

GRAND MASTER DISCIPLINES

RANK

1	KAI GRAND MASTER SENIOR
2	KAI GRAND MASTER SUPERIOR
3	KAI GRAND SENTINEL
4	KAI GRAND DEFENDER
5 *	KAI GRAND GUARDIAN
6 *	SUN KNIGHT
7 *	SUN LORD
8 *	SUN THANE
9 *	GRAND THANE
10 *	GRAND CROWN
11 *	SUN PRINCE

BACKPACK (maximum 10 articles)

1	MEALS
2	
3	
4	
5	
6	-3 EP if no Meal available when instructed to eat.
7	BELT POUCH
8	
9	
10	
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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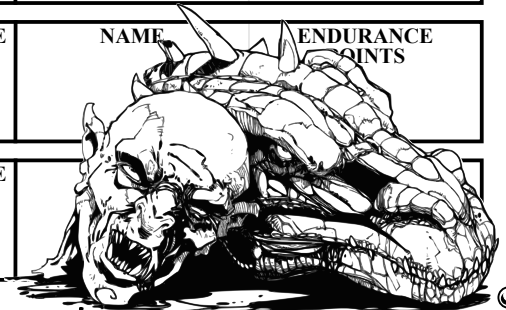
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CS = COMBAT SKILL EP = ENDURANCE POINTS * 1 extra Discipline for every Grand Master adventure you have already completed

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DESCRIPTION	KNOWN EFFECTS

1
2
If combat entered holding Weapon and appropriate Grand Weaponmastery +5CS.

DAGGER		SPEAR	
MACE		SHORT SWORD	
WARHAMMER		BOW	
AXE		SWORD	
QUARTERSTAFF		BROADSWORD	

Quiver?	No. of arrows carried
YES/NO	