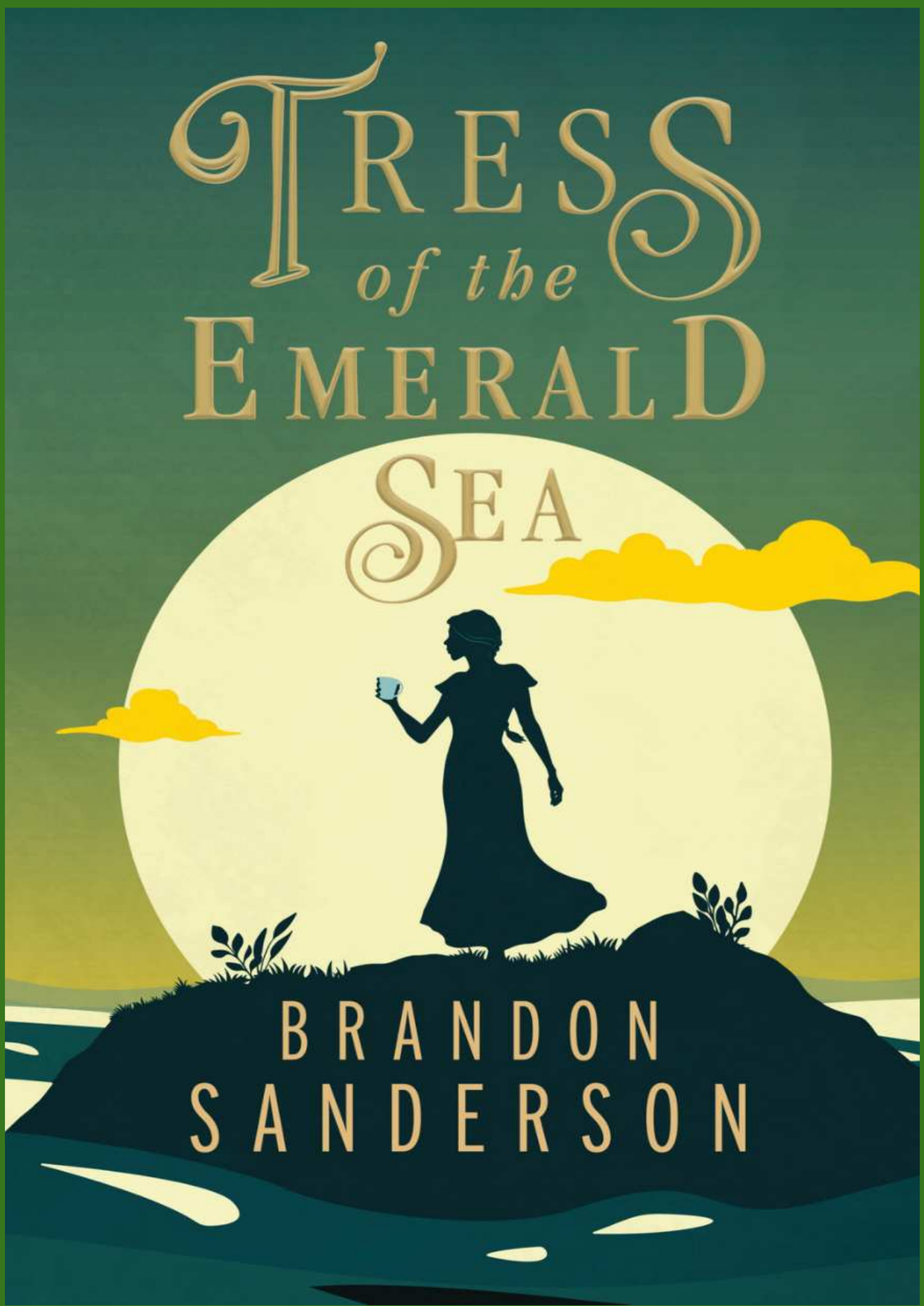


Book by Brandon Sanderson, Jump by Aehriman

In the middle of the ocean, there was a girl who lived upon a rock.
This was not an ocean like the one you have imagined.
Nor was the rock like the one you have imagined.

Welcome, weary traveler, to the world of Lumar! It's something of a backwater in the Cosmere, with little to offer Worldhoppers that can't be obtained safer or easier elsewhere. Yet there is truly no world like it.

On the twelve moons of Lumar dwell the Aethers, powerful elemental forces said to predate even Aldonalsium. On most worlds, the Aethers live in a kind of symbiosis with humans, through the Luhel Bond where they are fed water for their Essence, but on Lumar they have grown voracious and fecund beyond all reckoning. The moons, in impossibly low geosynchronous orbit, rain down aether spores into the twelve seas. The least touch of water causes these to explode into their respective Essence. Given how much of a human body is water or leaks fluid, Lumar has a wide variety of terrible ways to die. The spore seas undergo fluidization through the Seethe, a motion of air from underground vents, though every so often it stops for a few minutes to a day, and the seas act more like sand than water. Salt and silver kill the spores, making them harmless, so safe islands exist. Some of them are sixty miles across!

Diggen's Point is *not* sixty miles across. It is a godforsaken spit of land so salty and barren they needed a law to keep people there, despite the well and the valuable salt. Here lives Tress, a humble window-washer who fell in love with the Duke's son, Charlie. When Charlie is taken abroad in search of a bride he swears to bore each to tears and return to his young love. Well, once the Duke catches on he cuts a deal with the king, and Charlie is sent across the Midnight Sea to marry the curse-happy evil Sorceress who rules there, and Tress must set out to rescue her love, across seething spore seas, despite pirates and a dragon and the deadly rains.

Have **1,000 cosmere points** (cp) to see yourself through a year's stay. Fair winds, Jumper.

Locations

Where you start. Pick or roll as you like.

1. **Diggen's Point** - possibly the smallest, meanest inhabited rock on the Emerald Sea.
2. **Core Archipelago** - The center of civilization on the Emerald Sea, including the palace of the king.
3. **Erik Island** - Known for its many lakes and fish, a rare commodity on Lumar.
4. ***Crow's Song*** - A ship that has only recently turned to piracy as the story starts.
5. **The Dragon's Lair** - Xsis, an alien dragon lives on the bottom of the Crimson Sea, studying the ecosystem down there. His slaves lead comfortable lives, but can never leave.
6. **The Sorceress' Tower** - A rocket ship in the middle of the Midnight Sea, home to the fearsome Sorceress who is a terror upon the world.

Age and Sex

Pick whatever you want.

Perks

These cost 100 points unless otherwise stated. You get 4 Template Tokens for a free perk each. You can spend two tokens for a perk that is more than 100 points.

Bore: Like Charlie, you can be incredibly boring when you need to be. Like listing out thirty-five types of balsa wood and their respective virtues. Great for convincing people to leave you alone.

Cannonmaster: It can be more art than science, aiming a cannon on a moving ship, from a moving ship. Not only do you have all the skills to fire Lumar type and other artillery, you can compensate for momentum easily and automatically. For you, there is no difference between two ships in motion and firing at a stationary target from the ground.

Career: Choose a profession, such as a cooper, carpenter, a window washer, blacksmith, carpenter, etc. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Cook: You are a skilled chef. You work well on short notice and are particularly great at stretching and varying limited ingredients. It's a small thing, but a good hot meal makes a world of difference to morale.

Everything You Need: You are incredibly fortunate. Why, you could stow aboard a random ship and be taken captive by pirates and in the process run into all the people you needed for your quest. Luck alone is nothing without some work, but if you look around you should find at all times you have everything you need to succeed.

Fast-Talker: You can be incredibly charming and persuasive, enough to talk pirates out of killing you on the spot or a Dragon into taking your captor as a slave instead.

Helmsperson: You can masterfully steer a ship, so that it seems driven almost by your will instead of the wind and waves. Moreover, the helmsperson takes a very personal responsibility for the safety of the ship and crew. You have a sense for impending danger and how to best escape it.

Hunter: The hunters of Lobu build their entire lives and culture around hunting, and the search for a worthy quarry. Of course, in recent centuries they've had to get flexible. Like

Fort, you hunt bargains, and are a master of haggling, able to convince ravenous monsters to escort you across the Midnight Sea.

King's Mask: One of the super-secret assassins the king of the Emerald Sea won't admit to having, but does get mightily smug when they come up. You have the requisite skills to be a killer, including skills in intimidation, manipulation and naturally traceless assassination.

Looker: This is not, by and large, a story of fair princesses with hair like the sun. Yet one does exist, the princess of Dormancy, and her husband Dirk, six-foot-six & so muscular when he raises his arm his seams cry out for mercy, with a jaw so straight it makes men question if they are. You can have this kind of exceptional looks, if you like.

Magnificence: You are exceptionally pragmatic, think things through and question your assumptions. That may not seem so magnificent to you, but if you had any idea how many adventures could be cut short if the hero double-checked their pockets, how many wars wouldn't have happened if someone only asked "Maybe blinking twice isn't a mortal insult in their culture?" you'd be terribly impressed.

Marksman: Keeping even a rifled musket on target is impressive enough, given they shoot like an electrocuted snake. You can casually headshot someone from the maximum range of a musket, and reload fast enough to fire five rounds a minute.

Navigator: You always know exactly where you are in the world, and which way you're headed, where all the landmarks are. Your mental map is of the very highest quality.

Pirate: You are a skilled fighter, whether with a sword or in a brawl. Always in motion and without the subtle hesitation or shock most people feel when the violence starts. You never freeze in a crisis, but calmly assess what needs doing and do it, keeping track of every important element in the chaos of battle.

Quartermaster: You are an expert accountant and scrounger, and whatever else you need to be to keep your ship in food and ale. You can tell when somebody has been pilfering and understand what your crew needs to keep going.

Sailor: You have all the skills needed to sail the spore seas, from a small dinghy to a mighty frigate. You know your knots, how to steer and trim the sails, and have amazing climbing skills and balance.

Sprouter: You have the skills to handle and use spores (mostly) safely. You know how to use the Luhel Bond, to feed water and make the Essence express itself as you need, vines that gently grip or crush, crystals that join seamlessly to a hull and so on. You can further

delicately shape Essence with tools, steel repels and iron draws the spores and resulting Essence.

Surgeon: Like Ulaam, you are a superlative physician, possibly one of the best in the Cosmere. You can whip up amazing medicine from local ingredients and carry out delicate procedures with gusto.

Shapeshifter (-200 cp): The Cosmere does seem full of shapeshifters. You can alter your shape to an extent, like a dragon or kandra, and impersonate other people. You can alter your mass to a degree where convenient.

Aether-Bound (-400 cp): Ah, at least you did it properly somehow. Within you gestates a seed of an aether in the traditional, symbiotic Luhel relationship. You supply the seed within with water from your body, and you can manifest its Essence in the real world. See the spores section for the known Aethers and the Essence they produce, then imagine being able to manifest and shape these.

AonDor (-400 cp): You have a connection to a primal force - usually restricted to the planet Sel. You can perform a vast array of magical feats by drawing symbols, called Aons, in the air. You have the skill to adapt Aons to whatever place you are in, by making them a simplified sketch of the land. With enough time, practice and geography, you can mimic most of the magics used throughout the Cosmere. Any time you wish you may take on the glowing appearance of an Elantrian.

Awakening (-400 cp): You have a large quantity of Biochromatic Breath, which can be used to animate fabrics and once-living matter, you just can't get it back from animals. You have enough to reach the Fifth Heightening, 2,000 Breath. Add two Heightenings for each purchase.

Items

Also 100 cp unless specified. You may spend your tokens here.

Flare Gun - A gun for firing flares up into the air. Of course, this also means that it's a system for deploying spores at a range, and can easily be turned into an Essence gun. See the spores for some options this affords.

Laptop - A computer, I mean, a magic mirror that can store much information and control many devices. Top of the line, and updates in each setting to match. Always has power and internet.

Money - Most people here trade goods, the various kingdoms being so distant, but silver has value everywhere. You have a fat coinpurse, enough to last you a decade of reasonably frugal living, or a year of lavish hedonism. You get a similar amount in local currency at the start of each Jump. This may be taken multiple times, each doubling your funds.

Note - A note which, through a fancy Connection trick contains the location of a single person in the same world. Which one, you can decide before opening, but be warned that if they move after opening the note your location will no longer be accurate.

Ship - How else are you going to get around? A wooden sailing ship with a deck rimmed in silver, high gunwales to prevent fluid from splashing over, perfect for sailing the Twelve Seas. Instead of opening lots of portholes for spores to leak in, most have two swiveling guns on the deck, one fore and one aft, driven by zephyr spores. In the spore seas, only one hole is deadly enough, especially if you fire shells with a water capsule and supply of spores. You can import another vessel to make it spore-worthy and safe.

Spores - A small keg of aether spores of one particular color which refills overnight. Comes with a sprouter's box and trowels for careful deployment. Spores are killed by salt & silver, drawn to iron and repelled by steel as are their essences. Fed any quantity of water, these spores will instantly and violently transmute into their respective essence, of which only half are known at the time of this writing.

- *Emerald/Verdant:* Vines, are edible once teased out to their full growth.
- *Sunlight:* Light and heat, used in ovens and flare-guns.
- *Sapphire/Zephyr:* Air. Used as a charge in guns and cannon.
- *Rose:* roseite, pink crystal that is particularly tough.
- *Crimson:* needle-sharp spines of unknown material. Crimson spores are especially dangerous.
- *Midnight:* amorphous shadow creatures that can be controlled with the Luhel Bond.
- *Bone:* A rumored, legendary thirteenth Essence. Why not?

This can be taken multiple times for more spores, or more variety. It is known there is a silica Essence which may or may not be Crimson (seems unlikely).

Tablet - A computer- I mean a magic device from offworld. One side displays text of what is said, in different fonts for different voices, and lets you type replies with automatic translation and Connection-based predictive text.

Crew

These also cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

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

Hoid (-200 cp): A feeble-minded cabin boy. Sometimes goes on and on about seas made of water, when not convinced that vests without shirts are the future of fashion. Might have hidden depths, but I'd be surprised.

Drawbacks

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go.

Worldhopper: Free! It's a wide Cosmere, and less and less people stay on the world of their birth until their death. Feel free to use this Jump as a supplement to any Cosmere Jump. Only keep the points separate, and do not think to outrun Drawbacks.

Deadrunner: You are one of the most hated outlaws there is. Unrepentant murderers, outcast even among other pirates. Nobody likes a deadrunner. Nobody trades with or shelters a deadrunner, if they can help it.

Jumper of the Emerald Sea: You must take Tress' place. If Charlie dies or his curse is not lifted by the end of your stay, you will chain-fail. You also replace Tress for curse-lifting related purposes, of course.

Micropsia: You have an affliction of the eyes, where everything seems terribly smaller or further away then they are. Not much of a big deal in daily life, you won't keep missing a cup or plate with your hands. But give you a gun and you'll be far more dangerous to anyone standing by or even behind you than the people you're aiming at.

No Taste: You have no sense of taste, no shame, no common sense and no decency. There's acting the fool, and then there's you loudly discussing politics and religion, or merrily making tiny hats for your fingers.

Power Lockout: You can't use powers from outside this Jump's setting. Of course, the rest of the Cosmere is technically part of this Jump's setting, so...

Rat: You have been transformed into a rat, though you have retained the power of speech. Be careful of poison, traps, cats... people really hate rats.

Spore-Eater: You've been infected with the worse aetherbond common here. Spores of one aether or another have infected you, and through you drain all the water they can get. On the plus side, the aether seeds protect you with their essence, you regenerate almost instantly. Overwhelmingly on the negative side, your thirst can never be satisfied, your condition is immensely painful and invariably fatal. The dragon Xsis is the sole source of treatment, and his must be reapplied each year, so you must become his slave or keep him provided with one for each visit.

Tosher: The king of the Verdant Sea has a tosher, whose job is to sift through the sewage and confirm nothing of value is accidentally lost. Nobody is lower on the totem pole of royal servants than the tosher, and nobody wants to be downwind of him. You carry the same smell that makes people weep and stuff their nose and mouth with handkerchiefs for your stay, and it won't wash out.

Warehouse Lockout: You can't access your warehouse. Any items are lost to you for the duration, save those acquired elsewhere in the Cosmere.

The End

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