# Tsavani Moonchaser

Feline Monk • Level: 1

## Traits

| | |
|---|---|
| Str | +0 |
| Dex | +3 |
| Con | +0 |
| Int | −2 |
| Wis | +1 |
| Cha | −2 |

## Virtue

−10 −5 0 +5 +10

| | |
|---|---|
| Hp | 11 |
| Def | 13 |
| Atk | +2 |
| Dmg | d8 |

Weapon: Martial Arts

## 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. |

## Gold:

## Equipment & Loot:

Bonus

# Tsavani Moonchaser

Feline Monk • Level: 2

## Traits

| Str | Dex | Con |
|---|---|---|
| Int | Wis | Cha |

## Virtue

-10 -5 0 +5 +10

## 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:

Bonus

# Tsavani Moonchaser

Feline Monk • Level: 3

## Traits

| Str | Dex | Con |
|---|---|---|
| Int | Wis | Cha |

## Virtue

-10 -5 0 +5 +10

| | |
|---|---|
| Hp | 19 |
| Def | 14 |
| Atk | +4 |
| Dmg | 2d6 |

Weapon: Martial Arts

## 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 4 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. |

Gold:

Equipment & Loot:

Bonus

# Tsavani Moonchaser

Feline Monk • Level: 4

## Traits

| Str | Dex | Con |
|---|---|---|
| Int | Wis | Cha |

## Virtue

-10 -5 0 +5 +10

| | |
|---|---|
| Hp | 24 |
| Def | 15 |
| Atk | +5 |
| Dmg | 2d10 |

Weapon: Martial Arts

## 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 6 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. |

Gold:

Equipment & Loot:

Bonus

# Tsavani Moonchaser

Feline Monk • Level: 5

## Traits

| Str | Dex | Con |
|---|---|---|
| Int | Wis | Cha |

## Virtue

-10 -5 0 +5 +10

| | |
|---|---|
| Hp | 28 |
| Def | 15 |
| Atk | +6 |
| Dmg | 2d12 |

Weapon: Martial Arts

Gold:

Equipment & Loot:

Bonus

## 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 7 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. |

# Tsavani Moonchaser

Feline Monk • Level: 6

## Traits

| Str | Dex | Con |
|---|---|---|
| Int | Wis | Cha |

## Virtue

-10 -5 0 +5 +10

| | |
|---|---|
| Hp | 33 |
| Def | 16 |
| Atk | +6 |
| Dmg | 3d10 |

Weapon: Martial Arts

Gold:

Equipment & Loot:

Bonus

## 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. |