

Seeker

Type	— melee / ranged	Not to be engaged unless prepared or with friends. Highly mobile and versatile in combat. The combination of Dash and Pounce make it extremely dangerous.
LoS	— 5 squares	
Move speed	— 3 squares	
HP	— 7	
Damage	— 2 / 3 / 4	
Ability	— dash / pounce	
Dash	— rush forward 2 squares (if it touches player it means an attack; can go <u>THROUGH</u> player and end up behind him)	
Pounce	— 2 square away leaps to target and attacks	

