

FRIENDS, FOES, & FOLLOWERS



GENERAL INFORMATION

Name: **Craben Darach**
Species: **Human**
Sex: **Male**
Apparent Age: **Late twenties**
Culture: **Feudal**
Social Class: **Ungilded**
Height: **5 ft 9 in**
Frame: **Medium**
Weight: **157 lbs.**
Appearance: **Attractive**
Hair Color: **Black**
Eye Color: **Green**
Voice: **Average**
Obvious Medical Traits: **None**
Apparent Occupation: **Scout**
Apparent Wealth: **Low**
Weapons: **Longbow, handaxe, longknife**
Armour: **Leather**
Companions: **None**
Other obvious features: **None**

Special GM Comments:

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Photoillustration: **Brent Bailey**

Photo source: **Realm Collections (realmcollections.com)**

CRABEN DARACH

Scout (Uthriem Roliri Ranger)

When Craben was 11 years old, his father was killed during the taking of Quimen Castle by the Agrikan Order of the Crimson Dancer. Craben and his mother were captured by Ivinian mercenaries taking part in the attack and were sold as thralls to a Jarin man from Ulfshafen, who freed them upon returning to Evael.

Craben learned many woodland skills as a youth in Evael. Apprenticed to a bowyer, he became a devoted archer, training rigorously on his own and with Ulfshafen's Jarin levy. After winning the archery competition at the Festival of Amar at the age of 19, Craben sought a place in the Sindarin Rangers but was denied. He left Evael shortly thereafter as an apprentice to an Uthriem Roliri Ranger.

During his training, Craben traveled extensively along the Salt Route, where he became familiar with the ways of the Tulwyn and Chelni tribes. He also gained considerable experience with gargun through many patrols into the Felsha Mountains.

Craben grew up hearing stories of the Ivinian invasion and occupation of Jara from his mother and other freed Jarin thralls in Evael. Upon becoming a Ranger, Craben requested to be posted in Orbaal, where he quickly fell in with members of the Jarin resistance effort. His skills have been crucial to the success of a handful of attacks on Ivinian traders—attacks that have, so far, been blamed on gargun or tribesmen.

Craben is now based in Leriell and finds work guiding Ilviran pilgrims to Araka-Kalai. He has also worked as a scout for trade caravans traveling along the Fur Road and through the Jahl Mountains.

Like many of his Jarin countrymen, Craben is highly independent, extremely proud, and moody. Although usually calm and quiet, Craben is quick to take offense when he feels someone is talking down to him or ordering him around. While growing up in Ulfshafen, Craben grew to resent the Sindarin for what he saw as their condescension and superior attitude toward humans.

HOOKS

Guard duty: The PCs have hired on as mercenaries guarding a Fur Road caravan or pilgrims going to Araka-Kalai. Craben is along as a guide.

Deliver the message: Craben is a talented bowyer, and one of the only ones in southern Orbaal. He offers the PCs a good discount on bows or arrows in return for delivering a package for him.

Watch your back: Craben takes offense at the words of one of the PCs (especially one who looks Ivinian). Although smart enough to know when he's outnumbered, Craben is unlikely to forget the insult.

Name: CRABEN DARACH**Race/Sex:** Human/Male**Occupation:** Scout and Uthriem Roliri Ranger**Born:** 3 Halane 690 (Hirin/Tarael)

Str 14	Ag 16	Sml 10	Wil 11	Cml 13
Sta 14	Eye 14	Voi 12	Aur 10	End 14
Dex 17	Hrg 12	Int 13	Mor 11	Mov 16

Medical/Psyche: Persecution complex (slight)**Physical Skills:** Climbing 64, Condition 65, Jumping 68, Stealth 90, Throwing 68**Communication Skills:** Awareness 56, Intrigue 36, Oratory 28, Rhetoric 39, Singing 36**Languages:** Jarinese 62, Harnic 60, Sindarin 24, Orbaalese 36, Tulwyn 24, Anoan 24**Scripts:** Lakise 80**Religion:** Ritual: Siem 38; Piety: 30.**Craft Skills:** Animalcraft 26 (Horse), Fletching (Bowyer) 72, Foraging 39, Folklore 26, Herblore 24, Physician 45, Survival 75, Timbercraft 48, Tracking 60, Weatherlore 39**Combat Skills:** Initiative 65, Unarmed 64, Dodge 82, Sword (Longknife) 64, Handaxe 30, Bow (Longbow) 96**Armour/Weapons:** Leather cowl, tunic, leggings, and calf boots; kurbul vambraces. Longknife, handaxe, longbow

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Longbow	3	13	101	101	n/a	2	•	•
Longknife	1	12	74	79	•	1	3	5
Handaxe	3	11	40	35	•	4	6	(4)

Location	Compound Layers	AQ	B	E	P	F
Skull	L	+0	2	4	3	3
Face	•	•	•	•	•	•
Neck	L	+0	2	4	3	3
Shoulder	L, L	+0	4	8	6	6
Upper Arm	L, C	+0	3	5	4	4
Elbow	C	+0	1	1	1	1
Forearm	C, K	+0	5	6	5	4
Hand	•	•	•	•	•	•
Thorax	C, L	+0	3	5	4	4
Abdomen	C, L	+0	3	5	4	4
Hip	C, L, L	+0	5	9	7	7
Groin	C, L, L	+0	5	9	7	7
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: Uldin's Tent I, Spark I, Little Sun II, Forget III, Sweet Dreams III**Spells or Psionics:** None**Notes:** Carries some Bladesharp Oil, Drydust, and a handful of Rogyn's Acorns (see *Uthriem Roliri*).

GM NOTES
