

Captain Anmarich. Motivation: Live up to Exalted Standards. Anmarich is an unripe Daughter of Royalty dynast. A great deal of meticulous training went into making her a gallant defender of the empress. Due to a twist of fate she didn't exalt, and has been a forgettable disappointment. All she can do is put that training to work, as one of the better mounted swordsmen and lancers in the Legion. She and Elott have had some unhappy mutual flirtations.

-Strength 3 Dexterity 4 Stamina 3 Charisma 1 (awful disposition) Manipulation 2 Appearance 3 Perception 3 Intelligence 3 Wits 2

-Favored: Melee 5 Specialty from horseback x2, Stealth 4, Martial arts 4, Awareness 3, Linguistics 1 Skyspeak, Resistance 1, War 2, Archery 3, Ride 4, Survival 1, Athletics 2

-Resources 3 (even with a modest stipend she has more money than Elott), Allies 1 a family member, connections 1 legion

-Compassion 1 Conviction 3 Temperance 2 Valor 3 Willpower 8 (8 in skills, 1 specialties, 4 willpower, 4 dexterity, 4 perception)

Legionnaire Andocep, Motivation: protect the boss. Andocep was a career Legionnaire, he's fought all over the world, killed people that speak every language you can think almost. He's sergeant at arms and manages the day to day affairs for the band. He had more duties when Elott had more men, but those days are over.

-Strength 3 Dexterity 3 Stamina 4 Charisma 3 Manipulation 3 Appearance 2 Perception 2 Intelligence 2 Wits 2

-Linguistics 3 riverspeak, high realm, sky tongue, Stealth 2, Martial arts 4, Awareness 1, Resistance 2, War 1, Archery 3, Ride 2, Survival 2, Melee 5 specialty Gladius, Favored abil. Presence 5 specialty: CHARGE! x2,

-Resources 1, Contacts 3 (been everywhere), backing 1,

-Compassion 2 Conviction 3 Temperance 2 Valor 3 Willpower 6 (3 valor, 8 abilities, 2 specialties, 4 manipulation, 4 dexterity)

Aydur, the drunken viking. Motivation: Loot, Pillage, repeat. Aydur was a captive of the Barbarian horde, liberated by Elott and co. He didn't exactly go back to his tribe, though, because he was always something of an unwanted shitheel: a drunken axesman who started too many fights and slept with too many peoples' daughters. Now he hews off limbs and sleeps with peoples' daughters for the glory of house Tepet.

-Strength 5 Dexterity 2 Stamina 3 Charisma 2 Manipulation 1 Appearance 3 Perception 3 Intelligence 1 Wits 3

-Occult 1, stealth 3, thrown 4 (hatchets), Favored Abil. Martial Arts 5 specialty: Pretzel you up x2, sail 3, craft 4 (wood), resistance 2, Ride 2, Survival 3, athletics 2 Melee 4 Specialty Axes x2,

-Resources 2 (good looter), Familiar 2 Wolf, contacts 1 'vikings'

-Compassion 2 Conviction 2 Temperance 1 Valor 4 Willpower 6 (14 abilities, 3 specialties, 4 strength)

Kreusch, den mother. Motivation: Serve the Pack, raise her boy. This woman was the matriarch of a group of nomadic hunters. She was the wise woman, and medicine woman, good with splints and fevers and bites. The barbarian horde ruined her tribe without even raising a spear. A few months of its huge numbers passing through their lands ruined the game and foraging and soon the group scattered to the winds. Kreusch and her son Arryb were begging food from the legions when Elott picked them both up.

-Strength 2 Dexterity 2 Stamina 2 Charisma 3 Manipulation 3 Appearance 1 Perception 3 Intelligence 4 Wits 3

-linguistics 2 high realm, tribal tongues, Lore 2, Occult 3 specialty heretical gods, Stealth 1, martial arts 1, Awareness 2, integrity 4, Favored abil. Medicine 5 specialty fevers, specialty fractures, specialty cuts, Ride 1, survival 4, melee 1, presence 2, socialize 1  
-Contacts 3 people of the north, contacts 2 more people of the north  
-Compassion 4 Conviction 2 Temperance 4 Valor 1 Willpower 8  
(8 abilities, 3 specialties, 6 virtues, 4 intelligence)

Arryb, bandit in the making. Motivation: Gonna stick it to the whole world, Ma. Arryb came of age with the Legions, Elott, and the Wyld hunt. His mother put him through a tribal rite of passage that technically made Tepet Elott his father. Arryb can't catch a break and is quite spectacularly bitter: his father was crushed by a mastodon, his home was ruined by barbarians, and his recent family just got pretty badly defeated by selfsame barbarians. He wants payback from virtually everyone. The young man works best with a knife and in the dark, and he's already killed his share.

-Strength 3 Dexterity 5 Stamina 2 Charisma 2 Manipulation 2 Appearance 2 Perception 3 Intelligence 2 Wits 2

-Linguistics 1 high realm, Stealth 4, Larceny 4, Martial arts 2, Awareness 2, resistance 1, Archery 4, Ride 4, survival 1, athletics 3, dodge 3, Favored abil. Melee 5 specialty: dagger between your ribs x2,  
- Breeding 2 (4 pts) That dude that got crushed by the mastodon wasn't his daddy. Resources 1  
-Compassion 1 Conviction 3 Temperance 3 Valor 3 Willpower 6  
(16 abilities, 1 specialties, 4 dexterity)

Stymat the Mighty, exiled chieftain. Motive: Be the boss again. Stymat used to be one of the Barbarians himself. He was a war chief even, but when the Bull of the North's horde came it demanded that he kneel. He didn't, so the horde sent a giant who beat Stymat for supremacy. Elott discovered him while he was living like a hermit in the mountains. Now 'The Mighty's' game is vengeance. He's problematic as a henchman because he doesn't like to follow orders; once a chief, they say.

-Strength 4 Dexterity 3 Stamina 3 Charisma 3 Manipulation 2 Appearance 2 Perception 2 Intelligence 2 Wits 2

-Linguistics 1 skyspeak (native language is tribal), stealth 3, Favored abil. Thrown 5 specialty: Javelin through your heart x3, martial arts 2, Awareness 1, Integrity 1, Resistance 3. war 1, Ride 3, Survival 3, Melee 5 Specialty: Spear through your chest x2, presence 2, athletics 2  
-Resources 3 (composed almost entirely of his Chief's armor, spear and javelins), Contacts 1, Allies 1  
-Compassion 2 Conviction 3 Temperance 1 Valor 4 Willpower 7  
(Valor 3, Abilities 10, specialties 4, Strength 4)