

SEEKER IRONGUARD

ELVEN PALADIN 2nd Level



17 STR	15 DEX	13 CON
+3	+2	+1
17 INT	12 WIS	15 CHA
+3	+1	+2
+2 Proficiency		30' Speed
+5 INT saving throw		+3 WIS saving throw

ABILITIES

Detect Evil

Healing Hands

Once per day
Seeker can heal 10 hit points.

Expert Detective

3 times per day
Seeker can choose to add 1d4 to either an Insight, Investigation or Persuasion Check

SKILLS

Insight +5
Investigation +5
Persuasion +4

Divine Smite

Seeker can smite an enemy once per day adding 2d8 to her great sword damage. Add 3d8 if the enemy is undead.

SPELLS

Descriptions on back

1ST LEVEL

Cast a spell from this list two times/day

Heroism

Divine Favor

GREAT
SWORD

+6
to hit

2d6+4
to damage

CROSS
BOW

+6
to hit

1d8+4 to damage



16
Armor
Class



22
Hit
Points

EQUIPMENT

Chain armor, hard boots, thick cloak, fine clothes, detective's notebook, ink, quill, magnifying glass, great sword, 10 javelins, bedroll, food kit, water skin, 10 torches, small oil lantern, rope.

TREASURE

90 Gold

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An orphaned young Elf, raised as a human by the leadership of the Ironguard, Seeker has a deep, profound belief in justice and the power of truth to win every battle. Long-suppressed keen Elven senses have gifted her a supernatural ability to perceive truth and seek out lies.

As she grew older and a little bit wiser, she began to see that not all crime is black and white and not everyone accused of a crime is evil. Her investigative instincts have led her to uncover some uncomfortable contradictions in the way the Ironguard dispenses justice.

Seeker secretly wants to become a private investigator or an investigative journalist.

Personality Trait — “I think I found a clue that will break this case wide open.”

Ideal — “Justice is truth in action!”

Bond — “To protect the innocent.”

Flaw — “I hope I haven’t become too jaded.”

SPELLS

HEROISM

Every turn for the next minute, Seeker gains 5 phantom hit points. These hit points work as normal, but disappear at the end of the minute. She is also immune to fear for the duration.

DIVINE FAVOR

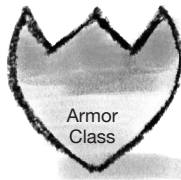
For the next minute, Seeker’s weapon attacks do an extra 1d4 hit points of damage.

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EQUIPMENT

TREASURE



Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

