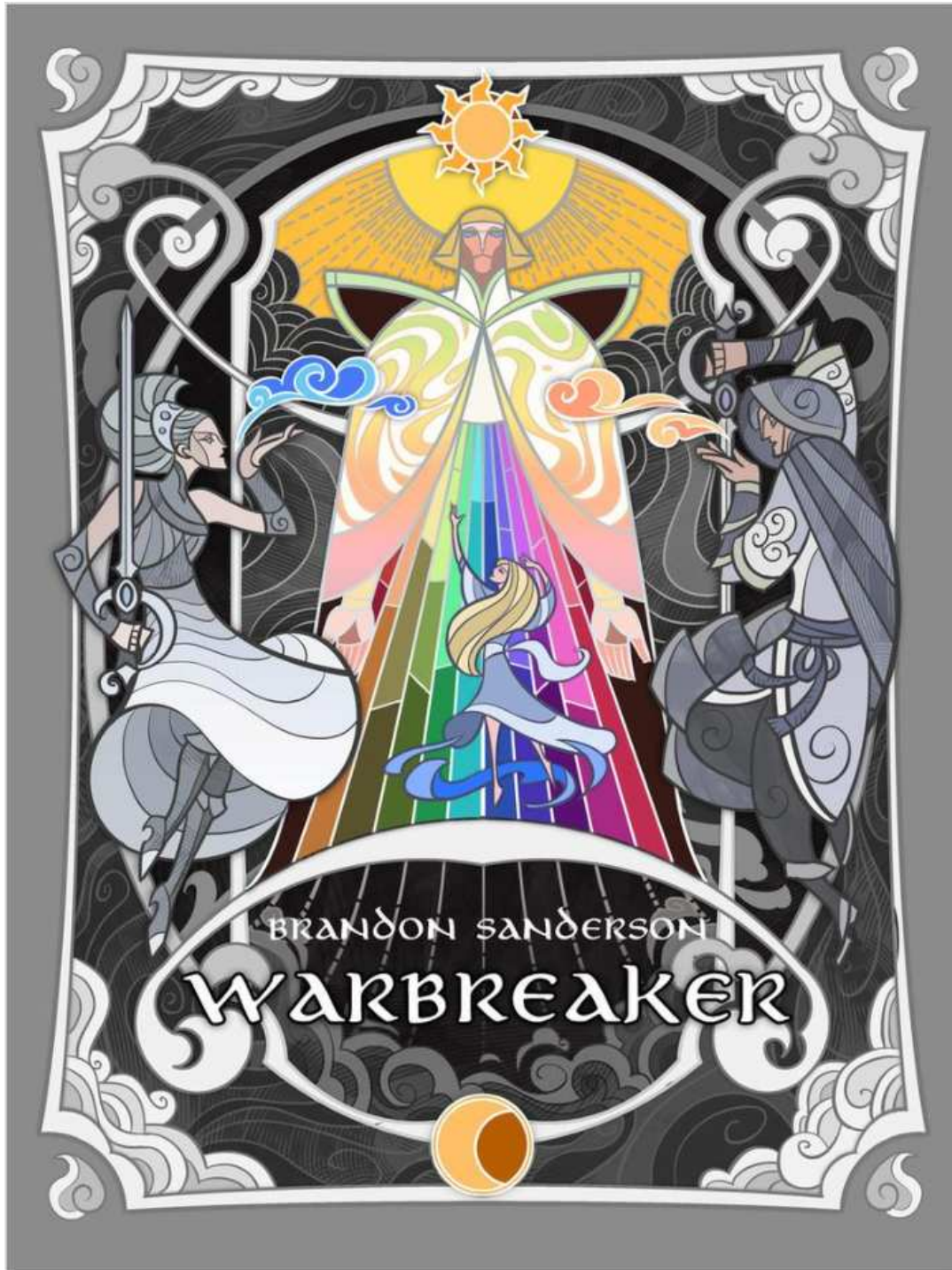


Warbreaker Jumpchain



Based on *Warbreaker* by Brandon Sanderson, Jump written by /u/guyinthecap
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This jumpdoc contains spoilers for Warbreaker. You have been warned.

Welcome to Nalthis, where each person is born with a hint of power, and those that collect this power can bring the very world around them to life. The magic humanity is endowed with, known as Breath in this land, is constantly present. It even saves exceptional individuals from certain death, transforming them into living gods called the Returned.

This world is filled with vibrant colors and exciting powers, but there is also great danger. Three centuries ago, a conflict called the Manywar ended with thousands upon thousands dead on every side. The nation of Hallandren emerged from the Manywar with dominance over the rest of the countries that border the Bright Sea, but this doesn't mean there aren't still forces conspiring against it. In the highlands north of Hallandren, the kingdom of Idris is ruled by Hallandren's former royal family. King Dedelin and his children live in exile while Hallandren is instead ruled by the Returned; both the God-King Susebron IV and his Court of Gods. Long has Hallandren wanted to re-incorporate the royal line into their rule, but they haven't had a chance... until now!

In three days time, Dedelin's eldest daughter, Princess Vivenna, will celebrate her 22nd birthday, and Dedelin's treaty with Hallandren will come due. The king will make a choice to save one daughter and sacrifice another, sending his youngest daughter, Siri, to marry the God-King in Vivenna's place. The girl will be thrown into an unfamiliar world of foreign politics and secret intrigue, all while darker forces seek to exploit this time of change. How will your story change the events to come?



Take these points, Jumper. You're going to need them...

+1000cp

Backgrounds

[Free] Worldhopper:

(Roll 4d10+5 for your age or pay 50cp to choose)

You won't be the first otherworldly traveler to arrive here. In fact, throughout the Cosmere, Nalthis is the most welcoming of worldhoppers at this point in time. You begin your journey by emerging from a Perpendicularity in the jungles of Hallandren. After a brief talk at the customs checkpoint, you'll be able to arrange transport to whichever location you roll or choose below. Enjoy the freedom of a fresh start!

[Free] Royal:

(Roll 16+1d6 for your age or pay 50cp to choose)

It seems King Dedelin had *another* child. You are a member of the Idrian Royal Family, the once-rulers of Hallandren who broke off from their country at the climax of the Manywar. For 300 years they have ruled their self-proclaimed country of Idris. But with an Idrian princess set to be married to the Hallandren God King and the tentative peace between the two nations crumbling, all of that seems ready to change. You'll be in a critical position to make a difference, so long as you can avoid the danger. *Note, this background does not grant you the **Royal Locks** unless you purchase it below.*

This background will also let you start as a member of the royal family of any of the surrounding kingdoms, though little is known about their state of affairs.

[Free] Mercenary:

(Roll 16+2d6 for your age or pay 50cp to choose)

You know what the worst thing about being a mercenary is? Well *I* sure don't. Between doing dangerous work for anyone who can pay and the prejudice and distrust that come with the profession, I'm not sure why anyone would choose this life. But choose it you have, making you one of the more dangerous folk to roam this world. They say there's a war brewing between Idris and Hallandren. There's good money to be made on either side, if you don't mind jumping into the thick of things.

[Free] Bureaucrat:

(Roll 3d10 for your age or pay 50cp to choose)

The Royals and Returned may make all the decisions, but it's people like you who keep the world running. Perhaps you're a Pahn Kahl servant of the God King, a scribe serving King Dedelin in Idris, or a priest in the Court of Gods. Whatever job you perform, you're an integral part of keeping the governments and kingdoms of this world running. Too bad it's often a thankless task.

Bonus Backgrounds

You may purchase this option in addition to selecting a background from the above section.



[400cp] Returned:

(Roll 1d10 for your age or pay 50cp to choose)

On Nalthis, people die, whether they be ordinary or exceptional. The difference is that the exceptional people get a choice. The Shard of Nalthis, Endowment, offers a few select souls the chance to return to the Physical Realm to fulfill some great purpose. This may be to pass on great wisdom, complete an unfinished work, or to simply embody a quality she believes should remain in the world. Known as the Returned, these individuals are worshiped in Hallandren, becoming part of the nation's ruling class in exchange for a life of unparalleled luxury. Of course, other countries are far less welcoming, and some of the Returned choose to go off on their own entirely. Whatever your destiny, now you have the chance to join their gifted ranks.

Becoming a Returned comes with many gifts; they cease aging, are granted superior physical bodies, and retain a Connection to the Spiritual Realm which grants them glimpses at the future. However, in addition to the wonderful gifts you'll receive, there is a price. To sustain your life, you must consume one Breath every week. At the end of the eighth day, should you lack any additional source of Investiture, you will consume your own Divine Breath and die. The Hallandren people sustain their gods by giving their Breaths freely. Returned in other parts of the world may resort to... more cruel means. Whatever the source, so long as you continue to feed, you will persist. One might think dying was the best thing you ever did!

Should you arrive in Hallandren and accept your position in the Court of Gods, you will be assigned a title, a palace, and a set of colors to distinguish you. You may **roll 1d6 for each column below, or you may pay 50cp per column to choose your attributes.**

	Primary Color	Accent Color	Epitaph
1	Blue	Silver	___ the Just
2	Red	Gold	___ the Brave
3	Orange	Lime	___ the Noble
4	Violet	White	___ the Honest
5	Green	Aqua	___ the Wise
6	Yellow	Rose	___ the Beautiful

Location

Where do you start your journey in this world? **Roll 1d6.** This location either represents your home or your first destination upon arriving on Nalthis.



1-2) Hallandren:

You may choose to start in T'telir proper or in another settlement within Hallandren. Emerging from the Manywar as the “winner,” Hallandren grew to become the greatest power in the Bright Sea region. Thanks to the Tears of Edgli, a flower unique to Hallandren that produces exceptionally potent dyes, the country has risen to be an economic superpower overshadowing all of its neighbors. The capital of this great country is the port of T'telir, home to both the God King's palace and the Court of Gods, where the Returned and their priests manage the affairs of their nation. Though T'telir is a culturally-rich cosmopolitan city, foreigners like the Idrians and Pahn Kahl are often treated with distrust and prejudice.

3-4) Idris:

You may choose to start in Bevalis or in another settlement within Idris.

Founded by the original royal family of Hallandren during the Manywar, Idris' political status as a country or rebel state remains widely-debated. The Idrians are culturally-distinct from their cousins in T'telir, shunning color and any form of "ostentation" out of a deep-seeded distrust of Hallandren and fear of Awakeners. Though the mountainous region is dotted with settlements, the relatively small town of Bevalis serves as the seat of Idris' monarch.

5) Tetradel:

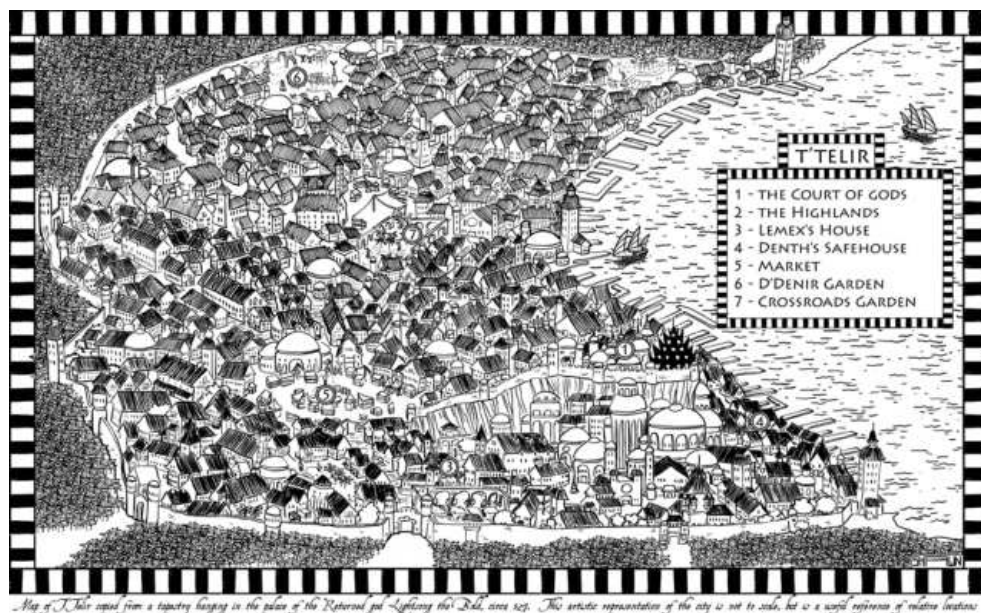
You may start in any location in Tetradel.

One of the old powers to survive the Manywar, the kingdom of Tetradel has turned their loss into a deep and lasting hatred of Hallandren. Not much is known about this kingdom or its people, only that their rivalry with their neighbor across the Bright Sea may make them an opportune ally in the conflict to come. They are also known for their great works of pottery, though even this is overshadowed by the textiles and dyes of Hallandren.

6) A Far Off Land:

You may choose to start any location on Nalthis.

There are many countries on Nalthis we have only heard of. Gys, Xaka, & Hudres all boast cities to rival T'telir in size, if not in wealth or political power. There's even rumors of a tyrant in these lands who seeks to refound the kingdoms of Huth and Kuth with the help of the great scholar Yesteel. Indeed, there are whole adventures to be had here, should one have the desire to look.



Perks

Perks that match your Origin are discounted to half-price. If a perk matches your Origin and costs 100cp, you may take it for free.

General Perks:

[Free to All] Breath: Like all people born on Nalthis, you have received a single Biochromatic Breath, courtesy of Endowment. While held, this small gift of Investiture grants small boons, such as slight boosts to your immune system and the vibrancy of your emotions. This Breath can also be sold to collectors or used by awakeners. However you choose to use your Breath, you'll start with the same blessing as every person of this world.

[50cp] A Wit of Light & Song:

With plenty of charisma, a healthy smattering of wit, and a dash of sarcasm, you're one of the most charming people around! Humor and wordplay are deft tools in your hands, letting you talk circles around less adept conversationalists. Like Blushweaver and Lightsong, you actually have the social graces to support your supposed divinity. Please use your powers for good, Jumper.

[100cp] A Wriggle of the Chest:

With the fate of two nations balancing on the God King's new marriage, this novel has the potential to be Sanderson's most outwardly amorous book yet. With this purchase, you'll have the skills to match your intimate ambitions. From casual flirting to steamy encounters you excel at making sure you and any of your partners enjoy each other's company. This doesn't make you beautiful or give you anything new to work with; there are other powers in this world for that. Instead, this lets you make the most of your current assets. Whether you're seducing someone to disarm them, control them, or just share your time with them, you'll be a partner like no other. *See the Notes section for additional details.*

[300cp] The Royal Locks:

You bear the gift of the Idrian royal family, marking you as a descendent of Vo, the first Returned. Your hair will change color to reflect your emotional state; red for anger, blonde for joy, white for fear, and so on. Like controlling a new muscle, one could learn to consciously change the color of their hair, though this takes practice and emotional discipline. Those with the Royal Locks can also rapidly grow out their hair to a desired length, though this leaves them tired and hungry. Even more may be possible should one take the time to explore. Just be careful who you reveal this trait to; both the Idrians and Hallandrens will pay *close* attention to any suspected Idrian royals.

This perk also functions as a **Capstone Booster**, enhancing any 600cp-level perks and items you purchase in the sections below, activating additional effects listed in their **[Capstone]** descriptions. *See the Notes section for additional details on the Royal Locks.*



Worldhopper Perks:

[100cp] Sand & Dust: Perhaps you're one of the Ramblemen, or maybe you're from some place farther off. Either way, you're quite gifted when it comes to telling tales. You know how to craft stories to fit their audiences and enhance your yarns with visual flairs and other sensory experiences. You can improvise with the best, and won't break stride if some rude god interrupts you mid-sentence. Making a living trading information is no problem for an artist like you.

[100cp] Straw Men: How come you always wind up in jail? Good thing you're good at getting out. After all, prisons don't really change all that much, flaws and all. You're great at planning escapes and finding ways to evade capture, whether you're trapped in a jail cell or being hunted by a search party. If it's possible to fight your way to freedom, you'll find a way. This also comes with great skill picking locks and defeating mundane restraints. Did Dieno teach you those moves?

[200cp] Cardshark: You're quite a gambler, Jumper. When it comes to games of chance, whether they are played with dice, cards, or another tool, you almost always manage to come out on top. Like the Liar of Partinel you could live off your winning streaks, so long as you could find someone to play with. While this perk does give you a moderate boost to your inherent luck, the greater boon is the skill to maneuver your opponents into inferior positions. After all, Hoid mainly won through careful nudges,

slowly positioning himself to always win by the end of the game. The only time he (or you, for that matter), will lose a similar game is if someone forces you into a tie. Be sure to hedge your bets!

[200cp] Shadow: Fighting your way to your objectives is so messy and time consuming. Wouldn't it be easier just to *sneak* into the God King's pyramid? With a little bit of planning, you can sneak your way into all but the most secure of buildings and locations. Of course, there are awakeners and their lifesense to deal with, so you'll have to take them into account too. In fact, you'll now find it easier to bypass the supernatural senses of any sentries you'd encounter. This won't completely blind a guard who can see through walls or mask an Invested intruder from lifesense completely, but even those with extraordinary perception can be worked around with time and effort. Take to the shadows, Jumper. Yesteel would be proud.

[400cp] Smoke: It appears that not all of the Jesks fell with Yolen. Somehow, you've learned the secrets of the Lightweavers, allowing you to craft illusions out of thin air! Well, that's not entirely true. You need Investiture, imagination, and some source of particulates, be it dirt, dust, or smoke, but with those three ingredients you can create complex images and simulacra. These illusions can't *physically* interact with their environment, but their sights and sounds may serve your purpose just fine. *See the Notes section for additional details.*

[400cp] Instructor: For all his gruffness, Vasher is actually a huge nerd. Get him talking about his interests and you'll see that he's quite a brilliant teacher. Now you too can convey some of the most advanced concepts in the Cosmere to a complete layman. Your skills may be otherworldly, and your students may have no context, but you can still masterfully impart your knowledge, techniques, and wisdom onto your pupils. As a side benefit, your students will come to respect you regardless of any social hierarchies. Additionally, you'll find your students will advance far more quickly while studying under you, as if they were benefiting from one of the upper Heightenings or another learning booster. They may not become masters overnight, but a few lessons from you will put them well on their way.

[600cp] Awakener: While anyone with Breath can awaken, you've got a true-blue talent for Biochroma. Second only to Vasher in your skill, you're much more experienced than the average awakener. Through an excellent imagination and use of commands, you can be far more efficient with your Breaths, awakening more than your opponents and crafting more complex commands for your creations. So long as you have Breath, color, and the ability to speak, you'll be a force to be reckoned with. This talent also applies to other systems of magic, allowing you to be far more efficient and creative in your applications.

[Capstone] Sixth Scholar: Where once there were 5, now there are 6. Your knowledge of Biochroma, Awakening, and Investiture has grown to match that of the Five Scholars. You also have an awareness of the larger Cosmere to match any Silverlight student. With such an astounding mind, you could develop new commands, invent new constructs, or discover other secrets that would revolutionize our understanding of Awakening and other forms of magic. Finally, you find these discoveries are enhanced by the spirit of competition. Like Shashara, the looming threat of war or your peer's new invention would spur you into redoubling your scientific endeavors. Change the Cosmere, for better or for worse.



Royal Perks:

[100cp] Private Tutelage: While being a princess comes with many perks, it also comes with plenty of responsibilities. Luckily, you've got the training to live up to your expectations. You've received a considerable education from tutors in a whole host of subjects, from reading and literature to history and mathematics. It doesn't cover everything (and it will cover even less if you skip your lessons), but this is one of the best educations you'll find in this world. In future worlds you'll receive a comparable education of similar quality, relevant to each new setting you find yourself in.

[100cp] Equestrian: Horseback riding has fallen out of favor in Idris after the death of the queen, though Siri keeps her mother's pastime alive every time she goes for a ride. With this perk, perhaps you can keep up? You're an expert at riding, controlling, and caring for horses and similar animals. This doesn't teach you how to *fight* from horseback, but learning to do so would be far easier.

[200cp] Voice of Authority: You can't Awaken living people, but that doesn't mean you can't get them to follow your commands. Your words, when clearly proclaimed, can inspire others to obedience. This is nothing mystical, only the projection of confidence and surety that comes with being a monarch. Citizens and servants alike would instantly recognize you as a leader. Even your enemies would grant you a request spoken in this voice, so long as it didn't blatantly interfere with their plans. It may not save you, but you might get some small allowance on your deathbed.

[200cp] Stoic Face: A leader must be unflappable, regardless of whatever their allies, enemies, or even life throws at them. To that end, you have cultivated a strong sense of control over your emotions. In the face of insults and tragedy, you can keep your cool and focus on responding rationally. This doesn't eliminate your emotions, you'll still have to process them later, but you can guarantee those feelings won't show unless you want them to. This perk would be *very* useful for a follower of Austra, or one with the Royal Locks.

[400cp] Bull-Headed: Princesses don't quit when life knocks them down, they knock back! Like the daughters of Dedelin, you're able to persist in the face of tremendous adversity. No matter what embarrassments, humiliations, or failures life throws at you, you'll be able to find the strength to try again, rising better each time. Enduring physical pain is harder, but definitely possible with this attitude. You'd probably be pretty good at resisting torture, should VaraTreledees ever get a hold of you. The only way you'll give up is if you *choose* to give up.

[400cp] Unknown Element: Any royal court is a hotbed of veiled threats and plotting, but the Court of Gods is a veritable vipers nest of danger. How is a young, naive princess supposed to survive in such an environment? By playing a part, of course. Following Lightsong's advice, you've perfected hiding behind your own enhanced reputation. By showing people what they expect to see, you can hide your true intentions while they let their guard down. Acting neither witless or wiley, people will assume you're *just* motivated enough to fit in (or perhaps a tad duller). After all, if you can't hide your personality, why not *enhance* it?

[600cp] Royal Blood: Some people were born to lead. You are an exceptionally skilled ruler, managing your people's needs and mediating their conflicts with the skill and talent of a natural monarch. Your exceptional foresight and intuition will allow you to plan for your country's future needs, forging contracts and laying the groundwork that will secure your people's prosperity for decades to come. Even if your kingdom faces total war or impending destruction, you'll find the best possibility for peace.

[Capstone] Children of Vo: It seems your bloodline, like that of the Idrian monarchs, is suffused with power. The power of the **Royal Blood** perk will be passed on from you to all of your descendants, ensuring that your line will continue to produce exceptional leaders. Additionally, you now have the ability to pass other skills, traits, and perks along to your children and heirs. Note that this can't transfer knowledge directly, but passing your talents and proficiencies on would likely accelerate your children's education. Finally, you may also set parameters that control which of your children inherit which abilities and characteristics. You could decide that only your firstborn would inherit your immense strength, only your daughters would gain your talent with archery, or that only a child with a legitimate claim to the throne could inherit your color-changing hair. Whatever the biological or social conditions you choose, you can cultivate your progeny with precision. Perhaps in a few centuries, people will be starting wars over *your* bloodline.

Mercenary Perks:

[100cp] Tricks of the Trade: Mercenaries have a... unique skill set, specially tailored to their colorful line of work. After all, not everyone knows how to intimidate strangers, ransack homes, or arrange meetings with criminals. Luckily, you're a jack-of-all-trades, allowing you to navigate the morally gray world of mercenary work. You may not be the master in any of these skills, but *versatility* is often more useful to a mercenary anyway. This also grants you the basic training and experience to wield one weapon type of your choice, however you are far from the best. You'll have to start practicing if you want to stand against anyone with even a modest level of talent or skill.



[100cp] Thug: What have they been feeding you, Jumper? Like a certain Pahn Kahl mercenary, you're an absolute mountain of muscle. Whether you prefer Tonk Fah's style of bulky girth or a more toned approach, you've now got an extra dose of muscle mass and an extra bit of height. It's not the end-all in a fight, but against a fighter of equal skill? More muscle can't hurt, can it?

[200cp] Hard Head, Full Stomach: Mercenary work often comes with long hours and longer stretches between meals, so sellswords have to be prepared to do without. You can go about a week without sleep without a loss in function, and you can still do your job even when your last meal came four days ago. You'll still have to pay it back in the end, but so long as you're upright you'll still be able to function. Of course, you also exceed at paying yourself back. You can fall asleep just about anywhere on a moment's notice, and can eat three lunches worth of food without feeling queasy. You never know when your next meal will come.

[200cp] Professional Prejudice: Mercenaries occupy an interesting position in society. On one hand, they are disliked and distrusted for their seemingly fleeting allegiances. On the other, many dismiss their actions in favor of blaming their employers. Now you can take advantage of how the public perceives your profession. Just as King Dedelin accepted Lennex's use of Breath, others will accept the lines you cross as part of your less-than-savory job. Assassinate a beloved priest and his family will blame your employer instead of you. After all, can a tool be blamed for the choices of the one who wields it? This gives you consistent moral deniability, as well as the potential to get out of serving jail time should you turn on your boss. Just be sure you don't lose your soul in the process.

[400cp] Insightful Manipulation: You understand people on a deep, emotional level. And what do you do with that understanding? Why, manipulate them, of course! Like Denth, you can twist people into serving your own ends by exploiting their motivations and emotions. You could convince someone to give you what you want with reverse psychology, or secretly undermine someone's plans from the inside. You can't account for *everything*, your mark still might realize your game if they learn too much, but until then you'll be in complete control.

[400cp] Torturer: It's not pleasant, but it's effective. Like VarTreledes, you are an expert torturer and interrogator, capable of extracting prized information from almost anyone given enough time. The weak willed will break early, while the stubborn and mentally prepared will break later. Information you gather this way is almost always reliable, contrary to common logic. Given how many secrets are flying around, someone with your skillset may be in very high demand.



[600cp] Warrior: Soldiering relies on teamwork, and practice makes a spearman, but being a *warrior* requires skill. Rather than excelling at a single style, they must have tremendous versatility when it comes to armed combat. After all, to counter your opponents you must first understand the weapons they wield. To that end you've trained with a wide variety of armaments, from clubs and swords to spears and shortbows, making you a fantastically well-rounded fighter and expert counter-striker. With this knowledge base, learning new and exotic fighting styles will come even easier to you. A sellsword with this perk could make *quite* the name for themselves.

[Capstone] Greatest of His Time: In every generation there is a master; one who stands at the apex of accomplishment. Pick one weapon or fighting style: you may now call yourself the world's greatest master of said style. This could make you a masterful swordsman of unparalleled skill, equal to Arsteel before his death. With training and time, you could even surpass Varatreledes, the greatest swordsman amongst the Five Scholars. With a perk like this, fighting multiple opponents at once is less fanciful fiction and more practically possible. Even without the augmented physical abilities of a Returned, you're exceptionally dangerous. Pair this skill with any bodily enhancements, and you'll be terrifyingly deadly. Just be sure to avoid growing arrogant in your mastery. After all, it's not always the most skilled swordsman that survives the fight.

Bureaucrat Perks:

[100cp] A Lowly Scribe: How do you expect to serve your country if you don't understand its culture? Its heritage? Its legal codes! With this purchase, you gain several years worth of training in the mundane, administrative work that keeps countries like Idris and Hallandren running. Whether you're an Idrian diplomat, a Pahn Kahl scribe, or a priest in the Court of Gods, you'll be able to fulfill your duties. This also comes with a deep understanding of the culture you now uphold. For example, an Idrian would learn the strict expectations of Austratism while a Hallandren scribe may learn how to write in the Artist's script, a language devised solely of varying colored dots. Be aware that this does not grant the Third Heightening, or other such supernatural powers, only the *knowledge* of your administration. In future worlds, you may choose to gain a comprehensive knowledge of your home nation's government bureaucracy.

[100cp] Timekeeper: Much of the Hallandren government was said to be organized by a single masterful scribe; Bluefingers. How did he accomplish so much? Well, apart from decades of experience managing a kingdom's logistics, he relied on a perfect sense of timing. Now, you too share this unique talent. With a moment's thought, you may determine the exact passage of time, down to the minute. This mundane talent is not driven by magic, but may seem like it given how precise you'll be.

[200cp] Trendsetter: A kingdom as colorful as Hallandren tends to cultivate some incredible stylists. Indeed, the Returned will wear only the greatest garments, and your designs have ascended to match. You are one of the greatest tailors in the kingdom, designing outfits that take full advantage of Hallandrens incredible colors to craft spectacular clothing for a wide variety of tastes and modesties. Just make sure you can keep up with demand! Have you seen how many dresses the Queen goes through?



[200cp] Preferential Duty: Every government official, from the lowest scribe to the almighty God King has some responsibility to uphold. Some command armies, some dictate city operations, and some oversee mindless-but-no-less-essential accounting duties. Now, usually these duties are assigned by circumstance, but wouldn't it be nice to get your pick of the lot? With this perk, you find yourself being given your choice of responsibilities whenever you join a large organization for the first time. For example, a

Returned that was newly inducted into the Court of Gods would be allowed to choose their political duty whether it be command over a portion of the city's army, a vote on certain issues, or another administrative responsibility. Be careful what you choose, Jumper. You can't change this later, so if you change your mind you'll have to trade, grovel, and deal for it just like everyone else. *See the Notes section for additional details.*

[400cp] Ears & Voice: A priest or priestess of the Iridescent Tones must serve their Returned in a manner of ways. Besides ensuring their God or Goddess spends their life surrounded by luxury, these servants must stay apprised of the opinions of Hallandren's citizens, keeping their Gods informed and arguing on their behalf at Court assemblies. You are now equally capable of discerning the public's opinion of various topics with but a day's worth of research. Additionally, you are an expert orator, capable of matching the best debaters that the Court of Gods has to offer. No matter what your God's opinion is, you can defend their position against verbal attacks while undercutting your opponents' arguments. With skills like these, it's a wonder why *you're* not making policy.

[400cp] Stennimar: Not every investigator confronts rebels and burglars in moonlit backstreets. Some take a more thoughtful approach to detective work. Like a certain accountant, your investigative instincts are razor-sharp. You know how to cross-examine witnesses, can detect lies when you hear them, and can read a person's reactions to uncover their true motives. Your discoveries can be hidden behind obvious conclusions and eccentric false faces, protecting your investigation until you're ready to unveil the truth. You could reconstruct events with shocking accuracy with only logic and witness-testimony, and while you're not always right about everything, you're correct far more often than not... so long as you have sufficient information. Put your wit to work, Jumper.

[600cp] Llarimar the Patient: Sometimes, the true beacons of altruism aren't mighty gods or unbeatable warriors. Sometimes, it's the portly priest that makes all the difference. Like Llarimar, you are a font of patience and wisdom, bringing encouragement and guidance to your friends and neighbors. You know how to care for those who are less mature than you, and can help them grow into their best selves by working with them over time. This may not involve Awakening or the other magics of the Cosmere, but don't doubt the effect a good soul can have.

[Capstone] Calmseer: You don't just help people grow, you solve their problems. Like the Returned of better days, you know how to find solutions to the problems of your patrons using the assets at hand. Does sickness threaten that mother's newborn? You know an excellent doctor that owes you a favor. Has that

fisherman's lost leg left him unable to sail? You can find him work that will provide for his family. The more people you help, the more your network will grow, increasing the resources at your disposal. Perhaps there *is* someone who lives up to the Old Gods' reputation.



Returned Perks

Discounted for those with the Returned Bonus Background

[Free] Divine Physiology (Exclusive to Returned): A physical body empowered with a Divine Breath carries many benefits. Standing at a full 7 feet tall, you'll cut an imposing figure wherever you go. Your enhanced strength and speed allow you to move inhumanly fast while your divine constitution makes you immune to illnesses, toxins, and diseases alike. Unfortunately, this *does* also make you immune to intoxication. Your impressive body doesn't require food or exercise to maintain itself, though you still need to sleep. The only sustenance you require is a single Breath, consumed once a week, to keep your Divine Breath alive. Animals and children inherently trust you, sensing the fragment of divinity you carry. Finally, simply holding the power of a Divine Breath automatically raises you to the Fifth Heightening, granting you perfect pitch, perfect color recognition, and all the other benefits given by the first five heightenings.

[100cp] Beauty By Ideals (Free for Returned): One fringe benefit of being a Returned is embodying a Spiritual Ideal. While this plays into their divine health, it also makes them some of the most attractive beings in the Cosmere. Whether you're Returned yourself or just Connected to the Spiritual Realm, you share this beautiful boon.

You now manifest "ideal physical beauty," just as the Returned do. For the male gods, this leaves them all with sculpted muscles, broad frames, and handsome square jaws. As a side effect, this idea of masculinity results in the men looking virtually identical, save for differences in coloration. For the female goddesses there is slightly more variety, with their individual figures shifting between slim, stocky, plump, or voluptuous, but they all carry the same emphasized traits of femininity. However this societal standard manifests, there are some consistent factors. All of the Returned stand an imposing 7 feet tall, all appear perfectly healthy, and all but the youngest or oldest manifest their agelessness with an appearance of someone in their twenties.



There's no hiding how stunning you are, Jumper. *See the Notes section for additional details.*

[200cp] Reading the Tones: All of the Returned receive glimpses of the Spiritual Realm, granting them clues of the future wrapped in symbolism and analogy. Some, however, have a clearer picture than others. Your perception of the future has improved, allowing you to more directly decipher details about events to come. This still won't tell you everything with absolute certainty, but where others must guess, you have enough surety to begin planning. This improved focus also applies to any other forms of precognition you possess.

[400cp] Hidden Hand: The Court of Gods is one of the most treacherous political environments in the Cosmere, filled with schemes and ulterior motives. Everyone, from the dull Weatherlove to the sly Blushweaver, treats politics like their favorite game. Good thing you can play it well! You are an expert when it comes to hidden agendas and secret conspiracies. Digging up your rivals' dirty secrets or crafting traps for them to fall into would be a weekend diversion. You could gently direct public opinion, whether by seeding crowds with supporters or manipulating debates to emphasize certain issues. Of course, these skills will only *benefit* from any charm, cunning, or insight you possess. You begin with slightly more skill than the average Court member, but could surpass even Blulshweaver's craftiness by the time your stay here is complete. Just make sure you *survive* that long.



Items

Items that match your Origin are discounted to half-price. If an item matches your Origin and costs 100cp, you may take it for free.

General Items:

[50] Handkerchiefs: Whether you're an awakener or just love to accessorize, you'll love this variety pack of pocket squares. These handkerchiefs come in a plethora of colors, and more will always appear should these bandanas be lost, discarded, or drained of color.

[50] Exotic Pet: The jungles of Hallandren are home to many incredible creatures. Perhaps you'd like to acquire one for yourself? Whether you choose a lizard, a parrot, a monkey, or another animal native to the rainforests around T'Telir, your pet will have enough basic training to behave itself. You'll have to teach them the rest.

[100] Refracting Robes: Have you ever envied the God King's ability to look fabulous and split white light into colors wherever he goes? Well now you can imitate him with these glorious white robes! When worn, this garment will emit an iridescent halo of rainbow-colored light. Be the walking prism you've always dreamed of being. Just don't be surprised when people suspect you of obtaining the 10th Heightening.

[800] Nightblood: Long ago, a terrible sword was forged from the best of intentions by the Scholar Shashara. With a thousand Breaths she awakened a steel sword and commanded it to “destroy evil.” The blade turned black, and the Cosmere was changed forever.

You may decide if this purchase grants you Nightblood itself or “merely” a copy, but the weapon you now hold is devastating either way. Nearly five feet in length, this double-edged longsword is jet-black in color and emits a sinister black smoke when unleashed. Anything touched by the blade of this sword, from inanimate objects to Lifeless to living creatures, will immediately evaporate into a cloud of the same black smoke. This is because this blade is hungry, and eager to feed. However, Nightblood doesn’t *only* draw Investiture from its victims. While drawn, Nightblood will rapidly consume any Investiture its wielder holds. Using the sword for a few minutes once cost Vasher nearly 300 Breaths, and the rate of consumption only increases the longer the sword remains drawn. Should the wielder have insufficient energy to feed the blade, Nightblood will begin to kill them. This can be averted if the blade is returned to its aluminum sheath, though Nightblood’s heavy price often still leaves a mark on its wielder.



Even sheathed, Nightblood still exerts power on the world around it. Colors deepen in the sword’s presence, and people near Nightblood will often react in one of two ways. A “good” person would find themselves growing sick and even becoming physically ill while in Nightblood’s presence. An “evil” person, on the other hand, will be overcome with bloodlust, slaying all those around them before impaling themselves on the sheathed blade. Those with strong wills can resist this influence, and anyone who wields Nightblood and survives will become immune to its proximity effects.

This is arguably the greatest weapon in the Cosmere, Jumper. I hope you wield it well. *See the Notes section for additional details.*

Worldhopper Items:

[100] Flute: This rustic flute was taken from a far-off land. Surprisingly easy to play, this instrument has a strange habit of harmonizing with itself, allowing you to play both the melody and accompaniment at the same time. It's a good thing none of your listeners ever find this odd.

[100] White & Black: Don't be fooled by their mundane appearance, these jars of sand have surprising potential. Taken from a place where the sun never sets, this sand will turn white when it absorbs Investiture and black when it releases it. Though the actual quantity of magical energy you can transport in this sand is minute, the amount is more than sufficient for the simple workings of a storyteller. You receive one jar of white sand and one jar of black sand. Should either jar break, be lost, or be emptied, you will receive a new jar at the next dawn. *See the Notes section for additional details.*

[200] Edgli's Tears: Almost single handedly responsible for Hallandren's economic success, these fabulous flowers usually only grow near Endowment's Perpendicularity. Despite this, you've managed to secure a few samples for yourself. You now have half a dozen blooming Tears of Edgli as well as the soil to support them, and could cultivate more with enough time and botanical expertise. Though these flowers contain a small bit of innate Investiture, their real value comes from the dyes they can be refined into, which will readily take to any type of cloth.

[200] Ichor-Alcohol: The development of this unassuming liquid helped spark a war. Developed by the scholar Yesteel more than three centuries ago, Ichor-Alcohol is a clear liquid that can be substituted for a creature's blood to vastly decrease the cost of turning it into a Lifeless. Should you incorporate this substance into any other constructs or undead creatures you create, you will see a similar improvement in efficiency. This vessel contains enough of the clear liquid to fuel a single human Lifeless, though it refills at the start of each day.

[400] Awakener Armor: With the secrets of awakening metal lost to time, awakeners must find other ways to protect themselves. Like Vasher, you now own an article of clothing with some built-in functionality for awakeners. This could be a man-shaped cloak to catch incoming attacks, ribbon-like pants that strengthen your leg muscles, tattered sleeves that form into claws, or another awakened creation. *Unlike Vasher's attire, this purchase comes with its own reservoir of Breaths, making it more self-sufficient than other awakened clothing.* These Breaths can't be reclaimed, but you can save your own Breaths for more important Commands. This clothing appears in a style of your choice, and if drained of color (through awakening or laundry) will be restored at the next dawn.

[400] Seaworthy: Sail the seas in style! You are now the proud owner of a sturdy vessel, not unlike the *Red Panther*. This sailing ship can traverse the harshest seas and storms while in the hands of its skilled crew. You could make a fair bit of coin carrying cargo and people around the Bright Sea. Of course, you could also venture out on your own and see what the world has to offer!

[600] Bottled Breath: This shouldn't exist. Normally, a Divine Breath is only bestowed by Endowment and immediately expended on use. But somehow, you've managed to capture one. This small coin, crafted of a strange, dark metal, now houses a single Divine Breath. You may expend this powerful charge of Investiture to completely restore someone to health or even revive the recently deceased. If expended, this coin will be refilled after one year has passed.

[Capstone] Unsealed: Your capstone booster has unlocked the full potential of this captured Divine Breath. You may now bestow your Divine Breath onto another, granting them the full power of a Returned. Just be sure Endowment doesn't find out you're treading on her domain. When used in this manner, the coin refills after one year has passed. If used to heal or revive someone, the coin replenishes after six months.

Royal Items:

[100] Headpiece: Sometimes, you just want to blend into a crowd. Whether it be a hat, a shawl, or another form of headgear, this garment will help you pass as one of the common folk. This article can take a new shape every time you visit a new city or country, adapting into a form more appropriate to the local culture and fashion.

[100] Bath: Queens never needs to worry about grime, and neither do you! This luxurious marble bath is not only supplied with a steady stream of water at the perfect temperature, but also a plethora of fancy soaps and perfumes. Treat yourself like royalty with this pool-sized fixture!

[200] Retirement Fund: Though loyal, Lennex was not above diverting some funds from King Dedelin's coffers. Like him, you've managed to stash away a nest egg of 5000 marks, all in untraceable, easily-fungible gold. This is a *considerable* amount of money, and could ensure a single person's luxurious lifestyle for at least a decade. A more ambitious person, however, might use it to finance a small, off-the-books rebellion or another secret project.

[200] Dresses Galore: As a show of pure extravagance, the servants of Hallandren have provided you with an endlessly rotating wardrobe of clothes, each custom-tailored to you. Representing every color, style, and level of modesty, these garments will be curated based on previous selections while adding enough variety to keep your choices interesting. Thankfully, *these* raiments won't be burned at the end of the day, allowing you to return to styles you like. If you took the **Trendsetter** perk, this purchase also comes with a workspace and a steady supply of fabric to bring *your own* designs to life.

[400] Royal Stables: Travel in style! This sturdy barn contains a dozen different horses of excellent breeding and demeanor. Inside, you'll also find the carriages, wagons, and tack to accompany your riding, work, and war horses. There's even a few suits of padded and plate-metal barding in here, should you wish to take your steeds into battle. You also receive a large, attached pasture to graze and ride your horses in. If you took the **Equestrian** perk, you instead gain twice the number of horses. Additionally, one among them stands above the rest. This steed will grow and mature with you, always serving as an exceptional mount for a rider as skilled as you are.

[400] Dirty Shawl: Do not judge this scrap of cloth by its appearance. This ragged swatch can store large quantities of Investiture with the utmost discretion. Initially it holds a total of 500 Breaths (almost enough to attain the Third Heightening) and a wealth of power should you be an awakener. If those breaths are removed, you can subtly store other kinds of supernatural energy in this tattered cloth. If you lose this rag, you needn't fear for your deposit; it will appear by your side by the next dawn. Additionally, only you can withdraw your investment from this cloth. Just be warned that this treasure of Breaths does not replenish. If you expend this energy and don't recover it, you will be left with a secure-but-empty receptacle.



[600] Intelligence: From the Court of Gods to the Kingdom of Idris, the big players in this world rely on information. Information to shape their decisions, to undermine their enemies, and even to uncover new threats. Perhaps you should dig up some secrets yourself? You are now in possession of a moderately-sized spy network, loosely organized into cells. Styled after the Idrian agents in Hallandren, these compartmentalized eyes and ears are well suited to information gathering and occasional sabotage but less accustomed to coordinated attacks, group efforts, or high-profile missions like assassinations. Even still, these are fine assets. After all, knowing the right secrets can be the difference between success and destruction.

[Capstone] Network: Where once your influence was localized, now it has spread like skullmoss. Your spy network now extends across the continent, and could possibly grow to canvas the entire world should you invest the time and resources into recruiting. With a network this expansive and cells in every major city and town, aid from your spies will either be on-hand immediately or only a few days travel away.

Mercenary Items:

[100] Wooden Playing Cards: As you'd expect, there's plenty of down time when you're a mercenary. Why not pass the afternoon playing cards? These sturdy wooden cards are durable, colorful, and always on hand when you need them. Strangely, those you play with seem much easier to engage in conversation. Maybe you could make some new friends?

[100] Trade Tools: What kind of mercenary doesn't have any arms or armor? To prepare you for a profession of fighting, you've received a chest filled with leather jerkins and a modest selection of swords. While none of these dozen hide jackets or functional blades are anything special, there are enough here to outfit a small team of fighters.

[200] Disguises: What can you do when you don't have an honest military's credibility? Why, borrow it, of course! You now possess three top-notch disguises that will appear authentic to even the strictest inspection. Whether you're impersonating a lowly bureaucrat, a high priestess, or a simple servant, you'll have a costume to match. Should you desire an alternate disguise, one of your three outfits will be replaced by the desired look at the start of each day.

[200] Bolt Hole: It ain't luxurious, but you'll be glad you have a place to lay low. This safehouse is tiny, no bigger than one or two small rooms, but it's tucked away where the average guard patrol won't find it. Whether this is attached to a property you own or hidden somewhere in the local urban landscape, you can rest easy knowing you've got somewhere to fall back to. Best of all, this dwelling has an escape route or two built in, ensuring you can make a quick getaway with sufficient warning.

[400] Restaurant: With it's unique middle class and distinct population density, Hallandren is one of the few cities on this side of the Bright Sea where you're likely to find a business serving food. Now you are the proud owner of such an establishment, which specializes in seafood unless you choose otherwise. This eatery comes fully staffed with chefs, wait staff, and delivery boys, and attracts a wide range of clients. Whether you need a place to host meetings, want a front for your less legitimate operations, or just like the extra income, you can expect fine service here!

[400] Contract: A mercenary without work is just a thug. What you need is a contract! This agreement puts you in the service of a politician, business owner, or other influential figure. Besides being a great paycheck, this agreement also gets you close to an important somebody of your choice at the start of each year. Note that while you could choose a quiet consulting gig, your compensation, both monetary and in favors, will increase with the difficulty of the assignment. Of course, this also could get you close enough to someone to betray them. How you exploit this opportunity is up to you.

[600] Team: No mercenary, however skilled they are, can go it alone. To take on the toughest jobs, you'll need a team you can count on. With this purchase, you may create or import up to four companions using the "Custom/Import" option in the Companions section. Instead of receiving the standard 500cp stipend, each of these companions is granted a **700cp** stipend to spend on perks and items. Unlike the standard option, these companions may purchase the **Returned** bonus background with their stipend for full price. Recruit your specialists and be the best team you can be! *This perk and its capstone may not be purchased by Companions.*

[Capstone] Crew: Of course, there are some jobs when even a team won't cut it. For those enterprises, you need a proper crew! You now can create or import double the potential companions, for a total of eight. Each of these companions still receives a stipend of 700cp to spend on perks and items. Additionally, up to 2 of these companions may take the **Returned** background for free. As with the standard version of this item, additional companions may also take the Returned background by paying full price from their stipend.

Bureaucrat Items:

[100] Tarachin Set: Ah, Tarachin, the extravagant yet effortless game enjoyed by nobles and Gods alike. Based around the careful throwing of colored spheres across a playfield, Tarachin is said to require athleticism, strategy, and social wiles in equal measures. In reality, it's a bit of a complicated mess. But that won't stop you from enjoying the company of Hallandren's upper crust while you play this game. As a unique bonus, you'll find that those you play with will be more forthcoming with details about themselves and their plans. Comes with a standard rulebook, not that some guests will read it.

[100] Multicolored Sheep: A novelty of Hallandren shepherds, the sheep of this flock have each been treated with the Tears of Edgli, giving them all unique hues and shades. Were you to raise these sheep for their wool, you would find the cloth-making process to be significantly cheaper and more efficient with so many of the middle steps cut out. Interestingly, these sheep will always produce their colored wool, no matter how many times they are sheared.

[200] Modular Furniture: Used extensively in the God King's palace and the Court of Gods, modular furniture offers an efficient way to provide the Returned with all the necessary luxuries they may desire on a whim. You receive a complete set of furnishings for your bedroom, bathroom, and several living and dining spaces, in a style and color of your choosing. Notably, all of this furniture is easily portable and can be rearranged into several configurations, letting you keep your interior designs fresh without the hassle of all that moving. This purchase also comes with a storeroom where you can keep any fixtures when they're not in use.

[200] Tithe: Perhaps you are a member of the Court of Gods, or maybe you're just a priest who has been allocated some Biochroma for performing your official duties. Whatever the reason, you will be given two Breaths a week. This is enough for a Returned to live on and even put away some Investiture on the side. Note that this accumulation is still slow, as it would take a miserly Jumper nearly a decade to reach the Fourth Heightening, and only if they didn't spend any of their new wealth. You'll still have to gather your Breaths the hard way if you want to reach the upper Heightenings, but at least you'll never have to worry about running out again.

[400] Art Donations: To curry favor with the Court of Gods, many of the Hallandren elite commission masterful works of art to be donated to a specific Returned. Taking many different forms and styles, these paintings, sculptures, and even mobile gardens actually serve a greater purpose; allowing the Returned to divine vague impressions of

the future. Whether or not *you* are capable of such feats, you too now receive a steady flow of exquisite art pieces each week.

[400] Palace: No, this isn't a great onyx pyramid like the one the God King inhabits, this abode is closer to the palaces granted to each member of the Court of Gods. Even still, this single-story building is expertly designed and decorated, offering each resident the epitome of luxury. With extravagant bed chambers, a stunning patio space, and a completely-white art gallery, what more could you ask for?

[600] Lifeless: Hallandren may have risen to power through economic success, but that wealth only survived the Manywar thanks to its army of Lifeless. This battalion of 1000 Lifeless represents a significant source of manpower. While Lifeless are limited in performing overly complex actions, this force would serve as excellent peacetime laborers or footmen in your army. With this purchase, you also receive a large storage warehouse to contain all of your steady, fearless muscle, as well as a space to conduct exercise and repairs.

A second purchase of this item will increase the number of Lifeless you receive by an order of magnitude, giving you a total of 10,000. This division of Lifeless is a quarter the size of T'telir's army, and will automatically make you a player on the world stage. However, you'll have a hard time hiding this force from anyone.

[Capstone] D'denir: Your force is no mere group of Lifeless; they are stone creations, just as Kalad constructed. By using awakened bones encased in stone, these Lifeless avoid the need for ichor-alcohol and are virtually impervious to the traditional weaponry of this world. Though they appear to be simple statues when not in motion, they are far stronger and faster than traditional Lifeless. *This* is the terrible secret Khalad kept, the hidden ultimatum he used to protect his city from attack. Why, unless your enemies had weapons that can cut through stone, your forces would be practically unbeatable!



Biochromatic Breath

Known colloquially as Breath, the magic of Nalthis revolves around the transfer and gifting of a person's inherent Investiture. Each person born on Nalthis receives a single Breath from Endowment, the Shard that watches over this planet. Breath can be used for many incredible things, and holding large quantities of Breaths can bestow wonderful boons, but each person only starts with one. Thus, in keeping with the theme of Endowment, Breath must be collected by willing donors and accumulated with great effort. Breath can be bought, extorted, or given in good faith, but it all requires the giver to speak the same words of power:

"My life to yours. My breath become yours."



The Heightenings:

Merely holding Breath can have an effect on the person carrying it. Those who acquire large quantities of Breaths will enhance the vibrancy of nearby colors, will resist diseases far more fiercely, and will live longer lifespans on average. Additionally, there are distinct gifts granted to individuals that reach certain tiers of collected Breaths. These tiers are called *Heightenings*.

Reaching the first few Heightenings is *relatively* easy for those with significant wealth, and grants several enjoyable improvements to one's quality of life. At the First Heightening, a person gains both an innate ability to sense the Breath of others and an increased sense of nearby living things. With just 150 more Breaths, one can gain the perfect pitch that comes with the Second Heightening. And at a total of 600 Breaths, the Third Heightening grants a similar perfect perception of color, allowing that person to distinguish between even the closest hues. Further heightenings require increasingly more Breath and grant increasingly grander gifts, like a life sense so sensitive it can detect grass at the Fourth Heightening, or the youthful agelessness that comes with the Fifth. However, less information exists about the next five levels, as so few individuals ever accumulate so much power. In general, little research has been done into the fringes of this magic system. There's always another secret, Jumper.

Heightening	Breaths needed	Abilities granted
First	50	Aura recognition, Increased life sense
Second	200	Perfect pitch
Third	600	Perfect color recognition
Fourth	1,000	Perfect life sense
Fifth	2,000	Agelessness
Sixth	3,500	Instinctive awakening
Seventh	5,000	Invested breath recognition
Eighth	10,000	Command breaking
Ninth	20,000	Greater awakening, audible command
Tenth	50,000	Color distortion, perfect invocation, mental commands, possibly others

Buying Breath:

Normally, Breath would have to be bought or collected from the people of Nalthis the hard way. You have another option available. You may acquire set quantities of Breath at the start of your jump by paying with CP. Note that this is a one time purchase, and that these Breaths do not recharge once expended. Guard your new wealth carefully and be sure to recover any Breaths you use to awaken. *See the Notes section for additional details.*

[100] Second Heightening: With a gift of two hundred Breaths, you're more Invested than most of Hallandren's upper class. You've gained perfect pitch, a strong life sense, and will live for a couple decades longer than you normally would. Citizens of this Heightening are also granted automatic attendance to any meetings of the Court of Gods.

[400] Fifth Heightening: Reaching two thousand Breaths marks a big milestone. At this Heightening, the improvements to your health plateau as your aging halts entirely. Like the Returned, you are functionally immortal. You'll also have a *very visible* effect on the colors around you, brightening every hue within a 30-foot radius of yourself.

[800] Eighth Heightening: You are now one of four people to ever attain the Eighth Heightening. In addition to all of the previous boons, you gain the ability to instinctively override the Commands of other awakened objects, including Lifeless. Most awakeners don't know this power exists, so you're sure to surprise your opponents when you decide to employ it. At this point, it's not just Commands that are breaking, it's our whole understanding of Biochroma!

[1200] Tenth Heightening: Only the God-Kings of Hallandren have ever attained the Tenth Heightening, and only after centuries of tribute. Somehow, you have been granted the same treasure of Breaths, bestowing unto you all of the powers normally held by the God-King alone. Many of these abilities, such as awakening with mental Commands, or the power to awaken inorganic objects, are long-lost secrets. What won't be a secret is your power, which is strong enough to bend white light into a prismatic aura of colors. Everyone who witnesses you will know the awesome power you bear.



Awakening:

While hoarding Breaths can grant gifts on its own, only the awakeners truly use Nalthis' magic to its fullest extent. Simply put, Awakening is the process of animating an object by granting it some of your stored Biochromatic Breath. This drains a little color from objects near the awakener, and allows them to issue a Command to the empowered object. This could be as simple as commanding a rope to “hold things” or as complex as creating a Lifeless. Just be careful with your words; a Command must be specific and carefully worded. Most of the research dealing with awakening revolves around discovering new Commands. All this said, this is still a powerful tool. An awakener is only limited by the color around them, the number of Breaths they carry, and their ability to use commands efficiently. *See the Notes section for more resources.*

Companions



[50] Guard Dog: This short-haired breed is a very good boy or girl. Fully trained and extremely loyal, this dog will serve as an excellent protector for either you or your home. Be warned, though, that they're not very effective against any of the Returned.

[50] Stiff: For those who *don't* need an army of undead, there's this option. For one low price you receive a single reanimated Lifeless and the maintenance kit to keep them going. This Lifeless comes with a **200cp** stipend to spend on perks, representing any skills they had before dying. They cannot purchase the **Returned** background or the **Royal Locks** perk.

[100] Create/Import: With this option, you may create or import one companion of your choice per purchase. They receive a stipend of **500cp** that they may spend on perks and items. These companions cannot purchase the **Returned** bonus background with their stipend. You may purchase the background for them at full price.

[200] Canon: Perhaps you want to take a remarkable individual from Nalthis with you on future adventures. You may recruit one canon character with every purchase of this option. While buying this doesn't force them to come with you, it will ensure a favorable meeting with the character, and will give you a strong opportunity to convince them to join you.

[300] Servants (Discounted to Returned): I can understand if you've come to expect a certain level of doting during your stay here, Jumper, and I'd hate for you to feel abandoned. With this purchase you receive a dozen loyal servants who will see to all your needs, as if they were serving a member of the Court of Gods itself. While not exceptionally skilled or fierce, they make up for it in loyalty. By default, they are all fervent followers of the Iridescent Tones, but you may alter this based on your chosen background.

Drawbacks



[+0] Canon Insert Toggle: Perhaps you want a more natural way to slip into this story. By taking this option, you may replace one of the canon characters in *Warbreaker*. Note that this only grants you their starting circumstances; you'll still need to purchase their abilities yourself. Only four characters may not be replaced: Vasher, Denth, Susebron, and Nightblood. You *may* take the place of Siri by taking the **Lost Princess** scenario.

[+100] Immature: When are you going to grow up? Something inside of you prevents you from acting your age. For Siri, this was a carefree streak mixed in with her fear of commitment. For Vasher, this was a temper he worked hard to control. Whatever your flaw, you tend to have a tough time keeping your emotions in check. I hope you don't have a career in politics... or color-changing hair. The **Stoic Face** perk will alleviate some of these issues but not eliminate them entirely.

[+100] Mute: Whether by accident, birth, or intentional design, you have lost the use of your tongue. Not only does this stop you from talking and tasting as normal, but it also makes awakening impossible in almost every situation. You'll have to find another way to be heard, Jumper.

[+200] Drab: It seems Endowment was feeling a bit stingy on the day she met you. You have no Breath of your own, and are likewise prevented from holding any Breaths. This doesn't just prevent you from awakening; despite Jewels' beliefs, there are real consequences to being a drab. You're more susceptible to disease and depression, and even the colors of the world seem to hold less vibrance and joy for you. You also lack the minute lifesense almost everyone else shares, though you also don't register to any senses that can detect Investiture. Should you purchase any Breaths in the Biochroma section, they will be returned to you at the end of your jump.

[+200] Outlet for Cruelty: There's no easy way to say this, Jumper. You're not a mentally well individual. Like Tonk Fah, you're not capable of recognizing the value of human life. Worse still, you have an ever-present need to cause pain, which will only build the longer you try to stave it off. This won't stop you from working with others. After all, Denth was able to limit Tonk Fah's habit to animals. Maybe you too could benefit from someone to reign you in.

[+200/+400] Mistrust: Whether you're an Idrian living in the Hallandren slums, an awakener traveling through Idris, or just a sellsword earning a living, you attract more than your share of scrutiny. People harbor a distrust of you and others like you on principle alone, often disrespecting you, giving you menial work, or otherwise shutting you out. You might be able to win over a few close friends, but the vast majority of folk will always treat you like an outsider. If you took the **Professional Prejudice** perk, it becomes inactive for the duration of this jump.

For double the points, you are equally as trusting of them. You are reluctant to rely on even the most benevolent of foreigners, and grip tightly to the superstitions of your homeland. Do you hail from Idris? Then all awakeners are evil tricksters who sacrifice children for power. Did you grow up in T'telir? Then you probably don't think very highly of those backwards Idrian rebels. Even the unknown taunts you, as you

search the shadows for secret plots and threats. You're going to spend almost all of your time here looking over your shoulder.

[+300] Entangled: It seems Endowment won't let you escape your duties. The upcoming conflict will touch every person in Idris and Hallandren alike, and you'll be expected to play your part. **Royals, Bureaucrats, and Returned** will all be deeply involved in their respective countries' buildup to war. **Mercenaries** will be in high demand as dangerous, covert actions lay the groundwork for coming events. Even the **Worldhoppers** can't escape being dragged into the war that's brewing. Of course, this isn't just an excuse to ride along with the story. You'll be hard at work, whether you're putting out fires or actively serving in your nation's government. You'll have to dodge plots, wrestle with politics, and avoid danger in a city that's just about to boil over. Don't worry, there'll still be plenty of mind-numbingly boring meetings.

+400 Iridescent Wave: Something went wrong when you entered this world, Jumper. You died. Fortunately, Endowment interceded and you weren't completely lost. She's sent you back, *almost* intact. You've awakened on Nalthis devoid of memories, completely detached from your past life as a Jumper. You may be able to rediscover your more mundane skills, as Lightsong did, but your supernatural powers and items have been locked away to keep you from hurting yourself. This will be a fresh start, with only the purchases you select above and the memories you make during your time here. Only upon completing your jump will your memory return and your powers be restored.

Scenarios

You may choose one of these optional scenarios to enhance your experience on Nalthis. Each story carries new challenges and new rewards. If you do not accomplish your goal within your jump's duration, you may continue onward, but you forfeit your scenario's rewards.

Lost Princess

*You gain the **Royal Locks** perk, but must take the **Immature** and **Entangled** drawbacks for no points. This Scenario overrides the **Canon Insert Toggle**.*

It seems like fate has bigger plans for you than you expected! You now replace Siri as King Dedelin's youngest child and his last-minute replacement for Vivenna. Soon to be wed to the God-King (or perhaps Queen) of Hallandren, you'll be thrown into a distant, alien land full of intrigue and danger. Like Siri, you will have no memories of events to come, but must rise to the conflict and prevent war nonetheless. Should you survive and successfully preserve the peace between Idris and Hallandren, I guarantee you'll love your reward:

[Special] God-Spouse: After all you've been through, what kind of partner would Hallandren's monarch be if they didn't stand by you? Your better half has decided to accompany you on your trip through the Cosmere and beyond, and brings with them all their skills and power. In future jumps, they count as free Companion import and receive 900cp to spend on perks, items, and abilities each jump. *See the Notes section for a full perk-list.*

Liberation

*You must take the **Engangled** drawback for no points.*

For too long has your struggle gone unnoticed and forgotten. You are neither Hallandren nor Idrian; you are Pahn Kahl. Your nation lost the Manywar badly, and was assimilated by Hallandren culture. Now, your people hold only the lowest stations in the Hallandren hierarchy. But with the Idrian princess arriving soon, you have a chance to change all that. Like the rest of the Pahn Kahl agents in T'telir, your objective is to start a war between Idris and Hallandren. Only the bloodiest of conflicts will lay both nations low, ensuring that neither can ever rise to challenge your people again.

This won't be as simple as letting the novel's events play out. You will start your journey two months before Siri arrives and Vivenna starts unknowingly aggravating the city. You'll need to work hard, all without getting caught, but success will mean freedom for your people. Should you succeed, you will receive the following perk:

[Special] Chainbreaker: The success of your revolution has honed your talents for causing more. Wherever you go, you excel at inspiring the oppressed and downtrodden to band together behind your leadership. No group is too dominated or beaten down. No matter what method imprisons them, be it brainwashing, magic, or fiat-backed loyalty, you can free them. Organizing a resistance might be slow at first as you gather manpower and resources, but your cause will expand like a raging forest fire. Left unchecked, you could lay even the greatest empires low.

Crimson to Break

*You must take the **Entangled** drawback for no points.*

War is brewing. You begin your jump roughly 300 years before the events of *Warbreaker*, just before the start of the Manywar; the conflict that will define the era to come. For now, it is a golden age of great change and discovery. The Five Scholars, the brightest minds of Nalthis, continue to push the boundaries of awakening and discover new Commands and applications every week. Yeestel and Shashara's invention of ichor-alcohol and the single-Breath Lifeless respectively make it easier than ever before to raise an army. This arms race, and growing economic tensions between Hallandren and its neighbors, lead to prophecies of war amongst the Returned. You are too late to stop Kalad's preemptive strike on Hanald and the subsequent forming of alliances as the world plunges into war. All you can do is pick a side.

Whether you fight for Hallandren, side with the Pahn Unity coalition, or forge your own faction, you must not only survive the Manywar, but ensure your side wins. This will be a terrible conflict, the worst in Nalthis' history. Between widespread use of Lifeless and Awakening, hundreds of thousands will die, and your arrival has only escalated the fighting. The Five Scholars will fracture, granting each side terrible weapons they'll show no hesitancy using. Good luck, Jumper. You're gonna need it.

[Special] Research Notes: For "winning" this bloody fight, you will receive the cause of this bloodbath; secrets. This sturdy journal contains comprehensive notes on the discoveries made by the Five Scholars. Lifeless innovations, new Commands, and even the process of creating Type-IV Biochromatic Entities are all laid out here. This information could catapult a normal awakener onto the level of the Five, while someone with the **Sixth Scholar** perk could launch a new golden age all by themselves. These mysteries are *dangerous*, perhaps better left lost to the ages. Be sure to guard them well.

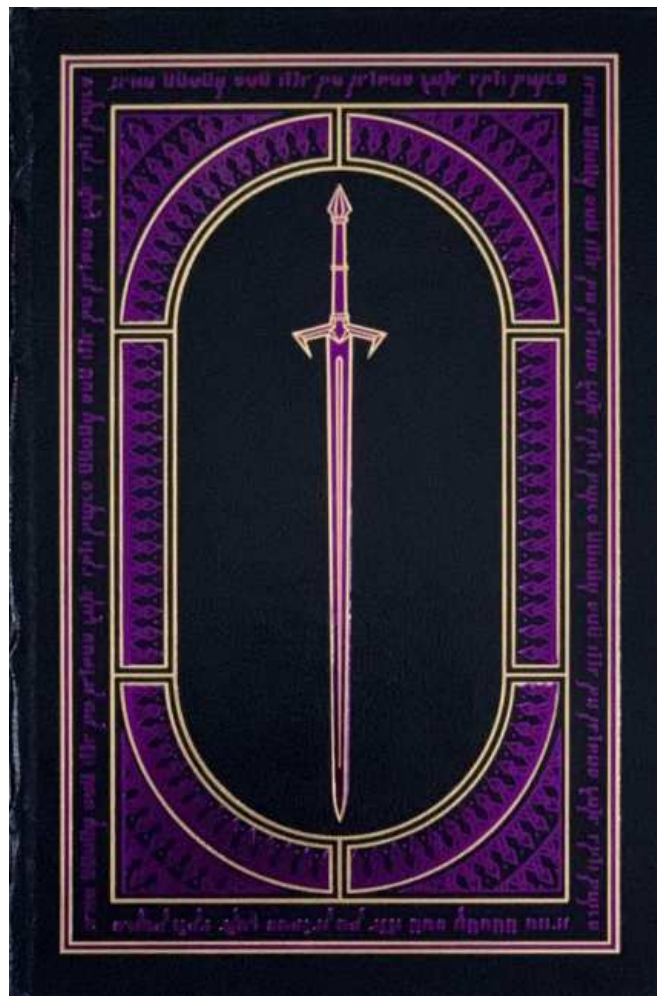
Ending

You've come to the end of your jump duration, but one choice remains; how will this chapter of your story end? Pick one of the following options:

Remain: Nalthis is a vibrant, colorful world filled with plenty of secrets to uncover. Perhaps this is where you'll finally settle down?

Return: Or maybe you want to settle down somewhere familiar, returning home to the world you left so very long ago? You may return to your world, taking with you all the powers you've amassed on your journeys. Every road has an end, Jumper. Is this yours?

Continue On: And other roads lead onward still. There is still far more out there to explore, experience, and discover, in the Cosmere and beyond!



Notes

Item/Property Imports and Replacements: In future jumps, any properties purchased in this jump may be attached to your Cosmic Warehouse or imported into another property you own. Instead of receiving an item as it is exactly listed above, you may instead choose to import a similar item which will be granted it's properties. Unless otherwise stated, items that are lost or destroyed are replaced after one week has passed.

Awakening: If you wish to learn more about the process and limitations of Awakening, check out the Coppermind page on Biochroma here:

https://coppermind.net/wiki/BioChromatic_Breath

The “Returned” Background & Companions: The only way to spend a companion's stipend on the **Returned** perk is if the companion was created through the **Team** item under the Mercenary background. If you purchased the standard version of the item, you may spend the companion's stipend and purchase the Returned perk for full price. If you bought the capstone-boosted **Crew** item, up to two of the created companions may take the Returned background for free. Additional members of your team may purchase the Returned background, but at full price. You can also use this item to import existing companions, allowing them to benefit from the increased stipend.

Returned Background Price: Given the numerous benefits of being a Returned, the price of the corresponding background is fairly expensive. The **Iridescent Wave** drawback is designed to offset this cost by giving Jumpers the “full Returned experience,” giving them a starting point similar to any Returned in the Court of Gods. Jumpers who take both this background and this drawback may automatically start as a member of the Court of Gods.

God-Spouse Companion: The Companion reward for the **Lost Princess** scenario will either be Hallandren's king or queen, depending on Jumper's gender when taking the scenario. They come with the perks **Divine Physiology** and **Beauty by Ideals** and one purchase of **Tenth Heightening** to reflect their nature as the greatest Returned. Holding so much Breath will allow them to learn new skills at an accelerated rate, just as Susebron did. They also come with the perks **Private Tutelage**, **Voice of Authority**, and **Wriggle of the Chest**. Best wishes to the happy couple!

Clarifying Beauty By Ideals: This perk confers the physical beauty that comes with a Divine Breath, with *everything* that entails. By word of the author, the Returned are the most supernaturally attractive beings in the Cosmere. You will heal perfectly, not scarring unless you wish to, and only in ways that will enhance your appearance. The societal perception of beauty, both as imagined by you and your culture, determines the broad strokes of your look. Between your height and your looks you *will* stand out in a crowd, though perks and abilities from other jumps may allow you more subtlety. Just in case, you may toggle this beauty on or off at the start of each jump. If you wish to change it more frequently, see the note below.

Changing Your Appearance: In *Warbreaker* and beyond, there is evidence of the Returned and those descended from them, mainly the bearers of the Royal Locks, having the ability to change their appearance to some degree. For the Returned, this mostly manifests as small changes reflecting their emotional state, again similar to the Royal Locks. This is why Vasher grew in size when he became angry at Misel's kidnappers, or why Allmother looked older after hearing a day's worth of petitions. Vasher, Denth, and later Vivenna are shown actively controlling this ability, however it is quite advanced and requires the ability to control one's perception of self.

Any Jumper who takes the **Beauty by Ideals** perk, and to a lesser extent the **Royal Locks** perk, also has this ability. However, it must be unlocked through years of practice and study. As with Vasher and Vivenna, this ability only allows one to change their height, body shape, and outward age. They could not change their appearance enough to look like a different individual. This power is more pronounced in the Returned than it is in the Idrian Royals, as demonstrated when Vasher and Denth disguised themselves as ordinary humans.

Wriggle of the Chest: In addition to a talent for flirting, lovemaking, and all things romantic, this perk also grants you conscious control of your reproductive system. Unlike the Hallandren Returned, who do this unconsciously, you may actively decide to make yourself incapable of having children. You may also reverse this decision like the God Kings of old, allowing you to produce an heir when the time is right. As a side benefit, this control also lets you forgo the hassle of any monthly cycles when you choose to. Worry about children on your own terms.

Smoke: Almost nothing is known about Yolish Lightweaving. Hoid is the last practitioner, and the art itself usually doesn't work correctly following the Shattering of Adonalsium. Besides vague, scattered references, our best sources on the magic system are the non-canon drafts of *The Liar of Partinel*. Given the likely wait for a canon release, we can draw a few conclusions. First, the illusions are crafted with dust, but any fine particulate will do. Second, the illusions require the Lightweaver to believe their lie, and will shatter when they confront the truth of their illusion. Finally, Yolish

Lightweavings seem to carry some of their creator's knowledge and autonomy. Hoid's illusory soldiers once chatted with each other, and even kept watch while he slept. Still, they can't travel far or reveal anything the Lightweaver doesn't already know. Unlike Hoid, your power does not falter or fail to manifest. It is as reliable as your imagination.

Thug: Names aside, this does not give you the strength of a pewterarm. Instead, you'll have to settle for the body of a star athlete that requires no exercise to maintain. Poor you. Upon purchase, you can decide how this muscle is distributed across your frame, as well as if any particular muscle groups are emphasized. You can also decide exactly how much taller you become, with a range between a few extra inches and a whole extra foot. Both the height and muscle mass can be toggled on and off at the start of each jump, just in case you want a more petite physique. And yes, the height and strength bumps *do* stack with **Divine Physiology**. Have fun standing above everyone else.

Preferential Duty: This perk cannot override the prerequisites of a job or appointment, but it does give you more freedom in choosing what responsibilities are assigned to you. For example, a Returned with this perk could decide to be given command over a part of Hallandren's army instead of receiving a vote on civic issues. An American citizen couldn't use this perk to automatically become president, but they could choose between being the Secretary of State or Secretary of the Treasury if they were a member of said president's cabinet. Pick carefully, however, since this perk will only function once per every large organization you join and only applies to the responsibilities and perks of a single position. If you want more power, or different privileges, you'll have to trade favors like everyone else.

White & Black: Like all sand on Taldain, the Investiture is not stored in the sand itself but in a microorganism that grows *on* the sand. You can cultivate more of this microflora and thus "create more white sand" by supplying a sample with water. Inventive scholars can also use this substance as a detector for Investiture or other magical energies. This sand would also make excellent fuel for the **Smoke** perk.

Using Divine Breaths: The power of a Divine Breath has traditionally been used to heal, completely restoring a person's health. Other uses for a Divine Breath *do* exist per Word of the Author, but they have not been studied or explored due to the inherent sacrifice required. If you use the capstone-boosted **Bottled Breath** item to grant someone a Divine Breath, they immediately gain the **Divine Physiology** and **Beauty by Ideals** perks. Unlike a normal Returned, individuals enhanced in this way do not lose their memories, but also do not gain prophetic insights from art. After all, *that* ability comes from the actual process of dying.

Art Donations: By Word of the Author, there is some proof to the beliefs of the Iridescent Tones. A well-crafted piece of art made by someone connected to the Tones, can “speak” to a Returned or someone otherwise highly Invested. The artwork you receive with this item all counts for the purposes of this perk, giving you a source of prophetic glimpses into the Spiritual Realm.

Subsequent Purchases of Lifeless: Purchases beyond your second will not increase the number of Lifeless under your control geometrically. Your third purchase, and those beyond it, will each grant you another division of 10,000 Lifeless. If you also possess the capstone booster, you may choose to make some or all of your Lifeless into stone D'Denir statues. It's prohibitively expensive, but *you too* can crush the world under the heel of your boot.

Nightblood & The Nature of Good and Evil: The great problem with Nightblood is its lack of human context. “Good” and “evil” are human concepts that Nightblood can't possibly know anything about, and so it tends to just destroy everything, as anything has the potential to be used for ill gains. The “evil” people who are warped by Nightblood's proximity are defined as “people who would use Nightblood for evil purposes,” and even they may not be swayed if they are strong-of-will, like Denth. As such, be wary when using Nightblood as a morality test. People are usually more complicated than that.

Buying Breath: If you have perks or use additional rulesets that allow you to purchase perks and items after your initial character customization, you may return to the Buying Breath section and purchase additional lump-sums of Biochromatic Breath at later dates. These purchases are also one-time deliveries.

Investiture and Memory: Memories can be edited by accessing a person's Investiture, which keeps a copy of one's memories via their Cognitive self. This is why it is possible to heal the physical self without losing neural pathways. Beings with more Investiture can remember more information better. This carries a danger though, as the more Investiture one has, the easier it is to access and the harder it is to notice when something has been edited. This relates to how Vasher was able to edit Misel's memories and remove her traumatic experiences. While this process is easier to do with Awakening and Breaths, the secrets of the technique are still held by Vasher. You'll have to learn from him or discover the trick yourself.

Changelog:

V1.0 - Initial release