

# FRIENDS, FOES, & FOLLOWERS



## GENERAL INFORMATION

Name: **Kimar Brynn**  
Species: **Human**  
Sex: **Male**  
Apparent Age: **Late twenties**  
Culture: **Feudal**  
Social Class: **Unguilded**  
Height: **6 ft 1 in**  
Frame: **Heavy**  
Weight: **193 lbs.**  
Appearance: **Plain**  
Hair Color: **Black**  
Eye Color: **Blue**  
Voice: **Average**  
Obvious Medical Traits: **None**  
Apparent Occupation: **Bounty Hunter**  
Apparent Wealth: **Moderate**  
Weapons: **Spear, shortbow**  
Armour: **Quilt and leather**  
Companions: **None**  
Other obvious features: **Facial scarring**

Special GM Comments:

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Photoillustration: **Brent Bailey**

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## KIMAR BRYNN

### Bounty Hunter (Uthriem Roliri Ranger)

Kimar is half Kuboran. His father was an Uthriem Roliri Ranger who traveled and lived among the Kuboran tribes of Peran. Kimar spent his childhood with his mother's tribe but started traveling as his father's apprentice when he was old enough.

Brought up with a mixture of Siemist and Kuboran beliefs, Kimar has a mystical nature and liked to spend time with his boyhood tribe's shaman. After a few years as a Ranger, Kimar began training to become an Inthiar. His mentor taught him about the Shadow of Bukrai, including how to resist its effects and battle its unnatural servants, the undead morvrin. Siemist and Kuboran religious tradition both emphasize the importance of dreams and Kimar ended his studies before becoming an Inthiar, saying that Siem and Kemlar the Guide had told him in a dream that they had other plans for him.

Kimar now roams the kingdom of Rethem. Although he works as a bounty hunter, his true calling is hunting down and destroying the servants of Morgath.

For the last few years, Kimar has been in the employ of the earl of Tormau as a messenger and spy. Kimar also uses his skills to harass the forces of the earl's enemies. The earl sometimes uses Kimar as an emissary when dealing with the Kubora, although Kimar's half-blood status makes him less welcomed by some tribes than others.

Kimar makes regular trips to Ithiko and other Morgathian strongholds. He also keeps an eye on any dealings that Tormau and his allies have with the Morgathian church.

When he left his studies, Kimar was given an amulet consecrated to Siem to provide protection against the Shadow of Bukrai. The blade on his spear has also been consecrated, allowing it to deal real damage to morvrin.

## HOOKS

**Undead hunter:** The PCs have learned the whereabouts of a ruined Morgathian temple, its riches reportedly guarded by the god's undead minions. Kimar has been suggested as a good man to take along.

**Prisoner escort:** Kimar has tracked down and captured an important prisoner who escaped from Tormau and must now cross most of the kingdom to return him. Knowing his prisoner's allies will be trying to prevent this, Kimar is looking to hire some help.

**Earl's business:** The PCs are working for the earl of Tormau and have been assigned to accompany Kimar on an errand, such as delivering a message and gifts to some Kuboran chiefs or raiding one of the earl's enemies.

**Into the wild:** The PCs are planning an expedition into the Peran wilderness, perhaps to hunt the fabled dracofelas. Kimar is recommended as a guide.

**Name:** KIMAR BRYNN

**Race/Sex:** Human/Male

**Occupation:** Bounty Hunter and Uthriem Roliri Ranger

**Born:** 16 Savor 693 (Tai)

<b>Str</b>	17	<b>Agil</b>	14	<b>Sml</b>	14	<b>Wil</b>	16	<b>Cml</b>	9
<b>Sta</b>	16	<b>Eye</b>	13	<b>Voi</b>	11	<b>Aur</b>	14	<b>End</b>	16
<b>Dex</b>	16	<b>Hrg</b>	12	<b>Int</b>	13	<b>Mor</b>	11	<b>Mov</b>	14

**Medical/Psyche:** None

**Physical Skills:** Climbing 64, Condition 80, Jumping 60, Stealth 80, Throwing 60

**Communication Skills:** Awareness 65, Intrigue 45, Mental Conflict 90, Oratory 24, Rhetoric 42, Singing 33

**Languages:** Harnic 42, Kuboran 64, Sindarin 14

**Scripts:** Lakise 84, Selenian 21

**Religion:** Ritual: Siem 65; Piety: 45. Ritual: Kubora 39; Piety 20.

**Craft Skills:** Animalcraft 28, Fletching 30, Folklore 42, Foraging 42, Herblore 26, Hidework 30, Physician 45, Survival 60, Timbercraft 48, Tracking 84, Weatherlore 39

**Combat Skills:** Initiative 90, Unarmed 64, Dodge 70, Shortbow 60, Shield 80, Spear 102, Sword 80

**Armour/Weapons:** Quilt tunic; leather hat, vest, leggings, boots; long waterproofed canvas coat. Shortbow, roundshield, shortsword, spear. Spear has been consecrated to Siem to be effective against morvrin. Wounds that are inflicted with it are not healed when an amorvurus reforms after being killed.

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Shortbow	2	10	65	65	n/a	1	•	•
Shortsword	2	12	90	85	•	2	4	4
Spear	5	11	122	112	-10	4	•	7
Roundshield	6	13	85	100	•	2	•	(3)

Location	Compound Layers	AQ	B	E	P	F
Skull	L	0	2	4	3	3
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	C, C, Q, L	0	9	9	7	9
Upper Arm	C, C, Q	0	7	5	4	6
Elbow	C, C	0	2	2	2	2
Forearm	C, C	0	2	2	2	2
Hand	•	•	•	•	•	•
Thorax	C, C, Q, L	0	9	9	7	9
Abdomen	C, C, Q, L	0	9	9	7	9
Hip	C, C, Q, L	0	9	9	7	9
Groin	C, C, Q, L	0	9	9	7	9
Thigh	C, C, L	0	4	6	5	5
Knee	C, C, L	0	4	6	5	5
Calf	C, C, L, L	0	6	10	8	8
Foot	C, L, L	0	5	9	7	7

**Invocations:** Uldin's Tent I, Spark I, Counsel of Sweldre II, Twilight Scribe's Question II, Little Sun II, Forget III, Sweet Dreams III, Truesight IV, Restore Health IV, Speak with Spirit IV, Bewilderment IV, Consecration V, Command V

**Spells or Psionics:** None

**Notes:** Carries some Bladesharp Oil, Drydust, and a handful of Rogyn's Acorns (see *Uthriem Roliri*). Wears a consecrated amulet to help ward off morvrin.

## GM NOTES