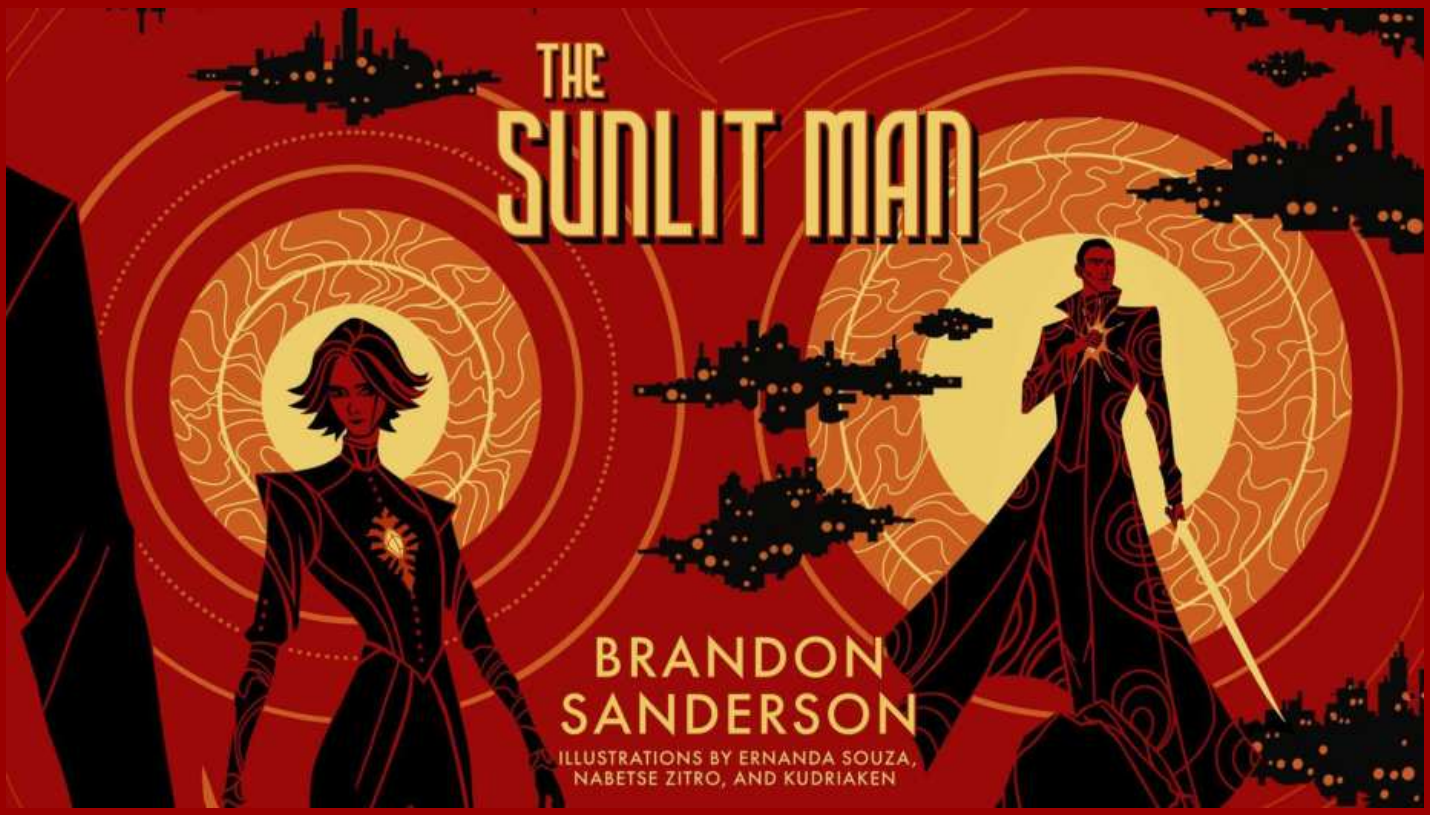


Book by Brandon Sanderson, Jump by Aehriman

Welcome, traveler, to the world of Canticle in the Cosmere. Unless your previous destination was: Threnody, Braize or a literal Hell, your circumstances have just taken a major dip.

Canticle is a world where death always follows at your heels, where if you stand still or fall behind, you're lost. The heavily Invested sun is so bright and hot, a moment's exposure to the light will kill you. So hot the very stones liquefy and heave. To survive, you must always keep the planet between you and the deadly sun. But the planet is also *small*, just 161 kilometers (or 100 miles) across and taking about 10 earth-hours to complete a full rotation.

Two qualities of the sun enable life to exist at all. In the twilight just before dawn, when the sun touches the ground only indirectly, seeds sprout to maturity in moments and harvests can thus be reaped daily, if you're quick about it. And when a person is killed by the sun, their soul condenses and is invested into a sunheart, a gem and

power source that can keep the hovering vehicles that link into small cities and towns running for a few years, once the community circles the world again and if they can find the sunheart.

There are around fifty safe orbits for a community, the near-polar regions are marginal at best, and the slow growth of an ever-shifting mountain range in the Southern Hemisphere is crowding more and more out into the reach of the tyrannical Cinder King. To this world comes a stranger, Nomad, himself on the run, with strange powers and an unusual curse that stays his hand from any violence.

Have **1,000 cosmere points** (cp) to get ahead, o worldhopper, and *keep moving*.

Locations:

Pick a location, or roll for +100 cp

1. **Union** - the largest city on Canticle, domain of a warlord called the Cinder King.
2. **Beacon** - A tiny ramshackle community of rebels who broke off from Union.
3. **Timekeepers' Base** - hidden research outpost for amoral scientists from beyond
4. **Maelstrom** - The tremendous fire-mixed storm of the twilight, where the planet rapidly cools. The next fifteen minutes or so are gonna be rough, but if you make it you should have five whole hours before the sun incinerates you.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age, Race and Sex options

Pick whatever you want.

Perks

*These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get anything you want here for free, 2 for the items more expensive than 100 points.. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.*

Arcanist: You are an expert in the ways and uses of Investiture. In future Jumps you have a solid grasp of how to study magic scientifically, and the instincts to rapidly pick up the basics.

Career Options: Choose a mundane career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Connection: There's a nifty Connection trick that most worldhoppers pick up sooner or later, giving you just enough ties to people around you to translate the language. You can do this easily and effortlessly.

Frank: You can be brusque, but that's a point in your favor. Nobody holds it against you when you speak the truth, even if it's inconvenient.

Fugitive: On this world, you need to run to live. You are extremely skilled and lucky in evading pursuit and covering your trail.

Greater Good: You are skilled in mediation and always know good advice to offer.

Heat Transfer: The people of Canticle can transfer Investiture, felt as body heat, via touch. You can steal the heat or mystic energies of others, or donate your own.

Hunter: You're a skilled tracker and marksman, able to survive in the wilderness as well as anyone could, until the sun comes up at least.

Killer: Deliberate violence against people was largely unknown on Canticle before the Cinder King, organized violence was his great innovation. But then there came a stranger from a world of storms and war, superbly trained. You are as skilled with spear and blade as anyone from Bridge Four.

Life After Death: On dying, you spend one night as a Revenant before coming back to life. This can only trigger once per decade or Jump, whichever is sooner.

Lodestar: You have the skills to navigate a course, people look to you as a leader.

Namer: You know how to make someone welcome and part of your community, not just emotionally, but a literal part of your community or family, as far as any magic or DNA test can reveal.

Prospector: You are both skilled and lucky when it comes to finding whatever you're looking for, whether a person or an item or a place.

Restful: The people of Canticle live their whole lives in darkness, and the idea of everyone sleeping at one time is distinctly unnatural to them. Instead, everyone takes an hour's nap as needed here and there, when sure someone is ready to stand watch. So you have learned to nap and get by on two hours of sleep a day.

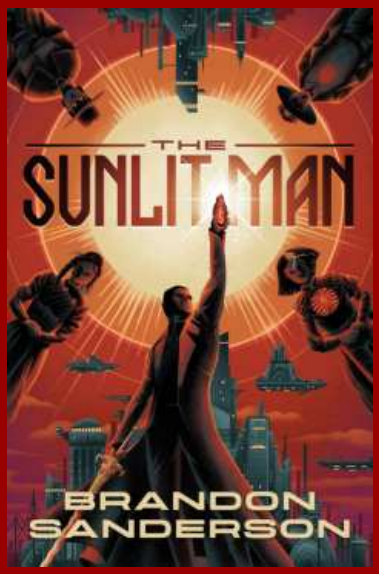
Timekeeper: Nothing to do with Scadrian scientists, you're like a living clock always aware of the time. How long you've been asleep or unconscious and most importantly on Canticle, how long until dawn.

Training: It seems Aldonalsium has remembered your plight after all. Either you keep running into situations ideally suited to your skills, or situations that provide on-the-job training for trials you will face later. It's almost enough to make someone believe in destiny.

Radiant (-400 cp) On the world of Roshar, there are ten orders of paladins called the Knights Radiant. Each bonds a type of spirit called a spren. This Connection allows

them to inhale Investiture to become faster, stronger and heal themselves. As they grow in ability and accumulate oaths, the spren can become a living shapeshifting Shardblade, and the Knight can control two of the ten Surges, or fundamental forces (Adhesion, Abrasion, Cohesion, Division, Gravitation, Illumination, Progression, Tension, Transformation, & Transportation) and eventually summon lesser spren as Shardplate, mystic power armor that can resist Shardblades. You have progressed to at least the Fourth Ideal in either a canon Order or one of your own invention with any two Surges you want. Life before Death, Radiant.

Sunlit (-400 cp) Normally, a Cinderheart pushed into someone's chest makes them Charred, granting them enhanced physicality but burning away their Memories and Identity. Yours did go all the way, so you get the enhancements without the costs. Moreover, your other Investment-related abilities are powered up by the Cinderheart, and you have a Connection to the Charred allowing you to communicate mentally or dominate them.



Items

Hovercycle - a basic transport of this world, this low-flying aircraft can achieve great speeds and has very intuitive controls.

Jar of Dor - A vessel for raw Investiture. Has ten times the capacity of a Sunheart, but refills only monthly.

Seeker Apparatus - A scanner for finding Investiture, or magic energy. Only works out to half a mile or so, but priceless for recovering sunhearts or similar items.

Sunheart - When a person is killed by the Sun on Canticle, they form a kind of circuit linking the star to the planet's core, the body is vaporized and the soul is... condensed, into a kind of gem which is charged with the mystic energy called Investiture. The average Sunheart holds about 200 Breaths' worth of Investiture, enough to make a building hover in the air for years, and are the power source driving all Canticle civilization.
Normally, a Sunheart can be recharged only if left in the Sun before it has died entirely. Yours can recharge from empty, and can just be left in any sunlight for an hour or two.

Chorus (-200 cp) A tank full of hungry ghosts. Besides muttering creepily about wanting to kill everyone, if you show them schematics and lower raw materials into the tanks, in moments they can assemble any device.

Cinderheart (-200 cp) A sunheart 'corrupted' by special Investiture. This burns not just flesh but memories and identity, and buried in someone's chest will wipe away who they were and leave a superhuman Charred warrior in their place. You can even use small slivers like a sunheart, and this replenishes monthly.

Shardblade (-200 cp) A sword that was once a living spirit, or spren. Bonded to you, it can be summoned to your hand in five heartbeats, weighs a third what steel does and slices without resistance through all non-living materials save aluminium or those

charged with Investiture. Used on living things, it does spiritual damage, crippling limbs or if striking a vital area causing instant death (and incinerating the eyes).

Greater Craft (-200 cp) No mere hovercycle but a flying house, or modest-sized building.

Dawnshard (-400 cp) In the beginning, Aldonalsium created the universe and set it in motion with four primal Commands, which linger as metaphysical structures that can be transferred between people. We know of two of them, Live and Change. This supercharges any Investment-related (or magic) abilities while giving vague conceptual powers related to the Command.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

FRIENDS:

All free

Recruit Anyone: Anyone you want to recruit in this world is free to join you as a companion if they agree.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks:

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: +0 cp. You can leave when you've brought the story to a conclusion. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled. In this case, the defeat of the Cinder King. It takes something like two local days, but they're very eventful days.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within a fraction of the normal time.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Torment: You cannot raise your hand to another man while on Canticle. Anytime you attempt violence, your body will lock up and freeze you in place.

Fighting After Death: The Night Brigade have come, a mercenary army with a starship and a legion of hungry ghosts, experienced in despoiling entire worlds. They are hunting for you with every resource at their command.

Ending Options

What will you do now? Stay here? Go home? Move on to the next jump?