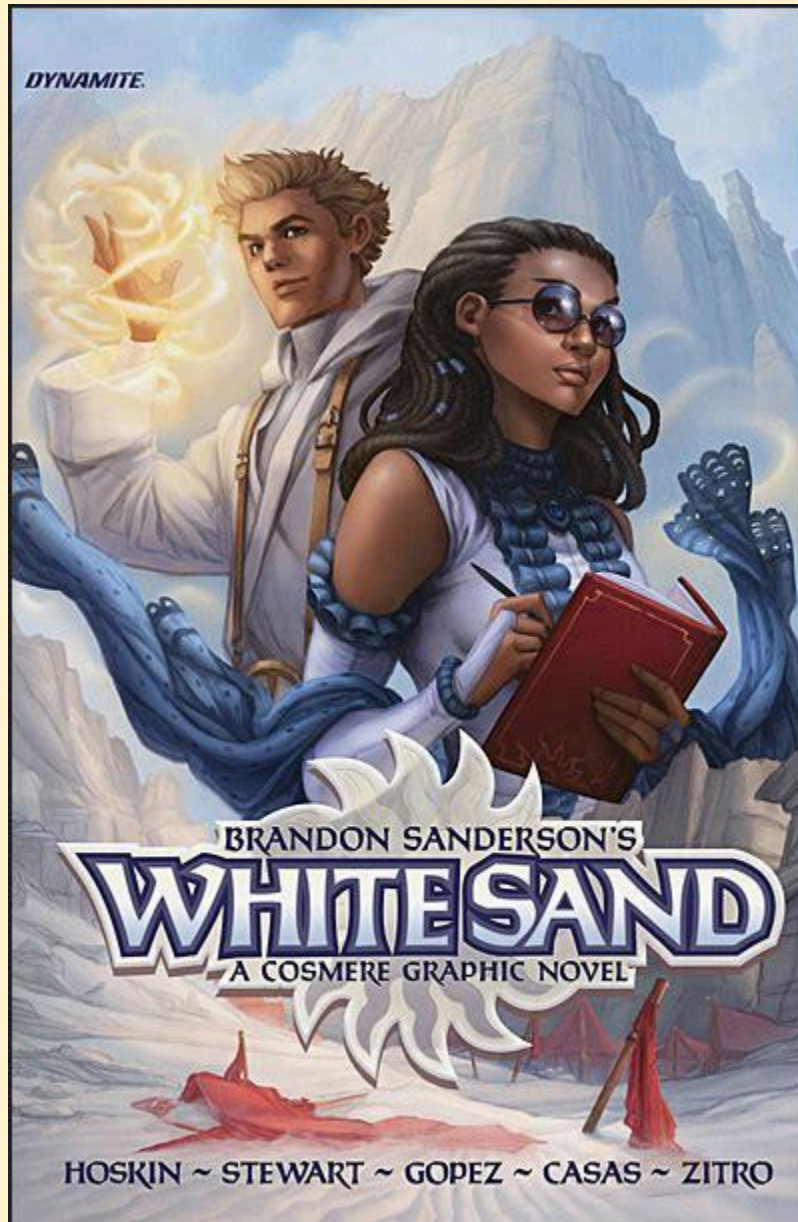


White Sand



Jump by Ze Bri-On.

Welcome to the tidally locked world of Taldain, a strange and sandy planet in Brandon Sanderson's Cosmere. Here we find the origins of the great worldhopper and arcanist Khriss, among nations on the brink of war.

Darkside Duchess Khrissalla, whose fiance Prince Gevalden was recently reported dead, is sailing the to less advanced Dayside in search of "sand mages," legendary magicians said to inhabit it, in hopes of

finding weapons against the tyrannical Dynasty, whose magical starmarks remain poorly understood. Unbenounced to her, there is a traitor in her midst.

Meanwhile, the Diem of the Sand convenes at Mount Kraeda in Lossand, the second largest Dayside nation, but the least powerful of its sand masters, the young Kenton, is increasingly certain that his order has become indolent and vulnerable, despite their mystical powers.

He's right.

And the neighboring Kerztians, who consider the ability to control sand to be blasphemy against the Sand Lord both nations worship, intend to make them pay for it.

You arrive in your origin's starting location on day 38 of Khriss's expedition, the day before they arrive at port. I believe this is also the day before Kenton races Traiben down the hill, but I could be wrong. Your jump will last ten years, or until you die without extra lives.

+1000 Sand Points (SP)

Origins

You may freely select your age and sex.

Drop In (+200) You arrive with no new memories or greater knowledge of the setting, save the local language. Your Benefactor has negotiated your presence with the local goddess, but she's probably not happy to have you here. You begin in Har'ken, the port of Dosha.

Sand Master (100) You begin at Mount Kraeda, for the annual convention of the Diem, of which you are a member. Word of advice? Don't drink the water at the ceremony, and get ready for violence. You receive Sand Master and either two free purchases of Extra Ribbons or a discount on With One Ribbon.

Lossandin (Free) You begin in Kezare, the capital of Lossand, which is Dayside's second largest nation, as you are a citizen thereof. You may take one of the Dayside Profession Perks for free. They are labeled.

Darkside Expedition (Free) You begin on Duchess Khrissalla's ship; a member of her entourage, whether an additional bodyguard or a professor of the university. You receive knowledge of Dynastic rather than the common tongue of Dayside. You may take one of the labeled Darkside Profession Perks for free.

Perks

Perks without listed cost are 100 SP. You receive four floating discounts to spend here or in the item section, which make 100 SP and below purchases free. Options costing more than 100 are half off when discounted, but you may only discount one option in the Invested Arts section, and it costs two discounts to do so. Discounts do not carry over to multiple purchases.

Bilingual (50) In addition to Dayside's primary language, you speak a second language, such as Darkside Dynastic or Karshad, the holy tongue of the Ker'reen faith. Darksiders may take this for Dayside. You gain an additional language every jump. This may be taken multiple times.

Tonk Riding (50) You are skilled at riding various beasts of burden, and the principles seem more transferable than they ought to be.

No Connection Problem: Magic is Invested in worlds, not individuals, and the more magic a person or object accumulates, the harder it is for them to leave that planet. This issue, and others like it, does not apply to you, what you carry with you, or those who travel in your company.

Survival on the Sands: By training and instinct, you know how to not only live but thrive in any desert you may find yourself in, even weird ones like this one.

Zo'Ken Champion: You have a talent for long distance shooting, and will prove almost supernaturally accurate with any long range weapon or supernatural power you may wield.

It Keeps Me Inventive: Restrictions breed innovation, and few are more inventive than you. The more limits you are under, the more cunning you become. You also never forget that there's a time for a scalpel, and a time for a hammer.

Taishin Standard Time: You can intuitively, innately, and perfectly track time, to the second, and never stumble over different systems, time zones, or so forth.

Letter of the Law: You know each and every one of your society's rules and laws, as well as how to exploit or argue them in court. You could probably make a good living as a lawyer, and these skills update every jump or decade, but you also know how to update them manually. This is a Dayside Profession Perk.

A New Sense of Purpose: You are good at thinking under pressure and do not panic in dangerous or stressful situations.

Senior Tractt: You are competent with sword and zinkallin, but more importantly you are a brilliant detective and investigator. This is a Dayside Profession Perk.

Sea Legs: You are a practiced and professional sailor, though a grunt and not a captain. This is a Dayside Profession Perk and a Darkside Profession Perk.

Protected Investment: Generally, the more magically Invested the object or person, the more resistant it is to additional magic, and since human souls are made of Investiture, sand ribbons usually turn stale a moment after they kill a person, Soulforgering is temporary, and allomancers can't push on blood. Anyway, in your case, this magic resistance is toggleable, and applies to all sorts of otherworldly mystics or paranormal forces.

Tower Trained: You were trained as a swordsman and soldier, meaning you can follow orders and outfight common brigands. This is a Dayside Profession Perk.

Hand-Eye Coordination: Your reflexes and swordfighting talents are actively ridiculous, and with the proper training, you could be one of the best fighters on Dayside.

General: You have experience and education with command, tactics, and strategy. You may not be a genius, but an army which follows your orders has a much better chance of winning.

Perceptive: You're good at noticing potential dangers around you, and noticing minor inconsistencies in conversation.

Magnetic Personality: You have a powerful will which keeps you going through hardship and draws others into its wake, turning them to your side with sheer weight of charisma and determination.

Duchess: You are a skilled negotiator and manager, able to run a demesne or play diplomat in a foreign nation. This is a Darkside Profession Perk.

Merchant: You are skilled at finding and transporting goods across the desert for profit. This is a Dayside Profession Perk.

Moneylender: You are a master of determining which monetary investments or loans are likely to go well. This is a Dayside Profession Perk.

Mason: You are skilled in mining and construction, by the standards of Taishin's dayside. This is a Dayside Profession Perk.

Artisan: You are skilled in a chosen field of craftsmanship which exists locally, meaning anything from carpentry and cobblery to medicine and painting. This may be purchased multiple times. This is a Dayside Profession Perk.

Farmer: You know how to grow and take care of a variety of crops or livestock. This is a Dayside Profession Perk.

Sole Survivor: Once per jump, when you otherwise would have died, some force will arrange events to ensure that you survive whatever situation you find yourself in, just as Kenton survived the massacre, and Khriiss found the one person within a two day ride who spoke Dynastic just before she ran out of water. You will know when this has been triggered.

Wholly Impartial: You have the ability to set aside your own preferences to judge objectively against a chosen code of laws or morality - if it is codified.

Eternal Optimist: You are boundless well of hope and prove very hard to hate, even by those determined to.

The Lord Mastrell's Way: You know how to bully people into compliance with sheer force of will or personality - and it usually works.

Anthropologist: You have a degree in ethnography from a Darkside university, with in-depth knowledge of various cultures. You get a new package of information every jump or decade. This is a Darkside Profession Perk.

Linguist: You have a degree in the science of languages from a Darkside university, and while you don't know any new Dayside languages, you know several from Darkside, and are skilled in learning more - or tracing the development thereof. This is a Darkside Profession Perk.

Professor: You are a skilled teacher of whatever academic skills and practical knowledge you possess. This is a Darkside Profession Perk.

Gunman: You know how to load and fire a flintlock gun with reasonable accuracy. You've also served as an escort or guard, been in a few gunfights, and roughly know what you're doing. This is a Darkside Profession Perk.

Pale Desert People: You are highly resistant to sunburn, radiation, and light, and could survive a desert without developing a tan.

Darkside Science: You are skilled in a variety of 18th century esque physical sciences, like making gunpowder. This is a Darkside Profession Perk.

That's a Fallacy: Unlike most scientists and investigators, you don't get hung up on theories, and can easily see the contradictions when they arise.

It Only Takes a Trickle: You are hyperaware of your own physical condition, as well as any power pools you may possess, which you'll never forget in the heat of the moment.

Lord Begger: You are moved by the plight of the poor and unfortunate. Furthermore, you are good at organizing and caring or advocating for them, even without major resources, which will give you a great deal of influence among the dispossessed. This is a Darkside Profession Perk. Free with Edgedancer.

Overburn: Whatever powers you possess, you have the ability to unleash them in a dramatically more potent way than usual, by expending all their fuel at once, optionally mixing your own life force in for an even more disproportionate burst of power.

Overmastery: Whatever its kind, you can improve your magic through careful exercise, preferably to the edge of danger. They're not exactly uncapped, but you'll have room to grow in varying ways or aspects.

This Isn't a Memory: Once per jump, at your emotional nadir, something - your subconscious? The Sand Lord? Your father's spirit? - will give you a pep talk and helpful advice in the form of a vision.

From My Father: When an ally or loved one with a similar power to you genuinely dies, they have the option to give you a shred of their power, permanently strengthening your own, or potentially even awakening a shared gift lying dormant in you. Mundane skills or a few shreds of wisdom may be passed as well. You can't game the system with repeated resurrection, though it won't weaken them if relevant. When you meet your own presumably final death, or get close, you may do the same for others.

Currency Changer: You can reflexively calculate the relative values of different currencies, and by some magic that no one notices, transform one into another at will, somehow without causing inflation or deflation.

Cosmere-logical Constants: Planetary travel makes certain magic complicated, and jumping is worse, but while you still need to attend to your fuel supply, special sites, and unusual people, you're substantially less bothered by global conditions than most. Not wholly immune, but you could use AonDor on Scandriel, build fabrials on Nalthis, or sand master on Roshar without issue, though the last is a special case.

Because We've Been Fools: You are exceptionally good at finding ways to use your powers constructively or helpfully, and have an unusually easy time doing so.

One Time Skip Later: For the rules traditionalist, you will have the options to Stay, Go Home, or Move On after a standard ten years in any jump without defined, listed length and ending options. Also, if there's no defined starting date, or it no longer matches up after adjustments like narrative perks and toggles, you can choose to begin at the time of the first non-prologue chapter or equivalent. Ditto for locations.

Criminal Operation: You are the leader of an organized crime group on par with Sharezan. It practically runs itself; but it makes you a lot of money and influence locally. You can start as leader of a similar group in other jumps, and law enforcement will have a lot of trouble proving you lead it.

Kelzi (200, Discount Lossandin) You are one of the Kelzin, the upper class of Lossand, or hold a noble title in one of the Darkside nations. In either case, you are wealthy, connected and relatively educated. You receive the equivalent level of wealth, standing, and education in later jumps as well.

Arcanist (200, Discount Darksider) People think magic is mystical and unknowable, and sometimes it is, but you are a genius in exploring the arcane from a scientific perspective and comparing it to other magics to discover a common basis. Given a few years of worldhopping, you could surpass legends like Hoid.

Investied Art Perks

Sand Mastery (200, Free Sand Master) You have the knowledge and ability to wield Dayside's native magic, which allows the user to control a ribbon of sand. Doing so requires two fuel sources; water from the sand master's body, and Investiture from the sand itself. Once its energy is expended, the sand turns black, and must lie in sunlight for several hours to recharge.

Extra Ribbons (50, Requires Sand Mastery) You may control up to two additional ribbons of sand with your sand mastery, which probably gives you enough to "fly," though that may take stronger ribbons. This may be purchased multiple times.

With One Ribbon (200, Requires Sand Mastery) You spent years refining your ribbons as much as possible, and your diligence has been rewarded. Most sand masters would be lucky to create a ribbon half as strong or fast or precise as yours.

Slatrification (200, Requires Sand Mastery) It's meant to be a legend now, but you possess the ability to turn small quantities of Invested sand into drinkable water.

Voidbinder (300) While he did not make you a Fused, Odium has given you access to one of his nine Surges; Abrasion, Cohesion, Division, Gravitation, Illumination, Progression, Tension, Transformation, and Transportation. They are highly efficient, and each offers a wide variety of powers, but must mostly be fueled by Voidlight, which can also be used to heal or strengthen your body like Stormlight, but is not native to Taldain. Workarounds probably exist.

Lifted Old Magic (300) You exist partially in the Cognitive Realm, which allows you to see and interact with forces like spren - nature spirits. Furthermore, you may directly metabolize food into your choice of Stormlight, Lifelight, or Voidlight, which you must select at purchase, but is now the natural fuel for any Surgebinding or Voidbinding abilities you may possess, overriding its original nature.

Allomancer (300) You are a trained misting of Scadriell, and by ingesting a specific metal, you may perform a single sort of magic. You might be a muscular pewterarm, a sharp-sensed tineye, or a seeker who detects other invested arts, among several other options, like soothing or rioting emotions, telekinetically pushing or pulling on metals, but not all have been discovered in this era. For double point, you are an actual mistborn, with access to all the allomantic powers, and training in the original ten.

Ferring (300) You are a skilled ferring of Terris, and may invest a specific personal attribute into a specific metal to draw upon later. Copper stores memories, for example, while iron stores weight, pewter stores strength, brass stores heat, gold stores health, steel stores speed, and bronze stores wakefulness. There are others unmentioned here, and some unknown in this period. For double points, you are a full feruchemist, who may use them all, skilled with those of the ancient days.

Edgedancer (600) You have sworn ancient oaths and formed a Nahel bond with a friendly, experienced example of Roshar's spirits of life and growth, the cultivationspren, who accompanies you into other worlds. Having reached the Third Ideal, your spiritual partner may manifest themselves as metallic objects for your benefit, including the dreaded Shardblade. In addition to certain universal benefits, you have gained access to the Surges of Progression and Abrasion, which allow their users to heal people and move through a battlefield like a ribbon on the wind, but while there are other options, those abilities are normally powered by Stormlight, which isn't found on Taldain. If you violate or abandon your Oaths, your bonded spren shall perish, and you shall lose their gifts for the duration of the jump or decade, unless you redeem yourself.

Forgery (600) Given time and information, you know how to create stamps which effectively alter an object's history once applied. The more unlikely the charge, and the more people who know it was made, the more likely it is to revert, but it's easy enough to compromise a chain, fix a vase, swap skillsets, or paint a wall, and you have a lot of background knowledge to facilitate it. Normally this would get harder the further you travel from MaiPon, but that's on a whole other planet, so you're immune to that issue.

Elantrian (600) You are a sort of ageless demigod from another world, and by drawing symbols called Aons in the air, you can create forcefields, disguise yourself, conjure flames, and much, much more. You're nothing special among them, but you generally know what you're doing, and your Aons are already adapted to Taldain. They do need to be modified for each world's geography and major changes thereto, but you know how to do so given a map, and start each jump knowing how to use AonDor on your beginning planet.

Items

Items are restored once a day if lost, spent, etc, unless stated otherwise.

Lak (50) Precious and semiprecious stones used as money on Dayside. They don't replenish, but you receive 250 blue lak a day, which is the equivalent of a well paying middle class position. This may be taken multiple times, and the currency adjusts as needed.

Kamo (50) A jar of a drug which intensifies the emotion and accelerates dehydration.

Qido (50) A full bottle of drinkable water, which refills once a day. Helpful in the desert.

KerKor (50) The holy book of the Ker'reen, with annotations for new converts. You receive a similarly sacred text of choice in every jump that has organized faith.

Zinkallin (50) A sort of armband which used air pressure to fire darts. They don't have the strength or range of pistols, but they're convenient, and are often used to injure opponents before swordfight, though a good or lucky shot can still kill.

Sunglasses (50) A pair of glasses for those with sensitive eyes, to help reduce solar glare. Free Darkside Expedition.

Sword (50) A well forged, well maintained sword that fits your specifications, albeit a mundane one. Comes with a sheath.

Pistols (50) Two loaded, flintlock pistols, and enough munitions to reload each twice. This may be purchased multiple times.

Trakht Armor (50) Well forged but mundane armor supplied to officers of Lossand's law enforcement.

Trellium: You receive twenty pounds of nonreplenishing Bavadin's God Metal every year ex nihilo. I'm not going to say it can't be replicated in other ways, but it's heavily Invested with her unique magic, and slightly alters cosmological constants when kept on a universe outside a warehouse. You may purchase this multiple times, and purchases after the first may be other, non-Lerasium God Metals, like atium and raysium.

Sand Master Uniform: A desert outfit favored by the Diem, with a nice sash and a bag of charged sand, which doesn't lose energy over time out of the sun. Free Sand Master.

Riding Tonk: A sort of trained sandling used as a beast of burden on Dayside, with a supply of its food. They're a bit dumb, however, and they melt in water.

Scientific Instruments: A chestful of various tools and notebooks used in the physical sciences and in making gunpowder.

Terken Armor: A suit of armor which is impervious to sand mastery. A sand ribbon which touches it is instantly rendered uncharged, and other magic will have a hard time affecting or piercing it as well, even outside the Cosmere.

Terken Arrows: Three dozen arrows or darts tipped in a magic-canceling substance which probably includes aluminum. It will continue having effects against other supernatural or superhuman beings elsewhere.

Barrels of Sand: A ship's hold worth of charged sand, which doesn't go stale unless used, unless you want it to.

Perpendicularity: A pool of congealed magic, which allows for transit between the physical and cognitive realms, which can be used to reach planetary subastrals, thereby achieving faster than light travel between inhabited worlds specifically. This also guarantees there will be other perpendicularities on those inhabited worlds, and a cognitive realm or equivalent in other jumps, though you may choose for it to lead to and from other spiritual or mystical realms at the beginning of each jump. The liquid within will probably have interesting properties as well.

Personal Fleet (200) You have legal ownership of a dozen merchant ships. You'll need to hire sailors for them, however.

Blackmail Material (200) Someone powerful owes you a monetary debt so great they could never pay it off without ruining themselves, or otherwise has an unspeakable secret you keep, and is willing to do quite a bit as long as you don't call it in or reveal it. You get a new one in each future jump.

Blank Check Loan (200) Once per jump, you may call in a loan of any size which you or the organization you represent could feasibly, eventually repay, and not only receive it, but get a very good interest rate as well.

The Broader Cosmere (200) You don't have any particular control or authority over the Cosmere as a whole, but every future jump can now, at your discretion, have its own fresh copy of the Cosmere out in space. You may choose what era various planets are undergoing, and to some extent determine how it merges, doesn't merge, or interacts with local magic and metaphysics.

Taisha Position (200) Lossand is ruled by the heads of the eight professions; merchant, mason, farmer, judge, admiral, mastrell, artisan, and soldier. You have either gained one of these, replacing the original, or taken a similar position, possibly expanding it to a ninth, perhaps officializing the Lord Beggar, or splitting doctors off from artisans. You will occupy a similar position in other jumps when desired.

Companions

Import (50) For each 50 SP you spend, you may import a companion from a previous jump. This may be taken up to eight times, and if you do the last two are free. Each one gets 600 SP to build themselves.

Canon Character (Variable) For each 100 SP you spend, you reserve the right to turn any one person you can convince to come along with you to become a companion, including Khriss or Hoid. They do not need to be selected ahead of time. This may be taken multiple times.

Friend (100) Someone from your past in this world has agreed to leave this reality with you. You receive 600 SP to build them, and this may be taken multiple times.

Drawbacks

The Fan Fic Toggle (+0) Rather than going to canon, you arrive in a fan fic involving the Cosmere. If it doesn't take place in this timeframe,, you may begin in the first non-prologue chapter. If it doesn't take place on Taldain, you may begin anywhere within a mile of the location of the first non-prologue chapter, or Cognitive equivalent. This may also be used to visit the draft version of *White Sand*, or disregard later canon, in case relevant facts are eventually revealed or the fic's author didn't /couldn't incorporate information which came out after the fic's publication. In either case, the Invested Art you purchase here correspond to the new setting, which lasts after the end of the jump.

Language Barrier (+100) You cannot speak Dayside's primary language. You can learn it, given time, but it'll take time, even if it shouldn't.

By the Divine, that's Bright (+100) You are unused to sunlight, which is unfortunate, because the sun never sets on Taldain.

RAFO (+100) You have lost all metaknowledge of the source material, even from this document. This is worth triple for sand masters, because as mentioned, there's a massacre coming.

Fear of the Dark (+100) Many Daysiders experience fear of darkness, but it is particularly intense in your case.

Zensha (+100) You are haunted by the feeling that you have betrayed your faith or other principles, and I cannot promise that you have not.

Jumpers Don't Drink (+100) Alcohol does strange things to sand masters, and while you might not be one, it seems it does something strange to you as well. Specifically, you have an absolutely terrible reaction to it, prompting headaches and vomiting after a single glass.

It's Coarse, and Rough, and It Gets Everywhere (+100) You intensely dislike the sensation of sand and sandiness. Pity you're in the Cosmere center of sand and sand accessories.

Suspected as a Traitor (+200) You are widely suspected to be untrustworthy and serving hostile political forces wherever you go, until you prove yourself.

Fathers and Sons. Who Can Explain Them? (+200) If your age is below 25, your in-jump father is still alive, and the two of you have a strained relationship. If you are above 25, you have a son, and the two of you have a strained relationship. If you can repair your relationship before the end of the jump, and both of you survive, you may take them as a companion.

I Let the Rage Consume Me (+200) You struggle with anger issues, particularly in combat, which may cause you to act before you think or behave recklessly.

The Sin of Success (+200) Aside from your companions and family, people hate to see you specifically winning, and the more you win, the more their resentment will grow until they almost certainly prepare to stab you in the back at an inopportune time. This backstabbing won't necessarily be literal, but it can be.

Facial Scars (+200) You survived a shot to the face from a pistol, and it has thoroughly ruined your appearance. You cannot repair this during your time here, and any attempt to hide it will be obvious.

Swords and I Don't Get Along (+200) While not exactly a pacifist, you strongly dislike wielding a weapon, and will not do so unless absolutely necessary, which may send you into a mental health crisis, which I cannot recommend on a planet with no therapists.

You Need to Stop Judging Faces or Titles and Start Judging People (+200) You are somewhat socially naive, and often fail to consider the individual beneath the surface.

Terken Vulnerability (+200) Terken, the magic resistant material, resists and pierces your out of context powers as easily as it counters sand mastery. Worth double with Enemy of the A'kar, triple with the upgraded Lawrence of Taldain, or four times with both.

Too Many Dunes (+200) A man with powerful emotional soothing and rioting abilities, possibly due to hemalurgy or selective breeding has appeared on Taldain's Dayside. He also seems to have some kind of Old Magic which gives him visions of the future and a shield against fast moving objects. He intends to make this world the center of a star-spanning empire of violent theocrats; and he may be smart or lucky enough to make it happen. Autonomy is in favor of his cult, but won't get particularly involved.

Lawrence of Taldain (+200) You have in your arrogance manifested the man, the myth, the legendary guerilla warfare specialist Thomas Edward Lawrence himself into the cosmere. He is an avid archeologist and skilled tactician. He is also seen as a hero to the people. All these plus a penchant for explosives and he is gunning for you! Good luck! For double points he's the movie version, and has plot armor, an existing army, mad charisma, and potentially a terken supply. Autonomy doesn't see anything unusual with this.

Lord Admiral (+300) You have lost access to your warehouse and all items from previous jumps, leaving you only with what you got here.

Enemy of the A'kar (+300) You have been formally challenged by the head of the Ker'reen faith, and eight warriors clad in terken will attack you every odd day until you can find and stop the leader of the assassins, who will be nearby.

Targeted by the Dynasty (+300) Like poor Gevalden, you are regarded as a threat by Emperor Skathan of Darkside. The immortal tyrant will send at least two teams of assassins after you during the jump - probably more.

I Don't Like Sand (+300) An extremely powerful and murderous mistborn with a shardblade and an atium supply has landed on Taldain, with Autonomy's express consent. He will set his sights on eliminating the Sand Masters, and then move on to you specifically, if you aren't one of them. He's quite skilled - and very familiar with their powers as well as yours.

Lost in the Sands (+400) You lose all perks and powers which aren't part of your bodymod for the duration of the jump. At the end of the jump, you may add one of your perks to your bodymod if you take this, so it won't be sealed by gauntlets or most drawbacks going forward. The chosen perk cannot give you an Invested Art or equivalent, nor can it be an overwhelmingly absolute effect, like those that ensure that you may slay any immortal or recover from all setbacks, but within those limits, you may find it helpful to retain this skill, that immunity to mind control, or so forth. If desired, you may wait until later to select it.

Melted By Water (+600) The good news is that you no longer need water to live. The bad news is that like a sandling or riding tonk, it melts you on contact. And not in a fun comic book way that you can put yourself back together from; this is lethal.

The Sun Never Sets on the British Empire! (+600) You ever heard of the British Invasion? Well now it's literal. Taldain is now being invaded by the English, circa the 19th century, or roundabout. They can somehow sail through the Cognitive realm to reach any body of water on Taldain, or any other planet you inhabit. Autonomy will not help with this.

Autonomy's Hatred (+2000) Drop ins may feel her displeasure, but whoever you are, you have earned the true ire of the local goddess. You have one year before she begins to hunt you. Fortunately, despite being powerful enough to move planets and nearly omniscient, she has trouble leaving this particular star system; try to find a way off, and remember she has agents elsewhere.

Ending

After a decade here, you are given the options to Go Home, Stay Here, or Go Beyond to another jump, though are sent home if you run out of lives. All drawbacks are removed.

Notes

Diem ranks are based on raw power. Underfen can control 1-3 ribbons, Fen 2-5, Demifen 4-7, Underlestrell 6-10, Lestrel 9-12, Undermastrel 11-14, Mastrell 15 or more. Students are called Acolents. Only the Mastrells know sand mastery can be strengthened by careful exercise, and one does not generally get multiple promotions.

Dayside timekeeping is very slapdash. An hour is generally ninety Dayside minutes, but that's as long as ninety-six Darkside minutes, and it varies from place to place.

Even if you didn't take Cosmere-logical Constants, choosing to Move On or Go Home changes your sand mastery a little bit; even without Autonomy or special lichen, any sunlight (sunlight, not UV rays) will charge sand with enough magic to make it masterable, and unless the planet is tidally locked, the sand will only begin losing charge after a full, local day-night cycle in darkness. Furthermore, non-sand masters will not be able to see the discoloration of expended sand without certain powers of their own. Importing the Cosmere won't change this, and if you test them, you will find some people from other jumps have the potential for the same sort of sand mastery. Magical sand may have strange results, especially with slatification, if it doesn't resist it outright, but you'll generally be able to master it with said otherworldly magic.

Cosmere-logical Constants has a lot of benefits, in and out of the Cosmere (Deplorable Word in Narnia? Reach spells in Earthsea? Owl House glyphs outside the Boiling Isle? The Once and Future King transformations after the Sword in the Stone? All good.), but it can't supply or replace discrete fuels like Stormlight or special sites like perpendicularities; only the (often unseen or unnoticed) background architecture that doesn't normally rise or fall. Also, the nonsapient spren are p-zombies. Sand mastery, as Taldin's native magic, is a special case. It also ensures powers like allomantic duralumin or chromium work on powers not based on Investiture, though by default, they won't drain a person's lifeforce, even if that fuels their abilities.

I don't think we know enough about starmarks to include them, but sand mastery alone didn't feel like enough, so there are several options for worldhoppers or jumpers looking for powers. This is Khriss's origin story, and Hoid is here, so it felt permissible to add the examples from Arcanum Unbound.

As a mercy, Allomancers who can see the future will find that their foresight protects them from other forms of controllable or combat precognition as well, even if you didn't take Cosmere-logical Constants. Augury and prophecy proper are separate cases.

If you would prefer, you may be a Windrunner or Skybreaker instead of an Edgedancer upon purchasing the relevant perk. Obviously, restoring your oaths / waiting restores the Nahel bond, which restores your spren and power. Also, free spirit import, and your spren may be freely imported as any sort of familiar or companion spirit in future jumps. As long as you keep them as a spren, they don't need to be imported as a companion as long as the perk isn't sealed or so forth.

Feruchemical aluminum stores identity, and makes any metalmind they fill without their identity "unkeyed," allowing other feruchemists to tap its reserves. In a jumpchain context, other items which work best / only for the creator or a specific, preselected user (See foci from the Dresden Files, spiritual items from Raildex, chartae from Ars Magica, sigils from Inheritance of Magic...) can be unkeyed similarly, without weakening them if that's a concern. This can also allow certain magics which would die with the user to potentially outlive them, but that depends on details. It'll probably have interesting effects on powers shaped by base personality as well.

Forgery (and derivatives) can be used to swap between different versions or configurations of a given perk/item relatively easily (to the point you wouldn't need special knowledge or past to swap Artisan: Carpenter for Artisan: Cobbler) but this never lasts more than a day, and it cannot grant or swap between perks. It also cannot replace or reallocate points, so you cannot turn Feruchemist: Bloodmaker into Feruchemist: Full or so forth (though the reverse is doable). Drawbacks, Scenario rewards, and so forth are also beyond Forgery, which also cannot change which jumps you did, or which world(s) you used a generic jump to access. You should also note that Forgeries do not proliferate past the initial target, which may complicate things.

Credit to u/baker_company1942 for the Laurence of Taldain drawback.

Reading the notes gives you an extra +300 SP.

Dedicated to my Uncle Pat and Grandma Judy, who passed away 3/29/2026 and 4/14/2026 respectively.