

TSAVANI MOONCHASER

Feline Monk ♦ Level: 1

TRAITS

STR +0

DEX +3

CON +0

INT -2

WIS +1

CHA -2

VIRTUE



ABILITIES

- ANIMAL TAMER** ♦ Add +2 to all rolls to train and handle animals.
- DANGER SENSE** ♦ Add +2 to all rolls to avoid traps and surprise hazards.
- STEALTHY** ♦ Add +2 to all rolls to sneak and remain hidden.
- DEATH TOUCH** ♦ Once per Page: Add d6 to a single Damage roll.
- CHI** ♦♦ You have 2 Chi Points you can use to activate your monk abilities. Regain all used Chi Points after a Rest.
- CHI: HARMONY** ♦ Use 1 Chi Point: Remove the Poisoned and Cursed conditions.



HP 11

DEF 13

ATK +2

DMG D8

WEAPON:
Martial Arts

GOLD:

EQUIPMENT & LOOT:

Blank space for equipment and loot details.

TSAVANI MOONCHASER

Feline Monk ♦ Level: 2

TRAITS

STR 

DEX 

CON 

INT 

WIS 

CHA 



VIRTUE



ABILITIES

ANIMAL TAMER Add +2 to all rolls to train and handle animals.

DANGER SENSE Add +2 to all rolls to avoid traps and surprise hazards.

STEALTHY Add +2 to all rolls to sneak and remain hidden.

ATHLETE Add +2 to all rolls to overcome physical and athletic hurdles.

DEATH TOUCH ♦ Once per Page: Add d6 to a single Damage roll.

CHI ♦♦ You have 3 Chi Points you can use to activate your monk abilities. Regain all used Chi Points after a Rest.

CHI: HARMONY Use 1 Chi Point: Remove the Poisoned and Cursed conditions.

CHI: EVASION Use 1 Chi Point: Gain a +4 Defense bonus for the Page.



HP  15



DEF  13

ATK  +3


DMG  D10

WEAPON:
Martial Arts

GOLD:

EQUIPMENT & LOOT:

Blank lined area for equipment and loot.

 Bonus 

TSAVANI MOONCHASER

Feline Monk ♦ Level: 6

TRAITS



VIRTUE



ABILITIES

ANIMAL TAMER Add +2 to all rolls to train and handle animals.

DANGER SENSE Add +2 to all rolls to avoid traps and surprise hazards.

STEALTHY Add +2 to all rolls to sneak and remain hidden.

ATHLETE Add +2 to all rolls to overcome physical and athletic hurdles.

DEATH TOUCH ♦ Once per Page: Add d6 to a single Damage roll.

FIERCE STRIKE ♦ Once per Page: Add d6 to a single Attack roll.

CHI ♦♦♦♦ You have 8 Chi Points you can use to activate your monk abilities. Regain all used Chi Points after a Rest.

CHI: HARMONY Use 1 Chi Point: Remove the Poisoned and Cursed conditions.

CHI: EVASION Use 1 Chi Point: Gain a +4 Defense bonus for the Page.

CHI: TRANQUILITY Use 1 Chi Point: Ignore all effects of Restrained, Weakened, Frightened, and Confused statuses for the page.

CHI: FLURRY RUSH Use 1 Chi Point: Add d6 on all Attack and Damage rolls for the Page.

CHI: MEDITATE Use 1 Chi Point: Add d6 bonus to all rolls for Str, Dex, Con, Wis, Int, and Cha for the Page.

HARNESS CHI ♦ Once per Rest: Regain 2 Chi Points.



HP 33



DEF 16

ATK +6

DMG 3d10

WEAPON:
Martial Arts

GOLD:

EQUIPMENT & LOOT:

☆ Bonus ☆