

Valeros (1)



Male human fighter 1 - CR 1/2

Neutral Good Humanoid (Human); Age: 18; Height: 5' 9";
Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	10	0	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+2	+1				
REFLEX (DEXTERITY)	+2 =		+2				
WILL (WISDOM)	-1 =		-1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+6		+2					+8

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	16				

CM Bonus	BAB	Strength	Size	Misc
+4 =	+1	+3	-	-

CM Defense	BAB	Strength	Dexterity	Size
16 = 10	+1	+3	+2	-

Base Attack	HP
+1	12

Initiative	Damage / Current HP
+6	

Speed
30 / 20 ft

Longsword

Main hand: **+5, 1d8+3** Crit: 19-20/x2
Both hands: **+5, 1d8+4** 1-hand, S
Main w/ offhand: **+1, 1d8+3**
Main w/ light off.: **+3, 1d8+3**
Offhand: **+1, 1d8+1**

Short sword

Main hand: **+4, 1d6+3** Crit: 19-20/x2
Main w/ offhand: **+0, 1d6+3** Light, P
Main w/ light off.: **+2, 1d6+3**
Offhand: **+2, 1d6+1**

Shortbow

Ranged, both hands: **+3, 1d6** Crit: x3
Rng: 60'
2-hand, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+2	STR (3)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-3	DEX (2)	-	
Fly	-3	DEX (2)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+4	CHA (0)	1	
Perception	-1	WIS (-1)	-	
Ride	-3	DEX (2)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	-3	DEX (2)	-	
Survival	+3	WIS (-1)	1	
Swim	+2	STR (3)	1	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Improved Initiative
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Two-Weapon Fighting
Weapon Focus (Longsword)

Chainmail

+6

Max Dex: +2, Armor Check: -5
Spell Fail: 30%, Medium, Slows

Experience & Wealth

Experience Points: 0/2000
Current Cash: 1 gp

Gear

Total Weight Carried: 62/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Alchemist's fire	1 lb
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Chainmail	40 lbs
Longsword	4 lbs
Money	0.02 lbs
Short sword	2 lbs
Shortbow	2 lbs
Silk rope	5 lbs
Trail rations x2	1 lb

Tracked Resources

Alchemist's fire	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Background

Born a farmer's son in the quiet Andoren countryside, Valeros spent his youth dreaming of adventure and exploring the world. For the past several years, he's been a mercenary with the Band of the Mauler, a guard for the Aspis Consortium, a freelance bounty hunter, and hired muscle for a dozen different employers. Gone is his youthful naivete, replaced by scars and the resolve of a veteran warrior. While noble at heart, Valeros hides this beneath a jaded, sometimes crass demeanor, often claiming that there's no better way to end a day's adventuring than with "an evening of hard drinking and a night of soft company."

Sourcebooks Used

(none)

Valeros (10)

Male human fighter 10 - CR 9

Neutral Good Humanoid (Human); Age: 18; Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	12/14	+1/+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+7	+2	+1			
REFLEX (DEXTERITY)	+7 =	+3	+3	+1			
WILL (WISDOM)	+3 =	+3	-1	+1			

Bravery: +3 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 24	=	+8	+1	+3			+1	+1	+14

Touch AC	Flat-Footed AC
15	20

BAB Strength Size Misc

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
+14 =	+10	+4	-	-		

CM Defense	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
29 = 10	+10	+4	+3	-					

Base Attack	HP
+10	89

Initiative	Speed	Damage / Current HP
+7	30 ft	

+1 composite shortbow

Ranged, both hands: **+14/+9, 1d6+1** Crit: x3
Rng: 70'
2-hand, P

+1 short sword

Main hand: **+16/+11, 1d6+6** Crit: 19-20/x2
Main w/ offhand: **+12/+7, 1d6+6** Light, P
Main w/ light off.: **+14/+9, 1d6+6**
Offhand: **+14/+9, 1d6+4**

+2 breastplate

+8

Max Dex: +5, Armor Check: -1
Spell Fail: 25%, Medium



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+16	STR (4)	10	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+13	CHA (0)	10	
Perception	-1	WIS (-1)	-	
Ride	+2	DEX (3)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+2	DEX (3)	-	
Survival	+12	WIS (-1)	10	
Swim	+16	STR (4)	10	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Expertise +/-3
Disruptive
Dodge
Improved Critical (Longsword)
Improved Initiative
Improved Two-Weapon Fighting
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Step Up
Tower Shield Proficiency
Two-Weapon Defense
Two-Weapon Fighting
Weapon Focus (Longsword)
Weapon Specialization (Longsword)

Special Abilities

Bravery +3 (Ex)
Weapon Training (Blades, Heavy) +2 (Ex)

+2 icy burst longsword

Main hand: **+19/+14, 1d8+10 plus 1d6 cold**

Crit: 17-20/x2+1d10 cold

Both hands: **+19/+14, 1d8+12 plus 1d6 cold**

Main w/ offhand: **+15/+10, 1d8+10 plus 1d6 cold**

Main w/ light off.: **+17/+12, 1d8+10 plus 1d6 cold**

Offhand: **+15/+10, 1d8+8 plus 1d6 cold**

Gear

Total Weight Carried: 53/300 lbs, Light Load (Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

+1 composite shortbow	2 lbs
+1 short sword	2 lbs
+2 breastplate	30 lbs
+2 icy burst longsword	4 lbs
Alchemist's fire	1 lb
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of physical might +2 (Str, Con)	1 lb
Cloak of resistance +1	1 lb
Money	0.28 lbs
Potion of cure serious wounds x2	-
Ring of protection +1	-
Silk rope	5 lbs
Trail rations x2	1 lb

Special Abilities

Weapon Training (Blades, Light) +1 (Ex)

Tracked Resources

Alchemist's fire	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Background

Born a farmer's son in the quiet Andoren countryside, Valeros spent his youth dreaming of adventure and exploring the world. For the past several years, he's been a mercenary with the Band of the Mauler, a guard for the Aspis Consortium, a freelance bounty hunter, and hired muscle for a dozen different employers. Gone is his youthful naivete, replaced by scars and the resolve of a veteran warrior. While noble at heart, Valeros hides this beneath a jaded, sometimes crass demeanor, often claiming that there's no better way to end a day's adventuring than with "an evening of hard drinking and a night of soft company."

Experience & Wealth

Experience Points: **105000/155000**
Current Cash: **14 gp**

Sourcebooks Used

(none)

Valeros (13)

Male human fighter 13 - CR 12

Neutral Good Humanoid (Human); Age: 18; Height: 5' 9";
Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/20	+3/+5	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	13	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+8	+3	+2			
REFLEX (DEXTERITY)	+10 =	+4	+4	+2			
WILL (WISDOM)	+5 =	+4	-1	+2			

Bravery: +3 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 28 =	+10	+1	+4			+2	+1	+18

Touch AC	Flat-Footed AC
17	23

BAB Strength Size Misc

CM Bonus	+18	=	+13	+5	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	35	=	10	+13	+5	+4	-

BAB Strength Dexterity Size

Base Attack	+13	HP	128

Critical Focus: +4 circumstance bonus to confirm critical hits

Damage / Current HP

Initiative	+8

Speed	30 ft

+2 composite longbow

Ranged, both hands: **+20/+15/+10**, Crit: x3
1d8+3 Rng: 110'
2-hand, P

Critical Focus: +4 circumstance bonus to confirm critical hits

+2 short sword

Main hand: **+22/+17/+12**, **1d6+9** Crit: 19-20/x2
Main w/ offhand: **+18/+13/+8**, **1d6+9** Light, P

Main w/ light off.: **+20/+15/+10**,
1d6+9

Offhand: **+20/+15**, **1d6+9**

Critical Focus: +4 circumstance bonus to confirm critical hits



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (4)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+21	STR (5)	13	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+16	CHA (0)	13	
Perception	-1	WIS (-1)	-	
Ride	+4	DEX (4)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+4	DEX (4)	-	
Survival	+15	WIS (-1)	13	
Swim	+21	STR (5)	13	

Feats

- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Combat Expertise +/-4
- Critical Focus
- Disruptive
- Dodge
- Double Slice
- Improved Critical (Longsword)
- Improved Initiative
- Improved Two-Weapon Fighting
- Martial Weapon Proficiency - All
- Shield Proficiency
- Simple Weapon Proficiency - All
- Staggering Critical (DC 23)
- Step Up
- Tower Shield Proficiency
- Two-Weapon Defense
- Two-Weapon Fighting
- Weapon Focus (Longsword)
- Weapon Specialization (Longsword)

+3 icy burst longsword

Main hand: **+25/+20/+15,**
1d8+13 plus 1d6 cold

Crit: 17-
20/x2+1d10 cold

Both hands: **+25/+20/+15,**
1d8+15 plus 1d6 cold

Main w/ offhand: **+21/+16/+11,**
1d8+13 plus 1d6 cold

Main w/ light off.: **+23/+18/+13,**
1d8+13 plus 1d6 cold

Offhand: **+21/+16, 1d8+13 plus**
1d6 cold

Critical Focus: +4 circumstance bonus to confirm critical hits

+4 breastplate

+10

Max Dex: +6, Armor Check: -
Spell Fail: 25%, Medium

Gear

Total Weight Carried: 57/400 lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

+2 composite longbow	3 lbs
+2 short sword	2 lbs
+3 icy burst longsword	4 lbs
+4 breastplate	30 lbs
Alchemist's fire	1 lb
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of physical might +4 (Str, Con)	1 lb
Cloak of resistance +2	1 lb
Money	3 lbs
Potion of cure serious wounds x2	-
Ring of protection +2	-
Silk rope	5 lbs
Trail rations x2	1 lb

Special Abilities

Bravery +3 (Ex)
Weapon Training (Blades, Heavy) +3 (Ex)
Weapon Training (Blades, Light) +2 (Ex)
Weapon Training (Bows) +1 (Ex)

Tracked Resources

Alchemist's fire	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Experience & Wealth

Experience Points: **315000/445000**
Current Cash: **150 gp**

Background

Born a farmer's son in the quiet Andoren countryside, Valeros spent his youth dreaming of adventure and exploring the world. For the past several years, he's been a mercenary with the Band of the Mauler, a guard for the Aspis Consortium, a freelance bounty hunter, and hired muscle for a dozen different employers. Gone is his youthful naivete, replaced by scars and the resolve of a veteran warrior. While noble at heart, Valeros hides this beneath a jaded, sometimes crass demeanor, often claiming that there's no better way to end a day's adventuring than with "an evening of hard drinking and a night of soft company."

Sourcebooks Used

(none)

Valeros (15)

Male human fighter 15 - CR 14

Neutral Good Humanoid (Human); Age: 18; Height: 5' 9";
Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/20	+3/+5	
DEX DEXTERITY	19	+4	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	13	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+16 =	+9	+3	+4			
REFLEX (DEXTERITY)	+13 =	+5	+4	+4			
WILL (WISDOM)	+8 =	+5	-1	+4			

Bravery: +4 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 32 =	+11	+1	+4			+5	+1	+22

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
20	27				

CM Bonus	+20 =	+15	+5	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	40 = 10	+15	+5	+4	-

Base Attack	+15	HP	164

Critical Focus: +4 circumstance bonus to confirm critical hits

Damage / Current HP

Initiative	+8

Speed	30 ft

+3 composite longbow

Ranged, both hands: **+23/+18/+13**, Crit: x3
1d8+4 Rng: 110'
2-hand, P

Critical Focus: +4 circumstance bonus to confirm critical hits

+3 short sword

Main hand: **+25/+20/+15**, **1d6+10** Crit: 19-20/x2
Main w/ offhand: **+21/+16/+11**,
Light, P

1d6+10

Main w/ light off.: **+23/+18/+13**,

1d6+10

Offhand: **+23/+18/+13**, **1d6+10**

Critical Focus: +4 circumstance bonus to confirm critical hits



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (4)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+23	STR (5)	15	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+18	CHA (0)	15	
Perception	-1	WIS (-1)	-	
Ride	+4	DEX (4)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+4	DEX (4)	-	
Survival	+17	WIS (-1)	15	
Swim	+23	STR (5)	15	

Feats

- Armor Proficiency (Heavy)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Combat Expertise +/-4
- Critical Focus
- Disruptive
- Dodge
- Double Slice
- Greater Two-Weapon Fighting
- Improved Critical (Longsword)
- Improved Initiative
- Improved Two-Weapon Fighting
- Martial Weapon Proficiency - All
- Shield Proficiency
- Simple Weapon Proficiency - All
- Spellbreaker
- Staggering Critical (DC 25)
- Step Up
- Toughness
- Tower Shield Proficiency
- Two-Weapon Defense
- Two-Weapon Fighting

Feats

Weapon Focus (Longsword)
Weapon Specialization (Longsword)

+4 icy burst longsword

Main hand: **+28/+23/+18**, Crit: 17-
1d8+14 plus 1d6 cold 20/x2+1d10 cold

Both hands: **+28/+23/+18**,
1d8+16 plus 1d6 cold

Main w/ offhand: **+24/+19/+14**,
1d8+14 plus 1d6 cold

Main w/ light off.: **+26/+21/+16**,
1d8+14 plus 1d6 cold

Offhand: **+24/+19/+14**, **1d8+14**
plus 1d6 cold

Critical Focus: +4 circumstance bonus to confirm critical hits

+5 breastplate

+11

Max Dex: +7, Armor Check: -
Spell Fail: 25%, Medium

Gear

Total Weight Carried: 55/400 lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

+3 composite longbow	3 lbs
+3 short sword	2 lbs
+4 icy burst longsword	4 lbs
+5 breastplate	30 lbs
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of physical might +4 (Str, Con)	1 lb
Boots of levitation	1 lb
Cloak of resistance +4	1 lb
Money	0.5 lbs
Potion of cure serious wounds x3	-
Ring of force shield	-
Ring of protection +5	-
Silk rope	5 lbs
Trail rations x2	1 lb

Special Abilities

Bravery +4 (Ex)
Weapon Training (Blades, Heavy) +3 (Ex)
Weapon Training (Blades, Light) +2 (Ex)
Weapon Training (Bows) +1 (Ex)

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Experience & Wealth

Experience Points: **635000/890000**
Current Cash: **25 gp**

Background

Born a farmer's son in the quiet Andoren countryside, Valeros spent his youth dreaming of adventure and exploring the world. For the past several years, he's been a mercenary with the Band of the Mauler, a guard for the Aspis Consortium, a freelance bounty hunter, and hired muscle for a dozen different employers. Gone is his youthful naivete, replaced by scars and the resolve of a veteran warrior. While noble at heart, Valeros hides this beneath a jaded, sometimes crass demeanor, often claiming that there's no better way to end a day's adventuring than with "an evening of hard drinking and a night of soft company."

Sourcebooks Used

(none)

Valeros (4)

Male human fighter 4 - CR 3

Neutral Good Humanoid (Human); Age: 18; Height: 5' 9";
Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+4	+1				
REFLEX (DEXTERITY)	+4 =	+1	+3				
WILL (WISDOM)	+0 =	+1	-1				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21 =	+7	+1	+3					+11

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	18				

CM Bonus	+	=	+4	+3	-	-
+7						

CM Defense	20 =	10	+4	+3	+3	-

Base Attack	HP
+4	34

Initiative	Damage / Current HP
+7	

Speed
30 ft

+1 longsword

Main hand: +9, 1d8+6 Crit: 19-20/x2

Both hands: +9, 1d8+7 1-hand, S

Main w/ offhand: +5, 1d8+6

Main w/ light off.: +7, 1d8+6

Offhand: +5, 1d8+4

+1 short sword

Main hand: +8, 1d6+4 Crit: 19-20/x2

Main w/ offhand: +4, 1d6+4 Light, P

Main w/ light off.: +6, 1d6+4

Offhand: +6, 1d6+2



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (3)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+8	STR (3)	4	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+1	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+7	CHA (0)	4	
Perception	-1	WIS (-1)	-	
Ride	+1	DEX (3)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+1	DEX (3)	-	
Survival	+6	WIS (-1)	4	
Swim	+8	STR (3)	4	

Feats

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Combat Expertise +/-2
 Improved Initiative
 Martial Weapon Proficiency - All
 Shield Proficiency
 Simple Weapon Proficiency - All
 Tower Shield Proficiency
 Two-Weapon Defense
 Two-Weapon Fighting
 Weapon Focus (Longsword)
 Weapon Specialization (Longsword)

Special Abilities

Bravery +1 (Ex)

Masterwork composite shortbow

Ranged, both hands: **+8, 1d6**

Crit: x3
Rng: 70'
2-hand, P

Experience & Wealth

Experience Points: **9000/15000**
Current Cash: **14 gp**

+1 breastplate

+7

Max Dex: +4, Armor Check: -2
Spell Fail: 25%, Medium

Gear

Total Weight Carried: 51/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 breastplate	30 lbs
+1 longsword	4 lbs
+1 short sword	2 lbs
Alchemist's fire	1 lb
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Masterwork composite shortbow	2 lbs
Money	0.28 lbs
Potion of cure moderate wounds	-
Silk rope	5 lbs
Trail rations x2	1 lb

Tracked Resources

Alchemist's fire	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Background

Born a farmer's son in the quiet Andoren countryside, Valeros spent his youth dreaming of adventure and exploring the world. For the past several years, he's been a mercenary with the Band of the Mauler, a guard for the Aspis Consortium, a freelance bounty hunter, and hired muscle for a dozen different employers. Gone is his youthful naivete, replaced by scars and the resolve of a veteran warrior. While noble at heart, Valeros hides this beneath a jaded, sometimes crass demeanor, often claiming that there's no better way to end a day's adventuring than with "an evening of hard drinking and a night of soft company."

Sourcebooks Used

(none)

Valeros (7)

Male human fighter 7 - CR 6

Neutral Good Humanoid (Human); Age: 18; Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+5	+1	+1			
REFLEX (DEXTERITY)	+6 =	+2	+3	+1			
WILL (WISDOM)	+2 =	+2	-1	+1			

Bravery: +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22 =	+8	+1	+3					+12

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	19				

CM Bonus	BAB	Strength	Dexterity	Size
+11 =	+7	+4	-	-

CM Defense	BAB	Strength	Dexterity	Size
24 = 10	+7	+4	+3	-

Base Attack	HP
+7	57

Initiative	Speed	Damage / Current HP
+7	30 ft	

+1 composite shortbow

Ranged, both hands: **+11/+6, 1d6+1** Crit: x3
Rng: 70'
2-hand, P

+1 frost longsword

Main hand: **+14/+9, 1d8+8 plus 1d6 cold** Crit: 19-20/x2
1-hand, S

Both hands: **+14/+9, 1d8+10 plus 1d6 cold**

Main w/ offhand: **+10/+5, 1d8+8 plus 1d6 cold**

Main w/ light off.: **+12/+7, 1d8+8 plus 1d6 cold**

Offhand: **+10/+5, 1d8+6 plus 1d6 cold**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+13	STR (4)	7	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+10	CHA (0)	7	
Perception	-1	WIS (-1)	-	
Ride	+2	DEX (3)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+2	DEX (3)	-	
Survival	+9	WIS (-1)	7	
Swim	+13	STR (4)	7	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Expertise +/-2
Disruptive
Improved Initiative
Improved Two-Weapon Fighting
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Step Up
Tower Shield Proficiency
Two-Weapon Defense
Two-Weapon Fighting
Weapon Focus (Longsword)
Weapon Specialization (Longsword)

Special Abilities

Bravery +2 (Ex)
Weapon Training (Blades, Heavy) +1 (Ex)

