

Edam Truthwith

Male halfling paladin (gray paladin) 15/unchained rogue
15/gestalt 15 - CL15 - CR 44
Lawful Neutral Humanoid (Halfling); Deity: **Abadar**; Age: **25**;
Height: **3' 2"**; Weight: **34 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	21/25	+5/+7	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	14	+2	
CHA CHARISMA	16/20	+3/+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14	=	+9	+2		+3	

Aura of Subtlety: +4 morale bonus vs. divinations, **Enhanced Health:** +4 sacred bonus vs. poison, **Enhanced Health:** +4 sacred bonus vs. disease, **Aura of Courage:** +4 morale bonus vs. fear effects, **Fearless:** +2 vs. fear, **Aura of Resolve:** +4 morale bonus vs. charm effects

REFLEX (DEXTERITY)	+19	=	+9	+7		+3	
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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 Courage:** +4 morale bonus vs. fear effects, **Fearless:** +2 vs. fear, **Aura of Resolve:** +4 morale bonus vs. charm effects

WILL (WISDOM)	+14	=	+9	+2		+3	
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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 Courage:** +4 morale bonus vs. fear effects, **Fearless:** +2 vs. fear, **Aura of Resolve:** +4 morale bonus vs. charm effects

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	32 = 10	+9			+7	+1	+2	+3		

Touch AC	21	Flat-Footed AC	25
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Danger Sense: +5 bonus vs. traps

		BAB	Strength	Size	Misc
CM Bonus	+10	= +15	+0	-1	-

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

		BAB	Strength	Dexterity	Size
CM Defense	34 = 10	+15	+0	+7	-1

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

Base Attack	+15	HP	195
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Outflank: +2 bonus when flanking foe with ally w/this feat

Initiative	+9	Damage / Current HP
Speed	20 ft	



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+30	DEX (7)	15	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+6	INT (2)	1	
Bluff	+9	CHA (5)	1	
Climb	+7	STR (0)	4	
Diplomacy	+14	CHA (5)	6	
Disable Device	+37	DEX (7)	15	
Disguise	+5	CHA (5)	-	
Escape Artist	+22	DEX (7)	14	
Fly	+7	DEX (7)	-	
Handle Animal	+11	CHA (5)	3	
Animal Companion Link: +4 circumstance bonus to checks made regarding an animal companion				
Heal	+6	WIS (2)	1	
Intimidate	+5	CHA (5)	-	
Knowledge (dungeoneering)	+8	INT (2)	3	
Knowledge (local)	+11	INT (2)	6	
Knowledge (nobility)	+11	INT (2)	6	
Knowledge (planes)	+9	INT (2)	7	
Knowledge (religion)	+11	INT (2)	6	
Linguistics	+6	INT (2)	1	
Perception	+22	WIS (2)	15	
Trapfinding: +7 to locate traps, Danger Sense: +5 bonus to avoid being surprised by a foe				
Ride	+14	DEX (7)	6	
Sense Motive	+8	WIS (2)	3	
Spellcraft	+8	INT (2)	3	
Stealth	+32	DEX (7)	15	
Survival	+12	WIS (2)	6	
Wayfinder: +2 circumstance bonus to avoid becoming lost				
Swim	+2	STR (0)	1	
Use Magic Device	+20	CHA (5)	12	

Activated Abilities & Adjustments

All Saves (Luck Bonus): +2
Piranha Strike -4/+8
Sneak Attack (Unchained) +8d6: 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 -4/+8
Rogue Weapon Proficiencies

Feats

Shield Proficiency
Simple Weapon Proficiency - All
Two-Weapon Fighting
Weapon Finesse
Weapon Focus (Light Blades)

Traits

Caravan Guard (Sandru)
Reactionary

+2 ghost touch wakizashi

Main hand: **+22/+17/+12, 1d4+17** Crit: 15-20/x2
plus 8d6 sneak attack Light, P/S, Deadly

Main w/ offhand: **+18/+13/+8,**
1d4+17 plus 8d6 sneak attack

Main w/ light off: **+20/+15/+10,**
1d4+17 plus 8d6 sneak attack

Offhand: **+20/+15/+10, 1d4+17**
plus 8d6 sneak attack

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

Claws of the ice bear (3 rounds/day)

Main hand: **+19/+14/+9, 1d3+8 plus 8d6** Crit: x2
sneak attack Light, P

Main w/ offhand: **+15/+10/+5, 1d3+8 plus**
8d6 sneak attack

Main w/ light off: **+17/+12/+7, 1d3+8 plus**
8d6 sneak attack

Offhand: **+17/+12/+7, 1d3+8 plus 8d6**
sneak attack

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

Experience & Wealth

Current Cash: **36,523 gp, 2 sp, 1 cp**

Club

Main hand: **+12/+7/+2, 1d4+8 plus** Crit: x2
8d6 sneak attack Rng: 80'
Both hands: **+12/+7/+2, 1d4+8 plus** 1-hand, B
8d6 sneak attack

Main w/ offhand: **+8/+3/-2, 1d4+8 plus**
8d6 sneak attack

Main w/ light off: **+10/+5/+0, 1d4+8**
plus 8d6 sneak attack

Offhand: **+8/+3/-2, 1d4+8 plus 8d6**
sneak attack

Ranged: **+23, 1d4 plus 8d6 sneak**
attack

Ranged, both hands: **+23, 1d4 plus**
8d6 sneak attack

Ranged w/ offhand: **+19, 1d4 plus 8d6**
sneak attack

Ranged w/ light off: **+21, 1d4 plus 8d6**
sneak attack

Ranged offhand: **+19, 1d4 plus 8d6**
sneak attack

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

Gauntlet (from armor)

Main hand: **+19/+14/+9, 1d2+8 plus 8d6** Crit: x2
sneak attack Light, B

Main w/ offhand: **+15/+10/+5, 1d2+8**
plus 8d6 sneak attack

Main w/ light off: **+17/+12/+7, 1d2+8**
plus 8d6 sneak attack

Offhand: **+17/+12/+7, 1d2+8 plus 8d6**
sneak attack

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

Half. sling staff

Ranged: **+23, 1d6 plus 8d6 sneak** Crit: x3
attack Rng: 80'
Ranged w/ offhand: **+19, 1d6 plus 8d6** Light, B
sneak attack

Ranged w/ light off: **+21, 1d6 plus 8d6**
sneak attack

Ranged offhand: **+21, 1d6 plus 8d6**
sneak attack

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

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: All Saves (Luck Bonus): +2 Luck

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Handaxe

Main hand: **+19/+14/+9, 1d4+8 plus 8d6 sneak attack** Crit: ×3 Light, S
Main w/ offhand: **+15/+10/+5, 1d4+8 plus 8d6 sneak attack**
Main w/ light off: **+17/+12/+7, 1d4+8 plus 8d6 sneak attack**
Offhand: **+17/+12/+7, 1d4+8 plus 8d6 sneak attack**

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

Kukri

Main hand: **+20/+15/+10, 1d3+15 plus 8d6 sneak attack** Crit: 15-20/×2 Light, S
Main w/ offhand: **+16/+11/+6, 1d3+15 plus 8d6 sneak attack**
Main w/ light off: **+18/+13/+8, 1d3+15 plus 8d6 sneak attack**
Offhand: **+18/+13/+8, 1d3+15 plus 8d6 sneak attack**

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

Kukri

Main hand: **+20/+15/+10, 1d3+15 plus 8d6 sneak attack** Crit: 15-20/×2 Light, S
Main w/ offhand: **+16/+11/+6, 1d3+15 plus 8d6 sneak attack**
Main w/ light off: **+18/+13/+8, 1d3+15 plus 8d6 sneak attack**
Offhand: **+18/+13/+8, 1d3+15 plus 8d6 sneak attack**

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

Masterwork cold iron wakizashi

Main hand: **+21/+16/+11, 1d4+11 plus 8d6 sneak attack** Crit: 15-20/×2 Light, P/S, Deadly
Main w/ offhand: **+17/+12/+7, 1d4+11 plus 8d6 sneak attack**
Main w/ light off: **+19/+14/+9, 1d4+11 plus 8d6 sneak attack**
Offhand: **+19/+14/+9, 1d4+11 plus 8d6 sneak attack**

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

Unarmed strike

Main hand: **+19/+14/+9, 1d2+8 nonlethal plus 8d6 sneak attack** Crit: ×2 Light, B, Nonlethal
Main w/ offhand: **+15/+10/+5, 1d2+8 nonlethal plus 8d6 sneak attack**
Main w/ light off: **+17/+12/+7, 1d2+8 nonlethal plus 8d6 sneak attack**
Offhand: **+17/+12/+7, 1d2+8 nonlethal plus 8d6 sneak attack**

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

Whispering shrike

Main hand: **+21/+16/+11, 1d4+16 plus 8d6 sneak attack** Crit: 15-20/×2 Light, P/S, Deadly
Main w/ offhand: **+17/+12/+7, 1d4+16 plus 8d6 sneak attack**
Main w/ light off: **+19/+14/+9, 1d4+16 plus 8d6 sneak attack**
Offhand: **+19/+14/+9, 1d4+16 plus 8d6 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: 104.5/75 lbs, Encumbrance Ignored

(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)

+2 ghost touch 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
Caltrop bead	1 lb

Gear

(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)

Special Abilities

Special Abilities

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Tracked Resources

Sling bullets	□□□□□ □□□□□
	□□□□□ □□□□□
Smite Evil (5/day) (Su)	□□□□□
Summon Mount (3/day) (Sp)	□□□
Tindertwig	□□□□□
Torch	□□□□□
Trail rations	□□□□□ □□□□□

Languages

Common	Halfling
Elven	Tien
Goblin	

Spells & Powers

Paladin (Gray Paladin) spells memorized (CL 12th; concentration +17)

Melee Touch +19 **Ranged Touch** +23

4th—*greater angelic aspect, dimensional blade*

3rd—*burst of speed*^{UC}, *shield of wings, sky steed*^{UW}

2nd—*carry companion, paladin's sacrifice*^{APG} (DC 17), *suppress charms and compulsions*

1st—*divine favor, grace*^{APG}, *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 31, touch 15, flat-footed 26 (+3 armor, +5 Dex, +13 natural)

hp 144 (12d8+48)

Fort +11, **Ref** +13, **Will** +5 (+4 morale bonus vs. enchantment effects)

Defensive Abilities improved evasion; **DR** 10/evil; **Resist** acid 15, cold 15, electricity 15; **SR** 26

Offense

Speed 40 ft.

Melee unarmed strike +16/+11 (1d3+7 nonlethal) or bite +16/+11 (1d8+10)

Special Attacks smite evil

Statistics

Str 25, **Dex** 20, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +16; **CMD** 31 (35 vs. trip)

Feats Blades Above And Below, Improved Natural Armor, Improved Natural Attack (bite), Light Armor Proficiency, Outflank^{APG}, Toughness

Tricks Attack, Combat Riding, Come, Defend, Deliver, Down, Flank, Guard, Heel, Hunt, Sneak, Track

Skills Acrobatics +8 (+16 to jump), Climb +10, Fly +8, Perception +6, Stealth +12, Survival +2 (+6 when tracking by scent), Swim +10; **Racial Modifiers** +4 Survival when tracking by scent

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

Other Gear studded leather

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 Guide / Andoran, Spirit of Liberty** - Suppress Charms and Compulsions (spell)
- **Animal Archive** - Shield Companion (spell)
- **Animal Archive / Ultimate Wilderness** - Sky Steed (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)
- **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)
- **Unchained Classes** - Rogue (Unchained) (class)