Edam Truthwith

Male halfling paladin (gray paladin) 17/unchained rogue 17/gestalt 17 - CL17 - CR 50

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

Modifier

Temporary

Score

Ability

| STR STRENGTH | 10/16 | 0/+3 | |
|--------------------------------------|--|--|---|
| DEX DEXTERITY | 22/26 | +6/+8 | |
| CON CONSTITUTION | 14/20 | +2/+5 | |
| INT INTELLIGENCE | 14 | +2 | |
| WIS WISDOM | 14 | +2 | |
| CHA CHARISMA | 16/20 | +3/+5 | |
| Saving Throw FORTITUDE | Total Base +16 = +10 | Ability Resist Misc | Temp Notes |
| (CONSTITUTION) | Aura of Subtlety: + Health: +4 sacred b sacred bonus vs. dis bonus vs. compulsion | 4 morale bonus vs. divii onus vs. poison, Enhan sease, Aura of Righteo on effects, Aura of Cou is, Fearless: +2 vs. fear | uced Health: +4 nusness: +4 morale rage: +4 morale |
| REFLEX (DEXTERITY) | morale bonus vs. div bonus vs. poison, E disease, Aura of Ri compulsion effects, | ponus vs. traps, Aura ovinations, Enhanced Health: +4 sa ghteousness: +4 mora Aura of Courage: +4 m 2 vs. fear, Aura of Resceets | ealth: +4 sacred cred bonus vs. le bonus vs. norale bonus vs. fear |
| WILL (WISDOM) | Health: +4 sacred b sacred bonus vs. dis bonus vs. compulsion | 4 morale bonus vs. divinonus vs. poison, Enhansease, Aura of Righteon effects, Aura of Cours, Fearless: +2 vs. fearlests. | uced Health: +4 nusness: +4 morale rage: +4 morale |
| Damage Redu | ction (5/evil) | | |
| Total 33 = | | ex Size Natur Defl 8 +1 +2 +3 | ec Dodge Misc 1 -1 |
| Touch AC | 22 Flat-l | Footed AC 2 | 24 |
| Danger Sense: +5 bor | nus vs. traps BAB | Strength Six | ze Misc |
| CM Bonus See the Base Attack | | that may also apply to | - |
| CM Defense See the AC section (a | 40 = 10 | +17 +3 modifiers that may al | +8 -1 |
| Base Attacl Outflank: +2 bonus wh | | Ilv w/this feat | |
| Initiative | +1 | | nage / Current HP |
| Speed | 20 / 4 | 40 ft | |





| Skill Name | Total | Ability | Ranks To | emp | | |
|---|-------|------------------|-------------|-----|--|--|
| U Acrobatics | +32 | DEX (8) | 16 | | | |
| Speed greater/less than 30 ft.: +4 to jump | | | | | | |
| Appraise | +6 | INT (2) | 1 | | | |
| Bluff | +9 | CHA (5) | 1 | | | |
| U Climb | +10 | STR (3) | 4 | | | |
| Diplomacy | +14 | CHA (5) | 6 | | | |
| [♥] †Disable Device | +40 | DEX (8) | 16 | | | |
| Disguise | +5 | CHA (5) | - | | | |
| UEscape Artist | +25 | DEX (8) | 16 | | | |
| U Fly | +8 | DEX (8) | - | | | |
| Handle Animal | +11 | CHA (5) | 3 | | | |
| Animal Companion Link: regarding an animal compa | | tance bonus to o | checks made | | | |
| Heal | +6 | WIS (2) | 1 | | | |
| Intimidate | +5 | CHA (5) | - | | | |
| Knowledge (arcana) | +5 | INT (2) | 3 | | | |
| Knowledge (dungeoneering) | +10 | INT (2) | 5 | | | |
| Knowledge (local) | +12 | INT (2) | 7 | | | |
| Knowledge (nobility) | +11 | INT (2) | 6 | | | |
| Knowledge (planes) | +10 | INT (2) | 8 | | | |
| Knowledge (religion) | +12 | INT (2) | 7 | | | |
| Linguistics | +6 | INT (2) | 1 | | | |
| Perception | +24 | WIS (2) | 17 | | | |
| Trapfinding: +8 to locate traps, Danger Sense: +5 bonus to avoid being surprised by a foe | | | | | | |
| V Ride | +15 | DEX (8) | 6 | | | |
| Sense Motive | +8 | WIS (2) | 3 | | | |
| Spellcraft | +10 | INT (2) | 5 | | | |
| U Stealth | +35 | DEX (8) | 17 | | | |
| Survival | +12 | WIS (2) | 6 | | | |
| Wayfinder: +2 circumstanc | | avoid becoming | _ | | | |
| U Swim | +5 | STR (3) | 1 | | | |
| Use Magic Device | +22 | CHA (5) | 14 | | | |
| Activated Abilities & Adjustments | | | | | | |

Activated Abilities & Adjustments

Haste

Piranha Strike -5/+10 Skald: Inspired Rage: +16

Sneak Attack (Unchained) +9d6: Add Damage

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

Feats

Outflank

Piranha Strike -5/+10

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: +27/+27/+22/+17/+12,

Crit: 15-20/×2 Light, P/S, Deadly

Crit: 15-20/×2

Light, P/S, Deadly

1d4+22 plus 9d6 sneak attack

and 2d6 vs. evil Main w/ offhand:

+23/+23/+18/+13/+8, 1d4+22 plus

9d6 sneak attack and 2d6 vs.

evil

Main w/ light off:

+25/+25/+20/+15/+10, 1d4+22

plus 9d6 sneak attack and 2d6

vs. evil

Offhand: +25/+25/+20/+15,

1d4+22 plus 9d6 sneak attack

and 2d6 vs. evil

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

+4 holy wakizashi 🔨

Main hand: +27/+27/+22/+17,

1d4+17 plus 9d6 sneak attack

and 2d6 vs. evil

Main w/ offhand:

+23/+23/+18/+13, 1d4+17 plus

9d6 sneak attack and 2d6 vs.

evil

Main w/ light off: +25/+25/+20/+15,

1d4+17 plus 9d6 sneak attack

and 2d6 vs. evil

Offhand: +25/+25/+20/+15.

1d4+17 plus 9d6 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

Light, P

Crit: ×2

Rng: 10'

Crit: ×2

Light, B

1-hand, B

Main hand: +22/+22/+17/+12/+7.

1d3+13 plus 9d6 sneak attack

Tust is plus sub sheak attack

Main w/ offhand: +18/+18/+13/+8/+3,

1d3+13 plus 9d6 sneak attack

Main w/ light off: +20/+20/+15/+10/+5,

1d3+13 plus 9d6 sneak attack

Offhand: +20/+20/+15/+10, 1d3+13 plus

9d6 sneak attack

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

Club

Main hand: +17/+17/+12/+7/+2,

1d4+13 plus 9d6 sneak attack

Both hands: +17/+17/+12/+7/+2,

1d4+14 plus 9d6 sneak attack

Main w/ offhand: +13/+13/+8/+3/-2,

4 4 4 4 0 ml - - 0 - 10 0 m - - 1 - - 14 - - 1-

1d4+13 plus 9d6 sneak attack

Main w/ light off: +15/+15/+10/+5/+0,

1d4+13 plus 9d6 sneak attack

Offhand: +13/+13/+8/+3, 1d4+13 plus

9d6 sneak attack

Ranged: +27/+27, 1d4+3 plus 9d6

sneak attack

Ranged. both hands: +27/+27. 1d4+3

plus 9d6 sneak attack

Ranged w/ offhand: +23/+23, 1d4+3

plus 9d6 sneak attack

Ranged w/ light off: +25/+25, 1d4+3

plus 9d6 sneak attack

Ranged offhand: +23/+23, 1d4+3 plus

9d6 sneak attack

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

Gauntlet (from armor)

Main hand: +22/+22/+17/+12/+7,

1d2+13 plus 9d6 sneak attack

Main w/ offhand: +18/+18/+13/+8/+3,

1d2+13 plus 9d6 sneak attack

Main w/ light off: +20/+20/+15/+10/+5,

1d2+13 plus 9d6 sneak attack

Offhand: +20/+20/+15/+10, 1d2+13 plus

9d6 sneak attack

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

Validation Report

Validation Report (0 issues): Nothing identified Adjustments Active: Haste:; Skald: Inspired Rage: +16

Half. sling staff

Ranged: +27/+27, 1d6+3 plus 9d6

sneak attack

Crit: ×3 Rng: 80' Light, B

Ranged w/ offhand: +23/+23, 1d6+3 plus

9d6 sneak attack

Ranged w/ light off: +25/+25, 1d6+3 plus

9d6 sneak attack

Ranged offhand: +25/+25, 1d6+3 plus

9d6 sneak attack

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

Handaxe

Main hand: +22/+22/+17/+12/+7, 1d4+13

plus 9d6 sneak attack

Crit: ×3 Light, S

Main w/ offhand: +18/+18/+13/+8/+3,

1d4+13 plus 9d6 sneak attack

Main w/ light off: +20/+20/+15/+10/+5,

1d4+13 plus 9d6 sneak attack

Offhand: +20/+20/+15/+10, 1d4+13 plus

9d6 sneak attack

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

Kukri

Main hand: +23/+23/+18/+13/+8.

Crit: 15-20/×2 Light, S

Crit: 15-20/×2

Light, S

1d3+18 plus 9d6 sneak attack

Main w/ offhand: +19/+19/+14/+9/+4.

1d3+18 plus 9d6 sneak attack

Main w/ light off:

+21/+21/+16/+11/+6, 1d3+18 plus

9d6 sneak attack

Offhand: +21/+21/+16/+11. 1d3+18

plus 9d6 sneak attack

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

Kukri

Main hand: +23/+23/+18/+13/+8,

1d3+18 plus 9d6 sneak attack

Main w/ offhand: +19/+19/+14/+9/+4.

1d3+18 plus 9d6 sneak attack

Main w/ light off:

+21/+21/+16/+11/+6, 1d3+18 plus

9d6 sneak attack

Offhand: +21/+21/+16/+11, 1d3+18

plus 9d6 sneak attack

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

Masterwork cold iron wakizashi

Main hand: +24/+24/+19/+14/+9.

Crit: 15-20/×2 Light, P/S, Deadly

1d4+18 plus 9d6 sneak attack

Main w/ offhand:

+20/+20/+15/+10/+5, 1d4+18

plus 9d6 sneak attack

Main w/ light off:

+22/+22/+17/+12/+7. 1d4+18

plus 9d6 sneak attack

Offhand: +22/+22/+17/+12.

1d4+18 plus 9d6 sneak attack

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

Unarmed strike

Main hand: +22/+22/+17/+12/+7.

Crit: ×2 Light, B, Nonlethal

1d2+13 nonlethal plus 9d6 sneak attack

Main w/ offhand:

+18/+18/+13/+8/+3. 1d2+13

nonlethal plus 9d6 sneak

attack

Main w/ light off:

+20/+20/+15/+10/+5, 1d2+13

nonlethal plus 9d6 sneak

attack

Offhand: +20/+20/+15/+10.

1d2+13 nonlethal plus 9d6

sneak attack

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

Whispering shrike

Main hand: +24/+24/+19/+14/+9,

Crit: 15-20/×2 Light, P/S, Deadly

1d4+19 plus 9d6 sneak attack

Main w/ offhand:

+20/+20/+15/+10/+5. 1d4+19

plus 9d6 sneak attack

Main w/ light off:

+22/+22/+17/+12/+7, 1d4+19

plus 9d6 sneak attack

Offhand: +22/+22/+17/+12,

1d4+19 plus 9d6 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 | | Gear | |
|---|--|---|-----------|
| Total Weight Carried: 108.5/172.5 lbs, | | Total Weight Carried: 108.5/172.5 lbs, | |
| Encumberance Ignored | | · · · · · · · · · · · · · · · · · · · | |
| | | Encumberance Ignored | |
| (Light: 57 lbs, Medium: 114.75 lbs, Heavy: | 1/2.5 | (Light: 57 lbs, Medium: 114.75 lbs, Hea | vy: 1/2.5 |
| lbs) | 4 11 | lbs) | |
| +4 ghost touch holy wakizashi | 1 lb | Potion of vanish (CL 3rd) | - |
| +4 holy wakizashi | 1 lb | Potion of vanish (CL 3rd) | - |
| Alchemist's fire | 1 lb | Potion of vanish (CL 3rd) | - |
| Amulet of natural armor +2 | 0.5 lbs | Ring of protection +3 Rope | 10 lbs |
| Backpack (empty) Bedroll | 1.25 lbs | Shovel | 8 lbs |
| Bell x4 | 1.23 103 | Signal whistle | 0 103 |
| Belt of incredible dexterity +4 | 0.5 lbs | Sling bullets x20 | 0.25 lbs |
| Belt pouch (empty) | 0.125 lbs | Snowshoes | 1 lb |
| Belt pouch (empty) | 0.125 lbs | Soap | 0.5 lbs |
| Blanket, winter | 0.75 lbs | Thieves' tools, masterwork | 2 lbs |
| Boots of elvenkind | 0.5 lbs | Tindertwig x5 | |
| Bracers of the merciful knight | 0.5 lbs | Torch x5 | 1 lb |
| Caltrop bead | 1 lb | Trail rations x10 | 0.25 lbs |
| Caltrop bead | 1 lb | 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 | Whispering shrike | 1 lb |
| Caltrop bead | 1 lb | Wire | 0.5 lbs |
| Candle x10 | - | Special Abilities | |
| Candle lamp | 1 lb | • | |
| Candlestick | 0.5 lbs | Against the Wall (Ex) | |
| Candlestick | 0.5 lbs | Animai Companion Link (EX) | |
| | | Animal Companion Link (Ex) | |
| Celestial armor \(\) | 10 lbs | Another Day (1/day) (Ex) | |
| Celestial armor [^] Chalk | 10 lbs - | Another Day (1/day) (Ex) Aura of Courage +4 (10 ft.) (Su) | |
| Celestial armor \(\) Chalk Claws of the ice bear (3 rounds/day) | 10 lbs - 0.5 lbs | Another Day (1/day) (Ex) Aura of Courage +4 (10 ft.) (Su) Aura of Faith (10 ft.) (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats | 10 lbs - 0.5 lbs 0.5 lbs | Another Day (1/day) (Ex) Aura of Courage +4 (10 ft.) (Su) Aura of Faith (10 ft.) (Su) Aura of Justice (10 ft.) (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs | 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) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs | 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) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs | 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) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs | 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) Danger Sense +5 (Ex) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs | 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) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs | 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) Danger Sense +5 (Ex) Debilitating Injury: Bewildered -2/-8 (Ex) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs | 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) Danger Sense +5 (Ex) Debilitating Injury: Bewildered -2/-8 (Ex) Debilitating Injury: Disoriented -2/-8 (Ex) Debilitating Injury: Hampered (Ex) Enhanced Health +4 (Ex) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs | 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) Danger Sense +5 (Ex) Debilitating Injury: Bewildered -2/-8 (Ex) Debilitating Injury: Disoriented -2/-8 (Ex) Debilitating Injury: Hampered (Ex) Enhanced Health +4 (Ex) Fearless | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs 2 lbs 1.5 lbs | 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) Danger Sense +5 (Ex) Debilitating Injury: Bewildered -2/-8 (Ex) Debilitating Injury: Disoriented -2/-8 (Ex) Debilitating Injury: Hampered (Ex) Enhanced Health +4 (Ex) Fearless Ghost touch | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs - 1 lb | 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) Danger Sense +5 (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) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs - 2 lbs 1 lb - 2 lbs | 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) Danger Sense +5 (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 >= 21) (Ex) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs 1 lb - 2 lbs 1 lb | 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) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs - 1 lb - 2 lbs 1 lb 1 lb | 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) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs - 2 lbs 1 lb - 2 lbs 1 lb 1 lb 1 lb | 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) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (Su) Mercy (Nauseated) (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri Lamp | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs - 2 lbs 1 lb - 1 lb 1 lb 1 lb 1 lb | 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) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (Su) Mercy (Sickened) (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri Lamp Lock, good x3 | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs - 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs - 2 lbs 1 lb 1 lb 1 lb 1 lb 1 lb | 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) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (Su) Mercy (Sickened) (Su) Mercy (Staggered) (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri Lamp Lock, good x3 Masterwork cold iron wakizashi | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs 1 lb 1 lb 1 lb 1 lb 1 lb 1 lb | 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) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (Su) Mercy (Sickened) (Su) Mercy (Staggered) (Su) Mercy (Staggered) (Su) Mercy (Stunned) (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri Lamp Lock, good x3 Masterwork cold iron wakizashi Mess kit | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs 1 lb | 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) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (Su) Mercy (Sickened) (Su) Mercy (Staggered) (Su) Mercy (Stunned) (Su) Positioning Attack (1/day) (Ex) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri Lamp Lock, good x3 Masterwork cold iron wakizashi Mess kit Mirror | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs 1.75 lbs 2 lbs 1.5 lbs 0.5 lbs 1 lb | 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) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (Su) Mercy (Sickened) (Su) Mercy (Staggered) (Su) Mercy (Stunned) (Su) Positioning Attack (1/day) (Ex) Redirect Attack (1/day) (Ex) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri Lamp Lock, good x3 Masterwork cold iron wakizashi Mess kit Mirror Money | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs 1.75 lbs 2 lbs 1.5 lbs 0.5 lbs 1 lb | 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 Resolve +4 (10 ft.) (Su) Aura of Righteousness +4 (10 ft.) (Su) Aura of Subtlety +4 (10 ft.) (Sp, Su) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (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) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri Lamp Lock, good x3 Masterwork cold iron wakizashi Mess kit Mirror Money Oil x3 | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs 1 lb | 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 Resolve +4 (10 ft.) (Su) Aura of Righteousness +4 (10 ft.) (Su) Aura of Subtlety +4 (10 ft.) (Sp, Su) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (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 (6/day) (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri Lamp Lock, good x3 Masterwork cold iron wakizashi Mess kit Mirror Money Oil x3 Piton x5 | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs 1.75 lbs 2 lbs 1.5 lbs 0.5 lbs 1 lb | 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) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (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 (6/day) (Su) Smite Foe (Su) | |
| Celestial armor Chalk Claws of the ice bear (3 rounds/day) Cleats Cloak of elvenkind Club Cold weather outfit Flint and steel Goggles of minute seeing Half. sling staff Hammer Handaxe Headband of alluring charisma +4 Holy symbol, gold (Abadar) Holy text (Abadar) Hooded lantern Iron spike x4 Kukri Kukri Lamp Lock, good x3 Masterwork cold iron wakizashi Mess kit Mirror Money Oil x3 | 10 lbs - 0.5 lbs 0.5 lbs 0.5 lbs 1.5 lbs 1.75 lbs 1.5 lbs 2 lbs 1.5 lbs 0.5 lbs 1 lb | 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 Resolve +4 (10 ft.) (Su) Aura of Righteousness +4 (10 ft.) (Su) Aura of Subtlety +4 (10 ft.) (Sp, Su) Danger Sense +5 (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 >= 21) (Ex) Lay on Hands (10d6 hit points, 15/day) (Su) Mercy (Blinded) (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 (6/day) (Su) | |

| Special Ab | ilities | Spells & Powers |
|---|------------------|---|
| Trapfinding +8 | | Paladin (Gray Paladin) spells memorized (CL 14th; |
| Spell-Like A | bilities | concentration +19) |
| Detect Evil (At will) (Sp) | | Melee Touch +22 Ranged Touch +27 4th—greater angelic aspect, dimensional blade |
| Tracked Res | ources | 3rd —burst of speed ^{UC} , shield of wings, sky steed ^{UW} |
| Alchemist's fire | | 2nd —carry companion, paladin's sacrifice ^{APG} (DC 17), |
| Another Day (1/day) (Ex) | | rootiai oloak, capproco onarmo ana compalolono |
| Caltrop bead | | |
| Caltrop bead | | |
| Caltrop bead | | Companions |
| Caltrop bead | | Crash CR – Male celestial dog (Pathfinder RPG Bestiary) |
| Caltrop bead | | |
| Caltrop bead | | Init +5; Senses darkvision 60 ft., low-light vision, scent; |
| Caltrop bead | | Perception +6 |
| Caltrop bead | | Defense |
| Claws of the ice bear (3 rounds/ | day) □□□ | AO 25 touch 44 flot footed 20 (10 common 15 Day 145 |
| Club | | AC 35, touch 14, flat-footed 30 (+6 armor, +5 Dex, +15 natural, -1 untyped penalty) |
| Fly (1/day) | | hp 196 (14d8+84) (currently 183) |
| Lay on Hands (10d6 hit points, 15/day) (Su) | | Fort +14, Ref +14, Will +8 (+4 morale bonus vs. |
| Positioning Attack (1/day) (Ex) | | enchantment effects) Defensive Abilities improved evasion; DR 10/evil; Resist |
| Positioning Attack (1/day) (Ex) Potion of vanish (CL 3rd) | | STAR STAR STAR STAR OF OR |
| Potion of vanish (CL 3rd) | | |
| Potion of vanish (CL 3rd) | | Offense |
| Redirect Attack (1/day) (Ex) | | Speed 40 ft. |
| Shield Other (1/day) | | Melee unarmed strike +20/+15 (1d3+9 nonlethal) or |
| Sling bullets | | bite +20/+15 (1d8+13) |
| 3 | | Special Attacks smite evil |
| Smite Evil (6/day) (Su) | | Statistics |
| Summon Mount (4/day) (Sp) | | |
| Tindertwig | | Str 29, Dex 20, Con 21, Int 6, Wis 12, Cha 6 Base Atk +10; CMB +19; CMD 33 (37 vs. trip) |
| Torch | | Feats Blades Above And Below, Improved Natural Armor, |
| Trail rations | | Improved Natural Attack (bite), Light Armor Proficiency, |
| Wand of greater invisibility (50 charges) | | Outflank ^{APG} , Toughness, Weapon Focus Tricks Attack, Combat Riding, Come, Defend, Deliver, |
| | | Down, Flank, Guard, Heel, Hunt, Sneak, Track, Watch |
| | | Skills Acrobatics +9 (+17 to jump), Climb +13, Fly +9, |
| | | Perception +6, Stealth +14, Survival +2 (+6 when tracking |
| Wand of see invisibility (49 charges) | | by scent), Swim +13; Racial Modifiers +4 Survival when tracking by scent |
| | | SQ combat riding, deliver, devotion, flank, hunt, sneak, |
| | | track, watch |
| | | Other Gear +3 studded leather, studded leather, amulet of natural armor +2 |
| Langua | | |
| Languages | | |
| Common Elven | Halfling Tien | |
| Goblin | | |

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);
 Grace (spell); 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 Armory 2 Restful Cloak (spell)
- 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)
- Gestalt Variant Core Gestalt (class)
- 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 Combat Burst of Speed (spell)
- 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 Roque (Unchained) (class)