

SLAYER LEVEL 4

Zadim provides his church with deadly solutions to problems that cannot be solved through diplomacy and forgiveness. He has trained for years to be a killer, and kill he must, whether in the name of his goddess, his homeland, or his church.

ZADIM

Male human slayer 4

N Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 17, touch 12, flat-footed 14 (+5 armor, +2 Dex)

hp 36 (4d10+8)

Fort +6, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk kukri +9 (1d4+5/18-20) and mwk kukri +9 (1d4+2/18-20) or mwk kukri +11 (1d4+5/18-20)

Ranged mwk composite longbow +7 (1d8+5)

Special Attacks 1st studied target, sneak attack +1d6

STATISTICS

Str 20, **Dex** 14, **Con** 12, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 21

Feats Iron Will, Step Up, Toughness, Two-Weapon Fighting, Weapon Focus (kukri)

Skills Acrobatics +9, Bluff +3, Climb +9, Disguise +3, Heal +4, Intimidate +3 (+4 during the day), Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (local) +8, Knowledge (religion) +6, Perception +7, Ride +6, Sense Motive +7, Stealth +9, Survival +6 (+8 to follow tracks), Swim +9; **Armor Check** –0

Traits child of the temple^{APG}, pride of the diamond empire^{PoTS}

Languages Celestial, Common, Kelish

SQ slayer talents (ranger combat style, weapon training), track

Combat Gear alchemist's fire, *potion of cure light wounds*, *potion of fly*, *potion of invisibility*, smokestick, tanglefoot bag; **Other Gear** +1 mithral chain shirt, mwk kukris (2), cold iron kukri, mwk composite bow with 20 arrows, *cloak of resistance* +1, *wand of cure light wounds* (10 charges), backpack, waterskin, 29 gp

SPECIAL ABILITIES

Pride of the Diamond Empire If Zadim succeeds at a Will saving throw against a fear effect, it has no effect on him.

Sneak Attack If Zadim hits an enemy that is denied its Dexterity bonus to AC or that he is flanking, he adds 1d6 extra precision damage, which doesn't multiply on a critical hit. Some creatures with no anatomy or weak points are immune to sneak attack, and

Zadim can only use Sneak Attack if he can see his opponent clearly (no concealment).

Step Up When an enemy 5-foot-steps away from Zadim, Zadim can instantly follow. If he does, he loses his 5-foot step on his next turn (or 5 feet of movement if he moves).

Studied Target Zadim can study a target as a move action to get +1 to attack, damage, Bluff, Knowledge, Perception, Sense Motive, and Survival against that target. If Zadim deals sneak attack damage to a target, he can study that target as an immediate action (and he gains the +1 to damage on that same damage roll). If he studies another target, he loses the oldest target

Track Zadim adds 2 on Survival skill checks made to follow tracks.

Cure Light Wounds Zadim's wand heals a touched target for 1d8+1 damage. Zadim needs help to activate his wand, so he also has a potion for emergencies.

Fly Zadim's potion grants the drinker a 60 foot fly speed and a +6 bonus to Fly checks (+8 total for Zadim himself) for 5 minutes.

Invisibility Zadim's potion makes the drinker vanish for 3 minutes or until the drinker attacks. While invisible, the drinker gains +20 to Stealth (+40 if standing perfectly still). The first attack before becoming visible gains a +2 to hit (and the enemy likely loses its Dexterity bonus to AC, granting Zadim a sneak attack).

Open hostilities between the kingdoms of Taldor and Qadira ceased more than 200 years ago, but subtle squabbles and sub-rosa schemes continue to the present. Often these intrigues take the form of economic influence or political stratagems, but occasionally, when the stakes are high enough, they extend to outright atrocities. Triggering these strikes (or answering them in kind) without sparking an open war requires an agent with particular expertise. The world of Golarion teems with misguided folk who can be turned from darkness, but it also contains multitudes who are beyond redemption, who revel in evil, wickedness, and selfishness.

Zadim is one answer to their depravities, and his response comes with an unmistakable air of finality. Zadim was born into Qadira's influential Cult of the Dawnflower, a militant sect devoted to rooting out evil and spreading Sarenrae's light throughout foreign lands cloaked in the darkness of ignorance. The cult's leaders knew exactly what they had in Zadim—a weapon to strike killing blows against their enemies. Now, the so-called “Shadow of Sarenrae” travels the lands of the Inner Sea as an associate of Sarenrae's church, providing deadly solutions to problems the religion cannot resolve through diplomacy and forgiveness.



“I am judgment made flesh. I am justice visited upon those who are beyond redemption.”