

GRAND MASTER DISCIPLINES**NOTES**

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11*

BACKPACK (max 10 articles)	MEALS
1	— 3 EP if no Meal available when instructed to eat
2	
3	
4	
5	
6	BELT POUCH Containing Gold Crowns (50 maximum)
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8	
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CS = COMBAT SKILL EP = ENDURANCE POINTS

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