

# Chuffy Lickwound's Cheat Sheet

## Class Abilities

**Evasion** – Whenever you make a Reflex save against an effect that deals half damage on a successful save, you take no damage if you succeed at the save.

**Sneak Attack** – Whenever you attack a flat-footed target or you are flanking an opponent, you do an additional 2d6 damage. That target also takes 2 bleed damage every turn until they get magical healing or someone stops the bleeding with a DC 15 Heal check.

**Trapfinding** – You get a +2 bonus on Perception checks to spot traps and all Disable Device checks. This is not factored in to your stat block.;

**Trap Sense +1** – You get a +1 dodge bonus to AC against attacks made by traps and a +1 Reflex saves to avoid traps.

**Uncanny Dodge** – You cannot be caught flat-footed and you don't lose your Dexterity bonus to AC against invisible opponent.

## Items

**+1 flaming bolt** – This makes your ranged attack: mwk hand crossbow +10 (1d3+1/19-20 plus 1d6 fire)

**Potion of Cure Moderate Wounds** – Drink this to heal 2d8+3 hit points.

**Potion of Invisibility** – Drink this to become invisible for 3 minutes or until you attack.

**Medium Spider Venom** – Injury poison; *Save* Fortitude 14; *Frequency* 1/round for 4 rounds; *Effect* 1d2 Strength damage; *Cure* 1 save

**Mwk Thieves' Tools** - +2 to Disable Device checks

# Mogmurch's Cheat Sheet

## 2<sup>nd</sup> Level Extracts

**Elemental Touch** – You gain a melee touch attack for 4 rounds that deals 1d6 damage. This damage is either acid, cold, electricity or fire. Each energy type has a different additional effect:

Acid – The touch attack deals 1 ongoing acid for 1 additional round. They must make a Fortitude save or be sickened for 1 round.

Cold – The target of the touch attack must make a Fortitude save or be fatigued.

Electricity – The target of the touch attack must make a Fortitude save or be staggered for 1 round.

Fire – The target of the touch attack must make a DC 15 Reflex save or catch fire.

**Invisibility** – You become invisible for 4 minutes or until you attack.

## 1<sup>st</sup> Level Extracts

**Cure Light Wounds** – You heal 1d8+4 hit points.

**Enlarge Person** – You become medium sized. Your AC becomes 18 (touch 15, flat-footed 14), your Reflex save becomes +7, your melee attack becomes mwk club +4 (1d6), your ranged attack becomes bomb +7 (2d6+3 fire), your Strength becomes 10, your Dexterity becomes 16, and some of your skills change to Ride +8, Sleight of Hand +10, Stealth +11.

**Expeditious Retreat** – you gain a +30ft. move speed for 4 minutes.

**Shield** – You gain a +4 shield bonus to AC for 4 minutes.

## Special Abilities

**Bomb** – As a standard action, you may throw a bomb at a target. The attack roll is versus touch AC, with a 20ft. range increment. If it hits, the attack deals 2d6+3 fire damage to the target, and every other creature within 10ft. may make a DC 15 Reflex save to take half of 5 fire damage. You may exclude the squares of 3 of your allies. If you miss, roll 1d8 to determine direction. The bomb flies 20 feet in that direction and deals splash damage to all targets within 10 feet.

**Mutagen** – When you drink this, you gain either gain +4 Strength and -2 Intelligence, +4 Dexterity and -2 Wisdom or +4 Constitution and -2 Charisma. Whichever bonus you gain also grants you a +2 natural armor. All the bonuses and penalties persist for 40 minutes.

## Items

**Potions of Cure Light Wounds** – You can drink this to regain 1d8+1 hit points.

**Potion of Barkskin** – You can drink this to gain a +2 enhancement bonus to natural armor for 30 minutes.

**Potion of Fly** – You can drink this to gain a 60ft. fly speed for 5 minutes. While this is active, you have a Fly skill of +5.

**Alchemist Fire** – You can throw this 10ft. as a thrown weapon. Ranged alchemist fire +9 (1d6+3 fire). Each person adjacent to the target takes 4 points of fire damage. The target takes 1d6 fire on their next turn unless they spend a full-round action putting the fire out by making a DC 15 Reflex save.

**Tanglefoot Bag** – You can throw this 10ft. as a thrown weapon. If it hits the target, they become entangled for 2d4 rounds. The target must make a DC 15 Reflex save or become glued to the floor. If they are glued to the floor, they can break out with a DC 17 Strength check or 15 points of damage with a slashing weapon.

**Defoliant Polish** – This can cover the armor of 2 Small creatures for 24 hours. The fumes harm plants, allows you to ignore difficult terrain due to vegetation, and if a plant tries to attack or grapple you, they take 1 damage for each successful attack.

**Elixir of Hiding** – You can drink this to get a +10 bonus to Stealth for an hour.

**Salve of Slipperiness** – You can slather this one someone to grant them a +20 bonus to Escape Artist for 8 hours, a +10 to CMD to avoid grapples and can get through web easily. Can be spread on the ground to act like a *grease* spell.

# Poog's Cheat Sheet

## 2<sup>nd</sup> level spells

**Cure Moderate Wounds** – A target you touch regains 2d8+4 hit points.

**Hold Person** – Choose a humanoid within 140 ft. They must make a DC 15 Will save or become paralyzed for 4 rounds. Each round they get a new Will save as a full-round action to shake off the spell.

**Produce Flame** – Flame appears in your hand. You may make a melee or ranged touch attack within 120ft. The attack deals 1d6+4 fire damage and uses up one minute of the spell's duration.

**Sound Burst** – Choose a 10ft. radius burst whose center is within 35 feet. Each creature in the area takes 1d8 sonic damage and must make a DC 15 Fortitude save or be stunned for 1 round.

## 1<sup>st</sup> level spells

**Burning Hands** – Targets in a 15ft. cone take 4d4 fire damage. They can make a DC 14 Reflex for half.

**Command** – You can command a creature to Approach, Drop, Fall, Flee, or Halt for 1 round. The target gets a DC 14 Will save to negate this spell.

**Cure Light Wounds** – A target you touch regains 1d8+4 hit points.

**Divine Favor** – You can gain a +1 sacred bonus to hit and damage for 1 minute.

**Shield of Faith** – A target you touch gains a +2 deflection bonus to AC for 4 minutes.

## Special Abilities

**Channel Negative Energy** – As a standard action, you can send negative energy out to all other creatures within 30 feet, including your allies. Each creature takes 2d6 negative energy damage and gets a DC 13 Will save for half.

**Firebolt** – 6 times per day, you can make a ranged touch attack against a target within 30ft. Ranged fire bolt +6 (1d6+2 fire)

**Speak with Animals** – For 7 rounds per day, you can talk to animals.

## Items

**Wand of Cure Light Wounds** – You can spend a charge to heal a touched target for 1d8+1 hit points.

**Wand of Fireball** – You can spend a charge to create a 20ft. radius burst of fire within 550 feet. Each creature in that area takes 5d6 fire damage, with a DC 13 Reflex save for half.

**Elixir of Fire Breath** – You can drink this, then up to three times in the next hour, you can spit fire at a target up to 25 feet away. They take 4d6 fire damage, with a DC 13 Reflex save for half. Unused spits dissipate after the hour.

**Pearl of Power (1<sup>st</sup>)** – You can spend a standard action and activate this to regain an expended 1<sup>st</sup> level spell.

# Reta Bigbad's Cheat Sheet

## Special Abilities

Bravery – You get a +1 bonus to saves versus fear.

Point-Blank Shot – You get a +1 bonus to hit and damage on attacks with your shortbow if the target of your attack is within 30ft.

Rapid Shot – As a full round action, you may make 2 attacks with your shortbow, with each one at a -2 to hit.

## Items

+1 animal bane arrows – These are arrows that work better against animals. Using one of these changes your attack to Ranged mwk shortbow +11 (1d4+3/x3 plus 2d6) if the target is an animal.

+1 flaming arrows – These are arrows that deal fire damage on a hit. Using one of these changes your attack to Ranges mwk shortbow +9 (1d4+1/x3 plus 1d6 fire)