



SKYWARD JUMPCCHAIN

Books by Brandon Sanderson, Jump by Aehriman

Spensa's world has been under attack for decades. Defeated, crushed, and driven almost to extinction, the remnants of the human race are trapped on a planet that is constantly attacked by mysterious alien starfighters. Now pilots are the heroes of what's left of the human race, and becoming one has always been Spensa's dream. Since she was a little girl, she has imagined soaring skyward and proving her bravery. But her fate is intertwined with her father's—a pilot himself who was killed years ago when he abruptly deserted his team, leaving Spensa's chances of attending flight school at slim to none. No one will let Spensa forget what her father did, yet fate works in mysterious ways. Flight school might be a long shot, but she is determined to fly. And an accidental

discovery in a long-forgotten cavern, an ancient and wrecked fighter, might just provide her with a way to claim the stars. Assuming she can repair the ship, navigate flight school, and (perhaps most importantly) persuade the strange machine to help her. Because this ship, uniquely, appears to have a soul.

Welcome, Jumper to the stars. Or the planet Detritus, one of half a dozen preserves dedicated to keeping alive, and contained, the greatest scourge known to the galaxy-humanity.

The Third Human War all but destroyed galactic civilization. The famously aggressive humans once more boiled from their homeworld, Dirt, to conquer the galaxy, upset by the practice all sapient life has of exiling malcontents and dissidents. This time, they had a new weapon, the delvers- eldritch beings that live in cytonic space, actually rogue AI - and the delvers consumed entire worlds, the only survivors being those who hid any and all cytonics and transmissions.

After the fall, a new government formed, the Superiority, based on holding a monopoly on FTL, and containing the human menace. The KRELL (*Ketos redgor Earthen listro listrins* or human containment unit) employs starfighter drones and occasionally crewed craft to regularly bomb the human settlement on Detritus and a few other preserve worlds. The DDF (Defiant Defense Force) employs fighters to protect them, only the smaller ships can navigate the shell of debris and defense platforms surrounding the planet.

Survival can be rough in this situation. Have 1,000 cosmos points (cp) to make the next decade easier.

SPECIES

Human (free) Hairless apes from the planet Dirt. Pretty technologically advanced due to discovering FTL *after* metallurgy, but also incredibly aggressive and warlike, judgemental and meddlesome. Hate and fear the humans.

Burl (free) A large, gorilla-like species.

Varvax (free) Hulking, crablike creatures. In their true form they are shrimplike creatures the size of kittens, but adopt a hulking exoskeleton of mostly stone and quartz. The Varvax are famously peaceful, yet are the foremost species involved in KRELL.

Taynix (-200 cp) Sapient slugs about the size of a loaf of bread with many small tendrils like feathers along their back. All are natural cytonics, with a single power dictated by coloration. Yellow and blue hyperslugs can teleport even across the cosmos and are used in Superiority FTL drives. Blue and green Inhibitors can block cytonics from using their powers. Purple and orange commslugs can communicate over any distance. Red and black boomslugs, when threatened, repel everything in a radius around them and shred them with telekinetic mindblades. These are but half of the known varieties, the powers of the others are a mystery.

Delver (1,000 cp) Rampant cytonic AI, upload/copy of Jason Write's wife, went mad with grief when he died and forked endlessly, filling the Nowhere with malicious lights that are sometimes eyes. In realspace, delvers take the form of a black hole, surrounded by a hollow planetoid shot with tunnels, inside a massive stormcloud in space. Besides being very powerful cytonics who use illusions for defense at short range, delvers can phase through matter, harming or killing things at will, and telekinetically control hundreds of Shards, free-floating asteroids and debris, for defense and attack. Be warned the other delvers will respond violently to one of their own going off-program.



ORIGIN

Commander: It is a terrible burden to send others to die. But if you play the game well, you can win back many lives. Besides, someone else could get it wrong.

Mechanic: Someone has to keep the starships flying, no matter which side they're on, and so a grease monkey you are. It's also nice to have technicians any time you come across alien or forgotten technology.

Pilot: The poster boys for the DDF, or a member of KRELL or even the experimental Superiority fighter unit. You fly the little spaceships very fast, and try to blow the other person up before they can do it to you.

Secret Agent: The Superiority positively bristles with spies as all their vassals scheme to learn the secrets of FTL. Spensa herself becomes one in the second book.

AGE, GENDER & RACE

You can change any of these things about yourself. Nobody really cares about the fine details past species anyways.

LOCATION

Pick a suitable location. Detritus is where a lot of the main action happens. Perhaps you'd rather start on Starsight? In the Nowhere, that void of floating rocks? The lost Earth?



WINGMATES

"I have only the instincts of a warrior to guide me. You will not distract me from my current purpose, adversary. Though you have fought admirably, I will defeat you, then compose poetry for your funeral."

"Uh, Hesho? This is nonlethal combat."

"I will defeat you, then compose poetry for your retirement party."

Vapor (-50 cp) a Figment who flies with the Superiority squadron, is secretly spying on Winzik for Cuna.

"Luck is for those who cannot smell their path forward."

Angel (-50 cp) Alanik, an UrDail cytonic and pilot who crashes on Detritus, is impersonated by Spensa, and goes on to help lead a revolution among her people.

"My people were punished because we fought alongside yours. Some on my planet think it is better to go along with the Superiority. To accept their peace. But their peace is a tool to maintain power."

Ironsides (-50 cp) Judy Ivans, hero of Alta, and admiral of the DDF in the first book. Tough as nails, unfortunately racist against cytonics after her squadron-mate lost his mind in the battle.

Other (-100 cp) M-Bot? Buy his ship body or wait until after with this. Want to recruit somebody else? Jason Write? Knock yourself out.

Jumpchain Flight (-100 cp) Bring up to sixteen Companions per purchase with 800 cp of their own to spend. Companions do benefit from the fighter stipend and discounts according to origin, but cannot take drawbacks for more points.



PERKS

From a Poster (-50 cp) You look like you stepped right off a recruiting poster, very nice. You never seem to get scarred or filthy either.

Fighter (Free/50/100 cp) If you're ever facing the enemy with a pistol in hand, something has probably gone horribly wrong. Nevertheless, you should be prepared. For free you have put in enough range time to qualify. 50 cp, and you have the marksmanship and reactions of a combat veteran. For 100 cp, you truly stand out among the crowd, equal to the most elite commandos.

The Defect (-600 cp) Congrats, you're a cytonic! Or should that be, my condolences, you're a cytonic? You have an active Writellum in your brain, linking you to the timeless void beyond the universe called the Nowhere. At base level, you can meditate to enter a state where you process and react to information quicker than even an AI and can communicate telepathically with other cytonics in real-time regardless of distance. With time and practice, you can learn to sense other minds, your surroundings, to teleport across interstellar distances through the Nowhere, astral projection, even to conjure invisible mind blades and mental illusions, and swap bodies with others.

Good Lungs (-100 cp, free Commander) You have a great shouting voice, and a presence that demands attention and respect.

Quiet Voice (-100 cp, free Commander) You remain calm in a crisis and can project that calm over the comms, steadying your subordinates even in pitched battle.

First Citizen (-200 cp, discount Commander) The heroes of Alta are revered by all Defiants, they and their families are afforded special status and privileges. This seems to be the case across the galaxy, even in a democracy like the kitsen's there are citizens and then there are *citizens*. You belong to the latter group, call it an aristocracy, but where privilege exists, you enjoy it. You may choose to have the reputation of a martial hero to justify your fame.

Actually Defiant (-200 cp, discount Commander) The society calls itself Defiant, models itself on sticking it to the Krell. So why are there posters proclaiming 'Obedience is



ITEMS

Discount one Item at each price tier. Discounted 100 cp Items are free.

Translator Pin (free) A small pin to let you hear any alien languages as your native tongue, works in real time, even. Not as useful for text, unfortunately.

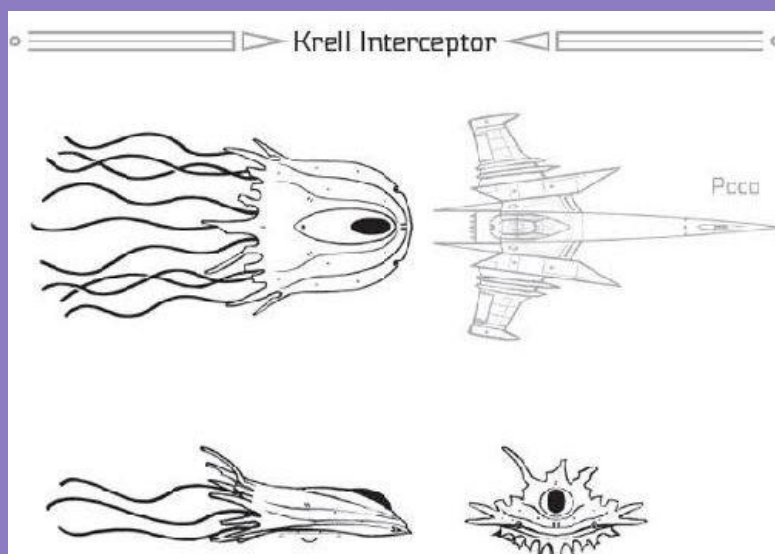
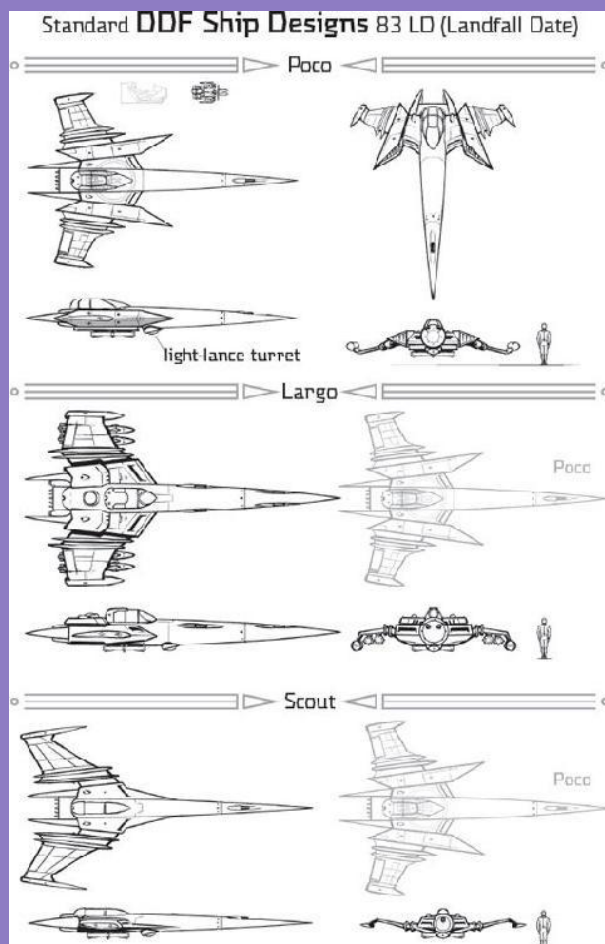
Jumpsuit (free) Some practical clothing, a flight suit and coveralls.

Energy Pistol (-100 cp) A small but deadly holdout weapon. Never runs out of power, has a stun setting.

Light-Line (-100 cp) The baby cousin of a light lance, or tractor beam. This high-tech gauntlet projects a rope of energy that can adhere to anything. Techs used to use them as tethers in zero-G, they're also great for navigating the caves.

Reality Icon (-100 cp) A powerful symbol of your relationships and identity, anything from a dying gift from your best friend to a childhood stuffed animal to a toothbrush. In the Nowhere people hemorrhage memories and their identities fade. As long as you keep this Icon close, you won't ever be at risk of forgetting who you are or your loved ones. Also, in the Nowhere it generates reality sand, a pinch a day helps ward off the memory loss and many communities there use it as currency. Generally these are disguised taynix, but yours can actually be an inanimate object.

used as a trap. This is the whole and complete deal, a titanic automated facility that can churn out a thousand starfighters a day, given materials. It also comes with a truly priceless treasure, a replenishing stock of acclivity stone rings. The DDF can't produce these, and the Superiority has to mine them from the Nowhere.



STARSHIP

+400 cp just for this section.

Mag is the unit of atmospheric speed for ships, one Mag is 300 miles per hour. Kus is a unit of energy/damage used for weapons and shields both. The standard destructor energy weapon is 30 kus, the standard shield can withstand 80.

All ships have an acclivity ring, made of acclivity stone that produces anti-gravity when charged with electricity, and lift independent of main thrust. This gives fighters VTOL

face the gravity optimally. This can be taken multiple times, each adding fifty Gs worth of inertial dampening.

IMP (-100 cp) The Inverted Magellan Pulse, like the old EMP, is a radius effect. This one destabilizes and knocks out shields and force fields of all types for a small spherical area- and I do mean small, about fifty meters- but cannot help but affect the user's ship as well.

Firepower (-100 cp) Add an extra destructor to your craft, or add 10 Kus of damage to your existing disruptors. This can be taken multiple times.

Reinforced Shields (-100 cp) Adds another 20 Kus to your shield strength. This can be taken multiple times.

Stealth (-100 cp) It's actually really hard, almost impossible, to be stealthy in space. At least you can not look like a fighter, with minimal emissions and a hull that scatters sensors.

Missiles (-100 cp) Your fighter has two smart, homing missiles. A one time impact of 100 Kus, but it has range and fire-and-forget. This can be taken multiple times.

IMP Missiles (-300 cp) Your fighter carries a pair of missiles with an IMP generator in place of a warhead, enabling you to knock out the shields of a small flight if you aim it carefully.

Light-Lance (-100 cp) A signature weapon of humans, this focused tractor beam is like an energy grapnel that a ship can use to make anchor turns around debris, slam enemy fighters into each other and sling around. Very tricky to master, but worthwhile.

Turrets (-200 cp) The kitsen see fighters not as larger species do, but as cruisers with crews of dozens. So naturally they have destructor turrets all over. You also have turrets or guns capable of covering a complete sphere around your ship, though you will need at least one dedicated gunner.

DRAWBACKS

Cytoverse Special (+600 cp) Learn to embrace life as challenge and change, face the dangers of this world without your other powers and equipment, barring the Body Mod, of course.

Notes:

Timeline - At some point in the Bronze Age the first human cytonics visit the Nowhere. *Something* happened and cytonics did not appear on Earth again for a very long time.

First Contact, the United Governments fledgling space fleet shoots down a Tenasi first contact vessel. The Phone Company, which has been experimenting with cytonics and long been aware of alien life, is able to negotiate peace but demands as a price to become an entirely self-governing entity above Terran law. While getting the aliens to accept them as the primary point of contact for all humanity.

Jason Write, a blind man, is the first modern human cytonic. He and the Phone Company suppress for years their discovery of cytonic FTL, until they discover the varvax have been infiltrating humanity to learn the secrets of our military technology. There follows the First Human War, where humanity attempts to conquer the galaxy, disgusted at the lengths most alien species go to in pursuit of peace. We lose, and Jason dies at the close of the war. The AI of his wife is destroyed by grief and attempts suicide in the Nowhere, instead becoming the first delver and copying herself endlessly.

Some time later is the Second Human War. We know basically nothing about it.

The third time around, some clever humans try to weaponize the delvers and succeed in destroying galactic society as the eldritch AIs hunt every source of cytonic and radio transmissions. The war ends some 80 years before the start of the series, with the Defiant fleet, consisting of the battlecruiser *Defiant*, the *Antioch*, the *Yeong-Gwang* and two other ships (and 30 starfighters!) crashing on Detritus.

70+ years later, the KRELL sent a massive force of a hundred fighters to assault Alta Base, previously cloaked to find the DDF's military buildup with equipment

