## **O**: ACTIÓN CHART GRAND MASTER DISCIPLINES **RANK COMBAT SKILL ENDURANCE POINTS** KAI GRAND MASTER SENIOR KAI GRAND MASTER SUPERIOR KAI GRAND SENTINEL Can never go above initial score. 0 = deadKAI GRAND DEFENDER **COMBAT RECORD** 5 \* KAI GRAND GUARDIAN LONE WOLF **ENEMY** SECTION COMBAT ENDURANCE **ENDURANCE** NAME 6 \* **SUN KNIGHT** POINTS POINTS RATIO **SUN LORD** 8 \* **SUN THANE** SECTION COMBAT NAME **ENDURANCE ENDURANCE** RATIO POINTS POINTS 9 \* **GRAND THANE** 10 \* **GRAND CROWN** SECTION COMBAT **ENDURANCE** NAME **ENDURANCE** 11 \* SUN PRINCE RATIO POINTS POINTS BACKPACK (maximum 10 articles) NAME ENDURANCE **MEALS** SECTION COMBAT **ENDURANCE** POINTS RATIO POINTS SECTION COMBAT **ENDURANCE** NAME **ENDURANCE** RATIO POINTS POINTS -3 EP if no Meal available when instructed to eat. **BELT POUCH** SECTION COMBAT **ENDURANCE** ENDURANCE RATIO POINTS SECTION COMBAT **ENDURANCE** RATIO POINTS 10 **Containing Gold Crowns** Can be discarded or changed when not in combat. ( maximum 50 ) CS = COMBAT SKILL EP = ENDURANCE POINTS \* 1 extra Discipline for every Grand Master adventure you have already completed

	See Asse Assert		
	BOOK	GRAND MASTER RANK	CURRENT SECTION
SPECIAL ITEMS LIST		WEAPONS (maximum 2 weapons)	
DESCRIPTION	KNOWN EFFECTS	1	
		2	
		If combat entered holding Weapon and appro	priate Grand Weaponmastery +5CS.
		GRAND WEAPONMAST	ERY CHECKLIST
		DAGGER	SPEAR
		MACE	SHORT SWORD
		WARHAMMER	BOW
		AXE	SWORD
		QUARTERSTAFF	BROADSWORD
		QUIVER & ARROWS	
		Quiver?	No. of arrows carried
		YES/NO	
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