

FRIENDS, FOES, & FOLLOWERS



GENERAL INFORMATION

Name: **Callan Garis**
Species: **Human**
Sex: **Male**
Apparent Age: **Late twenties**
Culture: **Feudal**
Social Class: **Ungilded**
Height: **5 ft 10 in**
Frame: **Light**
Weight: **150 lbs.**
Appearance: **Attractive**
Hair Color: **Black**
Eye Color: **Blue**
Voice: **Average**
Obvious Medical Traits: **None**
Apparent Occupation: **Herbalist**
Apparent Wealth: **Low**
Weapons: **Staff, shortbow**
Armour: **Leather**
Companions: **None**
Other obvious features: **Facial hair**

Special GM Comments:

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Photoillustration: **Brent Bailey**

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CALLAN GARIS

Fyvrian Shek Pvar (Uthriem Roliri Apprentice)

At the age of 28, Callan is older than the typical Uthriem Roliri apprentice. But unlike the typical Uthriem Roliri apprentice, Callan is also a Fyvrian Satia-Mavari.

Callan grew up in the Jarin commuity in Ulfshafen. Although his arcane potential was detected early on by the Sindarin, as a human, Callan was not accepted as a student by any of the Sindarin mages. After trying unsuccessfully to get the boy into the chantry at Gelimo in Melderyn, Callan's father used his connections as a physician and apothecary to secure him a spot at the Guild of Arcane Lore chantry at Sepire, in Kanday.

At Sepire, Callan spent much of his time studying the flora and fauna of Ternu Heath and exploring the nearby Tepr Bog and Telous Downs, both home to many rare and potent herbs, mushrooms, and insects. Callan relished these treks into the wilderness, saying he did his best thinking outside the chantry's stuffy laboratory. His master was a long-time friend to the Uthriem Roliri and was part of the Tamsen Roliri, or "Kindred of the Forest."

After seven years at Sepire, Callan's apprenticeship was over and he was ready to test and refine his Fyvrian skills out in the world. Gregarious and outgoing, Callan had made friends with a few of the Brothers and thought a good first step on his journey would be to live and travel with them for a while. Callan immediately enjoyed the life and soon asked to be accepted as an apprentice.

For four years, Callan worked with Mero Durgan, a Ranger based in Elos Hundred. For the last year, he has mostly traveled alone, checking in with his mentor only occasionally. With his period of training coming to an end, Callan will soon be inducted as a full member. He plans to continue his arcane studies, seeing the wilderness as the best laboratory a Fyvrian could have. The Council of Wardens are aware of Callan's special skills and have plans for the promising new Brother.

HOOKS

One to go: Callan has submitted two items of value to his master at the chantry but needs to find one more before he can hope to become a shenava. He is looking to join a party whose adventures may lead him to his last item.

On the road: While traveling in Kanday or on the Salt Road, the PCs encounter Callan on his way to deliver a mule-load of herbs to apothecaries in Eval.

Guinea pigs: Callan has been researching a new spell to fight wound infections. He has prepared dressings from moss on which he has practiced casting his new spell. He now needs to test his creation and is looking to attach himself to a mercenary company, military unit, or other group likely to find themselves in need of a healer.

Name: CALLAN GARIS

Race/Sex: Human/Male

Occupation: Fyvrian Shek Pvar and Uthriem Roliri Apprentice

Born: 23 Nuzyael 691 (Ulandus)

Str	13	Agil	13	Sml	15	Wil	14	Cml	13
Sta	12	Eye	14	Voi	12	Aur	17	End	13
Dex	14	Hrg	13	Int	15	Mor	15	Mov	13

Medical/Psyche: None.

Physical Skills: Climbing 60, Condition 70, Jumping 65, Stealth 39, Throwing 56

Communication Skills: Awareness 56, Intrigue 60, Mental Conflict 60, Oratory 28, Rhetoric 42, Singing 36

Languages: Harnic 94

Scripts: Lakise 98

Religion: Ritual: Siem 32; Piety: 47

Craft Skills: Agriculture 45, Alchemy 48, Animalcraft 28, Embalming 30, Fletching 14, Folklore 56, Foraging 51, Herblore 54, Mathematics 30, Physician 42, Survival 48, Timbercraft 32, Tracking 34, Weatherlore 45, Woodcraft 32

Combat Skills: Initiative 56, Unarmed 60, Dodge 65, Bow 42, Dagger 42, Staff 56

Armour/Weapons: Leather vest, leggings, boots; Kurbul halfhelm. Dagger, staff, shortbow.

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Shortbow	2	10	47	47	n/a	1	•	•
Dagger	1	11	47	47	•	1	2	5
Staff	4	11	76	71	-10	4	•	•

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

Invocations: Diagnose Plant or Animal Disease I, Uldin's Tent I, Spark I, Cure Plant or Animal II

Convocations: Fyvria 57, Neutral 32

Spells: *Fyvria:* Balm of Gresan I, Theron's Larder I, Hand of Iliam II, Eye of Perfection II, Alleviate Serpent's Bite II, Syncope of Shalor II, Nurture of Isla III, Balm of Herl III. *Neutral:* Dispell I, Tongue of Pvara I, Ear of Pvara I, Focus III. Plus additional spells as required by GM.

Notes: Carries some Drydust, a vial of Waterproofing Oil, and a few Rogyn's Acorns (see *Uthriem Roliri*). Also carries a carved wooden laurel weath that he has enchanted as a +6 Fyvrian focus.

GM NOTES