

Edam Truthwith

Male halfling paladin (gray paladin) 16/unchained rogue
16/gestalt 16 - CL16 - CR 47
Lawful Neutral Humanoid (Halfling); Deity: **Abadar**; Age: **25**;
Height: **3' 2"**; Weight: **34 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	22/26	+6/+8	
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)	+13	=	+10	+2		+1	

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	=	+10	+8		+1	
------------------------------	------------	---	------------	-----------	--	-----------	--

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)	+13	=	+10	+2		+1	
-------------------------	------------	---	------------	-----------	--	-----------	--

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	33 = 10	+9			+8	+1	+2	+3		

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

Danger Sense: +5 bonus vs. traps

		BAB	Strength	Size	Misc
CM Bonus	+10	= +16	+0	-1	-

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

		BAB	Strength	Dexterity	Size
CM Defense	36 = 10	+16	+0	+8	-1

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

Base Attack	+16	HP	208
--------------------	------------	-----------	------------

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

Initiative	Speed	Damage / Current HP
+10	20 ft	



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+32	DEX (8)	16	
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	+40	DEX (8)	16	
Disguise	+5	CHA (5)	-	
Escape Artist	+24	DEX (8)	15	
Fly	+8	DEX (8)	-	
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)	+9	INT (2)	4	
Knowledge (local)	+12	INT (2)	7	
Knowledge (nobility)	+11	INT (2)	6	
Knowledge (planes)	+10	INT (2)	8	
Knowledge (religion)	+11	INT (2)	6	
Linguistics	+6	INT (2)	1	
Perception	+23	WIS (2)	16	
Trapfinding: +8 to locate traps, Danger Sense: +5 bonus to avoid being surprised by a foe				
Ride	+15	DEX (8)	6	
Sense Motive	+8	WIS (2)	3	
Spellcraft	+8	INT (2)	3	
Stealth	+34	DEX (8)	16	
Survival	+12	WIS (2)	6	
Wayfinder: +2 circumstance bonus to avoid becoming lost				
Swim	+2	STR (0)	1	
Use Magic Device	+22	CHA (5)	14	

Activated Abilities & Adjustments

Piranha Strike -5/+10

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 -5/+10
Rogue Weapon Proficiencies
Shield Proficiency

Feats

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

Traits

Caravan Guard (Sandru)
Reactionary

+2 ghost touch wakizashi

Main hand: **+23/+18/+13, 1d4+15** Crit: 15-20/x2
plus 8d6 sneak attack Light, P/S, Deadly

Main w/ offhand: **+19/+14/+9,**
1d4+15 plus 8d6 sneak attack

Main w/ light off: **+21/+16/+11,**
1d4+15 plus 8d6 sneak attack

Offhand: **+21/+16/+11, 1d4+15**
plus 8d6 sneak attack

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

+4 holy wakizashi

Main hand: **+25/+20/+15/+10,** Crit: 15-20/x2
1d4+22 plus 8d6 sneak attack Light, P/S, Deadly
and 2d6 vs. evil

Main w/ offhand: **+21/+16/+11/+6,**
1d4+22 plus 8d6 sneak attack
and 2d6 vs. evil

Main w/ light off: **+23/+18/+13/+8,**
1d4+22 plus 8d6 sneak attack
and 2d6 vs. evil

Offhand: **+23/+18/+13, 1d4+22**
plus 8d6 sneak attack and 2d6
vs. evil

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

Claws of the ice bear (3 rounds/day)

Main hand: **+20/+15/+10/+5, 1d3+10** Crit: x2
plus 8d6 sneak attack Light, P

Main w/ offhand: **+16/+11/+6/+1, 1d3+10**
plus 8d6 sneak attack

Main w/ light off: **+18/+13/+8/+3, 1d3+10**
plus 8d6 sneak attack

Offhand: **+18/+13/+8, 1d3+10 plus 8d6**
sneak attack

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

Experience & Wealth

Current Cash: **43,217 gp, 3 sp, 7 cp**

Club

Main hand: **+12/+7/+2/-3, 1d4+10** Crit: x2
plus 8d6 sneak attack Rng: 10'

Both hands: **+12/+7/+2/-3, 1d4+10**
plus 8d6 sneak attack 1-hand, B

Main w/ offhand: **+8/+3/-2/-7, 1d4+10**
plus 8d6 sneak attack

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

Offhand: **+8/+3/-2, 1d4+10 plus 8d6**
sneak attack

Ranged: **+25, 1d4 plus 8d6 sneak**
attack

Ranged, both hands: **+25, 1d4 plus**
8d6 sneak attack

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

Ranged w/ light off: **+23, 1d4 plus 8d6**
sneak attack

Ranged offhand: **+21, 1d4 plus 8d6**
sneak attack

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

Gauntlet (from armor)

Main hand: **+20/+15/+10/+5, 1d2+10** Crit: x2
plus 8d6 sneak attack Light, B

Main w/ offhand: **+16/+11/+6/+1, 1d2+10**
plus 8d6 sneak attack

Main w/ light off: **+18/+13/+8/+3, 1d2+10**
plus 8d6 sneak attack

Offhand: **+18/+13/+8, 1d2+10 plus 8d6**
sneak attack

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

Half. sling staff

Ranged: **+25, 1d6 plus 8d6 sneak** Crit: x3
attack Rng: 80'

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

Ranged w/ light off: **+23, 1d6 plus 8d6**
sneak attack

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

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

Validation Report

Validation Report (0 issues): Nothing identified

Hero Lab and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <https://www.wolflair.com>
Pathfinder® and associated marks and logos are trademarks of Paizo Inc.®, and are used under license.

Handaxe

Main hand: **+20/+15/+10/+5, 1d4+10 plus 8d6 sneak attack** Crit: ×3
Light, S

Main w/ offhand: **+16/+11/+6/+1, 1d4+10 plus 8d6 sneak attack**

Main w/ light off: **+18/+13/+8/+3, 1d4+10 plus 8d6 sneak attack**

Offhand: **+18/+13/+8, 1d4+10 plus 8d6 sneak attack**

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

Kukri

Main hand: **+21/+16/+11/+6, 1d3+18 plus 8d6 sneak attack** Crit: 15-20/×2
Light, S

Main w/ offhand: **+17/+12/+7/+2, 1d3+18 plus 8d6 sneak attack**

Main w/ light off: **+19/+14/+9/+4, 1d3+18 plus 8d6 sneak attack**

Offhand: **+19/+14/+9, 1d3+18 plus 8d6 sneak attack**

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

Kukri

Main hand: **+21/+16/+11/+6, 1d3+18 plus 8d6 sneak attack** Crit: 15-20/×2
Light, S

Main w/ offhand: **+17/+12/+7/+2, 1d3+18 plus 8d6 sneak attack**

Main w/ light off: **+19/+14/+9/+4, 1d3+18 plus 8d6 sneak attack**

Offhand: **+19/+14/+9, 1d3+18 plus 8d6 sneak attack**

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

Masterwork cold iron wakizashi

Main hand: **+22/+17/+12/+7, 1d4+18 plus 8d6 sneak attack** Crit: 15-20/×2
Light, P/S, Deadly

Main w/ offhand: **+18/+13/+8/+3, 1d4+18 plus 8d6 sneak attack**

Main w/ light off: **+20/+15/+10/+5, 1d4+18 plus 8d6 sneak attack**

Offhand: **+20/+15/+10, 1d4+18 plus 8d6 sneak attack**

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

Unarmed strike

Main hand: **+20/+15/+10/+5, 1d2+10 nonlethal plus 8d6 sneak attack** Crit: ×2
Light, B, Nonlethal

Main w/ offhand: **+16/+11/+6/+1, 1d2+10 nonlethal plus 8d6 sneak attack**

Main w/ light off: **+18/+13/+8/+3, 1d2+10 nonlethal plus 8d6 sneak attack**

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

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

Whispering shrike

Main hand: **+22/+17/+12/+7, 1d4+19 plus 8d6 sneak attack** Crit: 15-20/×2
Light, P/S, Deadly

Main w/ offhand: **+18/+13/+8/+3, 1d4+19 plus 8d6 sneak attack**

Main w/ light off: **+20/+15/+10/+5, 1d4+19 plus 8d6 sneak attack**

Offhand: **+20/+15/+10, 1d4+19 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: 108.5/75 lbs, Encumbrance Ignored

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

+2 ghost touch 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

Gear

(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 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 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 >= 20) (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) +8d6
- Summon Mount (3/day) (Sp)
- Trapfinding +8

Detect Evil (At will) (Sp)

Alchemist's fire		
Another Day (1/day) (Ex)		
Caltrop bead		
Caltrop bead		
Caltrop bead		
Caltrop bead		
Caltrop bead		
Caltrop bead		
Caltrop bead		
Caltrop bead		
Claws of the ice bear (3 rounds/day)		
Club		
Fly (1/day)		
Lay on Hands (10d6 hit points, 15/day) (Su)		
Positioning Attack (1/day) (Ex)		
Potion of vanish (CL 3rd)		
Potion of vanish (CL 3rd)		

Tracked Resources	
Potion of vanish (CL 3rd)	<input type="checkbox"/>
Redirect Attack (1/day) (Ex)	<input type="checkbox"/>
Shield Other (1/day)	<input type="checkbox"/>
Sling bullets	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smite Evil (6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Summon Mount (3/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of greater invisibility (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of see invisibility (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages	
Common	Halfling
Elven	Tien
Goblin	

Paladin (Gray Paladin) spells memorized (CL 13th; concentration +18)
Melee Touch +20 Ranged Touch +25
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),
restful cloak, suppress charms and compulsions
1st—*divine favor, grace*^{APG}, *lesser restoration, serren's swift girding, shield companion*

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 35, touch 14, flat-footed 30 (+6 armor, +5 Dex, +15 natural, -1 untyped penalty)
hp 182 (13d8+78) (currently 166)
Fort +13, **Ref** +13, **Will** +8 (+4 morale bonus vs. enchantment effects)

Defensive Abilities improved evasion; **DR** 10/evil; **Resist** acid 15, cold 15, electricity 15; **SR** 27

Offense

Speed 40 ft.

Melee unarmed strike +19/+14 (1d3+9 nonlethal) or bite +19/+14 (1d8+13)

Special Attacks smite evil

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)
- **Champions of Purity** - Angelic Aspect, Greater (spell)
- **Demon Hunter's Handbook** - Caltrap 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)
- **Unchained Classes** - Rogue (Unchained) (class)