

MOON BLADE



WHO IS MOON BLADE?

As Moon Blade, you will play a Kai Lord with potent psychic powers. Your Kai disciplines enable you to excel when assisting your companions, and your armour is very advantageous in combat situations.

IN HIS OWN WORDS

"I am highborn and yet very different from my fellow Kai. My heritage is a mix of Sommlending and Vassagonian. I manifested Kai's gift when I was only 6 years old. I am a natural psychic and while my talents might have been put to much different ends in Vassagonia, my Sommlending father proudly took me to the Monastery instead.

I must walk a careful line between several worlds. I am a child of two nations and my mind traverses both the physical realm and the psychic plane. I often see things that no one else can perceive and hear whispers in shadows I know are empty. My earliest memories are of speaking with the spirit of my Grandmother, a wise woman who died ten years before I was born.

My gifts make me a natural diplomat and spy, a charismatic telepath with a knack for disguising myself as other people when the need arises. The Kai Skurdin have great faith in me, even those that have been gone for centuries."

WHY PLAY MOON BLADE?

Moon Blade is great because:

- Equipped with a helmet and a chainmail waistcoat, he can take a lot of damage in combat.
- His combination of the Sixth Sense, Mindblast and Mindshield disciplines gives him a formidable trio of psychic powers to use against his enemies.
- His Ambidextrous trait allows him to add +3 to his COMBAT SKILL.

DISCIPLINES

DISCIPLINE	NOTES
1. Healing	Heals injuries to self and others
2. Sixth Sense	Psychic defence for danger and evil
3. Camouflage	Hiding and Disguise
4. Mindblast	Mental attack
5. Mindshield	Mental defence
6.	
7.	
8.	
9.	
10.	

WEAPONS

1. Sword
2. Dagger

BACKPACK

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

CHARACTER PORTRAIT



COMBAT SKILL

Basic COMBAT SKILL: 17
Modifiers: -
Total: 17

ENDURANCE

Basic ENDURANCE: 26
Modifiers: +4 Chainmail Waistcoat +2 Helmet
Total: 27

SPECIAL ITEMS

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11.
12.

NOTES

+2 to COMBAT SKILL against enemies not immune to Mindblast
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CHARACTER NAME: Moon Blade

CHARACTER RANK: 5

DISCIPLINES

DISCIPLINE	NOTES	ADV.	MAS.
1. Healing			
2. Sixth Sense			
3. Camouflage			
4. Mindblast			
5. Mindshield			
6.			
7.			
8.			
9.			
10.			

WEAPONS

1. Sword
2. Dagger

BACKPACK

1. Meal	MEALS (Each Meal counts as one backpack item)
2.	
3.	1
4.	
5.	-3EP if no meal available when instructed to eat
6.	BELT POUCH (Maximum 50 GC or equivalent)
7.	
8.	14

COMBAT SKILL

Basic COMBAT SKILL: 17
Modifiers: -
Total: 17

ENDURANCE

Basic ENDURANCE: 21
Modifiers: -
Total: 21

WILLPOWER

Basic WILLPOWER: 15
Modifiers: -
Total: 15

ARMOUR

Chainmail Waistcoat Helmet

DEFENCE

- 3 End loss

SHIELD

-

TRAITS

1. Ambidextrous
2. Night Owl
3. Gained at RANK 6
4. Gained at RANK 8

SKILLS

1. Stealth
2. Influence
3. Gained at RANK 7
4. Gained at RANK 9

SPECIAL ITEMS

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12.

NOTES

+2 to COMBAT SKILL against enemies not immune to Mindblast
+3 to CS when fighting with two weapons
+1 to WILLPOWER at night

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.