

IJIRAQ

(Form Hider)

Region: the Far North Nunnehi of the Inuit Tribes

I see you. You are not alone. You are not invisible. You are seen. You are seen. You are seen. And my god, you are beautiful."

— Jeanette LeBlanc

"Not everything that is seen is visible." — Lailah Gifty Akita

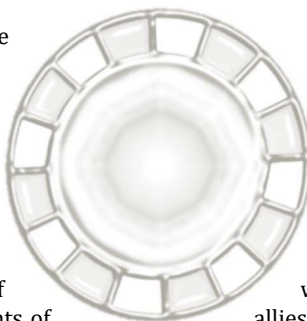
Quote:

Scientific minds cite the Ijiraq as methane escaping from melting ice. An unwitting target comes into contact with the gas while exploring. By breathing in the gas, the victim experiences paralyzing feelings of paranoia, fear, and even the occasional hallucination. More Folk-lore-inspired minds tell of a certain Masked-creature that lived between the world of the Dream and the world of the Dead. There once was a Gundohgi (Family) of Nunnehi that went hunting under the great-lights of the north but got lost where the wall between worlds grew thin. Unable to find their way back to either world, they stayed there, trapped between realms, until they vanished from both worlds altogether. The only things left behind were their shame, fear, and inhibition, which is felt by others who get too close to the lost creature's ghost.

The Ijiraq has nothing to say on the matter. An incredibly shy family, their frailties are so powerful that it spills over into any other beings that the Ijiraq comes into contact with. Even if someone isn't aware of an Ijiraq's proximity, they will still feel awkward, unsettled, and more than a little paranoid that they are being watched by hidden eyes. Which they are.

The Ijiraq of today make their way the best that they can. They can be great allies for those who take the time, or they can forever be set apart, hidden behind their masks and secrets.

Appearance: Appearance is a funny concept when exploring the Ijiraq. In Mortal Dunakadv (Mien), they appear as short individuals wrapped in layers and layers of clothing. Whether male or female is hard to determine because their bodies and faces are hidden under countless hoodies, hats, glasses and scarfs. A select few of the more dangerous ones will wear terrifying wooden masks of long forgotten Inuit beasts. Even when dressed this way, they still stick to the shadows, and only go out late at night, hoping to avoid anyone spying on them. In Fae Dunakadv the creature appears similar. The layers of cloth are now layers of fur, decorated with animal bones, skulls, and other small talismans. The hands of an Ijiraq may be visible, but are long and slender, pale, and cold, with long bony fingernails. The mask becomes more unsettling and appears as if carved from a single piece of bone. The Ijiraq's pride themselves on the masks which boast horns, leering skull-smiles, and colorful warnings in long forgotten scripts.



Lifestyle: The lifestyle of the Ijiraq is a sad one. They live as perpetual hermits. They rarely leave the expanse of the Northern wilderness, creating crude little shacks far away from civilization. A rare few live in bustling cities, but never leave their homes, and become agoraphobic recluses. While one may join a motley, it takes a lot of work on both sides. Even then, the Ijiraq remains distant at best and belligerently secretive at worst. Even when surrounded by his friends and allies, an Ijiraq is aloof and jumpy. Under no condition will a pack-mate ever let his guard down. If two or more Ijiraq come across each other, they will turn their backs and give themselves a wide-berth, both fully aware of what is required. That being said, relationships and romance can come to fruition, but the Ijiraq's partner must be prepared for some accommodations (including never being able to see their lover's face). All Ijiraq have a mask somewhere close at all times, that they hide behind whenever others are around. It is an ill omen to see an Ijiraq's face.

Youngling Ijiraq are frail and frightened little things; this is when they first get their mask.

Brave Ijiraq seek out a place to call their own, far away from others. While they do get lonely, it is certainly better than being seen.

Elder Ijiraq, if they haven't gotten any friends or allies yet to share their existence with, will wander away from all civilization. They will leave their mask behind one night, and exit not just their home, but their mortal coil. They never return.

Glamour Ways: Ijiraq regain Medicine whenever they are around mortals who don't run away. It doesn't happen much...

Unleashing: As one can imagine, Cantrips cast by the Ijiraq are unsettling.

Affinity: Scene

Frailties:

Supershy: An Ijiraq wishing to join in with others, even other Nunnehi is at a disadvantage. Their shyness makes this nigh impossible. They must make a willpower roll, difficulty 10 to muster up the courage to show themselves to just one other person. They can only make this roll once per day.

Heebie-Jeebies: Even if no one sees the Ijiraq, most still feel a sense of Paranoia that they are being watched. This paranoia makes it difficult to perform any action. Whenever the Ijiraq is within 100 feet of someone, (Unless they have seen him, see Supershy Birthright above) then they are at a +1 difficulty to all actions.

Birthrights:

Invisibility: An Ijiraq is invisible the majority of the time, (see Frailties below) and even after being welcomed into a group of fellow Nunnehi, they still will hide from them with the expenditure of one Medicine. If someone hasn't yet met the Ijiraq, then no roll is needed.

Shared Paranoia: After the Ijiraq has officially become a fully-fledged Member of his fellow Nunnehi's motley (after he has

come forth to every member), he can extend his Heebie-Jeebies power to them with one point of Medicine. This power stacks per person, but can use Medicine up rather quickly. In effect, if there are 5 other Nunnehi in an Ijiraq's motley, he can spend 5 Medicine to share his Frailties with every other person in Motley. Not just the invisibility, but the Heebie-Jeebies, causing a +5 difficulty to any target being stalked by the Motley.

Unmasked: If an Ijiraq is ever seen without their mask, both viewer and the viewed gain a permanent point of E-e-e (that is Uwedo-lisdi, or Banality) .

Ahusaka looks at you funny when you ask about the other Nunnehi Families.

Ask-Wee-Da-Eed:

Ishigaq...

Mekumwasuck...

Nagumwasuck...

Nimki...

Qallupilluk...

Sasquatch...

Waawaashkeshi Kwe...

Yung'hano...

