

## 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.**

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+16</b>	=	<b>+10</b>	<b>+5</b>		<b>+1</b>	

**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

<b>REFLEX</b> (DEXTERITY)	<b>+20</b>	=	<b>+10</b>	<b>+8</b>		<b>+2</b>	
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**Danger Sense:** +5 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

<b>WILL</b> (WISDOM)	<b>+18</b>	=	<b>+10</b>	<b>+2</b>		<b>+6</b>	
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**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	+9		+8	+1	+2	+3	+1	-1

<b>Touch AC</b>	<b>22</b>	<b>Flat-Footed AC</b>	<b>24</b>
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**Danger Sense:** +5 bonus vs. traps

		BAB	Strength	Size	Misc
CM Bonus	+15	= +17	+3	-1	-

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

		BAB	Strength	Dexterity	Size
CM Defense	40 = 10	+17	+3	+8	-1

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

<b>Base Attack</b>	<b>+17</b>	<b>HP</b>	<b>272</b>
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**Outflank:** +2 bonus when flanking foe with ally w/this feat

<b>Initiative</b>	<b>+10</b>	<b>Damage / Current HP</b>	
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<b>Speed</b>	<b>20 / 40 ft</b>		
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Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+32</b>	DEX (8)	16	
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>+10</b>	STR (3)	4	
<b>Diplomacy</b>	<b>+14</b>	CHA (5)	6	
<b>Disable Device</b>	<b>+40</b>	DEX (8)	16	
<b>Disguise</b>	<b>+5</b>	CHA (5)	-	
<b>Escape Artist</b>	<b>+25</b>	DEX (8)	16	
<b>Fly</b>	<b>+8</b>	DEX (8)	-	
<b>Handle Animal</b>	<b>+11</b>	CHA (5)	3	
Animal Companion Link: +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>+5</b>	INT (2)	3	
<b>Knowledge (dungeoneering)</b>	<b>+10</b>	INT (2)	5	
<b>Knowledge (local)</b>	<b>+12</b>	INT (2)	7	
<b>Knowledge (nobility)</b>	<b>+11</b>	INT (2)	6	
<b>Knowledge (planes)</b>	<b>+10</b>	INT (2)	8	
<b>Knowledge (religion)</b>	<b>+12</b>	INT (2)	7	
<b>Linguistics</b>	<b>+6</b>	INT (2)	1	
<b>Perception</b>	<b>+24</b>	WIS (2)	17	
Trapfinding: +8 to locate traps, <b>Danger Sense:</b> +5 bonus to avoid being surprised by a foe				
<b>Ride</b>	<b>+15</b>	DEX (8)	6	
<b>Sense Motive</b>	<b>+8</b>	WIS (2)	3	
<b>Spellcraft</b>	<b>+10</b>	INT (2)	5	
<b>Stealth</b>	<b>+35</b>	DEX (8)	17	
<b>Survival</b>	<b>+12</b>	WIS (2)	6	
Wayfinder: +2 circumstance bonus to avoid becoming lost				
<b>Swim</b>	<b>+5</b>	STR (3)	1	
<b>Use Magic Device</b>	<b>+22</b>	CHA (5)	14	

## Activated Abilities & Adjustments

Haste  
Piranha Strike -5/+10  
Skald: Inspired Rage: +16  
Sneak Attack (Unchained) +9d6: 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

## 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, 1d4+22 plus 9d6 sneak attack and 2d6 vs. evil** Crit: 15-20/x2 Light, P/S, Deadly

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** Crit: 15-20/x2 Light, P/S, Deadly

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)

Main hand: **+22/+22/+17/+12/+7, 1d3+13 plus 9d6 sneak attack** Crit: x2 Light, P

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** Crit: x2 Rng: 10' 1-hand, B

Both hands: **+17/+17/+12/+7/+2, 1d4+14 plus 9d6 sneak attack**

Main w/ offhand: **+13/+13/+8/+3/-2, 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** Crit: x2 Light, B

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

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### Half. sling staff

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

**sneak attack**

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**

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, 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, 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, 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, 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

**Total Weight Carried: 108.5/172.5 lbs,  
Encumbrance Ignored  
(Light: 57 lbs, Medium: 114.75 lbs, Heavy: 172.5 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
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

## Gear

**Total Weight Carried: 108.5/172.5 lbs,  
Encumbrance Ignored  
(Light: 57 lbs, Medium: 114.75 lbs, Heavy: 172.5 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	-
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)
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)
Sneak Attack (Unchained) +9d6
Summon Mount (4/day) (Sp)



## 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); 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** - Unsourced Knowledge (feat)
- **Unchained Classes** - Rogue (Unchained) (class)