

BRIGHT SHIELD



WHO IS BRIGHT SHIELD?

As Bright Shield you will take on the role of a powerful Kai warrior, one with great skill in battle. When the forces of Evil attack, you are at the front of every battle, holding the line and defending your companions.

IN HIS OWN WORDS

"They say the Sommlending came from the North, sailing to Sommerlund on mighty ships that tamed the harshest of waves. My family still plies the cold deeps, sailing along the coast as fisherfolk. Though not nobleborn like most of my Kai companions, I come from a fierce, honourable heritage and take pride in that fact.

One of the ways I show respect to my heritage is by wielding the spear, an homage to the deep ocean fishing that my people do every day to survive. Together with my shield, I wield my weapon in defence of my duties, my fellow Kai Lords and the honour of my Order.

I hope one day to follow my family's tradition of facing down some terrible foe, defeating it in glorious combat and emblazoning my shield with its image."

WHY PICK BRIGHT SHIELD?

Bright Shield's is great because:

- Bright Shield has the Mindblast and Mindshield Kai disciplines, making him well versed in psychic battle.
- With both a shield and a chainmail waistcoat, he is tough and hardy in combat.
- He has the Commanding trait, making him a natural leader in combat.

CHARACTER NAME: Bright Shield

CHARACTER RANK: 5

DISCIPLINES

DISCIPLINE	NOTES
1. Mindblast	Mental Attack
2. Mind Over Matter	Move small objects at a distance
3. Animal Kinship	Speak with and influence animals
4. Hunting	Never go hungry in the wild
5. Mindshield	Mental defence
6.	
7.	
8.	
9.	
10.	

WEAPONS

1. Spear
2.

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. Lantern	
3.	
4.	
5.	
6.	BELT POUCH (Maximum 50 GC or equivalent) 17
7.	
8.	

CHARACTER PORTRAIT



COMBAT SKILL

Basic COMBAT SKILL: 18
Modifiers: +2 for Shield
Total: 20

ENDURANCE

Basic ENDURANCE: 24
Modifiers: +4 for Chainmail Waistcoat
Total: 28

SPECIAL ITEMS

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12.

NOTES

+2 COMBAT SKILL against any enemy not immune to Mindblast

CHARACTER NAME: Bright Shield

CHARACTER RANK: 5

DISCIPLINES

DISCIPLINE	NOTES	ADV.	MAS.
1. Mindblast		—	—
2. Mind Over Matter		—	—
3. Animal Kinship		—	—
4. Hunting		—	—
5. Mindshield		—	—
6.		—	—
7.		—	—
8.		—	—
9.		—	—
10.		—	—

WEAPONS

1. Spear
2.

BACKPACK

1. Coil of Rope	MEALS (Each Meal counts as one backpack item) 0 Hunting -3EP if no meal available when instructed to eat
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4.	
5.	BELT POUCH (Maximum 50 GC or equivalent) 17
6.	
7.	
8.	

COMBAT SKILL

Basic COMBAT SKILL: 18
Modifiers: +2 for Shield
Total: 20

ARMOUR

Chainmail Waistcoat

ENDURANCE

Basic ENDURANCE: 24
Modifiers: +1 for Tireless
Total: 25

DEFENCE

- 3 End loss

WILLPOWER

Basic WILLPOWER: 13
Modifiers:
Total:

SHIELD

Shield

TRAITS

1. Tireless	
2. Commanding	
3.	Gained at RANK 6
4.	Gained at RANK 8

SKILLS

1. Might	
2. Crafting	
3.	Gained at RANK 7
4.	Gained at RANK 9

SPECIAL ITEMS

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NOTES

+2 COMBAT SKILL against any enemy not immune to Mindblast Immune to exhaustion May spend 2 WP to grant an ally +1 to CS for one Combat Exchange or +1 bonus to one Technique Test +1 to WILLPOWER Test made to influence others
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KAI'S FAVOUR

2

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.