KAI INITIATE ACTION CHART

CHARACTER NAME: CHARACTER RANK:

DISCIPLINES

DISCIPLINE	Notes
1.	
2.	
3.	
4.	4/4
5.	
6.	
7.	
8.	
9.	
10.	

WEAPONS

1.	
2.	

BACKPACK

1.	MEALS (Each Meal counts as one backpack item)
2.	
3.	
4.	
5.	-3EP if no meal available when instructed to eat
6.	BELT POUCH (Maximum 50 GC or equivalent)
7.	
8.	

CHARACTER PORTRAIT

COMBATSK	ENDUR ANCE	
1		

Basic COMBAT SKILL: Modifiers: Total:

Basic ENDURANCE:

Modifiers:

Total:

SPECIAL ITEMS

NOTES

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3. 4.	
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6.	19/10
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10.	
11.	
12.	

DISCIPLINES

DISCIPLINE	Notes		ADV. MAS.
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3.		27 85	
4.			
5.	Santa Chicago Chillian		
6.			
7.		9	
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10.			

WEAPONS

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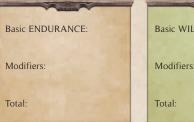
BACKPACK

1. 2.	MEALS (Each Meal counts as one backpack item)
3.	
4.	
5.	-3EP if no meal available when instructed to eat
6.	BELT POUCH (Maximum 50 GC or equivalent)
7.	
8.	

COMBAT SKILL



ENDURANCE



WILLPOWER

Basic WILLPOWER:
Modifiers:
Total:

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E	nd loss

SHIELD

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United States		-

TRAITS

1.	
2.	
3.	Gained at RANK 6
4.	Gained at RANK 8

SKILLS

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2.	
7	Gained at
J.	RANK 7
4.	Gained at
	RANK 9

	SPECIAL ITEMS
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	2.
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	10.
	11.

12.

Notes

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