

# Playing The Leshy

Noble, wild, arrogant, and insecure. The Leshy rules over a world that most people overlook or take for granted on a daily basis. They have raw power but their place in the world is shifting, maybe even vanishing. They can't let people forget or ignore the power of nature; without nature they would rule over nothing.

The Leshy's stats can show the types of leadership they favor, be it enticing and crushing (Hot 1 & Volatile 2) or dictatorial and ruthless (Cold 2 & Volatile 1). The Leshy isn't much for Dark introspection or navel gazing - They tend towards direct action to cement their authority over what they consider theirs. Be it erotic or controlling, the Leshy puts on an air of power and is prepared to back it up.

You start with a Haven and the law of nature on your side. Decide what your Haven is like with the additions and set it up in the Small Town you reside in. It should be able to be gotten to easily but needn't be where the entire game takes place.

The Leshy's Moves tend to help them protect what is close to them. They shine in natural settings like parks, forests, camps, and the like. Even their Sex Move allows others to experience this grandeur that they possess.



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## The Leshy

*What is nature but the representation of power, beauty, and dynamism? Nature's come back in fashion like some cyclical fad. People like to tout things that are natural as better, more luxurious. They take great pride in sourcing them. You are the source though.*

*Primal and pristine you speak for the Mother Earth herself. And baby, she's a stone cold bitch.*

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## Credits

*This skin designed by Sawyer Rankin*

## Identity

**Name:** Alexi, Bradley, Drusila, Grigori, Ivan, Josh, Karen, Livia, Nicholas, Randall, Shawn

**Look:** regal, savage, noble, threatening, peaceful

**Eyes:** stolid eyes, violent eyes, green eyes, thoughtful eyes, healing eyes

**Origin:** adopted into nature, raised by animals, urban guerrilla, apocalypse prepper, flower child

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## Your Backstory

You caught someone despoiling nature and chewed them out. Take 2 Strings on them.

Someone has a really cute pet. Give them a String on you.

## Strings

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## Darkest Self

They don't respect you or your things. That's fine, it shows where you all stand now. Take them down like they've taken you down. Target their home, their sanctuary. Bricks and eggs are your starting salvo, it may escalate even further. Escape your Darkest Self when you feel you have balanced the scales or after you mess up someone's privacy.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Leshy move.
- Take another Leshy move.
- Take a move from any Skin.
- Take a move from any Skin.
- You have a **Horticultural Harem**.

## Conditions

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Hot 1	Cold -1	Volatile 2	Dark -1
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Hot -1	Cold 2	Volatile 1	Dark -1
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## Leshy Moves

You get *Gaea's Authority*, *Haven* & *one more*:

### ● *Gaea's Authority*

You rule over a Haven with grit and self-assurance, as shown by your Tenacity score. Your Tenacity starts at zero, and fluctuates between zero and 3.

Gain a Tenacity when you:

- chase off threats to your Haven.
- strengthen your reputation.

### ● *Haven*

By default your Haven is a small natural space in a public location, like a park or nature path. Then choose 2 additions:

Your Haven is large and vast, it's well hidden, it's prowled by cunning creatures/dangerous creatures, it has healing properties, it's mystical, it doesn't draw supernatural attention.

When your Haven is defaced or despoiled, enter your Darkest Self.

### ○ *Noblesse Savagery*

In your Haven add 1 to all your rolls.

### ○ *Feral Voice*

You may converse with animals and plants as if they were side characters. You may not gain Strings on them, their conversations may be limited, and other people will see you openly talking to the animal or plant.

### ○ *Skin of Oak*

You may spend a point of Tenacity to suffer 1 fewer Harm from every attack for a scene.

### ○ *Natural Leylines*

When in a setting of nature you may gaze into the abyss with Tenacity instead of Dark.

### ○ *I Am Lord*

When you make an impressive show of your abilities, mark xp. If you hurt anyone while doing so they gain a String on you.

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## Sex Move

After your consummation give your partner(s) a sign of affection. They may destroy the sign to add 1 to any roll.

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