

# ACTION CHART

## KAI DISCIPLINES

1. WEAPONSKILL IN BOW AND:			
BLADED		HEAVY	
LONG-REACH		UNARMED	
2.			

## WEAPONS

(MAXIMUM 2 WEAPONS)

1.
2.

## BACKPACK

(MAXIMUM 8 ARTICLES)

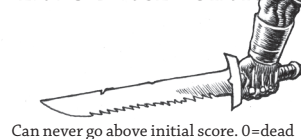
ITEMS	MEALS
	<p>-3EP if no meal available when instructed to eat</p>
Can be discarded or changed when not in combat	BELT POUCH
	<p>Containing Gold Crowns (maximum 50)</p>

SPECIAL ITEMS	KNOWN EFFECTS

CS= COMBAT SKILL EP = ENDURANCE POINTS

## COMBAT SKILL

## ENDURANCE POINTS



## QUIVER & ARROWS

QUIVER	NUMBER OF ARROWS
YES / NO	

# COMBAT RECORD

ENDURANCE POINTS

ENDURANCE POINTS

DAWN STRIDER	COMBAT RATIO	ENEMY
--------------	--------------	-------

DAWN STRIDER	COMBAT RATIO	ENEMY
--------------	--------------	-------

DAWN STRIDER	COMBAT RATIO	ENEMY
--------------	--------------	-------

DAWN STRIDER	COMBAT RATIO	ENEMY
--------------	--------------	-------

DAWN STRIDER	COMBAT RATIO	ENEMY
--------------	--------------	-------

