Haladrin Goldia  
CR: 5

Basic Info:

XP: 23000  
Race: Human  
Age: 20  
Classes: Shadowsworn (Lv. 3), Slayer (Lv. 3)  
Alignment: Lawful Good  
Deity: The Light  
Languages: Common, Dwarven, Halfling, Triaxian, Undercommon, Varisian

Abilities:

Initiative: +3  
HP: 40  
Speed: 30ft   
  
AC: 13 / 13 touch / 10 flat-footed

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| Str | 14 |
| Dex | 17 (+1 enhancement) |
| Con | 10 |
| Int | 18 (+2 racial) |
| Wis | 12 |
| Cha | 10 |

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| Fort | +4 |
| Ref | +9 |
| Will | +3 |

Attack bonus: +5  
Touch attacks:

Melee: +7  
Ranged: +8

CM Bonus: +7  
CM Defense: 20 / 17 flat-footed  
  
Performance Combat: +1

Shadowsworn (Magic):

Talent:

Improved Evasion (Ex): Half damage on failed reflex saves.

Spells:

0th (2/day): Resize Shadow, Shadow Bite, Shadow Blindness

1st (2/day): Lesser Orb of Light, Shadow Hands

Special Abilities:

Darkvision, 30ft  
Sneak Attack +1d6  
Evasion

Slayer (Physical):

Talents:

Trap Spotter (Ex): When coming within 10ft of a trap, GM should roll an immediate, secret perception check on if I see it.

Bleeding Attack (Ex): Sneak attacks inflict bleed dealing 1 damage per attacker’s die of sneak attack roll, per round at the start of their turn. **Bleeding can be stopped by a DC 15 heal check.**

Special Abilities:

Studied target: This character can study up to 1 target at a time as a move action. Studying a target allows a +1 bonus on bluff, knowledge, perception, sense motive, and survival checks against them, as well as a +1 bonus on weapon attack and damage rolls against them. The bonus should be increased by 1 at every 5th slayer level. When performing a sneak attack, a slayer can study the target attacked as an immediate action, applying the bonuses to the sneak attack.

Track: Add half of Slayer level (minimum 1) to survival skill checks for following tracks.

Sneak attack +1d6: When performing a sneak attack, player deals an additional 1d6 for every 3 slayer levels.

Skills:

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| Acrobatics | +9 |
| Appraise | +9 |
| Bluff | +8 |
| Climb | +9 |
| Diplomacy | +10 |
| Disguise | +9 |
| Escape Artist | +10 |
| Fly | +3 |
| Heal | +8 |
| Intimidate | +9 |
| Knowledge (Dungeon) | +8 |
| Perception | +12 |
| Ride | +3 |
| Sense Motive | +12 |
| Stealth | +14 |
| Survival | +12 |
| Swim | +11 |

Feats:

Alertness  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Extra Slayer Talent  
Martial Weapon Proficiency – All  
Self-Sufficient  
Shield Proficiency  
Simple Weapon Proficiency – All  
Stealthy

Traits:

Dirty Fighter  
World Traveler (Diplomacy)

Gear:

+2 Leather Armor  
+2 Dagger  
Boots of Elvenkind  
Belt of Many Pouches

Background:

For as long as he could remember, Haladrin Goldia's parents were travelling merchants. Always moving from town to town, never staying anywhere longer than a few days, Haladrin never had the chance to make friends or learn in schools, and his knowledge is primarily through what his parents taught him and what he picked up during their travels. Through this, he became wise in the ways of trade and knew well how to deal with various kinds of people.

When Haladrin was 14, he and his family happened to pass through Southampton for trade. Shortly before arriving, they were attacked by a lone bandit. Realizing that the bandit hadn't noticed Haladrin yet, his father motioned for him to hide, and so he did. As travelling merchants, the Goldias never had much spare change, and in this particular instance, they were unable to hire a guard and thus defenseless. The bandit, thirsty for blood and coin, killed his parents without a chance for negotiations. Seeing this, Haladrin lost control of his emotions, and by some turn of fate, managed to manipulate the shadow of the cart to conceal himself and enact revenge on the bandit with some loose rope from the cart. This is how he first realized he had the powers of a shadowsworn.

Knowing that he couldn't stay around lest more danger show itself, he grabbed only what supplies and goods he could carry inside a cloth normally used to cover goods from rain, as well as his father's pocket watch to remember his parents by, and proceeded alone, mourning along the way, toward Southampton. Without any connections and just a small amount of coin made from selling what he carried with him, he turned to living day by day, performing odd jobs and using his newfound powers to learn combat instincts against creatures outside of town.

When he turned 16, he tried to join Southampton’s militia, but they turned him away in fear of his command over shadows. This led him to start hiding that ability from people he didn't consider close and trusted, instead taking to the skills of a slayer, with stealth skills heightened by his ability to bend shadows and see in the dark.

It's been 4 years since then, and, until recently, Haladrin could frequently be found at a local tavern or buying potions from an apothecary. Even though he looks gloomy, he’s always gone out of his way to help others, and people know now that he means no harm. Recently, someone snuck into his room at the inn during the night and stole the pocket watch he'd kept for all those years. Discovering this, he vowed to find the person responsible and take it back. Hearing a plausible rumor, he sets his sights on the town of Hamburg.