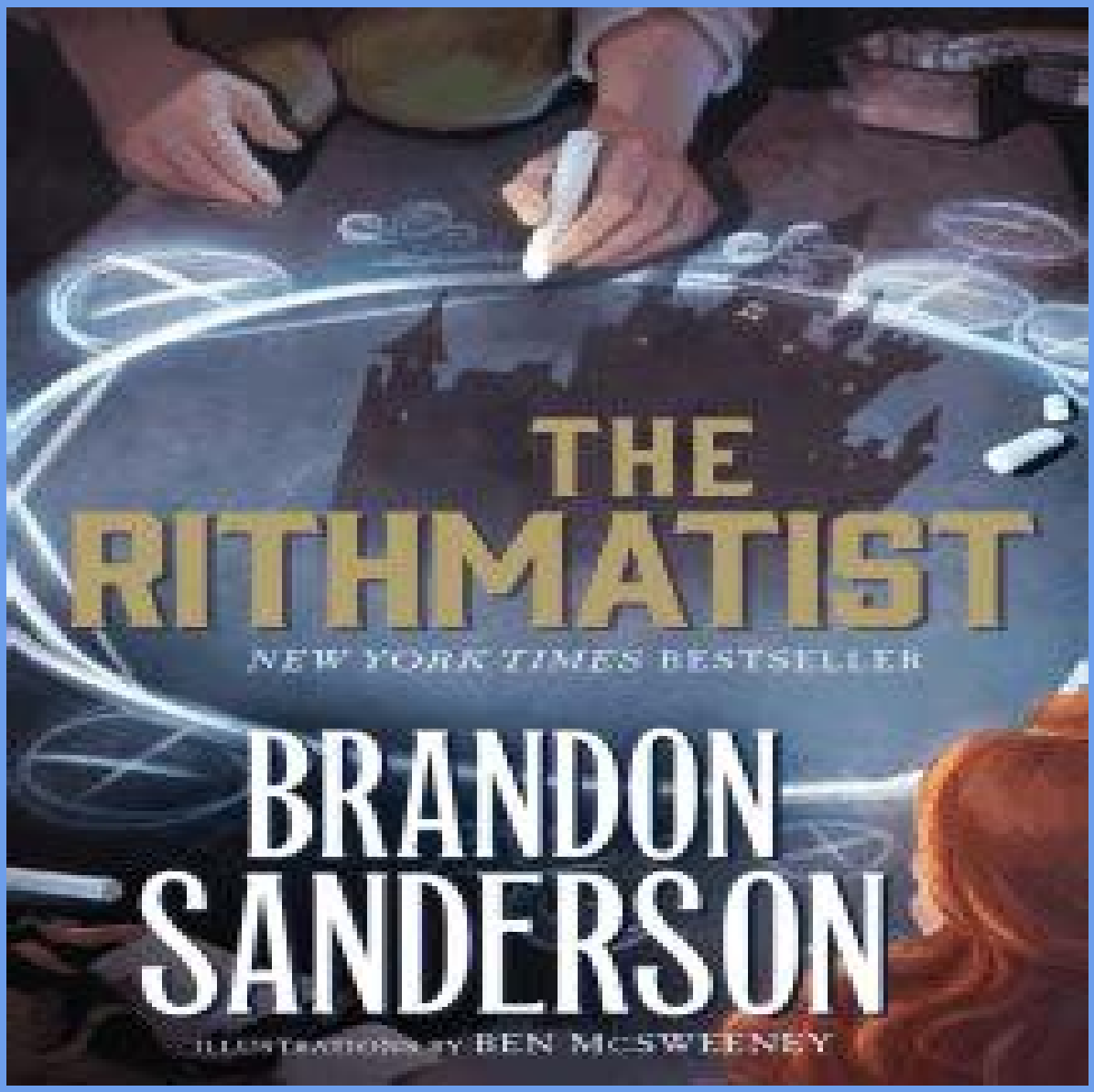


Book by Brandon Sanderson, Jump by Aehriman

There is a world, shaped much like your native Earth, but with some key differences. Korea, called JoSeun, conquered all of Asia & Europe. The Americas are an island chain instead of continents. Though broadly comparable to the end of the 19th Century socially, technology is quite different, with highly sophisticated clockwork - 'springwork' - taking the place of most steam and electric devices you know, and even gunpowder.

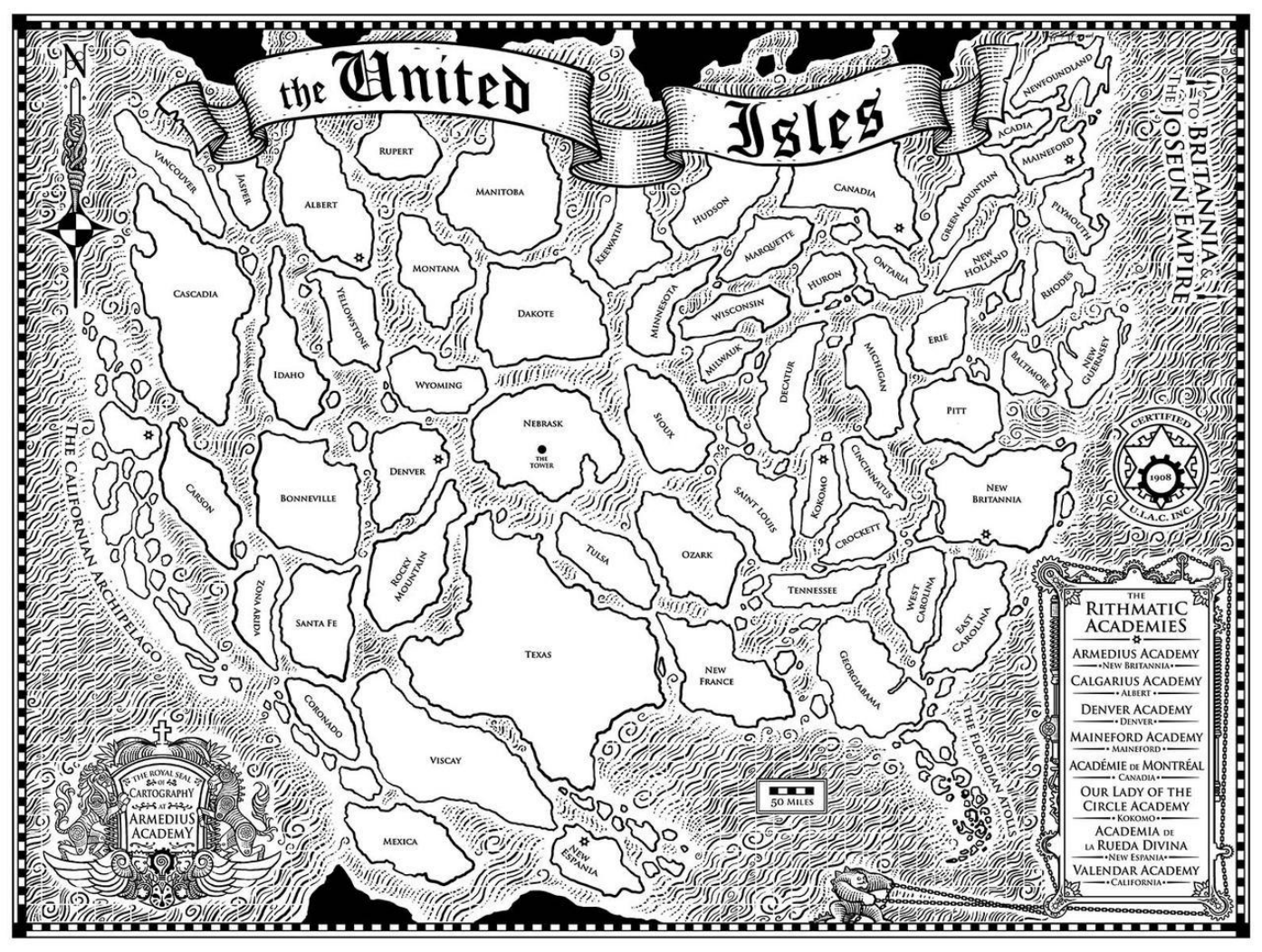
And, of course, there's magic. Much remains mysterious, even to the Rithmatists who practice and study their powers as if their lives depended on it, because they do. At the age of eight, each person is Incepted into the Monarchialist faith, you don't have to be a lifelong or devout practitioner, but you do have to go through the ritual, where less than one in a thousand are chosen. A Rithmatist may then use chalk to form the four lines. Lines of Making to form chalkings, animated drawings that - with the glyphs of rending added - can crawl up and tear apart a person. Lines of Warding and Forbiddance, to defend against chalkings, and Lines of Vigor to attack them.

Every Rithmatist is a warrior. It is only through their ceaseless vigil that the wild chalkings who consumed or drove off the indigenous peoples were mastered and finally contained to the Isle of Nebrask. Each is trained for years to stand a decade's post on the frontlines, and the survivors return to their Academies to raise the next generation of Rithmatists.

Joel Saxon is not a Rithmatist, however he might hope and wish. The son of a destitute cleaning women and a dead chalk-maker, a genius at the tactics and geometry of defensive circles he is allowed to audit Professor Fitch's classes until Fitch is displaced by a duel with the new Professor Nalizar. Now kicked out, Joel will assist Fitch and the worst student, Melody Muns, who hates her gift and struggles to draw a basic circle but makes the most beautiful and powerful chalkings, in investigating a most serious matter. Across Armedius City, Rithmatists are vanishing from their homes, leaving signs of a struggle and a desperate last stand.

Is the Scribbler, as the assailant is called in the papers, a bitter also-ran? Or has the ancient enemy picked up some new tricks?

Find out, with the help of **1,000 chalk points** (cp).



Locations

Pick one, or roll for +100 cp

1. Armedius - located on New Britannia, the setting for the first book. An urbane city of clockwork wonders, and a world famous Rithmatic academy.
2. Calgarius - Another city with a Rithmatic academy, on Albert.
3. Denver - A mountainous island just North of Rocky Mountain with a large city and an academy.
4. Maineford - Home to Maineford Academy.
5. Canadia - In the upper North of the Isles, home to the city and Academie de Montreal.

6. Kokomo - a tropical island with, you guessed it, a Rithmatist academy.
7. New Espana - Well South of Texas.
8. California Archipelago - A string of islands on the extreme West of the Isles. Home to the last Academy on Valendar.
9. JoSeun - The vast empire of Eurasia, ruled from the original homeland in what you'd call Korea.
10. Nebrask - Oh my, you're on the frontlines of the siege between chalkings and humanity, perhaps near the infamous Tower no force has ever breached.

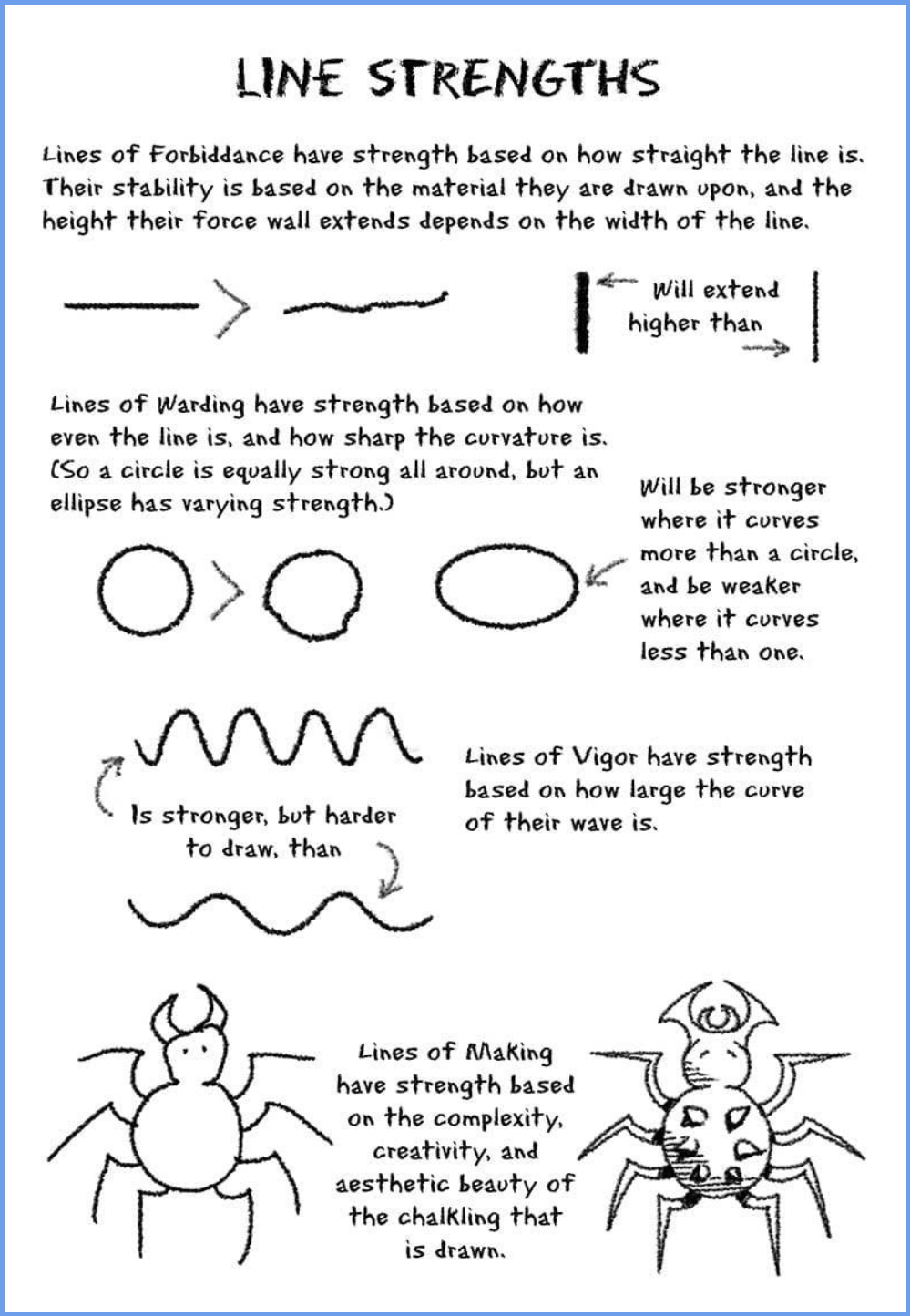
SPECIES

Human - A species of hairless apes. Mostly harmless.

Forgotten Shadow (-300 cp) Well this is certainly new, or perhaps very old. A sapient Chalking capable of possession.

AGE, RACE & SEX, ETC.

Pick whatever you want.



PERKS

These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get any of these for free. 2 Tokens to make free any perk or item that is 200 cp or more.

Ambidextrous - You can draw as skillfully with each hand, and work on different things with each without tripping yourself up.

Battle-Hardened - Are you perhaps a veteran of Nebrask? You understand the tactics of Rithmancy perfectly, and can engage small hordes of chalklings or a dozen students at once and be confident of victory. Or at least, provided you can use Rithmancy, if not, perhaps you can persuade one to trace over your lines?

Breaking & Entering - You are quite skilled at being stealthy, at climbing and at picking locks or forcing windows. In short, you have the perfect set of skills to get into even highly secure buildings, help yourself to whatever papers, money or goods you want, and get out unnoticed.

Career - Choose a mundane job, such as a chalk-maker or a baker or even a doctor. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Doodles - Chalkings service power from style, both the aesthetics and the originality of their creator. Fortunately, you are a skilled artist indeed and a never-ending font of creativity.

Effective - As long as you're actually doing your job, and doing it well, people are surprisingly tolerant of little lapses like late paperwork, missed meetings, or you being a colossal jerk to everyone you meet.

Flawed Instruction - You know how to subtly incorporate limiting teachings into your instruction. Holes in blocks, tactics that seem wise but expose one to danger. Never obviously, but enough to give you a serious edge should your pupils ever turn on their master.

Geometric Perfection - In defense, math is king. A wobble or flaw in any line becomes a crippling weakness. Fortunately, you can casually freehand a perfect circle or a ruler-straight line. You know all the circles and can even draw the fiendishly difficult nine-point circle, where the bind points are based on an imaginary triangle. Your hands operate with mechanical precision, never a flinch or a waver.

Grace Under Pressure - You never get flustered, or scared or thrown off your game. Even if unexpectedly challenged to a duel or confronted with a murderer, you can perform as well as you would under ideal conditions.

Last Suspect - It might be that you're unremarkable, or it might be that you seem to stupid or always have an alibi. Either way, you're always the last person anyone would suspect of a crime or living a secret double-life.

Let's Duel! - A Rithmatist is a warrior, so a teacher of Rithmancy may be challenged at any time for their seat & classes. Now, wherever you go people will recognize the validity of nonlethal duels for you to challenge somebody and win something they have.

Nice to The Chalk-Maker - You get more with a kind word than a sneer at your supposed lessers. Your kindness to others is always repaid in some capacity, whether that's favors or information.

Pants On Fire - You are an extremely skilled liar. Nothing in your voice or expression betrays falsehood, and you can improvise convincing stories on the spot and never trip yourself up no matter how many whoppers you've told to various people.

Petroglyphs - Like the ancient Nazca of Peru, you have learned to draw on a truly massive scale, just by uncovering different-colored dirt. You can plan out and draw

designs as if seeing them from extremely high up. Just be careful you don't accidentally recreate whatever made the continent into the Isles.

Professor - You are an extremely skilled teacher, easily able to convey complex ideas in a hurry, your students learn five or six times faster than they otherwise could. You can make lessons engaging and fun, keep discipline in a classroom without becoming a disciplinarian. Years later, your students may be among the most skilled in their field, and will always remember you fondly.

Sketcher - The more complex and beautiful a chalking is, the more powerful. The more likely to vanquish other chalkings and survive Lines of Vigor. But in a duel, you never have the time to make your creations as complex as you'd like. Fear not, you're like a printing machine and in a few skillful passes can create life-like designs.

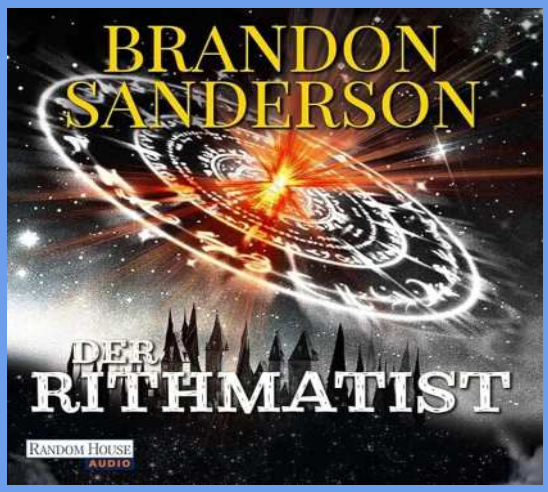
Inception (-200 cp) - As a duly anointed cleric of the Monarchialist faith, you are qualified to perform the Inception ritual to baptize others into the faith. The same ritual in which some people become Rithmatists. In future Jumps, this always works to create new Rithmatists.

Springworker (-200 cp) - Everything in the United Isles runs on sophisticated clockwork. Horses, trains, streetlamps, guns, even the coinage to limit counterfeiting. Small wonder, when clockwork can sometimes scare off chalkings. All these wonders you can reproduce, maintain and repair, for in your time you've been inside the guts of every clockwork contraption of the era.

Innovator (-200 cp) - But why be satisfied with mere imitation? Your mind overflows with clever ideas of how to adapt springwork to all kinds of purposes. How about a springwork aeroplane? Or an oven? Could you make a clockwork space shuttle? But of course you can, the sky is no limit to your inventiveness.

Rithmatist (-400 cp) - You are one of the chosen, blessed with the ability to animate chalk designs. Chalkings, as these drawings are called, must be directed but with the glyphs of rending added can tear a human apart from the inside out. To protect from chalkings, Lines of Warding let you draw circles to keep yourself safe, though they can eventually gnaw through. Straight Lines of Forbiddance aren't quite invulnerable, but are orders of magnitude more powerful and unlike warding can create invisible walls of force in three-dimensional space that can stop bullets. They're also quite good at reflecting the final lines, squiggly Lines of Vigor are an attack, moderately useful against circles, devastating to chalkings, but they can only harm chalk lines.

The New Lines (-200 cp) - The Scribbler reveals a number of new designs nobody had heard of. A spiraling silence rune & an upgraded line of vigor that's a straight line with a jagged one. Also the unseen means to turn humans into chalkings. You know these, along with one fans have speculated was used, to draw a door on any wall and thus pass through it.



Items

These cost 100 points unless otherwise stated.

Acid - Rithmatically-active chalk is not so easy to wash away, especially Lines of Forbiddance. This refilling bucket of acid provides a quick and convenient way to erase errant lines, and a last-ditch defense against chalkings.

Chalk - A Rithmatist is helpless without something to draw with, and should never be without a few pieces of chalk. And now, you never will be, for you need only reach into your pockets or behind your back to produce a little chalk.

Dollar - A one-dollar coin. Can buy quite the haul in sweets, but more importantly, this clockwork coin can frighten off any wild chalkings, though ones that have seen it before are not scared. In future jumps this works on spirits and monsters of all descriptions.

Dollars - A considerable fortune, you have an account at a major bank or trading house containing the equivalent of a quarter million dollars in the Earth you know. Each month, the account is refilled, any paperwork, taxes or so on taken care of. In future Jumps this will apply in the local currency. Finally, this may be taken multiple times, each adding a zero to the end.

Guns - A springwork rifle and revolver. You might need to wind up the guns every few shots, but will find them every bit as effective

Horse - A springwork horse. Much hardier, stronger and harder working than the biological variety, if not quite so alert and reactive to its surroundings. Does need to be wound up every so often, but you can leave it outside as long as you please and it never makes a mess.

Toolkit - A box of clockmaker's tools, with everything from pliers to a dozen sizes of wrench and screwdrivers, tweezers, polishers, a loupe, punches, files and gravers.

Universal Key - Not like that, this is a key for any piece of clockwork, springwork, any music box or other device you might need to wind up from time to time.

Companions

These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Want Joel to get some real magic? Anyone you want to recruit in this world is free to join you as a companion if they agree.

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

Drawbacks

Each of these offers 200 points unless otherwise stated.

At A Place Where God Died (+0 cp) The Rithmatist is a standalone affair, utterly unrelated to the Cosmere, or the Cytoverse, the Reckoners, Alcatraz, or any other Brandon Sanderson story. Still, what if? Feel free to use this Jump as a Supplement for or in place of a Jump to any works of his. Heck, we'll throw in Wheel of Time as well.

Sequel When!? (+0 cp) Someday, someday. In the meantime, feel free to leave after you've wrapped up the canon story, one way or another.

Longer Stay - You'll spend 10 more years here. This may be taken twice.

Power Lockout - You can't use powers from outside of this jump in this jump.

Warehouse Lockout - You can't bring items from outside the jump into this jump. You also can't access your warehouse.

Companion Lockout - Your companions can be imported and buy things, but they can't enter the jump with you, instead being held in stasis.

Fraidy Cat - Like a young chalking, you flee in terror whenever you first encounter something new, something you don't understand. Like most springwork devices, or chalkings.

Crippling Debt - You owe quite a lot of money to some nasty people, and refusal is simply not an option. Before you move on, you must cover the debt in full. Don't think to escape this with Dollars either, if you take the item, your debt will simply expand so that after forking over the refill you'll still have to work long hours.

Scribble, Scribble - The Scribbler has been alerted to your presence, your precise powers and the threat you pose. Your memory of the serial killer's identity is erased. Hope you're up for it.

Ending

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