SLAYER LEVEL®

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^{PotS} **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.

Open hostilities between the kingdoms of Taldor and Qadira ceased more than 200 years ago, but subtle squabbles and subrosa 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."

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