

Sundered Waves

Pregen Cheat Sheets

These stat blocks and other notes were compiled by Jen McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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Kaako Ashfeather

Feats and Abilities

Assurance (Athletics) – You may choose to get a 19 for Athletics checks instead of rolling.

Cat Fall – Treat falls as 10 feet shorter.

Charming Liar – When you get a critical success using the Lie action, the target’s attitude toward you improves by one step, as though you’d succeeded at using Diplomacy to Make an Impression. This works only once per conversation, and if you critically succeed against multiple targets using the same result, you choose one creature’s attitude to improve. You must be lying to impart seemingly important information, inflate your status, or ingratiate yourself, which trivial or irrelevant lies can’t achieve.

Combat Climber – You’re not flat-footed while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

Deny Advantage – You aren’t flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

Eat Fortune – [R] Once per day, when a creature within 60 feet attempts to use a Fortune or Misfortune effect, negate it.

Experienced Smuggler – When the GM rolls your Stealth check to see if a passive observer notices a small item you have concealed, the GM uses the number rolled or 10—whichever is higher—as the result of your die roll, adding it to your Stealth modifier to determine your Stealth check result. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items.

Jinxed Tengu – If you succeed at a save against a curse or misfortune effect, instead you get a critical success. When you would gain the doomed condition, DC 17 flat to reduce the value by 1.

Nimble Dodge – [R] When a creature targets you with an attack, gain a +2 circumstance bonus to AC against that attack.

Sneak Attack +2d6 – Deal 2d6 extra damage against flat-footed creatures.

Squawk! – [R] When you crit fail on a Deception, Diplomacy, or Intimidation, you squawk loudly to cover up the misstep, making the check a failure instead. Creatures who witnessed this squawk are immune to your squawk for 24 hours.

Surprise Attack – On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven’t acted are flat-footed to you.

Unbalancing Blow – Whenever your Strike is a critical hit and deals damage, the target is flat-footed against your attacks until the end of your next turn.

Underwater Marauder – You are not flat-footed while in water, and you don’t take the usual penalties for using a bludgeoning or slashing melee weapon in water.

Weapon Tricks – When you crit against a flat-footed creature with your rapier, apply its critical specialization. (The target is flat-footed until the start of your next turn.)

Equipment

Bracelet of Dashing – [A] Once per day, get a +10 foot status bonus to speed for 1 minute.

Lesser Healing Potion – Drink to heal 2d8+5 hit points.

Potency Crystal – [F] When you attack with the crossbow, treat it as a striking weapon for this attack.

Weapon Traits

Deadly - On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm - You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Attacks

Melee [A] *+1 striking rapier* +14 (deadly 1d8, disarm, finesse), **Damage** 2d6+4 piercing

On a crit, deal 1d8 extra damage from deadly, and the target is flat-footed to your attacks until the end of your next turn.

If the target is flat-footed, deal 2d6 extra damage, and on a crit the target is flat-footed to all attacks until the start of your next turn.

Melee [A] *beak* +13 (finesse, unarmed), **Damage** 1d6+1 piercing

On a crit, the target is flat-footed to your attacks until the end of your next turn.

If the target is flat-footed, deal 2d6 extra damage.

Ranged [A] *+1 hand crossbow* +14 (range 60 ft., reload 1), **Damage** 1d6 piercing

[F] You may expend the potency crystal to deal 1d6 extra damage.

On a crit, the target is flat-footed to your attacks until the end of your next turn.

If the target is flat-footed, deal 2d6 extra damage.

Spell [AA] *electric arc* – one or two creatures w/in 30 feet make a basic Reflex 20 save for 3d4+3 electricity damage

Lavanna Saltspray

Feats and Abilities

Battle Medicine – [A] As long as you're holding or wearing healer's tools, you can attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Breath Control – You can hold your breath for 25 times as long as usual before suffocating. You gain a +1 circumstance bonus to saving throws against inhaled threats, such as inhaled poisons, and if you roll a success on such a saving throw, you get a critical success instead.

Communal Healing – When you use *heal* to heal exactly one other person, you regain Hit Points equal to the level of the spell.

Halfling Luck – [F] Once per day, when you fail a skill check or a saving throw, you can reroll the result. This is a fortune effect.

Healing Hands – When you cast *heal*, you use d10s instead of d8s.

Tide-Hardened – You gain a +1 circumstance bonus to saves against cold and water effects. If you roll a success on a save against a cold or water effect, you get a critical success instead.

Undine Heritage – You can breathe both water and air.

Spells

3rd level

Heal (3 copies) (Heal, Nec, Positive) – Does different thing depending on how many actions you spend. Undead creatures targeted get a basic Fortitude save.

[A] (S) – 3d10 healing to a touched living creature and you heal 3, or 3d8 damage to a touched undead creature

[AA] (SV) – 3d10+24 healing to a living creature in 30 feet and you heal 3, or 3d8 damage to an undead creature in 30 feet.

[AAA] (MSV) – 3d10 healing to every living creature, 3d8 damage to each undead creature in 30 feet.

Heroism (Enc, Mental, [AA] SV, touched creature, 10 min) – Target gets +1 status to att, Perception, saves, skills

Searing Light (Att, Evo, Fire, Good, Light, [AA] SV, creature w/in 120 ft.) – +11 (5d6 fire + 5d6 good vs. fiend or undead), both are doubled on a crit. If this goes through an area of magical darkness or targets a creature affected by magical darkness, this attempts to counteract the darkness. (+11)

2nd level

Dispel Magic (Abj, [AA] SV, spell effect or unattended magic item w/in 120 ft.) – attempt to counteract the effect (+11)

Sound Burst (Evo, Sonic, [AA] SV, 10 ft burst in 30 ft.) – Each creature takes 2d10 sonic. F21; CS nothing, S ½ dmg, E deafened for 1 rd, CF dmg*2, deaf for 1 min, stunned 1.

Spiritual Weapon (Evo, Force, [AA] SV, 120 ft, sustained up to 1 min) – When cast or sustained, attack (with MAP) +11 (1d8+4) F or B/P/S.

1st level

Air Bubble (Air, Con, [R] V, when a creature enters an area in 60ft where it can't breathe, 1 min) – Target gets a bubble around its head so it can breathe normally.

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Command (Aud, Enc, Ling, Ment, [AA] SV, 1 creature w/in 30ft, until the end of target's next turn) – Choose approach, flee, release what it's holding, drop prone, stay in place, then WX; S unaffected, F spend first action doing command, CF spend whole turn doing action

Ray of Enfeeblement (Att, Nec, [AA] SV, 1 creature w/in 30ft, 1 min) – Ray +11 (CS save is one worse), target makes F21; CS unaffected, S enfeebled 1, F enfeebled 2, CF enfeebled 3.

Cantrips

Shield (C12) (Abj, For, [A] V, USOYNT) – Raise a Shield (+1 circumstance to AC), can use it to Shield Block (and against *magic missile*) but then you can't cast this for 10 min, Hardness 5

Focus Spells

Tidal Surge (Evo, Water, [A] S, creature w/in 60ft.) – FX; F: Move the target 5ft. on ground or 10ft. in water. CF: Move the target 10ft. on ground or 20ft. in water.

Equipment

Lesser Healing Potion – Drink to heal 2d8+5 hit points.

Scroll of Augury – 10 min cast to ask about a particular course of action. This spell can only see 30 minutes in the future.

Scroll of Neutralize Poison – [AA] to counteract a poison on one creature

Wand of Heal – Once per day, cast a 1st level heal (1d10 or 1d10+8), can overload, but 50% chance of breaking

Wand of Sanctuary – Once per day, creatures need to make a W21 save to attack a touched creature for 1 minute. Can overload, but 50% chance of breaking

Elsir Syniras

Feats and Abilities

Ancestral Suspicion – You gain a +2 circumstance bonus to saving throws against effects that would make you controlled, and to Perception checks to Sense Motive when trying to determine if a creature is under the influence of such an effect. When you roll a success on a saving throw against such an effect, you get a critical success instead.

Charming Liar – When you get a critical success using the Lie action, the target’s attitude toward you improves by one step, as though you’d succeeded at using Diplomacy to Make an Impression. This works only once per conversation, and if you critically succeed against multiple targets using the same result, you choose one creature’s attitude to improve. You must be lying to impart seemingly important information, inflate your status, or ingratiate yourself, which trivial or irrelevant lies can’t achieve.

Dangerous Sorcery – When you cast a damaging spell from your spell slots, it deals extra damage equal to its spell level.

Elven Aloofness – If a non-elf rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (and thus it can’t try to Coerce you again for 1 week). When a non-elf attempts to Demoralize you, you become temporarily immune for 1 day, instead of 10 minutes.

Quick Identification – You take only 1 minute when using Identify Magic to determine the properties of an item, ongoing effect, or location, rather than 10 minutes.

Warding Sign (from Cursed background) – [R] Once per minute, when you attempt a save against a magical effect, get a +2 circumstance bonus. (+3 if it’s a curse.)

Spells

3rd level

Crashing Wave (Evo, Water, [AA] SV, 30 ft. cone) – RX for 6d6 B, extinguish nonmagical fires.

Enthrall – out of combat fascinate a large group of creatures

Haste (Tra, [AA] SV, creature w/in 30 ft., 1 minute) – Target is quickened and can use the extra action for only Strike and Stride actions.

Hydraulic Push (Att, Evo, Water, [AA] SV, creature or object w/in 60ft.) – Ranged +11. CS 14d6 B and target is pushed back 10ft. S 7d6 B and target is pushed back 5 ft.

Lightning Bolt (Ele, Evo, [AA] SV, 120 ft. line) – Creatures in line basic R21 for 4d12 electricity.

2nd level

Hideous Laughter (Emo, Enc, Men, [AA] SV, living creature w/in 30ft., sustained) – W21; CS unaffected, S target can’t use reactions, F target is slowed 1 and can’t use reaction, CF target falls prone, can’t use reactions or actions for 1 rd, then F results.

Hydraulic Push (Att, Evo, Water, [AA] SV, creature or object w/in 60ft.) – Ranged +11. CS 10d6 B and target is pushed back 10ft. S 5d6 B and target is pushed back 5 ft.

Invisibility (Ill, [AA] MS, touch, 1 creature, 10 min) – Creature becomes invis until it attacks

Obscuring Mist (Con, Water, [AAA] MSV, 20 ft. burst in 120ft, 1 minute) – Create a cloud, creatures inside are concealed to those outside of it.

Water Walk (Tra, [AA] SV, touched creature, 10 min) – Target can walk on liquids.

1st level

Hydraulic Push (Att, Evo, Water, [AA] SV, creature or object w/in 60ft.) – Ranged +11. CS 6d6 B and target is pushed back 10ft. S 3d6 B and target is pushed back 5 ft.

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Illusory Disguise (Ill, Vis, [AA] SV, 1hr) – Become someone of close body shape, changes appearance, clothing, ignore Deception penalties, gain +4 bonus, dismissable

Magic Aura – Make an item appear magical or nonmagical. (Not in combat)

Magic Missile (Evo, Force, [A]-[AAA], 120 ft, 1 creature) – one 1d4+1 F missile for each [A], missiles can go to different people

Cantrip

Ray of Frost (Att, Cold, Evo, [AA] SV, 120ft. 1 creature) – +11 (3d4+4 C), Crit also -10 ft speeds for 1 rd.

Shield (Abj, For, [A] V, USOYNT) – Raise a Shield (+1 circumstance to AC), can use it to Shield Block (and against *magic missile*) but then you can't cast this for 10 min, Hardness 5

Focus Spell

Genie's Veil (Abj, [R] S, willing creature w/in 30 ft who's been attacked) – Target is concealed against the attack and until the end of the current turn.

Equipment

Bag of Holding (type I) – magical bag that can hold 25 Bulk

Scroll of Blur – [AA] to give a creature concealment for 1 minute

Wand of Illusory Object – Once per day, create an illusion of an object for 10 minutes, can overload, but 50% chance of breaking

Wand of Mage Armor – Once per day, get a +1 item bonus to AC for 24 hours, can overload, but 50% chance of breaking

Jadren Tagar

Feats and Abilities

Attack of Opportunity – [R] When a creature in your reach manipulates, moves, or leaves a square in your reach, take a free Strike on them. On a crit, disrupt their action.

Battle Medicine – [A] As long as you're holding or wearing healer's tools, you can attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Bravery – When you roll a success vs. a fear effect, get a critical success instead. Whenever you gain frightened, gain 1 less.

Champion Dedication – You are still held to Iomedae's anathema and the champion's code. (Basically a much more reasonable paladin code.)

Cooperative Nature – You get a +4 circumstance bonus on checks to Aid.

Fighter Weapon Mastery – Whenever you get a critical hit against a target with your sword, they become flat-footed until the start of your next turn.

No Cause for Alarm – [AAA] Make a Diplo vs the Will DC of all frightened creatures around you. They are immune after for 1 hour. CS: Reduce their frightened condition by 2. S: Reduce their frightened condition by 1.

Pilgrim's Token – When you tie an enemy's init, you go first.

Reactive Shield – [R] If you've been hit and you don't have your shield up, put your shield up. This can cause the hit to retroactively miss.

Shield Block – [R] When you have your shield raised and would take damage from a physical attack, take 8 less damage, then your shield and you both take the remainder. (Your shield has 64 HP and a break threshold of 32. You gain 2 AC when you raise your shield.)

Sudden Charge – [AA] (Flourish, Open) If you haven't attacked this turn yet, Stride twice and melee Strike once.

Focus Spell

Lay on Hands – [A] Creature touched regains 18 hp.

Equipment

Lesser Healing Potion – Drink to heal 2d8+5 hit points.