

# NIGHT FOX



## WHO IS NIGHT FOX?

As Night Fox you will play a very capable Kai Lord, skilled in both combat and stealth. Your bow skills makes you an excellent sniper and your ability to move unseen allows you to get in position before a fight even starts.

### IN HIS OWN WORDS

*"Life can be very hard for the struggling poor of Anskaven. Though Anskaven is one of Sommerlund's richest settlements, there are many shadows there that are deep enough for families to fall into and never find their way back out again. I know this first hand. I might have ended up as just another body on the cobblestones had it not been for the emergence of my Kai gifts when I was 8 years old. I was found by a Kai Lord I was attempting to pickpocket and was taken from Anskaven and brought to the Kai Monastery for a life I never could have imagined.*

*Now I ply my natural talents, both those of the Sun God and those best practised while He sleeps, for the good of the Order. I am a true believer in the ways of the Kai and no one doubts my loyalty. That said, I do occasionally have to fight against my baser instincts.*

*This tends to manifest itself in my instinct to acquire and hoard possessions. I regularly fail dormitory inspections, typically when Menskurd Silent Owl finds silverware and spare weapons hidden under my mattress."*

### WHY PLAY NIGHT FOX?

Night Fox's is great because:

- His COMBAT SKILL of 19 is the highest of all the Kai Lord characters.
- He is incredibly agile and stealthy, possessing the Kai disciplines of Tracking, Hunting and Camouflage.
- He has 3 points of Kai's Favour, making it far easier for him to succeed when it really counts.

## DISCIPLINES

DISCIPLINE	NOTES
1. <i>Weaponskill</i>	<i>Great skill with a Bow</i>
2. <i>Tracking</i>	<i>Follow and read tracks</i>
3. <i>Hunting</i>	<i>Never go hungry in the wild</i>
4. <i>Camouflage</i>	<i>Hiding and Disguise</i>
5. <i>Mind Over Matter</i>	<i>Move small objects at a distance</i>
6.	
7.	
8.	
9.	
10.	

## CHARACTER PORTRAIT



### COMBAT SKILL

Basic COMBAT SKILL: <i>19</i>
Modifiers: <i>-</i>
Total: <i>19</i>

### ENDURANCE

Basic ENDURANCE: <i>21</i>
Modifiers: <i>+4 for Chainmail Waistcoat</i>
Total: <i>25</i>

## WEAPONS

1. <i>Bow</i>
2. <i>Broadsword</i>

## SPECIAL ITEMS

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

## NOTES

<i>+2 COMBAT SKILL when using a Bow</i>
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## BACKPACK

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

## DISCIPLINES

DISCIPLINE	NOTES	ADV. MAS.	
1. <i>Weaponskill</i>	Bow	—	—
2. <i>Tracking</i>		—	—
3. <i>Hunting</i>		—	—
4. <i>Camouflage</i>		—	—
5. <i>Mind Over Matter</i>		—	—
6.		—	—
7.		—	—
8.		—	—
9.		—	—
10.		—	—

## WEAPONS

1. <i>Bow</i>
2. <i>Broadsword</i>

## BACKPACK

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

## COMBAT SKILL

Basic COMBAT SKILL: <i>19</i>
Modifiers: —
Total: <i>19</i>

## ENDURANCE

Basic ENDURANCE: <i>21</i>
Modifiers: —
Total: <i>21</i>

## WILLPOWER

Basic WILLPOWER: <i>12</i>
Modifiers: —
Total: <i>12</i>

## ARMOUR

<i>Chainmail Waistcoat</i>
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## DEFENCE

—	<i>2</i>	End loss
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## SHIELD

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## TRAITS

1. <i>Quick</i>	
2. <i>Night Owl</i>	
3.	Gained at RANK 6
4.	Gained at RANK 8

## SKILLS

1. <i>Stealth</i>	
2. <i>Riding</i>	
3.	Gained at RANK 7
4.	Gained at RANK 9

## SPECIAL ITEMS

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

## NOTES

+2 COMBAT SKILL when using a Bow
+1 CS when making any Ranged Attack
+1 CS at night

## KAI'S FAVOUR

<i>3</i>
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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.