Garric Fen



Name: Garric Fen
Role: Hunter / Tracker
Ancestry: Human
Age: 45
Disposition:
Reserved, vigilant, quietly protective.
Garric speaks little — not because he cannot, but because he has learned that **listening keeps you alive**.

Garric Fen is lean and wiry, built for endurance rather than strength.
His movements are controlled and deliberate, even when standing still.
His face is narrow, marked by wind exposure and a thin scar running along his jaw — the result of a close encounter with something he does not speak about.
He wears layered hunting leathers reinforced with fur from animals he has personally hunted.
Bone charms and small tokens hang from his cloak — some practical, some ritualistic.
His bow is always within reach.
Always strung.

Role in Moonrest Haven

Garric provides:
• meat from inland hunting
• furs for clothing and trade
• knowledge of the island’s interior
• warnings about dangerous wildlife
He spends more time outside the village than within it.
Sometimes for days.
Sometimes longer.

Villagers know:
• Garric knows every path on the island
• he can track anything
• he rarely wastes arrows
He is respected, but not particularly social.
Children are told not to follow him into the wild.

Personality

Garric is cautious and observant.
Traits:
• Highly alert
• Quiet
• Distrustful of unfamiliar patterns
• Protective of the village
Typical dialogue:
"*Tracks tell you what passed. Silence tells you what stayed.*"

Revision #1
Created 2026-03-28 03:12:17 UTC by Admin
Updated 2026-03-28 03:14:14 UTC by Admin