

## NEW ORDER GRAND MASTER DISCIPLINES RANK

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

## 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

### PLAYER

### ENEMY

SECTION	COMBAT RATIO	ENDURANCE POINTS	NAME	ENDURANCE POINTS

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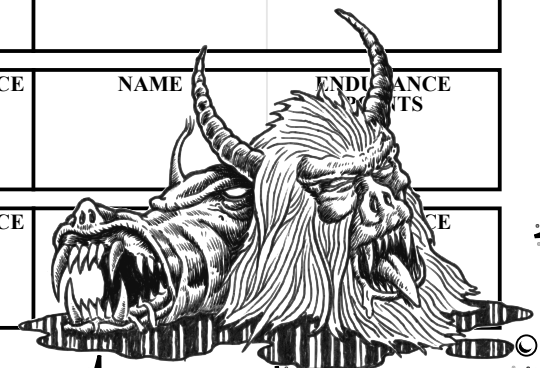
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CS = COMBAT SKILL   EP = ENDURANCE POINTS   \* 1 extra Discipline for every New Order Grand Master adventure you have already completed

## BOOK

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## GRAND MASTER RANK

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## CURRENT SECTION

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## SPECIAL ITEMS LIST (maximum 12 items)

DESCRIPTION	KNOWN EFFECTS

## WEAPONS (maximum 2 weapons)

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

## GRAND WEAPONMASTERY CHECKLIST

DAGGER		SPEAR	
MACE		SHORT SWORD	
WARHAMMER		BOW	
AXE		SWORD	
QUARTERSTAFF		BROADSWORD	

## KAI WEAPON

WEAPON NAME :	
WEAPON TYPE :	BONUS :
UNIQUE PROPERTIES :	

## QUIVER & ARROWS

Quiver?	No. of arrows carried
YES/NO	