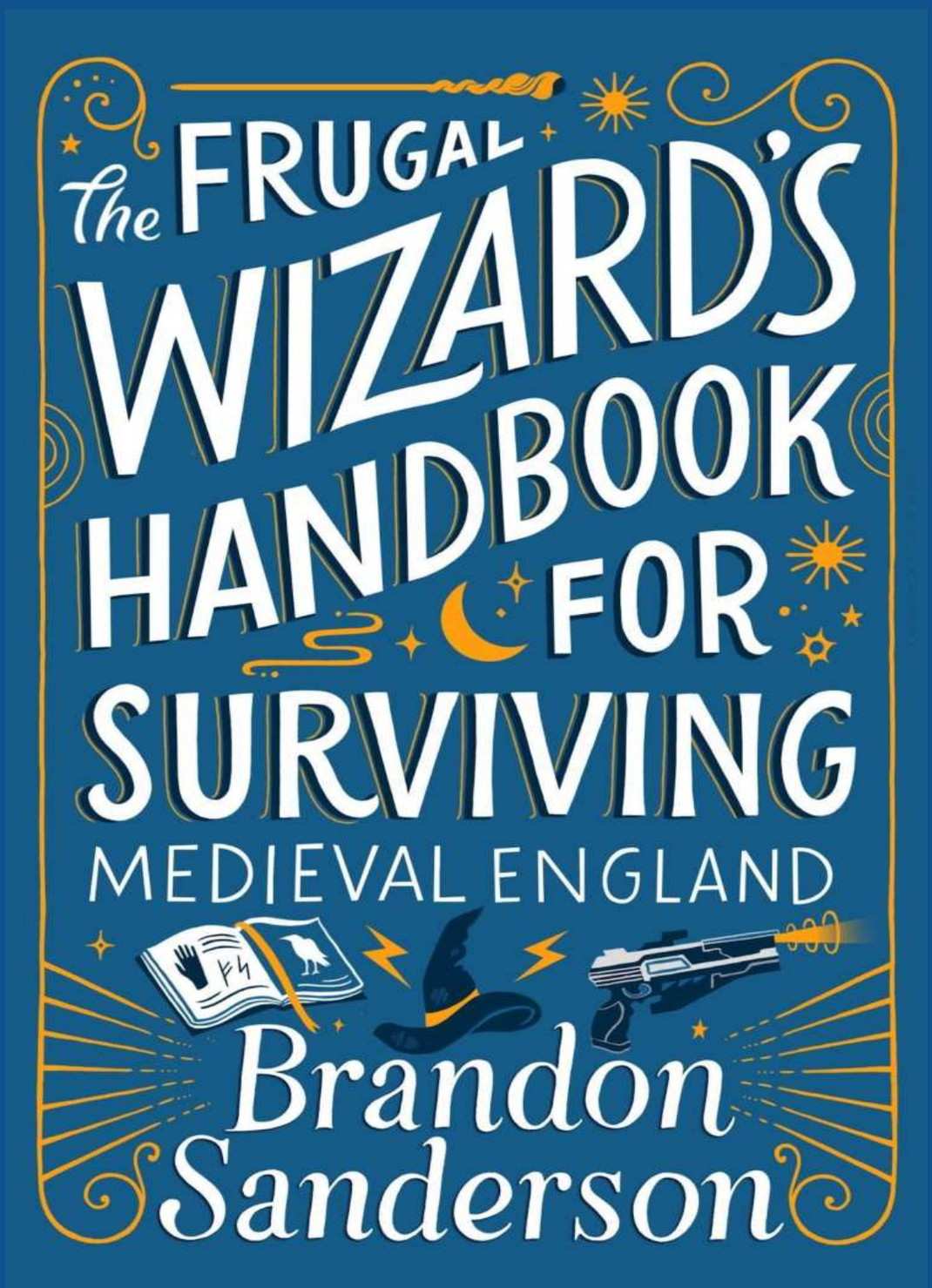


Novel by Brandon Sanderson, Jump by Aehriman

It was during my tenure as a royal advisor to King Henry the Second, the great Plantagenet King, that I realized the incredible ramifications of my wizardry for our entire dimension.

Up until this point, dimensional travel has been restricted to the great explorers - like myself. Once we determined a place was safe, we'd allow the historians in for carefully guarded investigations. Many thought all alternate dimensions should remain forever relegated to the dusty bins of scholars and specialists.

And yet, the power of wizards has been incredible in our own world. Now you might claim that wizardry is a myth - and magic *is, indeed, whimsical nonsense. Fortunately, the wizard is more than magic. A wizard is the mind behind the throne, the king's advisor. Makbul Ibrahaim Pasha's wisdom and diplomatic sense steered the Ottoman Empire under Sulieman. Thomas Cromwell fundamentally changed the relationship between church and state in*

the Western world. Chankaya literally wrote the book on statecraft. It could be argued that Rasputin, for all his charlatanry, was the root cause of the fall of the Russian monarchy.

These people changed the world, and the simple, incredible truth was awe-inspiring to me: Anyone could take this mantle upon themselves, given the opportunity.

In the early 1960s, science fiction writer Arthur C. Clarke formalized what would become his most famous truism: any sufficiently advanced technology is indistinguishable from magic. This can be further extrapolated into Bagsworth's LawTM: Any sufficiently trained modern person can become a god *to those from previous eras. You may be mediocre by today's standards. But in grade school you were taught a fundamental understanding of science, nature and medicine - power that can establish dynasties, save millions of lives, and fundamentally change the world. And there are enough dimensions that each and every one of us can have our own.*

I strongly encourage you to purchase this book's companion volume, Science for WizardsTM, *where we explain vital skills like crafting gunpowder, administering vaccines, and establishing fusion cultures. But heed this important warning: In most ancient mythologies, even gods can die.*

Basic medical nanites can work wonders for preventing your demise. They can absorb oxygen from water, or even scrub the CO2. They can staunch wounds. They can let you eat almost anything. But if a bunch of knights chop you into pieces you will *die. Even if you can afford augments and platings, you are* not *immortal. If the local villagers chain you to a wall, you will eventually run out of carbon, your nanites will be unable to self-replicate and you* will *die.*

You must wow the people of your dimension so thoroughly that no one will ever dare turn against you. And you must never, never let them know that they - with sufficient training - could do what you do. The past is a brutal place, my friend. You can change that. But first, you must tame it.

- *Excerpt from* The Truth About Truth: A Call to Adventure
By Cecil G. Bagsworth III, the first Interdimensional Wizard

Welcome to the world of Frugal Wizard's Handbook, where a vaguely cyberpunk near-future Earth discovered travel to parallel universes. But only some! People and things can move 'downstream' along a branching river of probability, but anything headed 'upsteam' vanishes. The Frugal Wizard corporation sells access codes to a limited selection of these worlds, for the customer to use or uplift or exploit as they see fit.

An amnesiac man awakes outside a village, surrounded by the burned pages of the titular guidebook, having stumbled into the only world discovered to have real magic, and about to become embroiled in the struggle for its future. You can join Runian, or make your own try at being a wizard. Either way, have **1,000 choice points** (cp) to see you through.

EXCITING PACKAGES!

Pick or roll.

1. **Canon Package** - You land on the only known universe where gods and magic are real. Specifically a variant of the Norse gods. Helpful spirits called wights do small tasks for offerings. Woden has forsaken the British after the loss of his wife, and even forbidden writing. Also, a gang boss has set up shop in Maelport.
2. **Pandemic Dimension** - This dimension meets our other two criteria, but is experiencing (or postulated to soon experience) a terrible pandemic on the scale of the Black Death. Perfect for physicians wishing to save the world, researchers studying infectious diseases or others with interesting tastes. No judgment here! (+100 cp)
3. **Unintelligible Dimension** - the population of the British Isles in this dimension don't speak a language intelligible to any known Earth language speakers. Perfect for linguists or those who want an extra challenge! Visit the speedrun section of our website for current records for full dictionary creation of the various language groups. (+100 cp)
4. **Stone Age Dimension** - This dimension doesn't offer the traditional medieval experience promised in the marketing materials. Perfect if you really want to show off to the locals. Forget mesmerizing ancients with your phone; try inventing agriculture or the wheel! Note: population numbers in such dimensions can be quite low and there are often no permanent settlements. (+100 cp)
5. **Extra Discounted Dimension** - For the *extremely* Frugal Wizard, you start in a dimension lacking all three guarantees - Britain exists, the locals speak a variation on modern English, and no plagues for at least five years. This can include uninhabited wildernesses with megafauna. (+200 cp)
6. **Wizard Wildcard Dimension** - Roll the dice! Literally anything could show up in your dimension! This dimension holds to the three guarantees, but never else is disclosed ahead of time. Maybe the Irish have taken over! Perhaps the Norman influence is especially strong. Whatever you discover, your dimension will have history, customs and experiences all its own.
7. **Set Time Period** - Medieval is a terribly wide net. You can pay to pick a favorite era from: Celtic, Roman, Anglo-Saxon, Early Norman or High Middle Ages. (-100 cp)
8. **Luxury Package** - In this premium package you select not only your specific time period, but one of our special criteria! Perhaps a universe where a specific historic figure lives, you want to arm wrestle King Richard the Lionheart? Have a rap battle with Chaucer? Or a rare period/cultural mix, like Romans with gunpowder, lingering megafauna, a Britain with Chinese colonies. Perhaps you'd like a highly sought after specific period, like the Norman Invasion or a Specialist dimension like the Celtic True Matriarchy or Last Bastion of Rome? (-200 cp)

ORIGIN!

Wizard, obviously.

(I suppose you could be a local if you wanted.)

AGE, RACE, SEX

Pick whatever you want. Turns out, some people in the middle ages were surprisingly traveled and worldly. For the rest, a touch of the exotic can only enhance a wizard's mystique.

CAN I GET A UNIVERSE OF TALKING BANANAS?

... No.

CUSTOMIZABLE ADD-ONS!

These cost 100 cp unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get any 100 cp perk you want here for free. 2 tokens for more expensive purchases. Anything you buy here can be purchased multiple times. Doing so provides an additive bonus.

Aelv: You possess a sort of otherworldly beauty and grace. You could easily convince people you were an elf-prince or princess. All agree that you are beautiful, any scars or abnormalities merely make you seem exotic.

Archer: Rarely practiced these days, but an ancient art for the man who prefers to kill from a distance. You are a champion archer, capable of competing in the olympics if you so choose and skilled in everything from a short horse-bow, to a longbow, to a crossbow.

Artist: You are a skilled artist, though with a modern understanding of perspective and shading, even a street sketch or caricature artist could wow them in the medieval era.

Augur: It's so frustrating when the status quo isn't to your liking. Once a year, you can get a vision of how to start an innocuous chain of events that will snowball into something disruptive and world-changing. Perhaps it will resolve longstanding issues, or at least break an untenable stalemate. You won't know exactly all that comes from following the vision, only that change will come.

Craeft: Choose a 21st Century career like a sniper, dentist or cybertechnician. You have 10 years of experience in that field and updating credentials that'll allow you to practice it elsewhere in the future.

Craft: Choose a medieval career or craft, like smithing, weaving, etc. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Divine Favor: Where gods exist, you are quite likely to meet them, and in circumstances that show off your best qualities. Unless you go out of your way to anger them, most gods are at worst neutral towards you and unlike most mortals, you can legitimately claim you didn't know you were committing a trespass and be forgiven.

Five Stars: You are very good at rating things quickly and accurately, even with incomplete information, on a scale of one to five. This may help you figure out a bad situation, or just give you clues to the sort of things you like.

Grift: You have the skills needed for a con artist, being able to lie convincingly and especially to make up lies on the spot and rapidly patch any holes in your story. You never get your lies mixed up either.

Historian: You are an expert in medieval history, which will make it much easier to blend in and figure out the specifics of your Personal Wizard DimensionTM! In future Jumps, you find it easy to blend in with the locals and get a foothold on the local customs.

Inspire: Whether you want to convince people to let you have political power as a wizard, try this 'crop rotation' idea, or for wights to rise up against a god, there's one thing you need. You need people to believe in you, in your vision or knowledge or power. Fortunately, you are great at adding some razzle-dazzle and selling your ideas, whether with a heartfelt speech or sly manipulations.

Night Marks: You have three blue spots on your back, a blessing and a curse from Woden. You cannot quite see Wights, in theory that would destroy them or you. But you can see shadows out of the corner of your eye, gauge their power by size. In future Jumps this functions as a kind of truesight, with a built in protection from memetic hazards.

Pugilist: You're quite a capable boxer and prizefighter. At least a middleweight in the enhanced league, which would kill any twentieth century boxer.

Rider: Unlike Runian and the others from another universe, you are a skilled rider and know how hard you can push any horse.

Skop: You know the old stories, the boasts to bind or loosen a wight. In future worlds, you will understand what general public lore is out there, the ways of the supernatural, and how to at least represent yourself as a mage or shaman.

Speedrun: Uplift isn't achieved by technology alone, too many wizards focus on the gadgets. It's organizing a society more effectively that leads to the uplift. You have the specialized education in administration and economics to turn a fishing village into a trading hub worthy of Venice, introduce double-entry bookkeeping, democratic reform and huge public works projects. Lead a kingdom into a golden age, if you can just convince people to let you have your way.

Stoic: The sad truth of the medieval era, wherever you land, is that life is hard and people die. You have learned to accept this reality, and not freeze up in battle because you lost someone precious, or even an arm. You accept the good things, grieve healthily, and move on.

Thief: Not very fondly thought of in this era. You have a lot of skills in sneaking around, picking locks and lifting purses from belts.

True Friends: You can easily make and maintain lifelong friendships. More importantly, you can tell when people aren't really your friends.

Valor: After all is said and done, you've never walked, you've never run… wait, wrong setting. Anyways, you are aware of risk but don't let it stop you from doing what needs to be done. You don't freeze up or hesitate when combat starts.

Warrior: You're a skilled fighter with melee weapons, able to take on other warriors at three or four to one odds with confidence in victory, all other things being equal.

Where There's A Will: You have the spirit in you to never give up, no matter what hardships or privations you must endure, in the face of failure and humiliation, you can always find the motivation to try again, change up your tactics or move on to the next thing.

Woodsman: You know how to camp, track, and survive in the wilderness. Find running water, set snares, fish scavenge other food, make shelter and fire and so on.

Wights (-200 cp) The Wights are helpful spirits who protect homes, and do small favors like mending shoes or such, in exchange for offerings. They seem to operate on a kind of probability manipulation, the gangsters use them to pick winning lotto numbers.

Poison (-200 cp) Your presence, like those of the other offworlders, is innately hurtful to spirits and creatures of magic. Weaker ones flee before your presence. Even Gods fear to try and harm you, for they will hurt and weaken themselves considerably in the process.



THRILLING BONUS LOOT!

Much like above, assume 100 cp unless otherwise specified.

Arms (-0 cp) An ordinary sword, spear and shield, as well as a shirt of mail.

The Frugal Wizard's Handbook For Surviving Medieval England (-0 cp) Both the actual book as exists in your reality, and the titular guide which has a lot of general advice for aspiring wizards and dimensions travelers, along with an awful lot of advertisements.

Gate (-0 cp) A beacon, so your world can be found, and a Gate to travel between your Personal Wizard Dimension™ and Earth, letting you travel back and forth. Keep in mind while you can

bring things into your dimension, anything and anyone native to the dimension heading 'upstream' will evaporate into nothingness. But sometimes you want to surf the internet and drink a coffee while googling how to secure a marriage alliance.

Basic Augs: You have the most basic of stealth augments. You can change your skin color to a variety of dark camo shades, can see in the dark and up to 5x magnification. Your hands are unnaturally steady and precise. You can imitate a larger variety of sounds than most parrots, including people's voices if you've heard them speak for a minute or so.

Solar Panels! A handy way of powering small appliances or devices like a computer. Easy to set up and unobtrusive.

A Laptop! A computer. Very handy for storing your notes, has a digital library of media: books, movies, music. Seemingly limitless storage space.

Science for Wizards: A chemistry and engineering practical uplift manual. Albeit with a bit of a focus on wowing the primitive locals into bringing you tribute. Contains everything from gunpowder to how to cultivate the bacili that make modern fusion possible, drop in water, get small amounts of gold waste. In whatever strange place or time you land, this book will give you at least a small leg up with secrets that will make a chemist, physicist or engineer a legend.

A Motorcycle! Horses are overrated, why not get around in style? This dirtbike never needs fuel or maintenance, and can be locked to your biometrics so only you or authorized users can drive.

Cell Service! How do they make smartphones work without towers or satellites? Nevermind! You have a dozen smartphones that never need charging and always have a signal.

Gun! For when the power of friendship doesn't cut it, a modern pistol. Three clips with fifteen rounds each. Like most modern guns, they have biometrics so only you or specifically authorized secondary users can fire them. Or… someone using your severed hand, try to not let that happen.

Medical Nano (-200 cp) A wonder of modern medicine, these helpful nanites will keep you infection and disease free. Should your lungs fill with water, they can process enough oxygen to keep you going, albeit uncomfortably. They help regulate your brain's need for sleep, though you really should try and get six hours of rest every three days or so, you can also set an alarm. In a crisis, your nanites can seal up a major wound, like a bullet or impalement, but they will then go offline until they build up their numbers, taking about two days and a lot of carbon for you to consume (charcoal works great, but anything organic in a pinch). Try not to take lethal wounds for a bit. Of course, the best part of medical nanites, as demonstrated by Runian, is they can be shared if you hold a bloody wound to somebody else's and order some of your nanites to transfer and repopulate.

True WizardTM Staff! (-200 cp) A staff with your choice of aesthetics, weapons options including a short ranged electric jolt and silenced rifle, holographic projection capabilities and a suite of magnetism augments to replicate telekinesis. Never leave home without one!

Partial Plating (-200 cp) Modern cybernetic armor, right under the skin, hardens on impact so only your outer dermis is harmed. Can ward off blades and greatly reduce trauma from bullets, but like medical nano, this protection can be worn down eventually beyond immediate self-repair. Yours, however, cover only your limbs and back.

- **Full Plating** (-200 cp) Your plating now covers your torso and head, the whole thing. You can still be killed by enough trauma, but you have better armor under your skin than any knight in his best kit.

Total WizardTM Package! (-500 cp) This ultimate package includes a number of bonus add-ons to get you started! Including but not limited to: a small fusion plant, modern medi-clinic and a castle to install them in, a modern helicopter fully automated with piloting software and weapons, a full complement of modern small arms sufficient to outfit a band of a hundred soldiers, NPC servants and your own adventuring party! Yes, for the first year of this and your future adventures, enjoy a one-year contract with an expert linguist, historian, a bodyguard and an experienced interdimensional guide to get you up on your feet! Also includes access to a medical team that can be called on in emergencies!

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

Crossover Mode: *Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.*

COMPANIONS

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

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

DRAWBACKS

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: +0 cp, requires Canon Package. You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here. This may be taken up to four times.

Power Lockout: You can't use powers from outside of this jump in this jump. If this is your first Jump, enjoy the free points.

Warehouse Downstream: You can't bring items from outside the jump into this jump.

A Wizard's Burden: It is terribly lonely to be a Wizard. You are cursed with the knowledge of the broader multiverse and the existential dread of it all. It is hard for you to make close friends.

Doomspiral: You lose once or twice, and you start wondering if maybe you weren't destined to fail. If you're defective, not up to the challenge. You easily tend to slip into doubt and depression and, oh gods, did you just do a colonialism?

D.V.S.C.: It seems you didn't come alone, but as a part of a versus challenge. There is another wizard out there, with the same starting resources, who sees you as their rival and the world as a 4x strategy game.

No DHD: It seems your Gate and Beacon didn't make it. Your Jump will actually be confined to your chosen world, no hopping home to have a latte and consult internet forums on how to settle a succession crisis, or fetch some fuzzy slippers and a firestarter.

END

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