

## Valeros

**Male human (Varisian) fighter 14 - CR 13**

Neutral Good Humanoid (Human); Deity: **Cayden Cailean**;

Age: **18**; Height: **5' 9"**; Weight: **175 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>20</b>	<b>+5</b>	
<b>Crowbar:</b> +2 circumstance bonus to force open a door or chest with a crowbar			
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>8</b>	<b>-1</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+16</b> =	<b>+9</b>	<b>+2</b>	<b>+5</b>			
<b>Hagfish Hopeful:</b> +2 trait bonus vs. disease and poison							
<b>REFLEX</b> (DEXTERITY)	<b>+13</b> =	<b>+4</b>	<b>+3</b>	<b>+5</b>	<b>+1</b>		
<b>WILL</b> (WISDOM)	<b>+9</b> =	<b>+4</b>	<b>-1</b>	<b>+6</b>			
<b>Bravery:</b> +4 vs. fear							

Energy Resistance, Cold (10)		Energy Resistance, Fire (10)						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>26</b> = <b>10</b>	<b>+12</b>	<b>+1</b>	<b>+3</b>					
<b>Touch AC</b> <b>13</b>	<b>Flat-Footed AC</b> <b>23</b>							
<b>CM Bonus</b> <b>+19</b> =	<b>+14</b>	<b>+5</b>						

CM Defense	32	= 10	BAB	Strength	Dexterity	Size
			<b>+14</b>	<b>+5</b>	<b>+3</b>	-

<b>Base Attack</b>	<b>+14</b>	<b>HP</b>	<b>164</b>
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<b>Initiative</b>	<b>+7</b>	Damage / Current HP	
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<b>Speed</b>	<b>30 ft</b>
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### +3 flaming longsword

Main hand: **+27/+22/+17, 1d8+15** Crit: 19-20/x2  
**plus 1d6 fire** 1-hand, S

Both hands: **+27/+22/+17, 1d8+17**  
**plus 1d6 fire**

Main w/ offhand: **+23/+18/+13,**  
**1d8+15 plus 1d6 fire**

Main w/ light off: **+25/+20/+15,**  
**1d8+15 plus 1d6 fire**

Offhand: **+23, 1d8+15 plus 1d6 fire**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	-	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+0</b>	CHA (0)	-	
<b>Climb</b>	<b>+16</b>	STR (5)	<b>8</b>	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)	-	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+3</b>	DEX (3)	-	
<b>Heal</b>	<b>-1</b>	WIS (-1)	-	
<b>Intimidate</b>	<b>+6</b>	CHA (0)	<b>3</b>	
<b>Knowledge (dungeoneering)</b>	<b>+9</b>	INT (0)	<b>6</b>	
<b>Knowledge (engineering)</b>	<b>+9</b>	INT (0)	<b>6</b>	
<b>Perception</b>	<b>+13</b>	WIS (-1)	<b>14</b>	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>-1</b>	WIS (-1)	-	
<b>Stealth</b>	<b>+3</b>	DEX (3)	-	
<b>Survival</b>	<b>+3</b>	WIS (-1)	<b>1</b>	
<b>Swim</b>	<b>+12</b>	STR (5)	<b>4</b>	

### Feats

#### Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Bloody Assault (DC 15 for Heal)

Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage to all weapon melee attacks.

#### Combat Reflexes (4 AoO/round)

You can make extra attacks of opportunity.

#### Desperate Battler

Gain +1 morale bonus on melee attack and damage when alone

#### Double Slice

Add your full STR bonus to off-hand attacks.

#### Greater Weapon Focus (Longsword)

You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

## Feats

### Greater Weapon Specialization (Longsword)

You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

### Improved Initiative

You get a +4 bonus on initiative checks.

### Lunge

Can increase reach by 5 ft, but take -2 to AC for 1 rd.

### Martial Versatility (Weapon Focus)

Selected feat now applies to all weapons in that group.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Penetrating Strike (Ignore DR 5/Any or DR 0/-)

Ignore up to 5 points of DR/?.

### Power Attack -4/+8

You can subtract from your attack roll to add to your damage.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Toughness

You gain +3 hit points.

### Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

### Two-Weapon Defense

+1 to AC while wielding 2 weapons. +2 when doing so defensively.

### Two-Weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

### Weapon Focus (Longsword)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

### Weapon Specialization (Longsword)

You gain a +2 bonus on all damage rolls you make using the selected weapon.

## Traits

### Deft Dodger

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

### Hagfish Hopeful

+2 trait bonus on Fortitude saves against disease and poison.

## +3 frost longsword

Main hand: **+27, 1d8+15 plus 1d6 cold**

Crit: 19-20/x2  
1-hand, S

Both hands: **+27, 1d8+17 plus 1d6 cold**

Main w/ offhand: **+23, 1d8+15 plus 1d6 cold**

Main w/ light off: **+25, 1d8+15 plus 1d6 cold**

Offhand: **+23, 1d8+15 plus 1d6 cold**

## Bladed Belt

Crit: N/A  
N/A

## Experience & Wealth

Experience Points: **450000/635,000**

Current Cash: **38 gp**

## Gauntlet (from armor)

Main hand: **+19/+14/+9, 1d3+5**

Crit: x2

Main w/ offhand: **+15/+10/+5, 1d3+5**

Light, B

Main w/ light off: **+17/+12/+7, 1d3+5**

Offhand: **+17, 1d3+5**

## Unarmed strike

Main hand: **+19/+14/+9, 1d3+5**

Crit: x2

**nonlethal**

Light, B, Nonlethal

Main w/ offhand: **+15/+10/+5,**

**1d3+5 nonlethal**

Main w/ light off: **+17/+12/+7,**

**1d3+5 nonlethal**

Offhand: **+17, 1d3+5 nonlethal**

## +3 cold resistance fire resistance mithral full plate

**+12**

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

## Gear

**Total Weight Carried: 72.8/400 lbs, Light Load (Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)**

+3 cold resistance fire resistance mithral full plate 25 lbs

+3 flaming longsword 4 lbs

+3 frost longsword 4 lbs

Acid <In: Backpack (17 @ 33.76 lbs)> 1 lb

Alchemist's fire x2 <In: Backpack (17 @ 33.76 lbs)> 1 lb

Antitoxin <In: Backpack (17 @ 33.76 lbs)> -

Artisan's outfit (Free) -

Backpack (17 @ 33.76 lbs) 2 lbs

Bedroll <In: Backpack (17 @ 33.76 lbs)> 5 lbs

Bladed belt 3 lbs

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Cape of free will +5/+6 1 lb

Crowbar <In: Backpack (17 @ 33.76 lbs)> 5 lbs

Grappling hook <In: Backpack (17 @ 33.76 lbs)> 4 lbs

Holy water <In: Backpack (17 @ 33.76 lbs)> 1 lb

Money <In: Backpack (17 @ 33.76 lbs)> 0.76 lbs

Mug/tankard <In: Backpack (17 @ 33.76 lbs)> 1 lb

Silk rope <In: Backpack (17 @ 33.76 lbs)> 5 lbs

Torch x3 <In: Backpack (17 @ 33.76 lbs)> 1 lb

Trail rations x2 <In: Backpack (17 @ 33.76 lbs)> 1 lb

Waterskin <In: Backpack (17 @ 33.76 lbs)> 4 lbs

## Special Abilities

### Bravery +4 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

## Valeros – Abilities & Gear

### Bloody Assault (DC 15 for Heal) **Feat**

Sacrificing accuracy, you can inflict bloody wounds that are slow to heal.

**Prerequisites:** Str 13, Power Attack, base attack bonus +6.

**Benefit:** You can choose to take a –5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

**Appears In:** Advanced Player's Guide

### Combat Reflexes (4 AoO/round) **Feat**

You can make additional attacks of opportunity.

**Benefit:** You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

**Special:** The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

### Desperate Battler **Feat**

Your experiences fighting against numerous foes that have already overwhelmed your allies, friends, and family have forced you to excel at fighting on your own.

**Benefit:** When no ally is within 10 feet of you and you are not receiving benefits from the aid another action, you gain a +1 morale bonus on melee attack and damage rolls.

**Appears In:** Inner Sea World Guide

### Double Slice **Feat**

Your off-hand weapon while dual-wielding strikes with greater power.

**Prerequisite:** Dex 15, Two-Weapon Fighting.

**Benefit:** Add your Strength bonus to damage rolls made with your off-hand weapon.

**Normal:** You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

### Greater Weapon Focus (Longsword) **Feat**

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1, 8th-level fighter.

**Benefit:** You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

**Special:** You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Greater Weapon Specialization (Longsword) **Feat**

Choose one type of weapon (including unarmed strike or grapple) for which you possess the Weapon Specialization feat. Your attacks with the chosen weapon are more devastating than normal.

**Prerequisites:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, 12th-level fighter.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

**Special:** You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Improved Initiative **Feat**

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### Lunge **Feat**

You can strike foes that would normally be out of reach.

**Prerequisites:** Base attack bonus +6.

**Benefit:** You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

### Martial Versatility (Weapon Focus) **Feat**

You further broaden your study of weapons to encompass multiple similar weapons.

**Prerequisites:** Fighter level 4th, human.

**Benefit:** Choose one combat feat you know that applies to a specific weapon (e.g., Weapon Focus). You can use that feat with any weapon within the same weapon group.

**Special:** You may take this feat more than once. Each time it applies to a different feat.

**Appears In:** Advanced Race Guide

### Penetrating Strike (Ignore DR 5/Any or DR 0/-) **Feat**

Your attacks are capable of penetrating the defenses of some creatures.

**Prerequisites:** Weapon Focus, base attack bonus +1, 12th-level fighter, proficiency with weapon.

**Benefit:** Your attacks made with weapons selected with Weapon Focus ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without a type (such as DR 10/-).

## Valeros – Abilities & Gear

### Power Attack -4/+8 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### Toughness Feat

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Two-Weapon Defense Feat

You are skilled at defending yourself while dual-wielding.

**Prerequisites:** Dex 15, Two-Weapon Fighting.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

### Two-Weapon Fighting Feat

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

### Weapon Focus (Longsword) Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Weapon Specialization (Longsword) Feat

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

### Deft Dodger Trait

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

**Appears In:** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Hagfish Hopeful Trait

Ever since passing through Sandpoint when you were a child and hearing about the contest at the popular tavern known as the Hagfish, you wanted to take that coin purse as your own and carve your name on the ceiling beam above the bar. Training yourself to choke down indigestible food and drink water a pig would refuse, you've built up quite a strong resistance to all things putrid and gross. You gain a +2 trait bonus on Fortitude saves against disease and poison.

**Appears In:** Rise of the Runelords Anniversary Edition

### Energy Resistance, Cold (10) Unknown

You have the specified Energy Resistance against Cold attacks.

### Energy Resistance, Fire (10) Unknown

You have the specified Energy Resistance against Fire attacks.

### Bravery +4 (Ex) Class Ability (Fighter)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

### Weapon Training (Blades, Heavy) +3 (Ex) Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

**Blades, Heavy:** bastard sword, elven curve blade, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

## Valeros – Abilities & Gear

### Weapon Training (Blades, Light) +2 (Ex) Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

**Blades, Light:** dagger, kama, kukri, rapier, sickle, starknife, and short sword.

### Weapon Training (Thrown) +1 (Ex) Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

**Thrown:** blowgun, bolas, club, dagger, dart, halfling sling staff, javelin, light hammer, net, shortspear, shuriken, sling, spear, starknife, throwing axe, and trident.

### Antitoxin

### Gear

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

#### Alchemical Power Component

Like antiplague, this substance can augment certain healing spells.

**Neutralize Poison (M):** Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

### Bladed belt

### Wondrous Item (Belt)

Rather than being made of one continuous line of material, this belt consists of many bits of tanned leather joined together by thick metal studs. On command, the belt's wearer can transform the belt into a single masterwork slashing and/or piercing melee weapon of her choice. As long as she is holding the weapon, she can also revert it back to belt form with a command. Furthermore, the belt can be enchanted like a piercing and slashing melee weapon, using the cost of the belt as the cost of the masterwork item.

#### Construction

**Requirements** Craft Wondrous Item, *magic weapon*; **Cost** 1,000 gp

**Note:** Purchasing this item will also add a new weapon. You should set the enhancement bonus and weapon powers on that weapon, paying for them on that form, and anytime you want change the weapon type, you can edit that weapon to do so.

**Appears In:** Ultimate Equipment

### Cape of free will +5/+6

### Wondrous Item (Shoulders)

The wearer of this brightly colored patchwork cape gains a bonus on all saving throws, as with a *cloak of resistance*, but the resistance bonus on Will saves is one greater. Furthermore, if the wearer fails a Will saving throw, he can expend one use of mythic power as an immediate action to reroll that saving throw. If the wearer fails the saving throw on the reroll, he can't use this ability again for 24 hours.

#### Construction

**Requirements:** Craft Wondrous Item, Mythic Crafter, *resistance*, the creator must have the mythic saves ability; **Cost:** 18,750 gp

**Appears In:** Mythic Adventures

## Special Abilities

### Weapon Training (Blades, Heavy) +3 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below.  
Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

### Weapon Training (Blades, Light) +2 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below.  
Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

### Weapon Training (Thrown) +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below.  
Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

## Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Antitoxin	<input type="checkbox"/>
Holy water	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Varisian

**Title - Valeros (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2010/09/08

**XP Reward:** 441000 XP; **Net Cash:**

- no notes -