

TRIS IRONGUARD

HUMAN PALADIN 2nd Level



18 STR	12 DEX	14 CON
+4	+1	+2
12 INT	16 WIS	14 CHA
+1	+3	+2
+2 Proficiency		30' Speed
+3 INT saving throw		+6 WIS saving throw

ABILITIES

Detect Evil

Healing Hands

Once per day Tris can heal 10 hit points.

Great Weapon Fighting

Tris re-rolls 1's and 2's when she is rolling damage dice with her great sword.

SKILLS

Athletics +6
Religion +3
Persuasion +4

Divine Smite

Tris 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

Divine Favor
Shield of Faith

GREAT
SWORD

+6
to hit

2d6+4
to damage

JAVELIN

+3
to hit

1d6+4
to damage



EQUIPMENT

Chain armor, hard boots, thick cloak, fine clothes, sunstone necklace, great sword, 10 javelins, bedroll, food kit, water skin, 10 torches, small oil lantern, rope.

TREASURE

130 Gold

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Tris was raised as a Templar of the Knights of Ironguard. While deeply devoted to the beliefs of the Ironguard, her quick temper kept her from following the path of the Knights. Instead she devoted her life to protecting the ideals of the Guard, defending hope and light.

Not having a lot of time for friendship, she lacks some of the softer people skills. Tris is overly honest and stiffly serious at times. Her one true love is to smite evil with her great sword. She hates all undead, especially skeletons.

PERSONALITY TRAIT:

“The path of Light is the only road to justice!”

IDEAL: *“Death to all evildoers. Especially creatures of darkness.”*

BOND: *“I protect the innocent at the cost of my own life.”*

FLAW: *“Didn’t I just say, ‘Death to all evildoers’, what else do I need to say?”*

SPELLS

1st Level Spells

DIVINE FAVOR
For the next minute Tris’ weapon attacks do an extra 1d4 hit points of damage.

SHIELD OF FAITH

For the next 10 minutes Tris gains a +2 on her armor class. That makes her armor class 18!

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STR	DEX	CON
INT	WIS	CHA
Proficiency	Speed	
Saving throw	Saving throw	

ABILITIES

SKILLS

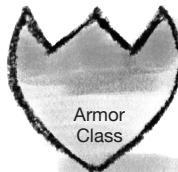
SPELLS

to hit

to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

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

