# The Stormlight Archive Jumpchain CYOA

By Herid Fel; Version 2.0 (post-Rhythm of War)



Welcome to Roshar! The Stormlight Archive is an epic fantasy adventure which takes place within Brandon Sanderson's cosmere universe. The cosmere also includes the worlds where the Mistborn series, Elantris and the Emperor's Soul, Warbreaker, and several other novellas take place. For more information on the cosmere in general and the Stormlight Archive in particular, check out the Coppermind wiki.

This jumpdoc includes information from all four Stormlight Archive novels (The Way of Kings, Words of Radiance, Oathbringer, and Rhythm of War), both novellas (Edgedancer and Dawnshard), and some WoBs (Words of Brandon) which may also touch upon other stories from the cosmere. If you have not finished all of those stories, beware of spoilers.

In case this jumpdoc is your introduction to the Stormlight Archive, here is a quick primer about the series and what makes it interesting:

- Stormlight is power left over from when an ancient god was shattered and is the primary form of Investiture on Roshar. (The terms Stormlight and Investiture are sometimes used interchangeably below). It takes the form of glowing energy and can be stored in gemstones. Stormlight is carried around the planet by a giant storm known as a highstorm (which also has the usual effects of a giant storm), so all of the animals and societies have evolved to deal with it.
- Spren, akin to spirits but more accurately tiny fragments of the power of creation, are everywhere. Most spren are tied to specific ideas, emotions, or natural phenomena. Some of them (mostly the more powerful ones) are as sapient as humans.

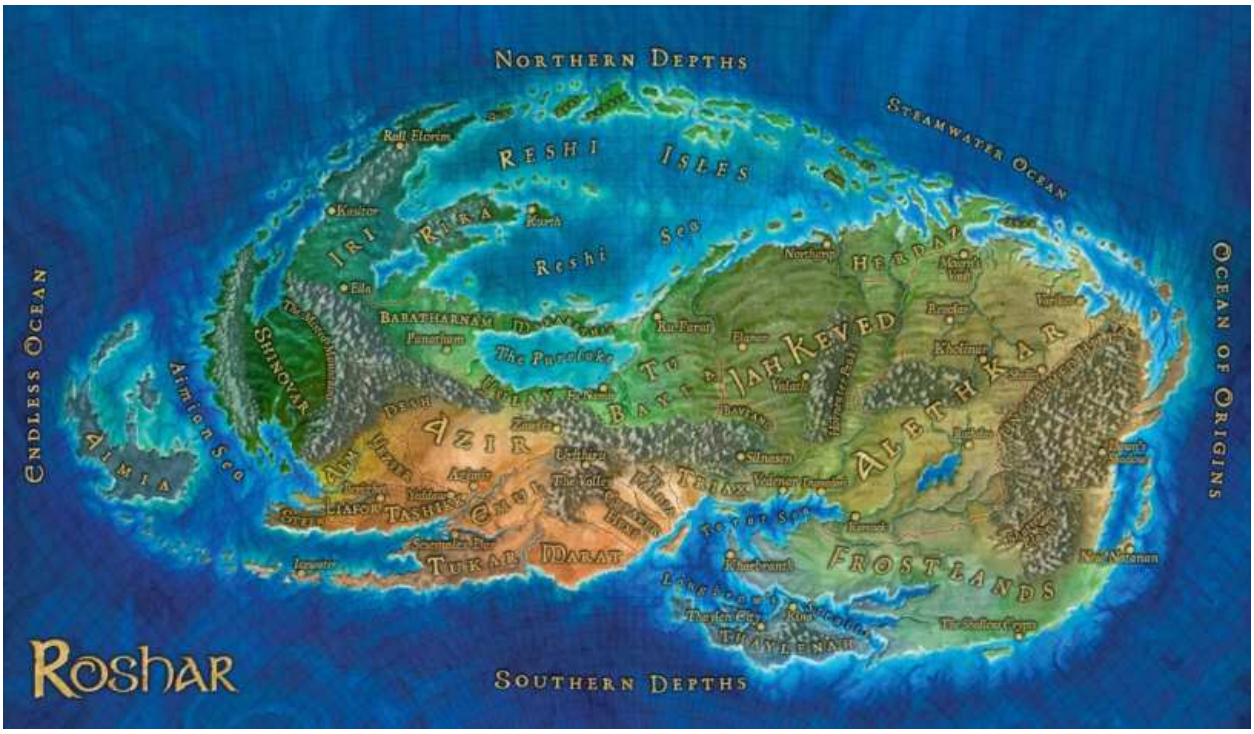
- Then we have the three Shards found on or near Roshar, which are like spren on steroids – Honor, Cultivation, and Hatred. As you can imagine, the third shard in that list, also known as Odium, does not get along with people.
- Ten powerful Heralds formed the Oathpact, which keeps them locked away with Odium in a hellish prison. As long as none of them break, he's forced to remain there. He's been trying to break out of his prison for thousands of years, and each time he tries, the world goes through a desolation. After the last time he started to break out, nine of the Heralds betrayed the tenth, leaving him to be the only one undergoing torture. It's now been thousands of years since the last desolation, but that time of relative peace appears to be drawing to an end…



You gain 1000 Cosmere Points (CP) for this jump.

# Location

When you are inserted into this world, you arrive just prior to Kaladin's arrival on the Shattered Plains. Your starting location is anywhere on the Shattered Plains or in your race's homeland.



# Origins

**Worldhopper (Drop-In):** You know the drill. You arrive in Roshar but nothing but your own memories, the clothes you were wearing, and whatever else you might have from previous jumps.

*Special*: You may optionally gain the memories and in-jump history of a Worldhopper - a non-Rosharan native - by taking this background, but doing so does not cause you to gain any other powers or items from elsewhere in the cosmere.

**Scholar**: War does not mean an end to research. Indeed, the current studies of scholars on Roshar have pushed the boundaries of science beyond what was known to the Singers during their golden age. Now you can join their ranks.

**Noble:** You may be an Alethi lighteyes, a member of the Stone Shamanate, or one of the Parshendi chosen as an ambassador. You could even be a Dysian swarm second only to Yelamaiszin or a Fused somehow freed before the True Desolation. But no matter what, you're sort of a big deal.

**Slave:** Due to debt or some crime in your past, you have been made a slave and branded with a glyphpair to show your status. It's possible for you to buy your way out of slavery, though no one will go out of their way to make it easy for you. See also the **Parshman** drawback.

**Warrior:** If there's one thing that's found a lot in Roshar, it's fighting. The Alethi and Parshendi have been fighting on the Shattered Plains for years. The Herdazians are fighting the Alethi. The inhabitants of Jah Keved are fighting a civil war. And once Odium starts to break out of his prison, you can bet there will be even more people drawn into conflict.

# Race

You may choose your age and sex freely, as appropriate for your race.

**Vorin:** Many of the humans on Roshar are Vorin, and this description is used as a catch-all for the human races there who are not of the Shin. Examples of such races are Alethi, Thaylan, Azish, Kharbrantian, Herdazian, Unkalaki (better known as Horneaters), and Keved and each of these nations has its own land (and therefore its own homeland).

**Shin:** An unusual people with strange customs, the Shin mainly live apart from others in a protected enclave near the western part of Roshar. They are known for their pale skin and large, child-like eyes. (A **Drop-In** with Caucasian features may be mistaken for Shin). Their racial homeland is Shinovar, which lies beyond the Misted Mountains.

**Parshendi:** An ancient people, the parshendi have been on Roshar for their entire existence, and as such, are well adapted to many of this world's challenges such as the cold, damp weather and highstorm. While humanoid in appearance, parshendi can change into specialized variants known as forms. Doing so requires them to go outside during highstorms and attract an appropriate spren, but they are not at risk from the storm's fury at that time. The parshendi are also known as Listeners or Singers. Their homeland is on the eastern side of Roshar.



**Fused** (200 CP): Upon the coming of the Everstorm, the Fused were released from their prison on Braize. The Fused were once Parshendi, and still are in some ways, but they are unable to exist on Roshar without possessing a willing Parshendi (which destroys their host's spirit) during an Everstorm. This grants them a form of immortality, at least until methods of destroying Investiture are discovered. They are otherwise considered Parshendi for the purposes of racial discounts. Their homeland is the same as the Parshendi homeland unless the **Bound to Braize** drawback is taken.



**Spren:** Some spren's intelligence is equal to that of human beings. Most notable among them are those spren capable of forming Nahel bonds and creating Surgebinders. Jumpers who become spren may choose to become any true spren (a non-unique spren type capable of forming a Nahel bond), and Shadesmar is considered their "homeland" for the purposes of starting location.

**Dysian** (200 CP)**:** A mostly-destroyed race, Dysian Aimians have no human ancestry but have body-sculpting powers that allow them to take on a more-or-less human appearance. Each "individual" Dysian consists of a hive mind formed from a swarm of crustacean-like creatures known as hordelings. A given swarm can breed specialized hordelings to act as remote agents, back-up memory storage, and even disruption of Investiture. Dysians are effectively unaging as individual hordelings can be replaced without loss of continuity of self. They are also known as the Sleepless. Their homeland is the ruins of Aimia.

**Siah** (200 CP): Siah Aimians are distinguished from humans by their deep blue eyes and fingernails and their shadows, which point towards light. They are able to sculpt their bodies at will and have been shown using that capability to temporarily suppress senses and heal quickly from wounds. They too are effectively unaging, viewing events from centuries past as "a short time ago", and are cross-fertile with humans. Their homeland is the ruins of Aimia.

# Magic



There are many kinds of magic within the cosmere, including some which can easily make use of the Investiture found on Roshar in the form of Stormlight. Only those magics which are closely associated with Roshar are listed in this document.

## Surgebinding

You have formed a Nahel bond with a powerful and intelligent spren by swearing the First Ideal, giving you access to several supernatural powers in accordance with your Order. Maintaining the Nahel bond requires you to act in accordance with all the Ideals you have sworn. Swearing these Ideals makes them a fundamental part of your personality. While you can choose to abandon an Ideal, no form of magical compulsion can force you to do so.

As you progress (or as you purchase improvements to this magic), you swear additional Ideals, up to the Fifth Ideal. In order to swear an Ideal, you have to believe it, and if you no longer believe it, you lose the benefits of that Ideal and any which come after it. In addition to the benefits listed below, you become more efficient with the use of Stormlight, roughly doubling in efficiency with each Ideal, and it becomes harder to disrupt or interfere with your Nahel bond. You may only have one Nahel bond. Spren cannot become Surgebinders, though Dysians and Siah can.

**Surgebinder** (300 CP): "Life before death, strength before weakness, journey before destination." You have also sworn your Second Ideal, the first such Ideal which is unique to your Order, for any Order other than Bondsmith. You can breathe in Stormlight, which allows you to enhance your physical characteristics, heal your wounds (including crippling or spiritual wounds), and perfectly execute any skills which you already possess. You also have conscious control over both of your Surges.

**Bondsmith** (500 CP): While Bondsmiths are **Surgebinder**s (gaining all the benefits listed under that perk), their Nahel bonds to powerful, unique spren give them the capability to create a Perpendicularity: a connection between the Physical, Cognitive, and Spiritual realms which also effectively summons Light similar to a Highstorm. Though this ability is fatiguing, it makes the Bondsmiths the only Order which doesn't depend on an external source of Investiture. Bondsmiths also appear to have an easier time making use of the spiritual aspects of their powers than the other orders.

There were only three spren capable of creating Bondsmiths in the history of Roshar. Yours will be the fourth.

> **Third Ideal** (+100 CP; requires **Surgebinder**): You have sworn your Third Ideal. Your spren can now turn into a Shardblade (see Items below), or any other metallic object that you can wield in two hands. There is never a delay in summoning this blade and changing its form can be done instantaneously.
>
> > **Fourth Ideal** (+100 CP; requires **Third Ideal**): You have sworn your Fourth Ideal. You now attract minor spren which form Shardplate (see Items below) at-will. You can affect yourself with your own Surges while wearing this plate and your Order may provide small, unique benefits such as the Windrunners' ability to form the Plate around others to protect them.

# Voidbinding

**Voidbinder** (300 CP): Voidbinding shares much in common with Surgebinding. The Fused are the only group known to currently possess these powers, which are described in further detail on Coppermind. The primary differences are:

- Voidbinders gain access to a single Surge, rather than a pair, and have no access to Adhesion which they consider a false Surge.
- Voidbinders power their Surges with Voidlight rather than Stormlight, do so more efficiently than Surgebinders, and can contain it perfectly within themselves rather than "leaking" as Surgebinders do with Stormlight.
- Voidbinders do not bond with spren for their powers. This means that Voidbinders cannot form a Shardblade or Shardplate, but also do not have to bind themselves to any Ideals which would limit their full power until understood. Instead, Odium provides the initial Connection (or in your case, your benefactor).

A Surgebinder cannot become a Voidbinder and vice versa. A Fused may gain this perk for free.

# Old Magic

The Old Magic is a gift from the Nightwatcher, a powerful spren clouded in mystery. But whatever boon is granted by the Old Magic does not come freely – all come with a cost. Given the wide variety of boons and prices seen within the Stormlight Archive, access to the Old Magic is not currently available from this jumpdoc (especially since it seems that many examples of Old Magic seen in the narrative weren't actually Old Magic at all…).

# Perks

*Perks associated with a particular origin or race are discounted by 50%; 100 CP perks which would be discounted instead become free.*

**Benevolent Background Radiation** (0 CP): The trace amounts of Stormlight in the environment aren't just for Surgebinders. Disease is rare on Roshar, and people tend to age gracefully. While you are on Roshar or otherwise have access to Investiture, you resist all natural diseases and can remain vigorous even in your advanced age so long as you maintain a healthy lifestyle.

**The Most Important Step** (100 CP): You've sinned, undertaken terrible deeds, and now you're forced to confront your own failures. Can you ever forgive yourself? With this perk, the answer is yes. No matter how great your sins, you never fall into despair and believe yourself beyond redemption. It also gives you the ability to see yourself without any self-delusion or unconscious bias. If you find that redemption, you'll know that you earned it.



**Stormblessed** (200 CP): There's something about you which causes other people to pay attention to you and follow you, whether or not you want it. You can gather a cult of personality with minimal effort, and any beneficial coincidence is taken as evidence of your innate superiority. Even those in a position of power or authority over you will invite you into their confidences so long as you do not actively disrespect them.



**The Visions Can Be Wrong** (200/600 CP): "Fate" can sometimes be a four-letter word. Fortunately, that isn't the case for you, as your future is your own. Anyone who tries to predict or view your future actions, or events in which you play a non-trivial role, will have a significant chance of being wrong. This is a subtle effect, enough so that even those with a god-like level of insight won't notice it unless it is explicitly pointed out to them.

For an additional 400 CP, fate sometimes seems like it's on your side. Once per Jump, or once every decade in longer jumps, you'll survive what had seemed like certain death. This explicitly works in the face of predictions or prophecies of certain doom.

**You Cannot Have My Pain** (300 CP): You have the willpower to tell gods that they are wrong, and enough strength of personality that they might question themselves. With a will as strong as yours, miracles can happen.

**I Am A Stick** (400 CP): You know what you are and are capable of remaining that way despite all the pressures that the world brings to bear to make you change. You are immune to involuntary physical transformations and have a high resistance to brainwashing and magical mind manipulation.



**You Must Speak the Words** (400/600 CP): There are times when all seems lost. You can't back down or run away because surrender isn't just death – it's conceding that your enemies were right all along. But sometimes, for you, right makes might, and you have an epiphany that gives you the strength to overcome your foes.

It takes you less time to come to profound epiphanies – where it might take another years or decades, for you, it's a matter of months. Additionally, when you have such an epiphany during a fight, you are fully recharged in mind, body, and spirit, and any supernatural powers you have operate just above their usual peak until you defeat your foe or you are defeated. This only applies when the fight has meaningful moral consequences and you must believe yourself to be in the right.

For an additional 200 CP, you have a talent for helping others to whom you are close to come to the same realizations that you have had. You're able to teach these lessons in a simple, clear way with a little personal interaction.

# Worldhopper (Drop-In)



**Worldsinger** (100 CP): You are a master storyteller, capable of drawing insightful parallels between simple, short stories and the events that are taking place around you. When telling stories to a small group (no more than five people), you can draw them into telling part of the story for you, even when they had not consciously known it before you started. This has the additional benefit of making them consider the lesson the story is trying to teach, even if they were resistant to doing so.

**Cosmere Scholar** (200 CP): Your knowledge about the greater cosmere is on the level of ancient Worldhoppers such as Khriss, Nazh, Hoid, and Zahel. You have a solid working knowledge of how Investiture works on a number of worlds and can use one in place of another to power any abilities you have which rely upon spiritual energy, including any appropriate energies and powers from outside the cosmere. You also know of at least one Perpendicularity on any cosmere world which has one, as well as how to activate them. Lastly, you have a preternatural ability to identify individuals who aren't native to the world you're on.



**Ardent** (400 CP): Cultural taboos are funny things. Vorin theology can be fairly strict about what men or women can do, but it also exempts their priests, the ardents, from many of these rules. Taking this perk helps to hide any odd behavior (something that Jumpers are sometimes apt to do), as ardents are known to be strange. Post-jump, when you jump, you can choose one of your fundamental characteristics such as race or sex, and have people ignore it when it's convenient for you.

**Ghostblood** (600 CP): Roshar's recent emergence as an active battleground between the Shard Odium and the forces who oppose him has brought with it increased attention from others within the cosmere. Perhaps the most notable of these Worldhoppers are those who have formed the Ghostblood organization. If you so choose, you can become a member (including gaining a non-Rosharan background if desired), but either way you gain the skills of their elite agents: magically adapting your appearance to new worlds and learning new languages, building convincing cover identities and infiltrating all walks of life, and recruiting others to work on your goals, knowingly or unknowingly.

# Noble

**Highprince** (100 CP): You aren't just a noble; you're *the* noble. You're a senior member of one of the ruling dynasties in Roshar (or an equivalent in your society). You have considerable influence in your country and are considered one step below a King in terms of social prestige. When important decisions are being made, you'll have a chance to weigh in if you so desire. You may optionally gain a similarly influential position in future jumps, as appropriate to their settings.

**Stain Your Soul So Others May Live** (200 CP): You have a single overarching goal, and you are willing to do anything to achieve it. Depending on what actions you take, you may feel a considerable amount of guilt, but you are able to compartmentalize it so that you can keep doing what needs to be done.

Any close allies (including all Companions and Followers) who you make aware of the goal benefit from this perk as well, at least until the goal is achieved. Their reactions at that point depend on what you did, and what they had to do… You may choose a new such goal at the start of each jump, but if you achieve the goal, you may not choose another one during that jump.

**Undisputed Fact** (400 CP): Like the Stone Shamanate, your word is unquestioned by those you are in a position of authority over. Once per year, you may proclaim a single fact which will be wholly accepted by those beneath you. Such a proclamation might even be blatantly contradicted by evidence, but those who seek to deny your truth will be shunned by their peers and former friends and may need supernatural willpower to avoid questioning their own sanity.



**Heraldic Glory** (600 CP): In the words of the Stormfather, "The Heralds were not all warriors when they began, but all were by the end." Ishar, considered average among the Heralds, was able to fight five Windrunners simultaneously and effortlessly defeat them without using a Surge. The centuries of practice sharpened each of their talents to the peak.

In a similar way, skills and capabilities granted to you by your Origin benefit from the equivalent of hundreds of years of periodic practice (though, thankfully for you, without the rest of the burden of centuries of memories). In future jumps, you may apply a similar effect to skills and capabilities granted by origins or backgrounds.

# Scholar

**Collaboration** (100 CP): There is a popular perception that new discoveries spring forth from lone geniuses toiling away. But for every lone genius, there are hundreds of other scholars who work together to push the boundaries of science and history. You are skilled at finding peers who are interested in the same areas which interest you and whose contributions to your work are useful and insightful.

As an additional side-benefit, your value as a scholar is apparent even to your enemies. If you are captured by them, they may seek to put you to work on their behalf rather than treating you more harshly.



**Artifabrian** (200 CP): You've learned the secrets of making fabrials (see Items). With enough time and the right materials (including gemstones and the appropriate spren), you can re-create any fabrial you've seen or had described to you in sufficient detail. You're also capable of making new kinds of fabrials, though these will require you to research the necessary steps and components.

**Voices from the Past** (400 CP): Jasnah with her interviews of Shalash, Navani with her discussions with Raboniel: studies of ancient history become much easier when you discuss that history with those who have first-hand knowledge.

In settings where there are ancients with lifespans far beyond that of ordinary mortals, you'll encounter some who are relatively friendly and willing to answer your inquiries about the good old days (or bad old days as the case may be). In settings without such long-lived individuals, you instead open something like a scrying window which allows you the same sorts of conversations. You're able to communicate in their language, but it isn't possible to pass information back to them or otherwise change the past: they are less

people and more living memories. At most, you will find ten such individuals during a given jump.

**Just a Patron** (600 CP): You're not much of a scholar yourself. You do have some skill in organizing other scholars, striking a good balance between basic and applied research, keeping them happy and productive. Of course, it's natural that you learned a few things in your discussions with them: chemistry, physics (including Realmatic physics), mathematics, music theory, mechanical engineering, little things like that. But you're no genius. At best, you're 99% perspiration and 1% inspiration. It's just luck that you've managed to synthesize all of the vast knowledge you possess to make discoveries that the cosmere has never seen before, right?

…Maybe you're more of a scholar than you thought.

# Slave



**A Drudge's Life** (100 CP): You can carry out menial labor easily and efficiently. You no longer need to focus on simple physical or mental tasks in order for them to be done correctly, leaving your mind free to consider more interesting matters.

**Beneath Notice** (200 CP): You are one of many others like yourself, and those in power find that it is easy to overlook you. When you do not try to draw attention to yourself, others tend to view you as a member of your group rather than an individual. Any actions you take which might be considered typical for your group are accepted without conscious thought, and it's difficult for others to remember that it was you who did them.

**Solidarity in Suffering** (400 CP) Bonds formed in adversity are some of the hardest ones to break. After a group you are a part of undergoes a traumatic experience, its members will cooperate better with one another and grow in loyalty to one another. This doesn't change fundamental personality traits, but rough edges get smoothed out. If you are the leader of the group, you gain an additional benefit. Any member of the group who would seek to leave the group or betray it in some fashion will meet with you to try to convince you to join him. After all, if you just understood why he felt that way, you'd agree with him.



**You Will Be Warm Again** (600 CP): Sorrow, though immaterial, has a chill to it. For some, that chill seems to grow ever colder, slowing body and mind, freezing hearts. It is a heavy burden, an encroaching darkness, an ever-present ache that begs for release.

But even in your darkest hour, you will remember that while things will get worse, they will also get better. Life is not sunshine every day, but there will be sunshine again. You carry with you a hope that cannot be extinguished, only shared with those in need of it. And even if they should die, they will die knowing that they are loved.

# Warrior

**Combat Training** (100 CP)**:** You have been trained in a variety of late medieval-era weapons and armor, including spears, swords, bows, and shields, and have a good understanding of formation tactics.



**Celebrated Duelist** (200 CP): When it comes to one-on-one, you're second to none. In any fight between you and a single opponent, you are at your best. If you did not already exceed your enemy's skill before the fight, you begin to learn her style and develop counters to it, allowing you to be a credible threat even to those who are twice as powerful and skilled as you are. Lastly, you've learned to pull your punches when needed, allowing you to avoid a killing blow any time that you fight with physical weapons. Any form of assistance, either on your opponent's side or your own, negates the benefit of this perk, as can anything which you would consider "cheating".



**In Battle Born** (400 CP): Fighting makes you feel alive, especially when the odds are against you. You're accustomed to being outnumbered and have an almost instinctual ability to disrupt the coordination of your opponents, to the extent that it takes ten otherwise equal foes to begin to gain an advantage through numbers. Prior to that, they just get in one another's way. Furthermore, being in a fight suppresses any mental disorders or disabilities which would get in the way of surviving the fight. This won't help in a practice duel, but life-and-death struggles see you able to focus no matter what else is going on in your life.

**Setting Aside the Sword** (600 CP): It is said that when all you have is a hammer, everything looks like a nail. But men are not tools, and even the mightiest warrior exists for more than just battle.

Your mind remains clear, remembering why you fight and always being able to consider whether other approaches would bear greater fruit. Your martial prowess is not wasted, however: your skill as a warrior aids you in reaching your full potential in any other arena. Improvement at peaceful pursuits comes more swiftly until they equal your martial prowess.

Lastly, your enemies should still beware. A sword which has been set aside can be reclaimed, and should you do so, you will find that your edge in battle has not dulled from time or lack of practice.

# Vorin

**Comfort in Conflict** (100 CP): Vorin theology holds that humans were driven from the Tranquiline Halls by the Voidbringers and that the worthy, upon death, will be able to join in the fight to take back their home. While "worthiness" is not solely tied to skill at warfare, that is the highest Calling in orthodox Alethi Vorinism, and even young children are taught to prepare themselves to fight on behalf of the Heralds.

As a result, people from Vorin cultures tend to possess self-confidence in situations where two or more sides are coming into conflict, whether in war or peace. You gain this same sort of confidence which makes it easier to go against the crowds or the powerful when you believe yourself to be right.

**Blackthorn** (200 CP): They claim to despise your barbaric ways, but they certainly don't seem to mind the way that you get results. This perk limits the social blowback from acting in a direct or aggressive manner, so long as you win your battles. People may complain about your lack of graces, but they won't do anything more than that unless you wrong them personally (or until you start losing). *Special:* This perk is discounted only for those of Vorin (Alethi) heritage.

**There's a Form for That** (200 CP): Other people's cultures are so disorganized, where people just seem to do whatever they want. Sure, people seem to understand the unwritten rules, but wouldn't it be better if they were written down? This perk has two effects. First, any organization that you are a member of will develop accurate documentation of its policies and procedures, updating these things as needed, and its members will be aware of this documentation. Second, once per jump, you may avoid any negative consequences of not knowing an unwritten assumption, and you will have someone politely explain your mistake to you so that you can avoid it in the future. *Special:* This perk is discounted only for those of Vorin (Azish) heritage.

**Surgical Strength** (200 CP): You have trained with the famous surgeons of the Grand Concourse of Kharbranth. In addition to an expert's level of knowledge on illnesses, surgery, and pharmacology, you have enough practical experience to be undisturbed by any amount of blood, injury, or death while you are acting as a healer. This perk is effective to a lesser extent in any other circumstances. *Special:* This perk is discounted only for those of Vorin (Kharbranthian) heritage.

**Honor is Not Dead so Long as He Lives in the Hearts of Men** (400 CP): Honor, the Shard, was Splintered long ago by Odium. This act weakened the oaths that Honor had made, weakened the bindings upon the Surgebinders so that their powers once again risked the sort of destructive power that destroyed humanity's original home.



But the Splintering of Honor does not mean an end to honor. Each act of honorable behavior that you undertake, each meaningful oath that you keep, strengthens spren around you. Their limitations do not disappear, but they *stretch*. A deadeye may begin to awaken; a storm might remember mercy. No longer static, they might become something more, something greater.

See the Notes for further details on how this perk works in future jumps.

# Shin



**Humble Ways** (100 CP): When most people sell goods, they seek to inflate their value to get the most from their buyers. Your people take a different approach – pointing out all the flaws of that which they wish to sell so that buyers can make an informed decision. Curiously, when trading with you, others do the same. All items you seek to buy will have any weaknesses pointed out by the vendor, and the price for such items is one that she would consider a fair one with reasonable profit.

**Peaceful Aura** (200 CP): Hurting you would be like kicking a puppy. As long as you aren't taking any aggressive or violent actions, your enemies will attempt to do the minimum amount of physical harm required to stop you. This effect does not work on beings who are explicitly sadists, who may instead go after you for seeming like a weak target.

**You Must Find the Words to Say** (400 CP): A man's dying request is sacred to the Shin. When you fulfill such a request, you gain a karmic benefit, commensurate with the difficulty of the request. The benefit is rarely immediate but will take place before the end of the jump.

# Parshendi



**Variety of Forms** (Limited to and Free for **Parshendi**): Normally, a parshendi would only be able to hold a single spren in his or her gemheart, which is tied to the form that the parshendi takes. Jump-chan has made things a little easier on you thanks to your innate ability for alt-forms – your only limit to how many spren your gemheart can hold is how many spren you can

convince to come along with you, and post-jump, you can assume any of those forms as a version of your parshendi alt-form.

You know the spren associated with all of the common forms (dullform, mateform, warform, workform, and nimbleform) and start in one of those forms.

**Rhythm Attunement** (100 CP): You can attune to the Rhythms, giving you a better ability to convey emotions and coordinate actions when communicating with others. This effect is most pronounced with others who can attune to the Rhythms, though even those who cannot will sometimes seem to begin to understand.

**Alaii'iku** (200 CP)*:* You can see and hear spren in the physical world even when they are unmanifested. This extends to other similar entities (e.g., ghosts, spirits) in future jumps.

**Mastery of Forms** (400 CP): You know the spren associated with several uncommon forms which had previously been lost. You also know the spren associated with a form of power, though making use of this form is likely to draw the attention of Odium and others. You can also choose one form that you can always change to, even when you are not in a Highstorm.




Additionally, your ability to convince spren that they should be willing to bond or associate with you is greatly increased. This makes it much easier for a parshendi to attain a new form, or a would-be Surgebinder to attain new Ideals, or even an artifabrian to create new fabrials. Cryptics and honorspren would normally have nothing to do with one another, but they'd make an exception for you. Post-jump, this perk also allows you to learn and use magics which would normally oppose one another, though this perk alone would not allow both opposing magics to be used simultaneously.

# Spren



**Spren Durability** (Limited to and Free for **Spren**): Most spren can only touch upon the Physical realm briefly, manifesting when their associated phenomena appear. True spren have it easier and harder: they have a limited ability to remain in the Physical realm, but without a Nahel bond or worthy candidate nearby, they find it harder to think or exert themselves.

You have the ability to resist this effect more strongly than most. You retain your intellect at all times as though you were in Shadesmar and the "draining" effect is reduced to one-tenth of its usual impact. In future jumps, you can similarly survive in hostile dimensions while in your spren alt-form, to the extent of becoming immune to effects which would be instantly fatal or debilitating.

**Learned to Read in a Week** (200 CP): Spren on Roshar are often ignorant of many of the most basic facts of the world, seeming child-like in their naivete. But don't mistake ignorance for a lack of intelligence. When properly motivated, spren can absorb a vast amount of knowledge in a short period of time. You now have this same capability.

This improved learning is most effective with hard facts as opposed to subjects with a degree of nuance: "what" more than "why". At its best, it can turn the work of years into weeks.

**We Chose** (400 CP): Many choices are trivial. A human might dither about what to have for breakfast, but it won't matter in a week's time. Spren, eternal slivers of Honor and Cultivation, sometimes find that their nature constrains their choices, but that makes the choices which they do make all the more precious.

Once per jump, when you make a choice, that choice's effects resound. This doesn't grant any more wisdom in making the choice or guarantee good consequences, but that choice, once made, will not fail to have an impact which extends for centuries, millennia, or farther still.

# Items

Jumpers (but not Companions) gain a 200 CP stipend for purchases in this section.

**Spheres** (100 CP; first free for all; three free for **Noble**): Small shards of gemstones surrounded by glass, spheres serve both as currency in most of Roshar as well as a convenient way to store Stormlight (when they are known as infused spheres) or Voidlight. A single diamond chip might buy a loaf of bread, while an emerald broam could buy a thousand. You start with 20 infused emerald broams, or the equivalent in smaller denominations, and get the same amount delivered to you each year of this jump. You may make this selection multiple times; each time you do so doubles the value of your spheres.

Post-Jump, these spheres refill with your choice of Light (i.e., Stormlight, Lifelight, Warlight, Towerlight, or Voidlight) at the same frequency as the Highstorm occurred on Roshar: roughly every four to seven days. They do not leak Light thanks to their gems' perfect cuts.

**Fabrials** (100 CP; first free for **Scholar**): Just because this is an epic fantasy doesn't mean that people don't believe in science. Much of the relatively advanced technology on Roshar uses a

combination of gemstones, Stormlight, and captured spren to function. This technology can range from watches and hand warmers to devices capable of transmutation or “magically” healing near-fatal injuries. You have one such fabrial.

*Special:* You may buy this perk multiple times. Each time you do so, it doubles the number of fabrials you have, doubles their effectiveness, or halves the amount of Stormlight or gemstones needed for proper functioning.

**Horneater Stew** (100 CP; free for **Slave**): “Take everything you have, and put him in pot”. Rock’s recipe for stew sounds simple, and truthfully, he exercised a bit more care than that, but his stew was always spicy, delicious, and filling. More than that, though, it warms the soul, reminding those who drink it that they aren’t alone.

You gain an endlessly refilling pot of Rock’s stew that will feed as many airsick lowlanders as have need of it.

**Ralkalest Arms and Armor** (100 CP; free for **Warrior**): The light, flexible metal that makes up these items (a weapon of your choice and plate armor sized to fit) is not the most effective in conventional warfare, but it has the unique advantage of being unaffected by active use of Investiture such as Surgebinding or Voidbinding and resistant to the supernatural sharpness of Shardblades. This effect extends to shielding anyone wearing the armor from being directly affected by such magics. Furthermore, any aluminum which is touched to these items gains the same sort of anti-magical properties in future jumps.

**Trailman’s Flute** (100 CP; free for **Drop-In**): A favored instrument of the Worldsingers. While it enhances the effect of that perk, creating minor visions to accompany the story, its greater effect is more subtle. Minor magical effects you create are overlooked or explained away as nothing out of the ordinary. People will remember what you did, but won’t otherwise start questioning their worldviews or wonder what other supernatural things you might be capable of. This explicitly applies in settings without magic.



**Shardblade** (200 CP): You wanted oversized magical swords? We got them! Shardblades are surprisingly light for their size, and each has a unique and distinctive appearance. When not being used, a bonded Shardblade disappears from the Physical realm, but can be resummoned at will in ten heartbeats’ time. They cut through non-living material with supernatural sharpness, and when they pass through living material, they do not damage the body directly, instead damaging the soul. They can only be blocked by sufficiently magical weapons and armor (mostly notably, other Shardblades and Shardplate).

*Note: Those who have taken the Surgebinding or Voidbinding magics cannot wield a Shardblade effectively, as it screams in their minds when held. There may be a way around that for Surgebinders with sufficient progression in the Nahel bond…*

**Shardplate** (200 CP): The armor-equivalent to Shardblades, Shardplate is light, grants the user increased strength, dexterity, and speed when infused with sufficient Stormlight, and covers the entire body. Shardplate’s appearance is not as unique as that of a Shardblade, leading some to decorate it with bright paints and gems. When damaged, Shardplate can be regrown by feeding Stormlight into any part of it. Lastly, those wearing Shardplate cannot be

directly affected by Surges, including those from an Honorblade (see below) wielded by the Shardplate's wearer.

*Special*: **Shardplate** is discounted if a **Shardblade** is also purchased.

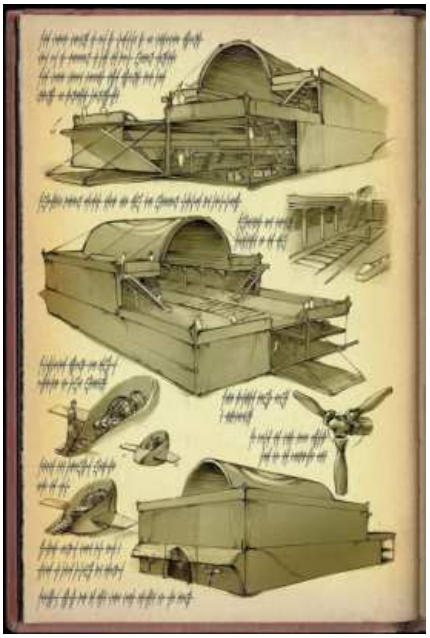


**Diagram** (300 CP): Your Warehouse has gained a copy of Taravangian's Diagram, a room which contains highly accurate, branching predictions of the future which contain instructions on how to unite mankind and survive the wrath of Odium. It uses a language specifically designed for recording this type of information. While reading and interpreting the Diagram requires high intelligence, making updates to the Diagram requires hyperintelligence, something currently beyond Taravangian.

The predictions available from the **Diagram** allow a Jumper to avoid the greatest dangers of the times within Roshar (or seek them out if that's her thing). Additionally, learning the Diagram's language improves comprehension of prophecies, probabilistic predictions of future events, and other things of that nature. With sufficient information and intelligence, a Jumper could conceivably create a Diagram of her own in future Jumps.

**Orb of Anti-Voidlight** (300 CP): You have an orb containing a purple-black light that even feels somewhat ominous. This gem holding this light is nigh-perfect: a fortunate thing, as when this anti-Light makes contact with any form of Light in an uncontrolled fashion, the explosion which results is highly explosive, akin to combining small amounts of matter and anti-matter. In controlled fashion and in sufficient amounts, it can be used to kill magical beings who are otherwise immortal such as Fused and counteract their Voidbinding powers.

You also have an apparatus which can be used to create more of this anti-Light. If you choose, you may have the Orb and apparatus made to create anti-Stormlight which has similar effects on spren and Surgebinders.



**Fourth Bridge** (400 CP): "Bridge" is both part of this massive structure's name and a fair description of its appearance upon first glance. The Fourth Bridge is the first airship developed on Roshar which uses thousands of conjoined fabrials to allow the structure to levitate and travel at a top speed of approximately five knots. While this is much slower than a Windrunner or Skybreaker at full speed, the Fourth Bridge allows for much greater numbers of troops and equipment to be transported across the continent of Roshar.

Your Fourth Bridge shares its boxy appearance with the one developed by Navani Kholin and her team of engineers, but the linked "dummy ships" are stored in a Warehouse attachment and moved by non-sapient spren upon your commands. As an additional bonus, the gems in the dummy ships will not crack from the cumulative stress, though you'll still need to replace the gems on the ship itself. Lastly, any improvements made to the Fourth Bridge's design before the end of the jump will be as fiat-backed as the original: science marches ever on.

**Honorblade** (400 CP): You've somehow come across one of the ten Honorblades in Roshar. Maybe you sneaked into Shinovar and stole it, or maybe Jump-chan just left it in front of you when you popped in. One Honorblade exists for each Order of Surgebinding, and a person holding an Honorblade gains access to the corresponding Surgebinding powers without a bond with a spren. While these powers require more Stormlight for the same effect and the healing from Stormlight doesn't work as well, there is no need to maintain a particular attitude to keep a spren's goodwill, and the most powerful forms of the Surges can theoretically be used immediately.



**Dawnshard (Change)** (600 CP): Despite its name, a Dawnshard has nothing to do with the Shards of Adonalsium created by his Shattering. Instead, each of the four Dawnshards is a primal Command which he used to create all things. By themselves, Dawnshards have little power of their own. They confer effects equivalent to the Heightenings seen on Nalthis, starting with the lower ranks and eventually reaching the Fifth Heightening.

But each Command grants understanding beyond mortal comprehension of their concept. It can supercharge the effects of any other Investiture that its holder possesses in accordance with the Dawnshard's nature. The Dawnshard which we've seen on Roshar is **Change**, and is described by its holder in this way: "*The will of a god to remake things, to demand they be better. The power to change.*"




**Nightblood** (600 CP): Nightblood is a sentient telepathic weapon which seeks to understand and follow the Command that Awakened it: "Destroy Evil". Those who Nightblood believes to be evil are drawn to use it, eventually killing themselves at the culmination of a frenzy of bloodlust, while those who it believes to be good are sickened when they see it or touch it (and may potentially overcome this nausea to use it as a weapon against their foes).

Where a normal Shardblade will cut through limbs without resistance, a mere scratch from Nightblood can be enough to kill a normal individual. It devours Investiture when drawn from its aluminum sheath, from its own wielder if necessary, and attacks across all three realms: Physical, Cognitive, and Spiritual. It has been shown to destroy magical effects by severing them, slay a god-like Vessel of the Shard of Adonalsium by destroying its current avatar, and damage powerful artifacts previously believed indestructible.

# Companions




You may create new companions or import old friends to join you on Roshar. This costs 100 CP per character, or 400 CP for up to 8 characters. Newly created companions and imports gain a history in this world (including Origin and Race) as well as 500 CP to spend as you like, although they cannot purchase further Companions other than those granted via Nahel bond. Companions may not take any drawbacks unless otherwise noted, though they are also affected by **Timing is Everything** if you select that drawback. In addition to this generic option, there are also the following specialized companion/companion import options.

**Nahel Bond - Tiny Piece of Divinity** (0 CP; requires **Surgebinder**): You have bonded a true spren to gain your Surgebinder powers and that connection means that he or she will always be with you if you choose. That spren gains an origin and 400 CP which can only be spent on perks.

*Special*: Your spren acts as a follower for the purposes of companion imports, despite his or her sapience and free will, unless you later choose to import him or her into a non-spirit form.

**Nahel Bond - Knight Radiant** (0 CP; requires **Spren**): Now for the other side of the Nahel bond! Your budding Knight Radiant, who gains a race and origin, gains the **Surgebinder** perk and the equivalent of the **Newly Bonded** drawback when you bond him or her, as well as 400 CP which can only be spent on perks.




**Shin Oathstone** (100/300 CP; not compatible with **Shin**): You've acquired the oathstone of a Shin Truthless, a warrior of consummate skill and possessing a **Shardblade**. He or she has the perks **Combat Training**, **Celebrated Duelist**, **A Drudge's Life**, **Beneath Notice**, and every Shin racial perk. So long as you possess the stone, you have unwavering control over him or her, save only that you cannot command him or her to give you the Blade or commit suicide. For 300 CP, the Shardblade is instead an **Honorblade**.

**Squires** (100/200 CP; requires **Third Ideal**): Many Surgebinders draw others around them who share the ideals which they exemplify, and who view the Surgebinder as someone to be emulated. More rarely, these individuals share such a close spiritual bond that they gain some measure of the Surgebinders' powers.

You gain no more than five Squires, who may either be imported companions or newly created characters. These characters gain an origin (Race and Background), 200 CP to spend, and the **Live Up to Your Potential** drawback. However, while you are within 10 miles of them (25 miles with the Fourth Ideal and 50 miles with the Fifth Ideal), they can use the same Surges as you have and gain all the benefits of being able to breathe in Stormlight. With time and practice, they can be as efficient and effective as you are with these Surges, though they cannot exceed you while they lack a Nahel bond of their own.

For an additional 100 CP, you can share other magical powers you have with your Squires.

**Canon Companion**: If you think you have a way to convince any of the canon characters to come along for a wild Jumpchain ride, you can gain them as a companion for free. Just keep in mind that many characters in this world are known for their stubbornness and justified paranoia, so convincing them will take a very good argument. Any cosmere/Investiture-related powers that these characters possess are considered fiat-backed.

Oh, and no taking any of the Shards or Bondsmith spren. They're limited to Roshar's stellar system.

# Followers

**Ryshadium** (100 CP): The so-called "third shard", ryshadium are near-sapient horses known for being larger, faster, and possessing greater stamina than other horses. They gain these abilities through a spren bond. They make for an ideal mount for a rider wearing Shardplate. Ryshadium choose and obey a single rider, and both rider and mount tend to be protective of one another.

**Larkin** (200 CP): Larkin are small flying crustaceans native to Aimia whose most outstanding feature is their ability to devour Investiture at will, even from Surgebinders. They are intelligent enough to be trained to only devour the Stormlight of specific targets upon command, and it's possible that some are more intelligent than that (at least as intelligent as a gray parrot). Those with lanceryn heritage can also grow much larger…

# Drawbacks



You may take as many drawbacks as you desire, but you only gain up to 600 extra CP from them.

**Past Effects Ripple** (0 CP): If you have previously taken one or more jumps based in the cosmere which took place before the events of the Stormlight Archive, you may have this version of the cosmere be the same, with all the impact on history which that entails.

**Replace Canon Character** (0 CP): You take on the appearance and role of one of the canon characters within the story, though you do not gain any additional memories, powers, or skills associated with this character, save what was gained through other purchases in this jumpdoc. You otherwise replace the canon character seamlessly upon your insertion into the story.

**Timing is Everything** (0 CP): Rather than showing up as the novels begin, you show up just after the assassination of Gavilar Kholin, or, if you want, you arrive one year prior that. Release the butterflies!

**Alethi Promotion Methodology** (+100 CP; restricted to **Vorin**): Vorin theology encourages conflict and competition in order to prepare people to retake the Tranquiline Halls in the afterlife. While it's rare to see this rise to the level of public lethal duels, there are plenty of people willing to use lethal means to advance and seize power so long as they have a fig leaf of plausible deniability. You've got one such rival, whose social power and prestige is equal to your own, and who wants little more than to see you go down in flames. If you kill him openly, expect to be disdained by your former friends and allies. Defeating him more subtly, through lethal means or not, will bring approval and discourage others from trying the same against you.

**Avoid the Hoid** (+100 CP): Hoid, an ancient being of great power, has the ability to show up wherever he needs to be and uses that to go to interesting places. However, when you jumped in, that ability stopped working and now points directly at you. Whether he finds you a curiosity or threat depends on who you are as a person, but he will not leave you alone until you leave the cosmere, and he has an uncanny knack of finding you no matter how well you try to hide. At least once every other month, he'll show up and bring chaos into your life. Be warned: his restriction against directly harming others doesn't apply to you any more than it applied to Kelsier.

**“Favored by Fortune”** (+100 CP; not compatible with **Avoid the Hoid**): Rather than Hoid’s sense of Fortune pointing at you, you gain a sense of Fortune similar to his and are drawn to what it senses. This will mean that you will be involved with the events of the Stormlight Archive, even when they grow more dangerous, and will encounter “interesting times” similar to what are seen in Edgedancer and Dawnshard in the places and times which aren’t explicitly covered by the novels.

**Illiteracy** (+100 CP; restricted to male; not compatible with **Ardent**): Most men in the Stormlight Archive cannot read. Somehow, when you jumped in, you lost your ability to read or write anything more complicated than basic numbers and single words. Besides the obvious inconvenience, at least once every couple of years during the jump, someone literate will fail to pass along some pertinent information that was literally written right in front of you.

**Parshman** (+100 CP; restricted to **Parshendi Slaves**): Rather than starting the jump as a full Listener or Singer, you are instead one of the parshmen whose Connections and Identities (effectively, their minds and wills) were long ago damaged by the capture of Ba-Ado-Mishram. Until that spren is released by the Everstorm, you are barely sapient and weak of will. All Parshendi racial perks are also disabled until that time.

Choose a second origin. You gain that origin’s discounts on perk purchases, but do not benefit from those perks or any Parshendi racial perks until the Everstorm returns your Connection and Identity.

**Shash** (+100 CP): You have been branded on your forehead with the shash glyph, declaring you to be a dangerous and violent individual. While this brand can be covered, it cannot be healed by any means during this jump.



**@#$^ Moash** (+200 CP): Ask nearly any reader of the Stormlight Archive who their most hated character is and you’ll probably get the same answer: Moash. Where the main characters try to do better and improve, Moash blames others and declaims responsibility. Where others try to lift people up, Moash tries to drag them down with him. He is Kaladin Stormblessed’s dark mirror.

You are hated as much by those from the cosmere as Moash is out-of-character. At best, people barely tolerate you and seek to use you; at worst, they will preferentially target you in any sort of conflict. It’s lucky that most find you too pathetic to motivate them to deal with you more permanently. The only exceptions to this drawback are Odium, who is willing to be your best friend if you let him, and Moash himself.

**The Curse of Kind** (+200 CP): You are affected with the same curse as Axies the Collector (and possibly other Siah Aimians who survived the Scouring of Aimia). Bad luck follows you, affecting you and those who interact with you, and while it is not definitely lethal, it can be physical harmful. This is an effect of Fortune, a Spiritual property in the cosmere.

**Spiritually Inert** (+200 CP; not compatible with **Spren**): You do not attract spren by your actions or emotions, an oddity which might be noticed by others. You cannot form any bonds with spren, including Nahel bonds and the minor bond between a Shardblade and its user, and spren have trouble seeing you in the same way that normal people have trouble seeing spren. Any out-of-jump powers which rely upon spiritual or magical energy are similarly disabled or

dampened to a mundane level of effectiveness. Lastly, you cannot enter Shadesmar: your entire time this jump must be spent in the Physical realm.



**Thrill-seeker** (+200 CP): You've been touched by the Thrill, one of the Unmade spren aligned with Odium, the Shard of Hate. You grow stronger, your wounds pain you less, and you don't seem to tire as long as you're in battle. The downside is that you've become addicted to the sensation to the extent that it clouds your judgement. Brother married the girl you love? Why not kill him for her? The more you give in, the harder it is to resist in the future, and if you start having blackouts and waking up with your allies' bodies around you, seek help.

**A True Worldhopper of the Cosmere** (+300 CP): Your entrance to the cosmere as a Jumper has not come without (temporary) cost. All fiat-backed Jumpchain benefits, including the Warehouse and its contents but not including the Body Mod, which do not originate from within the cosmere no longer function. As of this document's latest revision, jumpdocs exist for Elantris, Mistborn (in multiple eras), and a work-in-progress form of Warbreaker. Any benefits gained from these jumpdocs remain in effect.

**Bound to Braize** (+400 CP, restricted to **Fused** and **Spren**): You begin in the hellscape of Braize which attacks your sanity. Any Jumpchain effects (e.g., perks, powers, items) will not protect you from this torture, and your willpower is limited to that of an ordinary Parshendi. You cannot escape Braize until the Everstorm comes to Roshar.

*Special*: Non-Fused and spren not associated with Odium may also take this drawback, but doing so sets your arrival time 10 years earlier than the default, the Fused will actively torture you in addition to the passive torture of Braize, and you may not leave Braize until Taln surrenders to his torture and returns to Roshar. Unlike the Heralds, you have no easy path back to Roshar.



# Magical Drawbacks

**Live Up to Your Potential** (0 CP; not compatible with **Surgebinder** or **Voidbinder**): You have entered Roshar without a Nahel bond or Voidbinding capability, but some of its spren have shown willingness to bond those from off-world. If you are able to convince a spren to bond you during the jump, you gain the **Surgebinder** perk and the **Newly Bonded** drawback (but gain no additional CP).

In a similar fashion, if you are somehow able to convince Odium to make you a Voidbinder during the jump, you gain the **Voidbinder** perk.

**Newly Bonded** (+100 CP; requires **Surgebinder**; not compatible with **Third Ideal**): While most of those who call themselves Knights Radiant have sworn their second Ideal, you aren't there yet, having only sworn the first Ideal common to all Orders. Your bond with your spren is weak or new, and access to your Surges is not under your conscious control. While you can't use Surges consciously (and they use up most of the Stormlight around you), they tend to come out when you need them most. You can still use Stormlight for its general effects under conscious control.

This drawback can end during the jump's duration if you swear your order's second Ideal.



**Void-Touched Spren** (+200 CP; requires **Surgebinder**): You've heard the legends of the Knights Radiant and their powers, and now you've been selected by a spren to join them. The thing is, not all of those powers seem to be working as they should, and your spren seems nervous and secretive…

Choose one of the two Surges that you have access to from Surgebinding. Whenever you try to use it the way a normal Surgebinder would, it will fail. In order to make use of the surge, it has to feel creepy (e.g., using Progression to heal someone also causes tumors to form; instead of using Lightweaving to create disguises, you use it to create eldritch lights which disorient those who see them). Most people in Roshar don't know how Surgebinding works, so it is possible to mislead them about how your powers work.

If this drawback is discovered by anyone, whether they are aligned with humanity or Odium, their first inclination will be to kill you. Good luck explaining it if you're found out. (This part of the drawback goes away at the end of the jump, but you can choose to keep the rest of it if you prefer your ~~corrupted~~ enlightened spren the way he/she/it is.)

# Ending

At the end of ten years in Roshar, you have the usual choice:

**Return Home:** You've had enough of jumping about, and now it's time to return to your old life.

**Stay Here:** "Here" is a slightly larger space than in some other settings. You're in the cosmere, and depending on what you know, you may not be limited to Roshar. But as for your old life, it is now behind you.

**Continue On:** There are other adventures to be had. It's time to find them.

# FAQ/Notes



## General

**Why weren't you entirely accurate about some part of cosmere lore or terminology?**

In some cases, I kept the terminology and lore used in the document somewhat generic so that it was clearer how it would translate in future jumps. If there's anything you think is particularly egregious, or if Brandon Sanderson has revealed a new tidbit at a signing or Reddit AMA, let me know.

Note: I have been calling the powers used by the Fused "Voidbinding", though there is some evidence that Voidbinding differs from the Fused's powers. If we get a Word of Brandon which gives a better name for it, I will change it in a future revision. Until then, don't get hung up on it.

**How should we treat all the references to spren in the perks and other mechanics in future jumps?**

After this jump, spren can be considered a type of spirit and references to spren in any perks or items can be replaced with "spirit". Any spren which you bring with you will remain as they were on Roshar, finding sustenance from your emotions/spirit/Cosmere Points. Any sapient spren

(such as those who are part of a Nahel bond) will remain sapient and could potentially be brought to other jumps as companions. If not imported as companions, they'll remain intelligent and act as followers instead.

# Races

**How do Spren and Fused work with regard to death and Chain end?**

A Jumper spren who becomes a deadeye (due to his or her bonded Radiant breaking an oath) is not considered to have died for the purposes of Chain end, but any applicable 1-Ups can be used to "heal" from the condition.

A Fused which is killed on Roshar and banished to Braize is considered to have died for the purposes of Chain end unless the Fused is able to reconstitute itself on Roshar before the end of the jump. This may also involve escaping the attention of Odium, which could constitute an additional complication.

Spren and Fused killed by Anti-Investiture are dead for all purposes, including Chain end and applicable 1-Ups.

# Perks

**Post-jump, how much can I ignore with Ardent?**

**Ardent** only affects the social aspects of the fundamental characteristic, rather than any physical restrictions. For example, in the Wheel of Time, if an Ardent could channel saidin, he could choose that as his characteristic and avoid the social stigma of being a male channeler. However, he would still be subject to the taint on saidin if that were still in effect.

**How does 'The Visions Can Be Wrong' interact with a Jumper's own out-of-jump prophecy powers?**

Any of your predictions will be as accurate as they would normally be. If they involve you and you wish to try to change the results, you can do so and potentially succeed (that is, you won't be stuck with a self-fulfilling prophecy).

**Honor is Not Dead so Long as He Lives in the Hearts of Men:** In future jumps which already contain a spiritual world/spirits, this perk functions similarly to how it functioned on Roshar: acting in a way in keeping with a type of spirit makes them "more". In jumps which do not contain spirits, at the Jumper's discretion, the perk will gradually awaken spren and eventually create a realm similar to Shadesmar. By itself, this perk has localized, slow effects, but the more spren-related perks, items, and Companions which are taken from this jump, the greater and faster the change.

(Yes, this means a Vorin with this perk and a Parshendi with **Mastery of Forms** would have a much greater effect; it's sort of thematic that way.)

# Items

Cosmere-unique items purchased with CP (specifically, the **Honorblades**, **Nightblood**, and the **Dawnshard**) may either be the items themselves or Jumpchain-made copies.

**Spheres**: Any spheres which you spent during the jump are returned to you following the jump. They are less useful as currency in future jumps but much more useful as recharging sources of Investiture for anyone using Rosharan magic or fabrials.

**Fabrials**: Soulcasters with one setting and the Regrowth fabrial held by Nale are examples of the high end of a basic fabrial. Two purchases would be enough for a multi-setting Soulcaster.

**Ralkalest Arms and Armor**: Yes, ralkalest is aluminum. The weapons and armor are technically a mostly-aluminum alloy to make them somewhat viable in combat while retaining the properties of aluminum which make it so useful in the cosmere.

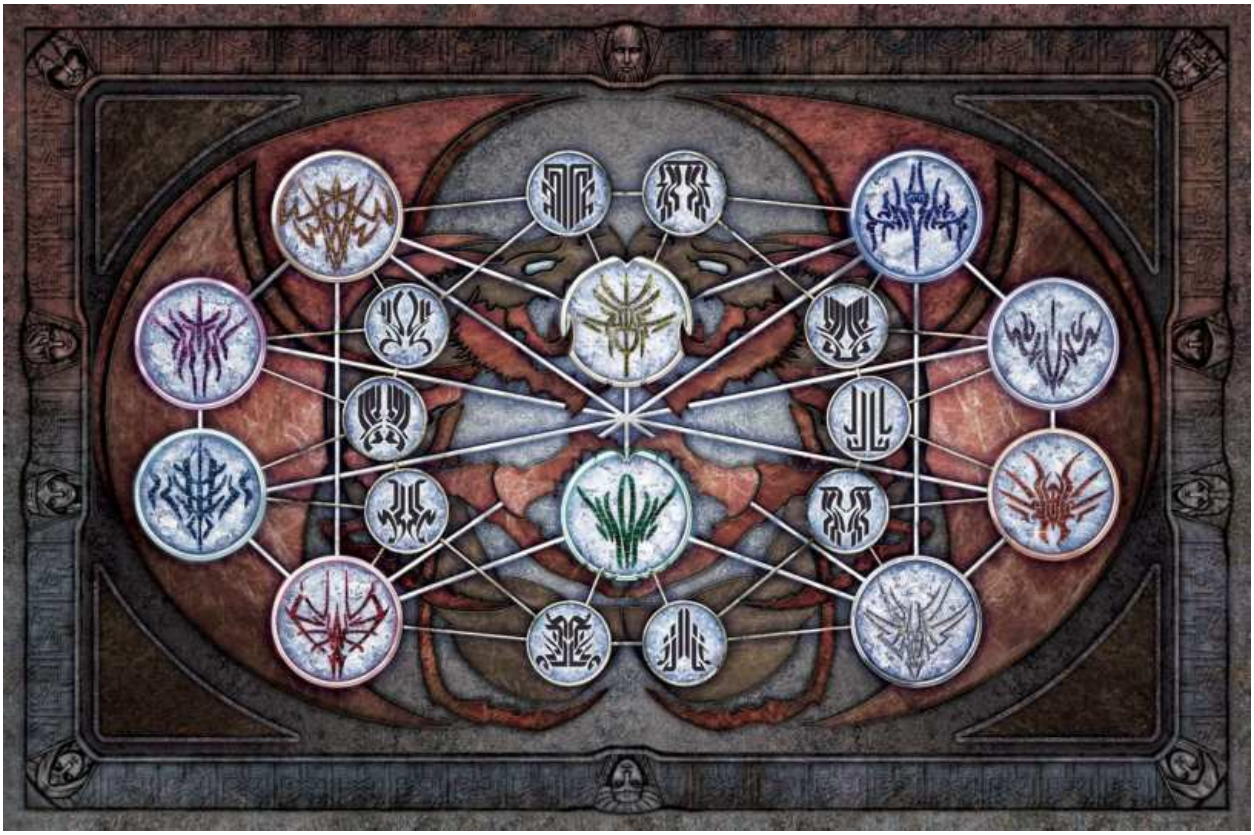
**Dawnshard**: Information on the ranks of Heightenings can be found at Coppermind. Generally speaking, Heightening improves the senses and increases longevity to the point of agelessness by the Fifth Heightening.

**Nightblood:** If it feeds off your Investiture (i.e., spiritual power) and you survive, then you become resistant to its auras of bloodlust and power-draining. In future jumps, Nightblood retains the cosmere's metaphysics to the extent that it can still slay beings by destroying their avatars and damage the indestructible, even if their avatars and indestructibility work in a different fashion. Similarly, its anti-magic capabilities extend beyond Investiture into anything using spiritual/magical power.

# Drawbacks

**Spiritually Inert**: You can exert effort to "appear" to sapient spren, but it is tiring for you to do so. If you purchased anything from the Magic section, you do not gain its benefit during this jump but it will be available to you in future jumps.

# Surgebinding and Surges



## Orders and Their Associated Surges, Spren, and Resonances

- Windrunner – Adhesion and Gravitation (honorspren)
    - Resonance: When you attract followers (or **Squires**), you attract significantly more of them (up to 25 rather than 5). **Squires** can be twice as far from you and still share your powers.
- Skybreaker – Gravitation and Division (highspren)
- Dustbringer – Division and Abrasion (ashspren)
- Edgedancer – Abrasion and Progression (cultivationspren)
    - Possible Resonance: You are better at communicating your intentions to others, picking up slang and idioms instinctively.
- Truthwatcher – Progression and Illumination (mistspren)
    - Voidtouched Resonance: You can see potential near-term futures, which also gives you a lesser form of **The Visions Can Be Wrong** while on Roshar. Unlike most Resonances, intentionally using this Resonance requires Stormlight, but it can also activate on its own at no cost.
- Lightweaver – Illumination and Transformation (liespren/Cryptics)
    - Resonance: You gain a mnemonic ability, such as a photographic memory or the ability to recall entire sagas word-for-word.

- Elsecaller – Transformation and Transportation (inkspren)
    - Possible Resonance: You have an improved spatial sense, similar to an internal GPS.
- Willshaper – Transportation and Cohesion (lightspren)
- Stoneward – Cohesion and Tension (peakspren)
- Bondsmith – Tension and Adhesion (Fundamental and powerful spren: Stormfather, Nightwatcher, and the Sibling)

## Descriptions of Surges

**Adhesion: The Surge of Pressure and Vacuum.** Has been used to cause two solid objects to stick together solidly.

**Gravitation: The Surge of Gravity.** Has been used to allow the Surgebinder to fly at high speeds and to change the direction of gravity within an area.

**Division: The Surge of Destruction and Decay.** Allows the Surgebinder to damage an object or living creature to the extent of breaking molecular bonds, though not atomic bonds. A trained Surgebinder is capable of significant control and finesse.

**Abrasion: The Surge of Friction.** Has been used to reduce or increase friction, allowing the Surgebinder to skate across solid ground or climb steep walls.

**Progression: The Surge of Growth and Healing, or Regrowth.** Has been used to allow the Surgebinder to heal others, both physically and at a spiritual level, and to grow plants at astonishing speeds.

**Illumination: The Surge of Light, Sound, and Various Waveforms.** Has been used to create illusions using both light and sound.

**Transformation: The Surge of Soulcasting.** Has been used to change one “element” into another, based on spiritual essence.

**Transportation: The Surge of Motion and Realmatic Transition.** Has been used to move between the Physical and Cognitive realms.

**Cohesion: The Surge of Strong Axial Interconnection.** Offers the ability to alter materials at a molecular level, most notably with the practice of Stoneshaping.

**Tension: The Surge of Soft Axial Interconnection.** Has been used to make stiff things pliable.

Note: Many of these Surges also have a spiritual component. For example, the Adhesion surge allowed one Surgebinder to speak and understand an unfamiliar language by creating a spiritual connection to a native speaker. Stoneshaping also connects the Surgebinder with the memory of the land.

# Acknowledgements

Thanks to SeebotHaseeb for suggestions on perks in the initial creation of the jumpdoc. Thanks to Sonic0704 for his encouragement and feedback on the version 2.0 revision.

Art used in this document includes cover art for the first four novels, as well as several illustrations from Call to Adventure: The Stormlight Archive game. Unless otherwise noted, the illustration comes from CtA:SA. Attributions are given in order of appearance.

- *The Way of Kings*, U.S. cover by Michael Whelan
- *Odium*, deluxe version, by Felix Abel Klaer
- *Map of Roshar*, interior art from Way of Kings, by Isaac Stewart
- *Willshaper*, by Nastya Lehn
- *Spren*, by botanicazu
- *Oathbringer*, U.S. cover by Michael Whelan
- *Leader*, by Ari Ibarra
- *Visions of the Future*, by Ari Ibarra
- *The Stick of Resolve*, by Ari Ibarra
- *Worldsinger*, by Ari Ibarra
- *Ghostblood Agent* by Soph Peralta
- *Jezrien*, interior art from Oathbringer, by Howard Lyon
- *Artifabrian*, by Ari Ibarra
- *Slaves*, by Artur Felipe Mósca
- *One More Try*, by Artem Demura
- *Duelist*, by Randy Vargas
- *Chasmfiend Hunt*, by Randy Vargas
- *A Man's Worth*, by Randy Vargas
- *Farmer*, by Adam J. Marin
- *Parshendi Army*, by Petar Penev
- *Voidlight*, by Ari Ibarra
- *Oathgate*, by Artem Demura
- *Shardplate*, interior art from Words of Radiance, by Ben McSweeney
- *Mastermind*, by Ari Ibarra
- *Navani's Notebook - The Fourth Bridge*, interior art from Rhythm of War, by Kelley Harris
- *Broken Oath*, by Antti Hakosaari
- *Skybreaker*, by Petar Penev
- *Rhythm of War*, U.S. cover by Michael Whelan
- *Weep as You Kill*, by Ari Ibarra
- *Words of Radiance*, U.S. cover by Michael Whelan
- *Fallen from Grace*, by Soph Peralta
- Dalinar and the Thrill, by Petar Penev
- *Taln*, interior art from Rhythm of War, by Donato Giancolo
- *Kholinar Spren*, interior art from Oathbringer, by Ben McSweeney
- *The Way of Kings*, Chinese cover by Jian Guo
- Illustration of the Surges and Orders, interior art from the Way of Kings, by Isaac Stewart

# Change Log (1.6 -> 2)

- Removed age/gender cost and incorporated that information into Races.
- Removed random location for cost; Jumpers may start in their racial homeland or on the Shattered Plains.
- Added a new name for the Drop-In origin; clarified that it can be a non-Drop-In if desired.
- Changed Parshendi special rules to a separate drawback (**Parshman**).
- Added Scholar origin.
- Split Aimian into **Dysian** and **Siah** since they are separate races.

- Added **Spren** race.
- Reduced cost of **Surgebinder**.
- Added separate entry for **Bondsmith** which also grants the Light “creation” ability.
- Added **Voidbinder** to represent the Fused’s powers.
- Moved **Worldsinger** to the Worldhopper origin, replacing Cosmere Awareness.
- Increased **Stormblessed**’s cost to 200 CP as part of an effort to remove 50 CP and 150 CP costs.
- Moved **Artifabrian** to the Scholar origin.
- Renamed Means and Ends to **Stain Your Soul So Others May Live**, moved it to the Noble origin, and reduced its cost to 200 CP.
- Removed Cosmere Awareness and added its “detect offworlders” effect to **Cosmere Scholar**.
- Added **Ghostblood** perk to Worldhopper at 600 CP.
- Removed **Shallow Roots** from Noble origin.
- Moved **Highprince** to 100 CP.
- Added **Heraldic Glory** to Noble at 600 CP.
- New perks for Scholar: **Collaborator**, **Voices of the Past**, **Just a Patron**.
- Added **You Will Be Warm Again** to Slave at 600 CP.
- Added **Setting Aside the Sword** to Warrior at 600 CP
- Removed **Cultural Touchstone** as it was redundant with the standard rules for background memories and skills.
- Added **Comfort in Conflict** and **Honor is not Dead so Long as He Lives in the Hearts of Men** to the Vorin racial perks.
- Added Spren racial perks.
- Added 200 CP stipend for items for Jumpers.
- Removed all previously existing discounts for items.
- Changed **Spheres** to provide one free for all, three free for Nobles.
- Added one freebie item for each origin, setting to 100 CP for others.
- Removed dedicated Soulcaster item and listed it as an option under **Fabrials**.
- Reduced cost of **Shardblade**.
- Added discount on cost for **Shardplate** with purchase of **Shardblade**.
- Reduced cost of **Honorblade** to 400 CP.
- Added **Orb of Anti-Voidlight**, **Fourth Bridge**, **Dawnshard**, and **Nightblood**.
- Clarified how drawbacks work with Companions.
- Added two forms of the Nahel Bond as Companions.
- Reduced cost of **Shin Oathstone** and clarified what perks that character gains.
- Increased base count of **Squires** to five.
- Changed **Canon Companion** so that it only requires convincing the target.
- Reduced cost of **Larkin**.
- Increased value of **Alethi Promotion Methodology** and **Illiteracy** to 100 CP.
- Added **Past Effects Ripple**, **Replace Canon Character**, **“Favored by Fortune”**, **Parshman**, **@#$^ Moash**, **The Curse of Kind**, **Spiritually Inert**, **A True Worldhopper of the Cosmere**, and **Bound to Braize** as drawbacks.
- Reworked the Surgebinder-related drawbacks into **Live Up to Your Potential**, **Newly Bonded**, and **Void-Touched Spren**.
- Updated FAQ to remove questions no one asked and add new ones.
- Minor tweaks and rephrasing to be less wordy.
- So many pictures…