



Dungeons & Donuts

Premade Character

ANDRONUS

SATYR BARD (SKALD) / LEVEL 1 / DIFFICULTY (CHALLENGING)

"If music be the food of love, play on...unless you've got some real food"

ABILITIES & SKILLS

STRENGTH	10	+0
Athletics		+3
CONSTITUTION	13	+1
Endurance		+4
DEXTERITY	12	+1
Acrobatics		+4
Stealth		+4
Thievery		+7
INTELLIGENCE	14	+2
Arcana		+7
History		+7
Religion		+5
WISDOM	8	-1
Dungeoneering		+2
Heal		+2
Insight		+2
Nature		+6
Perception		+4
CHARISMA	20	+5
Bluff		+10
Diplomacy		+8
Intimidate		+8
Streetwise		+8

DEFENSES

Armor Class	15
Fortitude	10
Reflex	14
Will	16

INITIATIVE

+1

SPEED

6

VISION

low light, normal

LANGUAGES

Common, Elven

OTHER STATISTICS

Hit Points (Bloodied 12)

25

Healing Surges (Value 6)



EQUIPMENT

shortsword, leather armor, light shield, adventurer's kit, pan pipes (implement), and 40 gold pieces

TRAITS

Lure of Enchantment:

Your gain the *Lure of Enchantment* Encounter power.

Deceptive Duelist:

You can use your Charisma modifier for basic melee attacks instead of Strength.

FEATS

Bard of all Trades (+3 to all untrained skill checks)

ACTION POINT

The Skald Bard's biggest strength is his *Skald's Aura*. Activate it at the beginning of every fight, and be mindful of your At-Will powers. Almost every attack you have relies on the range of your aura, so make sure you pay attention to where you and your allies are at all times.

ATTACK POWERS

Short sword	At-Will
Standard Action	Melee weapon
Target: One creature	Attack: 1d20 +8 vs. AC
Hit: 1d6 + 5 damage	

Song of Serendipity	At-Will
Minor Action	Range: Personal
Effect: Until the end of the encounter or until you use another Bard at-will attack power, your <i>Skald's Aura</i> gains the following effect: When you hit an enemy with a basic attack, one of your allies in your aura gains a +2 power bonus to their next attack roll before the end of your next turn.	

Words of Gravity	At-Will
Minor Action	Range: Personal
Effect: Until the end of the encounter or until you use another Bard at-will attack power, your <i>Skald's Aura</i> gains the following effect: When you hit an enemy with a basic attack, one of your allies in your aura gains a +2 power bonus to all defenses until the end of your next turn.	

Lesser Ringing Weapon	Encounter
No Action	Special
Trigger: You hit an enemy using a basic attack with a weapon.	
Hit: 3d8 +6 damage	
Effect: The enemy you hit takes 5 thunder damage. Until the end of your next turn, that enemy grants combat advantage.	

Cautionary Tale	Daily
Minor Action	Personal
Effect: Until the end of the encounter or until you use another Bard at-will attack power, your <i>Skald's Aura</i> gains the following effect: Allies in the aura do not grant combat advantage while flanked. In addition, once before the end of the encounter, one of your allies in the aura can deal 2d10 extra damage on any one attack that hits an enemy.	

UTILITY POWERS

Words of Friendship	Encounter
Minor Action	Range: Personal
Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.	

Lure of Enchantment	Encounter
Free Action	Special
Trigger: You hit an enemy with an attack.	
Effect: You slide the enemy up to 3 squares and the enemy grants combat advantage until the end of your next turn.	

Skald's Aura	Encounter
Minor Action	Range: Aura 5
Effect: You activate an Aura 5 that lasts until the end of the encounter. Twice per encounter, but only once per turn, you or any ally in the aura 5 can use a minor action to spend a healing surge and regain 1d6 additional hit points. Alternatively, you or any ally can use a minor action to allow an adjacent ally to spend a healing surge and regain the additional hit points.	

Second Wind	Encounter
Standard Action	Range: Personal
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.	

While it's not required to sing the opening riff to "China Grove" by the Doobie Brothers every time you heal someone, it certainly couldn't hurt.

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Dungeons & Donuts

Premade Character

BINWIN BRONZEBOTTOM

DWARF FIGHTER (WEAPONMASTER) / LEVEL 1 / DIFFICULTY (EASY)

"The Ambershards are here?! In Hammertime?! My father stopped drinking because of this!"

ABILITIES & SKILLS

STRENGTH	20	+5
Athletics		+8
CONSTITUTION	12	+1
Endurance		+6
DEXTERITY	14	+2
Acrobatics		+0
Stealth		+0
Thievery		+0
INTELLIGENCE	10	+0
Arcana		+0
History		+0
Religion		+0
WISDOM	11	+0
Dungeoneering		+2
Heal		+0
Insight		+0
Nature		+0
Perception		+0
CHARISMA	8	-1
Bluff		-1
Diplomacy		-1
Intimidate		+4
Streetwise		-1

DEFENSES

Armor Class	19
Fortitude	17
Reflex	14
Will	10

INITIATIVE

+2

SPEED

5

VISION

normal, low-light

LANGUAGES

Common, Dwarven

OTHER STATISTICS

Hit Points (Bloodied 13)

27

Healing Surges (Value 6)



EQUIPMENT

Warhammer, heavy shield, scale armor, adventurer's kit, and 35 gold pieces

ACTION POINT

1

TRAITS

Stand Your Ground:

You get a saving throw when being knocked prone. You also can reduce the effects of a push by 1 square.

Dwarven Resilience:

You can spend your Second Wind as a minor action.

FEATS

Dwarven Weapon Training



Fighters act as defenders, shielding their allies and smashing their foes. You are all about taking damage and dishing it out. Use **Cleave** to take out enemies quickly, and **Brash Strike** if you absolutely need to hit.

ATTACK POWERS

⚔ Warhammer

At-Will

Standard Action

Melee weapon

Target: One creature

Attack: 1d20 +8 vs. AC

Hit: 1d10 +7 damage

Cleave

At-Will

Standard Action

Melee weapon

Target: One creature

Attack: 1d20 +8 vs. AC

Hit: 1d10 +5 damage

Effect: An enemy adjacent to the target takes 5 damage.

Brash Strike

At-Will

Standard Action

Melee weapon

Target: one creature

Attack: 1d20 +10 vs. AC

Hit: 1d10 +9 damage.

Miss: You grant combat advantage until the end of your next turn.

Covering Attack

Encounter

Standard Action

Melee weapon

Target: one creature

Attack: 1d20 +8 vs. AC

Hit: 2d10 +7 damage, and an ally adjacent to the target can shift 2 squares as a free action.

Brute Strike

Daily

Standard Action

Melee weapon

Target: one creature

Attack: 1d20 +8 vs. AC

Hit: 3d10 +7 damage

UTILITY POWERS

Combat Challenge

At-Will

Immediate Interrupt

Melee weapon

Effect: Whenever an enemy you've marked shifts or makes an attack that doesn't include you, you can make a melee basic attack against them as a free action.

Second Wind

Encounter

Minor Action

Range: Personal

Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.



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Dungeons & Donuts

Premade Character

GLADNESS

TIEFLING PALADIN (CAVALIER) / LEVEL 1 / DIFFICULTY (MEDIUM)

"Cowards die many times before their deaths; the valiant taste death but once"

ABILITIES & SKILLS

STRENGTH 18	+4
Athletics	+7
CONSTITUTION 13	+2
Endurance	-1
DEXTERITY 10	+0
Acrobatics	-4
Stealth	-2
Thievery	-4
INTELLIGENCE 10	+0
Arcana	+0
History	+0
Religion	+5
WISDOM 8	-1
Dungeoneering	-1
Heal	+4
Insight	-1
Nature	-1
Perception	-1
CHARISMA 16	+3
Bluff	+3
Diplomacy	+3
Intimidate	+8
Streetwise	+3

DEFENSES

Armor Class 20
Fortitude 15
Reflex 13
Will 14

INITIATIVE

+0

SPEED

6

VISION

normal

LANGUAGES

Common, Elven

OTHER STATISTICS

Hit Points (Bloodied 14)

28

Healing Surges (Value 7)



EQUIPMENT

longsword, plate armor, heavy shield, adventurer's kit, and 10 gold pieces

ACTION POINT

1

TRAITS

Tiefling Heritage:

You have Resistance 5 to fire.

Spirit of Sacrifice:

Spend your Second Wind as a minor action to heal an ally within 5 sq, spending a healing surge.

FEATS

Heavy Armor Agility

The Cavalier is a holy warrior who defends her allies and smites her foes. You should put the well being of the party before your own personal safety. Keep that and your Defender Aura in mind. While you have this aura active, you can inflict damage to any enemies who try to get away from you.

ATTACK POWERS

Longsword At-Will

Standard Action

Target: One creature

Hit: 1d8 + 4 damage

Melee weapon

Attack: 1d20 +7 vs. AC

Righteous Radiance At-Will

Opportunity Action

Melee: 1

Target: the triggering enemy

Trigger: An enemy subject to your Defender Aura shifts away from you or makes an attack that does not include you as its target.

Effect: The target takes 6 radiant damage.

Strike of Hope At-Will

Standard Action

Target: one creature

Hit: 1d8 +4 damage, and you grant one ally within 5 squares of you 3 temporary hit points. If the ally is bloodied, you grant them 8 temporary hit points.

Melee: longsword

Attack: 1d20 +7 vs. AC

Valiant Strike At-Will

Standard Action

Target: one creature

Effect: You gain a bonus to attack equal to the number of enemies adjacent to you.

Hit: 1d8 +4 radiant damage.

Melee: longsword

Attack: 1d20 +7 vs. AC

Holy Smite Encounter

Free Action

Personal

Trigger: You target an enemy with a Melee Attack

Effect: The target takes 5 radiant damage. If the triggering attack hits, the target is also dazed until the end of your next turn.

UTILITY POWERS

Defender Aura At-Will

Minor Action

Personal

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. Enemies in this aura take a -2 penalty to attack any target that does not include you in the attack.

Infernal Wrath Encounter

Free Action

Range: Close burst 10

Trigger: An enemy within 10 squares of you hits you with an attack.

Effect: The triggering enemy within the burst takes 1d6 +3 fire damage.

Righteous Shield Encounter

Immediate Interrupt

Range: Close burst 3

Trigger: An ally within 3 squares of you is damaged by an attack.

Effect: You take the damage instead of your ally. This damage ignores any/all immunities and resistances. You also gain a +2 power bonus to attack rolls until the end of your next turn.

Second Wind Encounter

Standard Action

Range: Personal

Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

Cavaliers are the moral backbone of most adventuring parties. Others might lie, cheat, and steal, but not you. You're a paragon of virtue.

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Dungeons & Donuts

Premade Character

JIM DARKMAGIC

HUMAN WIZARD (ARCANIST) / LEVEL 1 / DIFFICULTY (EASY)

"Have a magical day...jim winks!"

ABILITIES & SKILLS

STRENGTH 10	+0
Athletics	+0
CONSTITUTION 10	+0
Endurance	+0
DEXTERITY 11	+0
Acrobatics	+0
Stealth	+0
Thievery	+0
INTELLIGENCE 18	+4
Arcana	+9
History	+9
Religion	+9
WISDOM 14	+2
Dungeoneering	+2
Heal	+2
Insight	+7
Nature	+7
Perception	+2
CHARISMA 10	+0
Bluff	+0
Diplomacy	+0
Intimidate	+0
Streetwise	+0

DEFENSES

Armor Class 14
Fortitude 11
Reflex 15
Will 15

INITIATIVE +1 | SPEED 6

VISION normal

LANGUAGES Common, Draconic

OTHER STATISTICS

Hit Points (Bloodied 10)

20

Healing Surges (Value 5)



EQUIPMENT quarterstaff, cloth armor, wand implement, adventurer's kit, spell book, and 77 gold pieces

TRAITS

Wand of Accuracy:
Gain the wand of accuracy
Encounter power.

Cantrips:
You gain 3 wizard cantrip
powers.

FEATS

Action Surge (You gain +3 to attack
when you spend an action point)

ACTION POINT ☐



Wizards use magic for offense and defense, as well as a myriad of other tasks and applications (card tricks, pulling rabbits out of hats, wielding eldritch might, etc). Most of your wizard spells can attack several enemies at a distance. Use **Scorching Burst** or **Burning Hands** to hit as many enemies as possible. When in doubt, **Magic Missile** is a safe bet for almost any monster, but especially minions.

ATTACK POWERS

Quarterstaff At-Will

Standard Action Melee weapon
Target: One creature
Hit: 1d8 + 0 damage
Attack: 1d20 +2 vs. AC

Magic Missile At-Will

Standard Action Ranged 20
Target: One creature
Effect: 6 force damage

Scorching Burst At-Will

Standard Action Area burst 1 within 10 squares
Target: Each creature in burst
Hit: 1d6 + 4 damage.
Attack: 1d20 +5 vs. Reflex

Burning Hands Encounter

Standard Action Close blast 5
Target: Each creature in blast
Hit: 2d6 +4 fire damage
Miss: Half Damage
Attack: 1d20 +5 vs. Reflex

Acid Arrow Daily

Standard Action Ranged 20
Target: One creature
Hit: 2d8 +4 acid damage. Ongoing 5 acid damage (save ends)
Secondary Attack: Roll to attack each creature adjacent to the target.
1d8 +4 acid damage. Ongoing 5 acid damage (save ends).
Miss: Half damage and ongoing 2 acid damage to primary target.
No secondary attack.
Attack: 1d20 +5 vs. Reflex

UTILITY POWERS

Heroic Effort Encounter

No Action Range: Personal
Trigger: You miss with an attack or fail a saving throw.
Effect: You gain a +4 racial bonus to the attack roll or saving throw.

Wand of Accuracy Encounter

Free Action Range: Personal
Effect: You gain a +1 bonus to any attack using your wand.

Second Wind Encounter

Standard Action Range: Personal
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

Light At-Will

Minor Action Type/Range: 5
Target: One object or unoccupied square.
Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Ghost Sound At-Will

Standard Action Type/Range: 10
Target: One object or unoccupied square.
Effect: You cause a sound as quiet as a whisper or as loud as yelling to emanate from the target. The sound is entirely of your choosing, however, it needs to be a sound your character has heard before.

Prestidigitation At-Will

Standard Action Type/Range: 2
Target: One object or unoccupied square.
Effect: You perform an amusing or amazing magical trick. This can include harmless sensory effects, puffs of smoke/sparks, making small objects invisible/hot/cold/smelly, etc. Do something creative and check with your DM.

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Premade Character

KELDAR OAKSTAFF

HUMAN BARBARIAN (BERSERKER) / LEVEL 1 / DIFFICULTY (CHALLENGING)

"Now is the winter of our discontent; Made glorious summer by this son of Crystalbrook"

ABILITIES & SKILLS

STRENGTH	20	+5
Athletics		+9
CONSTITUTION	11	+0
Endurance		+4
DEXTERITY	14	+2
Acrobatics		+1
Stealth		+1
Thievery		+1
INTELLIGENCE	10	+0
Arcana		+0
History		+0
Religion		+0
WISDOM	10	+0
Dungeoneering		+0
Heal		+0
Insight		+0
Nature		+0
Perception		+5
CHARISMA	8	-1
Bluff		-1
Diplomacy		-1
Intimidate		+4
Streetwise		-1

DEFENSES

Armor Class	15
Fortitude	18
Reflex	13
Will	11

INITIATIVE

+2

SPEED

6

VISION

normal

LANGUAGES

Common, Elven

OTHER STATISTICS

Hit Points

(Bloodied 15)

31

Healing Surges (Value 7)



EQUIPMENT

Greatsword, hide armor, adventurer's kit, and 25 gold pieces

ACTION POINT



TRAITS

Berserker Fury:

You can enter your Berserker Fury state when you use a Primal Attack Power, or as a minor action when bloodied. All of your attacks deal 1d8 extra damage, but you cannot use your Defender Aura.

FEATS

Toughness

As a Berserker, you fill the role of both a defender and a striker. Make sure to activate your **Defender Aura** right away to get a bonus to your AC. Then, single out targets and take them out individually as quickly as possible. Don't forget to use your **Berserker Fury** when bloodied to deal a ton of damage.

ATTACK POWERS

† Greatsword At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** 1d20 +9 vs. AC
Hit: 1d10 + 5 damage

Vengeful Guardian At-Will

Opportunity Action **Melee:** Greatsword
Trigger: An enemy subject to your Defender Aura shifts or makes an attack that does not include you.
Effect: You can make a melee basic attack against the enemy as a free action and deal 1d8 extra damage.

Run Down At-Will

Standard Action **Melee:** Greatsword
Target: one creature **Attack:** 1d20 +9 vs. AC
Hit: 1d10 + 5 damage, and the target is slowed until the end of your next turn.
Berserker Fury: This attack deals an additional 1d8 damage.

Stalk and Strike At-Will

Standard Action **Melee:** Greatsword
Target: one creature **Attack:** 1d20 +9 vs. AC
Effect: You shift up to 2 squares before the attack.
Hit: 1d10 +5 damage.
Berserker Fury: This attack deals an additional 1d8 damage.

Savage Cut Encounter

Standard Action **Melee:** Greatsword
Target: one creature **Attack:** 1d20 +9 vs. AC
Hit: 2d10 +1d8 +5 damage

Life Ending Strike Daily

Standard Action **Melee:** Greatsword
Target: each enemy in burst **Attack:** 1d20 +9 vs. AC
Hit: 4d10 +5 damage
Miss: Half damage
Special: When charging, you can use this power instead of a melee basic attack.

UTILITY POWERS

Defender Aura At-Will

Minor Action **Range:** Personal
Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. Enemies in this aura take a -2 penalty to attack any target that does not include you in the attack.
Berserker Effect: You gain a +2 power bonus to AC while your Defender Aura is active.

Heroic Effort Encounter

No Action **Range:** Personal
Trigger: You miss with an attack or fail a saving throw.
Effect: You gain a +4 racial bonus to the attack roll or saving throw.

Second Wind Encounter

Standard Action **Range:** Personal
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

Berserkers are frenzied animals in combat. Show no pity to your enemies. When life gives you lemons, don't make lemonade. GET MAD!

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Dungeons & Donuts

Premade Character

LYRINDEL

HAMADRYAD RANGER (SCOUT) / LEVEL 1 / DIFFICULTY (MEDIUM)

"Our remedies oft in ourselves do lie. Best to look within for a solution"

ABILITIES & SKILLS

STRENGTH	11	+0
Athletics		-1
CONSTITUTION	10	+0
Endurance		-11
DEXTERITY	18	+4
Acrobatics		+8
Stealth		+8
Thievery		+3
INTELLIGENCE	10	+0
Arcana		+0
History		+0
Religion		+0
WISDOM	16	+3
Dungeoneering		+8
Heal		+3
Insight		+3
Nature		+10
Perception		+8
CHARISMA	10	+0
Bluff		+0
Diplomacy		+2
Intimidate		+0
Streetwise		+0

DEFENSES

Armor Class	17
Fortitude	11
Reflex	15
Will	13

INITIATIVE

+3

SPEED

6

VISION

normal, low-light

LANGUAGES

Common, Elven

OTHER STATISTICS

Hit Points

(Bloodied 11)

22

Healing Surges (Value 5)



EQUIPMENT

longsword, short sword, hide armor, adventurer's kit, and 0 gold pieces

ACTION POINT

1

TRAITS

Forest Walk:

You ignore difficult terrain that is part of a tree, under brush, or forest growth.

Ambush Expertise:

Allies within 20 squares of you gain a +2 power bonus to Stealth checks.

FEATS

Master At Arms (Gain a +1 bonus to all melee attacks)



As a Hamadryad, you draw your power from the essence of nature. Seek to combat any slight against the wilderness using your various Aspects. You specialize in exploiting enemy's weaknesses and causing them to grant combat advantage. When in doubt, charge into the fray and use your **Power Strike** to eliminate your foes.

ATTACK POWERS

† Longsword At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** 1d20 +9 vs. AC
Hit: 1d8 + 4 damage

Dual Weapon Attack At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** 1d20 +9 vs. AC
Trigger: You hit an enemy with a Basic Melee Attack (Longsword)
Effect: Make a secondary short sword attack as a free action.
 1d20 +7 vs. AC 1d6 +4 damage.

Power Strike Encounter

No Action **Melee: Longsword**
Target: The enemy you hit.
Trigger: You hit an enemy with a melee basic attack using a weapon.
Effect: The target takes an additional 1d8 damage from the attack.

UTILITY POWERS

Aspect of the Charging Ram At-Will

Minor Action **Personal Stance**
Effect: You assume a stance, the aspect of the charging ram. Until you end this stance you gain the following benefits:
 *Your movement during a charge doesn't provoke opportunity attacks.
 *If you hit with a charge attack, you can knock the target prone.
 *You gain a +2 power bonus to the damage rolls of charge attacks.

Aspect of the Dancing Serpent At-Will

Minor Action **Personal Stance**
Effect: You assume a stance, the aspect of the dancing serpent. Until you end this stance you gain the following benefits:
 *You can take a free action at the end of each of your turns to shift 1 square.
 *If you make a melee attack against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to attack and damage rolls against it.

Hamadryad Aspects Encounter

Minor Action **Range: Personal**
Effect: Choose one of the following aspects each time you use this power. You gain that aspect's effects.
 ***Spellbinding Beauty:** Every enemy that can see you grants combat advantage to you until the end of your next turn.
 ***Wooden Form:** You gain Resist 5 to all damage until the end of your next turn.

Second Wind Encounter

Standard Action **Range: Personal**
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

Hamadryads are an all female race. While delicate and lovely looking, they're also keen warriors and wrathful in battle.

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Dungeons & Donuts

Premade Character

NINA KNIFEHAVEN

HALFLING ROGUE (THIEF) / LEVEL 1 / DIFFICULTY (EASY)

"Like every step I take, there is special providence in the fall of a sparrow."

ABILITIES & SKILLS

STRENGTH	14	+2
Athletics		+7
CONSTITUTION	10	+0
Endurance		+0
DEXTERITY	20	+5
Acrobatics		+7
Stealth		+10
Thievery		+12
INTELLIGENCE	10	+0
Arcana		+0
History		+0
Religion		+0
WISDOM	8	-1
Dungeoneering		-1
Heal		-1
Insight		-1
Nature		-1
Perception		+4
CHARISMA	13	+1
Bluff		+1
Diplomacy		+1
Intimidate		+6
Streetwise		+6

DEFENSES

Armor Class	17
Fortitude	12
Reflex	17
Will	11

INITIATIVE | SPEED
+5 | 6

VISION
normal

LANGUAGES
Common, Giant

OTHER STATISTICS

Hit Points (Bloodied 11)

22

Healing Surges (Value 5)



EQUIPMENT
short sword, leather armor, shortbow, arrows x30, thieves' tools, adventurer's kit, and 35 gold pieces

TRAITS

Nimble Reaction:

You get +2 AC against Opportunity Attacks.

Sneak Attack:

When you hit an enemy granting combat advantage to you, that enemy takes 2d6 extra damage.

FEATS

Master at Arms

ACTION POINT ☐



As a Thief, all of your abilities are focussed on positioning yourself behind your enemies, sneaking up on them, and finishing them off quickly. Be mindful of your surroundings and your enemy's position. Try to flank enemies and gain combat advantage whenever possible. NEVER forget to use your Sneak Attack damage; it's the most useful trick in your arsenal.

ATTACK POWERS

Short sword	At-Will
Standard Action	Melee weapon
Target: One creature	Attack: 1d20 +9 vs. AC
Hit: 1d6 + 7 damage	
Shortbow	At-Will
Standard Action	Ranged 10
Target: One creature	Attack: 1d20 +8 vs. AC
Hit: 1d8 + 7 damage	

Backstab	Encounter <input type="checkbox"/>
Free Action	Range: Personal
Trigger: You make an attack roll against an enemy within 5 squares of you using a basic attack with a weapon. The enemy must be granting combat advantage to you.	
Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits (3d6 if using your Sneak Attack).	

UTILITY POWERS

Tactical Trick	At-Will
Move Action	Personal
Effect: You move up to 7 squares, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your next turn, you gain combat advantage against enemies that have at least one of your allies adjacent to them.	
Feinting Trick	At-Will
Move Action	Personal
Effect: You move up to your speed. You gain a +1 power bonus to damage rolls of your next attack.	
Second Chance	Encounter <input type="checkbox"/>
Immediate Interrupt	Range: Personal
Trigger: You are hit by an attack	
Effect: The attacker must reroll the attack and use the second result, even if it is lower.	
Second Wind	Encounter <input type="checkbox"/>
Standard Action	Range: Personal
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.	

As a rogue, never pass up the opportunity to prove how sneaky you are to the party. Volunteer to scout things out first before they blunder in. You'll save lives.

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Dungeons & Donuts

Premade Character

NISTYNIA MOONTREADER

ELADRIN WIZARD (WITCH) / LEVEL 1 / DIFFICULTY (MEDIUM)

"By the pricking of my thumbs, something wicked this way comes."

ABILITIES & SKILLS

STRENGTH	10	+0
Athletics		+0
CONSTITUTION	10	+0
Endurance		+0
DEXTERITY	13	+1
Acrobatics		+1
Stealth		+1
Thievery		+1
INTELLIGENCE	18	+4
Arcana		+11
History		+11
Religion		+9
WISDOM	14	+2
Dungeoneering		+7
Heal		+7
Insight		+2
Nature		+2
Perception		+2
CHARISMA	10	+0
Bluff		+0
Diplomacy		+0
Intimidate		+0
Streetwise		+0

DEFENSES

Armor Class	14
Fortitude	10
Reflex	14
Will	15

INITIATIVE | SPEED
+5 | 6

VISION
normal, low-light

LANGUAGES
Common, Elven

OTHER STATISTICS

Hit Points (Bloodied 10)

20

Healing Surges (Value 5)



EQUIPMENT

quarterstaff, cloth armor, adventurer's kit, spell book, and 77 gold pieces

ACTION POINT

POINT

TRAITS

Full Moon Coven:

You gain the *Glorious Presence* Encounter power.

Fey Step:

You can use *Fey Step* as an Encounter power.

FEATS

Improved Initiative



Witches stand apart from other arcane spellcasters. Their magic is much more subtle, relying on the power of their moon coven. Use your *Winged Horde* power to trap and confine enemies, allowing your allies to escape from them. Then, finish them off with your *Witch Bolt* power.

ATTACK POWERS

Quarterstaff

At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** 1d20 +2 vs. AC
Hit: 1d8 +0 damage

Witch Bolt

At-Will

Standard Action **Range 5**
Target: One creature **Attack:** 1d20 +4 vs. Reflex
Hit: 1d10 +4 lightning damage.
Sustain Standard: Reroll the damage and deal it to the target again. Once the target is out of range, you cannot sustain the power.

Winged Horde

At-Will

Standard Action **Area burst 1 within 10 squares**
Target: Each creature in burst **Attack:** 1d20 +4 vs. Will
Hit: 1d6 psychic damage, and the target cannot make opportunity attacks until the end of your next turn.

Glorious Presence

Encounter

Standard Action **Close burst 2**
Target: Each creature in burst **Attack:** 1d20 +4 vs. Will
Hit: 2d6 +4 radiant damage, and you push the target up to 2 squares.
Effect: You and each ally in the burst gain 2 temporary hit points.

Charm of Forbiddance

Daily

Standard Action **Ranged 20**
Target: One creature **Attack:** 1d20 +4 vs. Will
Hit: 3d8 +4 psychic damage.
Miss: Half damage.
Effect: The target takes 4 psychic damage whenever it hits or misses you or one of your allies (save ends).

UTILITY POWERS

Augery

Standard Action **Range: Personal**
Effect: You ask a question and receive a vague notion of the future. You might receive a clue as to whether a specific course of action is likely to have positive or negative results. This notion can take the form of a single image, a hint about danger, or just a positive or negative feeling.

Fey Step

Encounter

Move Action **Range: Personal**
Effect: You teleport up to 5 squares.

Second Wind

Encounter

Standard Action **Range: Personal**
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

Light

At-Will

Minor Action **Type/Range: 5**
Target: One object or unoccupied square.
Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Ghost Sound

At-Will

Standard Action **Type/Range: 10**
Target: One object or unoccupied square.
Effect: You cause a sound as quiet as a whisper or as loud as yelling to emanate from the target. The sound is entirely of your choosing, however, it needs to be a sound your character has heard before.

Chameleon's Mask

Encounter

Free Action **Range: Personal**
Trigger: You make a stealth check.
Effect: You make an Arcana check instead, using that result to determine the outcome of the Stealth check.

Are you a good witch
or a bad witch?
Choose your answer wisely.

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for more information.

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Dungeons & Donuts

Premade Character

OMIN DRAN

HALF-ELF CLERIC (TEMPLAR) / LEVEL 1 / DIFFICULTY (EASY)

"I'd say this is a delicious opportunity. Acquisitions Incorporated is a brand"

ABILITIES & SKILLS

STRENGTH	16	+3
Athletics		+0
CONSTITUTION	13	+2
Endurance		+0
DEXTERITY	10	+0
Acrobatics		-1
Stealth		-1
Thievery		-1
INTELLIGENCE	10	+0
Arcana		+5
History		+0
Religion		+7
WISDOM	16	+3
Dungeoneering		+3
Heal		+8
Insight		+5
Nature		+3
Perception		+3
CHARISMA	14	+2
Bluff		+2
Diplomacy		+9
Intimidate		+2
Streetwise		+2

DEFENSES

Armor Class	16
Fortitude	13
Reflex	10
Will	13

INITIATIVE

+0

SPEED

5

VISION

normal

LANGUAGES

Common, Elven, Dwarven

OTHER STATISTICS

Hit Points (Bloodied 12)

25

Healing Surges (Value 6)



EQUIPMENT

Morningstar, chainmail armor, holy symbol, adventurer's kit, and 18 gold pieces

TRAITS

Group Diplomacy:

Allies within 10 squares get +1 to Diplomacy checks.

Healer's Lore:

Add +3 to hit points healed by your cleric powers with the healing keyword.

FEATS

Defensive Healing Word (+2 to allies defenses)

ACTION POINT

Clerics heal and buff their allies while smiting their foes. Your focus should be on keeping your party in top shape. You can do this by using your **Lance of Faith** to aid their attacks, and your **Direct the Strike** to allow them another attack. Don't forget you can use your **Healing Word** twice per encounter.

ATTACK POWERS

† Morningstar At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** 1d10 +5 vs. AC
Hit: 1d10 +3 damage

Lance of Faith At-Will

Standard Action **Ranged** 5 squares
Target: one enemy **Attack:** 1d20 +3 vs. Reflex
Hit: 1d8 +3 radiant damage, and one ally you can see gains a +2 power bonus to their next attack roll.

Sacred Flame At-Will

Standard Action **Ranged:** 5 squares
Target: one creature **Attack:** 1d20 +3 vs. Reflex
Hit: 1d6 +3 radiant damage, and one ally you can see can choose to either make a saving throw or gain 3 temporary hit points.

Healing Strike Encounter

Standard Action **Melee:** Morningstar
Target: one creature **Attack:** 1d20 +5 vs. AC
Hit: 1d10 +3 radiant damage.
Effect: You mark the target until the end of your next turn, and you or any ally within 5 squares can spend a healing surge +3.

Cascade of Light Daily

Standard Action **Ranged:** 10 squares
Target: one creature **Attack:** 1d20 +3 vs. Will
Hit: 3d8 +3 radiant damage, and the target gains Vulnerable 5 to all damage from your attacks (save ends).
Miss: Half damage.

UTILITY POWERS

Direct the Strike Encounter

Standard Action **Range:** 5 squares
Target: One ally
Effect: The target can make a melee basic attack as a free action to an enemy of your choice.

Divine Fortune Encounter

Free Action **Range:** Personal
Special: You can only use one Channel Divinity power per Encounter.
Effect: You gain a +1 power bonus to your next attack roll or saving throw before the end of your next turn.

Turn Undead Encounter

Standard Action **Range:** Close burst 2
Target: each creature in burst. **Attack:** 1d20 +3 vs. Will
Hit: 1d10 +3 radiant damage.
Effect: You mark the target until the end of your next turn, and you can push the target up to 5 squares, and the target is immobilized until the end of your next turn.
Miss: Half damage.
Special: You can only use one Channel Divinity power per Encounter.

Healing Word Encounter

Minor Action **Range:** Close burst 5
Target: You or one ally in the burst
Effect: The target can spend a healing surge plus 1d6 additional hit points. You can use this power twice per encounter.
Defensive Healing Word: The target also gains a +2 power bonus to all defenses until the end of their next turn.

Second Wind Encounter

Standard Action **Range:** Personal
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

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