You might be a bandit? You don't remember your name. You're pretty sure some of the treasure here is yours, anyway. You would usually trust your own memory above all else, but absent that, at least you still have confidence in your instincts.

Combat Style: When you lose a fight, you can hide one item to prevent it from being stolen.

If you bring the Leopard Cat Prince a clue to the murder of Lion's Jaw, your memories may be returned. [When this condition is fulfilled, you may claim memory OB A.]

There's one thing you do remember, about the Leopard Cat Prince…
Many bandits claim to have obtained useful secrets by bartering with the Leopard Cat Prince. Some of them are just concealing their sources, but some of them might be telling the truth.

[END OF PAGE 1]

Your name is Ox's Back. You may not be as strong as that name implies, but you're reliable enough as the group's local peddler. As an outsider to the group, anything can be bought from your shop, at a price...

Long hours in Rat's Tail's office were the usual, but meetings with the gang's accountant were certainly no less pleasant than meetings with Lion's Jaw. You kept the meeting professional – an approach you used with Lion as well – but Rat certainly didn't. "You know," they said, "I bet I could even buy poison right under Lion's nose, and lead it right into his den. Change a few numbers here, a few letters there, and he'd be none the wiser." You'd seen Rat skulking around with the Winter Hawks gang while you were doing business in their territory, so such a comment wasn't entirely surprising. That Lion had let a spy into his ranks, and appointed them to the position of chief accountant, was sign enough that he had already lost.

Have a conversation about family [claim memory OB B]
Obtain a item with the tag "Turtle" [claim memory OB C]
Strike a deal with someone [claim memory OB D]

[END OF PAGE 2]

OB B:

Family. It was as simple as that. That is all you were thinking about when you bought the herbs at the market, when you were bringing them back to the bandit camp, and when you finally sold them to Rat. It was a simple transaction, and Lion himself had paid the price for his own demise. He had taken everything from you: he brought your sister and their child into a life of banditry, and even after her death he used her name to bargain down the price of goods. “Think of Turtle,” he’d say, “it’s what she would’ve wanted.” It was being a bandit queen that got Turtle killed, and it was all because of Lion. At least you suspected that death by poison wouldn’t be quick.

[END OF PAGE 3]

OB C:

You watched Dragon’s Mane grow up, and there were so many ways in which they were like your sister, Turtle’s Shell. Surely Lion’s Jaw hadn’t been the best choice for her, but if it hadn’t been for him, would the Dragon you knew be the same? Despite all of that, the bandit life isn’t good for Dragon. Dog’s Snout had led a bandit gang themselves, and look where that got them: under the boot of a rival like Lion. Such a fate for Dragon is more than you want to imagine.

Without Lion around, perhaps you could convert Dragon to the life of a peddler. They’d probably not want to part with Rabbit Foot, but Rabbit doesn’t seem like the bandit type either, to be honest: if it weren’t for being Dragon’s best friend, they almost certainly would’ve received the same level of bullying as Chicken Legs, that poor bastard. You’re glad that Dragon spends so much time with Horse’s Hair, too, especially after Turtle’s death. “If they won’t be like Turtle, please let them be like Horse,” you would always say, “not like Lion.”

[END OF PAGE 4]

OB D:

If you had had any say, Monkey Fingers would’ve been a far better match for your sister than Lion. She was happy, and you knew she was happy, and a bard and a petty thief may not make the most reliable partner, but Lion’s influence was not good for her either. You are glad that Monkey has adapted well to the bandit life, even though it took some coaxing on your side. It has given their life stability, and even if you’re sure some of the bandits (say, Ram’s Horn, who takes banditry *far* too seriously) may not approve of Monkey’s antics, they do make the bandit camp a warmer place...and you can see why Turtle liked it so much here. Monkey’s popularity may convince some of the younger bandits that their work does not need to be so cut-throat.