

DAWN THUNDER



WHO IS DAWN THUNDER?

As Dawn Thunder you will take on the role of a versatile Kai Lord, bright and skilled in a variety of areas. You are quick, both of wits and body, can defend yourself well and you are extremely clever – and know it all too well.

IN HIS OWN WORDS

“Most children who develop the special gifts of the Kai Lords come from the noble houses of Sommerlund. I am no exception, and can trace my lineage all the way to the olden days of King Ulnar II, when my ancestors married into the royal line. My tutors have told me that the great king’s legendary intellect has surfaced in my generation, granting me a sharp mind and wisdom beyond my years. Even among my exceptional peers, I stand out in this regard.

The Kai Skurdin have tried to keep me balanced between the physical and the mental aspects of being a Kai, but I am unquestionably better at the former. That said, I have taken quite well to weapon training with a warhammer, a weapon that my royal ancestor was also partial to carrying.

Some of the Skurdin at the Kai Monastery have mentioned in passing that I bear quite a strong resemblance to the kings of old. Some nights, I even dream of wearing a crown. It makes me wonder, just how noble is my blood?”

WHY PLAY DAWN THUNDER?

Dawn Thunder is great because:

- With the Healing, Mindshield and Sixth Sense Kai disciplines, he is great at protecting himself – and others – from harm.
- He carries a Potion of Laumspur, allowing him to provide vital support in battle if needed.
- With his extra skill of Sage, he is potentially the smartest Kai Lord in the group.

DISCIPLINES

DISCIPLINE	NOTES
1. Healing	Heals injuries to self and others
2. Weaponskill	Great skill with Warhammer
3. Mindshield	Mental defence
4. Sixth Sense	Psychic sense for danger and evil
5. Tracking	Follow and read tracks
6.	
7.	
8.	
9.	
10.	

WEAPONS

1. Warhammer
2. Dagger

BACKPACK

	MEALS (Each Meal counts as one backpack item)
1. Lantern	
2. Potion of Laumspur	
3. Meal	1
4.	
5.	-3EP if no meal available when instructed to eat
6.	BELT POUCH (Maximum 50 GC or equivalent)
7.	
8.	15

CHARACTER PORTRAIT



COMBAT SKILL

Basic COMBAT SKILL: 15
Modifiers: +2 for Shield
Total: 17

ENDURANCE

Basic ENDURANCE: 22
Modifiers: -
Total: 22

SPECIAL ITEMS

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

NOTES

+2 COMBAT SKILL when using Warhammers

CHARACTER NAME: *Dawn Thunder*

CHARACTER RANK: *5*

DISCIPLINES

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

WEAPONS

1. Warhammer
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6.	BELT POUCH (Maximum 50 GC or equivalent)
7.	
8.	15

COMBAT SKILL

Basic COMBAT SKILL: 15
Modifiers: +2 for Shield
Total: 17

ENDURANCE

Basic ENDURANCE: 22
Modifiers: -
Total: 22

WILLPOWER

Basic WILLPOWER: 18
Modifiers: -
Total: 18

ARMOUR

-

DEFENCE

-	(End loss
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SHIELD

Shield

TRAITS

1. Nimble	
2. Erudite (Free Skill; Sage)	
3.	Gained at RANK 6
4.	Gained at RANK 8

SKILLS

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

SPECIAL ITEMS

1.
2.
3.
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11.
12.

NOTES

+2 COMBAT SKILL when using Warhammers
+1 on all Tests involving riddles and puzzles
+1 on Tests for acrobatics, hiding and moving quietly
+1 on Technique 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.