## **O**:----**ACTION CHART** MAGNAKAI DÍSCIPLINES **RANK COMBAT SKILL ENDURANCE POINTS** KAI MASTER KAI MASTER SENIOR KAI MASTER SUPERIOR Can never go above initial score. 0 = dead4 \* **PRIMATE COMBAT RECORD** LONE WOLF **ENEMY** 5 \* **TUTELARY** SECTION COMBAT **ENDURANCE** NAME **ENDURANCE** POINTS **POINTS** RATIO 6 \* **PRINCIPALIN** 7 \* **MENTORA** SECTION COMBAT NAME **ENDURANCE ENDURANCE** 8 \* SCION-KAI RATIO POINTS POINTS 9 \* **ARCHMASTER** SECTION COMBAT **ENDURANCE** NAME ENDURANCE **MAGNAKAI LORE - CIRCLE BONUSES** RATIO POINTS POINTS CIRCLE OF EP CIRCLE OF CS EP FIRE +2 SOLARIS +3 CIRCLE OF CS EP CIRCLE OF CS EP SECTION COMBAT **ENDURANCE** NAME ENDURANCE LIGHT THE SPIRIT RATIO POINTS POINTS +3 +3 +3 BACKPACK (maximum 8 articles) SECTION COMBAT **ENDURANCE** NAME **ENDURANCE MEALS** RATIO POINTS POINTS SECTION COMBAT **ENDURANCE** NAME -3 EP if no Meal available RATIO POINTS when instructed to eat. **BELT POUCH** SECTION COMBAT **ENDURANCE** RATIO POINTS **Containing Gold Crowns** ( maximum 50 ) Can be discarded or changed when not in combat. CS = COMBAT SKILL EP = ENDURANCE POINTS \* 1 extra Discipline for every Magnakai adventure you have already completed

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	BOOK	MAGNAKAI RANK	CURRENT SECTION
SPECIAL ITEMS LIST		WEAPONS (maximum 2 weapons)	
DESCRIPTION	KNOWN EFFECTS	1	
		2	
		If combat entered holding Weapon and appr If combat entered carrying no Weapon -4CS	opriate Weaponmastery +2CS.
		WEAPONMASTERY CH	ECKLIST
		DAGGER	SPEAR
		MACE	SHORT SWORD
		WARHAMMER	BOW
		AXE	SWORD
		QUARTERSTAFF	BROADSWORD
		QUIVER & ARROWS	
		Quiver?	No. of arrows carried
		YES/NO	
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