

## 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
<b>STR</b> STRENGTH	10	0	
<b>DEX</b> DEXTERITY	22/26	+6/+8	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	14	+2	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	16/20	+3/+5	

Saving Throw      Total      Base      Ability      Resist      Misc      Temp      Notes

**FORTITUDE** (CONSTITUTION)      +14 =

**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

**REFLEX** (DEXTERITY)      +20 =

**Danger Sense:** +6 bonus vs. traps, **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

**WILL** (WISDOM)      +14 =

**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      Armor      Shield      Dex      Size      Natur      Deflec      Dodge      Misc

**AC**      33 = 10

**Touch AC**      22      **Flat-Footed AC**      25

**Danger Sense:** +6 bonus vs. traps

BAB      Strength      Size      Misc

**CM Bonus**      +13 =

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

BAB      Strength      Dexterity      Size

**CM Defense**      39 = 10

See the AC section (above) for situational modifiers that may also apply to CMD

**Base Attack**            **HP**     

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

**Initiative**            Damage / Current HP

**Speed**     



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

## 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**, Crit: 15-20/x2  
**1d4+22 plus 10d6 sneak attack** Light, P/S, Deadly  
**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

### +4 holy wakizashi

Main hand: **+28/+23/+18**, **1d4+17** Crit: 15-20/x2  
**plus 10d6 sneak attack and 2d6** Light, P/S, Deadly  
**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**  
**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)

Main hand: **+23/+18/+13/+8**, **1d3+10** Crit: x2  
**plus 10d6 sneak attack** Light, P

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

Main hand: **+15/+10/+5/+0**, **1d4+10** Crit: x2  
**plus 10d6 sneak attack** Rng: 10'  
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)

Main hand: **+23/+18/+13/+8**, **1d2+10** Crit: x2  
**plus 10d6 sneak attack** Light, B

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

### Half. sling staff

Ranged: **+28, 1d6 plus 10d6 sneak attack**

Crit: ×3  
Rng: 80'  
Light, B

Ranged w/ offhand: **+24, 1d6 plus 10d6 sneak attack**

Ranged w/ light off: **+26, 1d6 plus 10d6 sneak attack**

Ranged 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 10d6 sneak attack**

Crit: ×3  
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 bonus when flanking foe with ally w/this feat

### Kukri

Main hand: **+24/+19/+14/+9, 1d3+18 plus 10d6 sneak attack**

Crit: 15-20/×2  
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 plus 10d6 sneak attack**

Crit: 15-20/×2  
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

### Masterwork cold iron wakizashi

Main hand: **+25/+20/+15/+10, 1d4+18 plus 10d6 sneak attack**

Crit: 15-20/×2  
Light, P/S, Deadly

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

### Unarmed strike

Main hand: **+23/+18/+13/+8, 1d2+10 nonlethal plus 10d6 sneak attack**

Crit: ×2  
Light, B, Nonlethal

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**

Offhand: **+21/+16/+11, 1d2+10 nonlethal plus 10d6 sneak attack**

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

### Whispering shriek

Main hand: **+25/+20/+15/+10, 1d4+19 plus 10d6 sneak attack**

Crit: 15-20/×2  
Light, P/S, Deadly

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

**+9**

Max Dex: +8, Armor Check: -2  
Spell Fail: 15%, Light

### Gear

**Total Weight Carried: 108.5/75 lbs, Encumbrance Ignored**

**(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 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****Total Weight Carried: 108.5/75 lbs, Encumbrance Ignored****(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)**

Bedroll	1.25 lbs
Bell x4	-
Belt of incredible dexterity +4	0.5 lbs
Belt pouch (empty)	0.125 lbs
Belt pouch (empty)	0.125 lbs
Blanket, winter	0.75 lbs
Boots of elvenkind	0.5 lbs
Bracers of the merciful knight	0.5 lbs
Caltrop bead	1 lb
Caltrop bead	1 lb
Caltrop bead	1 lb
Caltrop bead	1 lb
Caltrop bead	1 lb
Caltrop bead	1 lb
Caltrop bead	1 lb
Caltrop bead	1 lb
Candle x10	-
Candle lamp	1 lb
Candlestick	0.5 lbs
Candlestick	0.5 lbs
Celestial armor ↖	10 lbs
Chalk	-
Claws of the ice bear (3 rounds/day)	0.5 lbs
Cleats	0.5 lbs
Cloak of elvenkind	0.5 lbs
Club	1.5 lbs
Cold weather outfit	1.75 lbs
Flint and steel	-
Goggles of minute seeing	-
Half. sling staff	1.5 lbs
Hammer	2 lbs
Handaxe	1.5 lbs
Headband of alluring charisma +4	0.5 lbs
Holy symbol, gold (Abadar)	1 lb
Holy text (Abadar)	-
Hooded lantern	2 lbs
Iron spike x4	1 lb
Kukri	1 lb
Kukri	1 lb
Lamp	1 lb
Lock, good x3	1 lb
Masterwork cold iron wakizashi	1 lb
Mess kit	1 lb
Mirror	0.5 lbs
Money	-
Oil x3	1 lb
Piton x5	0.5 lbs
Pot x2	4 lbs
Pot	4 lbs
Potion of vanish (CL 3rd)	-
Potion of vanish (CL 3rd)	-
Potion of vanish (CL 3rd)	-
Ring of protection +3	-
Rope	10 lbs
Shovel	8 lbs
Signal whistle	-

**Gear****Total Weight Carried: 108.5/75 lbs, Encumbrance Ignored****(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)**

Sling bullets x20	0.25 lbs
Snowshoes	1 lb
Soap	0.5 lbs
Thieves' tools, masterwork	2 lbs
Tindertwig x5	-
Torch x5	1 lb
Trail rations x10	0.25 lbs
Traveler's outfit (Free)	-
Wand of greater invisibility (50 charges) ↖	-
Wand of see invisibility (49 charges) ↖	-
Waterskin x2	1 lb
Wayfinder (empty)	0.5 lbs
Whispering shrike	1 lb
Wire	0.5 lbs

**Special Abilities**

Against the Wall (Ex)
Animal Companion Link (Ex)
Another Day (1/day) (Ex)
Aura of Courage +4 (10 ft.) (Su)
Aura of Faith (10 ft.) (Su)
Aura of Justice (10 ft.) (Su)
Aura of Resolve +4 (10 ft.) (Su)
Aura of Righteousness +4 (10 ft.) (Su)
Aura of Subtlety +4 (10 ft.) (Sp, Su)
Cutting Edge (Stealth, Escape Artist) (Ex)
Danger Sense +6 (Ex)
Debilitating Injury: Bewildered -2/-8 (Ex)
Debilitating Injury: Disoriented -2/-8 (Ex)
Debilitating Injury: Hampered (Ex)
Enhanced Health +4 (Ex)
Fearless
Ghost touch
Improved Evasion (Ex)
Improved Uncanny Dodge (Lv >= 23) (Ex)
Lay on Hands (11d6 hit points, 16/day) (Su)
Mercy (Blinded) (Su)
Mercy (Enfeebled) (Su)
Mercy (Nauseated) (Su)
Mercy (Sickened) (Su)
Mercy (Staggered) (Su)
Mercy (Stunned) (Su)
Positioning Attack (1/day) (Ex)
Redirect Attack (1/day) (Ex)
Share Spells with Companion (Ex)
Smite Evil (7/day) (Su)
Smite Foe (Su)
Sneak Attack (Unchained) +10d6
Summon Mount (4/day) (Sp)
Trapfinding +9

**Spell-Like Abilities**

Detect Evil (At will) (Sp)
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## 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<sup>B</sup>  
**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)