

## Zorak Robert Jones, Silent Cannibal of the Devourer

*"I am the Lone Locust of the Apocalypse, think of me when you look to the night sky."*

The anarchic shirren, Zorak, was once a Maw of the Devourer (cult recruiter). He was instrumental in forming a sizeable cult cell that frequently terrorized the citizens of the planet Castrovel for several years. When a band of Pathfinders killed his mate, a fellow shirren cultist named Salask, along with much of that cell's local membership, he went into hiding; moving on from Castrovel to instead serve the Devourer as a silent cannibal (cult spy) elsewhere.

As a silent cannibal, Zorak has spent years spying for cult cells, living lies as deep in targeted societies as he could manage. Though not all silent cannibals are cannibals—the term refers to their being members of the society they seek to destroy, thus metaphorically eating their own kind—but some (like Zorak) certainly take the label literally and are serial killers (Zorak himself recently devoured his own nephew). While committing murders even once every year or two puts Zorak at much greater risk of discovery, the dedication needed for a Devourer cultist to live a quiet life as a spy is more than he can manage without at least an occasional killing to assuage his need for destruction.

Zorak generally prefers to hide out in the open, taking various public positions within society such as a smalltime holovid actor or as a bandleader at popular venues. This level of personal exposure acts as a surprisingly good cover for his true activities. Since most people view cultists of the Devourer as being either a secretive bunch hiding in the shadows, or as a crazed hoard on the farthest fringes of known space, few ever suspect that such a highly public entertainer could actually be a psychopath hellbent on bringing about the end of all civilization.

Zorak is usually grumpy and sarcastic, bringing a sick sense of humor to his acts that has netted him some small renown. He relishes publicly insulting his fellow stars whenever possible, sometimes winding them up to the point of perpetrating acts of violence against him—many of which are mistakenly seen by the public as little more than scripted entertainment. When Zorak's compatriots have had enough, he or they simply move on to other opportunities in the entertainment industry. Ironically, this toxicity has served to allow Zorak to be more mobile, allowing growing his network of contacts, exposing him to a constant stream of worthwhile information about the Pact Worlds' wealthy elite, since for every being he alienates, he entertains hundreds more.



## ZORAK ROBERT JONES

Male shirren cultist operative 6

CE Medium humanoid (shirren)

**Init** +10; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft., low-light vision; **Perception** +12

### DEFENSE

**SP** 48   **HP** 42   **RP** 6

**EAC** 20; **KAC** 22 (armor +6/+8, Dex +4)

**Fort** +4, **Ref** +9, **Will** +6

**Defensive Abilities** evasion

### OFFENSE

**Speed** 40 ft. (8 squares)

**Melee** unarmed strike +4 (1d6+6 B; archaic, nonlethal)

**Ranged** matter intensifier +8 (1d10+3 A; boost 2d4)

**Offensive Abilities** bleeding shot 6, debilitating trick, trick attack +3d8

### STATISTICS

**Str** 10 (+0); **Dex** 18 (+4); **Con** 15 (+2); **Int** 12 (+1); **Wis** 12 (+1); **Cha** 16 (+3)

**Skills** Bluff +15 (+19 with trick attack), Culture +14, Diplomacy +13, Disguise +16, Intimidate +14, Perception +12, Profession (musician) +14 (+16 with musical keyboard), Sense Motive +12, Stealth +15; **Racial Modifiers** +2 Culture, +2 Diplomacy

**Feats** Far Shot, Fast Talk, Improved Initiative<sup>B</sup>, Improved Unarmed Strike, Skill Focus (bluff<sup>B</sup>, disguise<sup>B</sup>)

**Languages** Common, Shirren, Vesk; limited telepathy 30 ft.

**Other Abilities** combat trick, master of disguise (DC 16), nightvision, operative's edge +2, operative specialization (spy), quick movement +10, theme knowledge, weapon specialization

**Combat Gear** spare batteries (5); **Other Gear** credstick (50 credits), freebooter armor II (upgrade: *glamer projector*), holoskin, *matter intensifier* (liquidator disintegrator pistol; fusions: *glamered*, *vicious*), musical keyboard (basic musical instrument); **Augmentations** synaptic accelerators (Dexterity Mk I)

**Encumbrance Limits** unencumbered 0 - 5, encumbered 6 - 10, overburdened 11+; **Current Bulk** 1.3

### SPECIAL ABILITIES

**Bleeding Shot (Ex)** For your debilitating trick, you can afflict your target with an amount of bleed damage equal to your operative level.

**Blindsense** Your sensitive antennae grant you blindsense (vibration)—the ability to sense vibrations in the air—out to 30 feet. You ignore the Stealth bonuses from any form of visual camouflage, invisibility, and the like when attempting a Perception check opposed by a creature's Stealth check. Even on a successful Perception check, any foe that can't be seen still has total concealment (50% miss chance) against you, and you still have the normal miss chance when attacking foes that have concealment. You are still flatfooted against attacks from creatures you can't see.

**Communalism** Once per day, as long as an ally is within 10 feet, you can roll a single attack roll or skill check twice and take the higher result.

**Cult Infiltrator** If you spend 10 minutes conversing with a member of a hidden cult and succeed at a DC 25 Culture check, typical followers of that cult have a starting attitude of indifferent toward you. You also gain a +2 bonus to Bluff, Diplomacy, and Intimidate checks against such followers.

**Cultural Fascination** You receive a +2 racial bonus to Culture and Diplomacy checks (included above).

**Debilitating Trick (Ex)** When you hit an enemy with a trick attack, you can make the creature flat-footed or off-target until the beginning of your next turn. If you possess exploits that grant you additional options for your debilitating trick, you can select only one option each time you hit with a trick attack.

**Evasion (Ex)** If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, you instead suffer no effect. You gain this benefit only when unencumbered and wearing light armor or no armor, and you lose the benefit when you are helpless or otherwise unable to move.

**Limited Telepathy** You can communicate telepathically with any creatures within 30 feet with whom you share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak.

**Master of Disguise (Ex)** You can take on the appearances of other creatures and even specific individuals. This functions as the quick disguise exploit, but the duration increases to 10 minutes per operative level. Alternatively, for 1 minute per operative level, you can take on the appearance of a specific individual that you have seen before. If you have heard the individual talk and can speak her language, you can also modulate your speech to match theirs. This disguise is so convincing that creatures familiar with the individual must succeed at a Will saving throw before they can attempt a Perception check to pierce the disguise.

**Nightvision (Ex)** You can see in the dark as if you had low-light vision and darkvision with a range of 60 feet.

**Operative's Edge (Ex)** You gain a +2 insight bonus to initiative checks and to skill checks (included above).

**Quick Movement (Ex)** As long as you are unencumbered and wearing light armor or no armor, your land speed increases by 10 feet.

**Theme Knowledge** Reduce the DC of Culture and Mysticism checks to recall knowledge about hidden cults and secretive religions, including knowledge about their beliefs, hierarchy, and symbols, by 5. Reduce the DC of Diplomacy checks to gather information about hidden cults and their enigmatic members (usually considered obscure or secret knowledge or mysterious or obscure individuals) by 5. You gain a +1 bonus to Disguise checks (included above).

**Trick Attack (Ex)** As a full action, you can move up to your speed. Whether or not you moved, you can then make an attack with a melee weapon with the operative special property or with any small arm. Just before making your attack, attempt a Bluff, Intimidate, or Stealth check (or a check associated with your specialization) with a DC equal to 20 + your target's CR. If you succeed at the check, you deal 3d8 additional damage and the target is flat-footed. You can't use this ability with a weapon that has the unwieldy special property or that requires a full action to make a single attack.

**Weapon Specialization (Ex)** You gain the Weapon Specialization feat as a bonus feat for each weapon type with which the Operative class grants you proficiency.



*Autographed fan art depicting Zorak as one of his late night holovid characters.*