

MAGNAKAI DISCIPLINES

RANK

1	KAI MASTER
2	KAI MASTER SENIOR
3	KAI MASTER SUPERIOR
4 *	PRIMATE
5 *	TUTELARY
6 *	PRINCIPALIN
7 *	MENTORA
8 *	SCION-KAI
9 *	ARCHMASTER

MAGNAKAI LORE - CIRCLE BONUSES

CIRCLE OF FIRE	CS +1	EP +2	CIRCLE OF SOLARIS	CS +1	EP +3
CIRCLE OF LIGHT	CS 0	EP +3	CIRCLE OF THE SPIRIT	CS +3	EP +3

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)

ACTION CHART

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

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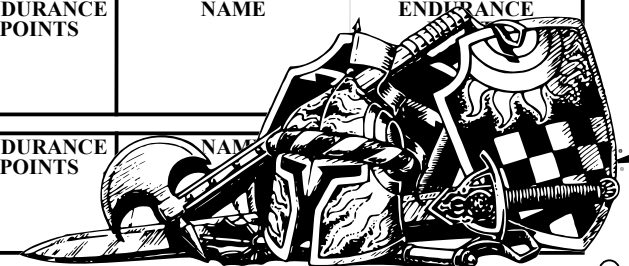
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CS = COMBAT SKILL EP = ENDURANCE POINTS * 1 extra Discipline for every Magnakai adventure you have already completed

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DESCRIPTION	KNOWN EFFECTS

1
2
<p>If combat entered holding Weapon and appropriate Weaponmastery +2CS. If combat entered carrying no Weapon -4CS.</p>

DAGGER		SPEAR	
MACE		SHORT SWORD	
WARHAMMER		BOW	
AXE		SWORD	
QUARTERSTAFF		BROADSWORD	

Quiver?	No. of arrows carried
YES/NO	