Mistborn Era 1 Jumpchain

Jump by u/guyinthecap and u/Edrogrimshell
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The sky rains ash. The king is a god. There is always another secret. Welcome to the world of Scadrial. Even amongst the Cosmere, Scadrial is unique; a scalding hot planet baking under a red sun, only liveable due to the ash that clouds the sky. The people here live under the Lord Ruler, an immortal king that presides over all known lands. Long ago, the Lord Ruler defeated a great evil and ascended to godhood, becoming the Sliver of Infinity. He remade the world as he saw fit, elevating those who supported him while casting out those who opposed him. From the many cultures of Scadrial he formed a hierarchy that persists to this day, crushing all efforts of rebellion or dissent under his incredible might.

One thousand years have past, and events have been set in motion that will shake the foundations of the Final Empire. In a few months time, a passionate blonde-haired man will begin to put a crew together for the most ambitious heist imaginable. His plan for revenge, and his hope for a brighter future, will turn this entire world on its head. You must choose what part, if any, you are to play in this epic tale.



Take these, you're going to need them.
+1000cp



Backgrounds

[Free] Drop-In: Scadrial's no stranger to newcomers. Visitors from throughout the Cosmere have secretly visited this planet for tens if not hundreds of years. Maybe you're friends with Hoid, or maybe you came to Scadrial for your own reasons. Whatever the case, you have been covertly placed at your starting location with all of your purchases. You have no friends or connections at the moment, but you are not burdened by the Final Empire's crushing hierarchy. Your future in this world is yours to earn.

[Free] Skaa: Said to be the descendents of the Lord Ruler's enemies, the Skaa form the working class of the Final Empire. Enslaved and treated like cattle, most Skaa work on plantations or in mills. Despite their oppression, some have seized what opportunities exist, working as craftsmen or turning to crime to sustain themselves. There's even word of a Skaa rebellion somewhere out there, but those don't usually get far. Your beginning is just as humble, starting as a simple laborer or even a vagrant. However, that may not be the case forever. As time will soon show, even Skaa can rise to greatness.

[Free] Terris: Subjugated like the Skaa, the Terris people now act as mild-mannered servants to the nobility. Terris stewards are highly prized for their education and skill, but the Lord Ruler's strict breeding program has left both emotional and physical scars on all of them. Secretly, an order of Terris called the Keepers collect knowledge and prepare for the day when the Lord Ruler falls. You may be a stewart in some noble house's employ, or you may serve the Synod, but you'll have to fear the Lord Ruler either way. He fears the power of the Terris people, and for good reason.

[Free] Noble: The ancestors of the noble families supported the Lord Ruler, and the results speak for themselves. You have enjoyed a life of privilege. Your family is wealthy, to one degree or another, and you have been educated to prepare you for contributing to your house's businesses. Your concerns are with parties and political alliances instead of plantation work, but your life isn't carefree. Houses compete fiercely with each other for power and influence, and you're just as likely to be double crossed in a business deal as you are to be assassinated in the night by a rival house's allomancers. Whether you come from one of the ten Great Houses or from a smaller noble line, you'll want to stay on your toes.

[Free] Instrument: Not all nobles serve their respective houses. Some dedicate their lives to becoming obligators and upholding the Lord Ruler's government; the Steel Ministry. Obligators serve in many roles. You may find yourself collecting taxes for the Canton of Finance, managing logistics with the Canton of Resource, or even helping the Canton of Inquisition uphold the Lord Ruler's laws. The Steel Ministry is as much a church as a government, and expects unwavering loyalty from its members. You'll be under the watchful eye of the Lord Ruler and his most dangerous servants, but the secrets the obligators keep may be too tempting to pass up.

[200] Kandra: You are not human anymore, Jumper. You're far more special than that. You are a Kandra, a member of a shapeshifting race created by the Lord Ruler with hemalurgy. Under an agreement called the First Contract, the Kandra serve the Lord Ruler, allowing themselves to be hired by the nobility in exchange for atium. When not out on contract, you live with the rest of your race in the Kandra Homeland. You know more than most about the forces at work in this world, but you are just as much a slave to the Lord Ruler as any Skaa or Terris.

Age/Gender

Despite the harsh gender roles one might find in the Final Empire, exceptional individuals of every kind can be found here. Some might be skeptical of a headstrong female noble, or a Skaa that has reached his sixth decade, but they won't be able to stop you from carving your own path. You may freely select your gender, as well as any age between 14 and 64. Alternatively, you may roll for your age and gender for **+50cp each.** ***Kandra cannot roll for age, and start at 100 instead.***

For age, roll 3d10+8. For gender, roll 1d4; 1-2 is male, 3-4 is female.

Location

The Lord Ruler controls many lands, and your journey has the potential to start from almost anywhere. **Roll 1d8 to determine your starting location, or pay 50cp to choose.**

1. **Kredik Shaw:** Here stands the center of the Final Empire, the seat of the Lord Ruler. Known as "The Hill of a Thousand Spires" in Terris, this towering palace marks the Lord Ruler's center of power. Lying at the center of the capital city of Luthadel, Kredik Shaw constantly reminds Skaa and Noble alike of their insignificance compared to the Lord Ruler. Nearby you'll find the headquarters of the Canton of Inquisition and the Canton of Orthodoxy. **Obligators can start here for free.**

2. **Oldgate:** Even in the capital city, there are places where the Lord Ruler's influence wanes. One of the older districts of Luthadel, Oldgate's distance from the noble keeps and proximity to the commercial district have made it the preferred home of many Skaa. Whether they be beggars, mill workers, craftsmen, or thieves, the common folk of Luthadel have seized the opportunities of this city.

3. **Major City:** Luthadel may be the largest city in the Final Empire, but it's far from the only one. Cities like Austrex, Urteau, and Fadrex City all represent important population centers across the many Dominances that make up the Empire. Though the Great Houses maintain keeps in the capital, many of them call these trade hubs home. You begin in one such city. Your distance from Luthadel offers a certain degree of independence, but you'll also be far from the Empire's politics. Then again, you might prefer that.

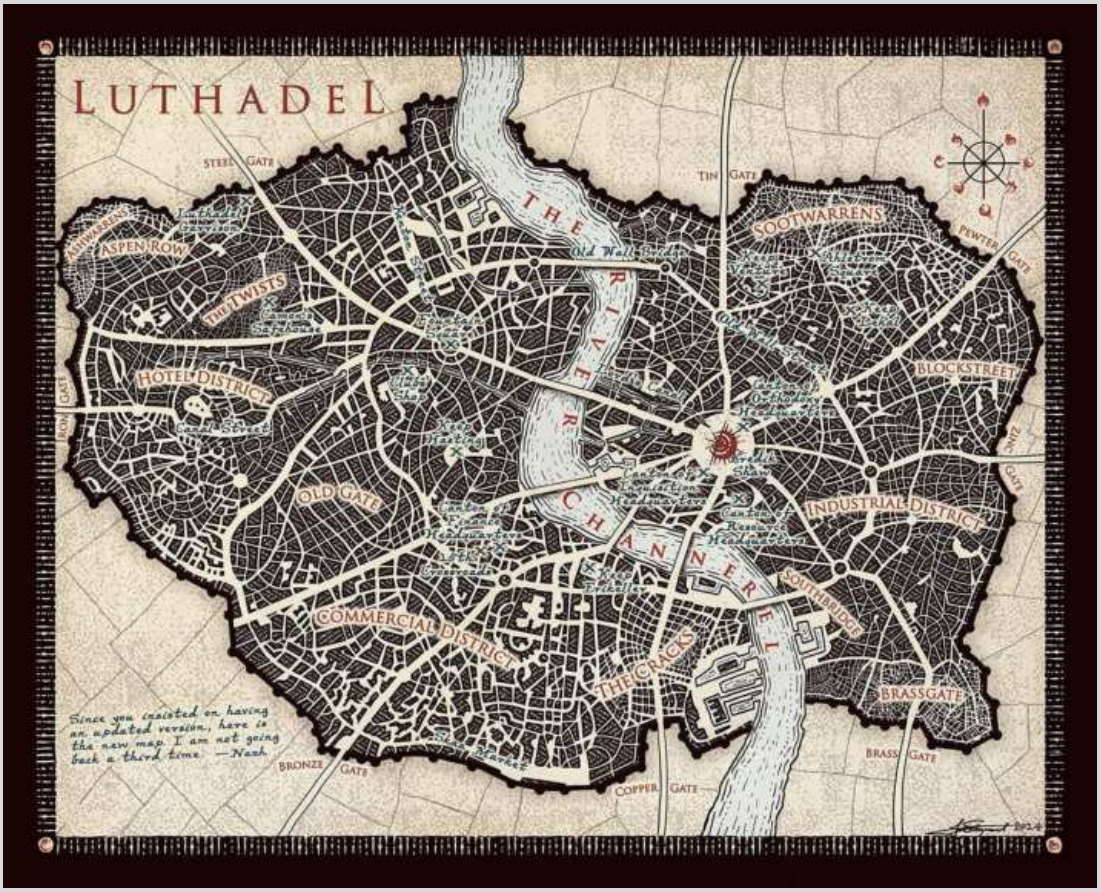
4. **Minor Town:** Scattered between the major cities are small communities and burgeoning towns. Places like Fellise, Mantiz, and Vetitan are just large enough to offer some of a city's conveniences while still being fairly clean and quiet. A town like this might feature a single noble keep or a branch of the Steel Ministry, but few other connections to the Empire at large. This would be a great place to relax or lay low, but lacks the heavy commerce nobles and thieving crews thrive on.

5. **Plantation:** Farms like these are the perfect microcosm of the Final Empire; Skaa work the land under the watch of a noble. Taskmasters and plantation owners have much more direct control over their workers here, while the Skaa form self-contained communities of their own. As strict as the lords and ladies can be, escape from and travel between plantations is possible with the help of the local Skaa. **Skaa can start here for free.**

6. **Tathingdwen:** The capital of the Terris Dominance, Tathingdwen is the closest you'll find to an independent city in the Final Empire. Though the Lord Ruler's presence is felt here, the city itself is secretly ruled by the Synod, a council of Terris Keepers. Starting here offers you some indirect protection from the Lord Ruler, but you may not want to stay here for long. **Terris can start here for free.**

7. **Kandra Homeland:** Located in the mountains of the Central Dominance, the caverns the Kandra call home are secret to all but a few. Kandra are forbidden from leaving this land unless on contract, and outsiders are generally discouraged. The famous Pits of Hathsin are also nearby, though those are more jealously guarded. **Kandra can start here for free.**

8. **Free Choice:** Fate is with you! You may start at any location in the Final Empire, from the capital of Luthadel to the Farmost Dominance and everywhere in between. Many factions race to uncover this world's secrets. Best take advantage of this head start!



Primer on the Metallic Arts

The first thing you might notice here are the unique forms of magic native to Scadrial. Known as the Metallic Arts, the disciplines of Allomancy, Feruchemy, and Hemalurgy account for the incredible powers some Scadrians wield. You should probably know a bit about them before you wander too far.

Allomancy is the first and most widely known Metallic Art. Allomancers may consume specific kinds of metal, "burning" it to create a specific effect. Allomantic metals are destroyed when burned, forcing allomancers to replenish their metals regularly. Allomancy is a rare trait in noble bloodlines, and an even rarer one among the Skaa. One in every hundred nobles is an allomancer, while ten thousand Skaa are born for every skaa allomancer produced. Most of these allomancers are Mistings, meaning they can burn only one of the allomantic metals. This is still a powerful gift, and can catapult skaa and noble alike to prominence. However, there is a rarer variety. For every one hundred noble allomancers born, one among them is a mistborn; a powerful allomancer who can burn all the allomantic metals. Skaa mistborn are so rare that almost none have been recorded. Although, that may soon change.

Feruchemy is the second Metallic Art, and is deeply connected to the Terris culture. Feruchemists may store their attributes in items made of specific metals, allowing them to draw on these reserves at a later time. For example, a Brute feruchemist could store their strength in a piece of pewter, becoming half as strong for one hour so that they might be half again as strong for one hour later. Alternatively, the Feruchemist could become even stronger, consuming their reserve at a faster rate for more dramatic effects. Because of the Lord Ruler's extermination campaign, the only living feruchemists are the Terris Keepers. A feruchemical equivalent to the misting, a feruchemist who can only use one kind of metal, does not exist yet. However, your entrance into this world may change that fact.

Finally, we must discuss **Hemalurgy**, the third Metallic Art. The secrets of Hemalurgy are known only to the Lord Ruler and a select few of his officials. Unlike allomancy and feruchemy, which are passed down through bloodlines, hemalurgy can be used by anyone knowledgeable enough to recognize its potential. Hemalurgy steals power from other creatures through the use of gruesome and often lethal metal spikes. Once the victim's power is extracted, the spike can then be driven into a new host, granting them all kinds of mysterious powers. The Steel Inquisitors are hemalurgic creations, and are among the most deadly creatures on Scadrial.





Perks

Perks that match your origin are discounted to half-price. Perks that cost 100cp and that match your origin are free.

Special Note: *When purchasing Allomantic or Feruchemical powers, there are special restrictions. You may not purchase the* ***Misting*** *perk or the* ***Ferring*** *perk multiple times. If you wish to purchase both allomantic powers (****Misting*** *or* ***Mistborn****) and feruchemical powers (****Ferring*** *or* ***Feruchemist****), you must also purchase the* ***Twinborn*** *perk.*

General:

[Free] Scorched Physiology: Scadrial is an unforgiving place. Only the careful adaptations of the local flora and fauna have allowed life to persist, and even then only on a small part of this world. Your body has been similarly altered. You will have no trouble breathing the air here, despite the heavy ash that falls from the sky. The plants that do grow here will sustain you, despite their relative lack of nutrition. Life on Scadrial is among the most resilient in the Cosmere, and thankfully, you have a biology to match.

In future worlds, this remarkable anatomy will set you apart from others. Your form is tougher, will require less food than the Yolish-standard human, and you will be largely immune to airborne toxins. Scadrial can be harsh, but those who survive its heat are forged into strong alloys.

[100, Free to Skaa] Plantation's Strength: The Nobility might be well-read, but their sedentary lifestyle has taken its toll. A lifetime of labour has hardened you into a capable physical specimen. You're strong enough to handle plantation work, swift enough to escape your taskmaster, and sturdy enough to survive regular run-ins with beatings and disease. Your struggles have made you strong, and with proper nutrition and steady meals, you'll quickly reach your form's peak potential.

[100, Free Drop-In] Steady Burn: Scadrian Investiture works fine so long as you're on Scadrial, but visitors like you might have some trouble later on. With this perk, you don't need to worry about your powers not working. Any magic you gain or learn in one world will continue to function correctly in future worlds. Even if you journey far beyond the Cosmere, your metals will burn bright!

[100, Free Noble/Terris] Classically Trained: A noble birth brings many perks, from a softer life and financial freedom to even basic literacy. You have been tutored extensively, and given a basic but reliable education in mathematics, history, logic, and social etiquette. This knowledge is the basis of your noble life. Without it, you couldn't hope to converse with other socialites, run any kind of business, or navigate the complex bureaucracy of the Final Empire.

[Free/Exclusive to Kandra, Inquisitors, & Koloss] Stainless Steel: Normally, a Hemalurgic being's very nature opens them up to malicious interference. You are not normal. Though you possess Hemalurgic spikes, you cannot be dominated by Ruin. He can still nudge your emotions, but you are beyond the worst of his control. You can still be pushed, and still be tricked, but your will is your own.

[100] Eye Catching: You'll turn heads at the ball tonight, Jumper. Whether you have Shan's auburn hair, the Venture boy's disheveled charm, or another alluring feature, your beauty will attract attention with the slightest bit of effort. The struggles of slavery, the heat of battle, and even the ravages of time cannot diminish this beauty. Of course, these looks come with consequences. The Skaa know too well what happens to pretty daughters.

[200] Elevated Station: There is little social mobility in Scadrial. One usually remains in the caste they were born into for their entire life. That being the case, you may want to start a little higher on the ladder. Purchasing this perk increases your social standing depending on your Background. This perk doesn't grant raw power on it's own, but it will improve your living situation and unlock additional benefits in other perks.

Skaa who take this perk no longer need to worry about working a plantation or begging in the streets. Through trade skills or a thieving crew, you've found a place to live, a regular source of meals, and as much independence as a Skaa can expect.

Terris with this perk will be employed according to their impressive education. Subjugated Terris may find themselves working as servants for the Great Houses of Luthadel, while independent Terris may support the Keepers and the Synod in Tathingdwen.

Nobles with this perk receive a straight-forward upgrade. Rather than be born into a lesser family, you will be a member of one of the Great Houses. You'll also be in the direct line of succession, rather than a distant cousin or divergent bloodline.

Instruments will find elevated positions in the Steel Ministry when they purchase this perk. Rather than start as a lowly obligator, you will have the rank of Prelan, possibly putting you in charge of a field office or city district.

Kandra gain experience with this perk. Rather than being a member of the Ninth Generation, the newest batch of adult Kandra, you are a member of the Seventh Generation. Add 200 years to your age. You don't have the political clout of your Elders, but more than two centuries of life have made you a competent shapeshifter. Younger Kandra will respect you, and you've been on enough contracts to be familiar with human society.

[300] Twinborn: The greatest beings of this world are those with two stories. The Terrisman who became an emperor. The half-noble who inspired a kingdom. The street Skaa who ended an era. Like them, you draw strength from your dual origins. Upon purchasing this perk, you gain the benefits of an additional Background from this jump. How this twin nature affects your backstory is for you to decide, but you receive all the discounts that both individual Backgrounds would offer. Perhaps you are the product of a noble's forbidden affair. Perhaps greater powers have shaped your journey. Whatever the case, your future holds great potential, Jumper.

Drop-In:

[100] Tapping Fortune: Like a certain white-haired worldhopper, you find yourself drawn to important events. You may amplify this effect by actively seeking out characters or conflicts, or you may disable this perk and ignore the story at large. Additionally, this perk ensures that certain events proceed as they did in canon. Drastic changes will still alter a story, but your choices won't have catastrophic ripple effects unless you intend them to. A lot of moving pieces had to fit together just right to allow Scadrial to survive. It would be a shame if you butterfly effect-ed this world into oblivion.

[100] Sterling Truth: With the right information, you can help a lot of people. The trouble, usually, is getting them to listen. People believe you, whether you're telling them your backstory or dropping them a desperately needed hint. This perk works as long as you're speaking the truth, and it won't help you lie, but creative omissions are possible. After all, Shan Elariel *was* a Soother, she was just a full Mistborn too.

[200] Beggar's Veil: Bringing non-native powers to a new world can create a lot of unwanted questions. Hide powers you don't want revealed. Extremely obvious powers will be hard to mask, but powers used subtly or out-of-sight will be naturally explained away. They might write off your super strength as simply athletic prowess, or your telepathy as just keen insight.

[200] Hazekiller: There are many powers to discover in this world, each with their own unique traits. You are skilled at assessing and combating supernatural powers. After an initial encounter, your mind will naturally begin to unravel the specifics behind the powers your friends and foes wield. Whether you're encountering an allomancer for the first time or discovering strange abilities on future worlds, you'll quickly decipher a basic understanding of how these powers work. From there, coming up with a plan to *defeat* said powers is only a matter of time.

[400] Lightweaving: Some arts are constant throughout the Cosmere, appearing in one form or another on many worlds. Like the ancient Yolish Lightweavers, you can craft custom visual and auditory illusions.These illusions can be linked to you to create complex disguises, or can be used to tell dazzling stories to bewildered audiences. These illusions behave like physical objects, moving naturally and casting shadows, but are insubstantial, and will fuzz if touched physically. Creating many short-lived illusions or maintaining complex illusions for long periods will exhaust you, and the strain will drastically increase the larger each illusion is. This power is only limited by the creativity of its user. Dream big, Jumper.

[400] Aluminum Mind, Obsidian Soul: Your journey may change you, but it will never break you. Your mind has been fortified, making you immune to emotional manipulation, memory modification, or any unwanted mental intrusions. Your spirit has been similarly enhanced, protecting you from external corruption. No matter where your journey takes you, outside powers will not sway you.

While this power makes your mind and soul immune to outside forces, it also leaves you unaware of their presence. You may increase your awareness at will by lowering your defenses. A certain Seeker would say lowering your guard sometimes offers a greater advantage; better to know your enemy's touch than be oblivious to it.

[600] Perpendicularity: A citizen of many worlds deserves a power to match. Where other worldhoppers must search for gateways between Realms, you can create them. By concentrating, you can open a small portal between the Physical, Cognitive, and Spiritual Realms. Worldhoppers use the unique properties of these domains to travel great distances quickly, or to explore unique locations. This power will grant similar freedom in future worlds, allowing you to move between local dimensions at will. Enjoy the journey.

[600] Survivor's Spark: The forces that shape the Cosmere are great and powerful, their rules almighty. But you've never been one to follow the rules. You've made a habit of defying expectations, finding solutions to impossible problems, even punching a few gods in the face. You are a survivor, and by your will or cunning, you can bend and even break the metaphysical rules that bind you. Kelsier overthrew an immortal empire, and not even death seemed to slow him down. Spook plunged into flames to save a city everyone else had abandoned. Who knows what obstacles you'll overcome with a similar will to endure.

Skaa:

[100] Beneath Notice: Nobles notice the Skaa like they notice the ash; they complain when it gets in the way, but generally overlook it. Blending in comes easy to you, allowing you to move about in crowds and populated areas without drawing attention. As long as you don't wander where you're not allowed or do anything distracting, you'll just be another figure in the street.

[100] Kelsier's Spirit: The Skaa have been brutalized for generations, but they are never truly broken so long as they hold on to hope. Like the Survivor himself, you are imbued with an infallible sense of optimism. No matter how dire your circumstances, no matter how hopeless things look, your fierce grin won't falter. This outlook is infectious, and you'll find those around you more hopeful than they would normally be. The Lord Ruler can't take your smile, Jumper. Meet every day with a laugh.

[200] Profession: The Skaa are workers, and you are no exception. You have enough training to perform some basic task or service for the Final Empire. You may be a mill worker, a smith, a farmhand, or something equally mundane. This might not seem like much, but a guaranteed source of food and work is more than a lot of Skaa have, and who knows how those skills may pay off in the future.

If you have the **Elevated Station** perk, then your skills have distinguished you. You may be a talented carpenter, an experienced metallurgist, a fabulous dressmaker, or another specialized craftsman. Like Clubs, your abilities as a craftsman have won you certain privileges. You are still underpaid, and the Nobility will still look down on you, but you can operate your own business. Most Skaa can only dream of freedom like this.

[200] Closed Fist: Scadrial is a dangerous place and those who can't fight die fast. Maybe you were a soldier in the Lord Ruler's army. Maybe you trained under a Pewterarm. Or maybe you just grew up in a rough neighborhood. Whatever the case, you've learned to take care of yourself. Whether you're fighting with the sword, the cane, or just your own body, you can defend yourself. You can react to new threats, keep your head in a fight, and fend off a street thug or three if you need to.

If you have the **Elevated Station** perk, you're more than the average ruffian. You're an incredible fighter, and between your leadership skills and knowledge of small unit tactics, you'd make a good crew leader or squad sergeant. You won't be commanding armies any time soon, but you're a more capable fighter than most people you'll meet.

[400] Listen Closely: Skaa have to adapt quickly if they want to survive. To this end, you've learned how to think on your feet and pick up skills quickly. Vin went from an allomantic novice to a full-fledged mistborn in her first year with Kelsier's crew, and with this perk you'll match her meteoric rise. With a few years of dedicated training, you can match those who have spent a lifetime mastering their craft. Even odd skills, like reading or dancing, can be picked up with time and effort.

Of course, learning new skills is much easier when you have a teacher. As an added benefit, this perk ensures you'll cross paths with plenty of potential teachers in your journeys. You can learn a lot from the people around you if you keep an open mind.

[400] Passwall: Skaa aren't supposed to travel, but that's never stopped you. You know the paths and precautions to take in order to move around subtly. You can get from one point to another without drawing notice, whether that means moving between plantations or escaping a city under siege. Anyone traveling with you also benefits from this perk, though larger numbers will diminish this effect. You'd make an excellent smuggler with these skills, and many will pay good coin for someone who can move merchandise on the sly. This doesn't directly make you stealthy, but you can look at a Great House Keep and know exactly which entrances will have the fewest eyes watching them.

[600] Rebellion Leader: Not everyone is cut out to lead a rebellion; Yeden is proof enough of that. It took a brilliant recruiting plan, solid strategic goals, and a good deal of motivational speaking to carry a hopeful rebellion to success. Now, you're Kelsier's equal when it comes to sparking revolt. You know how to drum up support, hide your troops, and galvanize the hearts of your allies without a pinch of zinc. The Lord Ruler has many dissatisfied subjects, and you know exactly how to speak to them.

[600] Martial Mind: Every uprising needs skilled generals; Yeden is proof enough of that. It took the strategic minds of Captain Demoux and Lord Cladent to mold spirited Skaa into an effective fighting force. Your own strategic mind now matches their wisdom, and will only grow with experience. Your command of the battlefield will be a great asset to whichever faction you support, and many world-defining events may be decided by your forces.

Your mastery of the warrior arts is not limited to large-scale conflicts. Like Goradel, you are a fighter of incredible skill. The brave captain once crossed blades with an Inquisitor while exhausted, and managed to match the monster for a time. Even without allomancy, your exceptional skill allows you to face similarly powerful foes. The greatest enemies will still overpower you, but you can give them pause where no one else could.

Terris:

[100] Terris Demeanor: The Terris people have been through a lot, and yet they never let it show. Like the best Terris stewards, you have the ability to remain calm and composed. Your emotional stability might be off putting to some, but no one will question your ability to remain neutral and rational. This perk is great for working through your own emotional hang ups. The world can be coming down around you, but you'll remain unflappable.

[100] Specialty: All Keepers study a wide variety of information, but each of them have a personal area of expertise. You are Scadrial's leading expert on a single subject. Like Sazed's study of religions or Tindwyl's study of biographies, you know more about your area of study than anyone else. This may cover academic subjects, like astronomy, or practical subjects, like architecture, but you are still limited by the social and technological developments of the Final Empire.

[200] House Servant: If the Skaa are viewed as simple tools, the Terris are seen as fine instruments. Hundreds of years of subjugation have turned most of the Terris into highly skilled servants to the nobility. Employing a Terris stewart is even seen as a status symbol, and for good reason. Like your brethren, you excel at serving others. From preparing meals to cutting hair, your skills make you one of the best servants a noble family could ask for. This perk also grants you employment as a servant in one of Luthadel's noble Houses.

If you have **Elevated Station** you become the right hand of a Greater House Lord. This comes with the skills to coordinate a keep's worth of servants, run elements of your Lord's business, and ensure their entire family's needs are met. You may be a servant, but you still have a frightening amount of power at your fingertips.

[200] Bit of Rebel: For a member of a subjugated race, you're pretty insubordinate. Thankfully, you can keep this side of you hidden. Like Sazed, you can mask your rebellious tendencies and true plans from scrutiny. You might be a diehard traitor at heart, but your masters will only see the soft-spoken servant they've come to rely on. Nothing short of invasive telepathy will be able to extract your true intentions.

[400] Surgeon: Scadrial is a dangerous place, which means people get hurt often. The Skaa aren't educated enough to heal, and the nobility are too proud to heal, which means the duty falls to you. You're as advanced a physician as this near-medieval setting will allow. You have steady hands, a calm head, and an encyclopedic knowledge of local medicine, no coppermind required. Kelsier's crew would have been dead many times over without Sazed's timely care. You will become a similarly indispensable asset to your allies.

[400] Ferring: You are an oddity, a kind of Feruchemist not meant to exist yet. You are a Ferring, and can use one of the sixteen Feruchemical metals. Each metal is tied to a specific attribute, and a Feruchemist may choose to store this attribute in a piece of the corresponding metal that they can touch. The Feruchemist can later draw on this reserve by "tapping" this Metalmind. See Appendix A for details.

All Feruchemists have at least a partial Terris heritage. You may be a Terris servant to a noble house, one of the relatively "free" Terris living in Tathingdwen, or simply the rare result of a forbidden affair. Whatever you choose, you must keep this ability hidden. The Lord Ruler seeks to exterminate Feruchemy, and your partial powers will win you no leniency.

[600] Worldbringer: Before the rise of the Final Empire, in the days before the Terris people were conquered, the Terris culture was maintained by Worldbringers. These great sages were masters of lore, and led their communities in philosophical and spiritual matters. Your own knowledge base has expanded to match these past masters, putting you considerably ahead of even the modern Keepers in most areas. Additionally, your position has lent you credibility. Your information will be trusted as reliable by almost all who listen, and you are more likely than most to change ignorant minds.

Of course, this wealth of knowledge is only as reliable as the vessel that contains it. Like Kwaan, you have a perfect memory. You require no coppermind to store and sort through the vast quantities of information you contain, and can perfectly recall any of your memories at will. Your mind will become a bastion of truth, and one of the few sources that can't be corrupted. So long as your accounts survive, history can't be entirely rewritten.

[600] Feruchemist: Yours is an old power. Like the Keepers of Terris, you are a full-blooded feruchemist, and can use all sixteen of the feruchemical metals. You may store specific attributes in objects made from these metals, drawing on their power at a later time. See Appendix A for details.

If you are Terris, you will be inducted into the Keepers to help preserve the Terris culture. You will be lauded for your power and responsibility, but also hunted zealously by the Lord Ruler. Guard your gifts well, Jumper. There is a reason the Lord Ruler fears feruchemists.

Noble:

[100] Partygoer: The balls the noble houses host aren't just social events, they're an important part of city politics. It wouldn't do well to embarrass yourself here. Thankfully, an extrovert like you fits right in amongst the stained-glass windows and ballroom limelights. You've got a pleasant charisma to charm acquaintances, and your sharp wit will let you smooth talk your way out of any social missteps. You can even dance pretty well, though finding a partner may depend just as much on your family as your charming demeanor.

[100] Researcher: Most of the nobility is educated, but only a few are exceptional book-learners. Like Elend and Noordon, you have the skillset of a fastidious scholar. You can scour through sources to find the facts you need, parse through mountains of data, and even detect patterns that others might miss. This may not seem like much at first, but time has proven knowledge is the most powerful weapon in the Cosmere. How will you wield it?

[200] Political Predator: Parties might seem friendly on the surface, but any true noble knows the ballroom is a fierce battlefield. The alliances and betrayals that spawn from these gatherings can have consequences that last generations, securing one house's success while another is doomed to destitution. If you want to avoid this, you'll need to become a lion amongst sheep.

You have a powerful insight, allowing you to read rooms at a glance and deduce the motivations of others through casual conversation. Coupled with these powers of observation is a keen sense of planning. Any powers of emotional allomancy would benefit greatly from this insight, allowing you to detect minute emotions to push and pull on. You know how to coax secrets out of unsuspecting partygoers, arrange political alliances and ambushes, and promote the interests of yourself and your allies. So long as you're around, that Elariel girl is going to have some competition for "most cunning noble in the room."

[200] Yomen's Craft: Plenty of nobles obsess over parties and balls, but very few have the skillset to get things done. It takes an analytical mind and a "big picture" perspective to plan cities and run businesses. With your newfound skills in logistics and resource management, you'd make an excellent administrator. You could easily operate one of your family's businesses, or perhaps run a field office for the Steel Ministry. However you spend your time, your future looks productive!

[400] Misting: You're an Allomancer! You can consume and burn one of the sixteen Allomantic metals to produce a specific effect. You may choose which kind of Misting you are from Appendix A. Allomancy comes from noble bloodlines, and is monitored by the Canton of Inquisition. You have nothing to worry about if you're the legitimate scion of a noble family, but Skaa and half-noble bastards will want to hide this ability. You may not be as flashy as a full Mistborn, but there is mastery in specialization. Make this power your own.

[400] Dockson's Pen: Allomancers aren't the only ones who can shape the world. You're a master bureaucrat and banker. You could manage the finances of a Great House or Skaa rebellion and still have plenty of time for paperwork. You can draft airtight laws and contracts or single-handedly supportfledgling governments. Any deals or documents you craft will not only be more likely to be adhered to, but will also benefit you more than they normally would. Secure your House's financial future with a Steel Ministry contract, or help shape a government that will stand the test of time. Whatever your pursuits, you will be a great asset to your House.

If you have **Elevated Station**, your skills have won you enough power and influence to put you in control of your House's business. You may oversee the Tekiel's shipping empire, the Venture's mining operation, or your own House's key enterprises. You now have a real shot of ruling a Great House, if you're not running the show already.

[600] Mistborn: Allomancy is a rare gift. Only one in a hundred nobles (or one in ten thousand Skaa) can use allomancy, and the vast majority of these allomancers can only burn a single metal. Yet, there is a rarer breed of Metalborn; one who can burn all the allomantic metals. These individuals are worshiped. They are feared. They are Mistborn.

You are a rare alloy. You may burn every allomantic metal to produce its corresponding effect. See Appendix A for additional notes. Mistborn are exceptionally rare, accounting for only one percent of noble-born allomancers. Skaa mistborn are practically nonexistent, to the point where only three were ever recorded.

Mistborn always come from a strong noble bloodline. If you are a legitimate member of said family, you will be an irreplaceable asset to them. Sure, you'll be treated as a living weapon

for your House, and will be encouraged to keep your abilities secret, but at least they'll have the decency to respect (or fear) you. If you are a half-breed Skaa, your powers come with greater danger. The Canton of Inquisition hunts Skaa allomancers, and they will not tolerate your existence. If they discover your secret, they will chase you to the ends of the Empire.

Whatever your existence was before you snapped, these abilities will destroy any chance for peace and quiet. The Mists are your home now. They belong to you. Your life is one of conflict and danger, of intrigue and assassination, of power and choice. It can be overwhelming at times. Just remember; We Mistborn need not make sense!

[600] Emperor: Strong leaders are rare, and they are seldom good people. It takes a truly unique blend of confidence, determination, and insight to become a leader history will remember. By birth or experience, you have been granted the wisdom and drive to lead nations and change the world. Where you lead, others will follow. You may adopt Straff's style of leadership, and inspire through strength, or you may follow Elend's example, and build loyalty through hope. The journey ahead is perilous, and the weight of the crown immense, but you are one of a rare few who could unite these lands.

Instrument:

[100] Dogged Pursuit: You serve the Lord Ruler, and his goals are your own. You have the zealous determination of a Steel Inquisitor. Whatever your mission, you have the commitment and willpower to reach its end, no matter what stands in your way.

[100] Face Tattoos: All obligators are marked with a series of tattoos around their eyes and face. The higher the obligator's rank, the more intricate the tattoos are. This perk creates a similar effect, making your station obvious to everyone you meet. As you accomplish more, this outward display will increase to match your prestige. Even the lowliest obligator is a respected member of the community, but the High Prelans wield as much power as the Great House Lords, if not more. Your position will never be questioned again.

[200] Stalker: Inquisitors are not mindless brutes; they are precise, stealthy, and cunning. Now, you're well on your way to following their example. You are an expert when it comes to tracking prey, planning traps, and springing ambushes. These abilities compliment your own stealth skills, letting you take full advantage of your unseen movement. Be the hunter!

[200] Pinch of Copper: As part of their education on allomancy, obligators receive training on how to recognize when their emotions are being pushed and pulled. You have undergone similar training, letting you detect when your emotions are being manipulated. You've also got a strong sense for the truth, and can usually sense when you're being lied to.

In future worlds, this ability will apply to other forms of manipulation. You'll be able to sense psychic manipulation, attempts at seduction, and even bad-faith arguments. It will take an extremely clever plan to pull one over on you.

[400] Canton of Exploitation: Bribery is a fundamental part of the Steel Ministry. What else would you expect after basing a religion on a banking system. You have a nose for opportunity, and know exactly how to leverage your position to maximize personal profit. You might gain financial wealth, personal favors, or powerful connections, but you'll always get something out of your job, and know exactly where to get more. Just be sure to temper your ambition; greater rewards come with greater risk.

[400] Dread: Steel Inquisitors don't have to burn zinc to inspire fear. You can exude an aura of terror, paralyzing the weak-willed and even causing stout foes to pause in their tracks. You can direct this effect at a single target or let it wash over all that surround you. This power isn't allomancy, and isn't domination. Strong-willed individuals can resist this, but weak minions will freeze or flee.

[600] Plans within Plans: The Lord Ruler commanded his kingdom for more than a millennium, constantly planning for the emergence of an even greater evil. And while he was the mastermind, it was his obligators that enacted his grand vision. Like the Sliver of Infinity, you now have the ability to devise complex plans as far as centuries in advance. Even if said plans are too large for you to personally oversee, they will almost always be executed properly. It would take an exceptionally brazen individual or unfathomably clever conspiracy to derail your machinations.

[600] The Third Art: The Metallic Art of hemalurgy is one of the Lord Ruler's most closely guarded secrets, and for good reason. The proper application of this discipline has the potential to shake the Cosmere. Your knowledge of hemalurgy is now equal to the Lord Ruler. You have a deep understanding of how Hemalurgy applies to humans, and could deduce the relevant bind points of another creature with just a few days of study. You know which procedures and spikes are required to extract the allomantic and feruchemical powers present in this world, and can discover the appropriate modifications required for other supernatural abilities given dedicated research. You even have an initial understanding of how to create hemalurgic chimeras. Using this power to create new species may feel slow paced, but your research will be faster than anyone else on Scadrial. Remember, hemalurgy is supremely complex, and even the Lord Ruler only managed to create three new species during his thousand-year reign.

<u>Kandra:</u>

[100] Touch of Preservation: For as powerful as the Kandra are, they are limited in combat. The First Contract forbids them from killing humans; doing so carries a punishment of eternal imprisonment. That would be a crummy way to spend your time here, so you've learned to pull your punches. You now have precise control over your physical attacks, and know exactly how you can incapacitate foes without killing them. It may not be easy, or even possible in certain cases, but you'll know if and how you can drop an opponent and leave them breathing.

[100] Iron Stomach: When your preferred meal is rotting flesh, you seldom get the chance to eat anything you enjoy. As such, Kandra have grown accustomed to tolerating unappetizing food. You can consume anything with nutritional value without hesitation, and can digest anything not outright toxic. Even by Scadrian standards, your physiology is resolute.

[200] Asking Nicely: The Kandra have a few similarities to their Inquisitor cousins. You have exceptional skill as an interrogator, and know how to push and bend your prisoners to extract the information you need. Whether you're an Inquisitor pulling the family lineage from a Skaa Misting or a Kandra gaining valuable details to imitate your target, you can get exactly what you need from your hapless victims.

[200] Punish the Sword: Whether they are used by the nobility, the Lord Ruler, or Ruin himself, the Kandra are rarely viewed as a people. Instead, they are thought of as tools in the plots of others. This idea has shackled them, but there is a freedom to be found here as well. So long as you conduct yourself professionally, or act on the orders of others, no enemy you face will hold you responsible. Only by striking out on your own, or by making things *personal* will you convince your foes to hold a grudge against you. Instead, your enemies will target your superiors. After all, why break the sword when the real enemy is the wielder.

[400] Quicksilver: Shapeshifters like the Kandra can hide their brain, but accidents still happen. Despite their ability to heal, sufficient damage to a Kandra's spikes or vital organs can kill them. This perk helps mitigate these threats with a substantial boost to your luck. When you fight, enemy projectiles are less likely to strike critical areas. More often your reflexes turn bone-smashing strikes into glancing blows. Even by Kandra standards, you're incredibly survivable. Comprehensive attacks, like being dissolved in acid, can still kill you, and a smart opponent can still box you in, but you'll come out on top whenever luck holds sway.

[400] Mimic: Impersonating a target requires more than their bones. Mannerisms have to be imitated, backstories have to be memorized, and quirks have to be replicated if you're going to pass as your mark. Thankfully, you've had a lot of practice. Your insight into human behavior allows you to mimic your marks reliably. You can duplicate everything from personalities to voices, convincing even your target's close friends that you are them. Step into their shoes, jumper.

If you have the **Elevated Station** perk, your insight has granted you supplementary benefits. Like Paalm, your centuries of knowledge about human behavior has enhanced your planning skills. Wherever humans plot, you can predict them. Where humans try to stop you, you can anticipate their countermeasures. Names change, but people stay the same. Only the truly unique and unexpected have a prayer of stopping you.

[600] Second Generation: Kandra respect their elders, and there are few older than the Second Generation. The Seconds controlled almost every facet of life in the Kandra Homeland, and while some of the younger generations grew rebellious, the majority of the Kandra conformed to the ideals of the Seconds. Now, you too know how to shape your followers, cultivating absolute loyalty and adherence to your commands. Whether you raise your followers from birth or fold

them into your family, they will sooner harm themselves than go against your wishes. Will you use this power to ensure the Lord Ruler's plan succeeds, or will you blaze your own path? *With this purchase, you may choose to start as a member of the Second Generation.*

[600] Third Generation: The Third Generation are the oldest Kandra still taking contracts, and this experience shows in their skill. Seven centuries of work has made you TenSoon's equal in the art of shapeshifting. You have incredible control over your own body, and can quickly adapt it to new situations. Given bones, you can assume a humanoid form in under a minute, and an animal's form in two. You can also approximate specific anatomy, letting you customize your form with greater detail. These details aren't limited to aesthetic changes either; you could make more sensitive ears or more powerful muscles with little effort. Show the world how powerful a fully-realized Kandra can be! *With this purchase, you may choose to start as a member of the Third Generation*.



Items

General:

[50] Scadrian Steed: The Final Empire is vast, and whether you're pulling a carriage or running messages between cities, few horses will serve you better than this one. This loyal steed is swift, strong, and uniquely adapted to living in Scadrial's harsh climate.

[50] Wolfhound: Definitely not a Kandra. Fierce and powerful hunters, Scadrian wolfhounds resemble large wolves more than docile sheep dogs. You now own one of these fine creatures, in a natural coloration of your choice. They are exceptionally loyal, and make excellent watch beasts. You could not ask for a better companion.

[50] Pouch of Coins: This sizable purse contains a small fortune in gold coins. This bag comes with 500 Boxings, enough to live modestly for a year, or far longer if you're a frugal Skaa. If spent normally, this money will replenish once it is completely spent. However, if used for allomantic pushing and pulling, lost coins will return at the start of each day. This item can be purchased multiple times.

[50] Black Glass Blade: With metal weapons vulnerable to opportunistic Coinshots and Lurchers, experienced allomancers craft their weapons from obsidian. You now have an expertly crafted weapon made of volcanic glass. This blade is far more durable than it should be, and will reappear intact the following day should anything manage to break it. Whether this is a pair of daggers, a fearsome axe, or another form of melee weapon, it is masterfully balanced and perfectly suited to your style.

[100, First Free to Mistings/Mistborn] Metal Vial: This is the fuel for your allomancy. This leather belt contains three vials of metal dust, suspended in alcohol. The specific kind of metal dust depends on your allomantic powers. If you are a Misting, these vials contain your corresponding metal. If you are a Mistborn, these vials contain a mixture of the eight basic battle metals; steel, iron, pewter, tin, zinc, brass, copper, and bronze. In all of these vials, there is enough metal present to support two hours of light burning or one hour of heavy use. Flaring these metals and extended heavy use will consume these reserves faster. Each of these three vials will refill at the end of every night, and broken vials will be replaced the following day.

With each purchase, you gain another trio of vials. You may choose to fill these additional vials with electrum, gold, aluminum, and duralumin, although only Mistborn could use these metals to their maximum potential. See the Author's Notes section for additional details.

[100, First Free to Ferrings/Feruchemists] Metalmind: This metal jewelry is a reservoir of your power. Made from a feruchemically active metal, this bracer or band can store the attributes that correspond to your feruchemy. Ferrings will receive two large metalminds, each capable of storing vast amounts of your attribute. Full feruchemists will receive a set of eight smaller metalminds made from steel, iron, tin, pewter, zinc, copper, brass and gold. These metalminds typically take the form of rings or earrings, and store a smaller amount of their corresponding

attributes. All of these metalminds begin empty, and must be manually filled, but any damage they sustain will disappear at the start of each day.

Multiple purchases of this item will grant you additional metalminds, each in a size and shape of your choosing. See the Author's Notes section for a complete selection of available metals.

[200] Cloak: Few things compliment a look like a cloak. The Mistborn wear cloaks made of ribbons, designed to mark their station and intimidate onlookers. The Survivor of the Flames is said to have worn the cloak of a beggar, left eternally burning after a daring rescue from a flaming house. Perhaps you want a cloak that reflects your otherworldly nature, sparkling with starlight or granting you a glowing halo. Whatever your chosen style, this mantle is more than fabric. Even as you change and grow, this cloak will continue to aid you, projecting an aura to all who might see you. Subsequent purchases will be discounted after the first. Face the world in style, Jumper.

Drop-In:

[100] Rucksack: Your road is long, so you better pack light. This cloth backpack contains a few meager essentials every traveler needs; a bedroll, a compass, and a waterskin. There appears to be more room in this bag than its physical size would suggest, and it is easy to carry, even when fully loaded. The interior space is not vast enough to arouse suspicion, but there's plenty of room for the belongings of a traveler like you.

[100] Music Instrument: This simple wooden flute may not look like much, but it is capable of producing some incredible music. Novices who practice with this flute will quickly master it, and spectators will find it's music captivating. Carry a tune with you on your journeys.

[200] Aluminum Stamp: You can make a lot of useful things out of metal, but you may not want them to be affected by allomancy. This simple metal stamp bears the Scadrian symbol for aluminum, and any non living object marked with its seal will be immune to allomantic influence until the symbol is removed. You may mark an item in this way once per jump, or once every decade; whichever comes first. Break a few rules, Jumper.

[200] Arcanum: Khriss and Nazh have worked a long time on this collection. This small leather journal contains research on nearly every world in the Cosmere. Between these maps, cultural notes, and explanations of local magic systems, there's enough information here to let any passing Worldhopper fit right in. Even as you move on, these pages will contain valuable knowledge about the worlds you visit. There's even some blank pages in here, if you want to contribute your own research.

[400] Baffle: Many worldhoppers don't want to shake things up. They'd prefer to move and observe unseen. This amulet is made of otherworldly metal, and will obfuscate your presence from any great powers. While wearing it, you cannot be located by divine or magical means. You are also immune to Preservation's mindreading, Ruin's emotional tampering, and other subtle tools used by ascended beings. This medallion doesn't make you invisible, and godly beings can still directly attack you, but they'll have to find you first.

[400] The Ire's Weapon: Crafted by Elantrian Worldhoppers, this large glass orb is the keystone in a plan to steal the powers of a god. When broken in the presence of a Shard's dying avatar, you amplify your own Connection to the shard, placing yourself first in the line of succession. Their powers will pass onto you, bringing with them all the abilities and restrictions that accompany the Shard's mantle. This orb will only work in the direct presence of the dying Shard, and killing the Avatar is an *entire* endeavor in itself, but should you accomplish this incredible task, you'll have exactly the tool to secure your hard-won power. In future jumps, this artifact can steal other mantles of power. See the Author's Notes for additional details.

[600] Lerasium Bead: Hidden in the Well of Ascension, you'll find the rarest metal on Scadrial. This God Metal, when burned, imbues the user with the ancient strength of Preservation itself. The user will become a Progenitor Mistborn, with powers several times stronger than the diluted bloodlines of the current age. Alternatively, you may alloy this bead with any allomantic metal, bestowing a single allomantic ability of comparable strength.

If this bead is consumed, stolen, or given away, you will receive another one at the start of your next jump or after ten years pass; whichever comes last. This is a priceless treasure, Jumper. Be careful how you protect it.

[600] Storage Cavern: The Lord Ruler made many plans, even in preparation for his death. To save the people of Scadrial from the apocalypse he anticipated, he constructed great underground caverns; each filled with supplies and hidden from the eyes of a wrathful god. A sixth cache has now appeared in this world and has been entrusted to you. This cave contains vast stores of canned food, as well as a freshwater spring and basic supplies for resettling the surface. The walls of the cavern are made of a special rock, chosen to protect the cave's occupants against divine observation and external harm. No matter how the world above is reshaped, this cavern and all who reside in it will weather the storm. Only the complete destruction of the planet itself could hurt those who dwell in these walls. In future worlds, you may import this cavern into a location of your choice.

<u>Skaa:</u>

[100] Meal Token: Skaa are technically owned by the Lord Ruler, and most of them aren't truly paid for their work. Instead, they receive meal tokens, redeemable for a bowl of gruel or some other meager meal. All Skaa fear going hungry, but your Benefactor isn't going to let that happen. This small wooden token can be redeemed anywhere food is sold. In exchange, you will receive a hot and nutritious meal. The token will return to your pocket after a few hours pass.

[100] Dueling Cane: With swords so easily swayed by allomancy, many on Scadrial prefer to wield a dueling cane. This length of sturdy Scadrian hardwood can function as both a crude bludgeon or a precise weapon in the right hands. Skilled users can match even heavy swordsmen with these wooden shafts. You receive one such cane in a style of your choice. Whether you opt for a regal weapon or a more subtle implement, you'll always have a trusty tool to fall back on.

[200] Workplace: You're really moving up in the world! Through your connections and hard work, you've earned yourself a little shop. Whatever your trade, this small storefront in Luthadel's market district has great visibility and lots of foot traffic. Butchers, blacksmiths, and bakers alike will enjoy this cozy shop. In future jumps, you may import this property into a relevant location.

If you have **Elevated Station**, this shop expands into a more sizable property. It's still far smaller than any noble-owned store, but there's plenty of space for both a showroom and a workshop. There's even a second floor where you could make a living space for yourself.

[200] Ear to the Ground: Information is a powerful tool, and credible sources of information are expensive, hard to come by, or both. Thankfully, you have an established network to fall back on. You are on good terms with a collection of observant beggars, information brokers, and specialized contacts. This isn't *your* spy network, but they'll sell you solid facts for a fair price. This can also work in reverse, giving you a chance to trade exclusive information for extra coin. In future jumps, you'll find similar networks you can connect with. It pays to be well informed.

[400] False Identity: With genealogy dictating many of the Final Empire's business dealings, there are limits to what a Skaa can accomplish. For this reason, thieving crew leaders and sly business owners have alternate "personas" they can assume when they interact with the nobility. This purchase grants you one such persona, complete with fine clothes and falsified papers to reinforce your story. You'll still have act properly to convince your mark you're one of the gentry, but nothing about your attire or records will indicate your true identity.

[400] Memory Fragment: What seems like a small token can mean so much more to the right person. Whether this item takes the form of a chip of obsidian, a mother's earring, or something else entirely, it provides strength to you in your most dire moments. So long as this token is on your person, you may draw on it to increase your strength of will. One could resist the cruellist forms of torture, or fight the most hopeless of battles, if done in the name of their loved ones. No matter how far your family drifts from you, you can always rely on them to give you strength.

[600] Scoundrels: Thieving crews occupy a special place in the hierarchy of the Final Empire. These collections of criminals can be anything from a small group of ruffians to an organized and well-funded team of masterminds. The latter of these groups operate out of customized hideouts, employ specialists to tackle every facet of a job, and pull off heists that can leave the survivors living like nobles for the rest of their days.

You now command one of these elite thieving crews. Your team consists of a dozen skilled footpads and pickpockets, as well as half a dozen allomancers for bigger jobs. You have a smoker, a tineye, a pewterarm, and a soother in your employ, as well as two more mistings in a

variety of your choosing. Rarest of all, your crew members have a genuine sense of loyalty and camaraderie towards each other. They believe in your vision, and so long as you bring in the coin, you'll have their support.

Of course, a thieving crew is nothing without a hideout. You also receive a crew hall befitting your team's expertise. This building comes with a small business to act as a front, such as a store or tavern, as well as living arrangements for your crew, hidden vantage points to keep a lookout from, and boltholes if you need to hide or escape.

In future jumps, you may import this crew and hideout into a property that you own. Any changes you make to the building or the crew are maintained throughout your travels. Always have someone at your back.

[600] Rebel Army: Or the start of one at least. You now command two thousand loyal soldiers who believe in your cause. These aren't professional levies, and there are no allomancers amongst their ranks, but what they lack in training they make up for in spirit. They also have the ability to disperse and lay low should you need to hide them. Unlike Yeden's forces, your army knows when to die in glory and when to live to fight another day. In future jumps, you may choose to import these soldiers into a location of your choice.

Terris:

[100] Terris Robes: One of the surest ways to spot a Terrisman is to look for their distinctive robes. These long and flowing garments look respectable and distinguished, are self-cleaning, and wholly unique to the Terris people.

[100] Tea Set: You know what's perfect for dealing with an angry house lord or the patient partygoer? A nice cup of tea! This finely crafted tea set will always prepare the perfect cup of tea, giving you an easy way to soothe and refresh your guests.

[200] Steel Scribe: Anything not written in metal can't be trusted. This would be a major problem for a culture focused on preserving knowledge. Or it would be, if you didn't have this nifty notebook. This sturdy journal has pages made of thin steel sheets. You'll always have plenty of pages to write on, and anything recorded here cannot be tampered with, remotely observed, or altered without your consent. This also comes with a special stylus for inscribing your thoughts. Protect your secrets as the ancient Terris once did.

[200] Tindwyl's Guide to Parenting: Given how Terris stewards often raise both their own children and those of the nobles they serve, there's a lot of collective experience in the Terris culture. This tome contains comprehensive lessons and guides on raising little ones of your own. No matter their culture, race, or circumstances, this book will ensure your charges grow up to be strong, well-adjusted individuals.

[400] Sanctuary: Sometimes you need a place where you can escape life's pressures and find your center. Like Rashek's private room, this small space includes artifacts and reminders of your homes. This private place can be hidden in a basement, a shed, or other secluded location, and will not be disturbed unless you deliberately draw attention to it. Any personal meditation or recuperation done in this room will yield larger benefits than you would find in other spaces. Everyone needs a sanctuary, I think.

[400] Surgeon's Bag: An expert bricklayer still needs clay, and the finest doctor needs tools. This small purse contains the knives, sutures, and other equipment necessary to aid your allies and resolve their injuries. There's even some painkillers and herbal disinfectants in here for long-term care. Given the Final Empire's technological stagnation, these tools aren't terribly advanced, but they *will* automatically sterilize and replenish themselves when placed back in their container.

[600] Regenerating Metalmind: All metalminds must be arduously filled at the feruchemist's expense. All except this one, apparently. This simple ring is made of a pure feruchemical metal of your choosing. While its small size limits the maximum amount of an attribute you can store in it, it has the unique quirk of passively recharging. The rate of recharge is slow, taking a week to completely fill the metalmind, but you will always have a reliable backup. Alternatively, you may import this feature onto an existing metalmind of your choice. This is great for bloodmakers and steelrunners, but no ferring would turn down such a gift.

[600] Lasting Prophecy: There must be some mistake. This heavy steel tablet depicts you as the chosen hero of a long forgotten religion. That can't be right, can it? Upon purchasing this item, you will find yourself fitting the description of a number of prophesied heroes. Fate and circumstance will begin to bend around you, granting you the ability to slip into your heroic role and claim whatever powers come with these responsibilities. Whether you're the lost descendant of an important family or simply in the right place at the right time, you'll have more opportunity than most to take up great power. Just make sure you wield that power for the right reasons.

In future jumps, you will find yourself fulfilling similar prophecies and predictions. See the Author's Notes section for additional details.

Noble:

[100] Title: Heritage is everything in the Final Empire. Your family ties are only as good as the paper they are printed on. Thankfully, you have the papers to prove everyone should take you seriously. These documents prove you are a member of one of the Final Empire's noble Houses.

With **Elevated Station**, your genealogy expands to make you a member of one of Luthadel's ten Great Houses. This comes with enemies and responsibilities, but also wealth and prestige.

[100] Fine Clothing: You can't attend a ball looking like that! You'll be the laughing stock of the city. Here, take some proper clothes to show off your station. This fashionable wardrobe comes with plenty of expensive garments in a style of your choosing. Whether you prefer suits, dresses, or even military uniforms, these clothes will look fabulous and convey the importance of your social standing.

[200] Personal Office: Whether you work for the Canton of Finance or the Great House Venture, you need a space to do your paperwork. This cozy but well-furnished office would be the envy of any bureaucrat. Between pens, paper, ledgers and legal treaties, you have everything you need to get your paperwork done. This space also includes a heavy metal safe embedded in either the wall or the floor, giving you a secure place to store your valuables. It would take a powerful Mistborn to dislodge this safe from its fittings.

[200] Contracts: The noble houses thrive on business, and yours is no exception. Whether you serve the Steel Ministry, other houses, or simply the Empire as a whole, business agreements like these will offer stability and income for your family. These contracts currently only cover your operating costs, but the opportunity for expansion is there. Depending on the risks you're willing to take, these contracts may only be the start of the wealth and power your family will accrue.

[400] Vial of Atium: The small, reflective drop of metal contained in this glass is the foundation of the Final Empire's entire economy. You now have a sizable bead of atium in your possession. If you sold this nugget, you could net a small fortune in boxings. However, atium's real value is known to mistborn and their masters. A mistborn burning atium is nearly unstoppable, and the Great Houses horde atium to ensure they can protect themselves from their rival's allomancers.

This bead is worth nearly ten thousand boxings, and can fuel a few minutes of allomancy before it's expended. If you burn it, the bead will be replaced at the end of the night. If you somehow manage to sell it without arousing suspicion, the bead wil lbe replaced after one month passes. As a special benefit, this bead cannot be seen by Ruin, and is undetectable via allomancy. Easier to hide it, that way.

[400] Honor Guard: A trained pewterarm is worth several men, and can match a dozen if supported by a skilled coinshot. Throw in military training, and you could rival small armies with this elite fighting force. With this purchase, you gain the service of four pewterarms and four coinshots. Each of these fighters has extensive military training, and know how to coordinate their efforts to maximize their effectiveness. They'd make an excellent team of bodyguards, or a terrifying strike force if you deployed them elsewhere. You may substitute any member of this team for another misting of your choice, but you may not employ a mistborn. Those are far more expensive, and require delicate care to maintain control of.

[600] Family Resources: The Tekiels have their canals, the Erikellers have their textiles, and the Ventures have their mines. Your house has received similar assets to serve as the cornerstone of your finances. Whatever form they take, these resources provide a great deal of income for your house. These riches will replenish at the start of each jump, and come with suitable infrastructure to ensure you continue to turn a profit. See the Author's Notes section for additional details.

[600] Keep: They say the mark of a Great House is the presence of a keep in Luthadel. The Lord Ruler's taxes make these structures extremely expensive, meaning only the wealthiest of families can maintain their position in the capital. Thankfully, your Benefactor has paid your rent in advance, letting you enjoy your extravagant home in as much peace as the Great Houses can find these days.

You may decide the layout of this structure, but all keeps have a few common traits. Luthadel keeps have great towers that mimic the Lord Ruler's palace, luxurious accommodations for its residents and guests, and a lavish ballroom for throwing parties. Additionally, your keep comes with a full staff of servants and guards. With **Elevated Station**, this keep is far grander, resembling a small castle more than a wealthy estate.

You may choose to place this keep in Luthadel or any other major city in the Final Empire. In future jumps, you may import this residence into a property you own. All changes to the staff and structure are maintained between jumps, making this a fitting home for someone as esteemed as you, Jumper!

Instrument:

[100] Ministry Robe: There's no mistaking an obligator. Their stark black robes look both ominous and respectable. You receive a set of these distinct raiments, marking you as a dedicated servant of the Lord Ruler. As an added bonus, these robes excel at hiding the grotesque spikes of a Steel Inquisitor. This does nothing for your eye spikes, unfortunately.

[100] Ledger: An obligator must witness every contract and deal, from marriages and trade agreements to even the most mundane of business exchanges. Some nobles even ask them to witness personal promises. With so many arrangements to keep track of, you'll need a reliable notebook. This ledger is perfect for recording contracts, weddings, business arrangements, and any other exchange. There's always plenty of room for more inscriptions, and the relevant parties are less likely to renege when you cite this registry.

[200] Synod Spikes: These aren't supposed to exist for another year or so. Made from the Terris leadership, these hemalurgic spikes impart rare feruchemical abilities. The Lord Ruler forbade the creation of these spikes, lest his servants grow too powerful for him to control. Each purchase gives you one spike charged with a single feruchemical ability, such as physical speed, mental quickness, or rapid healing. You may choose the feruchemical ability this spike grants, but must still rely on metalminds like any other feruchemist. Don't tell the inquisitors about this prize!

[200] Bribes: The Final Empire is a gigantic bureaucratic machine, and plenty of it's wealthier citizens grease the cogs from time to time. You are now the recipient of several small bribes which, when combined, account for a significant regular income. This isn't enough to live on, but it can considerably boost your standard of living. These underhanded agreements can't be traced back to you, and the monthly income will continue in future jumps.

If you purchased **Elevated Station**, these funds increase dramatically. After all, someone of your rank demands equally substantial payments. Now, you could live a modest life on this income alone, or support a lavish lifestyle by combining it with your profession's regular pay.

[400] Breastplate: A Steel Inquisitor is a terrible thing, at least until you pull out the linchpin in their back. To counter this weakness, the Inquisitors adopted durable breastplates that prevented dexterous foes from removing their back spikes. You have received one of these armor pieces, perfectly fitted to your form. The breastplate is made of hardened steel, and will turn away most lances and shot coins. In future jumps, this armor adapts to cover your greatest weakness. A being that fears beheading would receive a sturdy gorget, while a certain Greek hero would be given steel boots. You may have other vulnerabilities to exploit, and may be killed by sheer force, but your weakest point will always have a dedicated countermeasure.

[400] Aluminum: The first of many allomantic secrets kept by the obligators, aluminum and some of its alloys are the only metals not affected by allomancy. Without modern refinement techniques, obligators must find and harvest aluminum from ashmount eruptions. This rarity and danger makes aluminum extremely valuable. With this purchase, you receive several times your own weight in aluminum ingots. This could net you a ludicrous fortune, should you have the skill and connections to sell it. Alternatively, you could choose to receive an equal amount of aluminum objects, already formed and ready for use. These could create allomancy-proof shackles, aluminum-lined hats to protect against emotional influence, or any other objects you have sufficient aluminum for.

In future worlds, you may choose for this wealth to take the form of a similarly rare and valuable resource. Your purchase will be delivered to a location of your choice, and will replenish at the start of each jump.

[600] Conventical: With the entire known world under his control, the Lord Ruler constructed few walls, and seldom built forts. However, that didn't stop the Canton of Inquisition. You now possess a fortress-monastery, like the Conventical Of Seran. Built to house the inquisitors, structures like this have tall stone walls, nearly-impenetrable metal doors, and no external windows. Though the interior is austere and lightly furnished, there is enough space to house several inquisitors, tens of obligators, and the dozens of slaves that maintained the structure. In the basement, you'll find a fully stocked hemalurgic laboratory, similar to the one in Seran. It was here that the Inquisitors uncovered many dark secrets, and perhaps where you'll start discovering more. This fortress comes fully staffed by loyal zealots, and may be imported in future worlds into a location of your choice.

[600] Eleven Spikes: This power will transform you. You have been given a full set of inquisitor spikes, turning you into a Steel Inquisitor. Alone, these hemalurgic spikes grant the all the powers of a full mistborn. If you have purchased the **Misting** or **Mistborn** perks, any powers that overlap with these spikes will double in effective strength. For example, an inquisitor made from a seeker would have twice the strength while burning bronze. You are still nowhere near the power of a progenitor mistborn, but you would be able to pierce the comparably weak copperclouds of

today's allomancers. You may choose to have these spikes implanted in you, a companion, or packaged separately in jars of blood.

If you use these spikes, you will be radically changed, but the strength you gain is immense. You're a member of the deadliest race on Scadrial, and only individuals of singular power, like the Lord Ruler himself, can eclipse you. With additional Hemalurgic spikes, who knows how powerful you'll become.

Kandra:

[100] True Skeleton: Made of stone, crystal, or wood, these hand-carved bones allow a Kandra to create a "personal" image for themselves, not tied to the bones of another. Using this skeleton, you may create a fully customized appearance. This body may be as similar or distant from a regular human as you wish, though skeleton size restricts to between four feet and eight feet in height.

Alternatively, you can have a set of animal bones, allowing you to assume the form of any animal native to Scadrial. Tensoon prefers the body of a wolfhound as his trueshape, but maybe you'd like to be a horse or a lion?

[100] Perchwither: Even by Scadrial standards, the Kandra don't require much food. The Lord Ruler made them this way, ensuring that *some* life could survive on Scadrial should the worst come to pass. To this end, the Kandra learned to cultivate Perchwither, a unique fungus that can be grown underground. Perchwither not only offers some nutritional value, but also glows dimly in the dark, providing the Kandra with a non-flammable light source for use in their caverns.

Your own sample of Perchwither is small, but may be cultivated quickly to fill whatever needs may arise. It doesn't taste great, and can only feed other Kandra, but it can live through any apocalypse you can. You may need this in the days to come.

[200, First Free for Kandra] Blessings: A Mistwraith can only ascend into a Kandra when they receive a Blessing, so you're going to need at least one. There are four different blessings, each made up of a pair of Hemalurgic spikes, and which offer different benefits. The Blessing of Awareness grants a Kandra increased senses, similar to an Allomancer burning tin. The Blessing of Potency grants a Kandra vast strength and endurance. This power isn't limitless, like someone burning pewter, but grants a flat boost to physical abilities. The Blessing of Presence grants greater mental prowess, imbuing a Kandra with a near-perfect memory, resistance to distractions and shock, and increased resistance against madness and external mental influence. Finally, there is the rarely-used Blessing of Stability, which grants a Kandra great emotional stability and resistance to control via emotional Allomancy. You may purchase multiple blessings, but be aware that the more Hemalurgic spikes you use, the easier you will be influenced by Shard Avatars.

[200] Cudgel: To police a population of creatures largely immune to physical harm, the Fifth Generation adopted wooden mallets like this one. This heavy Kandra hammer is designed to break bones and prevent a Kandra from healing. This weapon deals substantially more bludgeoning damage than it should, even against creatures with strong resistances to such blows. Alternatively, you may import an existing weapon you own to receive this benefit instead.

[400] Fleshvault: Some of the smarter Kandra hide equipment in their own bodies. This small canister can be easily concealed in any part of your body big enough to hide it. Made from aluminum, this container cannot be affected by hostile allomancy, and will protect delicate items from all but the most severe battle damage.

[400] Perfect Disguise: Kandra may be experts at imitating flesh, but the best of them will tell you that good bones can only get you so far. This chest contains a diverse and comprehensive collection of costumes to supplement your shapeshifting. All of these clothes are mundane, and confer no special properties, but sometimes the difference between a successful infiltration and discovery is dressing the part. This wardrobe of clothing contains disguises from every walk of life, from the rags of a dirty street Skaa to the elegant robes of a High Prelan. There will always be enough room in the chest for these garments, and your collection will expand to include clothing from future worlds.

[600] Ivory: As powerful as they are, the Kandra still rely on bones to function. With this item, however, that need not be the case. This special skeleton, when absorbed, can be altered by your Kandra powers. It can grow and shrink to fit your needs, eliminating your reliance on the bones of others. If taken with **Third Generation**, this process is energy efficient and takes less than a minute. You still must obey the laws of Kandra biology but you finally have a set of bones that will change with you.

[600] Homeland: According to the First Contract, only Kandra working for the nobility can leave the Kandra's native lands. The majority of Kandra society lives in large subterranean caverns in the Central Dominance. You now receive a similar cave system. The entrance to this cavern is practically invisible when viewed from above ground, and is difficult to locate if one is not deliberately guided there. Inside you'll find humble housing for one thousand inhabitants, a dungeon, and a grand atrium that serves as a meeting hall. The walls of this atrium are lined with metal, protecting those inside from supernatural observation.

In future jumps, you may choose to import these caverns into a location of your choice.



Companions

[100] Custom Companion: With this option, you may create or import a companion. They receive a free background and 500cp to spend on perks and items. They may not purchase the **Twinborn** perk.

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

[200] Apprentice: You've got a shadow, Jumper. You've met someone in your time here that needs guidance, and you've taken them under your wing to ensure they learn enough to take care of themselves. They are five years your junior, and have a bit of growing up to do, but they are eager to learn. They receive a free background, 400cp to spend on perks and items, and either the **Ferring** or **Misting** perk. Teach them well and they'll grow from a wide-eyed pupil into a capable ally and friend. Just be patient with them in the meantime.

[300] Kandra: Of course, you may not want a *human* companion at all. Your Benefactor has secured the contract of a Kandra to help you in your journey and aid you in your goals. They automatically gain the **Kandra** racial background and the option to purchase the accompanying perks and items. They receive 600cp in total to spend on perks and items, racial or otherwise.

[100] Human: This isn't a human, just an enthusiastic Koloss. This blue-skinned wall of muscle is nearly twice the size of a grown man. The Koloss are the Lord Ruler's strongest soldiers, and this one is just as fierce. Your Koloss is a bit smarter than average, which means it can form full sentences and follow basic commands. Best of all, he's loyal to you, and gains the **Stainless Steel** perk for free.

[400] Soulmate: A very wise man once compared two lovers to a lock and key; they might appear drastically different, but they work best when brought together. During your stay here, you will encounter the key to your lock. This person will be your perfect match, and will accompany you through the Cosmere and beyond. They receive a free background, and 800cp to spend on perks and items. They may also purchase the **Twinborn** perk. In future worlds, you may import this person at no cost.

Drawbacks

[+100] Street Slang: You were born in the Eastern Dominance, and it shows in how you speak. With odd sentence structures, misplaced nouns, and nonfinite verbs, the slang you speak in will be difficult for most to understand. You may learn to communicate effectively with time and effort, but you'll never fully shed this distinctive voice.

[+100] Illiterate: Maybe your tutor couldn't get through to you, or perhaps you grew up a poor plantation Skaa. Whatever your circumstances, you never learned to read. There's nothing stopping you from learning, save finding the right teacher, but it's probably best to avoid any binding contracts until then.

[+100] Superstitious: The mysticism of this world has consumed you. You fear the mists, believe the Lord Ruler is divine, and strictly follow the teachings of the Steel Ministry. This is going to make going out at night nearly impossible, and interfering with the Lord Ruler's plans almost unthinkable. Solid evidence may help dissuade you of these views, but the powers of this world have hidden such information well.

[+200] Hard Life: Cruelty and unfairness have left lasting marks on you. If you're a **Noble**, you were born a bastard, and have been kept away from the court's eye. **Terris** have been subjected to the Lord Ruler's breeding program, turning them into either a eunic or a breeder. **Instruments** have become the zealous servants of the Inquisitors, and are subject to their cruel whims. **Skaa** have had even rougher lives, suffering cruel taskmasters, destitution, or some other form of abuse. **Drop-Ins** have no history in this world, but will suffer a great tragedy soon after their appearance.
Your story has left you physically and emotionally scarred, and you are slow to trust others. However, just because something is broken doesn't mean it is useless. Good friends can help you through this, but it will be difficult.

[+200] Steel Hunter: You have drawn the attention of a Steel Inquisitor, and are currently being stalked. Within a day of entering this world, you will be confronted by one of the Lord Ruler's hemalurgic servants. They have caught your scent, and will either kill you or capture you for interrogation. Prepare for a fight!

[+300] Scarred Survivor: You were condemned to the Pits of Hathsin for a past crime. You were supposed to die there, but you escaped instead. Dozens of jagged scars cover your arms, marking you as a fugitive to any onlookers. Most skaa will fear your defiance, and obligators will want to arrest you on sight. You may be able to sneak around, but there's no avoiding this notoriety. Perhaps you can turn this reputation to your advantage?

[+200/+300/+400] Lestibournes: You are abandoned. Your entrance into this world was imperfect, and some of your abilities have been left behind. Your powers have been locked away, leaving you with only the abilities you've purchased here. For a total of 300cp, you have also lost access to any items you may have collected. Finally for a total of 400cp, your memories have been locked away. You are truly an outcast in this world, and must rely on your purchases here to survive. Choose wisely.

[+400] Lord Ruler's Ire: The Sliver of Infinity has detected your entrance into this world. With plans as intricate as his, he cannot tolerate a rogue element such as you. His direct focus should not be underestimated, and he will dedicate his resources to finding and eliminating you. As Kelsier's crew can attest, he will sacrifice every citizen in Luthadel if it means accomplishing his goals.

Special Drawbacks

[+200] First Contract: *Restricted to **Kandra** backgrounds*. You may be otherworldly in nature, but you still must obey Kandra law. You are forbidden from killing humans, and may not leave the Kandra Homeland except when taking contracts for the nobility. You will be paid in atium, which you are bound to collect in preparation for the Final Resolution. If you fail to follow these rules, the Kandra leadership will try you, potentially sentencing you to death or imprisonment. Now, you too are an integral part of the Lord Ruler's plan.

[+200] The Sole Fullborn: *Restricted to Jumpers with both Allomancy and Feruchemy.* Twinborn and Compounders were unheard of in the Age of Ash. Only the Lord Ruler could use both allomancy and feruchemy. Taking this drawback locks either your feruchemy or allomancy away for the remainder of the jump. Even if you have allomantic or feruchemical talents from previous jumps, or obtained allomancy by consuming Lerasium, you may only use one of the hereditary Metallic Arts for the duration of your stay here. You may choose which power is restricted, and you could still augment your powers with hemalurgy, should you find the resources, but only the Lord Ruler may wield both arts naturally.

Scenarios

Perhaps you seek greater challenges? You may select one Scenario, giving you additional objectives to accomplish before your time in this world is through. Failing this task does not end your chain, but you will not collect the accompanying reward.

Siege of Luthadel

The Lord Ruler has been cast down, and the city of Luthadel is liberated. Or is it? Nature abhors a vacuum, and the Lord Ruler's absence has spurred many powerful nobles to march on the capital in an attempt to crown themselves emperor. The Venture boy defends the city and its fledgling republic, his father Straff and Ashweather Cett have arrived with their own armies, and even warbands of Koloss are rumored to be approaching fast. Whether you fight for these factions or your own name, Luthadel must be yours when the dust settles.

You will be present for the Siege of Luthadel, and your side must win. You will be fighting three separate armies, if not four, and every one of them want to claim Luthadel's treasures for themselves. All the while, the citizens of the city are caught in the middle. However you claim your victory, Luthadel and its citizens must survive the conflict.

Your prize for this conquest may seem simple at first; a plain wooden circlet, painted silver. However, this crown is worth far more than its appearance might suggest. When you wear this band, you will be recognized as the rightful king of Luthadel. All who see you will respect your position and acknowledge your legitimacy as a monarch. Should you lead other nations in the future, your people will offer little resistance to your rule, and may even increase their productivity under your direction. You'll make a fine ruler one day, assuming you survive the battle, of course.

No Survivor

Something has gone terribly wrong. Your appearance has displaced Kelsier, the man who set this whole story in motion. The Lord Ruler commands his kingdom unchallenged, unaware that Ruin's prison is deteriorating faster than expected. Ruin is coming, and you must rise to face him. In the next few years, Ruin will escape his prison and attempt to destroy Scadrial. The heroes that were destined to rise up have vanished, leaving you alone to face this threat. You must thwart his attempts, preserve the planet, and guarantee enough humans survive to ensure the species' survival.

Should you succeed, you will be granted a fragment of the power of a Shard. Your mind will expand greatly, though this alone will not grant knowledge. Your presence will also grow to encompass the planet, offering you a form of omnipresence. Finally, you gain the ability to shape and create matter from your own essence. This is neither a quick nor easy process, but you can control your creations as if they were an extension of yourself. With enough practice, you could even shape entirely new lifeforms.

Ruinous Pit

You have your eye on a very unique prize; the Pits of Hathsin. The crystals in these caverns are the only source of atium on Scadrial, meaning this mine is very valuable to many people. Somehow, you must capture this complex and wrestle control from the Great House Venture. Only then will you truly own the mine.

But securing the Pits is only the start of your struggle. The economy of the Final Empire is based on atium, meaning that the Lord Ruler and every Noble House has a vested interest in revoking your claim. Furthermore, the Lord Ruler knows the true purpose of Atium, and will do whatever he can to prevent this resource from falling into enemy hands. Even the Skaa rebellion and the "survivor" they laud may try to take these caves from you. Finally, if all other foes are defeated, you must contend with Ruin himself. He is eager to recover his atium, and has greater powers than even the Lord Ruler could muster.

The Pits are an easy location to secure, but be cautious. The crystals that produce atium are delicate structures, and both intense physical shock and the active forces of allomancy can destroy these geodes, eliminating the mine's atium production for centuries. Take great care not to destroy the caverns in your attempts to protect them.

Should you hold on to your prize and keep control of the Pits of Hathsin, you may take a copy of this place with you when you depart. You receive an exact replica of the Pits of Hathsin, which may be attached to your Warehouse or imported into any property you own in future jumps. The crystals in this mine will continue to produce atium, however you may also seed your own rare metals to create entirely unique geodes. This mine will produce as much as its Scadrian equivalent, split proportionately between atium and any materials you seed. Be warned that these crystals are still delicate, and will take three centuries to regrow if destroyed. Because there is no Shard linked to this copy, your mine does not contain a Perpendicularity.

Ending

Once your stay here is done, you'll have a choice to make:

Remain: Perhaps you've grown to like Scadrial and it's people. After fighting so hard for this world's future, you've decided to settle down. Rest easy, Jumper.

Return: You've been away from home for a long time, Jumper. Maybe it's time to return to the world you left. Take all the gifts you've collected and the things you've learned back to an unsuspecting planet. Change your world, Jumper.

Wander: The road calls to you. Whether you're sad or eager to leave this world, future prospects beckon you. Journey through the Cosmere and beyond, Jumper. Safe travels.



Appendix A - The Metallic Arts

List of Metals

Aluminum: A Mistborn who burns aluminum instantly metabolizes all of their metal without effect, wiping all of their Allomantic reserves. Aluminum Mistings are called *Gnats* due to the ineffectiveness of this ability by itself. *Trueself* Ferrings store their spiritual sense of Identity in an aluminum Metalmind. This ability is not widely understood yet.

Aluminum itself and a few of its alloys are unique in that they are Allomantically inert. Objects made of such metals cannot be Pushed or Pulled, and can be used to physically shield against emotional Allomancy.

Brass: *Soother* Mistings burn brass to "soothe" or dampen the emotions of nearby individuals. This effect can target a single individual or be directed at a general area. The Soother can dampen all emotions, or only target specific emotions. *Firesoul* Ferrings can store warmth in a brass metalmind, cooling themselves while storing heat and warming themselves when tapping.

Bronze: *Seeker* Mistings burn bronze to "hear" the rhythmic pulses given off by other Allomancers burning metals. Different metals emit different pulse patterns, allowing the Seeker to identify different kinds of Allomancy. *Sentry* Ferrings can store wakefulness in a bronze metalmind, making them drowsy while storing and alert when tapping.

Copper: *Smokers,* or Coppercloud Mistings, can burn copper to create an invisible "cloud" around themselves and mask all nearby Allomancers from bronze-burning Seekers. A Smoker burning bronze is also immune to emotional allomancy, though this effect does **not** extend to those inside their Coppercloud. *Archivist* Ferrings can store memories in a copper metalmind, allowing the memory to be retrieved with perfect recall at a later time. While a memory is stored like this, it is gone from the Archivist's mind until retrieved.

Duralumin: A Mistborn who burns Duralumin instantly burns away any other metals being burned, consuming them in a fantastic burst of that metal's powers. Mistings who burn Duralumin are called *Gnats* due to the ineffectiveness of this ability by itself. *Connecter* Ferrings can store the spiritual attribute of Connection in a duralumin metalmind. Connecters reduce their friendships and other people's awareness of them during active storage, and may tap this reserve later to speedily build trusting relationships.

Electrum: *Oracle* Mistings burn electrum to see a vision of possible paths their future could take. This is usually limited to a few seconds of foresight. *Pinnacle* Ferrings can store determination in an electrum metalmind, entering a depressed state during storage and a manic phase while tapping.

Gold: *Augur* Mistings can burn gold to see a vision of their past self as well as a version of themselves had they made different choices. *Bloodmaker* Ferrings can store health in a gold metalmind, reducing their health while storing and healing rapidly when tapping.

Iron: *Lurcher* Mistings who burn iron can Pull on nearby sources of metal. Pulls must be directly towards the Lurcher's center of gravity. *Skimmer* Ferrings can store physical weight in an iron metalmind, reducing their effective weight while actively storing and increasing their effective weight when tapping.

Pewter: *Pewterarm* Mistings, often nicknamed "Thugs," may burn pewter to increase their physical strength, speed, durability, and agility. Pewterarms also heal at slightly faster rates and have greater endurance while burning pewter. *Brute* Ferrings can store physical strength in a pewter metalmind, becoming thin and weak when storing and becoming large and brawny when tapping

Steel: *Coinshot* Mistings who burn steel can Push on nearby sources of metal. Pushes must be directly away from the Coinshot's center of gravity. *Steelrunner* Ferrings can store physical speed in a steel metalmind. Steelrunners physically slow down while storing speed, and are physically faster when tapping.

Tin: *Tineye* Mistings who burn tin dramatically increase the sensitivity of their five senses. The Tineye's senses of sight, hearing, touch, taste, and smell are all increased at the same time. *Windwhisperer* Ferrings can store the sensitivity of one of the five senses in a tin metalmind, and must use multiple metaminds to store multiple senses. Storing will reduce the Windwhisperer's chosen sense, while tapping will enhance this sense.

Zinc: *Rioter* Mistings burn zinc to "riot" or inflame the emotions of nearby individuals. This effect can target a single individual or be directed at a general area. The Rioter can inflame all emotions, or only target specific emotions. *Sparker* Ferrings can store mental speed in a zinc metalmind, dulling their ability to think and reason while actively storing and accelerating their ability to think and reason while tapping. Sparkers note that tapping mental speed for extended periods of time will leave one hungry.

The God Metals

God Metals are the solidified fragments of a Shard's power. Though knowledge of Atium is widespread, very few understand the true nature of either of the God Metals.

Atium: The most famous of the God Metals, Atium is the solidified essence of the Shard Ruin. The cornerstone of the Lord Ruler's economy, Atium was highly prized for its Allomantic effect. A Mistborn or *Seer* Misting burning Atium could glimpse a few seconds into the future. Mistborn burning Atium were widely considered unbeatable due to the supernatural danger sense offered by this metal. Atium is only found in the Pits of Hathsin, where it is mined by House Venture. Should events progress normally, Atium production will grind to a halt in the coming years.

Lerasium: Unknown to all but the Lord Ruler, Lerasium is the solidified essence of the Shard Preservation. Able to be burned by anyone, Lerasium turns whoever consumes it into a powerful Mistborn on par with the Progenitor Allomancers. Because of the imbalance between Preservation and Ruin, only a few scant nuggets of Lerasium exist.

On Metalborn

Though many Scadrians are born with the ability to draw on the Metallic Arts, not all of these users are equal. Allomancers come in two varieties; misting and mistborn. Mistings are capable of burning a single specific Allomantic metal to produce a specific effect. Mistborn are capable of burning *any* allomantic metal, and may combine the specific effects of each metal to create new applications. Feruchemists similarly come in two varieties; ferring and full feruchemist. Ferrings are capable of storing a specific attribute in a single kind of metal, then drawing the power out for later use. Full feruchemists are capable of using any feruchemically-active metal to store and tap their corresponding attributes.

Both allomancy and feruchemy are very rare in the Age of Ash. Allomancers make up roughly 1% of all nobles, and roughly 0.0001% of all skaa. Mistborn are even rarer than that, with only one out of every hundred noble allomancers able to burn all the metals. Skaa mistborn are practically unheard of, and only three have been recorded by history. Due to the Lord Ruler's efforts, Feruchemy is limited to the Terris Keepers, who likely only number in the dozens. Ferrings, the feruchemical equivalent to mistings, don't exist yet, though you may choose to become one yourself.

It is possible for someone to have both allomantic and feruchemical powers, whether through birth, ascension, or hemalurgic augmentation. This is the Lord Ruler's greatest secret, and the reason why he seeks to exterminate the Terris feruchemists, for these powers combine in remarkable ways. The first result is known as a Twinborn. These individuals have access to at least one allomantic power and at least one feruchemical power. No Twinborn exist yet, due to the Lord Ruler's Terris breeding program, but their powers may react in unique or complementary ways.

Next there are Compounders, a special kind of Twinborn. The allomantic and feruchemical powers of a compounder draw on the same metal. This allows the compounder to create a metalmind, then consume and burn it, fueling the feruchemical power with the explosive yield of allomancy. A gold compounder could, for example, store health in a gold metalmind, then burn it to heal nearly any injury. Such an individual would be nearly unkillable, and could resist everything from suffocation to decapitation so long as their metal reserves held out. Not all compounders synergize quite as well as gold compounders, but they all share the same incredible strength.

Finally, there are the Fullborn. These are individuals who have both the power of a full mistborn and a full feruchemist. In the Age of Ash, there is only one Fullborn in existence, and he guards his secret ferociously. Scadrial was drastically changed by the last individual to acquire this power. Who knows if the planet could survive two such tyrants.

On the Three Metallic Arts

Allomancy is the most common of the three Metallic Arts, and is practiced by Allomancers. Allomancers draw power from an external source by consuming and then burning certain metal compounds. Each allomantic metal produces a different effect when burned, and can only be used by a compatible allomancer. Allomancy is an energy-positive art, and is known for being brutal, raw and powerful. It's effects are well suited to bursts of power and quick, flashy effects, which makes it especially suited for combat. This power comes at the cost of fine control, as most allomantic metals burn at relatively set rates. Typically, an allomancer chooses to either burn their metal, which consumes it at a steady rate, or "flare" their metal, which consumes their metal reserves faster but produces an elevated effect. Very experienced allomancers develop more fine control in their "burn-rates," but most have set power outputs. For example, an unskilled Pewterarm could burn Pewter to magically become twice as strong, or he could flare his metal and become nearly three times as strong. A very skilled pewter Misting might instead choose to only slightly burn his metal, granting himself minor boosts to his healing and fitness. The final drawback of Allomancy comes in the form of "savants." When an allomancer spends extensive amounts of time intensely flaring their metals, they may become an Allomantic Savant of that metal. This confers a physiological change that often carries a number of serious repercussions. If our Pewterarm from before lived many years and constantly flared his metals, he would become a Pewter Savant. Pewter Savants naturally heal more quickly, but often exhaust themselves or ignore fatal wounds due to a lack of pain. Great care should be taken to avoid overusing one's metals, unless they are prepared to deal with the effects of Savantism.

Feruchemy is the second of the three Metallic arts, and is practiced by Feruchemists. Feruchemy also uses specific metals as a focus, but instead of consuming and destroying the metal, Feruchemists store power in their metal like a battery. Feruchemy is an energy-neutral art, as a Feruchemist may only draw so much power as they have invested in their Metalmind. Feruchemists have more control over the

rate at which they consume more power. If a Feruchemist Brute stores the attribute of Strength in her pewtermind by spending one day at half strength (50%), she could spend one day being half-again as strong (150%). Alternatively, she could choose to be twice as strong (200%) for less than half a day, with larger increases producing diminishing returns. The more dramatically a Feruchemist draws, or "taps" on their reserves, the faster those reserves are consumed. Feruchemy is very well-rounded, and while it is not *especially* suited for combat, there is incredible potential for powerful results. Feruchemical Savants are possible, but far more rare due to the internal nature of Feruchemy's power.

Hemalurgy is the rarest and least well known of the Metallic Arts. Hemalurgy revolves around removing powers or attributes from one creature and implanting them in another. This is accomplished by driving a metal spike into a specific location on the target creature, then driving the spike into the person who wishes to receive the powers. Hemalurgy is an energy-negative art, and some power is always lost in the transfer. Different metals and locations correspond with stealing different attributes, and Hemalurgic spikes will continuously lose power so long as they are not in contact with blood. Unlike Allomancy and Feruchemy, Hemalurgy does not rely on heritage or genetics to grant its power. It is for this reason that so many parties are interested in discovering Hemalurgy's secrets. Only one attribute or power may be stored in any one Hemalurgic spike, and only one attribute can be stolen from any given target, but an individual may receive multiple spikes, even of the same attribute. The effects of these spikes stack, creating reliable but steadily diminishing gains. The primary drawback of Hemalurgy comes from the damage each spike does to an individual's soul. Each spike "cracks" an individual's soul, grafting the new powers on to the damaged framework. Individuals with multiple spikes are more susceptible to mental influence and control by Shards, the godly powers of the Cosmere. While one spike would only result in minimal change, no creature can use more than three Hemalurgic spikes without falling completely under the control of any local Shard.



Appendix B - Author Notes

Purchasing both *Misting* and *Mistborn*: If Inquisitors gain strength by stacking powers, does that mean you can too? No. You cannot become a better Seeker by purchasing Mistborn and Bronze Misting powers, you'll only be wasting points. If you want to enhance your strength, you'll need to use hemalurgy like everyone else. *You may house-rule responsibly if you disagree.*

Purchasing both *Elevated Station* and *Twinborn*: Elevated Station is intended to both boost perks and improve the living conditions connected to your Background. If you purchased Twinborn, both of your Backgrounds will have their respective perks boosted. Incorporating the lifestyle improvements to a Twinborn's backstory is less straightforward, but feel free to take artistic liberties. Perhaps you were an orphan skaa taken in by a noble family, or a Worldhopper who's snuck their way into the Steel Ministry. The choice is up to you.

Kandra Generations: Depending on which perks you purchased, those with the **Kandra** Background have the potential to be members of the Ninth Generation, Seventh Generation, Third Generation, or Second Generation. Rather than be older than any Kandra in existence, you instead get to choose which generation you are a part of. Jumpers may choose to start as a member of any Kandra age group they qualify for. For example, a regular Kandra who bought the **Third Generation** perk could start as either a member of the Third Generation or an exceptionally gifted member of the Ninth Generation. A Kandra with both **Elevated Station** and **Second Generation** could choose to be either a member of the Ninth Generation, Seventh Generation, or the Second Generation.

***Scorched Physiology* and *Plantation's Strength* Interactions:** Both these perks improve Jumper's human form, but they do so in different ways. **Scorched Physiology** increases your fortitude, decreases your nutritional needs, and makes you effectively immune to inhaled irritants or respiratory problems. With this perk, heavy smokers would only have to worry about the indirect effects of their bad habits. **Plantation's Strength** improves your athletic prowess, though there are some overlapping benefits. With both perks, your human form now nears peak-human limits, though malnutrition and starvation will hamper your output. There are many flavors of human in the Cosmere and beyond, but the Scadrian variety is one of the most physically impressive. Growing up on a death world will do that to you.

Limits of Perpendicularity Power: The Perpendicularity power can only carry you to nearby dimensions, not alternate realities. For example, you could reach the Never Never in the Dresdenverse, or the Ghost Dimension in the world of Danny Phantom, because these dimensions are layered over the physical world. The only time you could visit parallel "alternate" universes are if they are explicitly reachable in their native source material. The DC comics continuity has multiple versions of Earth, and the Marvel comics frequently have cross-universe team ups using in-universe methods. As such, these alternate realities would be "close enough" to reach with your powers.

Survivor's Spark: This power embodies Kelsier's ability to flip the table and find alternate solutions. In the beginning, this will manifest as a stubborn will and knack for coming up with ideas. Even when things seem hopeless, you'll be able to scrape a plan together. As time passes and you grow in strength, this perk will evolve with you. Immutable laws of the universe will bend and even break with enough force.

Perhaps you'll burn a phoenix or decapitate a hydra, despite their mythological immunities. Rules that govern the worlds you visit may not apply to you, or only apply in beneficial ways. At its maximum strength, this power blooms into full-blown paracausality. You make your own fate, and your will can overturn the laws of the Cosmere. Fate will not sway you. Only you will shape your journey.

Kelsier's Spirit: To clarify, this doesn't make you endlessly cheery. Even Kelsier had his doubts, his dark feelings, and his fears. He just chose to keep on smiling, rather than lay down and die. You'll still have your bad days, you'll just be able to face them with a sarcastic quip or a determined smile. The battle of the mind comes before all others.

Dockson's Pen: In addition to granting you skills, this perk also allows you to insert yourself into a Great House's line of succession. Basically, if there isn't a notable head of house already (read: Straff Venture) then you may insert your Jumper as the ruling Lord or Lady of your chosen Great House, or as someone close to them. If you select House Venture, you are either one of Straff's legitimate children or a cousin with a strong claim of succession. Of course, Straff will still have to be removed from the picture, but I'm sure you'll think of something.

Metal Vials: If you are a Mistborn, you may alter the proportions of metal dust in your vials. You can't change the total amount of metal in each vial, but if you want to sacrifice some bronze or brass to get more steel, that's your choice. You may change these proportions at the start of each day, before consuming the vials.

You cannot use this item to purchase sources of the God Metals or metals discovered after the Catacendre. Atium and Lerasium must be purchased through their corresponding items, Malatium must be crafted by hand, and nicrosil, chromium, cadmium, and bendalloy have not been discovered yet.

Metalminds: Though not strictly quantified in the books, larger metalminds are capable of holding greater amounts of their given feruchemical attribute. As with the Metal Vials Item, full feruchemists may choose different metalminds for their additional set. Perhaps you want two tin-minds for sight *and* smell instead of a brass-mind to store heat. Unlike the Metal Vials Item, these selections cannot be changed after your initial purchase.

Metalminds made from chromium, nicrosil, cadmium, and bendalloy cannot be purchased. Aluminum, Duralumin, and Electrum metalminds may be purchased, but their corresponding attributes are unknown in the days of the Final Empire. You will need out-of-context information to get them to work properly. You may also not purchase metalminds made from Lerasium and Malatium, due to the rarity of these God Metals.

It is possible to purchase a metalmind made of atium, however you must pay the same price as the **Vial of Atium** item (400cp, undiscounted). Be warned that the monetary value of this metalmind far exceeds its practical use, as storing feruchemical age is a zero-sum exercise unless you can also burn atium allomantically.

On the subject of compounding, Metalminds that are burned allomantically are completely destroyed. You will receive replacements after one week passes, due to the more expensive nature of Metalminds. These new metalminds will be empty, and must be filled manually.

Cloak Customization: The cloak offers no supernatural protection, but does enhance your chosen appearance. A Mistcloak would slightly improve your stealthiness, and would help you intimidate anyone who *did* see you. A survivor's cloak would help convince others that you have overcome hardships and that your words are to be heeded. A Terris cloak might give off an air of wisdom, while a Drop-In's cloak might convey their alien nature. Exceptionally powerful Jumpers won't see the same scale of improvement that a new jumper might, but the cloak will always improve your aesthetic, if only slightly.

Ire's Weapon: This artifact will allow you to "steal" any supernatural power that passes from person to person. When shattered, this orb amplifies your connection to the power, making you first in line to receive it. If a magic sword must bond to its user before granting them powers, this orb will guarantee that bond. If a faerie queen's powers pass from mortal woman to mortal woman, you could subvert the chain and take the powers for yourself. The powers must still give up their previous host in order to transfer to you, and you must be in close proximity when you shatter the orb. You still may have to kill a supremely powerful being to steal their powers. Furthermore, this orb doesn't change the nature or limitations of the powers you steal. If that magic sword requires all its wielders to tell the truth, you won't be able to lie after you bond with it. This item simply guarantees that bond will exist, so make sure you understand what you're stealing, Jumper. Once you shatter this item, you will gain a new orb at the start of your next jump.

Lasting Prophecy: In future jumps, this item allows you to assume the role of any "chosen one" or "predicted hero". This could allow you to wield the Master Sword, pick up the ancient power, or anything else only the "chosen one" should be able to do. Just be sure you're ready for the responsibilities that come with these powers. If you want to avoid the attention and drama, you may toggle this item's effect off at will. However, disabling the effect will not eliminate the restrictions and expectations of a power you have already picked up. If everyone already thinks you're the chosen one, you'll have to find a more creative way to duck out.

Family Resources: This purchase will give you a substantial source of income in the form of some good or service. If it is a physical good, like lumber or grain, then you gain a large natural source of that resource. Examples of this include large forests, plentiful mines, or other naturally occurring assets. If this is a service, like the Tekiel's canal routes, then you have a large and established network already in place. Examples of this include shipping companies, railroads, factories, manufacturing plants, and other service-oriented industries. Whatever form the resources take, you also receive enough established infrastructure to capitalize on your assets. You won't receive a vein of gold with no mine or miners.

In future jumps, you may substitute the physical resources of this perk and simply have the financial resources at your disposal. Instead of running a vast lumber-harvesting operation, you can instead opt for a bank account containing all the money your foresting empire would have netted you. This currency will be tax and inflation exempt, will never be treated as suspect, and will take a setting-appropriate form.

Breastplate: This armor can only adapt to protect your single greatest *physical* vulnerability. For Achilles, that was his heel. For an Inquisitor, it would be the hemalurgic spike in their back. This would not protect against mental domination, soul-destroying traps, or other non-physical attacks. You may choose which vulnerability this armor compensates for, but it can only compensate for one. You can still

be killed by other means, through the exploitation of other weaknesses, but you'll always have your most sensitive flaw covered.

Ivory: This skeleton can be changed in size and shape by a Kandra's shapeshifting powers, effectively removing their need for other bones. They still must maintain a minimum mass to stay sapient, and they are still bound by the Square-Cube Law, but they will be a far more versatile shapeshifter than any other Kandra. To start, this skeleton requires roughly an hour of concentrated effort to drastically shape. With the **Third Generation** perk, this time is greatly reduced, and the effort needed to assume another shape is reduced as well.

Changelog

V1.0 - Initial public release

V1.1 - Clarifications for the "Twinborn" and "Elevated Station" perks, several Kandra perks that affected age, and the Sole Fullborn drawback. Changed "Choked by Ash" into "Scorched Physiology" and tweaked it into a base-form upgrade perk in-line with Scadrial's harsh environment.