KAI Character Sheet

Combat Skill

Endurance Points

Can never go above initial score.
0 = dead

Combat Record

Lone Wolf EP	Combat Ratio	Enemy EP

Weapons

1	2

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

Belt Pouch

Holds Gold Crowns
(50 maximum)

Meals

-3EP if no Meal available
when instructed to eat.

Backpack Items

1	5
2	6
3	7
4	8

Can be discarded when not in combat

1	5	7	3	6	9	0	1	7	9
3	9	2	8	1	7	4	9	7	8
6	1	0	7	3	0	5	4	6	7
0	2	8	9	2	9	6	0	2	4
5	9	6	4	8	2	8	5	6	3
0	3	1	3	9	7	5	0	1	5
5	8	2	5	1	3	6	4	3	9
7	0	4	8	6	4	5	1	4	2
4	6	8	3	2	0	1	7	2	5
8	3	7	0	9	6	2	4	8	1

Kai Disciplines

	Rank
1	Novice
2	Intuite
3	Doan
4	Acolyte
5	Initiate

Bonus Disciplines

6	Aspirant
6th Discipline if you've completed one Lone Wolf adventure successfully	
7	Guardian
7th Discipline if you've completed two Lone Wolf adventures successfully	
8	Warmarn *or* Journeyman
8th Discipline if you've completed three Lone Wolf adventures successfully	
9	Savant
9th Discipline if you've completed four Lone Wolf adventures successfully	

Special Items

Description	Known Effects

Combat Ratio

Random Number	-11 or less	-10 -9	-8 -7	-6 -5	-4 -3	-2 -1	0	1 2	3 4	5 6	7 8	9 10	11 or greater
1	0/K	0/K	0/8	0/6	1/6	2/5	3/5	4/5	5/4	6/4	7/4	8/3	9/3
2	0/K	0/8	0/7	1/6	2/5	3/5	4/4	5/4	6/3	7/3	8/3	9/3	10/2
3	0/8	0/7	1/6	2/5	3/5	4/4	5/4	6/3	7/3	8/3	9/2	10/2	11/2
4	0/8	1/7	2/6	3/5	4/4	5/4	6/3	7/3	8/2	9/2	10/2	11/2	12/2
5	1/7	2/6	3/5	4/4	5/4	6/3	7/2	8/2	9/2	10/2	11/2	12/2	14/1
6	2/6	3/6	4/5	5/4	6/3	7/2	8/2	9/2	10/2	11/1	12/1	14/1	16/1
7	3/5	4/5	5/4	6/3	7/2	8/2	9/1	10/1	11/1	12/0	14/0	16/0	18/0
8	4/4	5/4	6/3	7/2	8/1	9/1	10/0	11/0	12/0	14/0	16/0	18/0	K/0
9	5/3	6/3	7/2	8/0	9/0	10/0	11/0	12/0	14/0	16/0	18/0	K/0	K/0
0	6/0	7/0	8/0	9/0	10/0	11/0	12/0	14/0	16/0	18/0	K/0	K/0	K/0

ENDURANCE LOSS Enemy / Lone Wolf

K = Automatically Killed

KAI Disciplines

Camouflage

This Discipline enables a Kai Lord to blend in with his surroundings. In the countryside, he can hide undetected among trees and rocks and pass close to an enemy without being seen. In a town or city, it enables him to look and sound like a native of that area, and can help him to find shelter or a safe hiding place.

If you choose this skill, write 'Camouflage' on your Action Chart.

Hunting

This skill ensures that a Kai Lord will never starve in the wild. He will always be able to hunt for food for himself except in areas of wasteland and desert. You are aware that most of Vassagonia is arid desert; should your adventure lead you into this desert, the opportunities for successful hunting may not arise. But this skill is still very useful for it also enables a Kai Lord to move with great speed and dexterity.

If you choose this skill, write 'Hunting' on your Action Chart.

Sixth Sense

This skill may warn a Kai Lord of imminent danger. It may also reveal the true purpose of a stranger or strange object encountered in your adventure.

If you choose this skill, write 'Sixth Sense' on your Action Chart.

Tracking

This skill enables a Kai Lord to make the correct choice of a path in the wild, to discover the location of a person or object in a town or city and to read the secrets of footprints or tracks.

If you choose this skill, write 'Tracking' on your Action Chart.

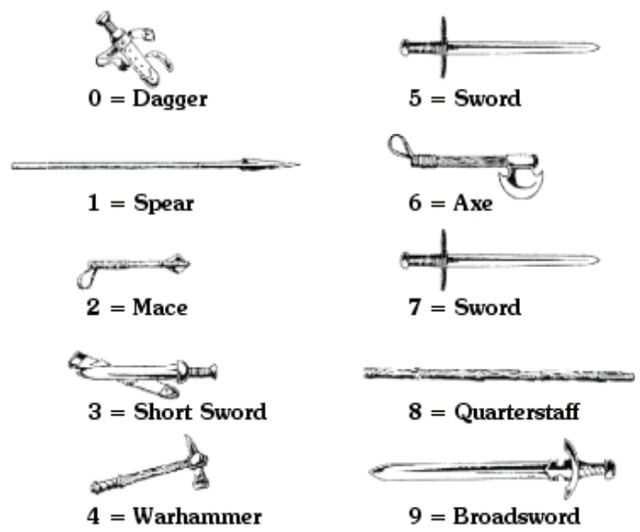
Healing

This Discipline can be used to restore ENDURANCE points lost in combat. If you possess this skill you may restore 1 ENDURANCE point to your total for every numbered section of the book you pass through in which you are not involved in combat. (This is only to be used after your ENDURANCE has fallen below its original level.) Remember that your ENDURANCE cannot rise above its original level.

If you choose this skill write 'Healing: +1 ENDURANCE point for each section without combat' on your Action Chart.

Weaponskill

Upon entering the Kai Monastery, each initiate is taught to master one type of weapon. If Weaponskill is to be one of your Kai Disciplines, pick a number in the usual way from the Random Number Table, and then find the corresponding weapon from the list below. This is the weapon in which you have skill. When you enter combat carrying this weapon, you add 2 points to your COMBAT SKILL.



The fact that you are skilled with a weapon does not mean you set out on the adventure carrying that particular weapon. However, you will have opportunities to acquire weapons in the course of your adventures. You cannot carry more than 2 weapons.

If you choose this skill, write 'Weaponskill in _____ +2 COMBAT SKILL points if this weapon carried' on your Action Chart.

Mindshield

The Darklords and many of the evil creatures in their command have the ability to attack you using their Mindforce. The Kai Discipline of Mindshield prevents you from losing any ENDURANCE points when subjected to this form of attack.

If you choose this skill, write 'Mindshield: no points lost when attacked by Mindblast' on your Action Chart.

Mindblast

This enables a Kai Lord to attack an enemy using the force of his mind. It can be used at the same time as normal combat weapons and adds two extra points to your COMBAT SKILL. Not all the creatures encountered on this adventure will be harmed by Mindblast. You will be told if a creature is immune.

If you choose this skill, write 'Mindblast: +2 COMBAT SKILL points' on your Action Chart.

Animal Kinship

This skill enables a Kai Lord to communicate with some animals and to be able to guess the intentions of others.

If you choose this skill, write 'Animal Kinship' on your Action Chart.

Mind Over Matter

Mastery of this Discipline enables a Kai Lord to move small objects with his powers of concentration.

If you choose this skill, write 'Mind Over Matter' on your Action Chart.

If you have successfully completed Books 1-4 of the Lone Wolf series, completion of Book 5 will raise you to the rank of Kai Master. This means that you will have acquired all ten basic Kai skills.

9	8	7	4	3	5	9	2	5	1
7	7	6	2	6	1	3	4	2	8
1	9	4	0	5	0	4	1	7	4
0	4	5	6	8	5	6	5	1	2
9	7	0	9	2	7	3	4	0	6
6	1	3	2	8	9	1	6	3	9
3	8	7	9	4	3	5	8	2	0
7	2	0	8	6	1	2	0	8	7
5	9	6	0	5	0	5	7	4	3
1	3	6	0	5	0	5	7	4	8