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
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:
Attacks:  • Scepter +9 melee, 1d10+4 bludgeoning  +6 ranged touch, 1d6 fire plus 1 splash plus 1d6 burn, 10 ft.
Special Abilities:  • Detect Evil
• Smite Evil (+3 to hit and AC, +5 damage) □□
<ul> <li>Lay on Hands (2d6 plus remove fatigue)</li></ul>

• Divine Bond (create flaming weapon for 5 minutes)  $\square$ 

**Spells Prepared:** lesser restoration, protection from evil

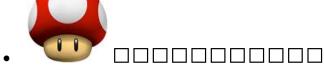
Feats: Dodge, Improved Initiative, Toughness, Weapon Focus (greatclub)

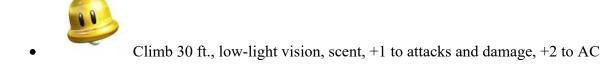
Languages: Common

## **Equipment:**

- Scepter (greatclub)
- Masterwork Breastplate











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