

## Teller

When a kindred gathers to discuss matters of importance to the community, matters are weighed on their merit, and on the arguments of their protagonists. Such discussions may become heated, and on some of the finer points, experts may need to be consulted. Tellers are individuals who dedicate their lives to supporting the kindred's process of government. At kindred meetings, they will recount relevant stories, clarify points, and sometimes chair the session. They are the nearest the Elves have to lawyers, but could equally well be thought of as social historians.

Outside of meetings, Tellers can usually be found arbitrating in disputes, acting as an emissary, or simply biding their time before their skills are next needed by telling stories to children or helping forage for food. Because of their social role, Tellers are usually well-respected; by the same token, a corrupt or self-centred Teller is viewed with great contempt and disdain.

### Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1				+10	+10	+10		+10

#### Skills:

Charm  
Etiquette  
History  
Law (Wood Elven only)  
Public Speaking  
Story Telling

#### Trappings:

Elven steed, trappings and harness  
Leather Jack  
Sword or Axe  
Shield  
Spear

#### Career Entries:

Agitator  
Forest Guardian  
Minstrel  
Ranconteur  
Trader

#### Career Exits:

Demagogue  
Initiate  
Merchant  
Wizard's Apprentice