

# Chester Cheetah

## Dangerously Cheesy

### CHESTER CHEETAH

Small humanoid (tabaxi), chaotic good

**Armor Class** 13 (natural armor)

**Hit Points** 90 (20d6 + 20)

**Speed** 45 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

**Saving Throws** Dex +4, Con +3

**Skills** Performance +6, Stealth +4, Perception +5

**Damage Resistances** fire

**Senses** passive Perception 15, darkvision 60 ft.

**Languages** Common, Deep Speech

**Challenge** 2 (450 XP)

**Flamin' Hot (1/day).** Chester quickly consumes a hidden bag of Flamin' Hot snacks as a bonus action, sending fire energy through their body and coating their hands in hot powder. For the next minute their claw attacks deal an additional 7(2d6) fire damage and they can use their Fire Breath attack if it is charged.

**Keel Smell.** Chester has advantage on Perception checks that rely on smell.

**Sprint.** Chester can use a bonus action to take the dash action on their turn.

### ACTIONS

**Multiattack.** Chester Cheetah makes 2 claw attacks.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

**Fire Breath (Recharge 5 - 6).** Chester must first use the Flamin' Hot ability before this attack can be used. Chester exhales a wave of fire in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC 11), taking 18 (4d8) fire damage on a failed save or half as much on a successful one.

### Chester's Glasses

*Wondrous item, uncommon (requires attunement)*

Looking through these glasses highlights potential traps, granting advantage on checks to detect and deactivate traps. They can also assist the wearer in building harmless traps, granting advantage on rolls made to create traps that cause no damage. The will of Chester is present in these glasses, disallowing the wearer from creating "harmless" traps that lead the target into more intense danger. Additionally, creatures wearing the glasses are blind in dim or less light.



A smooth-talking cat with humble beginnings. Years ago, he set out on a quest to obtain golden cheesy snacks, hoping to amass a small horde of them. He struggled for a long time, always coming a bit short whenever his goal was in sight. Over time though, he began to grow craftier, calmer in his approach. Adopting an air of confidence and dry wit, his collection of snacks began to amass, continuing to grow to this day. Now, many decades after his adventure began, he sits like a king atop a large vault of delicious treats.

**Prank Lord.** After collecting such a cheesy fortune, Chester began to crave some new form of excitement in his life. Years of falling prey to devious tricks designed to keep him from his snacks had taught him about the fine art of the prank. Unlike the sometimes cruel actions taken against him, Chester revels in harmless and groan inducing snack based pranks. He may spend days or weeks crafting the perfect stunt. Once the trap has been set, his cool demeanor will crack just enough for him to let loose a sly smile. Unwilling to rest on his past success, Chester will immediately set his keen mind to the next, more elaborate prank.

Stats/Sample Lore by @Snickelsox | [Patreon.com/Snickelsox](https://patreon.com/Snickelsox)  
Chester Cheetah and Flamin' Hot are owned by Frito-Lay, Inc  
This fan creation is released freely and assumes no ownership of the names, characters, or trademarks within.  
#DnDBrands