**Wunaeth**

**Appearance**

A Wind Neranoid, rather tall with antennae that point straight backwards. Smaller than average mandibles. Wears standard grey Wind tribe rags. Usually puts on a stern look, but softens around those he knows.

**Personality**

Once fun loving, has hardened as he witnessed his people fall to the Lightning tribe. Develops deep connections easily. In combat, tosses away his stern facade and feels free, even happy. Extremely emotional, but tries to keep it hidden most of the time.

**Backstory**

Wunaeth was an average Wind Neranoid growing up. He had plans to join the guard and train others to use their powers, finding it to be more of an artform. Wind was the first tribe to fall to Lightning’s advance, and their people were all captured and forced into labor. Wunaeth joined a rebellion, but subsequent deaths of leadership eventually ended with him stepping up to the helm. Woefully underprepared, he currently leads only a dozen surviving Wind tribe Neranoids as they escape southwest.

**Abilities**

Adept control over air. Can generate sudden gusts of wind anywhere near his body, and with more time and focus, even meters away from himself. Can use gusts of wind to move limbs of himself and enemies, and to propel himself. In extreme situations, he can generate enough sustained wind to form a whirlwind or even a tornado. This is extremely tiring, however, and he can only keep it up for a few minutes.