

WARBREAKER

Magic as you have never seen it before.

Jump by Aehriman

Long, long ago, a ship from Chedesh crossed the Bright Sea in search of the Tears of Edgli, rare flowers of astonishing hue that make the world's greatest dyes. On the return voyage the captain, a man named Vo, died, and inexplicably Returned from the grave remade as a towering figure of divine beauty. Vo did not recall his previous life, but recounted five visions he had, then a week later died a second time. Permanently.

Well, his wife founded a city on the site, as religions grew around what happened like weeds. It became Hanald, and later Hallandren, the greatest empire in the world. Others would Return in the same way, living for a week unless fed with a Biochromatic Breath, a spark of energy all men hold, which some consider a person's very soul. It was discovered, too, that a person with an abundance of Breath could Awaken dead animals and men as Lifeless mindless servants, and animate once-living matter like wood and cloth, though only if they could drain the colors from the surrounding area, leaving things grey.

Three hundred years ago, the Five Scholars undertook an in-depth scientific analysis of Awakening and their own nature as Returned, and made many revolutionary discoveries. Sadly, among these was the creation of ichor-alcohol and treatments and commands that would let a Lifeless be created from a single Breath instead of the fifty previously needed. With armies that required no rest or food, the Manywar was fought, a global conflict that ended only when Kalad the Usurper took over Hallandren to stop the war, and Peacegiver the Blessed drove him out.

As part of that, the Iridescent Tones religion worshipping Returned as minor gods took root in Hallandren, while the royal house of Idris, the line of Vo were driven to the highlands and formed the kingdom of Idris. Based on the Austre faith, Idris sees Awakening and Returned as abomination, celebrating simplicity and wearing drab colors to make Awakening difficult. Ever since there has been hostility between Hallandren and Idris, many times they have stood on the precipice of open war.

Today, the king of Idris sends one of his daughters to marry the Hallandren God-King, Susebron to seal the peace or at least delay war. Fearful of the future, he keeps his obedient and dutiful daughter Vivenna, instead sending his rebellious wild-child Siri as the bride. Vivenna then runs away from home to rescue or protect her sister. Meanwhile, sinister forces in the shadows try to drive the two kingdoms to war…

Have **1,000 color points** (cp) to make your way in this world of color and wonder and horror.

AGE, SEX, ETHNICITY, ETC

Keep these or change them, as you like.

LOCATION

Pick a starting location, or roll a random one (d10) for +100 cp

1. **Bevalis**- capital city of Idris, an austere kingdom in the mountainous highlands north of Hallandren. Be warned Idirans see Awakening as blasphemous and aren't too kindly towards Returned.
2. **T'Telir**- capital city of Hallandren, the mightiest and wealthiest empire in the world, ruled by a pantheon of Returned god-kings.
3. **Pahn Kahl**- A small southern province of Hallandren, the Pahn Kahl were the original settlers of this land, displaced by Chedesh colonists who now rule over them. Most Pahn Kahl slave away in the dye fields.

4. **Tedradel**- across the Bright Sea from Hallandren, near fallen Chedesh. Tedradel merchants are a common sight in T'Telir, but we don't know anything else about them.
5. **Gys**- a kingdom that fought Hallandren in the Manywar. Next to nothing is known about them.
6. **Hudres**- is apparently larger and busier than Idris.
7. **Xaka**- another state that never appears in the book.
8. Huth- another unknown, fought in the Manywar.
9. Kuth- one more unknown, fought in the Manywar.
10. **Free choice** - lucky you, points and a free pick.

ORIGINS

Awakener - You have learned the secrets of manipulating Biochromatic Breath and Awakening once-living material to your will. Be warned your art is anathema in Idris.

Royal - You rule! Literally. You might be a reigning monarch, or just their immediate family. You were raised to govern, hopefully you do it well.

Returned (-300 cp) Every so often, no one knows why, a person dies and comes back. You have a perfect body, ten feet tall, a Divine Breath that counts for two thousand normal ones, and no memories of your previous life. Each week you must consume a Breath or similar amount of Investiture, or perish.

Mercenary - You know the worst part of being a mercenary? Me neither, the answer keeps changing. You're a blade for hire, and with war brewing, work will be coming soon.



PERKS

Awakening (-100 cp per, first two free and future purchases discounted to Awakeners) The magic of Nalthis, each person has a single spark of divine Investiture, their Biochromatic Breath, which can be transferred to others and used to animate once-living matter. This drains color from the surrounding area or objects turning them grey, in fact, an Awakener cannot use their Breath if surrounded only by grey or white things.

Animal life (yes, including people) animated by Breath become monochrome Lifeless, and can follow complex and varied instructions. Plant-based things, like textiles, are animated with a single core command they will try to follow without distinction, but the Breath can be reclaimed

when you are done with it. Even sheets and rugs will imitate the human form, like forming giant hands, and dolls and such are easier and cheaper in Breath to Awaken.

It takes roughly twenty-five Breath to animate a straw doll, fifty to create a Lifeless, only one if the corpse is properly prepared.

There are ten Heightenings, levels at which Awakeners develop secondary powers based on how much Breath they hold. Each purchase of this perk advances you one Heightening.

- **First:** Fifty Breath, enough to create one old-flavor lifeless or two decent plant-based entities. Adds a decade or so to life expectancy and grants a sense for Breath/life, letting you feel people and gauge how much Breath they have. Entry level for Awakeners, where most dabblers fall off.
- **Second:** Two hundred Breath, gain perfect pitch.
- **Third:** Six hundred Breath, perfect and instant identification of precise hues of color.
- **Fourth:** One thousand Breath. Life Sense reaches its maximum range and sensitivity.
- **Fifth:** Two thousand Breath. Agelessness. Awakeners at this level do not age, and are immune to all disease and most poisons. Colors within a hundred yards become far more bright and vivid.
- **Sixth:** Three thousand five hundred Breath. At this point you gain an intuitive and instinctive awareness of basic Awakening commands and the ability to use far more complex commands.

- **Seventh:** Five thousand Breath. You can see auras around objects in which Breath has been invested.
- **Eighth:** Ten thousand Breath. You gain the ability to break and override commands in moments instead of days. This takes intense focus and is exhausting to do.
- **Ninth:** Twenty thousand Breath. You don't have to touch things to Awaken them, as long as your voice can reach them. You can Awaken metal and stone and other inorganic materials.
- **Tenth:** Fifty thousand Breath. You can impart commands mentally, drain objects of color all the way to white and create a rainbow aura of light around white objects.

Class II Preparation (-100 cp, free Awakener) You know how to distill ichor-alcohol, prepare a corpse for one-Breath animation and oversee Lifeless, and sew them up when they get damaged.

Perpetual Motion (-200 cp, discount Awakener) Did you know you can Awaken a wooden wheel or gear with a command to turn? And it will keep going, forever or until it has rotted and worn away? Well, when you Awaken something, the Breath settles in a little different, strengthening and reinforcing the structure. Your wheels will turn and Lifeless walk forever or until violence stops them, immune to daily wear and tear and much harder to destroy.

Sophisticated Commands (-200 cp, discount Awakener) Oh, you can command a rope to just snare or grab, but it's more effective to say

something like “become as my arms and grip what I would.” You know how to phrase Awakening commands for maximum versatility.

Creativity (-400 cp, discount Awakener) If you stick your Breath in your belt, or shoe, only a couple of the highest heightened Awakeners could know. If you give someone a lot of Breath, they’ll jerk about and go into a trance for a few moments, perfect time for stabbing, Lifeless animals make fine scouts or messengers. These and other tricks seem really obvious in hindsight, you’re just that good at devising creative, lateral thinking uses and tricks for any powers or skills you may have.

Awakened Savant (-400 cp, discount Awakener) When you hold a lot of Investiture for any real length of time, it changes you. You make much more efficient use of Breath, not enough to do with one Breath the work of twenty, but maybe to do the work of twenty Breath with only fifteen. Besides this, the peripheral benefits of each Heightening never fade below the level of Breath you purchased here, so you can keep that perfect pitch even as a Drab.

Biochromatic Conversion (-600 cp, discount Awakener) Investiture can come in a great many forms, of which Breath is just one. You can convert other forms of energy or personal power, mana, psionics, etc. into Breath. The reverse, converting Breath into other forms of power, is similarly easy.

Royal Locks (-100 cp, free Royal) A trait found in those descended from a Returned, you can alter the color and length of your hair at will. If you relax

your self-control, your hair will shift with your mood. With a great deal of time and practice, you might learn to color your skin.

Self-Possession (-100 cp, free Royal) Say this about royals, they have a cast-iron sense of self-worth and control, as do you.

Bend (-200 cp, discount Royal) This is a story of two princesses who learned that the world was a great deal larger and more complicated than they knew, how they adapted and became something else. You likewise can adapt to nearly any circumstances, and never get trapped into a certain viewpoint or self-image.

Better to Ask Forgiveness (-200 cp, discount Royal) People are inclined to forgive your antics, rudeness or overreaching, if not any major crimes. Still, misdemeanors or skipping work are easily brushed off.

Boring Bits (-400 cp, discount Royal) Economics, trade, diplomacy, crop yields… the lifeblood of a kingdom, but it's all so *dull* moving figures from one column to another. Fortunately, you are both immune to boredom, and actually really good at this stuff. Logistics, finance, infrastructure, you could revolutionize how any kingdom handles these necessary functions.

Unearthly Racket (-400 cp, discount Royal) When in doubt, never let anyone know. You are a master of bluffing, able to convince a whole peeping priesthood you really had a wild night with their God-King, or talk

down a mob armed with nothing but your wits and tongue. Just remember you can't fib your way out of every single problem.

King of the Gods (-600 cp, discount Royal) Well, you may as well be. You have the raw charisma of a legendary founding king. More, you have the actual skill to *rule.* To balance the many and nuanced agendas of a court, to dance the dance of politics and diplomacy like a master. But this is all mere window-dressing. Since the beginning, every king has held three offices with varying degrees of emphasis: chief general, chief justice, and chief priest. In each of these three fields, your abilities are legendary. You can inspire and lead an army to great victories with masterful use of terrain and leveraging of your advantages, so each man fights as a hundred. Your wisdom and sound judgement, your ability to be fair and impartial make your pronouncements almost unchallengeable. As long as you at least act out the rituals of your state faith, your fields and fisheries shall overflow, your people prosper and calamity shall never afflict you or your people.

Divine Breath (Free and Exclusive Returned) You have a single animating Breath that raises you to the Fifth Heightening. Instead of animating things, this Breath can be given to a person to heal them. Full and complete, regenerate limbs, fix congenital issues, anything short of death. Without the Breath, however, you will die. In future Jumps, you can heal one person per Jump or decade without consequence.

Cool Name (-100 cp, free Returned) Since the days of Vo, a tradition has arisen of giving Returned a cool title or name, usually a compound of two

words. Warbreaker, Lightsong, Blushweaver, Peacegiver etc. You can use such a title and have people associate it with you.

Divine (-100 cp, free Returned) Small wonder people think of the Returned as gods. You have an idealized, perfect human appearance, stunning and mouth-watering. Any strange features seem exotic instead of off-putting. You may or may not be ten feet tall.

Persistence of Vision (-200 cp, discount Returned) When someone dies whom Endowment wishes to Return, she shows them visions of a terrible future and how their Return could prevent it. Like Vo, you have remembered the visions and have an idea where you're supposed to go and what to do to prevent the worst outcome. In future worlds as well, when you first enter them you see the future without your intervention and how best to thwart it.

Jumper The Bold (-200 cp, discount Returned) Can a god, even a god of courage, be truly courageous? Well, "gods" get hurt and killed as a matter of course here, so yes. You never panic or freeze, but act correctly and with confidence in dangerous situations, greatly increasing the likelihood that you and others will survive.

Well of Memory (-400 cp, discount Returned) It turns out, you remember everything. Your memory and consciousness cannot be altered or tampered with by any means. A perfect memory just happens to come as a side benefit.

Experience (-400 cp, discount Returned) A Returned is ageless, and you didn't Return recently. You have a century of lived experience waiting when you insert. Choose a craft, skill or art and you will receive memories of years or decades, however long you chose, dedicating yourself to it's practice. This may be applied to multiple fields, of course. In each future Jump, you receive the same boon when inserting.

Scholar (-600 cp, discount Returned) You may not be one of the Five Scholars, but you've certainly taken inspiration from their example. You know that absolutely everything, even mysteries of Adonalsium, eventually yields to scientific inquiry, and you are very, very good at science. You can figure out the underlying mechanics of everything from magic to totally unknown technology, and in record time. You never chase blind alleys, and always find some practical use for your insights.

Intimidating Demeanor (-100 cp, free Mercenary) A fierce scowl prevented more fights than a blade ever won. You have the skill of being very intimidating, which is handy in deterring trouble or convincing someone to speak honestly.

Always Enough Work (-200 cp, discount Mercenary) A man who makes violence his profession will never long for work. Whatever your skills, you can always find someone willing to pay handsomely for them.

Drab (-200 cp, discount Mercenary) Someone who gives away their Breath is called a Drab, or a bunch of other things. Their sense of color is muted, their instinctive awareness of other people absent, and they often live shorter lives thanks to a weakened immune system. Compensating for this somewhat, they are invisible to the life-sense of Awakeners. You may or may not have given away your Breath, but you cannot be detected with mystic or exotic senses,

Master Swordsman (-400 cp, discount Mercenary) You, like half the Five Scholars, are a much better swordsman than Vasher. And considering he's an immortal with centuries of practical experience, this is saying quite a lot. It is laughably improbable that you will find an equal among mortals or people without some kind of supernatural advantage.

Sneaky (-400 cp, discount Mercenary) Yesteel would not be disappointed. You can vanish into shadows or crowds with equal ease, and infiltrating the most secure locations in the world is a question not of "if?" but "how long?"

The Real Worst Part (-600 cp, discount Mercenary) The worst part of being a mercenary isn't the pay, the food, the travel, or people viewing you with distrust. The worst part is that the people from the last group? They're *right.* When you plan to betray someone, no hint or clue of your treachery can arise, and they seem to accept you ever deeper into their confidence, making you the perfect spy, saboteur, assassin, etc. As long as you don't

mind breaking some poor soul's heart. It's enough to make a person feel kinda bad for taking this job, I tell you.



COMPANIONS

Vasher (-300 cp) The last of the five scholars, a Returned scientist, Awakener and swordsman, perhaps greater than any living. Acts real grumpy, but is a really nice guy underneath it. Is a very skilled Swordsman, with most of the Returned and Awakened perklines, plus Nightblood.

Vivienna (-100 cp) The "good" daughter, at first. Vivienna has become quite the Awakener and adventurer in defiance of all she was taught.

Siri (-100 cp) The rebellious princess sold to Hallandren in marriage, who finds herself becoming a queen in truth and deeply in love. Would much prefer you bring Susebron as well.

Lightsong (-100 cp) A Returned god of Hallandren. Is famously lazy and carefree, even for that breed, and dies in canon so you'll need to prevent that if you want to take him.

Susebron (-200 cp) God-king of the Hallandren, selected when he Returned as a child. Susebron has led an incredibly sheltered life, but is a good person at heart. Has Peacegiver's Gift.

Other (-100 cp) Have a soft spot for Denth? Or Bluefingers? Perhaps an OC? Well, if you want to recruit any old person you run across, here you go.

Boon Companions (-100 cp) Surely you know the deal by now. Eight companions per purchase, with 700 cp apiece to spend. No taking drawbacks or other Companions, if you please.



ITEMS

Tales of the Cosmere (-50 cp) *Warbreaker*, *Nightblood* and the complete existing (and future) works set in the Cosmere. The ultimate guide to what is going on around here, so read and find out.

Hooded Cloak (-50 cp) It may be a cliche, it may make little sense in such a colorful setting, but with this cloak on you blend into a crowd. No one will really notice you if you don't do anything to stand out, and unless they know you well people won't recognize you.

Coin (-50 cp) A single coin. One face holds a figure in hooded robes and the inscription "violence is the last option of a state that has failed." The reverse side has the same face in armor and reads "but it beats having no options." Let this serve as a reminder to you and your clients that violence is always *an* option if not necessarily the best one. Also boosts your luck some, at least making you less likely to die by accident or chance.

Ichor-Alcohol (-100 cp, free Awakener) A liquid preservative, that is great for making Lifeless who do not decay, and can be animated with a single Breath. You get a bottomless casket.

Tears of Edgli (-200 cp, discount Awakener) Flowers that make the most amazing dyes, each worth a fortune. More to the point for you, it provides a vast source of color that will last a long time and serve you when all other colors are absent. Can be summoned to your hand.

Research Notes (-400 cp, discount Awakener) Absolutely everything ever written about Awakening in generations of exploration and research, from Vo's widow, to the Five Scholars to more contemporary works. Scathing footnotes applied to old misconceptions. In future Jumps, this updates to include the local magic system, if one exists.

Lifeless Legion (-600 cp, discount Awakener) Ten thousand Lifeless, obedient to you and anyone you share your custom trigger phrase with. They're not all fantastic soldiers, but fear and pain and exhaustion are unknown to them.

Royal Wardrobe (-100 cp, discount Royal) Dresses and suits in striking colors from each corner of Nalthis. Expands to all kinds of cultural dress in future Jumps.

Royal Allowance (-200 cp, discount Royal) The average recompense for a Breath in Hallandren is enough to provide for a small family, frugally, for one year. You get this much money each week. In future Jumps, this adjusts to local conditions and currency.

Court of Gods (-400 cp, discount Royal) A series of luxurious palaces, surrounding a large park and walled off from the world. Projects a sense of great authority, while allowing you and any guests to live in sinful luxury, attended by NPC servants.

Kingdom (-600 cp, discount Royal) A nation of your own. Not Hallandren or Idris, but can be equivalent in wealth, size and relative power. May even be one of the many nations only briefly mentioned. In any case, you have the wealth and manpower of a nation backing your whims, and if government isn't your thing, ministers who can keep things running at least competently.

Food of the Gods (-100 cp, free Returned) Endless succulent fruit and sweet rolls are yours, along with the equipment of a truly baffling game from Hallandren.

Bureaucracy (-200 cp, discount Returned) You have a hundred scribes and clerks to manage your schedule, finances and carry out your commands, the better that their God not trouble themself with mere politics or rule. They are both zealous and efficient, and unquestioningly faithful. Serve as followers in future Jumps.

Kalad's Phantoms (-400 cp, discount Returned) One thousand ornate statues of soldiers, which are secretly a thousand Lifeless, animated bone armored in stone, with weapons and armor to match. Significantly faster, and far sturdier than regular Lifeless, as tireless and fearless as all their breed. A most fearsome army, that obeys whoever knows their custom command phrase, and is repaired or replaced every month.

Nightblood (-600 cp, discount Returned) *"Would you like to destroy some evil today?"* A black sword constantly emitting a dark smoke that falls instead of

rising. The to-date only known Class Four Entity, a sword imbued with a thousand Breath and the base command to 'destroy evil.' Pity Nightblood was never given the ability to distinguish good from evil. Nightblood is sapient, if oddly childlike, and can cut easily through anything but aluminum and the shardblades/plate he was made in imitation of. Those who are evil or self-serving will on sight be overwhelmed with greed for the sword, killing their companions over it before dying as he drains the Investiture and life from the wielder. Good people are disgusted and repulsed. Someone who has used Nightblood a few times, or paid cp for him, will be immune to both aura effects.

Peacegiver's Treasure (-1,000 cp, discount Returned) The store of fifty thousand Breath that Vasher entrusted to the Hallandren priesthood after the Manywar, tended to since through the vessel of the God-kings. Each week, two Breath is added.

Arms and Armor (-100 cp, free Mercenary) High quality armor and a sword or other melee weapon. Self-cleaning, maintaining and repairing.

Poison (-200 cp, discount Mercenary) Sometimes, a single death can prevent a war, or pay better than fighting in one. You have five doses of a poison that has never before been seen on this world, undetectable, causing death exactly twelve hours later. This replenishes monthly, and in future Jumps updates to continue to be unknown and undetectable.

Company (-400 cp, discount Mercenary) Your own mercenary company as followers, ranging from a small elite covert operations squad, to five hundred or so mooks. The fewer you have, the more skilled and competent they become, it is to you to figure what the ideal balance is. In future Jumps, they can import as Companions taking up one slot and dividing the perks between them, or remain as your followers.

Contract (-600 cp, discount Mercenary) You have a job working for or with the most powerful person in the setting. It is only one job, but can grant wealth and privilege to last a lifetime. Alternatively, this also gives you access to the world's most powerful person, if only twice...



DRAWBACKS

Back Again (+0) Perhaps you visited Nalthis once before, on another trip to the Cosmere? Or perhaps all that is in the distant future, it's hard to say. If

you want to preserve any consequences from before, even if it's just Hoid knowing you, take this.

Through the Cognitive Realm (+0) Proceed directly from this Jump to any other taking place in the wider Cosmere.

Colorblind (+100 cp) You have deuteranopia, a defect of the eye. Green, red, yellow and orange all seem a dull reddish color to your eyes. Shame to miss so much of a color-based world and society, but there you have it.

- **Complete Color Blindness** (+100 cp) A rarer affliction. You actually see in black and white, and your eyes are particularly light sensitive. Going out on a cloudless day without sunglasses is not recommended. You also can't tell by sight when color is available for Awakening.

Identifying Mark (+100 cp) You have a scar, a tattoo, or some kind of mark that is highly distinctive, almost impossible to conceal, and will be instantly recognized whenever someone is looking for you, for friendly or hostile purposes.

Pahn Kahl (+100 cp) You are one of the people displaced by Hallandren, treated as second-class citizens and to all outsiders, indistinguishable from your oppressors. Not that Pahn Kahl haven't sometimes risen to wealth and success, but expect an uphill struggle and at least a little hostility from outsiders.

Usurper (+100 cp) You have a terrible reputation to start with. This can be amended, but will take an awful lot of time and effort.

Expensive Fellow To Keep Around (+200 cp, no points Mandatory for Returned) Each week your body must consume one Breath to continue. But hey, this will pass at the end of the Jump.

Mysteries of the Cosmere (+200 cp) You forget the plot, the characters, the entire story, and any metaknowledge related to the greater Cosmere. If you took Tales of the Cosmere, the item is withheld until the Jump is over.

Painfully Naive (+200 cp) You trust others easily. Too easily. Even if you've met someone an hour ago, you'll need hard proof before considering they may have lied to you.

Nemesis (+300 cp) You have a deadly enemy, a figure as yet unknown to you. They gain as many points worth of benefits as you, including those you gain from drawbacks or rolling a starting location. At some point you will, intentionally or otherwise, wound this person so they shall live only for vengeance.

Sticky Spiritweb (+400 cp) Breath sticks to you. No matter what, you can't seem to make it leave and go into something or someone else. It seems there will be no Awakening for you until this drops off at the end of your decade.

No Service Plan (+600 cp) The Cosmere is a vast, mysterious place. Jumpchain even more so, but it can be hard to make things mesh right. Any powers or perks you might have that do not fit in, will be unavailable. That leaves you with a Body Mod, skills and knowledge, and any powers available elsewhere in the Cosmere.

Cephrandus the Sneak (+600 cp) You're in it now, Jumper. The ever mysterious Hoid, worldhopper, mistborn, lightweaver, awakener, and one-time bearer of a Dawnshard and slayer of a god, and many more things besides, has decided you pose an intolerable threat to the Cosmere. One he must end using any and all means at his disposal.

END

Remain: Have you at last found a home? Well, who am I to gainsay that?

Move On: As expected, your next adventure beckons. Think kindly on us from time to time, won't you?

Go Home: All great stories end where they began, with the hero tested and wiser. I hope you get your happily ever after.



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Notes:

Classification -

Class I Biochromatic Entities are Returned, after all, they were there first.

Class II are Lifeless, mindless but capable of complex instructions and with shadows of their former skills, Breath cannot be retrieved from them.

Class III are plant-based, wood, straw, and textiles. Simple instructions but you can reclaim the Breath at any time.

Class IV are metal-stone based, thus far Nightblood is the only known one.

It is mentioned that Vasher reworked the scale sometime in the future.