

GRAND MASTER DISCIPLINES NOTES

1	
2	
3	
4	
5*	
6*	
7*	
8*	
9*	
10*	
BACKPACK (max. 10 articles)	MEALS
1	
2	
3	
4	
5	
6	- 3 EP if no Meal available when instructed to eat.
7	BELT POUCH Containing Gold Crowns (50 maximum)
8	
9	
10	

CS = COMBAT SKILL EP = ENDURANCE POINTS

* 1 extra Discipline for every Grand Master adventure you have already completed.

ACTION CHART

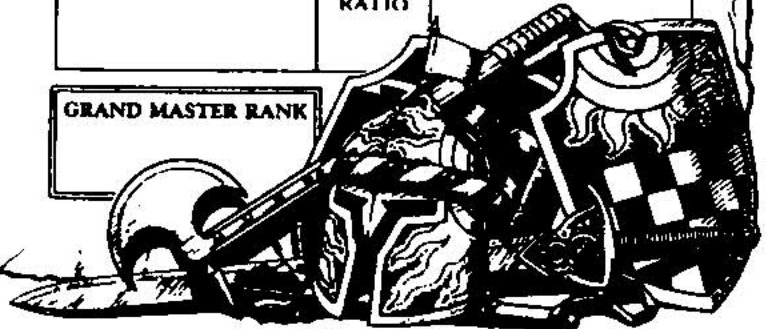
COMBAT SKILL

ENDURANCE POINTS
0 = dead

COMBAT RECORD

ENDURANCE POINTS	COMBAT RATIO	ENDURANCE POINTS
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY

GRAND MASTER RANK



SPECIAL ITEMS LIST

DESCRIPTION	KNOWN EFFECTS

WEAPONS LIST

WEAPONS (maximum 2 Weapons)

1

2

If Holding Weapon and appropriate Grand Weaponmastery
in combat +5 CS

GRAND WEAPONMASTERY CHECKLIST

DAGGER		SPEAR	
MACE		SHORT SWORD	
WARHAMMER		BOW	
AXE		SWORD	
QUARTERSTAFF		BROADSWORD	

QUIVER AND ARROWS

Quiver YES/NO	No. of arrows carried
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