

TRUE SONG



WHO IS TRUE SONG?

As True Song you will play a keen and dedicated Kai Konor, inquisitive and curious about the world around you. You are most at home with your nose in a book, but are easily able to put this knowledge to good use in the outside world against the agents of darkness.

IN HER OWN WORDS

"Noble birth brought with it the benefits of education but I could happily have stopped my studies after learning to read. I discovered literacy at the age of 4 and have never looked back since. I don't even remember my first ride to the Kai Monastery as a child because I never once looked up from my copy of The History of the House of Ulnar. There are excellent facilities at the Monastery, but all I really care about is its library!"

This focus on books, everything from historical treatises to the latest advances in medicine and metallurgy, has cost me physically. While I am well trained, I lack the speed and strength of many of my fellows in the Order. I work hard to make up for this, helping others out where I can. I do tend to spend most of my time in combat training hiding behind my shield but I'm very good at tending to the wounded.

My dedication to truth and honour is inspiring to others. While this devotion originally came from the storybook characters I idolised as a child, it has become a part of me now. Slowly, without even trying, I am becoming a heroine in my own right."

WHY PLAY TRUE SONG?

True Song's great because:

- With both Tracking and Sixth Sense, very little stands a chance of hiding from her.
- She has both a shield and a helmet, giving her good armour protection in combat.
- Her traits and skills make her a brilliant detective.

DISCIPLINES

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

WEAPONS

1. Mace
2.

BACKPACK

	MEALS (Each Meal counts as one backpack item)
1. Meal	
2. Potion of Laumspur	
3. Toolkit	(
4.	
5.	-3EP if no meal available when instructed to eat
6.	BELT POUCH (Maximum 50 GC or equivalent)
7.	
8.	(9

COMBAT SKILL

Basic COMBAT SKILL: 12
Modifiers: +2 for Shield
Total: 14

ENDURANCE

Basic ENDURANCE: 25
Modifiers: -
Total: 25

WILLPOWER

Basic WILLPOWER: 18
Modifiers: +1 for Dedication
Total: 19

ARMOUR

Helmet

DEFENCE

- (End loss

SHIELD

Shield

TRAITS

1. Dedication - Truth
2. Insightful
3. Gained at RANK 6
4. Gained at RANK 8

SKILLS

1. Investigate
2. Tinkering
3. Gained at RANK 7
4. Gained at RANK 9

SPECIAL ITEMS

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

NOTES

Automatically succeed at any one WILLPOWER Test per game if the test is related to seeking the truth
May make a Luck Test for an answer to a puzzle or riddle
+1 to Investigate 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.