OUTLAW SAINTS



Books by Daniel Jose Older, Jump by Aehriman

Life and Death walk hand in hand; Creation and Destruction.
Each being, each world, each story contains the essence of its opposite within.
They forever chase each other, the Moon and the Sun, in eternal balance.
So begins the island, three peaks and a whole world born from the waves,
The journey, the storm.
With one thing, the world begins;
With one thing, the world ends.

It sounds so much like a joke. Once a pirate, a rabbi, and a santero were all shipwrecked together in the Caribbean, on a raft, in a storm. Suddenly they saw three mountains rising from the sea as if made to shelter them specifically, San Madrigal.

They settled the island, and others followed. Deserters, maroons, displaced natives and escaped slaves. Jews fleeing the inquisition. And they built a thriving and vibrant culture of music and laughter of stories, on this little island just far enough off the trade routes to not be bothered with. Never conquered or conquerors, never had a war with an external power. Did have multiple coups, a civil war in 1810, and one on occasion a riot that burned down half the place. Ruled, after said civil war, by the cabildo, a triumvirate representing each of the three main 'tribes' - Pirates, Sephardim Jews, and Santeros.

Sixteen years ago, in 2006, the dream that was San Madrigal came crashing down. In a great hurricane, the island sank beneath the waves. Fortunately, only one person died and the rest evacuated to Brooklyn, where an industrious crime lord had already been hard at work carving out a Little Madrigal. There the expats have languished to this day, sustained only by hope for the same reading that warned them of the island's downfall foretold it rising again, better than ever, at the hands of three initiates of the island's three *orishas* - minor gods. San Madrigal, the creator, Okanla the Destroyer, and Galanika the Healer.

Have **1,000 chancla points** (cp) to get through the days ahead.

ORIGINS

Kamero - a musician, in the San Madrigal tradition. Galeranos love music, all the time, a trilingual chorus running through each aspect of their society.

Sefardi - The Jewish people have been through a lot, and San Madrigal isn't the first safe home found and soon lost. Still, they endure.

Pirate - Well, a Brooklyn pirate is more like a gangster, but you gravitate towards the more lawless and free of the tribes, those who have always led the charge to protect their neighbors or do what needs doing.

Santero - You worship the *orishas*, guardian spirits based on the Yoruba faith, but with a life all their own.

Empire Pirate - "Nunca Conquista" that's the proud boast of the Galerano. Never conquered and never conquerors, an island that sat out colonialism and slavery and the business of empire. It's all nonsense, of course, no society survives without trade and there has always been a secret circle of Galeranos willing to do anything for coin. Also a cult dedicated to the true third god, Vizvargo.

FRIENDS

Mateo Matisse - A young man, the son of two doctors. Mateo often feels he's missed out on the Galerano experience, having moved so much. He loves music, and eventually learns to heal.

Chela Hidalgo - A rabbi's daughter, cousin and close confidante to the presumptive future leader of the pirates (and thus, the neighborhood's organized crime). Chela is smart, capable, and a natural killer.

Old Friends - Import any number of Companions with 800 cp to spend. Companions cannot take drawbacks for further points.

Other - Anyone else you want to invite, Rabbi Hidalgo, Tia Lucia, even Maestro Gerval is a-okay.

PERKS

Duo-Lingo (Free)
Lots of Spanish spoken in Little Madrigal, with snippets of Yoruba and Ladino and bits nobody is quite sure of. For simplicity's sake, you are fluent in all the common languages of this and all future worlds.

Complex (-200 cp)
People are never just one thing, like San Madrigal. Pick up a second origin and attendant discounts.

Saint (-300 cp)
You were a special initiate into the mysteries of an orisha's cult, though you did not know it at the time. You are the living, physical incarnation of one, with special if vague powers. Mateo, the incarnation of Galanika the Healer, can take wounds and illness and weakness into himself, to either curse others with or purge later. Chela, the saint of Okanla the Destroyer (and secretly, creator) describes it as an instinct that tells her when to duck, how to move, where to strike to kill with perfect efficiency. Perhaps you are like them, or a saint to the evil one, Vizvargo. Or to Eleggua, the trickster spirit of the crossroad, or Yemonja the ocean mother. Or any other existing orisha in the entire Santeria tradition.
The powers from this are kinda loosey-goosey and vibes-based, but will generally be weaker than Percy Jackson's demigods.

Escuchar (-100 cp, free Kamero)
Listen. You can hear the music of the world, take the pulse of a community by walking the streets and taking in the soundtrack. Or be warned to danger by the sudden switch to a horror vibe.
You're also quite skilled with an instrument of your choosing.

Sea Espirtu (-200 cp, discount Kamero)
Be like the spirits, is the kamero's motto. Be heard, and not seen, a part of the spectacle, yet beneath everyone's awareness. You are very good at making yourself inconspicuous, unobtrusive, and unseen.

First Note (-400 cp, discount Kamero)

When you come up to a piano, play just one note, the key the one you always return to which imposes order on musical chaos. You are very good at sensing the patterns in apparent chaos, something that might come in terribly useful here.

Pillar (-600 cp, discount Kamero)
So much of Galerano culture is built on music, though only one person got famous sharing it with the world. You have the skills to be a rock star and an exhaustive understanding of the musical traditions of San Madrigal, and America, and anywhere else you land, from Blues to Metal to Hip-Hop and Pop. It's always a good time when they let you up on stage.

Dad Jokes (-100 cp, free Sefardi)
You are the master of the lame pun, or 'dad joke.' These can instruct, inspire, uplift, break tension, or just pun-ish. You can always find an appropriate joke.

Mysterious (-200 cp, discount Sefardi)
They teach you to be cryptic in rabbi school, you know? You carry an air of mystery about you. It is very difficult for even the most determined investigator to confirm anything about your origins, abilities or intentions. People talk, of course, but identifying details slip out of their minds, while whatever assumptions they make are generally to your credit.

Legalist (-400 cp, discount Sefardi)
Never try to argue the law with a judge, a rabbi, or a Confucionist. You understand the law and traditions of wherever you are, the spoken and unspoken, the precedents. Which laws are outdated or minor. You can argue a case with the best of them, or explain complex legal matters in ways small children can understand.

La Convenicia (-600 cp, discount Sefardi)
There was a moment, technically a couple centuries but also a moment, in Spain where Christians, Jews and Muslims lived together in something approaching an imperfect

peace and brotherhood. La Convenicia was in many ways a lie, but also a truth, life is messy like that. San Madrigal was founded on the hope that it could live in truth, and that was imperfect and in many ways a lie. But around you, this becomes truth, you are skilled at smoothing over differences and helping diverse groups get along.

Swagger (-100 cp free Pirate)
You know how to appear confident, to command a space, or just to keep anyone from thinking you look like easy prey on the subway.

Crime (-200 cp, discount Pirate)
San Madrigal was at one point a very active pirate haven, and those who identify as pirates still do all kinds of illegal acts to support their community. From running numbers to fixing games, picking locks and pockets, cracking safes, a dizzying number of cons or simple embezzlement, you know all the ways to make a quick buck illegally and not get caught unless you're truly stupid or unlucky.

Little Madrigal Truce (-400 cp, discount Pirate)
There's a quiet understanding between the NYPD and Little Madrigal. No guns in the ethnic ghetto, and the police don't generally interfere. You excel at feeling out, and arranging, these kinds of quiet agreements that keep society superficially humming along.

Pirate Queen (-600 cp, discount Pirate)
You have all the skills needed to be a modern crime lord, crucially including the ways to get the community on your side, if not actively helping to cover up your crimes.

Un Bembe!? (-100 cp free Santero)
One reason to go for Santeria as a religion, the parties are frequent and wild. You are an ideal host or guest, the life of every party, and a great cook besides.

Ghost Stories (-200 cp, discount Santero)

You can see and hear the spirits of the departed, and others like the bambaruto. The dead are full of stories and may do you small favors.

Safe House (-400 cp, discount Santero)
You can designate one place at a time as a safe haven, where no hostile spirits or monsters dare approach. Humans might, after psyching themselves up considerably and with dire threats to motivate them, for an aura of terror shields this place from any approaching with ill intent.

Oracle (-600 cp, discount Santero)
Tarot, cowrie shells, the methods of divination all work for you, though they may require some interpretation. Fortunately, you have a native sense for what the orishas are trying to tell you.

Secret (-100 cp free Empire Pirate)
The Empire Pirates have successfully hidden themselves and their operations within San Madrigal society for generations. You are skilled at escaping notice, both of yourself and your finances, and never unintentionally blab a secret. Even meddling kids breaking into your private spaces are unlikely to learn anything, as if fate itself strives to protect your secret.

Appeal to Authority (-200 cp, discount Empire Pirate)
The NYPD never ventures into Little Madrigal... until the Empire Pirates need them. Cops and other authorities tend to take your side, absent a strong reason not to. Surely they'll dismiss some kids with crazy stories about you.

Bambaruto (-400 cp, discount Empire Pirate)
San Madrigal was awash with the energies of creation, making it very easy to manifest spirits and monsters. You find it easy to call up such things, and bind them to your service.

Secret Empire (-600 cp, discount Empire Pirate)

It's hard to be a cultist to an evil god sometimes. You put in all the work, make so many sacrifices and then just get cast aside once no longer useful. At least the perks are good up to that point, the wealth of dealing in drugs, guns and *esclavos*. You find it easy to arrange all the details of being a cult leader, but more than that, you have a guarantee that every sacrifice you make will be worth it, and any patron trying to betray you will instead find themselves in your power.

ITEMS

One discount at each price tier. Discounted 100 cp is free.

Apartment (-100 cp)
Everyone needs a safe place to rest their head. No fears about rent and utilities, though there isn't a ton of room.

Machete (-100 cp)
A weapon much associated with Okanla, this has the ability to harm spirits and ghosts and many things that would normally require some kind of special divine metal to wound. You may instead take this in the form of any other melee weapon or import one to gain these properties.

Studio (-100 cp)
A quality recording studio with all the bells and whistles, instruments, mixers and effects, soundproofing.

Car (-100 cp)
This is NYC, who even has a car? Good luck ever finding parking, but on the plus side, this vehicle never needs upkeep, gas or repairs, and cops never seem to notice you when hunting for tickets to give out, whether speeding or parking.

Shrine (-100 cp)

A shrine to the *orishas*, or the god(s) of your choosing. They may not always answer, and certainly not always in ways you'd prefer, but any prayers or offerings made before this little shrine *will* be heard and received by the intended deity.

Income (-100/200 cp)
Whether you have a side hustle or made some smart investments, you have money coming in without apparent source, and without the authorities caring enough to tax or investigate. For -100 cp, this is $2,000.00 a month, or equivalent in local currency. For -200 cp, you can live like a pirate king with $5 billion a year.

Golems (-200 cp)
You have an army of golems, four thousand strong. They can be smashed with enough force or anti-tank weapons, but laugh off bullets and blades, and know neither pain nor fear nor exhaustion.

Ledger (-200 cp)
Pick one group, like Pirates or the FBI. This here is a book full of all their dirty secrets and receipts, plenty of corroborating evidence to bury them. Each new Jump this can apply to a different group.

San Madrigal (-200 cp)
A small tropical island all your own, with three mountains and a sheltered harbor. Near enough the trade routes for easy piracy or commerce, but no major nation ever seems to notice. A land burning with the fires of creation, a magnet to spirits and monsters of all kinds.

DRAWBACKS

Rick Riordan Presents... (+0 cp)
Outlaw Saints was the first series under the umbrella of Rick Riordan presents, a series of novels not written by Riordan, but supported by him, urban fantasy from

various world mythologies, in this case Santeria. Feel free to Supplement this to any and all RRP, Riordanverse, or other Urban Fantasy settings.

Tone Deaf (+100 cp)
The Galeranos are, first and foremost, a deeply musical people. Not you, though, all music just sounds like an awful racket to you. Have fun!

Disestablishmentarianism (+100 cp)
You are innately and deeply suspicious of leaders and authority figures, and just as likely to strike up under a no smoking sign or hop a turnstile from sheer contrariness. Nobody tells you what to do, least of all some sign. STOP? That's funny.

Fast-Paced (+100 cp)
Things are moving fast here, villains aren't considerate enough to let you finish the plot of one book before striking.

Tourist (+100 cp)
Much like Mateo at first, you feel isolated from your own culture, like a visitor, always certain others are judging you for not being ethnic enough.

Wanted (+100 cp)
The NYPD have circulated your picture and description with a Be On The Lookout instruction for some crime or another. You can probably beat the rap, but if they find you you won't beat the ride.

Cassandra-Like (+200 cp)
Nobody is ever gonna believe you about shadow monsters, the hidden Empire Pirates, Vizvargo, or that the Greek Gods are living at the top of the Empire State Building. You realize how crazy this all sounds, ese?

Catnip for Spirits (+200 cp)

Shadowy spirits and all kinds of monsters are drawn to you. What is a Sphinx even doing in Brooklyn? Expect to deal with attacks roughly weekly, if not more often.

Smacks of Carelessness (+200 cp)
You are down one eye or limb. This cannot be healed. This can be taken multiple times.

Powerless (+400 cp)
Your perks and powers from previous Jumps, bar other Riordanverse ones, are lost to you for the duration. Your knowledge and skills remain, however.

All Alone (+400 cp)
No man is an island- well, except you. Your friends are all elsewhere, unavailable. You cannot import Companions into this Jump.

Flat Broke (+400 cp)
Even your Warehouse is now barred to you, and with all your stuff in it! No items from previous Jumps will help you.

END

What will you do now? Settle down, move on, or go home?