Edam Truthwith

Male halfling paladin (gray paladin) 19/unchained rogue 19/gestalt 19 - CL19 - CR 56

Lawful Neutral Humanoid (Halfling); Deity: **Abadar**; Age: **25**; Height: **3' 2''**; Weight: **34 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX	22/26	+6/+8	
CON CONSTITUTION	14	+2	
INT	14	+2	
WISDOM	14	+2	
CHA	16/20	+3/+5	
Saving Throw	Total Base	Ability Resist Mi	sc Temp Notes
FORTITUDE (CONSTITUTION)	+14 = +11	+2 +	<u> </u>
(55,67,77,67,67,67,77,77,77,77,77,77,77,77,	Health: +4 sacred b sacred bonus vs. dis bonus vs. compulsio	4 morale bonus vs. di onus vs. poison, Enha sease, Aura of Righte on effects, Aura of Co is, Fearless: +2 vs. fe . charm effects	anced Health: +4 eousness: +4 morale urage: +4 morale
REFLEX (DEXTERITY)	+20 = +11	+8 + +	1
	morale bonus vs. div bonus vs. poison, Ei disease, Aura of Rig compulsion effects, J	vinations, Enhanced I nhanced Health: +4 s ghteousness: +4 mo Aura of Courage: +4 2 vs. fear, Aura of Re	Health : +4 sacred sacred bonus vs. rale bonus vs. morale bonus vs. fear
WILL (WISDOM)	+14 = +11	+2 +	<u> </u>
Aura of Subtlety: +4 morale bonus vs. divinations, Enhanced Health: +4 sacred bonus vs. poison, Enhanced Health: +4 sacred bonus vs. disease, Aura of Righteousness: +4 morale bonus vs. compulsion effects, Aura of Courage: +4 morale bonus vs. fear effects, Fearless: +2 vs. fear, Aura of Resolve: +4 morale bonus vs. charm effects			
Damage Reduction (5/evil)			
Total AC 33 =			eflec Dodge Misc
Touch AC		8 +1 +2 + Footed AC	25
Danger Sense: +6 bo	nus vs. traps		
CM Bonus See the Base Attack) +0	-1 -
CM Defense See the AC section (a	39 = 10 ·	+19 +0	+8 -1
Base Attac		-	HP 247
Outflank: +2 bonus wi	hen flanking foe with a		amage / Current HP
Speed	20	ft	



Skill Name	Total	Ability	Ranks	Temp
	+35	DEX (8)	19	
Speed greater/less than 30 Appraise	+6	INT (2)	1	
Bluff	+9	CHA (5)	1	
U Climb	+7	STR (0)	4	
Diplomacy	+14	CHA (5)	6	
U [↑] Disable Device	+41	DEX (8)	16	
Disguise	+5	CHA (5)	_	
U Escape Artist	+28	DEX (8)	19	
U Fly	+8	DEX (8)	-	
Handle Animal	+11	CHA (5)	3	
Animal Companion Link: +		stance bonus to c	hecks mad	le
regarding an animal compar Heal	1000 +6	WIS (2)	1	
Intimidate	+5	CHA (5)	_	
Knowledge (arcana)	+7	INT (2)	5	
Knowledge (dungeoneering)	+11	INT (2)	6	
Knowledge (local)	+12	INT (2)	7	
Knowledge (nobility)	+12	INT (2)	7	
Knowledge (planes)	+10	INT (2)	8	
Knowledge (religion)	+14	INT (2)	9	
Linguistics	+6	INT (2)	1	
Perception	+26	WIS (2)	19	
Trapfinding: +9 to locate traps, Danger Sense: +6 bonus to avoid being surprised by a foe				
U Ride	+16	DEX (8)	7	
Sense Motive	+8	WIS (2)	3	
Spellcraft	+10	INT (2)	5	
U Stealth	+37	DEX (8)	19	
Survival	+13	WIS (2)	7	
Wayfinder: +2 circumstance bonus to avoid becoming lost				
U Swim	+2	STR (0)	1	
Use Magic Device	+24	CHA (5)	16	

Activated Abilities & Adjustments

Piranha Strike -5/+10 Sneak Attack (Unchained) +10d6: Add Damage

Feats

Armor Proficiency (Heavy) Armor Proficiency (Light) Armor Proficiency (Medium) Blades Above and Below Double Slice Exotic Weapon Proficiency (Wakizashi) Greater Two-Weapon Fighting Improved Critical (Light Blades) Improved Two-Weapon Fighting Martial Weapon Proficiency - All Outflank Piranha Strike -5/+10

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Feats

Protector's Strike **Rogue Weapon Proficiencies** Shield Proficiency Simple Weapon Proficiency - All **Two-Weapon Fighting** Unsanctioned Knowledge (Feather Fall, Invisibility) Unsanctioned Knowledge (Haste, Dimension Door) Weapon Finesse Weapon Focus (Light Blades)

Traits

Caravan Guard (Sandru) Reactionary

+4 ghost touch holy wakizashi

Main hand: +28/+23/+18/+13, 1d4+22 plus 10d6 sneak attack and 2d6 vs. evil Main w/ offhand: +24/+19/+14/+9, 1d4+22 plus 10d6 sneak attack and 2d6 vs. evil Main w/ light off: +26/+21/+16/+11, 1d4+22 plus 10d6 sneak attack and 2d6 vs. evil Offhand: +26/+21/+16, 1d4+22 plus 10d6 sneak attack and 2d6 vs. evil Outflank: +2 bonus when flanking foe with ally w/this feat	Crit: 15-20/×2 Light, P/S, Deadly
+4 holy wakizashi 🔨	
Main hand: +28/+23/+18, 1d4+17 plus 10d6 sneak attack and 2d6 vs. evil Main w/ offhand: +24/+19/+14, 1d4+17 plus 10d6 sneak attack and 2d6 vs. evil Main w/ light off: +26/+21/+16, 1d4+17 plus 10d6 sneak attack	Crit: 15-20/×2 Light, P/S, Deadly
and 2d6 vs. evil Offhand: +26/+21/+16 , 1d4+17	

plus 10d6 sneak attack and 2d6

vs. evil

Outflank: +2 bonus when flanking foe with ally w/this feat

Experience & Wealth

Current Cash: 217 gp, 3 sp, 7 cp

Claws of the ice bear (3 rounds/day)

Crit: ×2 Main hand: +23/+18/+13/+8, 1d3+10 Light, P plus 10d6 sneak attack Main w/ offhand: +19/+14/+9/+4. 1d3+10 plus 10d6 sneak attack Main w/ light off: +21/+16/+11/+6, 1d3+10 plus 10d6 sneak attack Offhand: +21/+16/+11, 1d3+10 plus 10d6 sneak attack Outflank: +2 bonus when flanking foe with ally w/this feat Club Crit: ×2 Main hand: +15/+10/+5/+0. 1d4+10 Rng: 10' plus 10d6 sneak attack 1-hand, B Both hands: +15/+10/+5/+0, 1d4+10 plus 10d6 sneak attack Main w/ offhand: +11/+6/+1/-4, 1d4+10 plus 10d6 sneak attack Main w/ light off: +13/+8/+3/-2, 1d4+10 plus 10d6 sneak attack Offhand: +11/+6/+1. 1d4+10 plus 10d6 sneak attack Ranged: +28, 1d4 plus 10d6 sneak attack Ranged, both hands: +28, 1d4 plus 10d6 sneak attack Ranged w/ offhand: +24, 1d4 plus 10d6 sneak attack Ranged w/ light off: +26, 1d4 plus 10d6 sneak attack Ranged offhand: +24, 1d4 plus 10d6 sneak attack Outflank: +2 bonus when flanking foe with ally w/this feat Gauntlet (from armor) Crit: ×2 Main hand: +23/+18/+13/+8, 1d2+10 Light, B plus 10d6 sneak attack Main w/ offhand: +19/+14/+9/+4, 1d2+10 plus 10d6 sneak attack Main w/ light off: +21/+16/+11/+6, 1d2+10 plus 10d6 sneak attack Offhand: +21/+16/+11, 1d2+10 plus

10d6 sneak attack

Outflank: +2 bonus when flanking foe with ally w/this feat

Validation Report

Validation Report (0 issues): Nothing identified

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Half. sling staff
Ranged: +28, 1d6 plus 10d6 sneak attackCrit: ×3 Rng: 80' Light, BRanged w/ offhand: +24, 1d6 plus 10d6 sneak attackCrit: ×3 Rng: 80' Light, BRanged w/ light off: +26, 1d6 plus 10d6 sneak attackRanged offhand: +26, 1d6 plus 10d6 sneak attack
Outflank: +2 bonus when flanking foe with ally w/this feat Handaxe
Main hand: +23/+18/+13/+8, 1d4+10 plus Crit: ×3 10d6 sneak attack Light, S Main w/ offhand: +19/+14/+9/+4, 1d4+10 plus 10d6 sneak attack Main w/ light off: +21/+16/+11/+6, 1d4+10 plus 10d6 sneak attack Offhand: +21/+16/+11, 1d4+10 plus 10d6 sneak attack Outflank: +2 bous when flanking foe with ally w/fbis feat
Outflank: +2 bonus when flanking foe with ally w/this feat Kukri
Main hand: +24/+19/+14/+9, 1d3+18 Crit: 15-20/×2 plus 10d6 sneak attack Light, S Main w/ offhand: +20/+15/+10/+5, 1d3+18 plus 10d6 sneak attack Main w/ light off: +22/+17/+12/+7, 1d3+18 plus 10d6 sneak attack Offhand: +22/+17/+12, 1d3+18 plus 10d6 sneak attack Outflank: +2 bonus when flanking foe with ally w/this feat Kukri
Main hand: +24/+19/+14/+9, 1d3+18 Crit: 15-20/×2 plus 10d6 sneak attack Main w/ offhand: +20/+15/+10/+5, 1d3+18 plus 10d6 sneak attack Main w/ light off: +22/+17/+12/+7, 1d3+18 plus 10d6 sneak attack Offhand: +22/+17/+12, 1d3+18 plus 10d6 sneak attack Outflank: +2 bonus when flanking foe with ally w/this feat

Masterwork cold iron wakizashi		
Main hand: +25/+20/+15/+10, 1d4+18 plus 10d6 sneak attack Main w/ offhand: +21/+16/+11/+6, 1d4+18 plus 10d6 sneak attack Main w/ light off: +23/+18/+13/+8, 1d4+18 plus 10d6 sneak attack Offhand: +23/+18/+13, 1d4+18 plus 10d6 sneak attack Outflank: +2 bonus when flanking foe with ally w/this feat	Crit: 15-20/×2 Light, P/S, Deadly	
Unarmed strike		
Main hand: +23/+18/+13/+8, 1d2+10 nonlethal plus 10d6 sneak attack Main w/ offhand: +19/+14/+9/+4, 1d2+10 nonlethal plus 10d6 sneak attack Main w/ light off: +21/+16/+11/+6, 1d2+10 nonlethal plus 10d6 sneak attack Offhand: +21/+16/+11, 1d2+10 nonlethal plus 10d6 sneak attack Otfhand: +21/+16/+11, 1d2+10	Crit: ×2 Light, B, Nonlethal	
Whispering shrike		
Main hand: +25/+20/+15/+10, 1d4+19 plus 10d6 sneak attack Main w/ offhand: +21/+16/+11/+6, 1d4+19 plus 10d6 sneak attack Main w/ light off: +23/+18/+13/+8, 1d4+19 plus 10d6 sneak attack Offhand: +23/+18/+13, 1d4+19 plus 10d6 sneak attack Outflank: +2 bonus when flanking foe with ally w/this feat		
Celestial armor 🔨		
	8, Armor Check: -2 bell Fail: 15%, Light	

Gear

Total Weight Carried: 108.5/75 lbs, Encumberance Ignored

(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 7	5 lbs)
+4 ghost touch holy wakizashi	1 lb
+4 holy wakizashi 🔨	1 lb
Alchemist's fire	1 lb
Amulet of natural armor +2	-
Backpack (empty)	0.5 lbs

Gear		Gear	
Total Weight Carried: 108.5/75 lbs, Ei	ncumberance	Total Weight Carried: 108.5/75 lbs, Encu	mberance
Ignored		Ignored	liberariee
(Light: 24.75 lbs, Medium: 49.5 lbs, H	leavy: 75 lbs)	(Light: 24.75 lbs, Medium: 49.5 lbs, Heav	w: 75 lbs)
Bedroll	1.25 lbs	Sling bullets x20	0.25 lbs
Bell x4	-	Snowshoes	1 lb
Belt of incredible dexterity +4	0.5 lbs	Soap	0.5 lbs
Belt pouch (empty)	0.125 lbs	Thieves' tools, masterwork	2 lbs
Belt pouch (empty)	0.125 lbs	Tindertwig x5	-
Blanket, winter	0.75 lbs	Torch x5	1 lb
Boots of elvenkind	0.5 lbs	Trail rations x10	0.25 lbs
Bracers of the merciful knight	0.5 lbs	Traveler's outfit (Free)	-
Caltrop bead	1 lb	Wand of greater invisibility (50 charges)	-
Caltrop bead	1 lb	Wand of see invisibility (49 charges)	-
Caltrop bead	1 lb	Waterskin x2	1 lb
Caltrop bead	1 lb	Wayfinder (empty)	0.5 lbs
Caltrop bead	1 lb 1 lb	Whispering shrike	1 lb 0.5 lbs
Caltrop bead Caltrop bead	1 lb	Wire	0.5 05
Caltrop bead	1 lb	Special Abilities	
Candle x10	-	Against the Wall (Ex)	
Candle lamp	1 lb	Animal Companion Link (Ex)	
Candlestick	0.5 lbs	Another Day (1/day) (Ex)	
Candlestick	0.5 lbs	Aura of Courage +4 (10 ft.) (Su)	
Celestial armor 🔨	10 lbs	Aura of Faith (10 ft.) (Su)	
Chalk	-	Aura of Justice (10 ft.) (Su)	
Claws of the ice bear (3 rounds/day)	0.5 lbs	Aura of Resolve +4 (10 ft.) (Su)	
Cleats	0.5 lbs	Aura of Righteousness +4 (10 ft.) (Su)	
Cloak of elvenkind	0.5 lbs	Aura of Subtlety +4 (10 ft.) (Sp, Su)	
Club	1.5 lbs	Cutting Edge (Stealth, Escape Artist) (Ex)	
Cold weather outfit	1.75 lbs	Danger Sense +6 (Ex)	
Flint and steel	-	Debilitating Injury: Bewildered -2/-8 (Ex)	
Goggles of minute seeing	-	Debilitating Injury: Disoriented -2/-8 (Ex)	
Half. sling staff	1.5 lbs	Debilitating Injury: Hampered (Ex)	
Hammer	2 lbs	Enhanced Health +4 (Ex) Fearless	
Handaxe Headband of alluring charisma +4	1.5 lbs 0.5 lbs	Ghost touch	
Holy symbol, gold (Abadar)	0.5 lbs 1 lb	Improved Evasion (Ex)	
Holy text (Abadar)	-	Improved Uncanny Dodge (Lv >= 23) (Ex)	
Hooded lantern	2 lbs	Lay on Hands (11d6 hit points, 16/day) (Su)	
Iron spike x4	1 lb	Mercy (Blinded) (Su)	
Kukri	1 lb	Mercy (Enfeebled) (Su)	
Kukri	1 lb	Mercy (Nauseated) (Su)	
Lamp	1 lb	Mercy (Sickened) (Su)	
Lock, good x3	1 lb	Mercy (Staggered) (Su)	
Masterwork cold iron wakizashi	1 lb	Mercy (Stunned) (Su)	
Mess kit	1 lb	Positioning Attack (1/day) (Ex)	
Mirror	0.5 lbs	Redirect Attack (1/day) (Ex)	
Money	-	Share Spells with Companion (Ex)	
Oil x3	1 lb	Smite Evil (7/day) (Su)	
Piton x5	0.5 lbs	Smite Foe (Su)	
Pot x2	4 lbs	Sneak Attack (Unchained) +10d6	
Pot Potion of vanish (CL 3rd)	4 lbs	Summon Mount (4/day) (Sp) Trapfinding +9	
Potion of vanish (CL 3rd) Potion of vanish (CL 3rd)	-		
Potion of vanish (CL 3rd)	-	Spell-Like Abilities	
Ring of protection +3	-	Detect Evil (At will) (Sp)	
Rope	10 lbs		
Shovel	8 lbs		
Signal whistle	-		
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Tracked Resources		
Alchemist's fire Another Day (1/day) (Ex) Caltrop bead Caltrop bead Claws of the ice bear (3 rounds/o Club Fly (1/day) Lay on Hands (11d6 hit points, 16/day) (Su) Positioning Attack (1/day) (Ex) Potion of vanish (CL 3rd) Potion of vanish (CL 3rd) Potion of vanish (CL 3rd) Potion of vanish (CL 3rd) Redirect Attack (1/day) (Ex) Shield Other (1/day) Sling bullets Smite Evil (7/day) (Su) Summon Mount (4/day) (Sp) Tindertwig Torch Trail rations Wand of see invisibility (49 charges)		
Languages		
-	•	
Common	Halfling	
Elven	Tien	
Goblin		

Spells & Powers

Paladin (Gray Paladin) spells memorized (CL 16th; concentration +21)

Melee Touch +23 Ranged Touch +28

4th—greater angelic aspect, dimension door, dimensional blade

3rd—haste, remove curse, shield of wings, sky steed^{UW} **2nd**—carry companion, invisibility, paladin's sacrifice^{APG}

(DC 17), suppress charms and compulsions

1st—brightest night, divine favor, feather fall, lesser restoration, serren's swift girding, shield companion

Companions

Crash CR – Male celestial dog (*Pathfinder RPG Bestiary*) N Medium animal Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +6

Defense

AC 39, touch 16, flat-footed 33 (+6 armor, +5 Dex, +1 dodge, +17 natural) hp 180 (15d8+60) (currently 161) Fort +12, Ref +15, Will +6 (+4 morale bonus vs. enchantment effects) Defensive Abilities improved evasion; DR 10/evil; Resist

acid 15, cold 15, electricity 15; SR 30

Offense

Speed 70 ft.

Melee unarmed strike +21/+21/+16/+11 (1d3+8 nonlethal) or

bite +21/+16 (1d8+12) Special Attacks smite evil

Statistics

Str 26, Dex 21, Con 17, Int 6, Wis 12, Cha 6 Base Atk +11; CMB +20; CMD 35 (39 vs. trip) Feats Acrobatic, Blades Above And Below, Improved Natural Armor, Improved Natural Attack (bite), Light Armor Proficiency, Outflank^{APG}, Toughness, Weapon Focus Tricks Aid, Attack, Combat Riding, Come, Defend, Deliver, Down, Flank, Guard, Heel, Hunt, Sneak, Track, Watch Skills Acrobatics +12 (+32 to jump), Climb +12, Fly +12, Perception +6, Stealth +14, Survival +2 (+6 when tracking by scent), Swim +12; Racial Modifiers +4 Survival when tracking by scent

SQ aid, combat riding, deliver, devotion, flank, hunt, sneak, track, watch

Other Gear +3 *studded leather*, studded leather, *amulet of natural armor* +2

Companions

Horse, light (combat trained) CR – Advanced horse (*Pathfinder RPG Bestiary*, 177) N Large animal Init +4; Senses low-light vision, scent; Perception +8

Defense

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size) hp 19 (2d8+10) Fort +8, Ref +7, Will +3

Offense

Speed 50 ft.

Melee unarmed strike +5 (1d4+5 nonlethal) or 2 hooves +5 (1d4+5) **Space** 10 ft.; **Reach** 5 ft.

Statistics

- Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11
- Base Atk +1; CMB +7; CMD 21 (25 vs. trip)

Feats Endurance, Run^B

Tricks Attack, Combat Riding, Come, Defend, Down,

Guard, Heel

Skills Acrobatics +4 (+8 to jump with a running start, +12 to jump), Perception +8

SQ combat riding

Other Gear riding saddle

Sourcebooks Used

- Advanced Player's Guide Another Day (special ability); Outflank (feat); Paladin's Sacrifice (spell); Positioning Attack (special ability); Vanish (spell); Redirect Attack (special ability)
- Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment - Cleats (equipment); Snowshoes (equipment)
- Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment - Iron spike (equipment)
- Advanced Player's Guide Traits / Character Traits Web Enhancement - Reactionary (trait)
- Adventurer's Guide / Andoran, Spirit of Liberty -Suppress Charms and Compulsions (spell)
- Animal Archive Shield Companion (spell)
- Animal Archive / Ultimate Wilderness Sky Steed (spell)
- Blood of the Ancients Brightest Night (spell)
- Champions of Purity Angelic Aspect, Greater (spell)
- Demon Hunter's Handbook Caltrop bead (equipment)
- Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide - Tien (language)
- Elemental Master's Handbook Against the Wall (special ability)
- Enable all World is Square rules / Group Weapon Feats - Improved Critical (feat); Weapon Focus (feat)
- Faiths of Purity / Inner Sea Gods Protector's Strike (feat)
- Gestalt Variant Core Gestalt (class)
- Healer's Handbook Mercy (Enfeebled) (special ability)
- Inner Sea Races Blades Above and Below (feat)
- Jade Regent Caravan Guard (trait)
- Jade Regent / Ultimate Combat / Ultimate Equipment -Wakizashi (weapon); Wakizashi (weapon); Whispering Shrike (weapon)
- Jade Regent / Ultimate Equipment Claws of the ice bear (weapon)
- Knights of the Inner Sea Carry Companion (spell); Serren's Swift Girding (spell)
- Melee Tactics Toolbox Dimensional Blade (spell)
- Paths of the Righteous Shield of Wings (spell)
- Sargava, the Lost Colony Piranha Strike (feat)
- Ultimate Equipment Bracers of the merciful knight (equipment); Candle lamp (equipment); Candlestick (equipment); Holy symbol, gold (equipment); Holy text (equipment); Mess kit (equipment); Wire (equipment)
- Ultimate Intrigue Gray Paladin (archetype)
- Ultimate Magic Unsanctioned Knowledge (feat)
- Unchained Classes Cutting Edge (special ability); Rogue (Unchained) (class)