

STORM SPARROW



WHO IS STORM SPARROW?

As Storm Sparrow you will play a strong Kai warrior, most at home in the outdoors. You are skilled with both bow and blade, and are a skilled hunter.

IN HER OWN WORDS

"I was found amid the ruins of a wrecked carriage and was brought to the Monastery by a passing Kai Herra who heard my cries. Kai's Grace is rarely subtle and thus it came as no surprise when my latent powers began to manifest themselves. Infants showing signs of Kai heritage are very rare, so much so that I have grown up with the 'honour' of being considered especially blessed. Others may show a stronger sign of Kai's direct favour, but no one can deny He watches over me.

Some might become arrogant after being given so much attention but I have always seen my gifts as something to be earned through devotion and hard work. Most Kai Elrhin revere Kai but I am especially devout. I have never missed a sunrise, always getting up before the dawn to offer Kai my morning prayer.

I am not, however, a demure priestess or a cloistered Sister of the Sun. I worship as a Kai Konor should. My favourite places are the green wilds around the Monastery; my favourite shrines are the branches of Sommlending Oaks; my favourite prayer companions are the animals that often flock to be near me while I pray."

WHY PLAY STORM SPARROW?

Storm Sparrow's is great because:

- With the Kai disciplines of Hunting, Tracking and Animal Kinship, she excels in wilderness situations.
- She carries both a melee and a ranged weapon, enabling her to fight at any range.
- Her Wild Bond trait provides an Animal Companion, a trusted friend to have by her side on her adventures.

CHARACTER NAME: Storm Sparrow

CHARACTER RANK: 5

DISCIPLINES

DISCIPLINE	NOTES
1. Weaponskill	Great skill with a Quarterstaff
2. Hunting	Never go hungry in the wild
3. Mind Over Matter	Move small objects at a distance
4. Tracking	Follow and read tracks
5. Animal Kinship	Speak with and influence animals
6.	
7.	
8.	
9.	
10.	

WEAPONS

1. Quarterstaff
2. Bow

BACKPACK

1. Coil of Rope	MEALS (Each Meal counts as one backpack item) <div>0</div>
2. Potion of Laumspur	
3. Potion of Laumspur	
4.	Hunting -3EP if no meal available when instructed to eat
5.	
6.	BELT POUCH (Maximum 50 GC or equivalent) <div>16</div>
7.	
8.	

CHARACTER PORTRAIT



COMBAT SKILL

Basic COMBAT SKILL: <u>18</u>
Modifiers: <u>-</u>
Total: <u>18</u>

ENDURANCE

Basic ENDURANCE: <u>26</u>
Modifiers: <u>-</u>
Total: <u>26</u>

SPECIAL ITEMS

1. Quiver (12 arrows)
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

NOTES

+2 COMBAT SKILL when using a Quarterstaff

CHARACTER NAME: Storm Sparrow

CHARACTER RANK: 5

DISCIPLINES

DISCIPLINE	NOTES	ADV.	MAS.
1. Weaponskill	Quarterstaff		
2. Hunting			
3. Mind Over Matter			
4. Tracking			
5. Animal Kinship			
6.			
7.			
8.			
9.			
10.			

WEAPONS

1. Quarterstaff
2. Bow

BACKPACK

1. Coil of Rope	MEALS (Each Meal counts as one backpack item) 0 Hunting -3EP if no meal available when instructed to eat
2. Potion of Laumspur	
3. Potion of Laumspur	
4.	BELT POUCH (Maximum 50 GC or equivalent) 16
5.	
6.	
7.	
8.	

COMBAT SKILL

Basic COMBAT SKILL: 18
Modifiers: -
Total: 18

ARMOUR

-

ENDURANCE

Basic ENDURANCE: 26
Modifiers: -
Total: 26

DEFENCE

- 0 End loss

WILLPOWER

Basic WILLPOWER: 17
Modifiers: -
Total: 17

SHIELD

-

TRAITS

1. Keen Senses	
2. Wild Bond	
3.	Gained at RANK 6
4.	Gained at RANK 8

SKILLS

1. Survival	
2. Perception	
3.	Gained at RANK 7
4.	Gained at RANK 9

SPECIAL ITEMS

1. Quiver (12 arrows)
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

NOTES

+2 COMBAT SKILL when using a Quarterstaff
+1 on Animal Kinship Tests
+1 to all Tracking and ther Sense-related Tests

KAI'S FAVOUR

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YOUR KAI LORD'S ACTION CHART

In *The Lone Wolf Adventure Game* you play the role of a noble Kai Lord, a brave warrior-monk sworn to defend the land of Sommerlund.

This is your Action Chart. It tells you how good your Kai Lord is at performing various tasks or feats, as well as listing their special powers and abilities.

You will need to reference it during play, but don't worry too much about what all the numbers mean just yet. The Narrator will explain more as you start to play. Here are the basics:

CHARACTER NAME

This is your Kai Lord's name, bestowed on them by their teachers at the Kai monastery. What significance does your name have to your Kai Lord? Is it a reflection of their personality or the manner in which they behave? Is it their favourite animal or preferred weapon? That's up to you to decide!

CHARACTER RANK

This is a measure of your Kai Lord's training and experience within the Kai Order. All Kai Lords begin at Rank 5, Kai Initiates, but will quickly be promoted if they fare well on adventures.

KAI DISCIPLINES

All Kai Lords possess supernatural powers that they must master to become a truly proficient warrior. Your Kai Lord knows five of these at the start of the game, but will quickly master others through training. The Narrator will explain what each of your disciplines does in the game, but working out clever ways to use them is the key to successfully completing adventures!

WEAPONS

Kai Lords are warriors first and foremost, and these are the weapons that you carry with you.

BACKPACK

Items that you pick up and collect during an adventure are stored in your Kai Lord's backpack. It can store up to 8 items in total, including Meals.

SPECIAL ITEMS

Some items don't get stored in your Kai Lord's backpack, such as a map case or a quiver. These items are listed here instead and your Kai Lord can have up to 12 Special Items in total.

COMBAT SKILL

This number represents your Kai Lord's martial prowess and physical abilities; his coordination, dexterity and speed. It is used most often to determine how successful your Kai Lord is during a fight, but can also be used to determine the outcome of other physical actions.

ENDURANCE

This number represents your Kai Lord's stamina and health. When your Kai Lord is injured in a fight, this number is reduced.

NOTES

During an adventure you might discover all manner of clues, meet characters whose names you wish to remember and think up ideas for what to do next. This space is a great place to record all of that!

Before writing on your Action Chart, check with your Narrator whether it's OK to do so – they might prefer you use a piece of scrap paper instead! Use a pencil for writing on your Action Chart. You'll be able to erase your notes and re-use the Action Chart in future adventures.