

SLAYER LEVEL 1

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 1

N Medium humanoid (human)

Init +2; **Senses** Perception +4

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 14 (1d10+4)

Fort +3, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee kukri +5 (1d4+4/18–20)

Ranged sling +3 (1d4+4)

Special Attacks 1st studied target

STATISTICS

Str 19, **Dex** 14, **Con** 12, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +5; **CMD** 17

Feats Iron Will, Toughness

Skills Acrobatics +4, Disguise +3, Heal +4, Knowledge (local) +5, Knowledge (religion) +6, Perception +4, Sense Motive +4, Stealth +4, Survival +4 (+5 to follow tracks); **Armor Check** –2

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

Languages Celestial, Common, Kelish

SQ track

Combat Gear alchemist's fire; **Other Gear** chain shirt, kukri (2), sling with 10 bullets, backpack, waterskin, 15 gp 9 sp

SPECIAL ABILITIES

Child of the Temple Zadim gains a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks.

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

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 1 on Survival skill checks made to follow tracks.

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. He excelled in battle training, easily besting his young peers in combat. He also proved himself an expert in observation and understanding, often taking advantage of personality quirks and tells among his fellows that they weren't even aware they had. The cult's leaders knew exactly what they had in Zadim—a weapon to strike killing blows against their enemies.

Zadim's masters revealed the scope of their designs not just on familiar foes like the creaking “empire” of Taldor to the north, but also on places like Osirion, Katapesh, and Absalom. Zadim was trained to stand in the shadowy vanguard of their efforts throughout the Inner Sea region, clearing away enemies with blade and garrote long before the more visible elements of the Dawnflower Cult made their presence known.

As the depth of the cult's plan became clear to him, Zadim began to realize that his masters were just as interested in spreading the political influence of Qadira—and its distant puppetmasters in the Padishah Empire of Kelesh far to the east—as they were in spreading the doctrine of the Everlight, but the revelation came too late to inspire a change in Zadim's direction. He had trained for years to become a killer, and kill he must, in the name of Qadira, Kelesh, or the cult. Sarenrae had blessed him with unique talents, and he intended to put them to use in the field.

A chance encounter with a fellow servant of Sarenrae, an earnest young cleric named Kyra, triggered a crisis of faith in Zadim. Kyra reminded him that Sarenrae herself valued goodness, redemption, and healing over murderous tactics, no matter the quarry. He assured Kyra that he would not strike against a target until he could look him in the eye and judge the quality of his character for himself. The so-called “Shadow of Sarenrae” now 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.”

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.

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SLAYER LEVEL 7

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 7

N Medium humanoid (human)

Init +3; **Senses** Perception +10

DEFENSE

AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 natural)

hp 60 (7d10+14)

Fort +7, **Ref** +9, **Will** +5

OFFENSE

Speed 30 ft.

Melee +1 kukri +13/+8 (1d4+7/18-20) and +1 kukri +13/+8 (1d4+7/18-20) or +1 kukri +15 (1d4+7/18-20)

Ranged mwk composite longbow +11/+6 (1d8+5)

Special Attacks 2nd studied target, sneak attack +2d6

STATISTICS

Str 22, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +13; **CMD** 26

Feats Double Slice, Following Step^{APG}, Improved Two-Weapon Fighting, Iron Will, Step Up, Step Up And Strike^{APG}, Toughness, Two-Weapon Fighting, Weapon Focus (kukri)

Skills Acrobatics +13, Bluff +3, Climb +10, Disguise +8, Heal +4, Intimidate +3 (+4 during the day), Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (local) +11, Knowledge (religion) +6, Perception +10, Ride +7, Sense Motive +10, Stealth +13, Survival +10 (+13 to follow tracks), Swim +10;

Armor Check -0

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

Languages Celestial, Common, Kelish

SQ slayer talents (combat trick, ranger combat style (2), weapon training), stalker, track

Combat Gear alchemist's fire, *potion of fly*; **Other Gear** +1 mithral chain shirt, +1 kukris (2), cold iron kukri, mwk composite bow with 20 arrows, belt of physical might +2 (Dex and Str), cloak of resistance +1, amulet of natural armor +1, ring of protection +1, wand of cure light wounds (5 charges), backpack, waterskin, 24 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 2d6 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 and Strike When an enemy 5-foot-steps away from Zadim, Zadim can instantly follow. He can move up to 10 feet without reducing his movement or costing his 5-foot-step on his next turn. If he does so, he can make an attack of opportunity.

Studied Target Zadim can study a target as a swift action to get +2 to attack, damage, Bluff, Disguise, Intimidate, Knowledge, Perception, Sense Motive, Stealth, 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 +2 to damage on that same damage roll). He can study up to two targets, but if he studies a third target, he loses the oldest target.

Track Zadim adds 3 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.

Fly Zadim's potion grants the drinker a 60 foot fly speed and a +6 bonus to Fly checks (+9 total for Zadim himself) for 5 minutes.

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