	1d8	3+7	19-20	5	1	1	



EQUIPMENT

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