

Mint the Prince

A young, driven, skilled, inexperienced vagabond of the Woodland. Mint is trying to live up to the enormous legacy of her mother, Monca Leafclaw, and she has a long way to go.



Charm -1 • Cunning +1 • Finesse +1 • Luck +2 • Might 0

Your Nature

Trailblazer: Clear your exhaustion track when you depart on a wild and risky new course of action with others.

Your Drives

Crime: Advance when you illicitly score a significant prize or pull off an illegal caper against impressive odds.

Freedom: Advance when you free a group of denizens from oppression.

Roguish Feats: Hide, Sneak
Weapon Skills: Confuse Senses

Your Moves

Heirloom Weapon: Your parents bestowed a family heirloom upon you—it has several special properties unique to it. (See your equipment.) If the weapon is ever destroyed, the GM will tell you what tasks you must undertake to restore it.

Legacy: When you *meet someone important* for the first time, mark your legacy track to take a 10+ instead of rolling. When your legacy track is full, tell the GM, clear the track, and roll. Take +1 for each “yes” to the following questions:

- Are you in a clearing?
- Is anyone looking for you?
- Do you have +2 or -2 Reputation with at least one faction?

On a hit, someone with unfinished business with your parents finds you. On a 10+, they arrive without warning. On a miss, an ordinary denizen warns you about someone who might seek you out; mark your legacy track.

One of Us: When you try to *figure out* or *persuade* vagabonds, bandits, revolutionaries, or outcasts, roll with Luck instead of Charm.

YOUR CONNECTIONS

Family

_____ was mentored by one of my parents. What vagabond skills did they learn from my parents that I’ve always struggled to master?

When you help them fulfill their nature, you both clear your exhaustion track.

Peer

_____ used to work with one of my parents and invited me to join the band when I came of age. How did I impress them with my talents?

If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they attempt a roguish feat, you gain choices on the help move as if you had marked 2-exhaustion when you mark exhaustion.

Background

Mint is the child of Monca Leafclaw, wielder of the famous Leafclaw—a sword with a silken rope tied to the pommel, a weapon she wielded with astonishing precision up close and from afar. She was one of the most famous vagabonds of the Woodland with countless feats of derring-do attributed to her. She’s gone now, leaving behind countless stories and a few apprentices...and Mint, who feels like she has to live up to her mother’s legacy. Monca never asked Mint to do this, but Mint doesn’t know what else to do or who else to be. Monca helped train Mint, just like she trained others like Jillian Xavier, but Mint feels a special burden to prove herself as the true heir to her mother’s reputation.

INJURY
 EXHAUSTION
 DEPLETION

Your Equipment

CARRYING: 2 BURDENED: 4 MAXIMUM CARRY: 8

The Leafclaw

- **Range:** Close, Far | **Weapon skill tags:** Disarm, Trick Shot
- **Unique:** Your weapon is of unusual design (a sword with a silken rope tied to the pommel); once per session, mark exhaustion to ignore the harm inflicted on you by a single attack.

Leather Armor

- **Flexible:** When you *grapple* with someone, mark exhaustion to ignore the first choice they make.
- **Reinforced:** While wearing this armor, you may absorb injury as exhaustion 1-for-1 instead of absorbing it as wear.

YOUR REPUTATION

Denizens	-3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	⊗	+0	⊗	⊗	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3
Woodland Alliance	-3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	⊗	+0	⊗	⊗	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3
Lizard Cult	-3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>		+0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Cyrie Dynasties	-3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/>	⊗	+0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
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