

Name: Tepet Elott, Motivation: Dispense with the shame of failure, Intimacies: Prayer & piety, his good name, Aspect: Air, Concept: Knight playing chess with death, plus a bit of the Wild Bunch. Also once the stats were done I realized this guy was a 'Ranger' in the classical sense.

Strength 3, Dexterity 3, Stamina 3, Charisma 3, Manipulation 3, Appearance 1 (took a blow to the face on two separate occasions), Perception 4, intelligence 3, wits 3,

Air abilities: Linguistics 2 (Sky Tongue & tribal tongues), Lore 2, Occult 2, Stealth 5,
Favored Abilities: Archery 5 Specialty: put the 'Hit' in Hit and Run (ambush), Ride 4 Specialty: Put the 'Run' in Hit and Run (fleeing), Survival 4,
Everything else: Melee 3, Awareness 3, Athletics 2, Martial Arts 2, Socialize 2, Resistance 2, War 2, Presence 1, Investigation 1, Performance 1

Backgrounds:

Arsenal 3 (the point system behind this trait is just baffling to me; so let me just say that it represents horses, arms and armor for his henchmen, and one or two typical jade trinkets for the character)

Reputation 3 For his service in the destruction of the Legions.

Allies 2 this or that bigwig in the North. Like the American CIA, I presume the legion makes alliances with local tribes/forces/deities when it goes on the warpath somewhere. The alliances have likely been strained since the crushing defeat, but hopefully they're still there.

Connections 1: The North. Again, this is whatever's left of the goodwill of the Enemies of the tribes of 'The Bull of the North'.

Resources Zero.

Breeding 1

Henchmen 3 At one time Tepet Elott commanded a whole dragon of light cavalry, and for months played hit and run with the whole barbarian horde while the legions fled south. Now he has six men, and four of those were recruited from tribes in the North.

Charms: Stealth 1st excellency, Survival first excellency, Ride first excellency, Archery first excellency,
Survival: Quarry Revelation, Trail Concealing, Resistance: Ox Body x2

Etc: Compassion 2, Conviction 3, Temperance 1, Valor 3. Willpower 6, Essence 2, Personal ess. 9,
Periph. ess 22. Health levels 0 -1 -1 -1 -1 -2 -2 -2 -2 -4 incap.