Spirit Island Jumpchain



Who can say how the island begins? Even spirits who were there are not good at telling time, nor setting events in order, or even agreeing what happened. Know then, that many generations ago, the Dahan people settled Spirit Island and though they expected nature to be full of spirits, they were astonished at how many, how powerful, how frequently manifest the spirits were, and many worshipped them as gods. And the Dahan brought their livestock and agriculture, and did graze and farm and cut down the great forests, creating Blight that injured and weakened the spirits. Roused to anger, the spirits' wrath was terrible and in the First Reckoning the Dahan swiftly surrendered. Their crops and livestock were altered to be more harmonious with the nature of the island, and the Dahani themselves adopted a semi-nomadic lifestyle.

Know also there was a Second Reckoning, where the Dahan learned the spirits were not gods, and more even relationships were formed where spirits were propitiated for services, but never worshipped and only sometimes obeyed. But that is a story for another time.

Today is the twenty-fourth year since the Year of the Relentless Sun, in the Invaders' calendar, 1700 years since the birth of Christ. Ten years ago, the Invaders 'discovered' Spirit Island. Five years ago, the first colony ships arrived with trade goods, and spreading terrible diseases. In the time it has taken the Dahan to recover, and to learn the plagues were not *the work of angry spirits. In that time more Invaders have landed, until they have reached numerical parity with the natives and begun to create Blight of their own. Thunderspeaker, ever the champion of the Dahan, now agitates the spirits to stir themselves against the Invaders, and though many are too weak- or constrained by their nature as Watcher Acts Not- but others can fight. Many Dahan feel the time to strike is now, while others advocate peace. These factions are balanced on the razor's edge, ripe for a new element to tilt things one way or another.*

Will you drive the Invaders from the island, tame the wild nature of this place for God and Glory, or broker peace between these peoples? Time will tell.

Origins

Invader (free) You are a European colonist on the island, and while the politics might be different than the history you are familiar with (see Notes) the essence is not. The Old World Empires hunger for materials, for glory, and an outlet for social pressures, all driving settlement oversees. And they certainly don't believe in spirits. Choose to be a subject of: England, France, Sweden or Bradenburg-Prussia.

Dahan (free) Long have your people lived in a state of armed truce with the spirits. You exchange gifts, a small sacrifice for bountiful harvest, or in gratitude for portents. Now the Invaders threaten this delicate balance, but they have the most fascinating devices.

Spirit (-300 cp) You are an incarnate force of nature, like a storm or a river, a wildfire or a tree. You derive power and sustenance from the unspoiled nature of Spirit Island, and are consequently weakened as forests are cut for fields and streams diverted for irrigation.

Perks

Home Field Advantage (-100 cp, free to Dahan) You know Spirit Island like the back of your hand, or better. You know all the best hiding places, ambush points and escape routes. From now on, you will always notice these things in any property you own or place your visit.

Behind Every Bush and Tree (-200, discount Dahan) To find a specific leaf in the forest is futility. To try and track the Dahan on their home ground, likewise. You share in the ability to move gracefully through the wilds, and can assist others, that whole clans and villages can be moved overnight with no sign of their passing.

Friend to All (-400, discount Dahan) Never strike with a spear before you strike with your fist. Never use your fist before offering a hand. A Dahan makes friends easily, whether with a skittish beast or a foreign Invader.

Spiritspeaker (-600, discount Dahan) To live among the Spirits is sometimes hard, but knowing the rules makes it easier. When camping near the sacred spaces of Vital Strength of the Earth, chisel notches in the stone, when voyaging past Ocean's Hungry Grasp, make offerings to sate his hunger. You easily befriend Spirits and Gods of all sorts, and have good instincts for which gifts will appease them, and which acts offend them.

Force of Nature (free and exclusive to Spirits) You are not a man, but a creature of nature. The spirit of a mighty river, a dancing sprite of wind or a mighty thunderbird, the heart of a fire or the strength of the earth or the patient cultivation of the forest. You possess an elemental form and broad powers over that element.

Speaks Human (-200, discount Spirit) Such limited creatures, unable to taste of dreams or read the winds. Through visions, signs and portents you can make your will known to the humans of spirit island. In future Jumps, you will always be able to communicate in some way, regardless of your form.

Influence (-400, discount Spirit) Not all spirits can act in all places, at all times. They require a certain influence by visiting a land, which accumulates into sacred sites where their powers are strongest. You have sacred sites strategically spread throughout the island, and can use these and other location-dependent powers wherever you go.

Elder Spirit (-600, discount Spirit) There are Spirits and then there are *Spirits.* You are one of the latter, no mere river or plant spirit, you command power similar to Ocean's Hungry Grasp, Volcano Looming High, or Serpent Slumbering Beneath the Island. perhaps the power to destroy Spirit Island in its entirety. Or, you may embody a specific concept, as Sharp Fangs Behind the Leaves does for the hunt and predatory hunger, or Bringer of Dreams and Nightmares rules the dreamscape.

Explorer (-100 cp, free to Invader) You are fearless in wandering into the wilds, and often as not, your bravery and curiosity is rewarded. This is both fear-resistance and a minor luck perk to finding resources when needed.

Old World Culture (-200, discount and exclusive Invader) You carry something of the Old Country with you wherever you go. Choose one nationality, and attendant perk.

- England- **Stiff Upper Lip** You endure hardship and privation with ease, and are almost impossible to rattle or frighten, reacting with great calm in a crisis.
- Sweden- **Good Steel** You easily find metals and understand each step of how to mine, refine, and work them.
- France- **Frontier Explorers** You are at home in the wilderness, far from civilization, and can easily survive even the most hostile wilderness.
- Brandenburg-Prussia- **Terrifyingly Efficient** You can easily squeeze the greatest efficiency from your processes, whether manufacturing or fuel, multiplying your effectiveness in a great many tasks.

Of course, a person can have multiple homelands and family ties, so this may be taken multiple times.

Outgrown Such Silly Superstitions (-400, discount Invader) Spirits? Codswallop! Just give them a little of the straight silver, they don't like it. Your disbelief in magic and spirits gives you increased resistance to their powers, and increases your ability to do them harm, just a little.

Guns, Germs and Steel (-600, discount Invader) It's one thing to have superior technology, medicine, and a more organized society, it's another to leverage these advantages in ways that get you what you want. You are very good at making the most of your technological

advantages, and organizing people. More, your strengths seem more impressive, even unassailable, to less knowledgeable people.

Items

Firearm (-100 cp, free Invader) This is your boomstick, besides being one of the most effective killing tools known to man, it seems unusually terrifying to the primitive or easily startled. May import another firearm to add this effect.

Patent of Nobility (-200 cp, discount Invader) You have a shiny certificate making you a mid-ranked noble. Even if no one can point to your lands on a map, you will be treated with the deference due one of your status.

Plantation (-400 cp, discount Invader) Or you could just actually have land, growing highly profitable crops, acres and acres of it. Also serves as a convenient base of operations for whatever you're up to.

Spirit Mask (-100 cp, free Dahan) The ability to imitate, or frighten off, spirits is important on an island where they roam freely. Your trusty spirit mask is great at warding off unwanted encounters with the supernatural, so long as your trespass is not unthinkable or beyond all endurance.

Sea Canoe (-200 cp, discount Dahan) A fine and seaworthy vessel, capable of making surprisingly long voyages, and also evading the notice of predators and spirits like Ocean's Hungry Grasp.

Shrine (-400 cp, discount Dahan) A small place where one can speak to the spirits, or any local divinity, and be certain of being heard if not necessarily answered.

Scenarios

Instead of drawbacks, take +200 cp for each of these situations which make everyone's lives harder. Limit of three.

Blitz You cannot prevent the war between Dahan, Spirits and Invaders, it has already begun and is escalating ever faster. Try as you might, you always seem to be playing catch-up to events.

Dahan Insurrection The powers back in Europe scoff at the idea of supernatural powers defending the island, and with its strategic importance, flood the island with troops to beat back the native uprising that must surely be the source of the problem.

Guard the Island's Heart The island has a crystal core, pulsing with magic, which has made it the last refuge of spirits. The Invaders have learned where it is, and both forces gather to destroy or protect it.

Rituals of Terror The Invaders are grimly determined to escape their wretched homelands, and even an island filled with dread omens, where the skies sometimes rain fire, can only be an improvement. They cannot be frightened off at all, and are determined to win lives for themselves here..

Powers Long Forgotten Spirit Island holds many dangerous sources of power. A leather sack, sewn shut, that nullifies a spirit's power. A frozen sunbeam, too hot to approach. Things ever burning or frozen. Talismans of terror and dark twisted power that no sane man would ever use… except your enemies are racing to acquire and weaponize them.

Rituals of the Destroying Flame Something about the Invaders renders them immune to a Spirit's power, unless they use the Ritual of the Destroying Flame, and permanently sacrifice some power, and some of their self, to have an effect.

Second Wave The battle for Spirit Island has already been fought and won. But now a new wave of Invaders comes, reinforced and more wary, and the Spirits that first opposed them have spent too much power or grown too strong to intervene. You must make up the shortcoming yourself, or persuade a new group of spirits to take up arms.

Ward the Shores There isn't one European nation trying to settle Spirit Island, all of them are fighting over it! Meanwhile, the Dahan are attempting to erect a barrier to keep further Invaders out.

Notes

Invaders: The history of this world is a little different from the one you know, besides the magic island full of spirits. Though the cultural, social and technological trends are broadly consistent with 1700 CE as you know it, unless otherwise specified, the politics are a bit different..
-*England*- English history diverges with the 1562 marriage of Queen Elizabeth I to Robert Dudley, son of the Duke of Northumberland, which caused such a scandal several nobles rose in revolt, and were crushed, and their son Edward- not James, became King. Scotland is independent, there was a French invasion thankfully foiled. With less territory than before, and a stronger navy, England is ever more eager to make something of its colonies.
-*Sweden*- Gustav II Adolf never died at Lutzen, but went on to dominate the field in Eastern Europe and with the Russians and Brandenburg carved up and divided the Polish-Lithuanian Commonwealth. He went on to have a male heir, Gustav III, who decisively crushed Denmark and secured Swedish dominance over the Baltic. Now Gustav III's son Erik reigns over a young multi-ethnic, multicultural empire with hard limits on its continental growth, and seeks overseas colonies for resources and a way of getting rid of malcontents.

-*Brandenburg-Prussia*- With Gustav II alive and Sweden's star ascendant when Frederick William, the Great Elector took power, he naturally allied himself with them, and doubled his land holdings when they carved up Poland, crowning himself king of a new Prussian state. Now the Great Elector is confined to his sick-bed, near death, his son Frederick II can pursue his dream of a powerful navy and colonies, to catch up with England, France and their Swedish allies without upsetting the delicate balance of power in Europe.