



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 *Skald's Aura* 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 *Skald's Aura* 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 *Skald's Aura* 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

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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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 | SPEED
+3 | 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
Target: One creature
Hit: 1d8 + 4 damage

Melee weapon
Attack: 1d20 +9 vs. AC

Dual Weapon Attack

At-Will

Standard Action
Target: One creature
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.

Melee weapon
Attack: 1d20 +9 vs. AC

Power Strike

Encounter

No Action
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.

Melee: Longsword

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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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

Augury

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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