

ACTION CHART

KAI DISCIPLINES

RANK

1	NOVICE
2	INTUITE
3	DOAN
4	ACOLYTE
5	INITIATE
6 *	ASPIRANT
7 *	GUARDIAN
8 *	WARMARN OR JOURNEYMAN
9 *	SAVANT

BACKPACK (maximum 8 articles)

1	MEALS
2	
3	
4	
5	-3 EP if no Meal available when instructed to eat.
6	BELT POUCH
7	
8	
Can be discarded or changed when not in combat.	
Containing Gold Crowns (maximum 50)	

COMBAT SKILL

ENDURANCE POINTS

Can never go above initial score. 0 = dead

COMBAT RECORD

LONE WOLF

ENEMY

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS



CS = COMBAT SKILL EP = ENDURANCE POINTS * 1 extra Discipline for every Kai adventure you have already completed

--

--

--

DESCRIPTION	KNOWN EFFECTS

1
2
If combat entered holding Weapon and appropriate Weaponskill +2CS. If combat entered carrying no Weapon -4CS.

DAGGER		SPEAR	
MACE		SHORT SWORD	
WARHAMMER		BOW	
AXE		SWORD	
QUARTERSTAFF		BROADSWORD	

Quiver?	No. of arrows carried
YES/NO	