

FRIENDS, FOES, & FOLLOWERS



GENERAL INFORMATION

Name: **Sir Taran Ulris**
Species: **Human**
Sex: **Male**
Apparent Age: **Early 30s**
Culture: **Feudal**
Social Class: **Noble**
Height: **5 ft 11 in**
Frame: **Heavy**
Weight: **182 lbs.**
Appearance: **Attractive**
Hair Color: **Brown**
Eye Color: **Hazel**
Voice: **Pleasant**
Obvious Medical Traits: **None**
Apparent Occupation: **Knight**
Apparent Wealth: **Moderate**
Weapons: **Sword**
Armour: **Leather**
Companions: **Squire, retainers**
Other obvious features: **None**

Special GM Comments:

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Photoillustration: **Brent Bailey**

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FEUDAL KNIGHT (MH) 70-G-04

SIR TARAN ULRIS

Bailiff (Uthriem Roliri Warden)

Taran Ullris is the acknowledged bastard son of a minor noble in Kaldor. He was raised by his mother's clan, a noble family whose Jarin ancestors, according to family legend, fought alongside the Khuzdul and Sindarin against the Lythian invaders in the Atani Wars. Although publicly Laranian, the family continues to honor Siem in private. Members of Clan Ullris were also early members of the Uthriem Roliri.

Taran's martial training took place under the tutelage of one of his father's friends, a frontier manor lord who was a Warden in the Uthriem Roliri. The isolated manor provided Taran with many opportunities to hone his woodland skills under the guidance of the Ranger who acted as the manor's huntsman. As a squire (and apprentice Ranger), Taran acted as his lord's master of the hunt, organizing hunting parties, caring for the hounds and hunting weapons, and guarding the manor's woods against poachers.

Upon being knighted, Taran remained as part of his mentor's household. For almost ten years after becoming a Ranger, Taran served his Warden by traveling throughout Hârn as his messenger and envoy. When his mentor retired from his duties as Warden four years ago, Taran was selected by the Council of Wardens to replace him. Taran's diplomacy skills, cool head, and decisive leadership serve him well in this position.

Upon their father's death a couple of years ago, Taran's older brother appointed Taran as bailiff of one of his manors. While his brother is aware of Taran's position in the Brotherhood of the Forest, their liege lord is not and takes a dim view of the Uthriem Roliri, blaming almost all unfortunate events in his domain, from acts of banditry to missing sheep, on the "devils in the forest."

HOOKS

Miner mishaps. Runoff from the spoilage piles of a nearby mine is poisoning the pasture and cropland of Taran's manor. A recent string of accidents at the mine is making the miners fear the place is cursed. The PCs have been hired as additional guards.

Missing miner. A prospector working for the Miners' Guild recently discovered mineral deposits on Taran's land but disappeared before he could report it.

Who's that girl? The daughter of a wealthy merchant has been missing from her father's household for months, having run away when she found she was to be married to one of his creditors. The PCs have been hired to find her. A young woman in Taran's household fits the description. She is, in fact, the missing daughter and now works as a scribe for Taran, who has become quite attached to her.

Name: SIR TARAN ULRIS

Race/Sex: Human/Male

Occupation: Bailiff, Uthriem Roliri Warden

Born: 6 Ilvin 684 (Skorus)

Str	15	Agl	15	Sml	9	Wil	14	Cml	15
Sta	17	Eye	13	Voi	15	Aur	13	End	15
Dex	14	Hrg	10	Int	15	Mor	14	Mov	15

Medical/Psyche: None

Physical Skills: Climbing 60, Condition 75, Jumping 60, Stealth 39, Throwing 56

Communication Skills: Awareness 55, Intrigue 75, Oratory 45, Rhetoric 80, Singing 39

Languages: Harnic 80, Taldan 30, Sindarin 45

Scripts: Lakise 84, Selenian 84

Religion: Ritual: Siem 42, Piety: 68. Ritual: Larani 13, Piety: 0

Craft Skills: Agriculture 30, Animalcraft 60, Dancing 45, Drawing (Cartography) 70, Fletching 28, Foraging 52, Heraldry 45, Herblore 24, Law 45, Physician 30, Survival 60, Swimming 16, Timbercraft 45, Tracking 60, Weaponcraft 28, Weatherlore 36

Combat Skills: Initiative 84, Unarmed 75, Dodge 75, Axe 75, Bow 56, Dagger 70, Lance 75, Riding 84, Shield 84, Sword 84

Daily Armour/Weapons: Leather tunic, leggings, knee boots. High-quality broadsword (+1), dagger. Hartbow if hunting.

Combat Armour/Weapons: Quilt gambeson, cowl, and leggings; Sindarin mail hauberk (+2), cowl, and mittens; leather knee boots; plate ¾-helm; cloth surcoat; knight shield. High-quality broadsword (+1), dagger, handaxe.

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Lance	8	11	100	80	-15	4	•	8
Hartbow	2	13	61	61	n/a	1	•	•
Knight shield	5	13	89	104	•	2	•	•
Handaxe	3	10	85	80	•	4	6	4
Dagger	1	11	75	75	•	1	2	5
Broadsword	3	13	99	94	•	3	5	3

Location	Compound Layers	AQ	B	E	P	F
Skull	Q, M, P	+2	15	23	15	9
Face	P	•	6	10	6	2
Neck	Q, M	+2	9	13	9	7
Shoulder	C, Q, M, C	+2	11	15	11	9
Upper Arm	C, Q, M	+2	10	14	10	8
Elbow	C, Q, M	+2	10	14	10	8
Forearm	C, Q, M	+2	10	14	10	8
Hand	M	+2	4	10	7	3
Thorax	C, Q, M, C	+2	11	15	11	9
Abdomen	C, Q, M, C	+2	11	15	11	9
Hip	C, Q, Q, M, C	+2	16	18	13	13
Groin	C, Q, Q, M, C	+2	16	18	13	13
Thigh	C, Q, Q, M, C	+2	16	18	13	13
Knee	C, Q, L	•	8	8	6	8
Calf	C, Q, L	•	8	8	6	8
Foot	C, Q, L	•	8	8	6	8

Invocations: Diagnose Plant or Animal Disease I, Uldin's Tent I, Spark I, Counsel of Sweldre II, Cure Plant/Animal II, Little Sun II, Yael's Calm III, Forget III, Sweet Dreams III

Spells or Psionics: None

Notes: Rylicon or Taeb manors (near Pendeth) are good settings for this NPC. Many other manors would work as well, especially those on the frontier or near a mine.

GM NOTES