



Jump By Aehriman

*Between the here, between the now
Between the North, between the South
Between the West, between the East
Between the time, between the place*

*From the Shell
The Song of the Sea
Neither quiet nor calm*

*Searching for love again
Mo ghrá*

*Between the sands, between the shores
Between the stones, between the storms
Between belief, between the seas
Tá mé i dtiúin*

*From the Shell
The Song of the Sea
Neither quiet nor calm
Searching for love again
Mo ghrá*

Long, long ago, when Manannán Mac Lir's heart was broken, and his tears threatened to drown the world, his mother- the owl-witch, Macha- took away his grief and turned him to stone. She then began turning all the Daoine Sidhe to stone, wherever she and her minions found them, blaming emotion itself for suffering.

The Sidhe could only return to Tir Na Nog when guided by the song of a selkie. But a selkie who raises her voice will surely draw the owls. So things have remained for many years.

Saoirse, a mute little girl growing up in an island lighthouse with her angry brother Ben and despondent father after her mother died in childbirth, the night before Halloween discovers a fur coat and transforms into a seal for the first time. You start one week before this night, with 1,000 celtic points (cp) to spend.



ORIGIN

MORTAL– One of the many ordinary people living in Ireland. You don't have special powers, but that's not necessarily a terrible thing.

SELKIE– You look human, you may believe yourself human. But part of you belongs to the sea. There is a seal skin and when you wear it in the water, you turn into a seal.

DAOINE SIDHE– You're one of the Other Crowd, the Good Neighbors, the Fairies, if you must be crude. Long have you hidden among humanity since the last selkies vanished and the way to Tir Na Nog with them.

OWL– You're a bird, and thus a scout and servant of the Owl-Witch, Macha. Your charge is to find the hidden Sidhe and take away their emotions, turning them to stone, and report to Macha anything else she may find of interest.



COMPANIONS

CU- (free) A big friendly, floofy sheepdog, incredibly loyal and strong. Being fiat-backed, he cannot age or die. Is a very good boy.

CANON COMPANIONS (-100 cp) If you want to take Ben and Saoirse on future adventures, or feel great pity for Macha, with a one-time purchase you can recruit anyone in the story to join your adventures. Very often the real treasures of Jumpchain are the friends you make along the way.

FRIENDS (-100 cp) Speaking of friends, they should share in your adventure, no? Import as many companions as you like with 700 cp apiece to spend. Companions cannot take drawbacks.



PERKS

FOLKLORE (-100 cp, Free Mortal) You know all the old legends and fairy stories, in this and every Jump you visit. Helpful bit of background sometimes.

NOT FAIR (-200 cp, discount Mortal) It can be easy to take your problems out on others, but you always regret it later. With this perk, you will always understand when you're being or have just been unfair to someone.

GOOD GRIEF (-400 cp, discount Mortal) At the end of the day, this is a story about grief and how people deal or don't deal with it. You don't bottle your emotions, or shut down, or lash out when loss or trauma strikes. You have the gift of being a very well-adjusted person, who will never fall to despair or madness.

FAMILY (-600 cp, discount Mortal) A great gift that mortals have, kin of blood and of choice. You easily form and maintain strong bonds with your family, and can tell when they are upset or in danger. When they need a hug, and when they need space. No matter how busy you are, you can always scare up an hour or two a day to spend

with your family, and no one can turn your family against itself.

HOME AT SEA (-100 cp, Free Selkie) You're an amazing swimmer, in any shape.

WHITE HAIR (-200 cp, discount Selkie) When something is wrong, an infection or a wound or something more serious, a bit of your hair turns white. This serves as a "health bar" of sorts, you can tell how close you are to death by the percentage of white in your hair. Can be toggled off.

GUIDING LIGHTS (-400 cp, discount Selkie) Sometimes out the corner of your eye, you see dancing lights in the distance. They love to lead you to secrets and hidden things.

SONG OF THE SEA (-600 cp, discount Selkie) In a sense, the tales of the selkie are all about freedom, and man's attempt to control nature. As part of your nature is reflected in the endless freedom of the sea, so can you bring freedom to others.

By singing the Song of the Sea, you can crack open any prison, undo any transformation or curse, and reveal the way to hidden worlds.

CRAIC AGUS CEOL (-100 cp, free Daoine Sidhe) Though you search the whole world, high and low, you shall never find a more musical people than the Sidhe. It would be a great shame then, to be the only one not able to jam. You are a fine, even superhuman, musician with the instrument of your choice.

SIDHE (-200 cp, discount Daoine Sidhe) The fairies are the Daoine Sidhe (people of the mounds) specifically because they vanished into hills to hide from men and Macha. Like them, you know how to find or make a good hiding place. With time, whole hidden villages or underground cities are possible.

AITHNÍONN CIARÓG CIARÓG EILE (-400 cp, discount Daoine Sidhe) One beetle recognizes another. When you go looking for the strange, the mysterious, magical or out-of-place, you're almost certain to find it. After all, you're more than a little strange and magical yourself.

SEANACHÁN (-600 cp, discount Daoine Sidhe) Like the Great Seanachán (Storyteller) you have a hair for every story in the world. Those that are ongoing continue to grow and if you touch them and focus, will lead you to the story's plot/characters.

NIGHT FLIER (-100 cp, discount Owl) Owls are swift and stealthy. You may not be able to fly without a bird form, but you can see in the dark and move silently.

PASSIONFRUIT (-200 cp, discount Owl) You can take emotions from people, calming them, but taking too much will turn them to stone.

VILLAIN TIMING (-400 cp, discount Owl) When on the prowl for any sort of quarry, you will tend to find the tracks or clues you need to catch up to them at the most inconvenient possible moment for them.

DRAÍOCHT (-600 cp, discount Owl) You have vast, and very vague, magical powers. Blessings and curses come easily to you, like letting a dog run faster than the wind and over any obstacle. You can divert rivers, read the future in stars and manipulate abstract things like emotions or virtue as though they were clay.



ITEMS

MAP (-100 cp, Free Mortal) A hand-drawn child's map of your surroundings. Will nevertheless contain useful landmarks, hidden treasures and warnings of dangers you might have otherwise stumbled into.

BUS SCHEDULE (-200 cp, discount Mortal) It doesn't matter if you're trying to get to a remote island, the Otherworld, or if you're in Bronze Age kingdoms that have never imagined a bus, there's a bus to take you where you need to go. This schedule will show you where and when to meet it, and fare is in local currency. You'll probably have to spend a lot of time sitting around though.

SKIN (-100 cp, Free Selkie) A sealskin. Pretty worthless to most people, but when worn by a selkie in the water, they transform into a seal.

SEASHELL FLUTE (-200 cp, discount Selkie) A fluted conch shell with the ability to work as a focus and booster for song-focused magic or powers, and to use them if you cannot sing.

FLAWLESS DISGUISE (-100 cp, Free Sidhe) It may be a trenchcoat and glasses, or a bedsheet with eyeholes cut in, but you have a disguise that conveniently hides any inhuman features and makes people say “what a weirdo” and not “Ahh! Monsters!” Except, children can sometimes see you for what you are.

FAIRY MOUND (-200 cp, discount Sidhe) A hidden home, tucked away where none can find it. Guaranteed.

JAR (-100 cp, Free Owl) An empty jar in which you can trap just about anything. Spirits, fairies, feelings.

JARS OF FEELINGS (-200 cp, discount Owl) A set of jars in which are stored emotions, and a full range of them for if you want to experience joy or rage or sorrow on demand. Or inflict these feelings on others.



DRAWBACKS

FIN- (+0 cp) If, for some reason, you don't want to spend ten whole years in this world, weirdo, you can amscram after the events of the movie are resolved one way or another.

I FORGET (+100 cp) Somehow, you've forgotten the entire plot to Song of the Sea. You'll probably get involved anyways, but without a handy roadmap.

MUTE (+100/200 cp) You have trouble with speech. For +100 cp, your voice is tied to an item that can be taken, lost or stolen. For double this, it's a flat you cannot speak for the duration of this Jump. Which could be very problematic for a selkie.

I KNOW WHAT'S BEST (+200 cp) The wonder of being a child is having a world to explore and no adult responsibilities. The problem with being a child is adults have authority over you. You are a child again, and your desires amount to fancies and tantrums as far as your folks are concerned.

NIGHT OF THE OWLS (+200 cp) Macha the Owl-Witch has caught on to your nature as an intruder from beyond this world, and will be gunning for you with all she has

from the moment you enter the Jump. Yes, even- ha! Especially!- if you have the nerve to impersonate one of her children.

BROKEN HEART (+300 cp) They say it's better to have loved and lost than never loved at all, but what would 'they' know about it? You have been deeply emotionally wounded, or will be shortly after entering the Jump, and no perks for coping will help. Will you sink into depression, I wonder, or lash out in rage or do other, altogether unhealthy things?

CRIPPLING HYDROPHOBIA (+300 cp) You are utterly terrified of drowning. Like wading knee-deep in water while wearing a life-preserver is almost too horrifying to contemplate.

LIKE MOM'S STORIES? (+400 cp) Forget about any powers, skills or items that wouldn't fit in a slightly magical 21st Century setting. You'll get them back at the end. That goes for your Companions too. Being limited, that is, they're still welcome to come.



END

Your time is up and, like Saoirse, you have a choice to make.

GO HOME- Every journey has an end. Don't you have a home to go to?

STAY- Not everyone has to rush off somewhere. A world just like our own, but with magic and wonder seems a good place to settle down.

MOVE ON- Like the Fairies, there is a world for you beyond this one. Many worlds, in fact.