

Donna Nason

July 29, 2023



Medium Humanoid ([Dwarf](#)), Chaotic Good
Cisgender, she/her

Armor Class: 17

Hit Points: 60

Speed: 25 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
20 (+5)	18 (+4)	16 (+3)	12 (+1)	11 (+0)	13 (+1)

Skills: Acrobatics +6, Athletics +7, Sleight of Hand +6, Stealth +6

Senses: Darkvision 60 ft., Passive Perception 10

Languages: Common, Dwarvish

Challenge: 4

Abilities

Danger Sense. She has advantage on Dexterity saving throws against effects that she can see while not blinded, deafened, or incapacitated.

Dwarven Resilience. She has advantage on saves against poison and resistance against poison damage.

Frenzy. While raging, she can choose to frenzy. She can make a

single melee weapon attack as a bonus action on each of her turns after this one. When her rage ends, she suffers one level of exhaustion.

Rage Damage. As a bonus action, she can enter a rage for up to 1 minute (10 rounds). She gains advantage on Strength checks and saving throws (not attacks), +2 melee damage with Strength weapons, and has resistance to bludgeoning, piercing, slashing damage. She can't cast or concentrate on spells while raging. Her rage ends early if she is knocked unconscious or if her turn ends and she hasn't attacked a hostile creature since her last turn or taken damage since then. She can also end her rage as a bonus action.

Reckless Attack. When she makes her first attack on her turn, she can decide to attack recklessly, giving her advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against her have advantage until her next turn.

Stonecunning. Whenever she makes an Intelligence (History) check related to the origin of stonework, she is considered proficient in the History skill and adds double her proficiency bonus to the check.

Actions

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) slashing damage

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage

Traits

Attention Difference [IE 3, Frequent]. Donna has trouble

choosing subjects to focus on. her mind unintentionally wanders, and she easily loses track of time. This leads to difficulties concentrating and can lead to indecision. When performing any sustained, potentially monotonous task, she must succeed on a DC 11 Wisdom saving throw. Failure indicates that Donna has been distracted – she has disadvantage on all related skill checks. While distracted, she has a +3 on passive Wisdom (Perception) checks. On success, she become hyperfocused and have advantage on all related skill checks. While hyperfocused, she has a -3 penalty to passive Wisdom (Perception). When anticipating an important upcoming event, Donna must succeed on a DC 9 Constitution saving throw. Failure indicates that she is distracted by that event as above until it begins.

Foot Paralysis & Numbness [IE 4, Chronic]. Donna can neither feel nor move both legs. She can use her hands to move one fourth her speed for a number of minutes equal to her Constitution score before needing to rest. She needs to move frequently and protect her legs to avoid sores and injuries.

Hand Paralysis & Numbness [IE 2, Chronic]. You can neither feel nor move your hands. Your fingers can use magic rings, but otherwise, you can't use that appendage, and if exposed to damage, you don't notice, which can result in further ongoing damage.

Speech Impediments [IE 2, Chronic]. Donna has difficulty speaking, either pronouncing certain sounds necessary for her language, adding extra sounds and words, elongating words, stuttering, or inability to think of or say certain words. This gives you a -2 penalty on all speech-related ability checks, saving throws, and attack rolls.

Assistive Devices

[Donna Nason's Wheelchair Ram](#) (Wheelchair Accessory)

Wondrous Item, Common

This wheelchair accessory can be adjusted and installed on nearly any wheelchair by someone with smith's tools or carpenter's tools. This accessory has 3 charges. While sitting in the associated wheelchair, you can expend 1 charge as a bonus action to equip the ram. Once loaded, you can use an action during your next turn to charge, moving double your movement straight toward a target, and if you hit it with a melee attack, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone. While sitting in the associated wheelchair, you also have a 20 ft. movement speed, adjusted for terrain difficulty, controlled by either voice or arm movement (determined during installation), up to eight hours per day. The accessory regains all expended charges daily after a long rest.

Jousting Gauntlets

These gauntlets have fasteners on the fingertips that attach to the thumb and palm, securing your grip so you cannot drop your weapon. While wearing them, you can use an action to affix the fasteners to a drawn weapon. You can use an action to remove the gauntlet while affixed.

Background

Donna grew up in a dwarven community that loved to chase after adventure. She has countless stories about all of the harrowing

challenges she faced and all of the times that she could have been seriously injured or killed in the process. In fact, there is one story that sticks in her mind: the adventure that she went on alone, which ended in her needing a wheelchair for the rest of her life.

After that last injury, Donna thought it may be time to stop exploring and adventuring. The thought of her being at a disadvantage for being in a wheelchair had never crossed her mind. Donna was instead afraid of losing her loving partner, Michael. She was terrified that another dangerous adventure could mean that her life with him could be cut short. She could not imagine what life would be like without him. Adventuring was something that she loved, but she did not want to adventure again if it could mean losing him forever. Michael sweetly ensured her that he would never ask her to give up a passion like adventuring. Instead, the couple now goes on adventures together, happier than they have ever been.

Personality

Donna is bisexual and head over heels in love with her partner Michael. She has always been a thrill seeker since birth, and she would much rather use her brains than sit and debate topics any day. However, she is known to get into some serious discussions if she is passionate about the topic. Some people would say that Donna has trouble keeping still. Others know Donna to just be a ball full of energy and watching her express herself through her body is one way that she knows how to soothe herself. Donna also is a great communicator who seems to get along with everyone she comes into contact with. She has romantic tendencies which can come off to some people as slightly confusing. You will always see her personality shine as brilliant as a rainbow, which she will always stop and admire if

she sees one.

Plot Hooks

1. You may find Donna and Michael in a tavern celebrating a grand adventure they just had.
 2. You may find the couple in an athletics tournament going on at the local town fair.
 3. Donna and Michael may request the adventuring parties' help in trying to explore a nearby location that is rumored to be filled with a lot of monsters. They would go in by themselves, but they know that there is safety in numbers.
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Kosha's Delicate Touch

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conjunction cantrip

Casting Time: 1 action

Range: 5 ft

Components: V

Duration: 1 minute

A pair of spectral floating limbs extend from your body up to 5 feet, complete with a set of dexterous appendages. The limbs respond to your commands as though they were a part of your body and can perform any actions or activities you could ordinarily perform with such limbs and free hands. If one of the limbs is

directly attacked or damaged, you take nonlethal psychic damage equal to the damage taken by the limb, up to 4 per attack.

Grendel's Grasping Gauntlet

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Wondrous Item, uncommon

This gauntlet allows you to move a paralyzed hand and arm with a Strength of 10 but without proficiency with anything in that hand. Each day you use it, you must succeed on a DC 10 Charisma saving throw. On a failed saving throw, the hand [controls itself all day](#), does not respond to commands, and cannot be removed by you without a remove curse spell.