

Sex Move

When you have sex with someone, it counts as submerging yourself in water. Since all oceans tell you their secrets, gain a String on someone else they've had sex with.

Darkest Self

People have mistreated you and made you an outcast here. It's time to show them how it feels to be lost at sea, to be apart from the things you have loved, to have parts of your identity stolen from you. So you will flood the Earth. You will destroy what they cherish. And you will take their pelts. You escape your Darkest Self when this place reminds you of home, or when you recognize what you came here for.

Advancement

- Take another Selkie move.
- Take another Selkie move.
- Take a move from another skin.
- Take a move from another skin.
- You've enchanted a **Group of Fishermen.**
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Revised Version

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Playing The Selkie

Confused, homesick, beckoning. Their moves evoke homesickness and draw elemental power from bodies of water. Selkies have an inner yearning that other people instinctively respond to.

The Selkie is a creature caught between kingdoms. When she removes her pelt she appears human and can walk the land as humans do. When she dons her pelt she resembles a seal and can return to the ocean kingdom. Except, if she returns to that ocean kingdom, she can't leave again.

When your seal pelt is missing, you are still able to enter the water and swim as well as a human can. *Outer Skin* doesn't work, but all your other moves do.

Mechanically, it's great for you when someone else has your pelt. If you throw yourself into doing the tasks they put before you, *Their Word* will provide Strings, bonuses, and plenty of interesting situations. It also gives you a reason to care about the same things other characters care about. Forcing them to return it might not be as fun.

Your sex move counts as submerging yourself in water for *Body of Water*, as being soaking wet for *Siren Song*, and would easily trigger *Salt* if you were crying.

Outer Skin states that if you return to your homeland, the character's story is over and you need to create a new character. This only applies if The Selkie returns home to its family and its former life. Merely swimming around in the ocean won't trigger this requirement.

The weight and crash of the water was your first home. There are times you miss it terribly, and raise your keening voice, and those that can hear are moved... closer. You have a removable pelt that you were born in beneath the waves. When you wear it, you look just like a seal. And when you remove it, you feel raw and beautiful.

You're living on land now, far away from everything you've known; shocked by newness and possibility, burdened by longing and the tyranny of choice. The air moves fast over you.

*What do they call it?
Ah, wind.*



The Selkie

Name

Choose a name:

Bersh, Dominic, Fiona, Jasdeep, John, Louie, Mattieu, Nula, Phillipa, Rowan

a distant name, a watery name,
a name that implies change,
a name that has undergone translation

Look

Circle one in each list:

mussed, bedraggled, damp, sleek,
riveting, unforgettable

confused eyes, deep eyes,
glistening eyes, oil-drop eyes,
far away eyes

Origin

Circle one:

like grandmother,
enticed from the sea by art,
breaking the rules about land-dwelling,
curious about the human form

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot -1, Cold 1, Volatile -1, Dark 1

○ Hot

(Turn Someone On, Manipulate an NPC)

○ Cold

(Shut Someone Down, Hold Steady)

○ Volatile

(Lash Out Physically, Run Away)

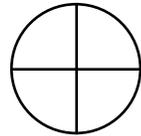
○ Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

○ ○ ○ ○ ⊞ advance

Strings

Your Backstory

You've seen someone swimming, but they either didn't see or didn't recognize you. Gain a String on them.

Someone stole your pelt, withholding it from you to make you their errand boy. They said they'll give it back. Each gain a String on one another, and they say the first task they've given you.

Selkie Moves

You get the first two, then choose one:

● Outer Skin

When you wear your pelt you look like a seal. Without it, you can swim like a human, but with it you can breathe underwater and swim like the dickens, and, if you want to, return to The Deep Kingdom. If you do return there, it's for good, so make a new character.

● Their Word

People can steal your pelt, but never destroy it. When someone withholds your pelt and demands that you do something for them before they'll give it back, add 1 to rolls you make in pursuit of that task. If they don't return your pelt, take a String on them, and they'll give you another task.

Pelt Held By:

○ Body of Water

When you go a day without submerging yourself in water, take 1 harm. Whenever you submerge yourself in water and can relax, heal 1 harm and 1 Condition.

○ Catch of the Day

Whenever you don't understand what's going on or what someone means, and it gets you into trouble or leads you to make unwise choices, mark experience.

Other Moves

○ Siren Song

When you're soaking wet, you can sing a haunting song and roll with cold. On a 10 up, all who hear it stumble entranced toward you, though a character that takes harm will stop suddenly and gain the Condition *dazed*. • On a 7-9, all who hear it stumble entranced toward you until they would face harm or physical danger, and then they choose:

- ∞ press forward and take the harm,
- ∞ or stop suddenly and gain the Condition *dazed*.

○ Salt

Whenever your tears mix with water, roll with dark. On a 10 up, choose someone you want to see. They show up, with or without reason. • On a 7-9 they still do, but they have the Condition *drained* and they bring trouble with them.

○ Ocean's Breath

When you feel homesick, roll with cold. On a 10 up, choose one for the MC to detail:

- ∞ the ocean brings forth something that it thinks will make you feel better,
- ∞ the ocean takes away something that it thinks is bothering you.

On a 7-9, choose as above, but the ocean doesn't understand the human world very well and causes serious or unexplainable damage in the process.