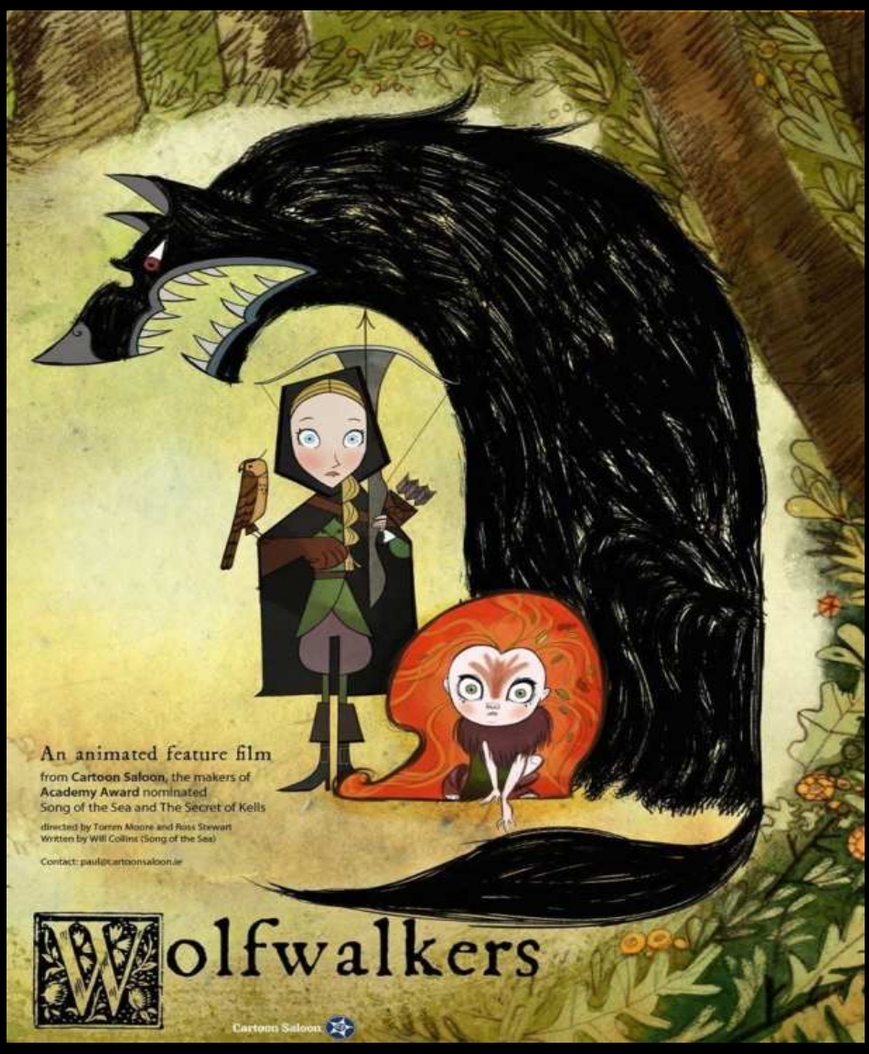


Jump by Aehriman

Be Fierce, Be Wild, Be Free

Long, long ago, in the Kingdom of Osraighe, there was a tribe with the power to heal. When Naomh Pádraig (Saint Patrick) came to tell the people of the new religion, this tribe stayed apart from the others. They would not give up the old ways.

When the holy man preached, they howled from the forest like wolves to remind the people that there was another, older wisdom in the woods. Some say that Naomh Pádraig cursed them; others that he blessed them. But the result was the same - for ever more, they would walk as people by day and roam as wolves by night.

Leaving their human forms behind, any harm or good that befell them as wolves, they felt in their waking form, too. They were a proud breed living with the wild wolves, keeping the peace between man and the wilderness.

But Ireland's neighbors craved her wealth, and took most of her forests for their ships. With the woods gone, the Wolfwalkers dwindled until only two of their kind remained - a mother and her daughter. Then a new leader came to power, he killed the king of England and took a new title: **Lord Protector.**

He swore to tame Ireland more thoroughly than the king had ever managed, ordering the last of the forests felled and the wolves destroyed. He brought his army to subjugate the people and impose with force the order that had been resisted for so long. Among his men were a hunter and his daughter, one Robyn Goodfellowe.

You will awaken in Kilkenny Ireland at the start of the year 1650, and stay for one year in this world. Have **1,000 celtic points** (cp) to help you on your journey.

ORIGIN

DROP-IN (free) You appear with no history, naught but your purchases and the clothes on your back.

HUNTER (free) You know your way around the wilderness, and have been employed to protect the town.

WOLFWALKER (-100 cp) You may be family to Mebh, or just bitten by her. Either way, you can speak with wolves and turn into one while you sleep.



FRIENDS

Friendship overcomes fear.

WOLFWALKERS - If you want to take Robin, Mebh and/or their parents, and can persuade them to leave, you are welcome to at no expense.

MERLIN - A very clever and helpful bird of the same name (a type of little falcon) he can carry messages, find things and lead you to them, scout and so on.

OTHER (-100 cp) If you want to recruit anyone else, say the Lord Protector or one of the farmers or an original character, that will cost you but not much.

OLD FRIENDS (-100 cp) For each purchase, import up to eight Companions with 700 cp apiece to spend. Companions pick their own origin and get the discounts, but cannot take Companions of their own nor drawbacks for more points.



SKILLS

IS MAITH SIN! (free all) You are fluent in Irish Gaelige, and in future Jumps in all languages present in the setting. It's flippin' great.

DRAWN WELL (-100 cp, free Drop-In) You look amazingly fine, no two ways about it. The envy of the other boys and girls.

SOUNDTRACK (-100 cp, free Drop-In) A beautiful soundtrack and score accompanies your life. You may at any time silence it or ensure only you or a select group can hear it. Great for getting hyped and sometimes ominous music can warn you when something is wrong.

ALL SHARP ANGLES (-200 cp, discount Drop-In) Evil or villainous people just look ugly to your eyes, blocky and intimidating. Those who follow a dark path but can be saved will be a mix of this and softer, gentler lines.

MISCHIEVOUS (-200 cp, discount Drop-In) It seems you have a mischievous streak, an eye for opportunities to create a little havoc and distractions to slip by a guard or palm some town-tasties.

FORGIVENESS (-400 cp, discount Drop-In) Real forgiveness, like true love, can never come from a power or something you purchased. This is the next best thing, no one will ever be so angry with you that they won't hear out your explanations and apologies. Others are more inclined to understand your position and give you the benefit of the doubt, but the final choice must always be theirs.

SUPERSTITIOUS (-400 cp, discount Drop-In) Some will call it superstition, but you have a sense for which legends ring true, and how to find and avoid giving offense to supernatural beings.

INTO THINE HANDS (-600 cp, discount Drop-In) Once per Jump, with a leap of faith you can avoid death or a similar distasteful outcome, like a transformation. Once per decade, post-Spark.

TRACKER (-100 cp, free Hunter) You are an expert tracker, footprints and broken branches stand out to you as if painted in neon colors. You're also really good at not leaving a trail and going unseen in the woods.

EVER-READY (-100 cp, free Hunter) A person couldn't be blamed for being shocked a minute when a wolf suddenly appears in their house at night, in the heart of the city. But your reflexes are sharp indeed, you move correctly the instant you identify a threat, no matter how at ease you were a moment ago.

TRAPMASTER (-200 cp, discount Hunter) You know all about the various types of traps and snares, how to

conceal them and how to recognize and not get caught in them.

DEADEYE (-200 cp, discount Hunter) A normal person might well struggle to hit a fleeing wolf at a poor angle in the dark, or amidst a flock of sheep running every which way. For you the only question is where on their body you'd like to place the shot. With a crossbow or firearm, you never miss nor misfire.

REASSURING (-400 cp, discount Hunter) You know how to speak, and act, to calm people down and assure them that no matter how bad things may seem, you are working on the problem and have things well in hand.

TAME THE LAND (-400 cp, discount Hunter) Well, maybe not the land itself, but you have an amazing talent for training wild animals. If you can capture them, they'll be eating out of your hand within days.

TWO DAYS (-600 cp) You do your best work under pressure. Whether a lost city or a particular beast, you can locate any quarry within forty-eight hours.

WOLFWALKING (-100 cp, free Wolfwalker) The most basic bits, you can talk to wolves and when you sleep, unless you specifically wish otherwise, your spirit leaves your body to its rest and manifests as a wolf. To wake up, just touch your human body to become ghostly and jump in. Be aware that your body will sleep, unresponsive, until you return, though it may take years. Your body will not age nor require food or drink while you're away. At least you won't suffer any problems from sitting or laying still so long. Also any

wounds suffered by one of your bodies translates to the other.

WILD (-100 cp, free Wolfwalker) You understand instinctively how to survive in a wilderness, how to find food and water and shelter with ease.

AWAKEN THE MAGIC (-200 cp, discount Wolfwalker) Only a Wolfwalker can make another, usually by biting them. You can not only make other people Wolfwalkers with your bite, but tease out other bits of personal potential. Perhaps awaken hidden powers, or bring out strength of character. You can control this so you can bite someone without turning them or giving them new talents.

RUNNING WITH THE WOLVES (-200 cp, discount Wolfwalker) A Wolfwalker is not just another wolf, but an exceptional one. You are faster, jump higher and farther and your senses are more acute. You can feel vibrations from the ground to pinpoint motion at a great distance, your hearing is sharper, your sense of smell can paint a crude portrait of shapes. If you focus on a scent, you can see it as a glowing trail in the air. Your jaws can puncture steel plate and shatter swords.

CALL THE PACK (-400 cp, discount Wolfwalker) When you howl, wolves all over the surrounding area drop what they're doing and rush to your side. Wolves are generally far more likely to listen to your advice and commands.

HEALING HANDS (-400 cp, discount Wolfwalker) With a howl and a spectral paw forming around your hand,

you can heal wounds. If you act quickly, you can even prevent someone from becoming a Wolfwalker after being bit.

RUN FREE (-600 cp, discount Wolfwalker) As a Wolfwalker you represent that part of nature that will not, cannot, be tamed. You cannot be corrupted or controlled, you cannot be imprisoned or restrained more than a minute or two before finding the strength to burst free.

THINGS

STORY (free all) You gain Wolfwalkers, the film, the graphic novel, the Art Of book, even the board game.

GARB (free all) A chest of clothing that fits in with local sensibilities. In fact, in each timer period and setting you visit, you will have warm, comfortable and perfectly fitted clothing that fits in.

CAGE (-100 cp) A cage from which no one can escape without outside assistance.

TOWN (-200 cp) A town to rival Kilkenny. Population about 25-30 thousand, good farmland and grazing, with stout walls, and a fine castle and cathedral. The locals are musically and artistically inclined and recognize the Jumper as their rightful lord. Can be a warehouse attachment or imported in future Jumps.

TOWN-TASTIES (-100 cp, free Drop-In) Two large baskets that refill every minute with hot, fresh bread.

CANNON (-200 cp, discount Drop-In) A large gun that can be loaded and fired with none of the usual fuss of ramming powder, just roll the ball right in. Especially good at creating breaches in walls and barriers of all kinds.

CROSSBOW (-100 cp, free Hunter) A crossbow that never needs maintenance, and an unlimited supply of quarrels.

TRAPS (-200 cp, discount Hunter) A score of snares and steel-jaw traps with dual effects, an aura that makes those who aren't aware of them far less likely to notice them, and one that makes them far more likely to wander into them.

PACK (-100 cp, free Wolfwalker) A group of thirty or so wolves. Fierce to potential enemies, but a goofy cuddle-pile to those who get to know them. By standing in the background and howling, they can lend you their own energies for healing or other workings.

HIDDEN GROTTO (-200 cp, discount Wolfwalker) A cave in a hidden valley, self-sufficient in food and water. Cave paintings tell the hidden history of the world you're in, and convey some instructions in the magic or powers of the world - as applicable - and updating in each Jump.



PERILS

THIS IS *MY* FOREST (+0 cp) Wait, what is Aisling doing here? If you wish, this Jump can be in continuity with all other Cartoon Saloon films and any changes you may have made, though the mid-1600s setting is a long time after Secret of Kells and before Song of the Sea or the Breadwinner. But perhaps the white wolf can help you, or you may free the stone Sidhe early?

JUST THE MEAT (+0 cp) Discounting the prologue and the epilogue, the film takes place over the course of 3-4 days. Take this to start the day Robin meets Mebh instead of months earlier, and leave when all is resolved, if the plot or power is all you're really after.

ANIMATION ERRORS (+100 cp) Stray lines and sketches everywhere, rough edges on reality itself. Sometimes people will have a snowy bit on their faces. It can get really distracting, though there can be beauty in this place's imperfections.

FANCY ACCENT (+100 cp) Your speech and mannerisms are... unusual for this time and place, and you never

quite adapt. Thus you are marked as a perpetual outsider.

WORK IS PRAYER (+100 cp) In another time, you might be called OCD, here and now people just say cleanliness is next to godliness. You are very fussy and can't sleep until at least the room you're in is thoroughly cleaned.

CONTROL FREAK (+200 cp) Whatever you cannot tame, must be destroyed. It is the Lord's will. This applies just as much to your desk decorations as to nature and people.

FEARFUL (+200 cp) You're afraid all the time. It may not make sense if you're powerful and immortal, but that just makes you fearful on behalf of others.

OVERCONFIDENT (+200 cp) You may be that foolish or just masking massive insecurity, but you make decisions as if you were invincible and infallible. At least once this year it will cause you serious problems.

FOR YOUR OWN GOOD (+300 cp) You are now a child, with an overprotective parent. You cannot use any supernatural powers on them, nor in their presence or sight for demonstration or defense. They do not believe any wild stories you may tell. You could run away, of course, if you don't mind breaking their poor heart.

ROTTEN LUCK (+300 cp) You have just the worst luck. If there's a trap, you'll step in it. If there's a predator, you'll stumble over it. If you start talking smack about a humorless public official, he'll be right behind you.

Everything you try goes wrong somehow. This would all be comical if it were happening to anyone else.

PACT WITH THE OLD PAGANS (+400 cp) The powers of this world will brook no encroachment. You must leave all your otherworldly gifts behind and make do purely with things from this document.

YOU MUST DO AS YOU'RE TOLD (+400 cp) Quite literally. You cannot disobey any non-suicidal order given by any other person. This may seem extreme, and it is, but then it's only for one year.



END

ALL IS WELL - Congrats on a job well done. You may settle down here, move on to another Jump or return to your own home as you like.
WHAT HAVE I DONE? - You've ruined the happy ending, maybe died. I'm not mad, just disappointed. If you want, go back to the start to make it right, and we can forget this ever happened.

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Notes: The only reason Mebh the Wolfwalker hasn't long since relocated the pack is her mother, Molle MacTire, went scouting in wolf form and was captured by the Lord Protector.