BACKPACK BELT POUCH ENDURANCE POINTS ITEMS NOTES Can never go above initial score. Always begin your adventure with 30. 0=dead Containing Gold Crowns (maximum 50) 2. 3. KAI DISCIPLINES 4. 1. 5. 6. 3. 7. 4. 8. 5. 9. 6. 10. 6th Discipline if you have completed one adventure successfully 11. 7th Discipline if you have completed one adventure successfully 8. 12. 8th Discipline if you have completed one adventure successfully 9. 13. 9th Discipline if you have completed one adventure successfully 14. **COMBAT RECORD** 15. ENEMY LONE WOLF 16. 17. LONE WOLF **ENEMY** 18. 19. LONE WOLF **ENEMY** 20.