

Princess Daisy

Human Paladin 5

10,000 XP (next level: 15,000)

Lawful Good

Strength: 14 (+2)

Dexterity: 13 (+1)

- Acrobatics +3

Constitution: 10

Intelligence: 10

- Knowledge (nobility) +8, Spellcraft +8

Wisdom: 12 (+1)

Charisma: 16 (+3)

Hit Points: 42 ☐☐☐☐☐☐☐☐☐☐

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Armor Class: 20, touch 13, flat-footed 18

Base Attack Bonus: +5, melee +7, ranged +6

Combat Maneuver Bonus: +7

Combat Maneuver Defense: 20

Initiative: +5

Speed: 30 ft.

Saving Throws: Fortitude +7, Reflex +5, Will +8

- Immune to disease and fear

Action Points: ☐☐☐☐☐☐☐ (1d6)

Attacks:

- Scepter +9 melee, 1d10+4 bludgeoning



- +6 ranged touch, 1d6 fire plus 1 splash plus 1d6 burn, 10 ft.

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Special Abilities:

- Detect Evil
- Smite Evil (+3 to hit and AC, +5 damage) ☐☐
- Lay on Hands (2d6 plus remove fatigue) ☐☐☐☐☐
 - Channel Positive Energy (2 uses of lay on hands)
- Aura of Courage (+4 to save versus fear for allies within 10 ft.)
- Divine Bond (create flaming weapon for 5 minutes) ☐



Spells Prepared: *lesser restoration, protection from evil*

Feats: Dodge, Improved Initiative, Toughness, Weapon Focus (greatclub)

Languages: Common

Equipment:

- Scepter (greatclub)
- Masterwork Breastplate



- 2d8+3 healing ☐☐☐☐



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- Climb 30 ft., low-light vision, scent, +1 to attacks and damage, +2 to AC
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- Fly 60 ft. ☐☐



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