

# FRIENDS, FOES, & FOLLOWERS



## GENERAL INFORMATION

Name: **Barent Kresl**  
Species: **Human**  
Sex: **Male**  
Apparent Age: **Early forties**  
Culture: **Feudal**  
Social Class: **Unguilded**  
Height: **5 ft 10 in**  
Frame: **Medium**  
Weight: **160 lbs.**  
Appearance: **Average**  
Hair Color: **Graying blond**  
Eye Color: **Blue**  
Voice: **Average**  
Obvious Medical Traits: **None**  
Apparent Occupation: **Cartographer or Scout**  
Apparent Wealth: **Moderate**  
Weapons: **Shortbow, falchion, handaxe**  
Armour: **Leather**  
Companions: **None**  
Other obvious features: **Balding**

Special GM Comments:

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## BARENT KRESL

### Cartographer and Scout (Uthriem Roliri Ranger)

Barent grew up in a military family. His father was an engineer in the Ramala Legion and his elder brother is a legion officer. While growing up, Barent loved to roam the hills and woods around the family's home near the legion fort at Tegh. He was fascinated by the wilderness across the Teb and dreamed of exploring it.

Barent was a bright and inquisitive child and his clan wanted him to become a physician. He was sent to Coranan to study at the Save-K'norrian temple but, after a couple of years, the clan's money was needed elsewhere and he had to leave school. He found work with a cartographer, who eventually tired of Barent's preference for accuracy over artistry in map-making.

Using money he had saved, Barent traveled to Ulfshafen and honed his cartography skills doing fieldwork for Stemys of Keleb for a few years. While there, he became an adherent of Siemism and was recruited by the Uthriem Roliri.

Barent now finds steady work as a cartographer and scout for mercantile and military employers. He is highly skilled at stealth and tracking and is regularly hired to gather information for the church of Save-K'nor or for certain major clans.

With his wife, a journeywoman ostler, he maintains a home in a village outside Moleryn. Barent is very frugal with the coin he earns and hopes to some day purchase an ostlers' guild franchise for his wife.

Much of Barent's seventeen years as a Ranger has been spent along the Salt Route, and he is respected by many of the tribes in the area. He long ago aided a chief of the Taygar Tulwyn in a gargun attack and carries a token of the chief's respect. This token carries weight with many of the Tulwyn tribes, but not all.

## HOOKS

**Secret Cult:** Barent has witnessed gatherings of the Cult of the Midnight Dancer and has tracked a few members to their homes and uncovered their identities. He is now trying to figure out the best way to use this information.

**Rescue:** Barent's older brother, a legion officer, has been captured by Gozydan tribesmen. The legion won't risk more men to get him back, so Barent recruits the PCs. He promises that his brother's wife, part of a wealthy and influential clan, will reward those who help him rescue her husband.

**Aramal Road:** Barent has been monitoring the efforts to establish the Aramal Road. He does not like Clan Nordaka's expansionist views, but has not yet decided how best to thwart them.

**Name:** BARENT KRESL

**Race/Sex:** Human/Male

**Occupation:** Cartographer, Scout, and Uthriem Roliri Ranger

**Born:** 3 Peonu 678 (Ulandus/Aralus)

<b>Str</b>	13	<b>Agil</b>	16	<b>Sml</b>	14	<b>Wil</b>	14	<b>Cml</b>	10
<b>Sta</b>	14	<b>Eye</b>	15	<b>Voi</b>	11	<b>Aur</b>	9	<b>End</b>	14
<b>Dex</b>	17	<b>Hrg</b>	15	<b>Int</b>	14	<b>Mor</b>	13	<b>Mov</b>	16

**Medical/Psyche:** None

**Physical Skills:** Climbing 68, Condition 80, Jumping 60, Stealth 105, Throwing 60

**Communication Skills:** Awareness 90, Intrigue 60, Oratory 24, Rhetoric 39, Singing 36

**Languages:** Harnic 73, Sindarin 13, Tulwyn 26

**Scripts:** Lakise 85

**Religion:** Ritual: Siem 30; Piety: 32. Ritual: Larani 12; Piety: 0. Ritual: Save-K'nor 14; Piety: 0.

**Craft Skills:** Animalcraft (Horse) 60, Cookery 45, Drawing (Cartography) 64, Fletching 80, Folklore 39, Foraging 68, Herbalore 68, Mathematics 28, Physician 60, Survival 85, Timbercraft 54, Tracking 102, Weatherlore 70

**Combat Skills:** Initiative 90, Riding 34, Unarmed 68, Dodge 80, Handaxe 70, Falchion 96, Bow (Shortbow) 90

**Armour/Weapons:** Sindarin mail byrnie (+2); leather tunic, leggings, and boots; kurbul half helm and vambraces. Falchion, handaxe, short bow. Bow is of Hodiri-style composite construction, with these ranges and impacts: S=23/7, M=45/6, L=90/5, X=180/4. His Taeldan bowstrings can be used in wet weather with no penalty.

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Shortbow	2	12	95	95	n/a	1	•	•
Falchion	4	12	110	101	•	4	6	1
Handaxe	3	11	80	75	•	4	6	(4)

Location	Compound Layers	AQ	B	E	P	F
Skull	K, C	0	5	6	5	4
Face	•	•	•	•	•	•
Neck	C	0	1	1	1	1
Shoulder	M, L, C	+2	7	15	11	7
Upper Arm	M, L, C	+2	7	15	11	7
Elbow	C	0	1	1	1	1
Forearm	K, C	0	5	6	5	4
Hand	C	0	1	1	1	1
Thorax	M, L, C	+2	7	15	11	7
Abdomen	M, L, C	+2	7	15	11	7
Hip	M, L, L, C	+2	9	19	14	10
Groin	M, L, L, C	+2	9	19	14	10
Thigh	L, C	0	3	5	4	4
Knee	L, C	0	3	5	4	4
Calf	L, L, C	0	5	9	7	7
Foot	L, L, C	0	5	9	7	7

**Invocations:** Diagnose Plant or Animal Disease, Uldin's Tent, Spark, Cure Plant/Animal, Little Sun, Forget, Sleeper, Curse of Sloth, Siem's Blessing

**Spells or Psionics:** None

**Notes:** Owns a Sindarin-crafted lens that allows him to see great distances. Frequently patrols on his Tesien pony, Pako. Carries Bladesharp Oil, Drydust, Waterproofing Oil, a handful of Rogyn's Acorns, and 50' of Sindarin rope (see *Uthriem Roliri*).

## GM NOTES