

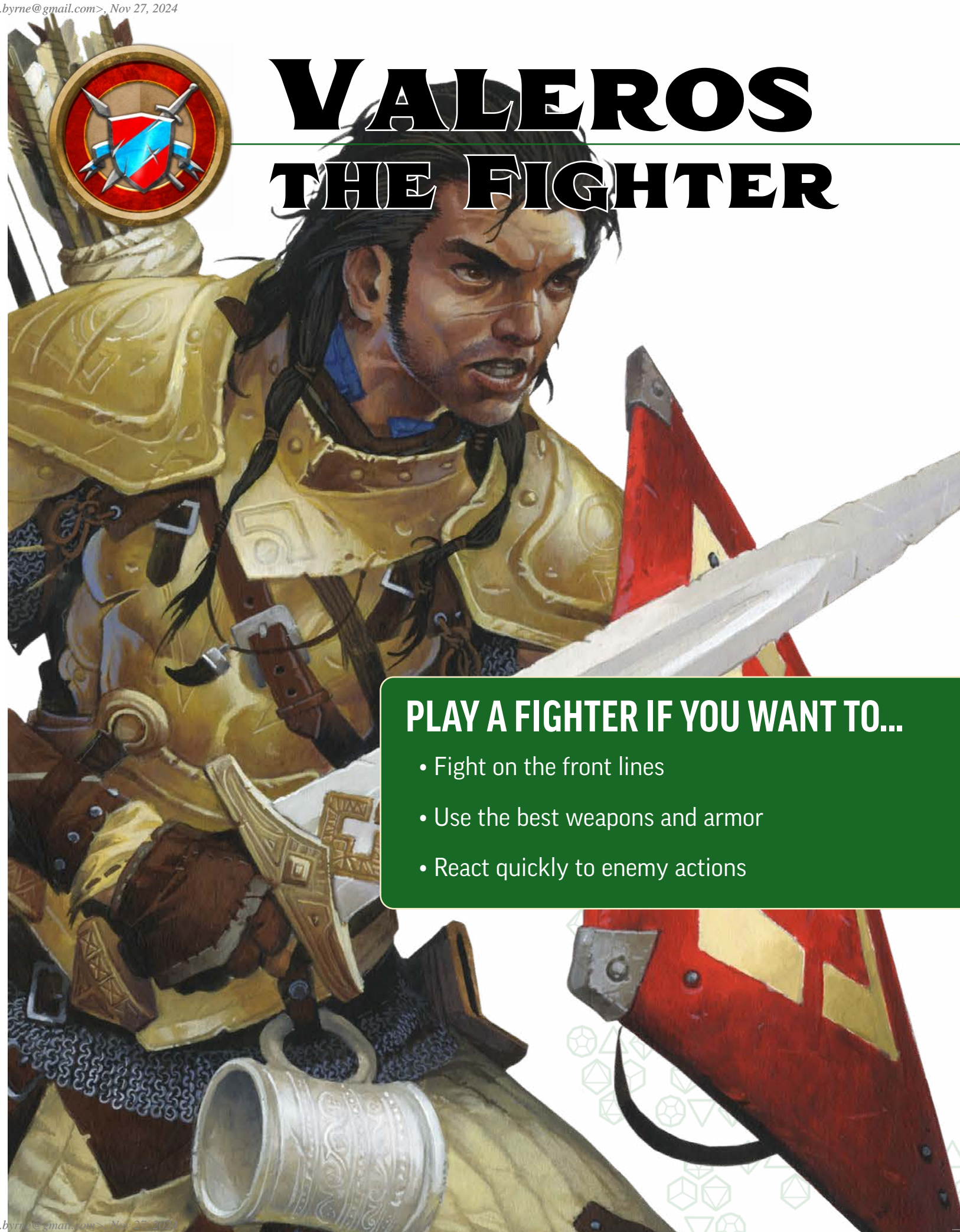
ABOUT VALEROS

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 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 sadists. 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 smart and doesn't let people talk to him like he's a brute. He is loyal to his friends, fond of a good mug of ale, and happiest when in the company of women.



VALEROS THE FIGHTER



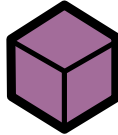
PLAY A FIGHTER IF YOU WANT TO...

- Fight on the front lines
- Use the best weapons and armor
- React quickly to enemy actions

DICE



d4



d6



d8



d10



d12



d20

ACTIONS



One Action



Two Actions



Three Actions



Reaction

PROFICIENCY

UNTRAINED
0

TRAINED
2 + level

EXPERT
4 + level

CHARACTER NAME

Valeros

A ANCESTRY

Human

HERITAGE

Warden

ANCESTRY ABILITY

4 extra Hit Points
(already included)

B BACKGROUND

Farmhand

BACKGROUND ABILITY

Assurance: For Athletics
checks, you can use a result
of 13 instead of rolling.

D ATTRIBUTE MODIFIERS

STRENGTH

+4

STR

DEXTERITY

+2

DEX

CONSTITUTION

+2

CON

INTELLIGENCE

+1

INT

WISDOM

+0

WIS

CHARISMA

+0

CHA

E HIT POINTS

MAXIMUM

24

CURRENT

Dying ○○○○

Wounded

F SPEED

25

FEET

STRIDE → (move)

Move up to your Speed

G SKILLS

ACROBATICS

+5

2

3

0

ARCANA

+1

1

0

ATHLETICS

+7

4

3

0

CRAFTING

+4

1

3

DECEPTION

+0

0

0

DIPLOMACY

+3

0

3

INTIMIDATION

+3

0

3

LORE

+4

1

3

Farming

MEDICINE

+0

0

0

NATURE

+0

0

0

OCCULTISM

+1

1

0

PERFORMANCE

+0

0

0

RELIGION

+0

0

0

SOCIETY

+1

1

0

STEALTH

+2

2

0

0

SURVIVAL

+3

0

3

THIEVERY

+2

2

0

0

SKILL NOTES

CHARACTER SHEET

PRONOUNS

He/him

PLAYER NAME

LEVEL

1

XP

C CLASS

Fighter

CLASS ABILITIES

(LEVEL 1)

See the facing page for your special actions.

Reactive Strike

Sudden Charge

H PERCEPTION

+5

0

5

WIS

PROF

SENSES AND NOTES

I SAVING THROWS

FORTITUDE

+7

2

5

CON

PROF

REFLEX

+7

2

5

DEX

PROF

WILL

+3

0

3

WIS

PROF

J DEFENSES

Armor Class

AC

18

Armor Proficiencies

Unarmored Light Medium Heavy

Base Dex* Prof Item

10 · 1 · 3 · 4

* Use armor's Dex cap if lower

You have a shield, described on the facing page.

Shield

Hardness

5

HP

Max HP

BT

20/10

K WEAPONS AND ATTACKS

WEAPON

PROFICIENCIES

Simple

Martial

Fist

Other Weapon Proficiencies

MELEE WEAPON

Longsword

DAMAGE

1d8 + 4

DIE

STR

+9

ATTACK

4

5

STR

PROF

BLUDGEONING

PIERCING

SLASHING

TRAITS

versatile P

MELEE WEAPON

Dagger

DAMAGE

1d4 + 4

DIE

STR

+9

ATTACK

4

5

STR

PROF

BLUDGEONING

PIERCING

SLASHING

TRAITS

agile, finesse, thrown 10 feet, versatile S

RANGED WEAPON

Shortbow

DAMAGE

1d6 + 0

DIE

STR (thrown)

+7

ATTACK

2

5

DEX

PROF

PIERCING

RANGE INC.

RELOAD

TRAITS

deadly d10

AMMO

M IS ON THE FACING PAGE

YOUR CHARACTER SHEET

This character sheet has all the statistics, abilities, spells, and equipment for playing Valeros the fighter. Take a **reference card** from the box for details on rolls, DCs, and actions. The **action counters** can help you track your actions. Each portion of the character sheet has a letter code. You can find out more about what they mean below. For statistics, a higher number is always better.

A ANCESTRY

You have extra Hit Points from being a human.

B BACKGROUND

As a farmhand, you got used to repetitive physical labor, giving you the Farming Lore skill and the Assurance ability for Athletics checks.

C CLASS

You're a fighter, which gives you the actions listed here.

D ATTRIBUTE MODIFIERS

These numbers represent your basic physical and mental capabilities. They're used to determine your other statistics.

E HIT POINTS

You can take 24 damage before being knocked out. Healing can restore lost Hit Points, but your Hit Points can't go above this maximum.

F SPEED

When you use the Stride action, you move up to 25 feet.

G SKILLS

Skills are things anyone can do, like climb using Athletics or try to remember something using Nature. For a skill check, roll a 20-sided die (d20) and add the skill statistic (in the leftmost box).

H PERCEPTION

You use this ability to try to find things using your senses. For a Perception check, roll a 20-sided die (d20) and add the Perception statistic (the number in the magnifying glass).

I SAVING THROWS

To resist some spells, poisons, and other dangers, you need to make a saving throw. Roll a 20-sided die (d20) and add one of three saving throw statistics determined by the effect you're rolling against: Fortitude, Reflex, or Will.

J DEFENSES

Your Armor Class represents how hard it is for enemies to hit you. As a fighter, you can wear any kind of armor.

K WEAPONS AND ATTACKS

You can make a melee or ranged attack with the Strike action (see your reference card). Roll a 20-sided die (d20), add the attack statistic, and compare it to the target's AC.

L LEVEL

You're a 1st-level fighter. As you gain Experience Points in adventures, you can track it in the XP box.

M EQUIPMENT

backpack	flint and steel	soap
bedroll	longsword	shortbow with 60 arrows
breastplate	rations (2 weeks)	torches (5)
chalk (10 pieces)	repair toolkit	waterskin
dagger	rope (50 feet)	1 gold piece (gp)

Reactive Strike

You have a special reaction you can take to hit foes who leave themselves open to attack.

Reactive Strike ➤ If a creature you can reach with a melee attack makes a ranged attack, uses an action with the manipulate or move trait, or leaves a square on its turn, you can use your reaction to make a melee Strike against that creature. If your attack is a critical hit and the foe was using an action with the manipulate trait, their action doesn't have any effect.

Shield

You carry a shield and have the Shield Block reaction to protect yourself.

Raise a Shield ➤ You lift up your shield to get a +2 circumstance bonus to AC until the start of your next turn.

Shield Block ➤ If your shield is raised, you can spend your reaction to block a physical attack. Reduce the amount of damage by 5, but then you and your shield both take any damage leftover. This might break or destroy your shield. Your shield has a maximum of 20 Hit Points.

Sudden Charge

You're a shield fighter, and you can rush into the thick of combat since you know you're well protected.

Sudden Charge ➤➤ With a quick sprint, you Stride twice. After moving, if you can reach any enemies with a melee attack, you can make a melee Strike against one of those enemies.

