# Mistborn Era 2 Jumpchain

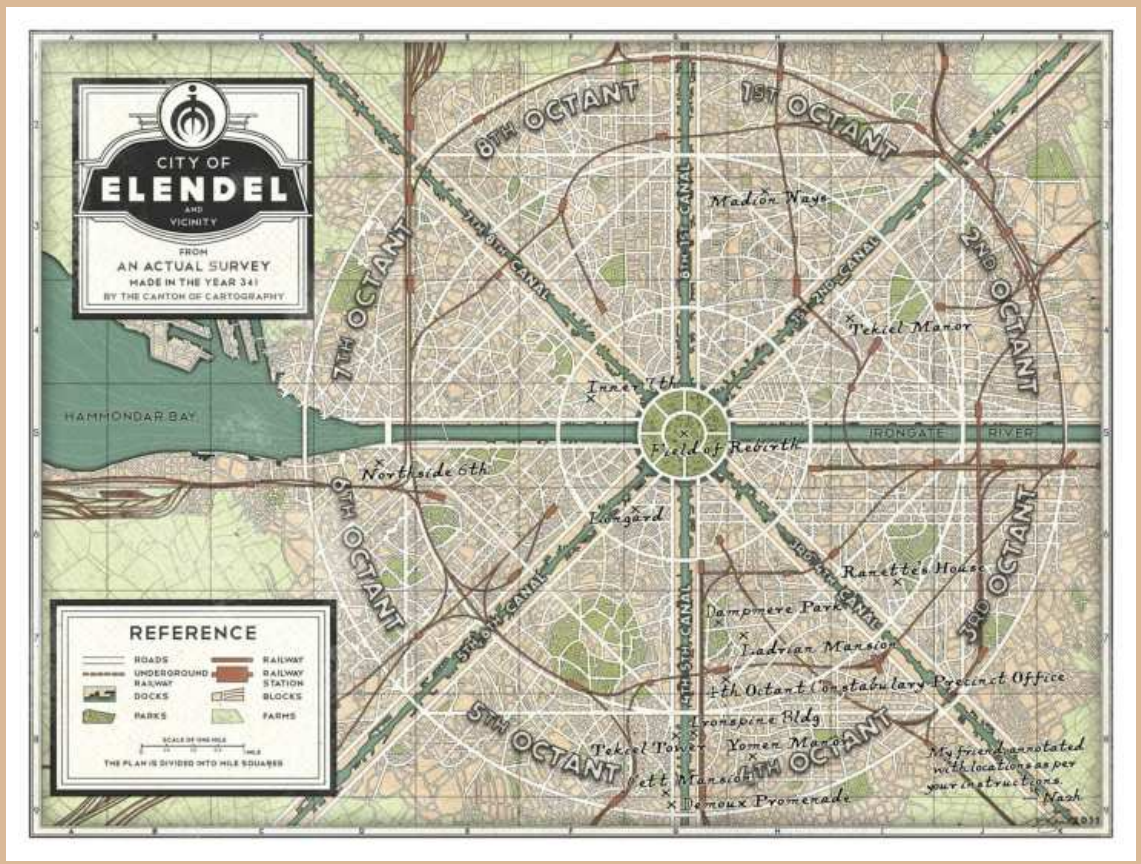
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**Art from Tor Books, Crafty Games and Ben McSweeney**

Welcome to the world of Scadrial. In this small corner of the Cosmere, humanity survived the near-apocalyptic event called the Catacendre thanks to the actions of Sazed, the last Keeper. Sazed became Harmony, the new god of Scadrial, and ushered in a new era of rebuilding and prosperity.

It has been 341 years since the Catacendre, and most of humanity remains within the Elendel Basin, a fertile land provided to them by Harmony to speed the recovery of their species. In the capital city of Elendel, technological marvels like electricity, motor cars, and city-wide plumbing show just how much the world has changed since the Age of Ash. However, not all choose to live in the bustling city. Many folks make their living in the wild frontier known as the Roughs. This untamed landscape is harsh, beautiful, and lawless in many places. Still, the Roughs offer a freedom not found in any of the Basin's cities. More than three centuries after the rebirth of mankind, the outer regions of the basin are beginning to chafe under the central rule of Elendel. Many factions, including the mysterious group known as The Set, spend each day planning how to wrestle more power from the current system. Of course, mundane criminals and ordinary politicians can be just as dangerous.

Five months ago, Waxillium Ladrian, the famous sheriff of Weathering, returned to Elendel to fulfill his duties as the Lord of House Ladrian. In six months time, a criminal gang known as the Vanishers will rise to prominence, drawing Wax back into a life of fighting for Justice. His adventures will pit him against daring outlaws, criminal conspiracies, and threats to Scadrial itself. Now you must decide what part, if any, you are to play in this tale.



## An Introduction to the Metallic Arts

The first things you may notice about Scadrial are the unique forms of magic native to this world. Known as the Metallic Arts, the arts of **Allomancy**, **Feruchemy**, and **Hemalurgy** have become more widespread than in the Age of Ash, though they are still far from commonplace.

An **Allomancer** may consume a specific kind of metal, burning it to create a special effect. For example, a Coinshot may burn steel in order to push on nearby metal objects, giving them a means of redirecting gunfire or leaping great distances. Allomantic metals are destroyed when burned, forcing allomancers to replenish their metals regularly.

A **Feruchemist** instead relies on metals to store specific attributes, allowing them to draw on these reserves later. A Feruchemist Brute could store 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 at a later time. Alternatively, the Feruchemist could become even stronger, consuming their reserve at a faster rate for more dramatic effects.

Not much is known about Hemalurgy, the third Metallic Art, but a few details survived the fall of the Final Empire. 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 of the Lord Ruler were crafted using Hemalurgy, and though only one Inquisitor remains, most Scadrians agree Ironeyes is the closest this world has to an avatar of death.

### The Metallic Arts Today

**Table of Allomantic Metals**

| PHYSICAL | Pushing | Pulling | Pulling | Pushing | MENTAL |
|---|---|---|---|---|---|
| External | **Steel** *(Coinshot)* Pushes on Nearby Metals | **Iron** *(Lurcher)* Pulls on Nearby Metals | **Zinc** *(Rioter)* Enflames (riots) Emotions | **Brass** *(Soother)* Dampens (soothes) Emotions | External |
| Internal | **Pewter** *(Thug)* Increases Physical Abilities | **Tin** *(Tineye)* Increases Senses | **Copper** *(Smoker)* Hide Allomantic Pulses | **Bronze** *(Seeker)* Can Hear Allomantic Pulses | Internal |
| Internal | **Duralumin** *(Duralumin Gnat)* Enhances Current Metal Burned | **Aluminum** *(Aluminum Gnat)* Wipes Internal Allomantic Reserves | **Gold** *(Augur)* Reveals Your Past Self | **Electrum** *(Oracle)* Reveals Your Future | Internal |
| External | **Nicrosil** *(Nicroburst)* Enhances Allomantic Burn of Target | **Chromium** *(Leecher)* Wipes Allomantic Reserves of Target | **Cadmium** *(Pulser)* Slows Down Time | **Bendalloy** *(Slider)* Speeds Up Time | External |
| ENHANCEMENT | Pushing | Pulling | Pulling | Pushing | TEMPORAL |

Though knowledge of Allomancy and Feruchemy are much more widespread, Allomancers and Feruchemists are still relatively rare. Even in Elendel, a city of five million,

Allomancers are still a rare sight. Coinshots, one of the most common kinds of Allomancer, find work as high-speed couriers among the government and noble houses. Other kinds of Allomancers, like Leechers, are so rare that their services are shared by entire octants of the city.

**Table of Feruchemical Metals**

| PHYSICAL | | | COGNITIVE |
|---|---|---|---|
| | **Iron** *(Skimmer)* Stores Physical Weight | **Steel** *(Steelrunner)* Stores Physical Speed | |
| | **Tin** *(Windwhisper)* Stores Senses | **Pewter** *(Brute)* Stores Physical Strength | |
| | **Zinc** *(Sparker)* Stores Mental Speed | **Brass** *(Firesoul)* Stores Warmth | |
| | **Copper** *(Archivist)* Stores Memories | **Bronze** *(Sentry)* Stores Wakefulness | |
| | **Chromium** *(Spinner)* Stores Fortune | **Nicrosil** *(Soulbearer)* Stores Investiture | |
| | **Aluminum** *(Truesell)* Stores Identity | **Duralumin** *(Connector)* Stores Connection | |
| | **Cadmium** *(Gasper)* Stores Breath | **Bendalloy** *(Subsumer)* Stores Energy | |
| | **Gold** *(Bloodmaker)* Stores Health | **Electrum** *(Pinnacle)* Stores Determination | |
| SPIRITUAL | | | HYBRID[fn 1] |

Feruchemists originate from the Terris heritage, and are slightly more rare than Allomancers. Most Feruchemists in Elendel live in a community known as the Village, but others have found a living in the city and beyond. Thanks to the Terris community's more secluded nature, Feruchemy is less monitized than the more spectacular Allomancy.

Hemalurgy is a lost art to the vast majority of Scadrians, though certain influential groups are determined to discover more. The ability to take another's powers for yourself has interesting ramifications that could upset the balance of power on Scadrial. Be wary, Jumper. Those who hunt this power are not to be taken lightly.

Finally, we must discuss an element of the Metallic Arts unique to this era. Before the Catacendre, the bloodlines of Feruchemists and Allomancers were forbidden from mixing, and so no person was ever born with the potential for both powers. That has changed. If Allomancy is rare amongst the population, those who are **Twinborn** are practically legendary. Descended from both strong Allomantic and Feruchemical families, Twinborn can each use one Allomantic metal and one Feruchemical metal. Though this may seem paltry compared to the now-extinct Mistborn and Full Feruchemists of old, a Twinborn's powers are not to be trivialized. Waxillium Ladrian, the famous lawman of the Roughs, has built a career of justice and heroics on his Twinborn abilities. Few individuals, Allomancer or otherwise, can match his fighting prowess.

## You gain +1000cp to start. Spend wisely!

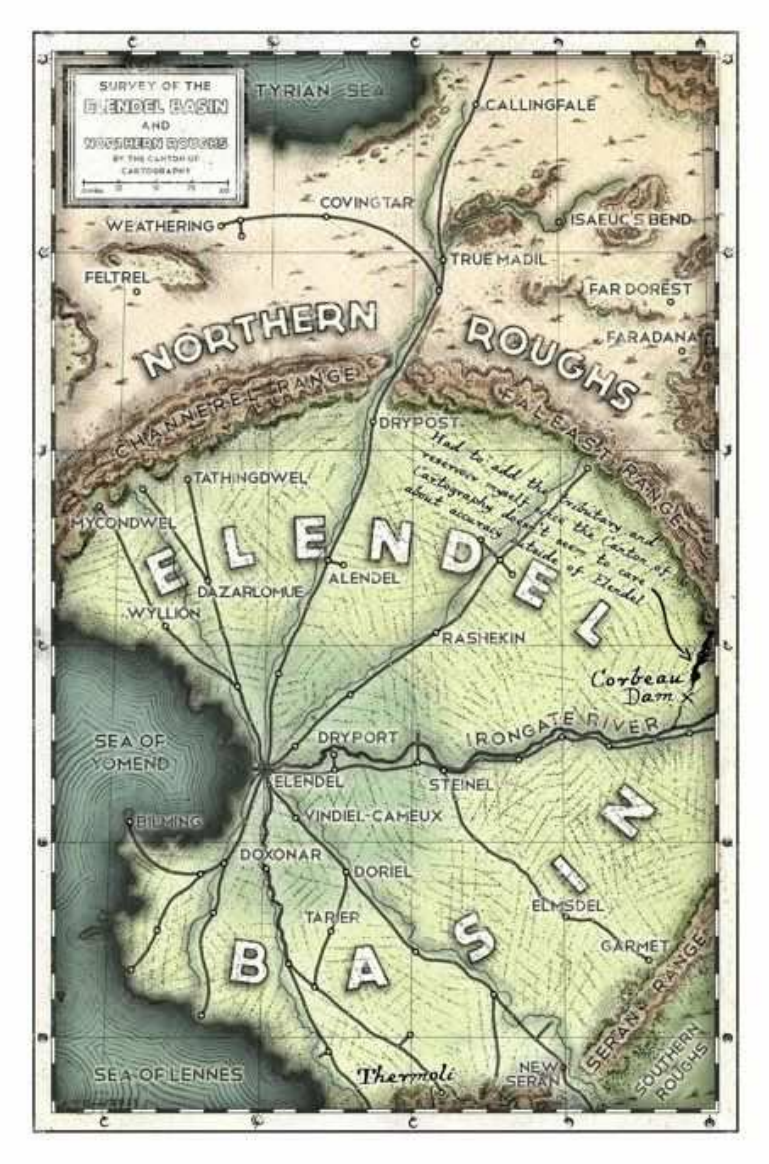
## AGE and GENDER

Harmony made humans more or less equal, and the heroic actions of the Ascendent Warrior and Final Emperor have left egalitarian examples for Scadrians to aspire to. Both men and women can achieve greatness in this world. You may choose your gender, as well as any age between 14 and 74. Alternatively, you can roll for your age and gender to gain **+50cp each**. **For age, roll 4d10+8. For gender, roll 1d4; 1-2 is male, 3-4 is female.**

## RACES

**[0] Human:** A normal human. Or rather, what passes for normal on Scadrial. Since the Catascandre, Humans no longer are adapted to live in a world of ash. You are very similar to other humans across the Cosmere and beyond.

**[200] Koloss-blooded:** One or more of your parents was a Koloss, a powerful blue-skinned creature reaching as tall as twelve feet. As a result, your skin is tinted a shade of blue or gray, and you're stronger than even the strongest human. You're also on average taller, and are no less intelligent than a regular human, though common prejudice assumes otherwise. Alternatively, you may choose to become a Full-blooded Koloss. This will put you at an impressive ten feet tall to start, and give you the strength to throw horses around like toys. You may also enter a blood rage, becoming nearly unstoppable in combat. These extra abilities come at the cost of reduced mental faculties, however, as well as the possibility of external influence through your added Hemalurgic spikes.



**[400] Kandra:** You are a Kandra, one of the immortal shapeshifters that serve Harmony. Once a Mistwraith, you were granted sentience through Hemalurgy and may now imitate the forms of others by digesting their bodies and absorbing their skeletons. Though severe trauma can still kill you, and you need your Hemalurgic spikes to stay sentient, you don't suffer from diseases, chronic ailments, or the deterioration of old age. Kandra have great control over their soft tissue, and can heal most wounds in minutes. Kandra have decentralized nervous systems, scattering their brain lobes and memories into a "mesh" across their muscle groups. This makes Kandra nearly-immune to traditional injuries like gunshots. However, Kandra cannot replicate skeletons, and without bones are little more than piles of muscle. Damage their bones enough and their mobility will be severely limited. As if this durability wasn't enough, Kandra can evem gain Allomantic or Feruchemical abilities through Hemalurgy. Kandra are experienced, powerful, and amazingly versatile. They also have a taste for aged meat, and zero reservations about eating people. This tends to make humans uncomfortable, so it'd be best to keep a low profile.

# ORIGINS

**Drop-In:** You're brand new to Scadrial. No past history, no new memories, no connection to this world. This can be incredibly freeing, but also leaves you with no friends or allies. Your future will be what you make it.

**City Dweller:** You're an Elendel-native, born and raised. Whether you're a member of a Great House or just a common store clerk, you've taken advantage of the unique opportunities the Capital has to offer. Maybe you can't live without modern amenities, but you're definitely more adapted to the *urban* frontier.

**Rough Folk:** You didn't grow up in no fancy city with money fallin' from the sky. You've lived the hard life. Maybe you grew up a poor dock worker. Maybe you lived out in the Roughs. Maybe you did both. Either way, you got your education at the school of hard knocks, and that's given you a very different skill set than those coddled city-folk. You may not have all their advantages, but you have plenty of your own tricks up your sleeve.

**Lawkeeper:** For as long as humans have lived on Scadrial, they've held the potential for both Preservation and Ruin, order and chaos. You are one of a rare breed; a peace-maker bent on bringing justice to your community. Whether you're the unpolished sheriff of a distant Roughs town or a member of the Elendel constabulary, you've chosen to spend your life fighting for the people. Sometimes that means paperwork, and sometimes that means pitched battles, but at least you battle for justice, right?

**Village People:** Though no longer bound in servitude, the Terris people continue their traditions of neutrality and meekness. They believe in separating themselves from the world's conflicts, and mainly focus on preserving the ancient Terris culture. It's a quiet life, but an honest one. Perhaps you don't need so much excitement in your journey.

**Mischief Maker:** For all the people who fill this world, very few have a major impact on the fate of humanity. Independent criminals like Miles Hundredlives seek a change to an unfair status quo. Mr. Suit and the rest of The Set skulk in the shadows, weaving grand plots to secure their own visions of the future. Even Harmony has agents amongst the common folk, desperately fighting a secret war for the future itself. I hope you weren't looking for a vacation, Jumper. Whichever side you choose, you'll be diving right into the middle of things.

# LOCATION

City Dwellers may begin anywhere in Elendel. Rough Folk may begin in any city or town outside of Elendel. Village People start in the Terris district of Elendel, otherwise known as the Village. Lawkeepers, Mischief Makers, and Drop-Ins may begin anywhere in Northern 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. Also, you may not purchase both perks unless you do so through the* ***Twinborn*** *Perk. You may only acquire multiple Allomantic or Feruchemical powers through this jump by taking the scenarios at the end of this document, and even then you may only choose one.*

## General Perks:

**[50] A Pure Alloy:** Heroes often cut a memorable figure and you are no exception. Whether you have the well-worn strength of a legendary lawkeeper, the impossible curves of an inhuman infiltrator, or an entirely different kind of figure, people will pause to admire your good looks. The only scars you accumulate will be ones that add to your image, and even time won't stop you from aging gracefully. Depending on your social circles, you may even attract a few hopeful suitors. Make that first impression count, Jumper.

**[50] Wayne's Wit:** The Survivor himself told his followers to hold on tight to hope, to smile, and to help other people smile too. To serve you in this endeavor, you've been equipped with a quick wit, perfect comedic timing, and an honest sense of humor. Banter comes as easily as breathing to you, and you can make almost anyone laugh if you try hard enough. Those you spend lots of time with will quickly grow match your sharp tongue, offering their own quips and jokes.

**[300] Twinborn:** Even in a world where Allomancy and Feruchemy are more widespread than ever, you are something special. Your bloodline contains strong ties to both Allomancy and Feruchemy, giving you one power from each. You may take both the **Misting** and **Ferring** perk for free. To reflect your mixed backgrounds, you may pick two origins and receive discounts for both of them.

**[Free Twinborn] Resonance:** Combining powers creates strange outcomes. Like a chemical reaction, combining two powers can produce additional effects. Waxillium gained his trademark Steelbubble when his Steel-pushing and Weight-skimming powers combined. Because of the powers combining in your soul, you gain a similarly unique ability. You have a little freedom in deciding the effect of your Resonance, but it should still be tangentially related to the original powers. This is an *enhancement* to what you do.

**[200, Kandra Only] Third Generation:** Add 1000 years to your age. You may be one of the oldest Kandra alive, but age is just a number to an immortal shapeshifter like you. Ten centuries of life experiences has made you TenSoon's equal in the art of shapeshifting. Given bones, you can assume a humanoid form in under five seconds. You're also much more skilled at approximating 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. Finally, you have nearly a millennium of experience interacting with humans and their society. You are a master at mimicking an individual's mannerisms, and could successfully replace them with either a few days observation or an extremely thorough "interrogation." This experience also gives you a literally inhuman amount of insight into human behavior, allowing you to reliably predict human behavior and plan around it.

## Drop-In Perks:

**[100] Propriety:** Non-natives of Scadrial are going to encounter lots of strange and conflicting cultures. With this perk, you never have to worry about interacting with the locals. You know how to conduct yourself properly in any culture, from high society in Elendel to the Terris Synod to even the company of Koloss chieftains.

**[200] Metallurgist:** You are a skilled craftsman of metal goods, and you excel at synthesizing metals relevant to the Metallic Arts. Whether you're supplying Allomancers, Feruchemists, or Hemalurgists, you can easily craft the right ratio of metals to perfectly meet your supernatural needs. Your skills also allow you to investigate the Allomantic viability of new metals and alloys in future worlds. When improper ratios of metals can kill Allomancers and Hemalurgists, don't underestimate the value of knowing what to mix Vibranium or Chlorophyte with.

**[400] Ranette's Hand:** You're a master tinker, a real expert with tools and gadgets. Making complementary equipment to your friend's supernatural powers would be a weekend diversion, but your true skill shines when making weapons. You're a peerless gunsmith, and the weapons you create are true mastercraft works. Not only can you make guns that last longer and shoot straighter than everyone else, but you can adapt your weapons to meet any kind of imaginable foe. Plan on fighting allomancers? You can cook up some Hazekiller rounds specifically tailored to exploit their weaknesses. Are the threats you face supernatural? I'm sure you can develop specialized countermeasures, given information and time.

**[600] Sophi's Mind:** A genius at fifteen, Sophi Tarcsel has the brains and marketing drive to turn the Elendel Basin on its head. You now share her drive and ability to innovate. Your inventions could drive a country to modernization. Your mind would be one of the few on this half of Scadrial that could comprehend and even reverse engineer the technology of the Southerners. Your inventive talents will only grow with a lifetime of experience. Who knows what technological marvels you could bring to this and future worlds? This genius also applies to comprehending magical systems, allowing you to explore new abilities or rediscover lost secrets. The Cosmere is a dangerous place, and knowledge is the most potent weapon of all.



## City Dweller Perks:



**[100] University Education:** By Harmony's decree, all those who study at the Elendel University receive a broad education covering many different topics. You now have an education equal to any University student, and have studied chemistry, surgery, history, and many other fields in moderate detail. You also have a specialty in a single field, such as criminal justice or finance. This is the finest education on Scadrial, make sure you do something with it!

**[200] 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. After the Catacendre, Allomancy tends to be closely linked to the bloodlines of the nobility. You may choose to be born with a direct connection to one of Elendel's Great Houses, or you can be a more independent allomancer with weaker family ties.

**[400] Soiree Senses:** It takes a special kind of cunning to navigate the shark pool that is high society in Elendel. With this perk, you're just the kind of predator suited to such parties. You have the insight, the social skills, and most importantly the subtlety to navigate House politics, secure political alliances, and arrange ambushes, economical or otherwise, for your rivals. You can read a room at a glance, and uncover the machinations of your political opponents over the course of a few festive evenings. A Great House would be finely served by an informer like you.

**[600] House Lord:** Few individuals wield as much power as the Lords and Ladies of Elendel's Great Houses. Each leader controls vast quantities of real estate and production in each of the city's districts, and tens of thousands of jobs rely on their businesses. With this purchase, you are granted the title of House Lord or Lady, as well as all the skills necessary to fulfill your duty. You'll gain excellent management and logistical skills, as well as a comprehensive understanding of the businesses your House specializes in. The current known Houses include House Venture, House Tekiel, House Entrone, House Erikell, House Hasting, House Ladrian, and House Yomen, though there may be others. You may choose to be born into an existing House, or to create a new House in the city. With this financial and economic power also comes voting power in the Elendel Senate, giving you a powerful means to



shape city policy. With a few years experience and the right connections, you could even run for Governor!

## Rough Folk Perks:



**[100] Scadrial Roots:** The World of Ash may be a distant past, but Scadrians are still hardier than most humans. This goes double for anyone living out in the Roughs. A lifestyle of hard work has rewarded you with a body at the peak of human physicality. You're strong enough to surpass any laborer, fast enough to run into and away from danger, and tough enough to ignore minor injuries and non-critical gunshot wounds. These feats may sound impressive, but they're necessary for anyone looking to make a living out on the frontier.

**[200] Dirt Farmer:** Just because you have the physical ability to survive the Roughs doesn't mean you have the know-how. This perk nets you the skills necessary to surviving the wildlands. You know how to live off the land, are decent at prospecting, and have the skills to run businesses typical to the Roughs. Whether you choose to be a bartender or a ranch hand, making a life for yourself in the Roughs is no more difficult than living anywhere else.

**[400] Wooden Knucklebones:** A person who can't defend themselves is a person who won't last long in the Roughs. To that end, you've trained with a wide variety of fighting styles to prepare for any situation. You're skilled with a dueling cane, trained in several styles of martial arts including the Baz-Kor technique, and know how to wield and throw a knife to great effect. Like a certain Slider, you're a master of melee, and could reliably fight gun-toters in the confines of a Speedbubble and win.



**[600] People Skills:** Just because you're not intelligent doesn't mean you're not wise. Wayne could usually tell more things about people than they knew themselves. The life stories of nearly everyone were laid bare before his perceptive mind. He could hear a person's accent and figure out who raised them, where they came from, and who they were trying to be. You now share Wayne's talent for insight and accents, letting you become one of the best actors who ever lived. If you applied these skills elsewhere, you could do some proper good. You'd know just how to approach a friend's past trauma, or how to crack the hard exterior of a prickly stranger. Of course, there are more practical applications to this insight. You'll be exceptionally good at infiltrating groups of people or convincing reluctant bystanders to cooperate with you. You might have blindspots of your own when it

comes to sensitive subjects, but with the friends you'll make through this perk, you'll have plenty of shoulders to lean on.

## Lawkeeper Perks:



**[100] Augur's Integrity:** Sometimes, the only thing separating the lawkeeper from the criminal is an ounce of self-reflection. Sometimes the most important discovery one can make is the truth about what you fight for. You gain both an insightful ability to self-reflect and an enduring personal identity. Your core beliefs define who you are, and yours cannot be swayed or altered except by your own decision. You can recognize what drives you, who you want to be, and how you need to change to reach that ideal.

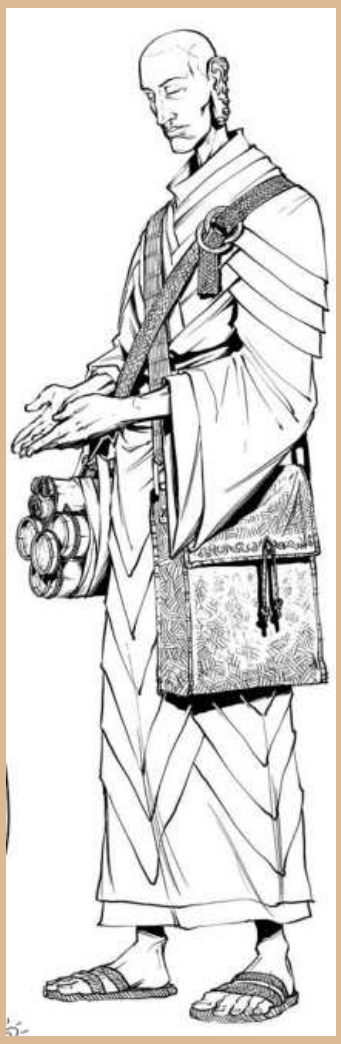
**[200] Improvised Investigator:** Solving crimes and catching crooks isn't just about shooting straight or hitting hard. To be a solid investigator, a lawkeeper needs to be part detective, part leader, part enforcer, and part scientist. Now you too can be a prime example of police work, deducing motivations and fitting clues together like few other constables. Mysteries won't stay unsolved when you're on the case!



**[400] Silvereye:** No, this won't make you a Tineye, though observers might assume you are. You're a deadeye shot, able to match Marasi's rifle training or Wax's lifetime of pistol skills. Pull off trick-shots, called shots, and ricochets with ease. Even in motion you're a superb gunslinger, and know how to adapt your aim to both natural environmental effects, like wind, and even the supernatural abilities wielded by your foes. This won't let you hit every shot perfectly, but you'll have the best chance of anyone. As a fringe benefit, this grants a minor improvement to your powers of observation.

**[600] I Sent You:** Sometimes the biggest difference is made by one honest heart. This perk boosts your combat abilities, turning you from a lone warrior into a force of nature. Your fighting skills become sharper, your reflexes faster, your aim truer. Your mind remains clear in battle, letting you plan your tactics with ease. Opponents will have a harder time hitting you, turning many of their killing blows into grazing hits and near misses. You could fight a dozen opponents on your own, or take a whole ballroom full of bandits with a friend at your back. You *are* going to earn a reputation this way, for better or worse. Like the Dawnshot himself, some of the folks you fight will know exactly who you are. At least you'll get a cool nickname out of it. The world throws a lot of hurt at you, Jumper. Good thing you've got a lot of hurt to throw back.

## Village People Perks:



**[100] Horticulture:** The Village, the Terris community of Elendel, is known for its overgrown streets, simple lodgings, and rustic appearance. Surrounded by nature, the Terris people have become experts at cultivating the land. Now you share their aptitude for growing anything from edible foodstuffs to beautiful flowers. You also gain a fair bit of knowledge about the different plants native to Scadrial, as well as which make excellent teas.

**[200] Ferring:** You are a Feruchemist, 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. At a later date, the Feruchemist can draw on this reserve by “tapping” this Metalmind. See Appendix A for notes. All Feruchemists have at least a partial Terris heritage. You may choose to be a member of The Village, the Terris Community in Elendel, or be a normal citizen only distantly related to the Terris people.

**[400] Terris Tradition:** The days of the Final Empire are long behind us, but some traditions have survived the centuries. You have the skills to be the finest servant a House Lord could ever ask for. Not only can you fulfill requests and anticipate needs with unmatched professionalism, but you can also organize other servants. The rich, powerful, and noble families of Elendel would pay a handsome sum to have you in their employ.

**[600] Synod:** Like the Terris Leadership, you’re given a fair amount of autonomy in regards to local governments. You could get away with running an independent community inside a city with little-to-no oversight, so long as you didn’t cause any major problems. The existing government will mostly leave you to your business, though this does mean they’ll be less likely to offer support should you need help. Do things your own way!

## Mischief Maker Perks:

**[100] Shadowy Self:** Whether you work for Harmony, Trell, the Set, or another group entirely, most of the movers and shakers of this world can agree the best work is done in the dark. You

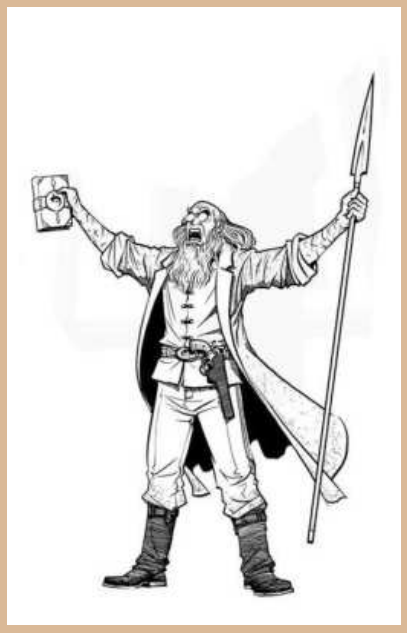
now have the skill and grace to move with stealth. You'd be no match for the Mistborn of old, and this won't help if you lack cover or proper hiding places, but you're much better than most when it comes to moving unseen. Whether you're prowling along rooftops, infiltrating an enemy encampment, or just trying to escape a party without being noticed, you know how to sneak, slink, and skulk.



**[200] Behind the Throne:** Edwarn Ladrian would call you foolish for wanting to be a hero. He believes that where warriors and kings once shaped the world, quiet men in offices now do so with far more effectiveness. This perk lets you operate "through" other leadership figures, nudging events closer to your own goals. As a secretary, you could convince the Constable General to tackle political corruption by only giving him broadsheets with stories of dirty officials. As a banker, you could influence political policy and city development by loaning to favorable enterprises and rejecting others. Even verbally, you find it easy to convince others to act in your interests, letting them turn around and claim everything was their idea. The larger public will be unaware, but we'll know who's really pulling the strings, Jumper.

**[400] Sequence:** Not just anyone can orchestrate a civil war or plot a continent-wide conspiracy. It takes a mastermind to recruit muscle, sow discord, gather resources, and subvert a government, all without anyone the wiser. Now you are such a mastermind, in a league with the other chief members of the Set. You also have an impressive skill when it comes to banking. You could make a killing lending funds and managing investments, and then use that money to finance your own ends. Woe to all who struggle against your machinations.

**[600] The Third Art:** Allomancy is hard to match in battle, and Feruchemy contains a quiet power, but only Hemalurgy has the potential to break the natural order of the Cosmere. Your knowledge of the third Metallic Art is now second only to Harmony themself. 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 apply to the modern capabilities of Allomancy and Feruchemy, 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. Adapting Hemalurgy to new abilities or creating new creatures may feel slow, but your pace will be absolutely meteoric compared to any other person alive. Make no mistake, this power could shake the world.



# ITEMS

## General Items:

**[Free] Earplugs:** These soft wax earplugs are always in good repair, always effective, and always in your pocket or otherwise available. These earplugs completely counter the harmful sounds of gunfire and other loud noises while miraculously allowing voices and other critical sounds to pass through crystal clear. Give who you might be hanging around, you're going to want to protect your ears. Not everyone can just grow new ones.

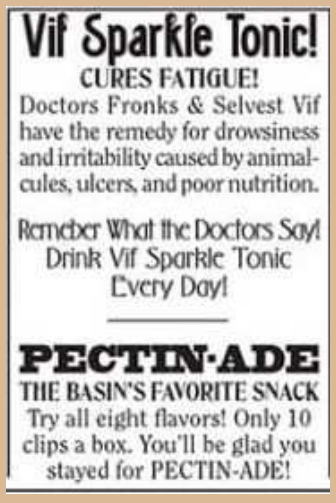



**[50] Soonie Doll:** Soft fur! Moveable legs! This wolfhound plush is perfect for protecting dreaming youths and comforting distraught children. TenSoon hates these.

**[50] Pectin-Ade:** The Basin's favorite snack! Each box comes with eight unique flavors of chewing gum, individually rolled and dusted with sugar. The physician's favorite! Promote quick thinking and proper brain function with Pectin-Ade. Now available at drugstores everywhere!

**[50] New Saren Seltzer:** Looking to quench your thirst? Look no farther than New Saren's newest concoction. Trade your champagne for some sweet, bubbly lemonade today! One purchase gets you a half a dozen bottles that are always fresh and cold. Alternatively, you could have a bottle of Brand Whiskey. Enjoy the finest whiskey in the Basin, free of Elendel influence or taxes!

**[100] Pathian Earing:** Perhaps this is a Pathian piece that connects you to Harmony. Maybe this is a spear pendant that binds you to the Survivor. This could even be a dark shard of otherworldly metal, connecting you to Trell. Whatever your choice, this small token puts you in contact with an ascended being of great power and knowledge. The being is sworn against direct action, but can be convinced to share information if you are on agreeable terms with it. Depending on the being your token is connected with, you may be able to bargain for more tangible boons at the cost of doing a favor for the being. Maybe the Survivor wants you to help the poor and downtrodden. Marsh likely just wants to spread the knowledge of Hemalurgy to the world. Not even Harmony knows what Trell's dark goal is, but the Set's resources show that he pays a premium to



mortals willing to do his bidding. Post-Jump, this artifact retains its connection to your chosen being, though you may choose to connect it to another ascended being relevant to your setting.

**[100, First Free to Misting/Ferring] Metal Vial/Metalmind:** This purchase takes the form of either a small set of vials or a single sizable Metalmind, made of one of the sixteen Allomantic metals. If you select a Metalmind, you may customize the size and shape of it, though bracers and anklets are typically most effective. If you choose the Metal Vials, you receive three small vials of metal filings suspended in the liquid of your choice. Each contains enough metal for two hours of light use or one hour of heavy use. Flaring and extended heavy use may deplete these reserves faster. All three vials are refilled every dawn, and will reappear the next day if they are broken. If you choose Metalmind, your Metalmind will be returned to you if damaged or stolen, though you will still need to charge your Metalmind manually.

**[200] Mistcoat:** This garment appears to be a sturdy duster, though it's lower half fades into ribbon-like strips of cloth. An evolution of the legendary Mistcloak, this outerwear enhances your stealth, makes persuading or intimidating others easier, and is more protective than it has any right to be. Mistcoats are each custom creations, and so their styles may vary. You may choose to diverge from Waxillium's Rough Duster design, or even wear the traditional Mistcloak of old. If your highly-durable, self-cleaning coat is destroyed, a new one will appear one day later. Finally, you find that this clothing will always scale with you to reflect your legacy. Even after you leave this world, this mantle will always offer some protection.

## Kandra Items:

*These Items may only be purchased by Jumpers or Companions with the Kandra racial origin.*

**[50, First Free] True Skeleton:** These hand-carved bones are made of durable kinds of stone, crystal, or wood, and allow a Kandra to have a "personal" image not tied to the bones of another. Their appearance is fully customizable, and can be as similar or distant from a regular human as you wish, though skeleton size is restricted to between four feet and eight feet tall. 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, First Free] Kandra Blessing:** 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 Harmony and other Shard Avatars.

**[200] Battle Bones:** Kandra are durable lifeforms, but even they may want some extra survivability in a fight. This skeleton is made of an Aluminum-Scandium alloy, making it incredibly strong and light. These bones can't be pushed or pulled on by Allomancy, and contain extremely sharp blades built into the forearms. A kandra need only rip off an arm to reveal their hidden, highly-lethal, Allomancy-proof shortsword! Between your healing abilities and the smooth design of these weapons, these blades can be easily re-concealed should you need to make a subtle escape. These bones are worth an absolute fortune, but when a serious fight breaks out, they're worth every clip.

## Drop-In Items:

**[100] Tales of Jumper Jak:** Jumpers live adventurous lives, and one may think to take after Gentleman Jack and capitalize on those stories. This published periodical is an entertaining, absurd, and loosely true adaptation of your adventures as a Jumper. You may choose to use a pseudonym, or otherwise omit details you don't wish to share with your readers. While many will regard these publications as cheap pulp stories, you'll always have a steady supply of readers buying your stories, earning you a modest passive income. In future worlds, these publications and the attached income will continue. As an additional option, you can also sell hardcover collections of your stories, though these come with sarcastic annotations from your editor. That said, some people may pay more for snark with their stories.

**[200] Workshop:** The painful lesson young Sophi Tarcsel learned is that it doesn't matter how smart you are; without materials and a place to work, you're just as unremarkable as the average clerk. This workshop will solve some of these problems, attaching to any property you own, or your Warehouse, and adapting to fit your needs. This space already comes with an impressive array of physical tools, as well as heavy duty plumbing, an industrial electricity hook-up, and a small but steady supply of raw materials you'll need for your creations. This workshop scales to each new skill you acquire, so learning how to smelt metals, manufacture weapons, or even carve furniture will cause appropriate equipment to appear inside. The resources it provides will similarly match your abilities, but the workshop will never supply anything too rare or expensive to find at the local market. You'll still need investors and capital to fully realize your biggest dreams, but this workspace is enough to get you started.

**[400] Book of Ironeyes:** This is no ordinary diary, Jumper. Written by both the Lord Mistborn and Death himself, this small notebook contains comprehensive notes on the basic applications of Hemalurgy. Using this book, anyone with access to the correct metals and right people could empower a lot of Hemalurgic spikes. These research notes are incomplete, containing no information about temporal allomancy, crafting Hemalurgic lifeforms or the Spiritual Hemalurgic

metals, but this book is the only “introductory text” to Hemalurgy around. This is the best starting knowledge base anyone on Scadrial could ask for. Just be wary; the Set would definitely kill, and likely already have, for information like this.

**[600] Airship:** Now this is something truly rare. Somehow, you’ve come into possession of an airship, like those used by the Southern Scadrians. Shaped vaguely like a wooden seafaring vessel, this ship is three decks tall, over two hundred feet long, and furnished to carry a crew of around one hundred. The ship achieves flight by using weight Feruchemy to lighten its own mass and passengers, and through fans powered by a strange substance called Ettmetal. Built for long voyages, this airship is capable of traveling halfway around Scadrial before requiring more Ettmetal fuel. This ship comes equipped with navigational tools, appropriate Feruchemical medallions, and several short-range lifeboats equipped to fly in the same manner, although there is little space for passengers or luxury accommodations. You may choose to receive a loyal crew upon purchasing this vessel, though these followers will still need to be imported as Companions if you want to purchase perks for them. You also receive a regenerating crystal of Ettmetal to fuel your ship. This fuel reserve will always be enough to power your vessel with minimal recharge, but trying to extract the Harmonium for other purposes will result in a timely and catastrophic explosion. With a vessel like this, you could be the first to explore the great unknown beyond the Roughs!

## City Dweller Items:

**[100] Job:** Everyone’s got to make a living, and steady employment isn’t always a guarantee. At least, it wasn’t before. Now, you’ve got an opportunity to earn a solid income. This position will scale with your abilities and competency, offering more compensation as your responsibilities increase. If you are an Allomancer, Feruchemist, or have other supernatural powers, your job can take advantage of your talents, potentially making you a very expensive commodity. Coinshots could gain employment as high-speed messengers, while Soothers could make a killing as an emotional counselor. This opportunity carries forward to future worlds, and should you wish to change employers, a new job will present itself before your next rent payment is due. If you want less responsibility or notoriety, you can opt for a smaller job that pays less.

**[200] Library:** Knowledge is power, and collecting knowledge is a lengthy process. This library has been carefully cultivated over many generations, and contains texts on history, literature, science, and geography. This won’t contain unique or exceptionally rare books, but there will be some fringe texts relating to your hobbies, such as genealogical records or foreign languages. As you visit future worlds, this library will expand to incorporate new texts on each setting. New books and other forms of media will cover an equally broad range of subjects relevant to each new world. You may attach this library to any property you own, including your Warehouse, and there will always be room for more books.

**[400] Estate:** There's a home, and then there's a *house!* This extensive manor has furnishings fitting of a Greater House Lord. Modern amenities like electricity and plumbing are included, and the grounds are maintained by a loyal, if bland, staff of servants. As an added plus, this house *hasn't* had all the artwork sold off. This mansion and the surrounding grounds can be imported into new settings wherever you own property, or can be attached to your Warehouse. The specific floor plan and aesthetics of the house are yours to decide; you could even have an indoor river and garden, should you choose. Additionally, you may incorporate any properties or living spaces acquired in other jumps at no additional cost. Live in style, Jumper!

**[600] Ironspire:** This skyscraper is a modern marvel, fitting right into any large scale city...and it's all yours. While the real estate value alone is impressive, the businesses that take up residence easily dwarf the building's income. Perhaps a major bank uses your bottom floors. Maybe you rent the offices to the railroad, profiting off of House Tekiel's shipping empire. The upper floors offer both comfortable and luxurious living arrangements, netting you even more profit from the rent. There's even a landing platform on the roof to accommodate any air vehicles you might have, though this world may not be accustomed to such things yet. The building is well maintained and staffed, and may be placed into any major city in future jumps. It will continue to be a valuable source of revenue, and will be immune to all but the most unavoidable accidents.

## Rough Folk Items:

**[100] Lucky Hat:** A wise man once said that everyone needs a good hat. This magnificent topper is stylish, collapsible, and will always find its way back to you. It contains a thin aluminum mesh lining, shielding you from emotional Allomancy, and it will appear in your Warehouse one hour after being destroyed. Best of all, this hat does seem to carry a fair amount of luck with it. It won't bend bullets away from you or help with impossible odds, but minor mischief and everyday life seems to go a lot smoother when you've got this cap on your head.

**[200] Destroyer:** Though motorcars are becoming more common in Elendel, the Roughs still rely on traditional transportation. This impressive horse is strong, loyal, and well-bred. They're also probably not named Destroyer.

**[400] Disguise Kit:** While an accent may make up the majority of a disguise, the rest of it still requires physical props. This trunk contains a wide array of clothing, wigs, facial prosthetics, and other makeup essential to assuming the appearance of another. This kit can't help you imitate more specific disguises, but it's versatility will cover everything from the lowest beggar to the highest noble lord. In future worlds, this trunk will update to contain new clothing and pieces relevant to the current setting. The trunk always seems to have enough room to store its wide assortment of clothes, but can't be used for other kinds of storage.

**[600] Natural Treasure:** Even far from the Capital, the Elendel Basin is an abundant trove of natural resources. Whether it's a silver mine, a grove of hardwood, or some other form of hard capital, you are now the proud owner. This purchase could even be an especially scenic vista, perfect for entertaining tourists and building hotels. You'll still need to invest in infrastructure to make the most of this claim; you can't mine gold without building a mine. However, this cache of resources has the potential to make you one of the Basin's wealthiest citizens. When entering future worlds, this resource replenishes, ensuring you have a lasting supply of wealth.



Alternatively, this purchase can represent a smaller, secret trove of valuables. You could find a bandit's buried treasure, a hidden cache of South Scadrian technology, a secret Perpendicularity, or perhaps something even rarer. As a rule, the more rare your hidden wealth is, the less you have of it. This item cannot be used to produce Lerasium, Atium, or Harmonium. The God Metals must be sought elsewhere.

## Lawkeeper Items:

**[100] Badge and Staff:** If you're going to be a Lawkeeper, you're going to need a proper badge. Whether this is a Roughs badge or a Constable's credentials depends on your position, but law enforcement anywhere will at least respect you. Of course, some folks only respect force. For those people, you carry a cane. Dueling canes are sturdy, and Scadrian wood can even match swords when skillfully wielded. Alternatively, you can swap the weapons for wooden knucklebones, a crossbow, throwing knives, or even the obsidian daggers of old.

**[200] A Man's Hobby:** Some people collect art, and others collect guns. This trunk contains a wide variety of weapons for any given situation. You have a few different kinds of pistols, shotguns, long rifles, and even a newfangled submachine gun. All these are well made, but a few of your signature guns are of exceptional quality, on par with Wax's Sterrions. The trunk also includes holsters, ammunition,



blueprints, and even legal papers. Ammo will replenish at the end of the week.

**[400] Vindication:** All of Ranette's weapons are exceptionally made, but this piece is truly something special. This custom order is made of light-but-strong Invarian steel. Beautiful ornamentation hides complex, durable mechanisms that integrate with any supernatural abilities you have. Maybe you want an Allomantic safety system like Wax's revolver. Perhaps you want a heavy rifle that takes advantage of your ability to become heavier and lighter. Even a gun that doubles as a Metalmind wouldn't be out of the question. Maybe you don't have any powers at all, and just want a pistol that can switch to special ammunition on the fly. Whatever your choice, this weapon will fit you perfectly. It will never fail you in a fight, and it will never be so lost that you can't retrieve it. Comes with a small replenishing assortment of Hazekiller rounds.

**[600] Cosmere Deputized Forbearance:** You can take the lawman out of the Roughs, but you can't take the Roughs out of the lawman. You may come from a different background, have different methods, but you're still a lawkeeper, and now others know it. This small silver plaque marks you as a respected and authorized officer of the law. Wherever you go, you'll have powers of investigation and arrest, and be quickly accepted as an equal member of any standing law enforcement body. Stay true to your moral code, Jumper. If you abuse this power, Jumpchan *will* revoke it.

## Village People Items:




**[100] Teapot:** Given how agrarian the Terris population is, it's no surprise that they cultivate excellent tea. This teapot takes all the difficulties out of preparing the perfect brew. Simply add water and set the teapot out. No fire necessary! Brew something minty for after dinner, a sweet honey tea for an afternoon meeting, and the Constable's Brew when you need to stay awake for a few days straight.

**[200] Dwelling:** The Terris community is much more closely-knit than most other cultures in the Elendel Basin. Should they choose, anyone with Terris blood may live in one of the village's dormitories, rent-free. Now you have been offered the same opportunity. You'll be provided a single-room apartment with modest furnishings. You may be asked to attend Terris meditation occasionally, but lodging is ultimately free. Alternatively, you may choose to have a furnished Elendel apartment, complete with modern conveniences like electric lighting and indoor heated plumbing. Just as with your Terris dwelling, the rent in this apartment is already paid in full.

**[400] Ledger:** After being nearly bred into extinction, modern Feruchemists are much more wary of their bloodline's power. Wax's grandmother, Nana Vwafendal, keeps a tally of all the Feruchemists born inside and outside the Village. Now you have a similar list. Your ledger contains a near complete list of either Feruchemists or Allomancers within your home country. A few exceptionally secretive individuals may elude your tally, but the vast majority will be catalogued for your reference. In future jumps, this list will expand to cover other kinds of empowered peoples. If you found yourself in a world filled with superheroes, this list would expand to include their aliases, powers, and secret identities. There still might be individuals who aren't listed, such as those who don't use their powers or leave no witnesses, but the vast majority of such empowered characters will be accurately documented.

**[600] The Village:** Sometimes you need a place that's all yours. You are now the proud leader of a small sovereign town, similar to Elendel's Terris district. No matter where you place this in current and future jumps, your settlement will be respected as a loosely independent region by local governments. This comes with enough lodging and agricultural resources to support a moderate population, but any changes made to this property will be conserved between jumps.

## Mischief Maker Items:

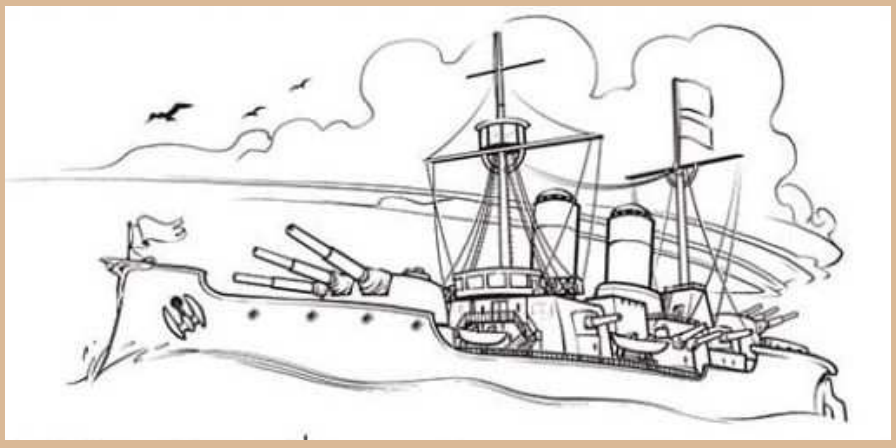
**[100] Aluminum Shipment:** This train car's worth of refined aluminum is easy to cash in for untraceable funds. In future jumps, this wealth can be gold, magic crystals, or any other commodity that could be found and traded in the setting. Whereas **Natural Treasure** gives you a larger opportunity for wealth, this purchase nets you enough funds to live a luxury lifestyle for several years with no resource expenditure on your end. Perfect for living the high life or funding your secret machinations.

**[200] Hemalurgic Spike:** I'm not sure I want to know where you got this. This weighty spike is charged with a single Hemalurgic power. This spike could grant a supernatural power, like a single Allomantic or Feruchemical ability, or it could contain a more mundane enhancement, such as to one's strength or senses. You may choose to have this spike embedded in you already, sparing you the painful process of implantation. Alternatively, you can purchase a blank Hemalurgic spike for a total of **100cp**. Though only one power can be taken from any single target, Hemalurgic spikes can steal everything from Allomantic and Feruchemical powers to innate physical strength or even other forms of Investiture. Spikes loose power when kept outside of a body, so you best keep a jar of blood around if you plan on saving this spike for later.

**[400] Unsealed Metalmind:** Nearly every Metalmind in existence only works for the Feruchemist who created it. However, recent discoveries about the nature of storing Identity and Investiture have proposed a new possibility; a Metalmind that could be used and tapped by anyone. Somehow, you have found an Unsealed Metalmind in a variety of your choosing. This

Metalmind can be made out of any of the base sixteen Feruchemical metals, but starts empty. You, or others you convince, must manually fill this Metalmind with whatever attribute you choose, but the benefit of this construct is staggering. An unsealed Goldmind could store health from anyone, and heal anyone, regardless of whether they were a Feruchemist. Depending on your choice of Metalmind, the possibilities could be very intriguing.

**[600] Pewternaught:** Growing tensions between Elendel and the outlying cities surrounding it make civil war a real possibility, and nowhere is that more apparent than in Bilming harbor, where great metal warships have been developed. Dubbed “Pewternaughts” by Bilming’s mayor, these great battleships boast eight 12-inch guns arranged in four independent turrets. Each cannon has a range of sixteen miles, and is supported by an electronic rangefinder. Even though their hulls are heavily reinforced, these vessels can still travel at up to 24 miles per hour. You now command one of these majestic Pewternaughts, and you have a loyal crew to run her for you. These are the biggest guns in the Elendel Basin, and should war come to this peaceful place, you’ll be ready for it.



# COMPANIONS

**[50] Butler:** This hard-working servant is punctual, and well dressed. They come with the **Terris Tradition** perk, and show far more loyalty than the last butler in Wax’s employ.

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

**[200] Partner in Crime:** Maybe a regular companion won’t cut it. Maybe you need a Wayne to your Wax. This special companion comes with 800cp and may purchase the **Twinborn** perk should you choose. They are exceptionally loyal, a solid friend, and will always have your back.

**[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.

**[300] Friendly Kandra:** Of course, you may not want a *human* companion at all. Harmony has sent 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. Harmony can still track this Kandra, but has a more distant connection than normal. Post-jump, this external influence disappears, though they may still contact Harmony if they choose.

# DRAWBACKS

**[+100] Tendency to Trade:** Like a certain Slider, you have a selective form of kleptomania. You constantly want to take things, but can only do so if you give up something you decide has equal value. People will still take issue with these "trades," so you'll have to be both sneaky and clever if you want to get anything done.

**[+100] Marasi's Blush:** You fluster easily at dirty jokes, bare bodies, and crass comments. You have the professionalism to do your job, but you won't be able to keep a noticeable blush off your face while you do it. Even if you hang around Wayne's like, it will take you years to get over these feelings. On the plus side, some people find that sheltered sensibility cute.

**[+100/+200] Dull Ruffian, Haughty Noble:** You've got a reputation, and it's not the kind that gets you a free pint at the pub. You're known to embody one type of person in the Basin, whether that's the crude denizen of the Roughs, or the arrogant aristocrat of Elendel. Whichever you select, you will find the opposite group is less trusting and accepting of you. You may be seen as an uncultured brute visiting the city or a clueless rich boy visiting the wilds. On the plus side, this reputation might make it easier to fit in with the people you've been grouped with. For twice the points, you may take both drawbacks, earning a conflicting reputation of being an outsider. This can be overcome with time and deeds, but there will always be those who jump to conclusions.

**[+200] Against the Grain:** Like Steris, you've always had trouble fitting in with society. Social norms and unspoken conventions elude your grasp, leaving you three steps behind the conversation. You can help mitigate this by planning meticulously and researching people you are likely to meet, but you'll always need to put in effort where others seem to succeed naturally.

Less genuine connections will strain and break under this difficulty, but the friends that remain will be the sincerest you could ever find.

**[+200] Unsteady Hands:** Due to a traumatic event in your past, you can't hold a gun without shaking. Even bullets or pieces of guns can leave you trembling. You can still fight, but you're going to have to do it without firearms. If you bought **Silvereye**, you will gain access to your firearm skills after the jump is complete.

**[+100/200/300] Spiritual Rewrite:** Harmony has sensed your entry to this world, and put you on more equal footing with its inhabitants. Your spiritual DNA has been rewritten, denying you access to any allomantic or feruchemical abilities you may have acquired from previous Jumps. For twice the CP, you also lose access to any out-of-jump powers. Finally, for triple the CP, you also lose access to your Warehouse and any out-of-jump items.

**[+200] Wanderlust:** The quiet life doesn't suit you, and you tend to long for fights, adventure, and other exciting ways to fill your day. On the plus side, adventure and trouble have a way of finding you, and you'll often be pulled into the conflicts around you. This may be a small day-long conflict of reuniting a lost child with their family, or it could mean being thrown into the Basin's growing civil war. You'll never be thrown outright into a lethal situation, but you can forget about having a dull, boring visit to Scadrial.

**[+200] Fresh in the Roughs:** You've led a sheltered life, and that's left you without many practical skills. You'll start out with only a novice's skill with the abilities and perks you purchased. You'll reach your purchased prowess faster than most, and your abilities can still grow with training and experience, but you'll be starting from square one. Even Wax didn't start out a perfect shot, and Lessie spent a lot of time laughing at his expense.

**[+400] Debt to Pay:** You did something terrible. Maybe you murdered a good man, or maybe you just let one die. You feel great guilt towards this failure, but since you can't make it up to your victim, you'll have to make it up to someone they loved. Just as Wayne makes regular payments to Allriandre, you must make regular payments to your charge. They could be half your paycheck, like Wayne, or they could be less tangible acts of monthly support. Each time you confront your charge, you'll have to relive your guilt. Should you be faithful in your payments, you will find forgiveness at the jump's end. Your close bond with your debtor will allow you to take them as a **Companion** if you wish. See notes for details.

# Scenarios:

*These Scenarios are optional. You may take multiple scenarios, so long as they are compatible.*

## Masterpiece:

*(Incompatible with Keepers Reborn. Take the "Wanderlust," "Fresh in the Roughs," and the 300cp level of "Spiritual Rewrite" Drawbacks for 0cp . Your starting age is set to 16.)*

You are the culmination of the Set's breeding program; their ultimate triumph. You have the powers of a full Mistborn, a combination of allomantic abilities not seen since The Lord Mistborn's death two centuries prior. You don't have the strength of the Last Emperor or the Progenitor Mistborn, but even the allomantic strength of a "normal" Mistborn like Spook puts you well beyond the Metalborn of this current era. Your existence is not coincidence, despite the enormous amount of luck involved in your conception. The Set crafted you as a great and terrible tool to be used in their nefarious goals. Instead of your perk purchases representing life experiences or personal pursuits, these skills are now the result of intensive and sometimes inhumane training designed to mold you to the Set's purposes.

You start your jump during the events of *Alloy of Law*, when your training under the Set begins to come to an end. The Set are planning to mobilize you against their enemies, but a disruption in their plans has given you a chance to escape. Should you evade the people who created you, you'll find yourself alone in a harsh world with only the name of the one man who dares challenge the Set; Waxillium Ladrian.

In addition to your unique powers, you will receive a few rewards for surviving this Scenario. You will be given a **Mistcoat** (as per the Items section) at some point during your jump. Additionally, your **Metal Vial** item will be upgraded at the end of the jump, expanding to include all of the base sixteen allomantic metals. This set of vials will respawn normally, and you may tweak the ratio of metals as you wish.

## Keepers Reborn:

*(Incompatible with Keepers Reborn. Take the "Wanderlust," "Fresh in the Roughs," and the 300cp level of "Spiritual Rewrite" Drawbacks for 0cp . Your starting age is set to 16.)*

As a result of the Terris breeding efforts, you've been born a full Feruchemist and have access to all 16 Feruchemical metals. Thanks to Harmony's restrictions, you are not as strong as the Keepers of old. Even still, there is both great power and great danger in your abilities. News of your existence will spread, and the Set will be very eager to acquire your services, willing or not. The Terris people will help shelter you, but they will want to keep you secluded, and have their own motives and biases. Both friendly and violent parties will seek to acquire

your abilities for the entirety of your jump. Some may want your help, but others will try to steal your powers with Hemalurgy. Whatever comes for you, I hope you're ready.

In addition to your unique powers, you will receive a reward for surviving this Scenario. Your **Metalmind** item will be upgraded at the end of the jump, granting you a full set of Metalminds to cover all sixteen base feruchemical metals. You may choose what forms these Metalminds take. You also get a set of traditional Terris robes, which will function similarly to the **Mistcoat** item. While the robes lack the intimidating presence of the Mistcoat, they convey an unwavering sense of wisdom and authority. You are guaranteed to be respected in some form or another so long as you wear them.

## Fancy Jewelry:

As Harmony ascended and the world was made anew, an entire culture of people faced extinction. To this beleaguered people came a man they would name The Sovereign. Both a powerful allomancer and skilled Feruchemist, he saved these people from the climate that was killing them, rebuilt their civilization, and then departed. He left behind a pair of bracers that would grant both his powers of Allomancy and Feruchemy. They would come to be known as the Bands of Mourning.

Upon taking this Scenario, you lose all previous memories and knowledge about the Bands of Mourning. You also lose access to any powers, abilities, or items that would allow you to instantly locate or retrieve the Bands of Mourning. You won't hear about them again until nearly two years pass, when rumors about expeditions to find the Bands begin circulating. Now you must join the hunt. Whether you journey with the Set, the Southern Scadrians, Waxillium's band, or your own independent venture, your goal will be to secure the Bands of Mourning for your faction. Be warned that events will differ greatly from those of the novel. Every group except yours will have more resources and manpower at their disposal. The Bands may not even be in their normal hiding place. What *is* certain is that you are your faction's only chance at getting the Bands before anyone else.

The dangers ahead are perilous, but the potential for reward is worth it. Should you succeed and retrieve the Bands of Mourning for your chosen faction, you will be granted a copy of this incredible relic at the end of your Jump. This Metalmind is the most heavily Invested object on Scadrial, and grants its bearer both ancient Allomancy and ancient Feruchemy. The Bands contain an enormous stored charge for all the Feruchemical attributes; at the height of their power, Captain Colms was able to tap so much physical speed that her movements left pockets of vacuum in the air. The Bands' reserves are not limitless, and tapping an attribute so dramatically *will* deplete them quickly, but even small expenditures can grant great power. Like any Metalmind, the Bands can be refilled with time. The Bands regain a full charge at the start of each jump, or after a decade passes, whichever takes longer. You may choose to have your copy of the Bands take any shape you wish, such as a bracelet or armband, however the relic is large, and will require substantial surface area in whatever form you choose.

With this artifact comes great and terrible power. The Bands of Mourning subvert nearly all of the restrictions on the Metallic Arts, opening up exciting and frightening potential

developments. The discovery of this treasure *will* change the world; I just hope you change it for the better.

### Defender of Scadrial:

*(Incompatible with all other scenarios)*

Instead of starting three centuries after the Catacendre, when society is established and relatively comfortable, you'll be starting directly after Harmony's ascension. The Age of Ash is over, and the several hundred survivors of the Final Empire have all been gathered to begin rebuilding. At first glance, life may appear easier now. The blue sky has returned, plants now grow green, and the land is supernaturally fertile. However, Harmony will soon realize that threats from Scadrial and beyond are still present and still scheming. That's where you come in.

Your benefactor has loaned you to Harmony and tasked you with uniting Scadrial against external threats. Many Shards amongst the Cosmere are not as benevolent as Harmony, and all peoples and cultures on Scadrial must come together if they are to survive the dark predators that lurk amongst the stars. You will face many challenges on your journey to unite the world, from the infiltrators and external threats of Shard agents to the internal strife and civil unrest of the native Scadrians. Before your life's end, you must overcome them all.

In exchange for this aid, you will be gifted two boons by Harmony himself. The first is a large piece of Ettmetal, otherwise known as Harmonium. If you harvest the God Metal from this large boulder, the source rock will regenerate slowly. Ettmetal is extremely reactive in the presence of water, making it a fantastic explosive or source of energy. It is also the solidified essence of Harmony himself, and could likely be distilled into Atium and Lerasium given suitable equipment and decades of research.

The second boon is more suited to a Worldhopper like you. You now hold a power similar to Roshar's Surge of Transportation. At will, you may open a shimmering portal between the Physical Realm and the Cognitive Realm, allowing you to travel between the planes of existence. Worldhoppers like Hoid frequently use this ability to travel between planets, taking advantage of the compressed nature of the Cognitive Realm to travel vast physical distances. Whether you throw in with Hoid's unknown plan, join the 17th Shard in hunting him down, or simply choose to wander the Cosmere, you'll have an easy way into a much bigger universe.

## 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.

Bendalloy: *Slider* Mistings burn bendalloy to create a small bubble of compressed time. Time passes quickly in the Speedbubble, making the outside world seem to move at a glacial pace. *Subsumer* Ferrings can store nutrition and calories in a bendalloy metalmind, allowing them to eat large quantities of food while storing and then go without the need to eat when tapping. A separate metalmind can be used to similarly regulate the intake of fluids.

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.

Cadmium: *Pulsar* Mistings burn cadmium to stretch time in a bubble around themselves. The opposite of Sliders, cadmium Mistings view the world outside their Speedbubble to be moving incredibly fast compared to the inside. *Gasper* Ferrings can store breath in a cadmium metalmind. A Gasper must hyperventilate while storing breath, but may reduce or eliminate their need to breathe when tapping their metalmind. They may also super-oxygenate their blood.

Chromium: *Leecher* Mistings who burn chromium while touching another Allomancer will eliminate that Allomancer's metal reserves without effect. *Spinner* Ferrings can store Fortune in a chromium metalmind, making them unlucky while storing their Fortune and lucky when tapping their metalmind.

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.

Nicrosil: *Nicroburst* Mistings who burn nicrosil while touching another Allomancer will instantly burn away any metals being burned by that Allomancer, releasing an enormous (and potentially unexpected) burst of those metals' powers within the Allomancer. *Soulbearer* Ferrings can store Investiture in a nicrosil metalmind. Very little is known about this power, even amongst the Terris community and Faceless Immortals. Infact, only the Cosmere-aware may have an inkling of the true power being harnessed here.

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. They are so rare that they are believed to be purely theoretical, though coming events may soon change that opinion.*

Harmonium: Most common of the current God Metals, Harmonium is the solidified essence of the Shard Harmony. Known as Ettmetal by the Southern Scadrians, Harmonium has the ability to reproduce the effects of nearby Allomancy and Feruchemy. Much of the Southerner's notable technology relies on this property to replicate the Metallic Arts in the absence of Metalborn. Harmonium is extremely reactive to water, burning with a blinding white light and eventually exploding. Due to its reactive nature, any Allomantic effects Harmonium may produce when burned are unknown.

Lerasium: Only present in the legends of the Scadrian Historica, 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. The last nugget of Lerasium was consumed by the Final Emperor, in the final years of the Age of Ash.

Atium: The most famous of the God Metals, Atium is the solidified essence of the Shard Ruin. Once the cornerstone of the Scadrian 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. Though once mined in large quantities on Scadrial, all Atium production was halted before the Catacendre when the Survivor destroyed the Atium-producing crystals in the Pits of Hathsin. It is unknown if Atium will ever return to Scadrial.

## 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.

Although Allomancy and Feruchemy have become more common since the Age of Ash, both powers are still very uncommon, even in large populations like Elendel. Full Feruchemists

and Mistborn are no longer born, thanks to Harmony's divine interference, though some groups are trying to subvert this through careful breeding. Mistings are said to be one-in-a-thousand, with Ferrings being even more rare due to the reclusive nature of the Terris society.

It is possible for someone with both Allomantic and Feruchemical lineages to be born with one power of each. These exceptionally rare individuals are called Twinborn. For perspective, Waxillium is only the third recorded Steel/Iron Twinborn in the fifteen hundred years of Scadrial's recorded history. There is a special kind of Twinborn that is rare even amongst their numbers. **Compounders** are Twinborn whose Allomantic and Feruchemical abilities use the same kind of metal. By creating a Metalmind, then consuming and burning it, a Compounder can power their Feruchemical ability with the explosive power of Allomancy. There is only one recorded modern example of Compounders as of the year 341; Miles "Hundredlives" Dagouter. By storing Health in gold, then consuming and burning his Metalminds, Miles made himself near immune to death. Burning his Metalminds fully healed Miles almost instantly, making him immune to everything from decapitation to suffocation. In the end, Miles might not have been truly immortal, but he does stand as an example of how terrifying the power of a Compounder can be.

## 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 most common 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%), they 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. Miles Hundredlives only became a Feruchemical Gold Savant due to his compounding nature.

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 a energy-negative art, and some power is always lost in the transfer. Different metals and locations correspond with 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, so that they might confer new powers onto themselves. Only one attribute or power may be stored in any one Hemalurgic spike, but an individual may receive multiple spikes 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's Notes

**Full-blooded Koloss:** Though we lack *credible* examples of Era 2 Koloss in the books (looking at you, Jak), we can assume they are comparable to Era 1 Koloss in strength, speed, and intelligence. Should you choose to be a full Koloss, you will still be capable of speech and direct lines of thought, however complex ideas and advanced planning will be beyond you. Word of Brandon says that Koloss retain any allomantic abilities they had before their transformation, but lose the knowledge of how to use them. Thanks to Jumpchan, your allomancy has been fiat-backed, and you will still understand how to use your powers when in your full-Koloss form. This has the potential to be a powerful combination, Jumper. I tremble to think at what a Pewter-burning Koloss could accomplish.

**Kandra:** Every Kandra has the ability to completely control their muscles, but a Kandra's ability to manipulate their flesh and muscles will increase with time and practice. Melaan, a seventh-generation Kandra, can pick simple locks and even heal the wounds of others by digesting damaged flesh and synthesizing new flesh. TenSoon has even greater control, though if one wishes to *start* with this skill, they must purchase the **Third Generation** perk.

Kandra *can* choose to die, entering a kind of irreversible apoptosis. Kandra have fluid souls and Hemalurgic bind-points. A Kandra with expert knowledge in Hemalurgy could probably use Hemalurgic Spikes for bones, imbuing multiple abilities onto themselves.

In future worlds, Kandra can replicate other shapes and biological features by either studying or digesting new lifeforms. However, they cannot replicate any supernatural powers that don't come purely from biology, and must maintain a certain amount of biomass to remain sentient. A Kandra couldn't become a regular rabbit, but they could imitate a giant one. A Kandra couldn't take the form of giant creatures, such as Dragons from Game of Thrones or Chasmfiends from the Stormlight Archive, since both such creatures use magic to subvert the square-cube law. A kandra would just end up crushing themselves if they got too large. Kandra also have trouble imitating keratin and chitin, meaning that they have to reuse and manually place hair taken from their victims.

Sanderson has been hesitant to clarify whether Kandra can mimic a person down to their DNA, but has stated that a Kandra wearing someone's bones can mimic their bodily functions, even down to getting a human woman pregnant. This means a blood test won't reveal a Kandra, but a DNA test may. We don't know how fine a Kandra's control can eventually become. Sanderson says that a Kandra could even learn to photosynthesize, given intense research and practice. For your own Jumpchains, fanwank the ultimate capabilities and limitations of this race responsibly.

**Resonances:** Based on Word of the Author and clues throughout the Cosmere, we know that Resonances are unique powers that occur when different magic systems reside in the same person. Wax's "Steelbubble" allows him to gently push out in a sphere around him, creating a passive defense field that deflects projectiles away from him. Uniquely, he has the ability to exclude any metal he is wearing from this effect, unlike any other known Coinshot.

As Waxillium is the only example of a Scadrian Resonance we've seen so far, it's important to look to other parts of the Cosmere for more information. On the planet Roshar, Surgebinders who can teleport have Resonances that give them an internal GPS. Meanwhile, Surgebinders that make illusions have Resonances that let them take memory "snapshots" of anything they see. These photographic memories can be recreated via sketch or painting, though doing so consumes the memory, much like placing a memory into a Coppermind removes it from one's brain. In all cases, a Resonance is a secondary ability that aids with or enhances a person's primary powers. Perhaps a Slider's Resonance might let them move their Speedbubbles, or a Nicroburst's Resonance might allow them to amplify the metals of others without touching. As a rule, Twinborn Resonances seem to compliment the Allomantic power over the Feruchemical power. Much is unknown about the extent of these powers, so fanwank your custom power responsibly.

**Hemalurgy Outside of Scadrial:** By word of the author, we know Hemalurgy can be used anywhere in the Cosmere so long as the user has the intent of creating a Hemalurgic spike. Hemalurgy can steal other forms of Investiture from other magic systems in the Cosmere, so it is reasonable to assume that you can steal physical abilities and magic powers from other settings as well. Be aware that Hemalurgy remains a net-negative system, meaning that some power *will* be lost in any transfer, no matter how efficient you are. Creating Hemalurgic minions outside of those already discovered by the Lord Ruler will be possible but extremely difficult. The last person to experiment with Hemalurgy had near-absolute control over the world, divine insight, and one thousand years for trial and error, and he still only managed to discover three different hemalurgic creatures. Your own experimentation will take a similar investment of time and resources, but could bear incredible fruit, especially when working with the lifeforms of other settings.

**"The Third Art" vs. "Book of Ironeyes":** While there is some overlap between this perk and item, the greatest distinction is in power level. The Book of Ironeyes grants what can be considered an introductory knowledge of Hemalurgy (circa Era 1) to anyone who reads it, trading current information for accessibility and a physical format. Theoretically, you could give this book to anyone of moderate intelligence and they could practice Hemalurgy. The Third Art represents a much deeper understanding of Hemalurgy, allowing the perk bearer to practice Hemalurgy more efficiently, steal Allomantic abilities not seen in ancient times (like speedbubbles), and even start to experiment with creating Hemalurgic creatures. The perk won't let you replicate the Lord Ruler's breakthroughs in a day, but it will speed experimentation by an order of magnitude.

**I Sent You**: While this perk grants a base increase to tactical skill and physical ability, this booster's true effect is multiplicative. A novice jumper will turn into a competent fighter, while a well-trained warrior would turn into a one person army. The luck booster that turns away lethal attacks does not make you immortal, rather it allows you to keep fighting for longer. Even with his Steelbubble, Wax got shot plenty of times. It's thanks to his experience, his allomancy, and a little of his luck that no wound was ever too grievous to fight through.

**Pectin-Ade Chewing Gum:** Yes, this box of chewing gum does promote productive thinking. You find it easier to focus when chewing, and natural thoughts and ideas come quicker than they normally would. This box refills itself when emptied, and always has enough to share with a friend.

**Debt to Pay:** Should you complete the jump with this drawback, the party you are indebted to may be taken as a Companion to future jumps. Treat them as a **Custom Companion**, granting them the normal CP stipend and purchasing power.

**Twinborn Perk Interacting with Scenarios:** Yes, if you take the **Keepers Reborn** or **Masterpiece** scenario, you can also purchase the Twinborn perk. In the case of Masterpiece,

your Feruchemical power will be the result of a Twinborn parent. The Allomantic power selected for the Twinborn perk will represent the metal you have the most practice and skill using. The situation becomes more complicated with the Keepers Reborn scenario. Your Allomantic power will similarly be the result of a Twinborn parent, but the Terris community is less accepting of dual-natured Metalborn. They will still be happy to have a Full Ferochemist, but they are greatly suspicious of those with both powers. After all, the Lord Ruler was of Terris birth, and his combination of powers subjugated the world to a millenium of oppression. Where as the Set might welcome a Mistborn with a few Feruchemical tricks, expect the Synod to purposefully neglect your Allomantic side.

**Upcoming Books:** As of this writing, the final book in the Mistborn Era 2 series is not out. Mistborn 7, *The Lost Metal*, is loosely scheduled for release in 2021. As there is enough material for a complete Jumpchain in books 4-6, Book 7 will get an additional supplement when it is released. Didn't want publishing delays to get in the way of a Jumpchain adventure!

# Changelog:

V1.0- Initial public release

V1.1- Balancing changes; Grammar and perk descriptions were clarified. Scenarios received mandatory drawbacks to compensate for front-loaded power levels. Selective power removal added to the "Fancy Jewelry" scenario to avoid trivialization.