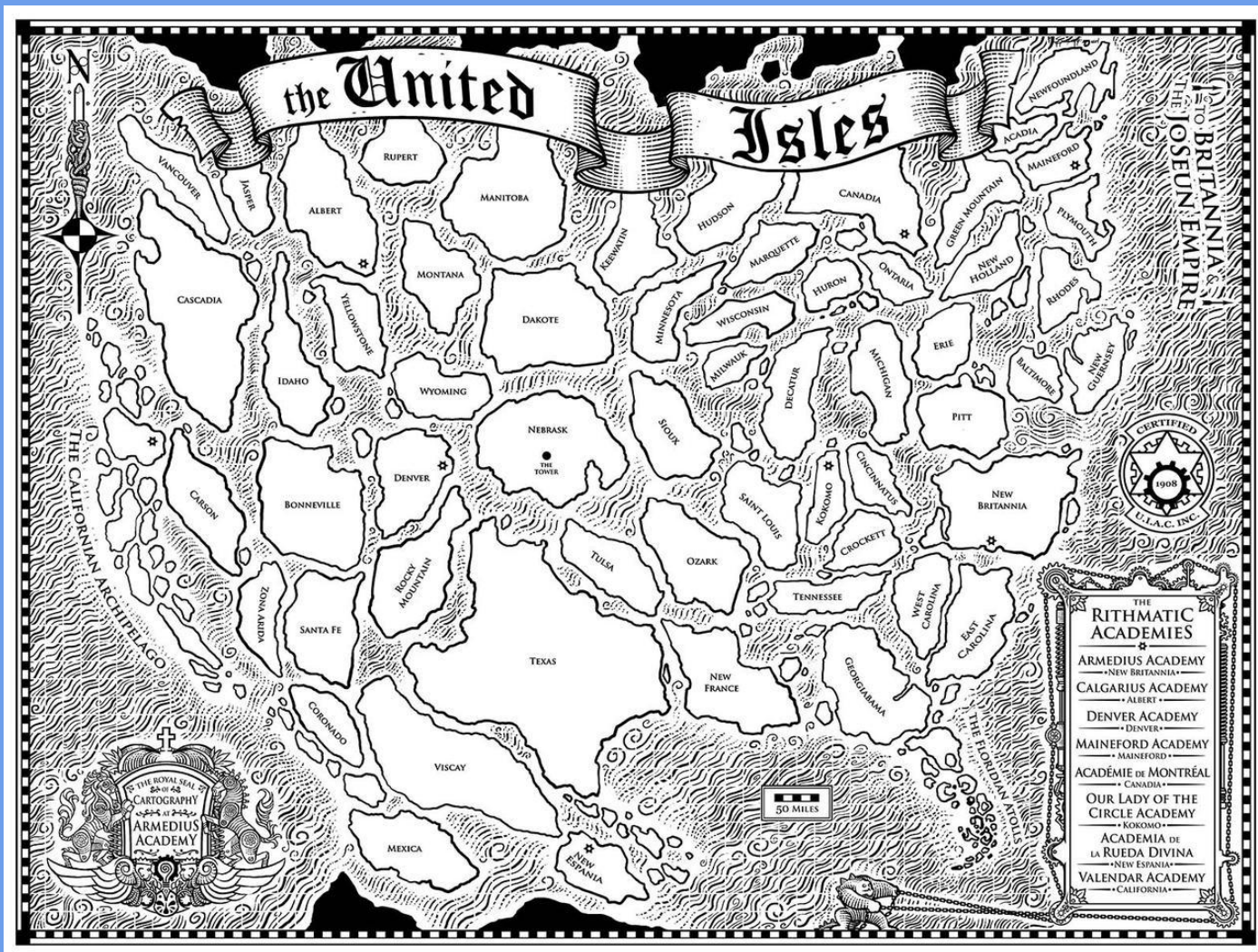


*Book by Brandon Sanderson, Jump by Aehriman*

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.





## Locations

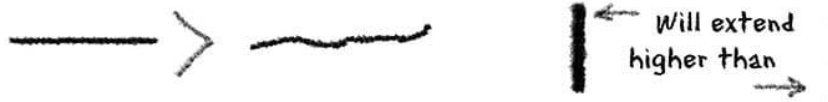
*Pick one, or roll for +100 cp*



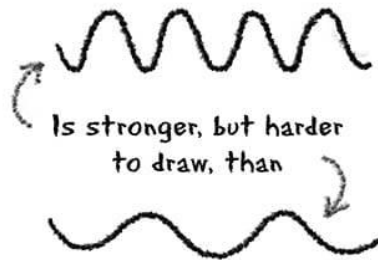


# LINE STRENGTHS

Lines of Forbiddance have strength based on how straight the line is. Their stability is based on the material they are drawn upon, and the height their force wall extends depends on the width of the line.



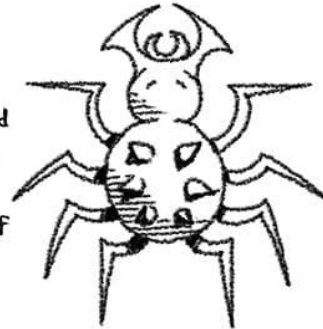
Lines of Warding have strength based on how even the line is, and how sharp the curvature is. (So a circle is equally strong all around, but an ellipse has varying strength.)



Lines of Vigor have strength based on how large the curve of their wave is.



Lines of Making have strength based on the complexity, creativity, and aesthetic beauty of the chalkling that is drawn.



## 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.*



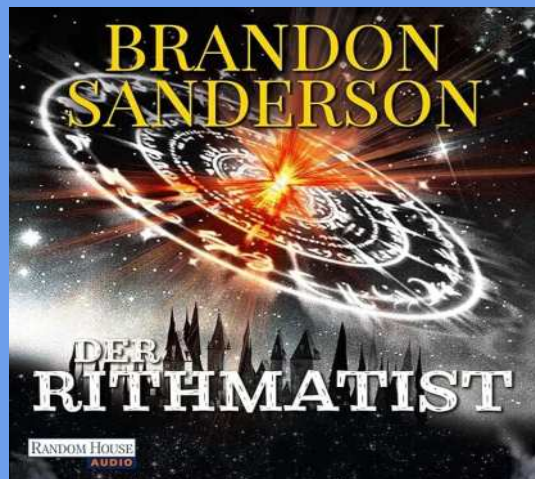






**Rithmatist** (-400 cp) - You are one of the chosen, blessed with the ability to animate chalk designs. Chalkings, as these drawings are called, must be directed but with the glyphs of rending added can tear a human apart from the inside out. To protect from chalkings, Lines of Warding let you draw 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.*



**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.

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## 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.

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Chalk Drawings  
discovered at the scene  
of Herman Libel's  
disappearance.



## 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 Cytaverse, 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.

