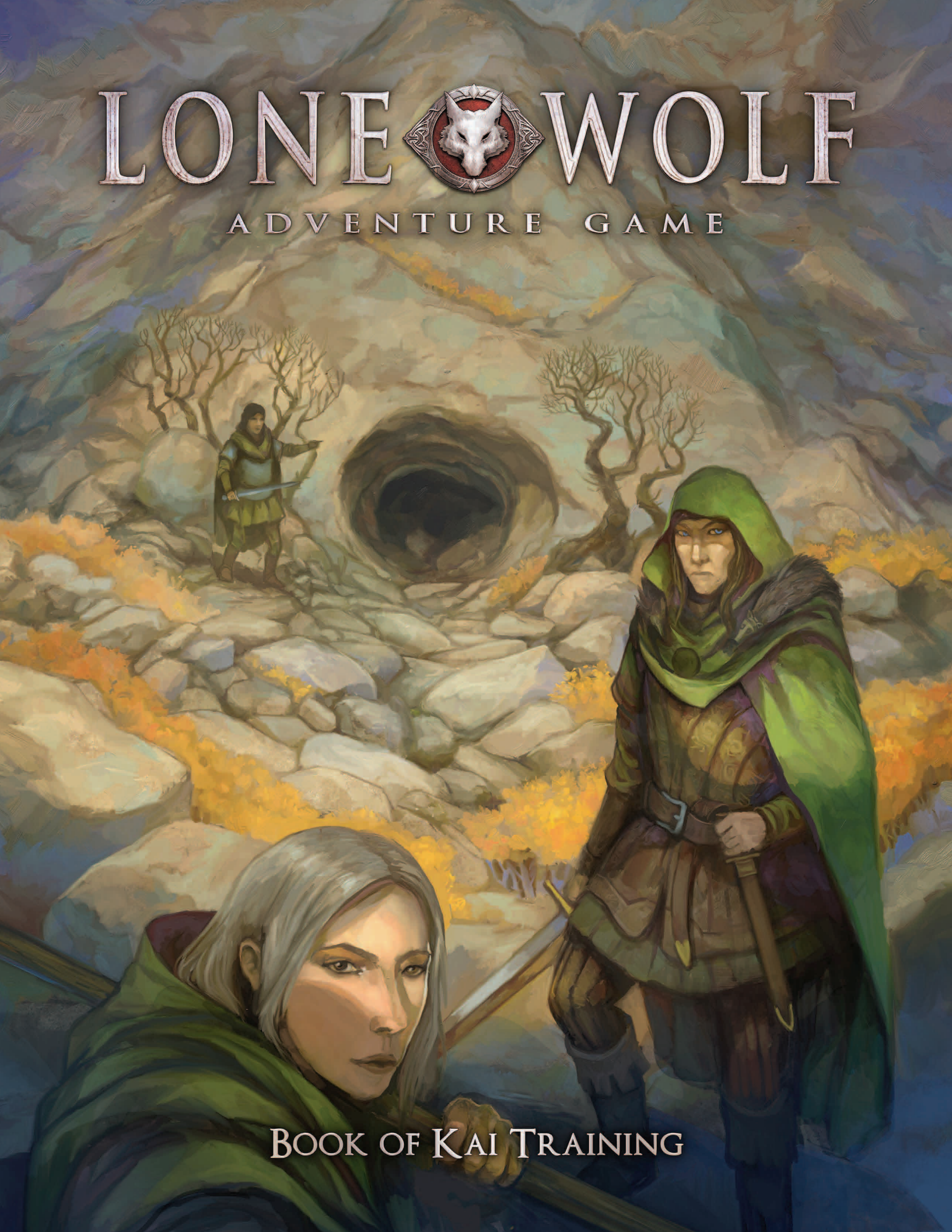


# LONE WOLF

ADVENTURE GAME



BOOK OF KAI TRAINING



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Find out more about Lone Wolf and our other games at [www.cubicle7.co.uk](http://www.cubicle7.co.uk)



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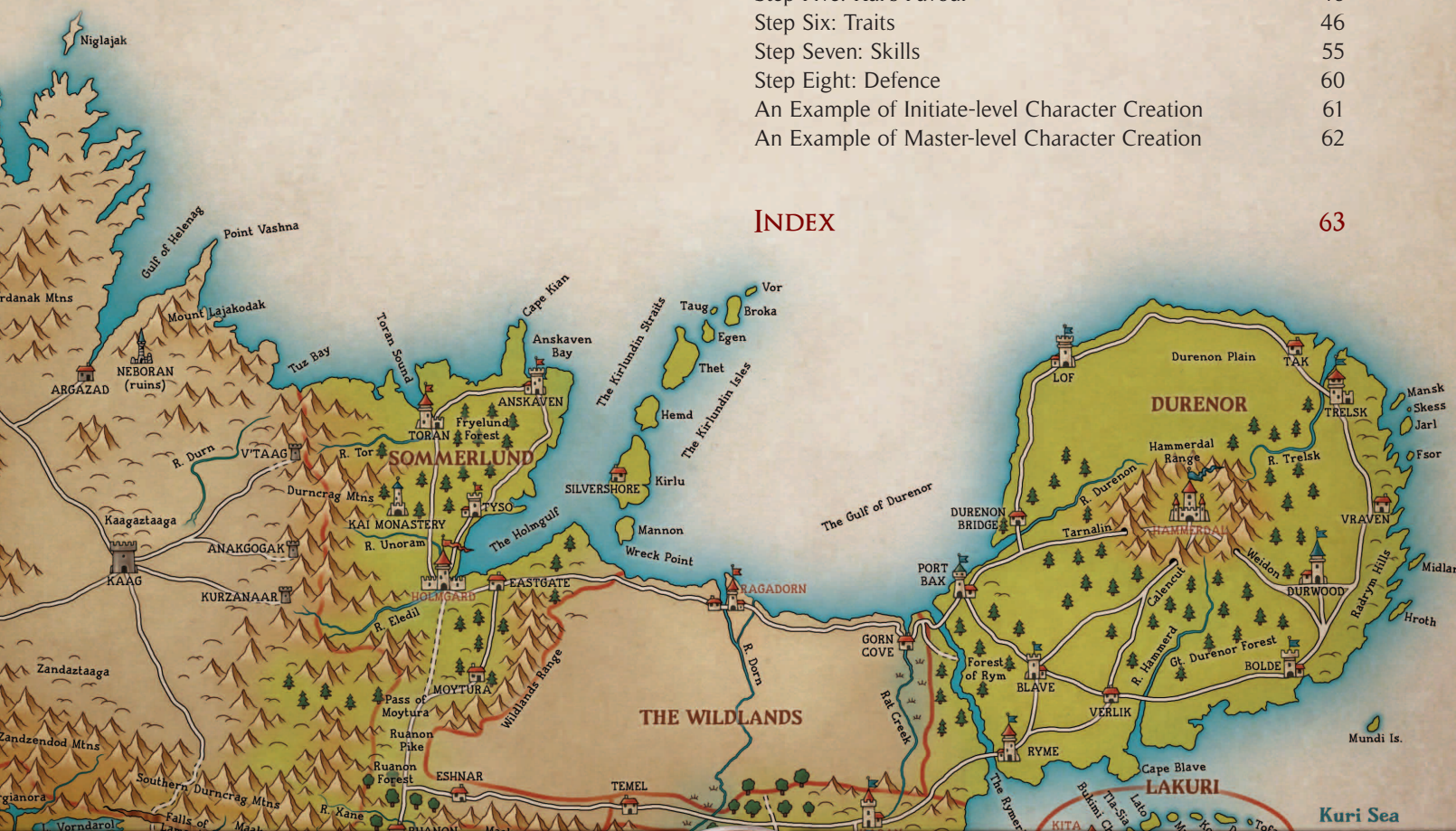
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## FOREWORD

In *The Lone Wolf Adventure Game*, you and your friends can explore the mysteries of my richly detailed and dangerous world. As gifted young adventurers, you'll take part in missions and quests that, if successful, will earn you a special place in an epic legend. Like the Lone Wolf game books, *The Lone Wolf Adventure Game* has simple and effective rules that are designed for you to pick up and play with ease.

With additional maps and supplements, the core game can be expanded upon, allowing you and your fellow adventurers to advance at your own pace. My original Lone Wolf game books introduced a whole generation to the fun of fantasy roleplaying. I very much hope that *The Lone Wolf Adventure Game* will please my loyal fans, and inspire a whole new generation of gamers to discover the world of Magnamund for themselves.

For Sommerlund & the Kai!

— Joe Dever

One of my earliest gaming memories is sitting on the floor between two rows of seats in a jumbo jet, playing the *Fire on the Water* game book the whole way from Heathrow to Manila. The Lone Wolf game books irresistibly immersed me in the world of Magnamund. The enormous campaign linking each book meant that I really felt that I was in the middle of an epic legend, and that my courage and wisdom would determine the fate of the entire universe. Awesome stuff even now, but as a youngster it completely blew me away!

Passing that feeling on to a new generation (as well as recapturing it for us old wolves!) has been our goal for *The Lone Wolf Adventure Game*. I'm incredibly fortunate to have such a great team, and very proud of the game we've put together.

So, now it's over to you. Your adventures in Magnamund are about to begin. Take care, choose wisely, and have fun creating your own Lone Wolf legends.

As always, Joe puts it perfectly: For Sommerlund and the Kai!

— Dominic McDowall





# INTRODUCTION



## IN THIS CHAPTER

WELCOME TO THE LONE WOLF ADVENTURE GAME  
WHAT IS AN ADVENTURE GAME?  
AN EXAMPLE OF PLAY  
HOW TO PLAY THE GAME





## CHAPTER ONE INTRODUCTION

*In the northern land of Sommerlund, it has been the custom for many centuries to send the children of the Warrior Lords to the monastery of Kai. There they are taught the skills and disciplines of their noble fathers.*

*The Kai Lords are masters of their art, and the children in their charge love and respect them in spite of the hardships of their training. For one day when they have finally learnt the secret skills of the Kai, they will be equipped in mind and body to defend themselves against the constant threat of war from the Darklords of Helgedad.*

### WELCOME TO THE LONE WOLF ADVENTURE GAME!

Whether you've picked up this game because you're intrigued by the idea of telling your own stories and having your own adventures in a fantasy world or because you have played the Lone Wolf game books before and want to explore Magnamund further, this boxed set will show you how to create your own adventures and play them with your friends.

This box includes everything that's needed for you and a group of friends to play the roles of Kai Lords adventuring in the lands of Sommerlund and protecting its borders against the ever-constant threat of the Darklords of Helgedad, their fell minions and their shadowy agents.

You may choose to play a lone Kai Lord battling against the evil plans of the Darklords or be part of a larger group of heroes played by you and your friends. Unlike in a printed game book or a conventional story, you will not be constrained by the options offered to you on the page. Instead, you will be free to take any action you wish at any time.

The only limit to the story is your imagination; the only limit to your heroism your Kai Lord's bravery!

### WHAT IS AN ADVENTURE GAME?

An adventure game (sometimes called a roleplaying game, or RPG for short) is a game in which the Player takes on the role of an imaginary character and has adventures with other characters, usually other Players, in a scenario created by one player who is



### How to Get Started

The best way to learn *The Lone Wolf Adventure Game* is by playing it. Everything you need to play the game is right here in the box. If you have not already done so, read the *Read this First* pamphlet, round up a group of friends and play through the first adventure in the *Book of Kai Legends*. This adventure will teach you how to play, step-by-step. Once you're done, come back here!

This book contains all the information you will need to get started playing the game. The Initiate-level rules are the simplest, most straightforward version of the rules and will only take a few minutes to learn. They will get you through your first few games, whether you choose to play as a Kai Lord or run the game as the Narrator. While you are reading, be sure to pay special attention to any text in boxes like this one. These boxes are where we will call out special information, focus on important rules and provide tips on getting the most from the game!





called the Narrator (sometimes known as a Game Master or GM for short).

Adventure games are usually played with the Narrator and the Players gathered together in a comfortable setting, often seated around a table. This is why you'll sometimes see them called 'tabletop games' too. Online play is also a popular way to play, with Players and Narrator joining each other over text chat, Skype or voice programs, often playing together from opposite corners of the globe!

In *The Lone Wolf Adventure Game*, one person acts as the Narrator while the other Players take on the roles of imaginary characters in the fantasy world of Magnamund. This world and everything taking place in the game is described by the Narrator. Players and Narrator work together to create the game themselves and tell stories of their adventures. Think of an adventure game as your chance to take part in, help create and star in your own movie. You are playing the role of a major character in your own exciting fantasy epic!

## PERHAPS AN EXAMPLE?

If you're still not clear about how an adventure game works, think about the Lone Wolf game books a little further. In these 'pick your own adventure' books, you read through the story and make frequent decisions (based upon choices and options given at the end of each section of the book) in order to guide your character through the story and overcome the many dangers and challenges encountered along the way. Your choices are limited in those books, based on what the author has written, but this is not the case in an adventure game.

Instead of having a limited number of choices at the end of a description, the Narrator will ask you and your friends what your characters wish to do. You and the other Players decide on your

course of action and then describe what you do. Based on your decisions, the Narrator responds with further descriptions and options and, between you, a story full of adventure is created where your characters are the stars of the show.

Another way to think of an adventure game is that it's a little bit like improvisational drama with some rules included to help the Players and Narrator to understand how the characters interact with the game world, other people, and the creatures within it. If you have not played an adventure game before, you will find that it is quite unlike anything you've tried before.

## IF THIS IS A GAME, HOW DO YOU WIN?

If you have played the Lone Wolf game books, you will likely have completed them and 'won' by reaching the end of the story. This doesn't always happen in an adventure game.

In such a game, you will play several (perhaps a great many) adventures. After you complete each one, your character will get a little better at adventuring and may be rewarded with special items or favours from the lords of the land or other people you meet and aid during the quests. However, this does not mean you'll have won in the ultimate sense, because there will always be an opportunity to take part in further adventures that build on what you have experienced in the previous game.

You can think of *The Lone Wolf Adventure Game* as a kind of television series, where you play one of the lead characters. Every week you see the same characters, but the stories, and the circumstances in which they find themselves, changes with each new episode. In this sense, each adventure you play in Lone Wolf can be seen as a single episode of a much larger and greater story. If you are still feeling a little unsure about how to play, the following example should help explain it a little more and how an adventure game might take place between a group of friends.

## Players and Narrators

Being a Player means that you get to decide the character you want to be and what you want your character to do. You determine their skills and personality. You are in complete control of your own actions and reactions, just like performing a play that is being written by you and your friends together.

Being the Narrator is like being the writer or director of that play. You describe the setting and reveal more of its details as the story unfolds. You breathe life into the characters and creatures that your party of gaming friends encounter in their adventures. You set the challenges and you guide the plot towards an exciting conclusion.







## AN EXAMPLE OF PLAY

Featured here is a short excerpt from an actual gaming session. It will give you an idea of what to expect in your own games. Take note of how the Narrator tells the Players where their characters are and what they can see. Once he has set the scene, the Players then tell the Narrator what they want their characters to do. The game progresses in this way and the shared adventure develops.

Richard is the Narrator and Andrew, Dom, Jon and Teresa are the Players who have taken on the roles of four Kai Lords. Teresa is Storm Sparrow, Dom is Night Fox, Jon is Dawn Thunder and Andrew is True Song.

**Richard (Narrator):** *You have left the Kai Monastery on a mission to discover what has happened to a lost patrol of border rangers. You find yourself walking through the forests west of the Kai Monastery. Before long, it starts to get dark as the sun sinks below the horizon. Are you going to keep on walking?*

**Jon:** (speaking as Dawn Thunder) I knew we should have stayed in the Kai Monastery until morning! We'll never make it through the night without something big and bad showing up, wanting to eat us for its supper.

**Teresa:** (speaking as Storm Sparrow) Doomwolves, most like. A pack of those beasts is something I would dread to meet.

**Andrew:** (speaking as True Song) No, we had to leave the Monastery quickly. That patrol may be in danger and in need of our help. I say we push on.

**Dom:** (speaking as Night Fox) Perhaps we should sleep up in the trees or something?

**Teresa:** (speaking as Storm Sparrow) I would rather face Doomwolves with a quarterstaff in my hand than while I'm trying to hide up a tree!

**Jon:** I agree. (To the Narrator) We'll keep going, although we'll be extra cautious and keep a look-out for wolves and other creatures.

**Dom:** Don't say I didn't warn you!







**Richard:** (seeing everyone nodding in agreement to Jon's proposal) *OK, you carry on walking through the night. The moon is full and its silvery light penetrates the canopy of the trees. But in the half-light you really can't see very much of what lies ahead of you.*

**Teresa:** Hang on, Rich! Jon, doesn't your character have a lantern? Do you think we should use it to light our way?

**Dom:** It may attract unwanted attention.

**Andrew:** No worse than stumbling in the dark across something nasty. Or worse, overlooking signs of the missing patrol?

**Teresa, Dom and Jon:** Yep!

**Jon:** OK Rich, my character Dawn Thunder takes his lantern from his pack, pours in some oil and lights it using his flint and tinder. Holding it high above his head, he moves to the front, lighting the way.

**Teresa:** Storm Sparrow will stand at Dawn Thunder's side. She has the Kai discipline of Tracking so she can look for tracks and other signs; maybe the patrol left a trail here that we can pick up.

**Andrew:** True Song will guard the rear of our party, keeping a wary eye on what's going on behind us. We don't want anything stalking us as we go!

**Richard:** *Dom, what about Night Fox? What's he doing?*

**Dom:** Seems like the others have got all the bases covered. As we continue our journey, Night Fox will take up a position in the middle of the group, ready to react to anything that may happen. Hmm... I'll have my bow in hand, with an arrow nocked and ready to draw.

**Richard:** *OK, sounds like you're a lot more organised than before. That's good. You continue through the forest, along a narrow trail, and the lantern held by Dawn Thunder lights the way ahead.*

**Andrew:** I feel better now we're being more watchful. Richard, does my character see anything following us?

**Richard:** *Um... no. With the exception of the usual woodland noises, the occasional owl hooting and such, it pretty calm and quiet. As you've told me your character is on watch though, I'll let you know if you see anything untoward behind you. Assuming, that is, you can spot it!*

**Dom:** Ooh, I don't like the sound of that!

**Richard:** (smiling) *There's nothing to fear. Well nothing yet. OK, you had all better cross off a Meal. You've been travelling for some time and you are all hungry and need to eat to keep up your strength.*

**Dom:** I have the Kai discipline of Hunting, so I don't need to cross off a Meal.

**Richard:** *That's right. You find some nuts and berries as you go – plenty enough for you to eat while the others satisfy their hunger with bread, cheese and an apple each from their provisions. Don't forget to cross off a Meal each you guys, except for Dom of course.*

**Jon:** Uh-oh, I don't have a Meal.

**Richard:** *That's a pity. You'll lose some Endurance.*

**Dom:** Can my character find enough berries and stuff so that Dawn Thunder doesn't go hungry?

**Richard:** *OK, that sounds reasonable. Make a basic test against your Hunting discipline, Dom. With a bit of luck, you'll manage to collect enough nuts and berries for you both.*

**Dom:** (Dom flicks his counter into the box lid to pick a random number) Made it! Dawn Thunder doesn't have go hungry tonight, right?

**Richard:** *Right. Dawn Thunder won't suffer any Endurance loss for not having brought a Meal with him. Not this time, at least.*

**Jon:** (speaking as Dawn Thunder) Thank you, my friend.

**Richard:** *Alright, the eating is done and we're ready to continue. The lantern casts eerie shadows among the trees as you move along the narrow forest path. You keep thinking you can see a Doomwolf or two lurking in the surrounding woodland, but when you stare hard at the shadows, you realise that there's nothing there. A little further on, the path opens up into a clearing and you can make out an unusual shape ahead. What do you do?*

**Jon:** We approach with caution, weapons at the ready.

**Dom:** As the others move forward, Night Fox will stay at the edge of the clearing, his bow drawn and pointed at the shape. Just in case...

**Teresa and Andrew:** We follow Dawn Thunder!

**Richard:** *Getting closer, suddenly you realise that the shape is a mound of lifeless bodies. They are dressed in the tunics and cloaks of Sommlending Border Rangers. All of a sudden, it seems unnaturally quiet in this part of the forest.*





**Andrew:** Oh dear... I think we've found the patrol.

**Teresa:** I look around!

**Richard:** *Hang on Teresa, wait a second. Jon, your character has the Sixth Sense discipline: Dawn Thunder has a feeling of dread and impending danger wash over him. To the north of the clearing, he senses that something evil is approaching.*

**Jon:** Dawn Thunder points in the direction of the danger so that the others are made aware, and he places his lantern on the ground so he can use his shield.

**Richard:** *OK, you all turn to where Dawn Thunder points and, peering into the darkness, you see several pairs of eyes glinting in the moonlight.*

**All:** We ready our weapons!

**Richard:** *I assumed so! As you prepare yourselves, a pack of Doomwolves come creeping from out of the trees and stand in the clearing. Their coarse black fur is matted, their eyes glow with evil, and their slaver jaws hang wide open. They have teeth like daggers!*

**Teresa:** Doomwolves! See, I knew it!

**Richard:** *Well, I don't like to disappoint! Now, what are you all going to do?*

And from this point on, the adventure takes a dangerous and exciting turn!

The next part dealt with the companions fighting the Doomwolves. If successful, they would likely examine the bodies of the fallen Border Rangers and look around the area for further clues in

order to make sure they understood what had happened to the patrol. However, absolutely anything can happen in games like this, which is why they are such great fun to play!

## HOW TO PLAY THE GAME

Hopefully, the above example of a game in progress will give you a good idea of what roleplaying games are about and, in particular, what a session of *The Lone Wolf Adventure Game* might be like.

Now the final sections in this chapter introduce you to a fundamental element of the game: how you do things during an adventure.

## CHANCE AND RANDOM NUMBERS

In games as in real life, things do not always work out exactly how you want them to. If you swing a weapon at an enemy, he may dodge out of the way at the last moment. If you jump across a yawning chasm, you may slip and fall in. If you try to quietly creep past a guard, he may well notice you are there.

In *The Lone Wolf Adventure Game*, these moments of chance are called tests. They are worked out using random numbers. On the inside of the box lid you will find the Random Number Table.

Whenever you need to determine a random number, you use this table by flipping a special token into the box and looking at the number that it lands on. This is the number you have picked by chance.

Number tokens have a small arrow worked into their edge border on both sides. If the token lands straddling the lines of two or more boxes, use the number in the occupied box to which the arrow is pointing.



## Two Games, One Box

The Lone Wolf Adventure Game is intended to both be an introductory adventure game ideal for newcomers to the hobby, and at the same time a roleplaying game that seasoned veterans can use to play games set in the world of Magnamund.

To facilitate this, The Lone Wolf Adventure Game is really two games in one: the **Initiate-level game**, designed to teach newcomers how to play, and the **Master-level game**, which adds in extra rules and complexities to appeal to the experienced gamer.

Whilst the rules for both are sometimes presented side by side in the text, they are clearly marked where they diverge.







## USING DICE INSTEAD

If you play Lone Wolf a lot, you may find it easier to use dice rather than the Random Number Table. Each Player will need one or more 10-sided dice for this game, which you can find at most hobby stores. You can simply roll a 10-sided dice whenever the game calls for you to pick a random number.

Many 10-sided dice are numbered from 1 to 10. In *Lone Wolf*, a 10 should always be read as a 0, so the highest number that can be rolled is a 9. Cubicle 7 have made an official set of dice for *The Lone Wolf Adventure Game*, which you can buy from their webstore. The official Lone Wolf dice are numbered from 1-9, with Lone Wolf's symbol on the 0.

If you've never played a roleplaying game before, you'll want to play using the Initiate-level rules – simply ignore anything with a section marked either with a green header or in a green box out.

If you've played *The Lone Wolf Adventure Game* a few times already, or have played other roleplaying games, then you'll likely want to use the MASTER-LEVEL RULES – you can include any of the rules from a green-headed section or a green box out that you like. You don't have to use them all at once though; they're designed to pick and choose!







## TESTS

Any action that has an element of chance or risk in it is called a test. A test is made by picking a random number on the table and then adding a bonus to it to arrive at a total.

There are different types of tests in *The Lone Wolf Adventure Game*, such as those involving physical feats (but not combat) relating to things like agility, strength and stamina. There are also tests involving mental fortitude and discipline. And there are tests involving skills and Kai disciplines too.

Your Narrator will tell you what bonuses can be added to any test. These include bonuses you get from applicable abilities such as disciplines, skills and traits. Occasionally, penalties may subtract from your random number on a test. These situations will also be described by the Narrator when they occur.

Your Narrator will decide how difficult the test is, and from that the target number that must be equalled or beaten to succeed.

If the total of the test is equal to or higher than the target number then you have passed the test and you are successful in what you were trying to do. If your total is less than the target number, you have failed.

## LUCK TESTS

Sometimes you may try to do something where success or failure purely comes down to luck, no matter how skilful or talented you might be. When these situations arise, the Narrator may ask you to flip a token. In this case, getting the result you need to succeed will be down to good luck.

If the token lands with the god Kai showing face-up then the test has been successful, otherwise it has failed.

If you're using dice instead of the tokens provided then a result of 5 to 9 means you are successful. A result of 0 to 4 means you have failed the Luck test.

## READY FOR ADVENTURE!

And that is all you need to know to set off for adventure in the world of Magnamund, the setting for *The Lone Wolf Adventure Game*. Before you do anything else beyond this point, follow the directions above and have a quick game using the ready-made Kai Lords that came in this boxed set.

The adventure in the *Book of Kai Legends. The Lost Caravan*, has been especially written to be your first taste of what life is like to be Kai Lords. It will guide you through the rest of the rules and prepare you for much greater challenges in games to come.

From this point on, the game is yours. The adventures are yours. The hero is you. And your proud battle cry is...

# FOR SOMMERLUND AND THE KAI!



## Who Gets to Play?

For many groups, the decision on who plays Kai Lords and who acts as the Narrator will be an easy one. Narrators are in charge of the whole game, guiding the story that everyone tells together. It is a role best suited to someone with a good grasp of the rules, enough imagination to keep up with everyone's ideas and the desire to tell a great story.

Typically, Narrators choose themselves and the game runs smoothly for everybody. If there is ever any contention as to who plays and who narrates, work it out in whatever way best suits your group. One idea is to take turns between sessions so everyone gets a chance.





# FOR THE KAI!



## IN THIS CHAPTER

WHAT IS A KAI LORD?  
THE WORSHIP OF KAI  
THE FOUR VOWS  
HISTORY OF THE KAI ORDER  
A DAY IN THE LIFE





## CHAPTER TWO FOR THE KAI!

*"I see in your young eyes so much hope and potential. I also see confusion and fear. You have been brought to this Monastery with a singular gift and myriad questions. As one of your Elders, it has fallen to me to shape the former and answer the latter... if indeed I can. Listen to me closely. I pray to Kai that you will heed and respect my words."*

*"Remember, new cubs. There are no foolish questions – just foolish times to ask them."*

– Kai Lord Silent Owl, Caretaker of the Hall of Novitiates

### WHAT IS A KAI LORD?

Kai Lords are brave and exceptional warriors engaged in a monastic tradition that has long been established in Sommerlund. Although the majority of Kai Lords are recruited from noble Sommlending families, there are some who originate from other places in the free lands of the north. And a few dozen of the specially gifted children who join the Monastery each year hail

from ordinary or 'commoner families'. Lone Wolf himself is destined to come to the Monastery from a commoner family; there is no shame attached to this whatsoever. With the passing of centuries the God Kai's special gifts, which were originally bestowed upon one-in-ten of the 5000 original Sommer Islanders who founded Sommerlund, including the royal lineage and the most illustrious warrior families, have manifested themselves in children who are no longer of direct noble Sommlending descent.

All of the noble families of Sommerlund sponsor their offspring every year to secure them entry to the Monastery of the Kai. It is a great honour to be accepted and trained by the Kai Masters. Though the training and meditations are long and hard, when a Kai Lord has completed them and is ready to leave the Monastery, they will be willing and able to confront and confound Sommerlund's enemies by his force of arms and through the use of his Kai disciplines.

Kai Lords are trained to master the innate powers that lie dormant within them. Not every Sommlending or other humans in the world of Magnamund has the potential to become a Kai Lord.







Only during the course of their arduous training at the Monastery is the full potential of their innate powers unlocked and brought to fruition.

Kai Lords who have trained hard and released their potential can often perform exceptional feats of body and mind. They are equally at home in the cities of Magnamund as they are in its untamed regions, exposed to the elements and surrounded by wild and hostile creatures. A Kai Lord can survive in many places where lesser mortals would surely perish.

### THE PROPER TERMINOLOGY OF THE KAI

The terms Kai Lord and Kai Lady are in common usage across Magnamund, but in the Monastery itself and in any formal situation, especially in Sommerlund or Durenor, the Kai are more likely to use their traditional terms:

- Kai Lord: Kai Herra
- Kai Lady: Kai Konor
- Kai Master: Kai Menskurd
- Kai Mistress: Kai Femskurd

In such situations, the Kai only call themselves Lord or Lady as terms denoting some familiarity, such as friendship, a mentor-and-student level of affection, or a personal history. When speaking of a group of Kai Menskurd and Femskurd, it is proper to refer to them as Skurdin. This plural is genderless and applies whether the gathering is of mixed genders or not. Similarly, a group of Kai Herra and Kai Konor is called an Elrhin and follows the same rules.

### WHAT TRAINING DOES A KAI LORD UNDERGO?

Kai Lords are inducted into the monastery at an early age, normally when they are seven years old. They are removed from their ties to home and kin and placed into the charge of the Kai Masters. In many ways, this is the first lesson they learn. While their birth and rank among the people of Sommerlund will eventually become important again, all Kai begin as lowly equals with no special status and with only one another for family. After their first year, they each receive a new name. It is given to them by their teachers and it reflects qualities in their growing personalities.

From the moment of their induction into the Order of the Kai, a Kai Lord works, studies, trains and meditates. By this way they learn about the Kai disciplines and develop their inner potential to master them. Physical exercise and training dominate a few hours of every day, and the rest are given over to studies and meditation that develop their intellectual and psychic capacities. The early years spent by an aspiring young cadet at the Monastery are also filled with other tasks, such as working the fields to help nurture the crops that keep the Order fed, patrolling the surrounding timberland, studying the history of Sommerlund and learning languages that are spoken in the other realms of Magnamund.

As each young Kai displays his or her aptitudes, so the Kai Masters tailor their tutoring to enhance their strengths and strengthen their weaknesses. Not every young child inducted into the Order completes their years of training to become a Kai Lord. There are some that do not make the grade and fall out along the way. A few exceptionally gifted individuals are able to complete their basic Kai training and continue to make steady progress until they reach the coveted rank of Kai Master.

Young Kai Lords, upon satisfying their tutors and mentors that they possess Kai disciplines and have developed them to the

### Who is Lone Wolf?

Lone Wolf is the Kai Lord hero of a series of adventure books written by Joe Dever. In these books, the reader played through the events of the series, much as you star in this game as a Kai Lord of your own. In the very first book, *Flight from the Dark*, Lone Wolf becomes the last of the Kai Order after the forces of evil destroy his Monastery.

Against incredible odds, Lone Wolf battles the Darklords, stops their plans to invade Sommerlund and fights evil all over the face of Magnamund. The series chronicles Lone Wolf's epic adventures - adventures you do not just read, you experience them for yourself! They make for great inspiration for your own stories in *The Lone Wolf Adventure Game*.







required level, will be deemed fit for service. Traditionally, they are given a graduation task. This is a mission that may send them out into the wider world of Magnamund to fulfill a specific quest and put their abilities to the test. These missions are sometimes given to small groups of Kai Lords to undertake, rather than to a single individual. Whether alone, or as part of a group, their tutors expect them to carry out their designated quest with skill and determination. No matter its outcome, they are expected to return to the Monastery and give a full account of everything they have experienced and learned during their time away.

## WHAT DOES A KAI LORD DO?

It is the duty of all Kai Lords to defend Sommerlund from enemies both within and without. The evil schemes of the Darklords of Helgedad affect not only Sommerlund; they threaten the peace and security of all the lands of Northern Magnamund and beyond. Thus Kai Lords can be found on missions aimed at thwarting the Darklords and their sinister agents far and wide; pursuing quests of great importance to the maintenance of their homeland's security, and the peace and stability of their allies overseas.

Some missions may be as straightforward as escorting trade convoys through the North when rumours are rife of Darklord schemes to disrupt or destroy them. Other tasks may be far more daunting, such as travelling to distant lands to secure allegiances with nations that are on the brink of capitulating to the Darklands' control. Whether it is tracking murderous bandits in the woods or verifying rumours of incursions by Giaks and Drakkarim warriors along Sommerlund's western border with the Darklands, Kai Lords are the ones who are entrusted with these missions. Often when all else has failed.

In a world of mighty heroes, the Kai Lords stand head and shoulders above the others.

## WHAT IS A KAI LORD LIKE?

As is often the case when making generalisations about a particular race or type of people, there is no definitive answer to this question. Every Kai Lord is encouraged to walk his or her own path, but always in Kai's Light. While they are held to the highest of standards and expected to conduct themselves accordingly, Kai Lords are elite members of a society that values its freedom. As such, they are free to behave as they choose, so long as they fulfill their duty to maintain the security of Sommerlund and its people.

That said, there are a few common traits to be found within the members of the Order of the Kai. They are spiritual warriors; part knight, part monk, part ranger, part diplomat. Through meditation, they are able to access and draw upon their formidable mental powers and Kai disciplines. These abilities alone separate them from the other warrior castes of Magnamund. Their life is often one that is punctuated with periods of quiet introspection as they work to master and perfect their innate powers.

This is not to say that Kai Lords are a serious and sombre breed. They enjoy a noble and rewarding life within the walls of their Kai Monastery. Many are quiet, kind, and caring individuals, while others may sail close to the shores of arrogance when in the company of lesser men. Elders among the Kai work to temper this trait among the rising stars of the Order, but for all their special gifts, Kai Lords remain human at heart.

Kai Lords are expected to serve their country and protect the weak and vulnerable among the populace. They will fight evil wherever it raises its ugly head and sacrifice themselves, if needs be, for the greater good. They are instilled with a steadfast dedication to maintaining the borders of their homeland, and they are unquestionably loyal to their King and country. With such solid and worthy motivation as the light to guide them, it is rare to find a badly behaved Kai Lord amongst their noble Order.



## Roleplaying a Kai Lord

Ultimately, how you roleplay your character in *The Lone Wolf Adventure Game* is entirely up to you. There are no judges and the game is not a competition. Your Kai Lord may be a battle-hardened veteran of several military campaigns and act more like a soldier than a monk because of it. Or your character may have witnessed the depravity of the Darklords at first hand and become hard of heart or deeply traumatised as a consequence.

If the Narrator and your fellow Players are fine with your character, and everyone is having a good time playing the game, this is what matters most. Create the character you want to play, engage with your group, and have some serious fun!





Although very few Kai Lords have ever been described as fun-loving, carefree or jovial, there is no better company you could wish for when the dark shadow of Helgedad falls upon the land.

## THE WORSHIP OF KAI

The Kai Order is built upon the inspirational teachings of God Kai. The Kai Lords themselves are devout follows of the Sun God, but they refrain from proselytising their beliefs. They have fealty to Kai and will pray for his blessing, especially in times of peril, but they do not seek to go out and convert others to their religious beliefs; they are not missionaries or preachers.



For those among them that strive to follow the path of light and, in so doing, achieve enlightenment and the blessing of their god, they tend to favour regular periods of quiet reflection and the recital of simple prayers at sunrise and sunset. Although there is

a religious observance held at the Kai Monastery at noon each day, a time that is marked by the tolling of the chapel bell, Kai Lords in training are neither obliged nor expected to attend unless they so wish.

To be a Kai Lord is to accept a life of meditation, discipline and, above all, self-improvement as mind and body are brought together in total union. The ideals of Kai are the ideals of the perfected self in service to others. This ideal lies at the core of a Kai Lord and every effort they make is done so towards achieving this end.

One of the few religious rituals that the Order of the Kai practices is described below. The Four Vows are covered below and, depending upon how a Kai Lord performs and observes them, each of the trials can be a good source of background for determining a Kai Lord's character and personality.

## THE FOUR VOWS

When a Kai Lord begins his training, he is called upon to make four sacred vows in order to truly purify his mind, body and spirit. These vows are essential to remaining in the Kai Order and only students who swear to and maintain these vows are permitted to continue their training. All Kai Lords take these oaths very seriously. The rare few that renounce them are called 'vow breakers' and they are treated with disdain. In exceptionally rare cases, vow breakers that abandon the Monastery and the ways of Kai, and that seek to use their powers to satisfy wholly selfish ends, are hunted down and summarily executed as a warning to any who may, unwisely, consider following a similar path.

The Four Vows are sworn during a great ceremony dedicated to the Gods of Light; the God Kai and the Goddess Ishir. Before the assembled Kai Masters, a Initiate is requested to undergo a trial that symbolises and embodies each of the oaths.

## Roleplaying and the Four Vows

The Narrator may wish to play a scenario involving your character undergoing his or her trials as part of a longer story. Try to put yourself in the mindset of your Kai Lord as a child and play through the trials in that way. Not only can this be a great deal of fun, it can offer you great insight into how your character thinks and feels.

You might even find your initial concept shifting as the trials go on. Character development and change are a great part of any story and *The Lone Wolf Adventure Game* is no exception!







These trials are not physically dangerous, but they do test the commitment and sincerity of an Initiate. The Four Vows, and the trials most commonly associated with them, are:

### THE VOW OF FIRE

*'Fire is the gift of the sun; it is the light that burns away all but the spirit and leaves behind only Truth.'*

During the years spent in training at the Monastery, Kai Lords discover that there is little need for material wealth and that personal development is of far greater importance. A Kai Lord is only permitted to own material possessions that are deemed worthy and acceptable to his masters.

These possessions usually pertain directly to sustaining his personal well being and maintaining the security of Sommerlund (see overleaf). The accumulation of other possessions is discouraged for they are perceived to be an unwarranted distraction from the 'truth' of a Kai Lord's pursuit of wisdom and inner strength.

#### Typical Trial

The Trial of Fire is a trial of sacrifice. A Kai Initiate is requested to give up a sentimentally valuable keepsake from his or her childhood years. This sacrifice rarely involves an item of monetary value, but being able to let go of a personal treasure demonstrates commitment to the lifestyle and ideals of the Order.

### THE VOW OF LIGHT

*'All choices bring the Kai Lord into conflict with the only foe he can never defeat – himself. Good choices shall ensure survival. Evil choices will demand a tragic end.'*

As scions of law and justice in the land of Sommerlund, the Kai are expected to hold themselves to a higher standard than ordinary folk. A Kai Lord who knowingly and willingly commits a deliberately harmful act will be stripped of rank. Further, he may

lose his ability to call upon his Kai disciplines until atonement is made for his transgression.

The circumstances in which a Kai Lord must restore his tarnished reputation in the eyes of his masters are left for the Narrator to decide upon, but a dangerous quest or a great personal sacrifice would be an appropriate penalty.

#### Typical Trial

Each of the presiding Kai Masters (typically three, but sometimes as many as seven) poses a moral dilemma to the Initiate and together they judge him accordingly by the answer he gives. A strict time limit of one minute is imposed in which he is allowed to consider and give his answer. His first answer is taken to be definitive and final; he only ever has one opportunity to respond.

### THE VOW OF SOLARIS

*'Darkness cannot be tolerated. Where it obscures true sight, it must be banished by the light.'*

Kai lords are expected to fight evil whenever and wherever it manifests itself. This vow ensures that an Initiate is prepared, if necessary, to sacrifice his life in order to bring about the defeat the Darklords of Helgedad and their loathsome minions. By the swearing of the Vow of Solaris, a Kai Initiate obtains the moral authority he needs to become a true Kai Lord. This vow is the one most frequently tested in his future years, but every Kai Lord recognises and acknowledges its essential and fundamental truth. Some Kai Lords may be brought dangerously close to compromising this vow when engaged in difficult or sensitive missions abroad, and at some time during their quests, they will be challenged to uphold it in their own way.

#### Typical Trial

The Initiate is given one of the Monastery's rare treasures: a Sun Crystal. These lesser magical items glow with an intensity of light



## Cultural Diversity Among the Kai

The vast majority of Kai Lords are from the noble houses of Sommerlund, lines that have mostly remained 'pure' through careful marriages and powerful interpersonal alliances. This means that most Kai Lords have light hair, pale complexions and can trace their lineage back to King Kian and the original Sommlending settlers.

That said, the special powers of the Kai Lords are related to their bloodlines but do not require an entirely Sommlending lineage. Intermarriages and less-official arrangements have occurred between the Sommlending and several other nations, resulting in Kai Lords coming from all over Magnamund.







that is directly proportional to the goodness that lies deep within the heart and soul of the bearer. The Initiate is ordered to carry the Sun Crystal into the deep shadows of the Monastery's Great Hall and, if the light that radiates from the artefact is sufficient to make the face of the Initiate visible to the Kai Masters, the trial is passed.

### THE VOW OF SPIRIT

*'Purity of body is purity of soul. For one to exist without the other would be like the glory of the sun existing without the beauty of the moon.'*

Kai Lords live a monastic lifestyle, even when they leave the Monastery on assignment. Kai Lords are expected to refrain from the vice of gluttony, avoid over-indulgent pleasures, and eschew any immoral behaviour. Kai Lords who find themselves operating in clandestine or undercover operations will often be tested in this regard. The plain truth is that this vow is not entirely possible to uphold at all times, especially in circumstances where to do so would greatly compromise the success of a mission. But, wherever possible, a Kai Lord will always choose moderation over excess.

### Typical Trial

This trial is an indirect one. For three days before the Initiate's scheduled appearance to make his Vows before the Kai Masters, secretly they engineer three sets of circumstances in which he may indulge in dishonest behaviour.

These are usually innocuous situations where the actions of the Initiate will not result in any physical harm befalling either him or others. But these contrived scenarios serve to measure just how far the Initiate may be willing to go in order to satisfy desires that are not in keeping with those of a true Kai Lord. The behaviour and attitudes revealed by the Initiate during these tests are what determine whether the trial is passed or failed.

## HISTORY OF THE KAI ORDER

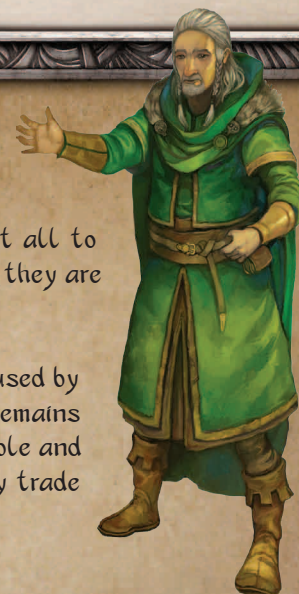
Lastly, some useful points in the Order's history are given here for you to read over and learn as you wish. While all Kai Lords are taught this as a matter of course during their training years, the details are not something that all of them retain in their adult years. How well do you know your family history? Your nation's? Just as the Players of ***The Lone Wolf Adventure Game*** might vary in this regard, so too do their Kai Lord characters.



## Tools of the Kai Lords' Trade

Kai Lords pride themselves on being self-sufficient. Technically speaking, they require no tools at all to make use of their special gifts. A Kai Lord can be effective with no equipment at all if needs be, but they are most efficient when bearing certain tools.

The most important gear a Kai Lord can own is the green garb of their order. The exact hue of green used by the Kai Order is protected by sumptuary laws in Sommerlund. These laws ensure that the colour remains bound to Kai Lords, making them easily recognisable and ensuring their authority remains both visible and unquestionable. Pragmatically, few Kai Lords travel without a weapon, maps, coinage for necessary trade and provisions or the means to procure them.







Just read the following if and when you wish. There is no quiz afterwards and you will not be graded on your finer points of Sommlending scholarship. That said, past is prologue and as they say, one can learn from history or be doomed to endure it once again.

## IMPORTANT DATES AND NAMES

### MS 3800: THE AGE OF SUN-STAR BEGINS

The history of the Kai Order truly begins with an age-old lesson – that in death, new life is born. At the end of the final battle between Vashna's forces and the alliance of Freelands under the leadership of King Ulnar, good triumphed over evil yet at a terrible cost. Though Vashna was slain, his final, spiteful act was to take Ulnar with him into death.

The Baron of Toran, one of the brave men who fought alongside King Ulnar at the Battle of Maakengorge, received a vision from Kai. The God of the Sun charged him with a holy quest to retrieve great relics of wisdom from the foul places where they had been lost for millennia.

The Baron of Toran accepted the mission and took with him King Ulnar's battered shield as a token of good fortune. The journey was long and arduous, but with the blessing of Kai and his own great skill, the Baron of Toran endured an epic mission and obtained Kai's relics – the Lorestones of Nyxator.

### MS 3810: KAI MONASTERY BUILT

The journey took the Baron ten years to complete and when he returned, he was much changed. His body was honed to the ultimate in physical perfection and exposed to the divine energy within the Lorestones. His psychic abilities had been awakened and he possessed great knowledge of the healing, natural, and tactical arts.



The shield he bore – now called the Sun Shield in honour of Kai – was adorned with the sunburst crest of Old Sommerlund with a superimposed eagle. This crest belonged to the Baron now, who took the new name Sun Eagle in honour of Kai, his journey, and his great transformation.

Knowing that the knowledge stored in the Lorestones could be of aid to all Magnamund, Sun Eagle set himself to a new task. He



## On Magnamund Chronology

The standard method of noting dates in Magnamund is means of years with the letters MS either before or after them. The MS stands for 'Moonstone' and refers to a great relic that, with its creation, changed the course of world history so greatly it marks the beginning of the modern era. Pre-historical dates that take place before the creation of the Moonstone are denoted like this: 1234 MS. Years after the creation of the Moonstone are denoted like this: MS 1234.

In conversation, when quoting dates, it is commonplace to omit the MS entirely unless you are referring specifically to a pre-historic date, in which case the MS is used after the date as in the first example given above (1234 MS).







built a retreat in the western hills of Sommerlund and made its halls open to children of the Sommerlund noble families. Here, in the monastery named after the God of the Sun, Sun Eagle began teaching Kai wisdom and skills to the next generation of Sommlending leaders. Sun Eagle bestowed the first title of Kai Lord on one of his students, Strong Bear, ten years later and many more followed in the thousand years thereafter.

### MS 4219: SIEGE OF KAI MONASTERY

Following the death of Vashna, a civil war kept the Darklords divided and occupied. This left the rest of Magnamund in peace for more than four hundred years, but such a respite could never last. Eventually, one Darklord, Zagarna, rose to the position of Archlord after completing the Doomstone quest. Now the uncontested ruler of the Darklands, Zagarna bent his every waking moment plotting revenge.

His first target was the Kai Monastery, as their line had been foretold by the dark prophets of Naar as being the only ones with the strength and art to wield the Sommerswerd; the divine blade that slew Vashna.

After gathering a mighty army in secret, he set the greater part of it against the Kai Monastery and with the remainder he lay siege to Holmgard. Though several small Sommlending settlements were destroyed, the Kai Lords proved themselves stronger than Zagarna's troops. They broke and drove the Darklord's army out of Sommerlund. So many critical losses were suffered by the Darklands army that Zagarna was unable to rebuild it and threaten Magnamund again for hundreds of years.

### MS 4434: BOOK OF MAGNAKAI LOST

When Sun Eagle founded the Kai Monastery, he also began work on a great tome of wisdom and Kai lore called the Book of the Magnakai. This project took eleven years to prepare and transcribe, but when it was finished all of the higher lore of the

Kai Lords was imbued into its hallowed pages. The text became the basis for all learning in the Monastery and a potent symbol of Sun Eagle's dedication to the Kai.

In MS 4434, the Book of the Magnakai was stolen from the Grand Hall of the Monastery by forces unknown. The legend tells of a special Helghast that was created with the ability to evade the usual means of detecting their kind. Impersonating a student at the Monastery, this fiend entered the Great Hall and used powerful magic to undo the bindings on the book.

Absconding into the night before the theft was discovered, the legend says the Helghast was overcome by the power of the book and disintegrated before it could reach the Darklands with its coveted prize.

For countless decades the Kai Lords have searched for the missing tome, but no trace has been found. Though the lore contained in the Book of the Magnakai also existed in the minds and hearts of the Monastery's teachers, it was a work of such magnitude that it could never be entirely replicated. Thus, the lore of the Kai became an oral tradition, passed down from master to pupil from that day forwards.

### MS 4771: DEATH OF THE BLACK ZAKHAN

The violence of the Great Khordaim War (MS 4702 – MS 4771) was the last in a long parade of deadly, deceitful and treacherous deeds perpetrated by the Black Zakhan - the long-lived ruler of Vassagonia. A warlord-magician of evil disposition and apparently possessing tremendous power, the Black Zakhan ruled his Empire with tyrannical and absolute authority. The certainty of swift destruction for any that opposed him was a grim reality during the years of his reign.

The death of the Black Zakhan, who had become insane after having ordered the execution of his only daughters, upset the

## Book of the Magnakai

*"While much is known about the contents of the Book of the Magnakai, little is chronicled about the tome itself. In part, this was done on purpose to confound those who would try to procure the book for their own ends. For centuries, the Order shrouded the book in secrecy, making even its storage vault a secret shared only with those few entrusted with its care. Now, many years later, we are faced with the impossible challenge of trying to find a book with no description.*

*"Perhaps that is why we label everything with big sun symbols and paint them green. At least now when we lose something, we will know what it looks like."*







balance of power in Vassagonia and the Empire plunged for a time into chaos, for he had no heir. Though Kai Lords struggled to stabilise the region and work with its factions for a peaceful resolution, their efforts come to naught.

From out of this turbulent political and military situation, a distant relative of the Zakhan emerged victorious after rallying the Horse-Lords of the original nomadic Vassa tribes to aid him against his rivals. This help came at a cost to the new Zakhan. In return for their help, the Horse-Lords demanded territories within the Empire where the tribes could live freely once more. When the war ended and the last pretender to the throne had had his head paraded around the streets on a horseman's lance, the new Zakhan returned the Empire to Imperial rule.

This last outburst of violence marked the end of open warfare in Northern Magnamund for nearly one hundred years. The nations of Magnamund were not entirely peaceful and border disputes continued unabated, but no large-scale open hostilities occurred during this time. In recognition of the Kai Order's efforts to promote peace and defend the citizens of Vassagonia from the ravages of war, the new Emperor declared all Kai Lords to be honoured guests of the throne, welcome at any time.

Sadly, this official period of goodwill was brutally shattered by the advent of the Lastlands War (MS 4866 - MS 4867). It has yet to be restored.

## MS 5000: PRESENT DAY

Peace has reigned for over two decades. The fires that rage deep within the heart of the Darklands have been dimmed for a long time. Life in Sommerlund is not without its challenges, but order has seemingly triumphed over chaos, and the Sommlending have enjoyed a long period of growth and prosperity.

Even so, there are many in Magnamund that warn that dark times are coming. Whispers from the west tell of treachery in distant courts and of many covert dangers much closer to home. Mystics all across Magnamund sense that darkness is in ascendancy once again, and with it will come a time for heroes to rise up and become legends in their own right.



## Dangers of the Present Day

Kai Lords have plenty to do in this so-called 'era of peace'. While the Darklands might be seemingly quiescent and overt raids have stopped across the Durncraggs, there are troubles for Sommerlund both at home and beyond its borders.

Alliances that were forged in the pressures of battle are starting to fray now that constant assaults are not forcing them to stay strong. A few foreign nations, such as Shadaki and Ruel, have even been openly hostile.

Within Sommerlund's own borders, bandit and outlaw activity is on the rise. Cults to the Dark Gods have begun forming, some in the hearts of otherwise peaceful villages. The threat of imminent war may be gone, but the skills of the Kai Order are much in demand.







## A Day in the Life

Dawn seems to arrive just as soon as I close my eyes to sleep. The dormitory is quiet, with only the sounds of the other Kai Elrhins' breathing to remind me I'm not alone. It's going to be a busy day, I tell myself, so I lay there for a few moments and think about where I am, what I've done, and what I'm going to do. I'm a Kai Initiate, I think to myself. Someday I'll be a Kai Skurdin, like Kai Menskurd Rune Star. I have a long way to go, though. Holmgard wasn't built in a day.

The morning bell rings and the other Kai Elrhin begin to stir. I climb out of bed and get dressed. True Song, in the cot next to mine, opens an eye and looks at me blearily. "Is it morning already?" she groans.

"Yes," I tell her, grabbing my cloak. "Get up or you'll miss breakfast, again."

I leave the dormitory and emerge into the monastery courtyard. The sky is dark but for a growing light on the eastern horizon. Other Kai Elrhin go about their duties. One of them spares me a smile as he passes by. I nod back respectfully before walking to the Grand Hall.

I'm met by the wonderful smell of porridge and fresh brown bread as I enter the hall. My belly gurgles, reminding me that I'm hungry. Several other Elrhin are close behind me, but there's no sign of True Song. Grabbing a wooden bowl filled with porridge and a large chunk of crusty brown bread, I find a seat at one of the Initiates' tables and begin to eat.

True Song finally arrives. She sits across from me staring at her bowl of porridge as if it's a sworn enemy. "Eat before it grows cold," I tell her. She grimaces, picks up her horn spoon, and grudgingly sets to work on her first meal of the day.

After breakfast there is meditation. Kai Menskurd Silent Owl leads us, chanting quietly and easing our spirits into the rhythms of inner peace. With full bellies and clear minds, our emotions mingle. I can sense True Song's boredom, Night Fox's homesickness, and Bright Shield's anticipation. Bright Shield has been selected to assist with weapons instruction. He's the strongest of the Kai Initiates and eager to prove himself to the Skurdin. I send him a quick thought: "They already know you're the best warrior among us. You have nothing to prove."

I can feel Bright Shield's mind turn to mine, looking into my spirit much as I've looked into his. "I'll be fine" he insists.

Silent Owl ends our meditation after an hour and sends us to the yard for weapons training. Bright Shield assists Kai Femskurd Quick Sword as planned. Even though he's the biggest and strongest of the Initiates, he's still a child like the rest of us. He does an admirable job as the Femskurd's assistant, too, and she compliments him on his footing. He nods to her respectfully, but I can tell he's very pleased with himself. Quick Sword doesn't give praise lightly.

Everyone sees to their chores after weapons training. Night Fox and I tidy up in the kitchens, washing bowls and spoons in preparation for the midday meal. He talks to me about his home as he works, describing his parents, their cottage and his little brother who he misses most of all. I listen to him quietly, sensing the burden of his homesickness fading as he draws memories forth, reliving them as he scrubs porridge from a wooden bowl.

Our midday repast is light fare; salted meat, bread, hard cheese, and fruit. Bright Shield, True Song, Night Fox, and I talk about our sparring matches that morning. Bright Shield gives me some tips to improve my defence. "You'd get a lot less bruises if you held your staff like this," he says, brandishing an imaginary weapon. We laugh at his pantomime, but I know he's right. Though fighting is something every Kai Elrhin must learn, it's never been my strong suit.



We assemble in the courtyard after lunch so that Kai Femskurd River Blade can give us our afternoon assignments.

"Storm Sparrow," she says, addressing me. "Take Bright Shield, Dawn Thunder and True Song into the forest. Wolves have been seen near the monastery, and I want you to confirm the sightings."

"Yes, Mistress," I answer. I'm suddenly excited, as we've never been sent into the woods without a Kai Skurdin present.

"Arm yourselves, too," River Blade reminds us. Shifting her eyes to Bright Shield, the Kai Femskurd warns, "Don't get into a scrap if you can help it. Understood?"

We nod, gather our weapons from the armoury, and head out to scout the woods. The shade beneath the trees is wonderful and the smell of growing things surrounds us. True Song leads the way, her sharp eyes searching the leaf-covered ground for tracks. Bright Shield takes up a position at the rear, gripping his spear tightly, while I concentrate and try to locate nearby animals using my intuition and Kai senses.

They find us before we know they're there. Four large, grey wolves circle our party, their yellow eyes never leaving us. Bright Shield starts to heft his spear, but I stop him with a glance. "Wait!" I whisper, approaching the pack leader with my hands outstretched.

"What in Ixia are you doing?" Dawn Thunder hisses.

The wolf, a large male, takes a step towards me and bares his fearsome fangs. Closing my eyes, I focus on him and let him know that we mean him no harm. True Song gasps and I open my eyes. The wolf has stopped in front of me, his eyes wide and curious, his head cocked to one side. "There are many plump rabbits in the fields to the east," I tell the wolf. "They taste much better than Kai Initiates."

With a terse growl, the wolf and his pack turn away and leave us.

Bright Shield, amazed, suggests we return to the monastery. True Song and I readily agree. We've discovered the wolves as instructed, but I've also discovered something about myself. Life as a Kai Initiate is full of such discoveries.





# CREATING YOUR OWN CHARACTER



## IN THIS CHAPTER

HOW TO MAKE YOUR KAI LORD CHARACTER - STEP BY STEP  
THE KAI ACTION CHART  
INITIATE-LEVEL CHARACTER CREATION  
CREATING YOUR KAI LORD  
MASTER-LEVEL CHARACTER CREATION  
AN EXAMPLE OF INITIATE-LEVEL CHARACTER CREATION  
AN EXAMPLE OF MASTER-LEVEL CHARACTER CREATION





## CHAPTER THREE CREATING YOUR OWN CHARACTER

With the notable exception of the Narrator, every Player of *The Lone Wolf Adventure Game* plays a character of their own, a Kai Lord who will be sent on missions by the Kai Masters and protect Sommerlund from its many enemies. This character is the fictional hero you will play when you explore the world of Magnamund. They may be just like you if you were in the world of Magnamund or completely different. Half the fun of roleplaying is exploring personality traits you do not normally have. Make the character that suits you and do not be afraid to experiment a little!

### ACTION CHARTS

While the deeds and actions of your characters exist in you and your friends' imaginations, there are certain details about them that you'll need to write down. Details like their name, how good they are at fighting and what special powers they have, for example. All of this information is recorded on an Action Chart.

If you're using one of the ready-made Kai Lords included in this box, you'll find each of them has an Action Chart already filled in. If you're making up your own Kai Lord, you'll need a blank Action Chart to use as you make your way through this section.

There are several blank Action Charts for you to use or you can freely download one from our website.

An Action Chart has space for all the details you need during play.

You will note that on the full-colour sheets that some boxes are green while others are gold. Gold boxes are statistics and information used in the Initiate-level game. Green boxes are used in the Master-level rules and may or may not be used depending on your game preferences.

You can find out what all of the bits of your Action Chart mean on page 30.

### IF YOU ARE PLAYING THIS GAME FOR THE FIRST TIME

If this is your first time playing *The Lone Wolf Adventure Game*, we recommend you choose one of the ready-made characters we have created for you. This will let you jump straight into play through your first adventure, *The Lost Caravan*. You can think of *The Lost Caravan* as a tutorial in a video game, as it takes you step by step through learning how to use your abilities and interact with the world.

If you are entirely new to roleplaying games, we strongly recommend using the ready-made characters. There is no better way to learn a new skill than by using it and our characters are

### Initiate-level vs. Master-level

The Initiate-level version of *The Lone Wolf Adventure Game* is intended as a level for beginners and those who prefer a simpler approach to roleplaying. These rules are only slightly more complex than the instructions for play found in the Lone Wolf gamebooks. This also makes them appropriate for Players looking for an experience matching those books.

Master-level rules add layers of complexity, allowing for games with considerably more detail and involvement. Master-level rules build on the Initiate-level ruleset, allowing Players and Narrators to have a play experience more in keeping with current roleplaying games. There is more bookkeeping and Players have to keep track of more information, which is why it's not as well suited to absolute beginners!







designed to let you begin play immediately. Don't worry: you'll be making characters and adventures of your own in no time!

If you are going to use a pre-generated Kai Lord, select one now and get with your Narrator to start playing. You do not need to read any further to start the game. If you are ready to make your own character or you just want to learn more about the details on your Action Chart, then read on!

## HOW TO MAKE YOUR KAI LORD CHARACTER - STEP BY STEP

### INITIATE-LEVEL CHARACTER CREATION

Here is a summary of how to make a Kai Lord using the Initiate-level rules. In the following section we'll go into more detail.

If you want to play the Initiate-level version of The Lone Wolf Adventure Game, follow Steps 1, 2, 3 and 4. Note all of the information on your Action Chart.

#### Step 1: Characteristics (page 35)

- **COMBAT SKILL:** Choose a Random Number and add 10.
- **ENDURANCE:** Choose a Random Number and add 20.

#### Step 2: Kai Disciplines (page 37)

- Choose **FIVE Kai disciplines** and write them down on your Action Chart.

#### Step 3: Starting Equipment (page 41)

- You begin play with a green Kai Cloak and tunic. You also possess a backpack, a map of the Lastlands, a belt and a leather pouch for your Gold Crowns.
- If you possess the Weaponskill discipline, you receive your trained weapon.
- You may select **FIVE** items from the list provided in the Starting Equipment section.

#### Step 4: Name your Kai Lord (page 43)

- You can either use the tables on page 43 to randomly generate a name for your Kai Lord, or make up one of your own choosing.

Once you've picked a name for your Kai Lord, you're all done and can begin your adventures in Magnamund!





## MASTER-LEVEL CHARACTER CREATION

If you wish to play the Master-level version of *The Lone Wolf Adventure Game*, follow Steps 1 (albeit calculating WILL in addition to CS and END), 2, 3 and 4 as described for Initiate-level character creation but then continue with Steps 5, 6, 7 and 8. Note down all the information on your Action Chart.

### Step 1: Characteristics (page 45)

- **COMBAT SKILL:** Choose a Random Number and add 10.
- **ENDURANCE:** Choose a Random Number and add 20.
- **WILLPOWER:** Choose a Random Number and add 10.

### Step 2: Kai Disciplines (page 36)

- Choose **FIVE Kai disciplines** and write them down on your Action Chart.

### Step 3: Starting Equipment (page 41)

- You begin play with a green Kai Cloak and tunic. You also possess a backpack, a map of the Lastlands, a belt and a leather pouch for your Gold Crowns.
- If you possess the Weaponskill discipline, you receive your trained weapon.
- You may select **FIVE** items from the list provided in the Starting Equipment section.

### Step 4: Name your Kai Lord (page 43)

You can either use the tables on page 43 to randomly generate a name for your Kai Lord, or make up one of your own.

You might wish to save this step till last, or come up with a name before you create a character — it's up to you!

### Step 5: Kai's Favour (page 46)

- Calculate how many points of Kai's Favour you begin with at the start of play.

### Step 6: Traits (page 46)

- Choose **TWO traits** from the traits section.
- Unless noted in a trait's description, each trait may only be taken once.

### Step 7: Skills (page 55)

- Choose **TWO skills** from the list on page 56.
- Beside each skill you have chosen, write '+1'. This indicates your bonus when using this skill for tests.

### Step 8: Defence (page 60)

- Calculate your character's Defence by adding up the Defence bonuses from any equipment you selected during Step Three. Record this number in the appropriate box on your Action Record.

And that is all there is to do it. Your Kai Lord is finished. Now on to glory for Sommerlund and the Kai!



## Take Your Own Path

The Character Creation guidelines above are a big checklist of steps that will take you through the simple process of making your Kai Lord for play. Though more in-depth than the Initiate rules, these steps are still fairly straightforward and easy to follow.

That said, do not feel you have to walk through this creation process in order. If your concept for a Kai Lord is a skilled diplomat with incredibly strong charisma, you may want to start in the middle of the list first so you can write down 'Striking' and 'Commanding' as traits or 'Influence' as one of your skills.

Just as your Kai Lord is unique to you, so is the path that gets you there.



# KAI ACTION CHART

CHARACTER NAME: ..... 1

CHARACTER RANK: .....

## DISCIPLINES

DISCIPLINE	NOTES	ADV. MAS.
1.		
2.		
3.	2	
4.		
5.		
6.		
7.		
8.		
9.		
10.		

## WEAPONS

1.
2.
3

## BACKPACK

<div>MEALS</div> <div>(Each Meal counts as one backpack item)</div>	
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
	<div>-3EP if no meal available when instructed to eat</div> <div>BELT POUCH</div> <div>(Maximum 50 GC or equivalent)</div>

## COMBAT SKILL

Basic COMBAT SKILL:

Modifiers: 8

Total:

## ENDURANCE

Basic ENDURANCE:

Modifiers: 9

Total:

## WILLPOWER

Basic WILLPOWER:

Modifiers: 10

Total:

## ARMOUR

11

## DEFENCE

- 12 End loss

## SHIELD

11

## TRAITS

1.
2.
3.
4.

6

Gained at RANK 6

Gained at RANK 8

## SKILLS

1.
2.
3.
4.

7

Gained at RANK 7

Gained at RANK 9

## SPECIAL ITEMS

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

5

## NOTES

14
----

KAI'S FAVOUR

13



## THE KAI ACTION CHART

All the information you need to play your Kai Lord during the game is recorded on your Action Chart.

Action Charts may look quite daunting at first but they are very straightforward once you know what each section means. The Action Chart is where you keep track of your Kai Lord's abilities, possessions, and special powers (known as Kai disciplines).

The next few pages describe each of these sections for you in detail, letting you know what goes where, how they are used and why they matter during a game. Afterwards, you will learn how to figure out what goes in each section and how to generate the numbers that define how good you are at various tasks. It's really very straightforward and once you have figured out what all the numbers mean, you'll be able to make your own Kai Lord in just a few minutes.

### SECTIONS OF THE ACTION CHART

#### 1. Character Name and Rank (page 43)

Page 43 has more advice about how to name your Kai Lord – but remember that those charts are only there to offer you suggestions. You may choose whatever name suits you so long as the Narrator agrees.

Your level of Kai training determines your Rank – it will normally start at 5.

Rank have titles that range from:

- **Rank 5** – Initiate (Your character begins play at this Rank.)
- **Rank 6** – Aspirant
- **Rank 7** – Guardian
- **Rank 8** – Warmarn
- **Rank 9** – Savant
- **Rank 10** – Master

#### 2. Kai Disciplines (page 37)

These are the Kai disciplines known by your character. Characters choose from the following disciplines. They know 5 at the start of the game. Having a discipline adds +1 to any tests made while using it during play.

Kai Disciplines:

Animal Kinship	Camouflage
Healing	Hunting
Mind Over Matter	Mindblast
Mindshield	Sixth Sense
Tracking	Weaponskill

**Master-level Rule:** Each discipline line includes checkboxes for Advanced and Mastered. Advanced and Mastered discipline checkboxes are ignored in the Initiate-level game.

- At each Rank above 5, a Player may choose a Kai discipline to become 'Advanced'. This provides an enhanced ability within that discipline and provides a +2 bonus when that discipline calls for a test.
  - As examples, Advanced Camouflage allows a Kai Lord to act or attack while hidden with a considerable bonus and Advanced Mindshield extends some of its protection to mental effects from magical sources.
- At Rank 10, a Player may choose a discipline in which they have gained 'Mastery'. This choice must be one that was selected as Advanced at Ranks 6th through 9th. A Mastered discipline gains a special new use and adds +3 to all its required tests.
  - As examples, Mastered Camouflage allows a Kai Lord to attempt to vanish from plain sight and Mastered Weaponskill does away with the penalty for entering combat without a weapon and increases its COMBAT SKILL bonus to +3.







### 3. Weapons (page 42)

This is where you list your character's weapons. Kai Lords can carry up to 2 weapons at a time. Weapons include nearly any personal war gear, including ranged implements such as bows and crossbows.

If a given weapon has any special attributes, these should be noted in the Weapons section.

If you enter combat without a weapon, you suffer a penalty to your attacks.

### 4. Backpack, Meals and Belt Pouch (page 42)

Most items that you can pick up and keep in the game are stored in your Kai Lord's backpack. These useful containers only have so much room, as reflected by its limit of 8 items in total. Meals are noted as taking one backpack slot each, as do things like water skins and spare clothes.

Meals are vital because if Kai Lords do not eat regularly, they start to suffer for it. Whenever a Narrator calls for you to eat a Meal, you must cross off a Meal from your Action Chart. You lose 3 ENDURANCE points if you do not have a Meal to cross off.

If you have the Kai discipline of Hunting you can ignore this penalty. Write HUNTING in the Meals section to remind you of this.

Belt pouches store coinage and, like backpacks, they have limited room. A belt pouch can hold up to 50 coins. While these are typically Gold Crowns, the currency of Sommerlund, there are other forms of coins in Magnamund. Regardless of the type, each coin takes up one space in a belt pouch.

### 5. Special Items (page 42)

Some items in the game have their own methods of being carried or are too small to warrant an entire space in your backpack. These are called Special Items and each will either state how they are carried or their method of containment will be obvious.

Some Special Items, such as a quiver, are also containers and used to store other objects. In all cases, keep careful notes of what your items do and/or contain in the spaces provided.

### 6. Traits (page 46)

**Master-level Rule:** Traits are attributes that set a character apart from others. At the start of the game a character has 2 traits. An additional trait is gained at Rank 6 and Rank 8.

There are three types of trait: Physical traits, Mental traits and Special traits.

#### Example of a Physical trait:

- **Hardy – Tough** and enduring, you can take more punishment than most and resist adversity that would drive others to their knees. *Benefit:* Automatically succeeds at any ENDURANCE tests brought on by weather or privation. Only loses 2 END when missing a meal. Gains +2 END.

#### Example of a Mental trait:

- **Sharp Wit** – Extremely astute and possessed of a winnowing insight, this character can cut through distractions like the keenest blade. *Benefit:* +1 on all WILLPOWER tests. If character possesses Mindblast, can spent 1 WILL to increase CS bonus to +3 for the current round of combat.

## Keeping Track of Your Kai Lord

Your Action Chart is the permanent record of your Kai Lord character, but many aspects of it can and will change over time. ENDURANCE, meals and Gold Crowns are all things that come and go, changing scores several times during a single session of play. Writing these in pencil is highly recommended because you will be changing them so often.

For values that have a base score, such as ENDURANCE, you may wish to write that original score in the corner of its box so that the number does not get lost and forgotten as you write and rewrite it during the game.







### Example of a Special trait:

- **Sun-Blessed** – Kai's sight has been upon this character since birth, foretelling a great destiny ahead, be that a grand life or a glorious death. *Benefit:* When a character spends Kai's Favour for a re-test, they can choose a 7 rather than generate a random number as normal.

## 7. Skills (page 55)

**Master-level Rule:** Skills are basic abilities that require talent or training and are not covered by the Kai disciplines. Skills are an important part of adventuring as not every challenge confronting the Players will be a monster to slay or a hazard to avoid. Skills provide a bonus to related tests; this bonus value ranges from +1 to +3.

Characters start with 2 skills. Each skill offers a +1 bonus.

An additional skill is gained at Rank 7. When it is gained, it has a +1 bonus and the bonus from your existing two skills increases to +2.

At Rank 9, a fourth skill is gained at +1. The bonus from all previous skills increase by one to +3, +3 and +2 respectively.

### Examples of Skills:

- **Might** – This character is physically stronger and more capable than most. *Benefit:* This skill's bonus applies when running, jumping, lifting, and climbing.
- **Influence** – This character understands social interaction and can affect others for good or ill

through body language, word choice, and rapport. *Benefit:* This skill's bonus applies to all forms of social interaction with sentient creatures.

- **Crafting** – This character is a maker of things, creating works of function and art. Crafters often need tools and materials to function effectively. *Benefit:* This skill's bonus applies for both manufacturing and examining/appraising the craftsmanship of others.

## 8. COMBAT SKILL (CS) (page 36)

This is the sum total of the character's physical acumen, strength and agility. COMBAT SKILL determines the bonus a Player gets when they make a test for a physical action not related to combat.

- The base value is what a character possesses as a result of character generation.
- Modifiers include all current modifiers to CS that are active at all times. One possible source of a modifier like this would be from certain traits. Another might be an equipped shield.
- Total CS is the base value plus all constantly-active modifiers. This is the value used during Combat.

**Master-level Rule:** Modifiers from Weapons and Shields do not apply to COMBAT SKILL when making non-combat tests and skill tests.

## What is Combat Skill?

Simply put, COMBAT SKILL is prowess and physical ability. It is a measure of coordination, dexterity and speed. A high COMBAT SKILL score represents someone in excellent physical shape with a gift for movement, battle and athletic ability. It can represent strength, but mostly it is indicative of trained capabilities over raw potential.

COMBAT SKILL (abbreviated as CS) is primarily used for fighting and tests involving physical activity. It is the characteristic most commonly used when taking actions and interacting with the game world.







## 9. ENDURANCE (END, EP) (page 36)

This value represents a character's health and stamina. In combat, this number drops as damage is taken. ENDURANCE also determines the bonus a Player gets when they make a test for any kind of physical resistance such as trying to cross a room filled with caustic gas.

- The base value is determined during character generation.
- Modifiers include all current modifiers to ENDURANCE that are active at all times. One possible source of a modifier like this would be from certain traits.
- Total EP is the base value plus all constantly active modifiers. This is the value that suffers losses during combat or from hazards during adventures.

## 10. WILLPOWER (WILL, WP) (page 45)

This score is the culmination of a character's mental abilities, from strength of personality to intellect to mental discipline. While of primary value to spellcasters and mentalists, Kai Lords benefit from WILLPOWER as they can use it to resist magical effects, endure psychic damage and enhance their mental Kai disciplines.

If your WILLPOWER is reduced to 0 and suffer any effect that would damage WILLPOWER, that value is subtracted from ENDURANCE instead. Defence cannot reduce this loss.

- The base value is determined during character generation.
- Modifiers include all current modifiers to WILLPOWER that are active at all times. One possible source of a modifier like this might be from a trait, such as Dedication.

## 11. Armour and Shield (page 42)

These boxes provide a space to record any armour and shield that you have equipped.

Armour adds a certain number of points to your ENDURANCE when worn.

**Master-level Rule:** Armour does not add to ENDURANCE in the Master-level game. Instead, Armour has a bonus associated with it called Defence. This is a simple numeric value.

Shields have a COMBAT SKILL bonus associated with them.

**Master-level Rule:** In addition, all shields provide a bonus to Defence equal to half their CS bonus, rounded up.

## 12. Defence (page 60)

**Master-level Rule:** This value is derived from various sources, primarily from Armour and Shields. In combat, your Defence is subtracted from END losses suffered in combat. No loss greater than -1 END can be reduced below 1, so even with a strong Defence, characters are vulnerable to attrition during battle.

- Armour and shields are also proof against instant-kills in combat (K results on the Combat Results chart). If a character suffers a K result in combat, they instead lose their shield (if they have one), then their armour. A K result only outright kills a character without either equipped.



## What is Endurance?

ENDURANCE is health, resistance, raw physical stamina and life force. It represents the ability to suffer trauma, shock and physical damage without breaking or dying. When something or someone runs out of ENDURANCE, it ceases functioning. For living creatures, this means deep unconsciousness or death.

ENDURANCE (abbreviated to END) is primarily used as a score to determine injuries in battle. ENDURANCE scores drop by suffering damage, most often from combat. ENDURANCE is also used for tests involving resisting adverse effects, pure physical might, and stamina.







- Armour and shields 'lost' this way are damaged beyond usefulness and have to be repaired at a cost of half their Gold Crown value (or for free at the Kai Monastery).

### 13. Kai's Favour (page 46)

**Master-level Rule:** This is a numerical value determined by your starting COMBAT SKILL, ENDURANCE and WILLPOWER. The lower these values, the more points in Kai's Favour you have. This provides a balancing factor so that low characteristic scores do not put Players at too great a disadvantage.

Kai's Favour can be spent in a number of different ways but its primary use is for re-tests. After failing a test, Kai's Favour can be spent to take that test again with a bonus equal to your Kai's Favour before the expenditure.

### 14. Notes

There are all manner of things you might need to write down or keep track of during a game that the Action Chart doesn't have a specific space for. Use the Notes section for writing down combinations, codes, directions, clues or any other useful information given during quests. It's even handy for writing down the phone numbers of nearby takeaways for those all-day gaming sessions!



## INITIATE-LEVEL CHARACTER CREATION

### CREATING YOUR KAI LORD

Follow these instructions step by step, filling in any values you generate on your Action Chart. By the time you are done, you will have your own character ready for play.

If at any point you get confused or lost during character creation you can refer to the example provided on page 61. This is an in-depth walkthrough on making a character for *The Lone Wolf Adventure Game*.

### STEP ONE: CHARACTERISTICS

*"Your instructors will teach you how to fight your enemies and how to weather their blows in return. Though they will train you well, keep in mind that skill in battle and skill in survival are not always the same thing."*

*"Know when to run your foe through, but also know when it is time to just run."*

– Kai Lord Silent Owl, Caretaker of the Hall of Novitiates

In *The Lone Wolf Adventure Game*, your character is defined by two characteristics: COMBAT SKILL and ENDURANCE. Each characteristic has a number associated with it. This tells everybody how good your character is at using that characteristic. The higher the number, the better!

- COMBAT SKILL is a measure of your character's ability in fighting situations. ENDURANCE is a measure of how tough your character is.

## Learning How to Play Lone Wolf

As with any good set of rules, complexity comes with experience. You can master the basics of *The Lone Wolf Adventure Game* very quickly. You can also learn it in depth over time, making your games richer and more intricate by introducing our advanced rules on top of what you have already learned.

Learn at your own pace and introduce more complex rules when you feel comfortable.

If you haven't already done so, go and play the *The Lost Caravan* adventure.







- COMBAT SKILL will not change very often, while ENDURANCE can go up and down quite a lot, depending on how many battles you fight and how many other dangers you face.

## COMBAT SKILL

To find out what your character's COMBAT SKILL is, pick a random number (see page 10 for more about how to do this). Add 10 to this number and the total will be your COMBAT SKILL.

- Your COMBAT SKILL will be between 10 and 19.

## ENDURANCE

To find out what your character's ENDURANCE is, pick a random number (see page 10 for more about how to do this). Add 20 to this number and the total will be your ENDURANCE.

- Your starting ENDURANCE will be between 20 and 29.

ENDURANCE changes a lot during the game – it often goes down when you take damage during combat.

ENDURANCE is regained by various means – from resting to drinking a Potion of Laumspur – all of which are explained on page 34 of the *Book of Kai Wisdom*.

Once you have determined your COMBAT SKILL and ENDURANCE scores, enter them on your Action Chart. We recommend writing them on your Action Chart in pencil, as they may go up or down in the game.

Once you have your characteristics generated and recorded, move on to the true measure of a Kai Lord – your Kai disciplines. While your characteristics are randomly chosen, your choice of Kai disciplines should be carefully considered.







## STEP TWO: KAI DISCIPLINES

*"Kai's greatest gift to us is the power he bestows through our disciplines. There are many sorts of magic in the world but our abilities are unique in all of Magnamund. Be proud of this blessing, but never forget that you have been granted it for a reason. Devotion exalts the Kai Lords. Arrogance undermines us."*

*"I'm looking at you, Laughing Fox."*

– Kai Lord Silent Owl, Caretaker of the Hall of Novitiates

Over the centuries, the Kai have mastered the skills of the warrior. These skills are known as the Kai disciplines and they are taught to all Kai Lords. Your character has been training for many years but has yet to master all of the disciplines and so you may choose just 5 from the following list.

- Animal Kinship
- Camouflage
- Healing
- Hunting
- Mind Over Matter
- Mindblast
- Mindshield
- Sixth Sense
- Tracking
- Weaponskill

You will have a chance to learn other Kai disciplines later.

When you have chosen your 5 Kai disciplines, write them down on your Action Chart.

### CAMOUFLAGE

This discipline enables you to blend in with your surroundings. In the countryside, you are able to hide undetected among trees and

rocks and pass close to an enemy without being seen. In a town or city, it enables you to look and sound like a native and it can help you find shelter or a safe hiding place.

If you choose this discipline, write 'Camouflage' on your Action Chart.

### Using Camouflage

Use this discipline to make tests involving hiding from enemies, searching for items that someone has hidden from you and detecting ambushes before they occur. You can also make Camouflage tests to determine where someone is from by their accent or dialect.

*Pick Camouflage if...*

You want to be able to avoid combat, set traps for your foes or sneak about unseen.

### HUNTING

This discipline ensures that you will never starve in the wild. You will always be able to hunt for food yourself, except in areas of wasteland and desert.

The discipline also enables you to be able to move swiftly and surely, helping you avoid pitfalls and other dangers.

If you choose this discipline, write 'Hunting' on your Action Chart.

### Using Hunting

You do not need to cross off a Meal when instructed to eat.

Feeding yourself requires no significant time unless the Narrator determines that you will need to actively hunt. If this is the case, you will need at least one hour to procure a Meal, possibly more depending on conditions and Narrator preference.

## Choosing Your 5 Disciplines

The five disciplines that a Kai Lord begins the game with are the culmination of years of training, the manifestation of powers that have been practised since childhood. As you choose them, keep this in mind. While you do not have to limit your picks to match the personality of the character you are trying to make, they should definitely reflect who you want that person to be.

Also keep in mind that by Rank 10, all Kai Lords will know every discipline. This frees you to pick the five that appeal to you most or even the five that mesh best with the rest of your group. You can choose any five for any reason because, ultimately, you will one day have access to them all.







You can make Hunting tests when trying to provide Meals for someone other than yourself, find clean drinking water, and determining whether a given plant or animal is safe to eat. Doing this is always considered active hunting and requires at least an hour as noted above.

You can also make Hunting tests to set traps in both urban and wilderness settings, assuming you have the materials.

*Pick Hunting if...*

You don't want to have to keep track of Meals, you want to be self sufficient or you want to be at home in the wild.

## SIXTH SENSE

This discipline may warn you of imminent danger. It may also reveal the true purpose of a stranger or strange object encountered in your adventures.

If you choose this discipline, write 'Sixth Sense' on your Action Chart.

### Using Sixth Sense

The Narrator will warn you when your Sixth Sense tells you something is wrong.

You can also make a test with Sixth Sense whenever you want to actively sense for danger, as opposed to just waiting for it to offer you warnings and advice.

**Master-level:** You may also make Sixth Sense tests to read the fortunes of others:

- Using Sixth Sense for someone else requires physical contact with the creature in question and costs 1 WILLPOWER point each time, even if the test fails.

*Pick Sixth Sense if...*

You never want to be surprised or caught off guard, you want the Narrator to warn you of danger or you want to have exceptional intuition..

## TRACKING

This discipline enables you to make the correct choice of a path in the wild, to discover the location of a person or object in a town or city and to assess any footprints or tracks you might find.

If you choose this discipline, write 'Tracking' on your Action Chart.

### Using Tracking

You can make a Tracking test to find out more about tracks and paths you find. If an area has no tracks in it, you can make a test to reveal information about the kind of area you are in and what creatures or natives might be found nearby.

You may also make a Tracking test to gain insight as to what areas of significance there could be nearby.

*Pick Tracking if...*

You never want to get lost, you want to be able to follow people even in the middle of nowhere or you want to be an expert tracker.

## HEALING

This discipline enables you to meditate to heal your own wounds, or to tend to the injuries of your friends. You can also identify illnesses, poisons and the potency of curative substances.

If you choose this discipline write 'Healing' on your Action Chart.

### Using Healing

This discipline can be used to restore ENDURANCE points lost through injury.



## Sixth Sense - Eyes of the Mind

Sixth Sense is a deceptively simple discipline that rewards the Kai Lord for creative use. On the surface, Sixth Sense would seem to be just an early warning system for danger. It can be used this way, but the discipline is capable of so much more; with it a Kai Lord can sense motivations, evil intent and even see a few seconds into the future.

This requires cooperation with the Narrator to decide what can be sensed, how much detail can be gained and just how much warning you might get from its use. Sixth Sense is always useful, but rarely clear cut.







If you have this discipline, you automatically regain 1 ENDURANCE point every two hours. This effect is a constant benefit of the Healing discipline and does not require you to take any special action. You do not even have to be conscious!

You may also choose to enter a meditative trance in order to heal yourself. You will restore 1 ENDURANCE point for every 10 minutes that you are in the trance and are not disturbed. You may meditate for a total of 1 hour every day.

Remember that your ENDURANCE score cannot rise above its original level through any use, passive or active, of this discipline.

You may also heal others, though you are not so good at doing this. You may restore 2 ENDURANCE points to one other character. This can be done once per day for each character you heal. You can only heal one other character at a time.

You may make Healing tests to identify illnesses, poisons, the likely source of physical injuries, and the potency of healing and curative items. A Healing test is also required for any kind of forensic examination of remains.

*Pick Healing if...*

You want to be able to help others, quickly recover from injuries and be able to cure diseases and poisons.

## WEAPONSKILL

Upon entering the Kai Monastery, each Initiate is taught to master one type of weapon – you have shown a particular aptitude with this weapon.

When you learn the Kai discipline of Weaponskill, you can either choose a weapon from the following list or pick a random number to determine which one you have been trained in:

1. DAGGER
2. SPEAR
3. MACE
4. SHORT SWORD
5. WARHAMMER
6. SWORD
7. AXE
8. BOW
9. QUARTERSTAFF
0. BROADSWORD

This is the weapon in which you have a natural aptitude and been given additional training.

If you choose this discipline, write 'Weaponskill in \_\_\_\_\_' on your Action Chart. Write this weapon down in the Weapons section of your Action Chart as well. Remember that you cannot carry more than two weapons and may still only use one weapon at a time.

## Using Weaponskill

When you enter combat carrying your trained weapon, you gain a +2 bonus to your COMBAT SKILL.

You may make a Weaponskill test when you are trying to do something with your weapon other than strike your opponent for lethal damage. You can also make a Weaponskill test when examining a weapon to determine its craftsmanship, region of origin and likely techniques for using it in battle.

**Master-level:** Certain combat options will call for a Weaponskill test to use. These are detailed on page 35 of the *Book of Kai Wisdom*.

## A Kai's Weapon

*"The weapon you choose to master during your years here will say much about you. Wielded properly, no one implement of battle is superior to another. Blades cut, bludgeons crush and sharp points do what sharp points have always done. No choice is wrong, but only one choice is right. For you, that is."*

*"If you favour might above all else and feel that force cures all ills? The warhammers are right over there. Are you the kind to seek balance in all things? Try a sword in one hand and a shield in the other. Daggers tend to be for those who like speed and stealth, while axes and maces favour the bold. I myself like the quarterstaff, but mostly because I do not like limping."*

- Silent Owl







### *Pick Weaponskill if...*

You want to master a particular weapon, you want to be a powerful warrior or you want to be able to perform fancy techniques in combat.

## MINDSHIELD

Some of your enemies have the ability to attack you using psychic force, the focused power of their mind. The Kai discipline of Mindshield can protect you from harm when subjected to this form of attack.

If you choose this discipline, write 'Mindshield' on your Action Chart.

### Using Mindshield

If you have the Mindshield discipline you will be immune to most forms of psychic damage. You will be told by the Narrator if you are not immune to a psychic attack.

You will rarely be called upon to make a Mindshield test. Normally the Narrator will only call for a test when you confront an adversary with specialised mental attacks. In these cases, you may be asked to make a test to avoid a psychic effect other than ENDURANCE damage.

**Master-level Rule:** The Mindshield discipline provides a Kai Lord with great focus, allowing him or her to concentrate even in adverse conditions. This allows Mindshield to allow a Discipline Trump for the Investigate and Sage skills (see page 59 for more about Discipline Trumps).

### *Pick Mindshield if...*

You want to be immune from an enemy's psychic powers, to concentrate even when in distracting circumstances or to play an aloof and inscrutable character.

## MINDBLAST

This discipline enables you to attack an enemy using the force of your mind.

If you choose this discipline, write 'Mindblast' on your Action Chart.

### Using Mindblast

Mindblast is used at the same time as a normal combat weapon and adds a +2 bonus to your COMBAT SKILL.

When using Mindblast, if you reduce an enemy's ENDURANCE to 0, you may choose to render them unconscious instead of killing them.

Not every creature you encounter can be harmed by Mindblast. You will be told by the Narrator if your target is immune.

You will rarely be called upon to make a Mindblast test

### *Pick Mindblast if...*

You like the idea of attacking enemies with the power of your mind or you want to be a powerful psychic warrior.

## ANIMAL KINSHIP

This discipline enables you to communicate with some animals and to be able to guess the intentions of others. In some cases, it can allow you to control an animal's instincts or actions.







If you choose this discipline, write 'Animal Kinship' on your Action Chart.

### Using Animal Kinship

This discipline is often used for tests involving complex feats with animals, including commanding them to do things they would not be able or willing to do normally, such as charging through fire or defending you against a much stronger opponent. It is considered a serious breach of a Kai Lord's code to use an animal recklessly or endanger its life without great need.

*Pick Animal Kinship if...*

You want to be able to befriend an animal, talk to wild beasts or calm down unfriendly creatures and stop them attacking you.

### MIND OVER MATTER

Mastery of this discipline enables you to move small objects with your powers of concentration. At its basic levels, it can typically only move a weight equal to a small pouch of coins or tiny objects like the tumblers inside a lock.

If you choose this discipline, write 'Mind Over Matter' on your Action Chart.

### Using Mind Over Matter

A Mind Over Matter test is made to increase the maximum weight you can move with the power of your mind alone. The heavier the load, the harder it will be to succeed at the test. You may also make a Mind Over Matter test to propel objects more quickly than normal. You can find out more about this on page 66 of the *Book of Kai Wisdom*.

*Pick this Discipline if...*

You want to have potent psychic powers, you want to be able to move things with your thoughts alone, you want to be able to do all sorts of sneaky tricks without moving.

Once you have picked your 5 disciplines, your Kai Lord is nearly complete. All you need to do now is choose your starting items and select a name, and note them on your Action Chart!

## STEP THREE: STARTING EQUIPMENT

*"Many years from now, when you have grown into your abilities and are deemed ready to wear the tunic and cloak of a true Kai Lord, you will appreciate them for the symbols of faith that they are – the faith you have in Kai and the faith we place in you."*

*"You will also appreciate how warm they are, especially if you ever have to go to Kalte."*

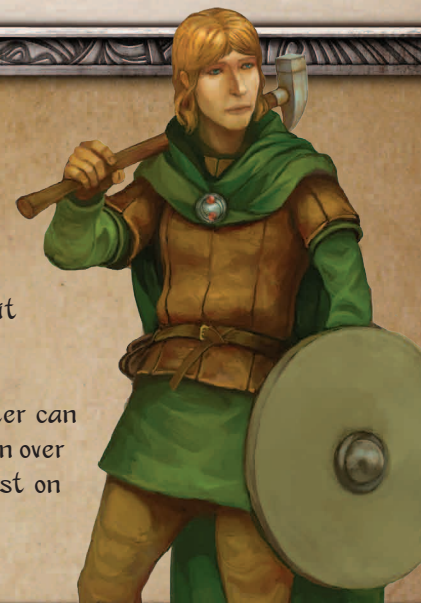
– Kai Lord Silent Owl, Caretaker of the Hall of Novitiates

- Your basic possessions include the green tunic and cloak of a Kai initiate.
- You also have a backpack, a belt and a leather pouch in which you keep your money (in the form of Gold Crowns, at least in Sommerlund) – these have their own section on your Action Chart.
- To find out how much money you start with, pick a random number and add 10. The total is the number of Gold Crowns you possess. Write this number in the belt pouch section of your Action Chart.
- Upon entering the Kai Monastery, every initiate is given a Map of the Lastlands. This map shows the location of your native country, Sommerlund, and its capital city, Holmgard. It also shows the land of Durenor away to the east and the Wildlands, which separate the two kingdoms. This map is kept in its own leather case attached to your

## Matters of the Mind

Using Mind Over Matter during a game can be tricky. It does not move very much weight, it does not do so very quickly and it requires the kind of focus that is hard to maintain in combat. Many Kai Lords only use this telekinetic gift for simple tricks and chores, forgetting about it entirely once they are in the field on a mission.

What this discipline lacks in raw power, however, it makes up for in utility. Mind Over Matter can open window latches, adjust the sides on a pair of dice, pick locks, hover vials of sleeping potion over enemy cookpots or distract enemies by tugging at their clothes while the Kai Lord sneaks past on their blind side.







backpack. It does not take up any space, so you do not need to write it on your Action Chart.

- If you have the Kai discipline of Weaponskill, you will also start with the weapon that you are proficient with – you will have written this in the Weapon section of your Action Chart already.

Now choose **5 items** from the following list. Unless otherwise indicated you can pick each item only once. Write each of the items you pick on your Action Chart, in the section indicated in brackets:

- Bow (Weapon)
- Broadsword (Weapon)
- Chainmail Waistcoat (Special Item, adds 4 to your ENDURANCE)
- Dagger (Weapon)
- Helmet (Special Item, adds 2 to your ENDURANCE)
- Lantern (Backpack)
- Mace (Weapon)
- Meal (Backpack) — You may choose a Meal up to three times.
- Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total) — You may choose Potion of Laumspur up to three times.
- Quarterstaff (Weapon)
- Quiver (Special Item, contains 12 arrows)
- Rope (Backpack)
- Shield (Special Item, grants a +2 bonus to your COMBAT SKILL)
- Spear (Weapon)
- Sword (Weapon)

In the Initiate-level version of *The Lone Wolf Adventure Game*, there is no difference between types of weapon and you are free to wield whatever suits your Kai Lord best. Normal weapons provide no bonus to COMBAT SKILL.

Remember though that if you enter combat without a weapon, you incur a -4 penalty to COMBAT SKILL.

## HOW TO CARRY AND USE YOUR EQUIPMENT

### Weapons

If you find a weapon during your adventures, you may pick it up and use it. You may only use 1 weapon at a time in combat.

- You can only carry 2 weapons at any time. Most weapons are carried either sheathed or tucked into your belt and are marked in the Weapon section of your Action Chart.

### Backpack Items

During your travels you will discover various useful items that you may wish to keep.

- You can only carry 8 items in your backpack at once.

If you ever lose your backpack, you automatically lose all of the items it contains. You will be unable to pick up and keep any new backpack items until you acquire a new backpack. You may exchange or discard items at any point when you are not involved in combat.

### Special Items

Each Special Item has a particular purpose or effect. This may be explained when the item is first discovered or the Narrator may reveal it to you later in the adventure.

- You can carry up to 12 Special Items. Write them in the Special Items section of your Action Chart.

### Gold Crowns

The currency of Sommerlund is the Gold Crown, which is a small gold coin. Gold Crowns can be used on your adventures to pay



## Kai and Equipment

One of the reasons why Kai Lords begin the game with limited equipment is because they are trained to be self-sufficient. They are taught to make do with whatever is on hand. As such, everything they carry serves a purpose and their possessions become both very important and easily replaceable. Kai Lords, as a general rule, do not value material items beyond their usefulness as tools.

One exception tends to be a Kai's weapon of choice, especially once they select Weaponskill as a discipline. Kai Lords are warriors tasked by Kai to battle evil; their weapons represent both their ability to serve in that regard and as a symbol of that sacred duty.







for transport, food or even as a bribe. Some of the creatures that you may encounter will possess Gold Crowns or you may discover them while searching.

Any Gold Crowns that you acquire should be added to the number in your belt pouch. The maximum number you can carry in your belt pouch is 50.

### Food

While on an adventure you will need to eat each day – the Narrator will periodically instruct you to cross off a Meal from your Action Chart.

If you do not have any food when you are instructed to eat a Meal, you lose 3 ENDURANCE points.

If you have chosen the Kai discipline of Hunting as one of your starting disciplines, you will not need to cross off a Meal when instructed to eat, except in areas of Wasteland or Desert.

## STEP FOUR: NAME YOUR KAI LORD

It has long been a tradition to bestow a new name upon each young Initiate when they complete their first year's training at the Kai Monastery. Kai names are chosen by senior Kai Masters with the aim of reflecting the individual strengths and qualities of each young Kai. Some names are a compliment, while others are a warning, but every name means something both to the ones granting it and the Kai Lord receiving it.

You can choose your Kai name for yourself or create one at random using the following name tables. Pick two numbers from the Random Number Table and consult the Prefix table. Then pick two more random numbers and consult the Suffix table. The number you pick may direct you to pick another random number from a sub-chart. Combine the two names and you have your Kai name!

	Prefix (0 to 4)	Prefix (5-9)
0:	Moon	Silent
1:	Sun	Kind
2:	True	Dawn
3:	Bold	Gentle
4:	Swift	Fierce
5:	<b>Battle</b> (subchart)	<b>Colour</b> (subchart)
6:	Wise	Little
7:	Storm	Stern
8:	Rune	Night
9:	Brave	Wandering

	Suffix (0 to 4)	Suffix (5-9)
0:	Moon	Oak
1:	Heart	Thunder
2:	Friend	Speaker
3:	Star	River
4:	Dancer	Song
5:	<b>Battle</b> (subchart)	<b>Animal</b> (subchart)
6:	Fire	Rider
7:	Spirit	Keeper
8:	Hunter	Rain
9:	Wind	Strider

## Upon Returning

After a Kai Lord returns from his first true mission, there is an unofficial tradition within the Order that he or she can choose a name that reflects something that happened on the quest or something learned during its trials. These names are often considered to be spiritual gifts, an insight into the true nature of the Kai Lord.

After completing your first adventure, you may change your Kai name if you so desire. If you are using a pre-generated Kai Lord, then the option to change their name can be made after you have completed the second introductory adventure *Onward 'til Morning*.





**Animal Subchart**

0:	Wolf	5:	Horse
1:	Eagle	6:	Lynx
2:	Sparrow	7:	Owl
3:	Fox	8:	Falcon
4:	Deer (Stag, Doe)	9:	Bear

**Battle Subchart**

0:	Blade	5:	Claw
1:	Bow	6:	Hammer
2:	Sword	7:	Axe
3:	Fist	8:	Arrow
4:	Shield	9:	Helm

**Colour Subchart**

0:	Gold	5:	Silver
1:	Blue	6:	Shadow
2:	Green	7:	Grey
3:	Bright	8:	Red
4:	White	9:	Black

If you are playing with the Initiate-level rules, your Kai Lord is complete and ready for play. Your Kai Lord is ready for their first adventure.

**NOW START PLAYING AND  
CREATE YOUR OWN LEGEND!**





## MASTER-LEVEL CHARACTER CREATION

If you have played *The Lone Wolf Adventure Game* before, or you are a seasoned veteran of other roleplaying games, you might want to use some of the Master-level rules when you create your Kai Lord. If so, just follow any – or all – of the following steps that your Narrator is using in the game.

### STEP ONE: CHARACTERISTICS

Alongside finding your COMBAT SKILL and ENDURANCE, as described on page 35, you also have a third characteristic: WILLPOWER.

#### MASTER-LEVEL RULE: WILLPOWER

WILLPOWER fuels mental abilities, suffers damage as you endure mental shock and psychic attack, and can be lost through lack of rest or other adverse effects. Kai Lords are all psychic and while they have trained to develop their powers through physical effort, WILLPOWER is still of benefit to them.

To find out what your character's WILLPOWER is, pick a random number (see page 10 for more about how to do this). Add 10 to this number and the total will be your WILLPOWER.

- Your starting WILLPOWER will be between 10 and 19.

WILLPOWER may be spent to use certain Kai disciplines or Combat techniques.

WILLPOWER is regained by meditation and rest. You can meditate for up to six 10-minute periods every day. Every 10 minute period spent meditating restores 1 WILLPOWER point.

A restful night's sleep recovers 4 WILLPOWER points. A night of troubled or interrupted sleep might return less than this or none at all, at the Narrator's discretion.

### STEP TWO: KAI DISCIPLINES

As described on page 37.

### STEP THREE: STARTING EQUIPMENT

As described on page 41, with the following exceptions:

- Chainmail Waistcoat:** Special Item, adds 2 to your Defence instead.
- Helmet:** Special Item, adds 1 to your Defence instead.
- Shield:** Special Item, grants a +2 bonus to your COMBAT SKILL and a +1 bonus to your Defence.
- Weapons:** The Equipment section on page 50 of the *Book of Kai Wisdom* provides some optional rules (called Qualities) you can use to differentiate between different types of weapons, as well as to create your own. There are also special materials listed in that section that can impact how a weapon performs too.

### STEP FOUR: NAME YOUR KAI LORD

As described on page 43.



## What is Willpower?

WILLPOWER is the sum measure of someone's intellect, self-control, wisdom and inner fortitude. It is a singular representation of mental ability, showing how well a person handles thought-based tasks while making no distinction as to how. One Kai Lord might be extremely intelligent and educated, while another might be world-wise while having never excelled at studies. Both Kai Lords could have the same WILLPOWER score, just for different reasons.

WILLPOWER (abbreviated to WILL or WP) is used as an expendable resource to show extreme mental effort and also for tests regarding thought, intellect, and insight challenges.







## STEP FIVE: KAI'S FAVOUR

*"Adversity will find you and test you when you least expect it. Draw upon all you have learned and face your troubles with a strong arm, a stout heart, and a clear mind. Kai will watch over you and, in your times of greatest need, be the Light that sees you safely home."*

*"That said, a dagger in your boot never hurts either."*

– Kai Lord Silent Owl, Caretaker of the Hall of Novitiates

Kai protects all of His devoted in His own way. While more powerful Kai Lords rarely need His direct aid, their less-experienced brethren sometimes need His divine guidance. All are called to service in the Kai Monastery for a reason, however, and every Kai Lord has a purpose.

To signify Kai's dedication to his chosen servants, all Kai Lords possess Kai's Favour: that touch of divine grace that makes the Kai Lords so revered in their homeland and so hated by their enemies.

Not every Kai Lord has need of Kai's grace to the same extent. To calculate how many points of Kai's Favour your Kai Lord has when you begin play, follow these instructions.

All Kai Lords begin with 1 point of Kai's Favour.

Kai Lords receive an additional Kai's Favour if they have:

- A starting COMBAT SKILL of 13 or less.
- A starting ENDURANCE of 23 or less.
- A starting WILLPOWER of 13 or less.

Kai's Favour refreshes to its starting amount at the start of every adventure. If an adventure takes more than one play session to run,

your Narrator may choose to return 1 point of Kai's Favour to you at the beginning of each session until the adventure concludes.

You can find out more about Kai Favour on page 35 and in the boxout below.

## STEP SIX: TRAITS

*"Each of you come to this place with talents of your own, gifts that make you unique. It is my hope that your abilities come to fruition during your time here. It is my duty to ensure that they do so. All of you are blessed in Kai's sight."*

*"Some of you also seem suited to turn me grey before my years, but yes. Blessed. Very blessed."*

– Kai Lord Silent Owl, Caretaker of the Hall of Novitiates

Every Kai Lord is unique in their own way; even if they share the same characteristics and Kai disciplines as another Initiate, they each have their own personality quirks and abilities to distinguish them. In the Master-level game, this is represented by traits.

Traits round out your character, giving you more options for personalising your abilities and providing 'handles' for roleplaying. Each one is accompanied by a description and a benefit, a game effect that will grant your character some advantage for possessing that trait.

- You start the game with 2 traits.
- You gain additional traits as you advance in Rank. At Rank 6 and Rank 8, you may choose a new trait.

Unless specified otherwise, you may only select each trait once. Traits are divided into three categories – Physical, Mental, and Special – to help you narrow down which one you want to pick.



## Using Kai's Favour

*For example, Night Fox fails on a test while trying to leap across a ravine. He has a COMBAT SKILL of 14 (no bonus), the Might skill with a +1 bonus and 2 points of Kai's Favour. Since falling would be extraordinarily fatal, he spends a point of Kai's Favour and may now make the check with a +3 total bonus (+1 from Might, +2 from Kai's Favour).*

*After the test, he has one point of Kai's Favour left and if he spends it, he gets a +1 bonus to the re-test he gets.*







In addition, a Kai Lord's Background choice offers additional options that can be taken as a trait if you wish. Backgrounds are described in more detail on page 87 of the *Book of Kai Wisdom*. If your Narrator is using the rules for Backgrounds, they will provide you with a list of where your character might be from and which additional trait options are available.

## TRAITS AND CHARACTER DEVELOPMENT

Traits are a great way for giving you ideas as to how to roleplay your Kai Lord, adding details and description to your character that can help to bring them to life in the game. Consider how your Physical traits might be reflected in your character's physical description.

A Brawny Kai Lord might be heavily muscled while an Agile one may be quite slender. Take a few moments to consider how your character's chosen traits have shaped them into what they are today.

Mental traits might not impact your character's physical appearance, but they might affect their personality. Erudite Kai Lords value knowledge above all things, so perhaps your character is never far from a good book. They spend all their free time perusing old scrolls and sometimes forget to eat.

Charming Kai Lords are personable and sociable. Perhaps yours takes this to an extreme and is constantly talking when there is no pressing need for silence.

Just remember that your traits and how you choose to have them reflected in your character should always be fun and helpful to the game. If your chatty Kai starts annoying your fellow Players rather than just their characters, you might want to tone it down a bit.

## PHYSICAL TRAITS

Physical traits reflect gifts and aptitudes that might come either from birth or through heavy exercise and training. They are physical abilities that can play a role during adventures but are unrelated to your disciplines.

- Ambidextrous
- Athletic
- Brawny
- Diehard
- Hardy
- Ironskin
- Nimble
- Quick
- Striking
- Tireless

### Ambidextrous

You can use both hands with equal skill, both in combat and in normal activity. You might be able to do impressive tricks like writing different things with each hand at the same time or you may have rigorously trained to fight with a pair of weapons. If you pick this trait, write 'Ambidextrous' on your Action Chart.

**Benefit:** Normally, when you fight with a weapon in each hand, you gain a +1 bonus to your COMBAT SKILL. If you have the Ambidextrous trait, you gain a +3 bonus to your COMBAT SKILL instead.

**Special:** You may choose Ambidextrous up to 3 times.

The second time you take this trait, you gain a +2 bonus to your Defence when you fight with a weapon in each hand.

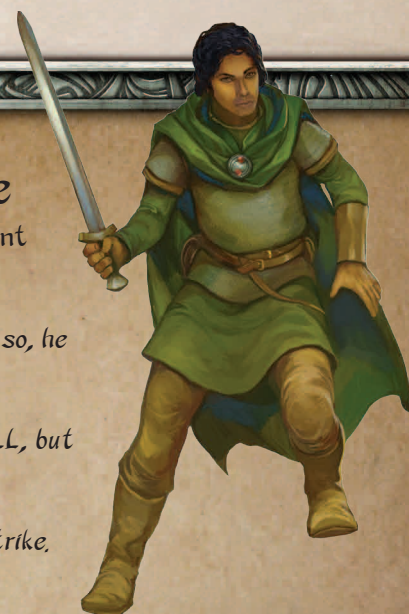
## Taking Ambidextrous More than Once

Ambidextrous is one of those traits that you can take more than once, giving you different bonuses each time you do so.

*For example, Moon Blade takes the Ambidextrous trait. As this is the first time he has done so, he gains a +3 bonus to his COMBAT SKILL so long as he's fighting with a weapon in each hand.*

*The second time Moon Blade picks it as a trait, he keeps the +3 bonus to his COMBAT SKILL, but also gains a +2 bonus to his Defence, so long as he's fighting with two weapons.*

*The third time he picks the Ambidextrous trait, he 'unlocks' the ability to make a Second Strike. He still has the existing +3 bonus to his COMBAT SKILL and +2 to his Defence.*







The third time you take this trait, you gain a special technique called 'Second Strike'. See page 39 of the *Book of Kai Wisdom* for more details on this technique.

### Athletic

You have a natural aptitude for physical activity. This gift lends itself well to athletic endeavours like jumping, climbing and swimming. Being athletic often leads to a competitive streak and an impulse to constantly improve one's physique. If you pick this trait, write 'Athletic' on your Action Chart.

*Benefits:* Whenever you make a test for a non-combat physical action such as climbing, leaping or other sports-like activity, you gain a +1 bonus.

You also gain a permanent +1 bonus to your ENDURANCE. Make a note of this bonus in the Modifiers section of ENDURANCE on your Action Chart.

### Brawny

You are physically powerful and possess great strength. This prowess allows you to perform feats of strength that others would struggle to duplicate. Your physique likely mirrors your might, resulting in large muscles. If you pick this trait, write 'Brawny' on your Action Chart.

*Benefits:* Whenever you attempt an action that would benefit from physical strength, such as breaking free of bonds or forcing open a door, you gain a +1 bonus to the test.

You also gain a +1 bonus to your COMBAT SKILL when wielding a single weapon with both hands.

### Diehard

You can withstand incredible punishment without falling. You shrug off most diseases and you can eat things most people

would fall ill at the thought of trying. Your gift might be a rapid ability to heal or a deadened sense of pain but regardless of its source, in the game of survival, you reign supreme. If you pick this trait, write 'Diehard' on your Action Chart.

*Benefits:* You gain a permanent +2 bonus to ENDURANCE. Make a note of this bonus in the Modifiers section of ENDURANCE on your Action Chart.

In addition, whenever a disease or poison would reduce your COMBAT SKILL or WILLPOWER, you only take half as much damage, rounded down. This reduction includes the penalties caused by consuming alcohol.

### Hardy

Tough and enduring, you have a singular ability to weather adversity. Your hardy nature allows you to constantly endure the worst conditions that nature can throw at you. If you pick this trait, write 'Hardy' on your Action Chart.

*Benefits:* You gain a permanent +2 bonus to ENDURANCE. Make a note of this bonus in the Modifiers section of ENDURANCE on your Action Chart.

You automatically succeed at ENDURANCE tests brought on by weather or privation. Your resistance to suffering means you only lose 2 END when missing a meal, instead of 3 END.

### Ironskin

In a hailstorm of arrows, you are the target that only gets nicked. Normal wounds barely faze you and serious injuries only drag you down if you leave them unattended. You may have very thick, weathered skin or physical conditioning that lets you ignore injuries better than others. If you pick this trait, write 'Ironskin' on your Action Chart.



## Using Diehard

The Diehard trait offers a straight-up +2 bonus to ENDURANCE, but that's not all it does. It also offers increased resistance to damage caused by diseases or poisons, as follows:

*For example, Storm Sparrow has the Diehard trait. She is poisoned with Gallowbrush. Normally, even with a successful Resistance test, Gallowbrush knocks the victim's COMBAT SKILL and WILLPOWER down by 2. But, the Diehard trait will halve this damage, meaning that Storm Sparrow has her CS and WILL reduced by just 1 instead.*

You can find out more about Poisons and Disease on page 13 of the *Book of Kai Wisdom*.







**Benefits:** You gain a permanent +1 bonus to your Defence. Write this in the Defence section of your Action Chart.

When you heal yourself, you regain 1 additional ENDURANCE point each time.

When you are the subject of someone else's attempt to heal you, they receive a +1 bonus to their test to do so.

**Special:** You may take this trait up to 2 times. The second time you take this trait, your bonus to Defence increases to +2 bonus; you regain 2 additional ENDURANCE instead of 1 each time you heal yourself; and others receive a +3 bonus to their tests to heal you instead of +1.

### Nimble

There is no space you cannot squeeze through and no ledge you cannot balance upon. You are dexterous beyond the scope of most others and when you move there is an undeniable agility. Such grace might lead you to rarely remain motionless for long. If you pick this trait, write 'Nimble' on your Action Chart.

**Benefits:** You gain a +1 bonus to all tests involving acrobatic motion, including attempting to move quietly or hide.

You also gain a +1 bonus to COMBAT SKILL checks made to perform combat techniques (see the *Book of Kai Wisdom* for more about combat techniques).

### Quick

You have excellent reflexes and your reaction times are second to none. Your coordination is very impressive and you can use this

to your advantage, moving fast enough to cover a lot of ground in a hurry. A more athletic companion might beat you in a cross-country race but no one outruns you in a straight sprint. If you pick this trait, write 'Quick' on your Action Chart.

**Benefits:** You gain a +1 bonus to COMBAT SKILL when using a ranged weapon.

You also go first in any combat situation in which you are free to act and have not been surprised by your opponents. If multiple combatants have the Quick trait, the Narrator determines an Initiative order for them separately and resolves their actions before proceeding to the rest of the combat.

### Striking

Either by accident of birth or careful work throughout your whole life, you are physically attractive to a notable degree. While you may not intentionally use your good looks to your advantage, they always have an effect on others. Usually this effect is a good one, but occasionally, it might just make things awkward or complicated. If you pick this trait, write 'Striking' on your Action Chart.

**Benefits:** Your attractiveness makes others more receptive to you, granting you a +1 bonus to WILLPOWER tests made to sway opinions or influence people's behaviour.

You automatically succeed at your first test made each adventure to haggle for better prices or services.

Some creatures and cultures might not be susceptible to this trait, as their definitions of beauty may vary greatly – the Narrator will tell you when this is the case.







## Tireless

You rarely sleep and when you do, it is not for long. You just seem to be able to keep going long after others have dropped from exhaustion. This makes you a perfect choice to remain on watch when camping. You always seem to go the extra mile, just because you can. If you pick this trait, write 'Tireless' on your Action Chart.

*Benefits:* You gain a permanent +1 bonus to ENDURANCE. Make a note of this bonus in the Modifiers section of ENDURANCE on your Action Chart.

You only need 3 hours of sleep a night to remain fresh.

You may skip a Meal the first time one is called for during an adventure.

You automatically succeed at ENDURANCE tests brought on by exhaustion.

## MENTAL TRAITS

Mental traits are tricks of the mind and abilities that can serve a Kai Lord well, although they are not psychic talents in their own right. They can make mental disciplines more powerful and influence skills and other aspects of play.

- Commanding
- Dedication
- Erudite
- Ferocious
- Insightful
- Judicious
- Keen Senses
- Linguist
- Sharp Wit
- Vigilant

## Commanding

You have a powerful voice and a strong bearing, talents that serve you well when trying to lead others and keep the peace. When you speak, people listen. When you act, your peers tend to join in your endeavours. If you pick this trait, write 'Commanding' on your Action Chart.

*Benefits:* You gain a +1 bonus to WILLPOWER test made to influence others.

In combat, you may spend 2 WILLPOWER points to provide every ally capable of seeing and hearing you with a +1 bonus to their next attack or technique test.

## Dedication

You are extremely devoted and faithful to a cause or creed. This focus in your life is obvious to others and speaks well for your

character. You derive a lot of inner strength from your cause and can accomplish amazing feats in its pursuit. If you pick this trait, write 'Dedication' on your Action Chart.

*Benefits:* You gain a permanent +1 bonus to WILLPOWER.

You can automatically succeed at one WILLPOWER test each adventure so long as the test is related to your cause. Your Narrator is the final arbiter on what tests qualify for this ability.

## Erudite

You are well-learned and have spent a great deal of time at your studies. You know a great deal about a great many things and while you may not be a specialist in any specific topic, you usually understand the basics of any subject that may come up. If you pick this trait, write 'Erudite' on your Action Chart.

*Benefits:* You gain a +1 bonus to all WILLPOWER tests made to remember facts, decipher puzzles or interpret information. When you pick this trait, you gain an additional skill for free. Write this skill on your Action Chart.

*Special:* You may take this trait up to 3 times. Each time, the WILLPOWER bonus increases by 1 and you gain a new skill for free.







### Ferocious

You have a savage, primal nature that is never far from the surface when you are otherwise at peace. Meditation and emotional control has tempered you enough to act in harmony with others most of the time, but you still find you are distressingly quick to anger. If you pick this trait, write 'Ferocious' on your Action Chart.

*Benefits:* In combat you may spend 1 ENDURANCE point to increase your COMBAT SKILL by +2 for one round. You can use this ability as many times in a single battle as your Rank, but you may still only use it once per round.

In addition, animals sense your feral side and you gain a +1 bonus to WILLPOWER tests when trying to scare them off.

### Insightful

Others may leap wildly to conclusions but you have a gift for jumping very accurately into them. When you make a guess, you tend to be right and when you seek insight, you almost always find it. This may be a minor psychic gift or the result of subconscious deductive skills in action. If you pick this trait, write 'Insightful' on your Action Chart.

*Benefits:* When you have to solve a riddle or puzzle and have no idea what the answer might be, you may make a Luck test. Success reveals the answer to you.

When using the Investigate skill, you gain a +1 bonus to Willpower tests.

### Judicious

Through calm, wise counsel, you have developed a reputation for being even-minded and fair. Your skills are well suited to the life of a judge or ambassador, roles your peers likely already ascribe to you. If you pick this trait, write 'Judicious' on your Action Chart.

*Benefit:* When you try to influence others, you automatically succeed on your first test so long as none of your intended subjects are hostile towards you. Once you succeed in swaying an audience, they do not receive any chance to overcome your influence so long as you and your allies do NOT act against them.

### Keen Senses

One or more of your senses is extremely sharp, allowing you to glean far more information from your surroundings than most can. Some stimuli may affect you more harshly because of your acuity but, in general, this trait is a gift far more often than a curse. If you pick this trait, write 'Keen Senses' on your Action Chart.

*Benefit:* You receive a +1 bonus to all tests made when trying to gather information with your five basic senses. This includes tests using the Tracking discipline and similar abilities. This bonus only stacks with other traits when your Narrator agrees that Keen Senses would help you learn more.

*Special:* Whenever you suffer ENDURANCE damage from an environmental effect that assaults your senses, such as a piercing noise or noxious gas, you lose an additional point of damage each time.

### Linguist

Languages are a passion of yours and you learn them at an astonishing rate. The intricacies of communication may be an obsession or you might just have a natural gift for them. In either case, your ability to understand foreign tongues will serve you well on your adventures. If you pick this trait, write 'Linguist' on your Action Chart.

*Benefit:* Normally, you begin the game speaking your native tongue and two other languages. For Kai Lords, this is typically Sommlending, Giak and Durenese. If you pick the Linguist trait

## Using Ferocious in Combat

The Ferocious trait can give a Kai Lord an invaluable edge in combat, but its use comes at the cost of ENDURANCE. It can only be used once per round, and no more times per combat than the Kai Lord's Rank.

*For example, True Song (Rank 6) has the Ferocious trait and is using it in combat against a mob of Giaks. She reduces her ENDURANCE by 1 to increase her COMBAT SKILL by +2 for the duration of the round. The next round, she loses this bonus, but can choose to spend another point of ENDURANCE, again increasing her COMBAT SKILL by +2 for the duration of the round. True Song can keep spending ENDURANCE this way, but no more than 6 times over the course of the combat (an amount equal to her Rank of 6). True Song cannot, however, spend these 6 points of ENDURANCE all at once to increase her COMBAT SKILL by +12. She may only spend 1 ENDURANCE once per round.*







you start the game speaking your native tongue and three other languages (typically Giak and two more), chosen from the list of Magnamund Languages found on page 88 of the *Book of Kai Wisdom*.

You also get to choose an additional language at Ranks 6, 8 and 10.

### Sharp Wit

You are possessed of a singular cunning and a wry, some might say acerbic, intellect. Extremely astute, you can cut through any distractions or resistance like a keen blade. This trait may leave you in some socially awkward situations as it brings with it a tendency to be very direct. If you pick this trait, write 'Sharp Wit' on your Action Chart.

*Benefit:* You gain a +1 bonus to all WILLPOWER-based skill tests.

If your Kai Lord possesses the Mindblast discipline, you may spend 1 point of WILLPOWER to increase the bonus to COMBAT SKILL from +2 to +3 for the current round of combat.

### Vigilant

Almost nothing surprises you and, even when it does, you are never completely caught off-guard. Your mind may not be the brightest sword on the shelf but it is always drawn and ready. Your constant alertness can lead you to become a bit paranoid but, when trouble arrives, you will be prepared. If you pick this trait, write 'Vigilant' on your Action Chart.

*Benefits:* You get a +1 bonus to WILLPOWER tests taken to spot ambushes, avoid traps and notice hidden dangers of all sorts.

In a surprise round, you are never denied your ability to act unless you are bound or otherwise physically helpless. See page 31 of the *Book of Kai Wisdom* for more about surprise rounds.

Normally, when you choose to Evade combat, you must fight a round of combat but inflict no ENDURANCE damage. If you have this trait, you instead inflict half ENDURANCE damage during an Evade round instead.

### SPECIAL TRAITS

Special traits often echo an outside effect on the Kai Lord possessing them. These range from the attention of a greater power such as Kai Himself to some innate talent for magic. Unique sorts of heritage also qualify as Special traits.

- Background
- Destiny
- Greenblooded
- Higher Mind
- Magical Soul
- Night Owl
- Obligation
- Savant
- Sun-Blessed
- Wild Bond

### Background

Everyone is influenced by their homeland, the people and place from whence they came. You exemplify this by embodying a notable feature of your background. When people think of where you are from, they see you as an exemplar of your heritage. If you pick this trait, instead of writing 'Background' on your Action Chart, write down which Background you are from.

*Benefit:* You may choose one of the Background traits listed for your chosen Background (see page 88 in the *Book of Kai Wisdom*). While every Kai Lord chooses a background, the only way to benefit from a Background's traits is through this Special trait.



## Vigilant and Evading Combat

Normally when you try to Evade Combat, you run the risk of being struck by the foes you are fleeing, but without the opportunity to strike back. The Vigilant trait allows you to strike your foe even as you Evade Combat.

*Bright Shield has the Vigilant trait. He is trying to Evade Combat from a Helghast. The Exchange between Bright Shield and the Helghast is resolved as normal and Bright Shield wins; normally, he would not inflict any damage as he is trying to Evade Combat, but because Bright Shield has the Vigilant trait he instead inflicts half damage. He then Evades Combat and gets away as normal.*

You can find out more about Evading Combat on page 32 of the *Book of Kai Wisdom*.





*Special:* You may choose this trait more than once. Each time you do, you may select a Background trait you qualify to take.

### Destiny

In the long scheme of history, you are destined to play an important part. You may become famous or your actions may be directly responsible for something of epic import. Kai Lords without this trait can certainly influence history and achieve great things but if you have a destiny, your legend – for good or ill – is assured. If you pick this trait, write ‘Destiny’ on your Action Chart. If you have discussed it with your Narrator, you might wish to make a note of your destiny in the Notes section too.

*Benefit:* Your Narrator will work with you to determine what your eventual fate might be and how you might achieve it. None of that is within your direct control, however.

You may re-test one failed Luck test once per adventure.

At Rank 10, you may choose to automatically succeed at the first Luck test that you fail each adventure.

### Greenblooded

You are at home in the forest; a true child of nature. Whether you were born and raised in sylvan settings or just have an innate sympathy for the wilds, you are at your best when you are far from the confines of civilisation. If you pick this trait, write ‘Greenblooded’ on your Action Chart.

*Benefits:* Whenever you adventure outdoors and outside the bounds of cities, towns or other settlements, you gain a +1 to all WILLPOWER tests.

You gain 3 ENDURANCE points for each full night you spend resting in such conditions. Like any healing, this cannot take you over your total.

*Special:* This gift does come with a penalty. You are uncomfortable in urban settings. Whenever you find yourself in a city, town, or other settlement, you suffer a -1 penalty to all your WILLPOWER tests.

This penalty does not apply while you are within the grounds of the Kai Monastery and your Narrator may determine that some settlements are small or sylvan enough to evade the penalty as well.

### Higher Mind

All Kai Lords have a psychic gift; it is what allows them to develop their disciplines and strengthen their bond with God Kai. Your gift surpasses that of others, providing mental power few other Kai Lords can hope to achieve. If you pick this trait, write ‘Higher Mind’ on your Action Chart.

*Benefit:* When you make a Mindblast, Mindshield or Sixth Sense test, you may make a re-test once per game. If you do not like either result, you may choose a 6 instead.

At Rank 10, if both Mindblast and Mindshield are already Advanced disciplines, instead of picking a discipline to become Mastered as normal, you may make both Mindblast and Mindshield Mastered disciplines.

### Magical Soul

Somewhere in your lineage, your bloodline gained a gift for magic. Though your studies may lie elsewhere, that gift exists in you as well. While it does not allow you to wield magic without formal training, you are very sensitive to its effects and presence. If you pick this trait, write ‘Magical Soul’ on your Action Chart.

*Benefit:* You can sense magical effects and items close to your person. You may make a WILLPOWER test to try and determine if there is a magic item or active magic effect nearby. If you are touching the object or are in an area affected by magic, you gain a +2 bonus to this test.

You always gain a +1 bonus to ENDURANCE or WILLPOWER tests made to resist the effects of magic.

### Night Owl

You are a nocturnal creature, more awake and aware at night than at any other time. While you are not particularly sluggish during the day, you much prefer to travel and adventure at night when you have the advantage. If you pick this trait, write ‘Night Owl’ on your Action Chart.

*Benefit:* Choose either COMBAT SKILL or WILLPOWER to gain a +1 bonus to so long as you are underground or above ground at night-time.

You also possess excellent night vision, being able to see well in any normal darkness.

*Special:* You may pick this trait twice. The second time you take this trait, choose either COMBAT SKILL or WILLPOWER. If you choose the same characteristic you picked when you first took this trait, the bonus increases to +2 but you suffer a -1 penalty during the daytime.

### Obligation

Most Kai Lords divorce themselves from family ties and personal obligations upon joining the Order. You, however, have an obligation that cannot be easily sundered and remains to this day. You and the Narrator can work out what your Obligation is and how it will affect the game. If you pick this trait, write ‘Obligation’ on your Action Chart and write down in your Notes section who your obligation is to.





*Benefit:* While some Obligations (marriage, mandatory time spent with military forces, lord of a manor) can complicate your life, they do tend to come with benefits. You may choose one additional starting item from the list given as a sign of your broader resources. Other bonuses will accrue as your Narrator allows.

### Savant

You have an incredible level of ability with a single skill, a mastery that even experts in that field would consider impressive. Your great skill may well have shaped your whole life, as someone with your gift is usually given many opportunities to develop it. If you pick this trait, write 'Savant' on your Action Chart.

*Benefit:* Choose any one skill or Kai discipline you possess and write it next to 'Savant' on your Action Chart. Once per adventure, you can automatically succeed at a test made with that skill or discipline.

You also gain a +1 bonus to tests made for that skill or discipline.

Whenever you have the option to advance the skill or discipline, you must take it.

### Sun-Blessed

Kai's sight has been upon you since birth, foretelling a great destiny ahead, be that a grand life or a glorious death. Unlike others who might be fated to a grand destiny, your life is lived directly in the light of the Sun and His attention is with you always. If you pick this trait, write 'Sun-Blessed' on your Action Chart.

*Benefit:* Whenever you spend Kai's Favour for a re-test, you can choose a 7 rather than generate a random number as normal.

*Special:* Kai Lords who are Sun-Blessed tend to draw a lot of attention from their peers. Some will admire their grace, while others may be jealous or resentful. Despite their great advantage,

Sun-Blessed Kai Lords may well come to regard their blessing as a curse.

### Wild Bond

Animals adore you and the feeling is mutual. You have a gift for dealing with beasts that allows you to go far beyond the normal bounds of your disciplines and gifts.



## Savant Training

When you pick the Savant trait, you also pick a skill or Kai discipline to go with it and gain some powerful bonuses when you use that skill or discipline. However, because of your aptitude, you must also advance that skill or discipline at every opportunity.

*For example, Night Fox has the Savant trait and picks the Camouflage discipline as his chosen discipline. During an adventure, he is attempting to hide from a large mob of Gtaks and cannot risk discovery - he uses his Savant trait to automatically succeed at the Camouflage test to hide. Later in the same adventure, Night Fox wants to use his Camouflage discipline to detect an ambush - he has already chosen to automatically succeed at a Camouflage test once this adventure, so instead gains a +1 bonus. Night Fox must advance his chosen discipline as far as he is able, which means that at Rank 10 it must be chosen to be his Mastered discipline.*





You have cultivated this relationship into a very powerful bond with one animal in particular. If you pick this trait, write 'Wild Bond' on your Action Chart.

**Benefit:** You gain a +1 bonus to all Animal Kinship, Healing and Medicine tests involving animals. When you are using the Tracking discipline to follow an animal, you automatically succeed unless success is impossible.

**Special:** You also have an Animal Companion, a special kind of animal blessed by Ishir with long life and endurance beyond the ken of similar beasts. Companions are detailed on page 80 of the *Book of Kai Wisdom*. If your Companion dies, you may seek another with your Narrator's help.

## STEP SEVEN: SKILLS

*"Each morning, well before you wish, you will rise and start your day. Your classes will be difficult, each test harder than the last, but those who apply themselves will learn to do things they never thought themselves capable of."*

*"Those who do not apply themselves will learn as well. Their road to wisdom will just be a little rougher."*

– Kai Lord Silent Owl, Caretaker of the Hall of Novitiates

Though a Kai Lord is well trained in the use of their disciplines and combat abilities, they will often find themselves in situations where the use of Kai-given powers will not avail them. The world outside the doors of the Monastery is a complicated one. Millions of people live out their day to day lives with no special abilities at all.

If a Kai Lord wants to interact with the people and places of Magnamund, they are going to have to learn a few skills. These are

talents and knowledge of the mundane world, everything from how to bake bread to how to hide in an alleyway without a God's help.

- You begin play with 2 skills rated at +1, chosen from the list below.
- At Rank 7 and Rank 9 you gain a new skill. Your Narrator may require you to choose this skill based on something you have done during play or might feasibly receive training in as part of your adventures.
- A skill provides a +1 bonus to all tests made with it – when you pick a new skill, write +1 next to it on your Action Chart.

As an example, a Rank 10 Kai Lord might have this written on their Action Chart:

SKILLS	
1. Acrobatics +3	
2. Escape +3	
3. Riding +2	Gained at RANK 7
4. Survival +1	Gained at RANK 9

This shows that the Kai Lord started with Acrobatics and Escape at Rank 5, picked up Riding at Rank 7, and finally learned Survival at Rank 9.

The following list provides a variety of the most common skills available to a Kai Lord, although any two people with the same skill might apply it in very different ways.

## Tools of the Trade

Much as the Kai Order might wish to be free of the need for material possessions, some tasks absolutely require tools. Picking a lock, bandaging a wound and painting a portrait all require material assistance, at least in part. The tool kits carried by a Kai Lord to perform certain skills are all considered to be very small, easily carried and adequate to virtually any task.

Examples of items that might be found in such kits are things like: clean linen squares, spun copper wire, steel pins, a small hammer and a chisel. Kai often roll their tools in a wide leather band. The tools involved always fit the skill and allow for skill tests without penalties unless other issues apply.







If a skill is listed as 'Tools Required', that means a Kai Lord needs at least a minimum-quality set of appropriate tools to use the skill properly. It is possible to use a skill of this nature without tools on hand but all tests are made at -2. The Narrator may rule that some tasks cannot be attempted without tools, such as picking a difficult lock with Tinkering when you are empty handed.

- You receive a standard set of tools for the skills you choose at Rank 5 – write them on your Action Chart if indicated. You must purchase or otherwise acquire tool sets for skills you gain afterwards.

Most skills are based on either COMBAT SKILL or WILLPOWER. There are two exceptions to this: Might and Survival, are based on ENDURANCE. This emphasises the brawn and stamina needed for success in both endeavours.

- Acrobatics
- Crafting
- Escape
- Influence
- Investigate
- Medicine
- Might
- Occult
- Perception
- Riding
- Sage
- Stealth
- Survival
- Tinkering
- Vocation

### Acrobatics [COMBAT SKILL]

Acrobatics is the art of graceful and quick movement, a mixture of balance and tumbling where agility is far more important than brawn. Use this skill when you want to walk across a narrow ledge, dodge out of the way of a falling tree or swing across a massive ravine using only a coil of rope and a desperate prayer.

### Crafting [WILLPOWER, Tools Required]

Craftsmen are the makers and shapers of the world. Painters and sculptors use the Crafting skill, as do carpenters and blacksmiths. While most craftsmen are focused on one or two fields of creation, others take a general approach and dabble in several fields. Use this skill when you want to construct something of lasting worth and value.

### Escape [COMBAT SKILL]

Confinement comes in many forms, be it a rope trap left by a hunter or the iron bars of a Vassagonian slaver. Though there are many ways out of such predicaments, Escape covers them all. Use this skill when you want to squeeze between the bars of a

prison cell, slip your hands out of manacles, or bend chain links just enough to work your way out of them.

### Influence [WILLPOWER]

Intimidation and diplomacy are just two different forms of the same intention, influencing others to see and act upon your point of view. Use this skill when you want to convince a bandit to leave you alone, bribe a city watchman into looking the other way or talking an ambassador into signing a trade agreement.

### Investigate [WILLPOWER]

Every action leaves behind clues but for most, these signs go unnoticed. An observant mind can discover the truth behind any conundrum just by paying attention and analysing the world around them. Use this skill if you want to determine the details of a crime scene, study someone to determine their personality or motives or know when someone is lying.

### Medicine [WILLPOWER, Tools Required]

The healer's art can be a complicated one. Bandaging a wound is easy enough but administering herbal remedies for an unknown disease when the only materials at hand are dirty water and a small urban garden is considerably more difficult. Use this skill to tend to a sick patient, set a broken bone, or brew a healing tonic from rare herbs.







### **Might** [ENDURANCE]

Feats of strength and athletic prowess fall into the domain of Might. Though the ability to charge quickly down a hallway and smash in a door with a well-placed kick might not be subtle, it can be useful at times. Use this skill to run, jump, lift heavy weights and swim, especially in adverse conditions.

### **Occult** [WILLPOWER]

Knowledge of the supernatural can be a powerful thing, especially when confronted with that world on a daily basis. Use this skill when you need to identify a monster, determine the intention of a strange chant you hear or divine the functions of a magical device you have just discovered.

**Special:** The Occult skill does not grant you the ability to wield magic or provide you with any usable spells. It is the mundane knowledge behind the arcane gift, the 'book learning' of the magical world.

### **Perception** [WILLPOWER]

Anyone can look at the world around them. Someone perceptive looks at the world around them and experiences it in much greater detail. Use this skill when you want to listen at a door to hear what might be behind it, check a wooden chest for a concealed trap or analyse a sip of wine to determine if it is poisoned.

### **Riding** [COMBAT SKILL]

Horses and other mounts are a vital part of life in Magnamund. From the swift Faersteeds of Lencia to the draft horse-drawn carriages of Durenese wheat farms, both travellers and traders are dependent upon the ability to ride. Use this skill when you want to make a mount go faster, obey you in a combat situation or perform any kind of complex manoeuvre.

### **Sage** [WILLPOWER]

Knowledge is power and few wield it more ably than the sages of Magnamund's great cities. While you may not hold a sage's

rank, you are just as skilled in one or more topics. Use this skill to remember an important fact, research a topic in a library or write a letter in a practiced, scholarly hand.

### **Stealth** [COMBAT SKILL]

While stealth is not the sole province of the thief, most who practice it have only a passing acquaintance with the legal side of life. Those who hide and sneak usually have a reason to be distrusted. Use this skill to cross a wooden floor silently, move unseen through a room or disappear into the shadows.

### **Survival** [ENDURANCE]

The art of staying alive in harsh conditions is a talent few people master until life forces them to either excel or expire. Use this skill to track down game and edible plants in a wilderness setting, find suitable shelter where none seems to exist or boil briny seawater to make it safe for drinking.

### **Tinkering** [WILLPOWER, Tools Required]

The Tinkering skill covers mechanical knowledge from the very simple, like pulleys and hinges, to the extremely complex, such as clockwork birds and steam engines. Use this skill to pick a lock on a stolen chest, get a broken clock to run again, or determine the functions of a newly discovered mechanical device.

### **Vocation** [WILLPOWER, Tools Required]

Professionals and common labourers alike use Vocation skill to ply their trade, accomplish important work, and maintain themselves in a way artists cannot. Carriage drivers, innkeepers and sailors all use Vocation. Use this skill to put in an 'honest day's work', handle important normal tasks and chores, or even earn coin in an emergency.

## Vocation's Many Forms

The Vocation skill covers every basic profession that exists in the game. This one skill is used by carpenters, weavers, coopers, blacksmiths and so on. The skill is written to be very open so that it can apply to any giving vocational situation but it is not intended to be a single skill granting knowledge of every field of work to any given character.

As the Narrator, you may wish to have any Kai Lord with the Vocation skill note what its focal tasks may be. It is fine for a character to be a general labourer, capable of basic effort in lots of different professions, but to do masterful work in a given field, a Kai Lord should have that as a noted subject.







## IMPROVING SKILLS

- At Rank 7 the bonus provided by your existing skills increases by +1 to +2. You then gain a new skill rated at +1.
- At Rank 9 the bonus provided by your existing skills again increases by +1 (to either +2 or +3 depending on whether you acquired them at Rank 5 or Rank 7). You then gain a new skill rated at +1.

Write the bonus you possess with a given skill after its name on your Action Chart.

## USING SKILLS

The next few pages get fairly rules-heavy about how to take tests, use skills, and how Kai disciplines and skills interact. They are included here because, as a Player, you will make many skill tests during the course of your adventures.

Even if they seem like a lot to learn now, the second adventure in the *Book of Kai Legends – Onward 'Til Morning* – will introduce skill use and walk you through making tests during play. You do not have to learn everything at once, after all.

Don't worry — you'll be an expert before very long.



## THE 678 RULE

If you are playing the game using the Initiate-level rules, you will not be using skills. In this case, taking actions in game follows a very simple formula – the 678 rule.

Tests are only taken for difficult actions. Your Kai Lord is assumed to succeed at anything easier than that. All tests are taken by choosing a random number. This number has to equal or beat a 6 for difficult tasks, a 7 for very difficult tasks, or an 8 for extremely difficult tasks. Lower numbers fail. In addition, if you pick a 0 or 1, this indicates a disaster. Your narrator will tell you the result of this result, but you should probably brace for impact. This is going to hurt.

By now, you have seen the word 'test' a few dozen times. A test in *The Lone Wolf Adventure Game* is where you choose a Random Number, add any relevant bonuses you have to get a Total Result (also called TR). This TR is then compared to a number called the Target Value (TV), the number you need to equal or beat to succeed.

Target Values are typically set numbers along a scale of difficulty from Simple to Nigh-Impossible. Most skill tests will be against a TV of 6, as 6 is the value for 'Difficult' tasks. This all may sound complicated but it is actually pretty easy. See the example in the box below.

## CHARACTERISTIC BONUSES TO TESTS

All physical actions (except those involving the Might and Survival skills) use COMBAT SKILL as their base measure of ability, while all mental actions use WILLPOWER. This means

## Example of Skill Use

Moon Blade needs to follow a merchant he believes is secretly working with a foreign noble to sabotage a trade deal in Toran. At one point, he has to cross a busy street without the merchant seeing him. This calls for a Stealth test.

Moon Blade's Player picks a random number and comes up with a 5. Normally, this would fail, as the Narrator decides the Target Value for the test is a 7. However, Moon Blade would hardly live up to his name if he was not the sneaky sort, would he?

Because he has the Stealth skill, he adds +1 to his random number. This means that, with an original pick of 5, his Total Result is a 6. Or is it?







that the higher these two scores are, the better you become at doing things related to them. This is reflected as an additional bonus to all tests, as shown in the following chart.

CS/WILL Score	END Score	Bonus Provided on Tests
5	5	-1
10	10	+0
15	20	+1
20	30	+2
25	40	+3
30	50	+4

Skills are noted in their description as being either based on COMBAT SKILL, ENDURANCE, or WILLPOWER. When making a test for that skill, this determines which characteristic's bonus you add to determine your Total Value.

**IMPORTANT:** Remember that bonuses gained from weapons and shields do not apply when determining a Kai Lord's test bonus from COMBAT SKILL. A powerful magic axe might serve a Kai Lord well in battle, but it will not make him swim any better or hide in the shadows more effectively.

### OTHER BONUSES TO SKILL TESTS

There are two primary sources of modifiers to skill tests: traits and disciplines. Traits are relatively self-explanatory and have a benefit spelled out in their description that they apply to very specific tests. As each Kai Lord only begins with two traits,

these modifiers should be easy to remember. It is up to you to remember to add your bonuses when making tests. The Narrator has enough to keep track of!

### Special Rule: The Discipline Trump

Disciplines are a special case. They are essentially special skills enhanced with psychic ability and years of specialised training. At times, they will overlap with skills but sometimes they will override them. If a character has either the discipline or the skill for a given action, a test is performed as normal. When a Kai Lord has a discipline that would cover a given skill-related action AND has the appropriate skill, that action **automatically succeeds** unless there is a strong opposing reason for failure.

If there is, the Kai Lord makes an Enhanced Skill test. Camouflage, for example, overlaps with the Stealth skill. Thus, most times when a Kai Lord with Camouflage is trying something covered by the Stealth skill, they make a discipline test. If the Kai Lord has both, the test automatically succeeds OR becomes an Enhanced Skill test if the Narrator determines that the difficulty of the action is such that the Kai Lord might still fail.

The Narrator is the final arbiter on whether a discipline is a fair match for a given skill and situation.

- If you are making an Enhanced skill test, you make the skill test as normal with all applicable bonuses and modifiers. You also gain a +1 bonus for having the discipline, +2 bonus if the discipline is Advanced, and +3 bonus if it has been Mastered. This is the same as adding the discipline's bonus.
- If you fail, you may spend 1 WILLPOWER point to retake the test. You must abide by the result.

You can find information on Skill usage, including a chart providing suggested Target Values, in the Narrator's *Book of Kai Wisdom*.

## Continued Example of Skill Use

Moon Blade has so far failed to follow his merchant target. He only has a Total Result of 6 but he needs 7 or more to succeed. Fortunately, he has a COMBAT SKILL of 16. This means he gets a +1 bonus to all COMBAT SKILL-based skills. Stealth is one such skill and so the bonus applies.

This raises his Total Result to 7 and his test succeeds - he follows the merchant without being spotted!







## STEP EIGHT: DEFENCE

*"Your enemies will show you no mercy and make no mistakes. As Kai Lords, you will have many enemies. You must learn to defend yourselves from both brutish force and baleful cunning. You can, at least, wear armour to blunt the former."*

*"Sadly, the latter is much harder to shield against."*

– Kai Lord Silent Owl, Caretaker of the Hall of Novitiates

The life of a Kai Lord is a dangerous one. When setting out into the wilds, many Kai Lords wear at least some small amount of armour. The Kai Monastery's forges work tirelessly to equip Initiates with fine steel chainmail and shields capable of deflecting the blades and claws of their foes. Several of the towns and villages of Sommerlund (like Rockstarn, for example) also supply armour to the Kai Lords, considering it a great honour to have their work worn by the nation's greatest defenders.

### CALCULATING DEFENCE

Each piece of armour and defensive gear has a bonus associated with it. At the start of play, you have access to chainmail waistcoats, helmets and shields.

- Add together the bonuses you receive from any of these items that you possess. That total value is your Defence score. Write it in the appropriate box on your Action Chart.

If you lose parts of your armour during play, your Defence score needs to be re-totalled immediately because it changes as each piece is lost. If you have no defensive items at all, your Defence score is 0. Normally you cannot have a negative Defence score.

### WHAT IS DEFENCE USED FOR?

- Your Defence score is subtracted from any damage an opponent successfully inflicts upon you in combat.

Generally, this means that you may subtract your Defence every time you would otherwise lose ENDURANCE from the Combat Results table. This almost always represents physical damage and as such, your Defence can protect you.

However, armour is not completely effective.

- If your opponent does 2 or more points of damage to you during an attack (as per the Combat Results Table), you still lose 1 point of ENDURANCE regardless of how much you would normally subtract.
- If your opponent would only have done 1 point of damage to begin with and you have a Defence score of 1 or more, you suffer no damage.

Defence does not reduce damage suffered from any of the following sources. Your Narrator has more details about Defence and how to use it, but for now you should be aware that your armour will not protect you at all from ENDURANCE loss caused by:

- Magic
- Poison and Disease
- Psychic Attack
- Exposure and Starvation

Once you have recorded your Defence score on your Action Chart, turn to page 43 for guidance on your Kai Lord's name. Then you are done!



## Example of Skill Use for Higher Target Values

Moon Blade succeeded in following the merchant into the Market Quarter. Staying as close as he dares, he keeps up with him until the merchant meets up with a cloaked figure. Now he will have to follow the merchant while someone is specifically on the look-out. This raises his Stealth test from Difficult to Complicated, increasing its Target Value to 8. Moon Blade's Player picks a 4. He adds +1 for having the Stealth skill and +1 for his COMBAT SKILL bonus. That results in a 6.

However, he has the Kai discipline of Camouflage. Because the cloaked figure is specifically looking for danger, the Narrator decides this can count as an Enhanced Skill test as opposed to automatically letting Moon Blade's Player succeed. That lets him use his bonus as normal, his COMBAT SKILL bonus because this is a physical action, and he gets another +1 for having the Camouflage discipline. Unfortunately, this leaves his Total Result as a 7, so he still fails. If Moon Blade's Player wishes, he may spend a WILLPOWER to re-test.





## AN EXAMPLE OF INITIATE-LEVEL CHARACTER CREATION

### -STORM SPARROW-

As a newcomer to *The Lone Wolf Adventure Game*, Teresa wanted to try her hand at the Initiate-level rules before she moves on to anything more complex. After a quick glance through the *Book of Kai Training*, she takes a blank Action Chart and gets to work. At this point, she has no real character concept so she decides to let pure chance be her guide.

#### STEP ONE: CHARACTERISTICS

Teresa grabs a couple of tokens and flips them into the box lid to generate a pair of random numbers, getting an 8 and a 6. Adding 10 and 20 to these numbers respectively, this determines her COMBAT SKILL at 18 and her ENDURANCE at 26.

#### STEP TWO: KAI DISCIPLINES

Teresa still has no idea what she wants to play, though her high COMBAT SKILL suggests her Kai Lord is a warrior at heart. With that in mind, she chooses Weaponskill as one of her 5 Kai disciplines. Letting a random number decide what weapon her Kai Lord prefers, she picks an 8. The chart on page 39 reveals an 8 to be a Quarterstaff. She writes that next to Weaponskill on her Action Chart, adds Quarterstaff to her Weapons list and moves on.

With no other preferences for her disciplines, she turns back to the Random Number chart. Making four quick picks, she comes up with a 4, 5, 9 and 0. Checking the list on page 37, these correspond to Hunting, Mind Over Matter, Tracking, and Weaponskill again. Since she cannot take a discipline twice, she accepts the other three and considers what to do with her last choice.

She could re-pick the 0 but after looking at what Fate has turned up, she chooses Animal Kinship to complement Hunting and Tracking. Her character is really taking shape now, just from a few rolls and some imagination.

She records Weaponskill (Quarterstaff), Hunting, Tracking, Animal Kinship, and Mind Over Matter on her Action Chart and moves on.

#### STEP THREE: STARTING EQUIPMENT

Having already decided that her Kai Lord will be a child of the forest, more at home in the trees around the Kai Monastery than inside its walls, she lets that guide her equipment choices. She already starts play with a few things as explained in the Starting Equipment section, and she gets to pick five more.

She chooses with the mindset of a hunter, opting for a Bow, a Quiver, a coil of rope, and a Potion of Laumspur. She considers taking the chainmail waistcoat for a long while but eventually decides against it in favour of a second Potion of Laumspur. A random pick of 6 puts 16 Gold Crowns in her pouch.

#### FINISHING TOUCHES

After writing her choices down on her Action Chart, all she needs is a name. The Sparrow is one of Teresa's favourite birds and so she decides on that as the suffix of her name. Using her trusty token one last time, she picks up a few prefixes from the charts on page 43 before getting Storm as a result.

She writes down her name – Storm Sparrow – and claims the last slice of pizza. The game is on!







## AN EXAMPLE OF MASTER-LEVEL CHARACTER CREATION -MOON BLADE-

August's initial concept is for a city-wise, stealthy character with a quick wit and quicker blades. With the Kai Training book in hand, he looks over the character Creation chapter and gets to work making his imagined hero a reality. He's already got a name in mind – Moon Blade.

### STEP ONE: CHARACTERISTICS

With the trusty Random Number Chart in hand, August flips a token three times and reads the number in the window of each. The first one is a 7, the second one is a 2, and the third one is a 5. This means Moon Blade's COMBAT SKILL is 17, his ENDURANCE is 22 and his WILLPOWER is 15.

### STEP TWO: KAI DISCIPLINES

Moon Blade's low ENDURANCE score is worrisome so August chooses Healing as his first discipline. He follows that up with Sixth Sense because he intends for Moon Blade to be strongly psychic. He takes Camouflage, envisioning his Kai Lord as being more a master of disguise rather than a forest stalker. Rounding out his mental abilities, he takes Mindblast and Mindshield.

### STEP THREE: STARTING EQUIPMENT

With no Hunting discipline to fall back on, August chooses a Meal as one of his five items. He also takes a sword and a dagger, along with a chainmail waistcoat. Because he has the Healing discipline, he does not feel the need for any Potions of Laumspur, and the helmet is both for protection and because August has decided Moon Blade sometimes adopts a cover identity as a mercenary when he travels to new places. A random number of 4 gives him 14 Gold Crowns for his belt pouch.

### STEP FOUR: KAI'S FAVOUR

Using the table in the Kai's Favour section, August determines Moon Blade gets 2 points – one as a base and another because of his ENDURANCE of 22. He notes these down on his Action Chart, grateful to have them both.

### STEP FIVE: TRAITS

August really liked the idea of fighting with a sword in one hand and a dagger in the other, so he picks Ambidextrous right away. He considers taking the trait a second time but wants to round out his character a bit more first. To this end, he takes Night Owl to reflect Moon Blade's preference for dark places and late nights.

### STEP SIX: SKILLS

Moon Blade's first skill choice is pre-determined by his concept. August chooses Stealth, an excellent complement to the Camouflage discipline. Again, several skills are appropriate but he wants to make Moon Blade a well-rounded character so he selects Influence. Not every problem needs be solved with steel, after all.

### STEP SEVEN: DEFENCE

Adding up the Defence bonuses for Moon Blade's chainmail waistcoat (+2 Defence) and helmet (+1 Defence), he records 3 in the Defence box on his Action Chart. That is a nice high score and should help compensate for his low starting ENDURANCE.

### FINISHING TOUCHES

Since August started with a name, there is nothing left to do but play. For Sommerlund and the Kai!





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