

THE RITHMATIST

SUPPLEMENTAL PDF



**BRANDON
SANDERSON**

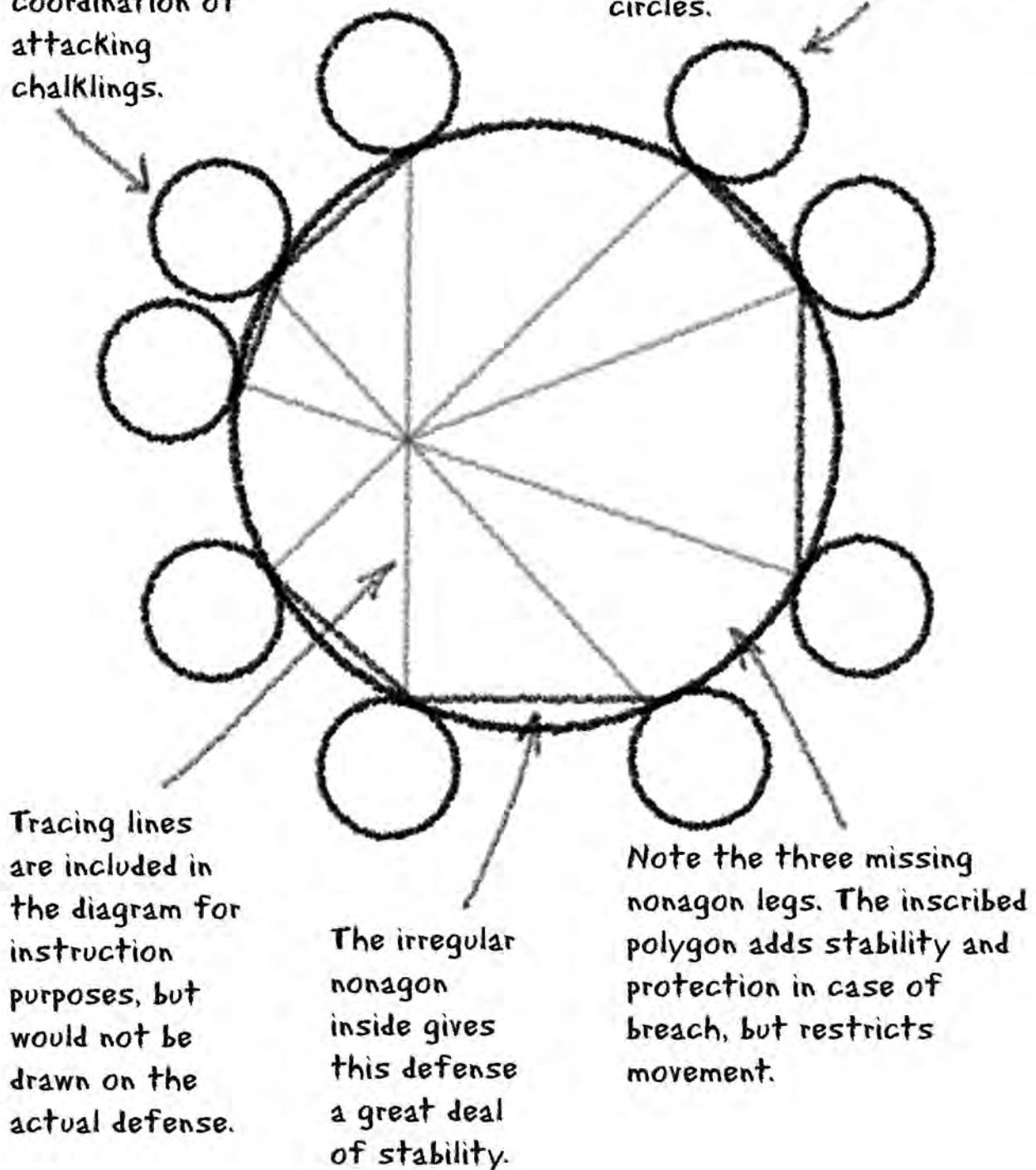
ILLUSTRATIONS BY
BEN MCSWEENEY

BASIC EASTON DEFENSE

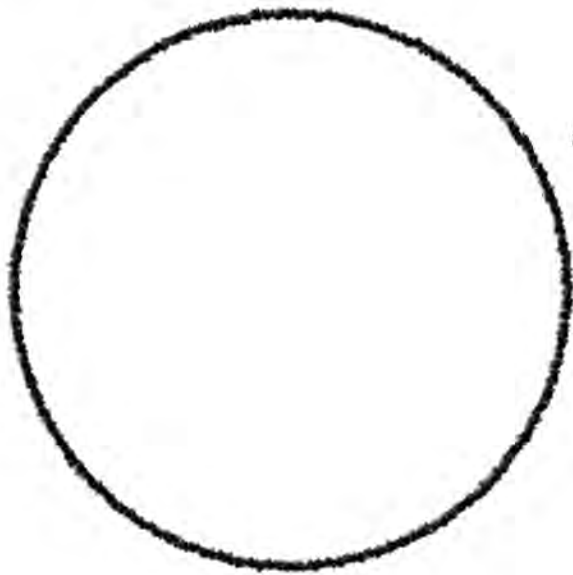
The Easton Defense is versatile against multiple opponents, but is difficult to produce both because of its use of the nine-point circle and the difficulty in building a nonagon missing three sides.

Nine circles on the bind points help with defense and coordination of attacking chalklings.

Variations of the Easton include binding defensive chalklings to these external circles.



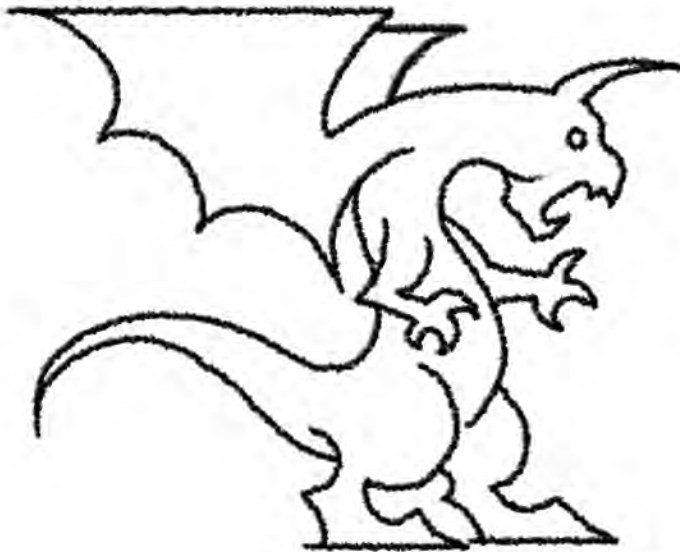
THE FOUR RITHMATIC LINES



Line of WARDING



Line of FORBIDDANCE

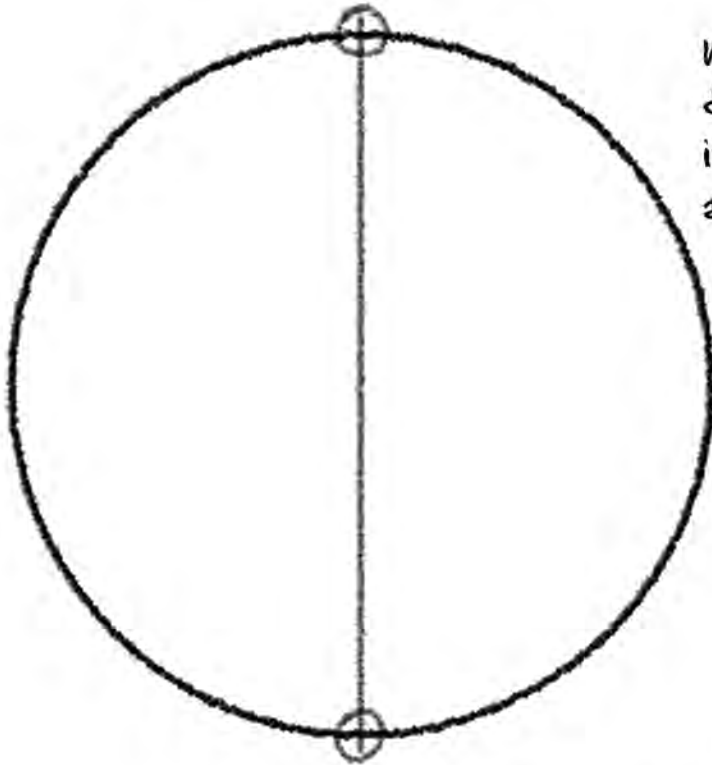


Line of MAKING
(chalkling)



Line of VIGOR

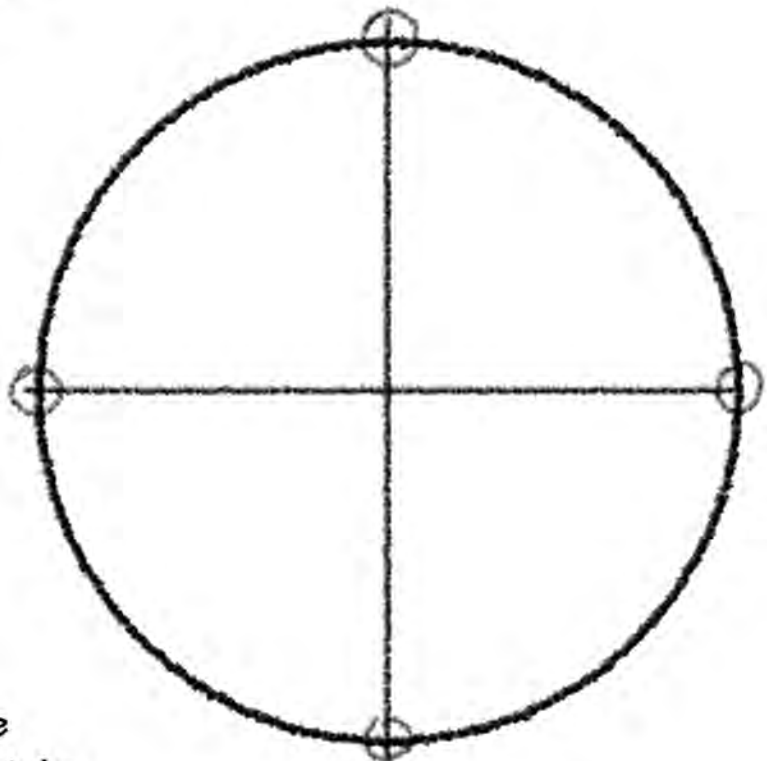
TWO-POINT and FOUR-POINT CIRCLES



When a Line of Warding is drawn into a complete circle, it gains the ability to be affixed with "bind points."

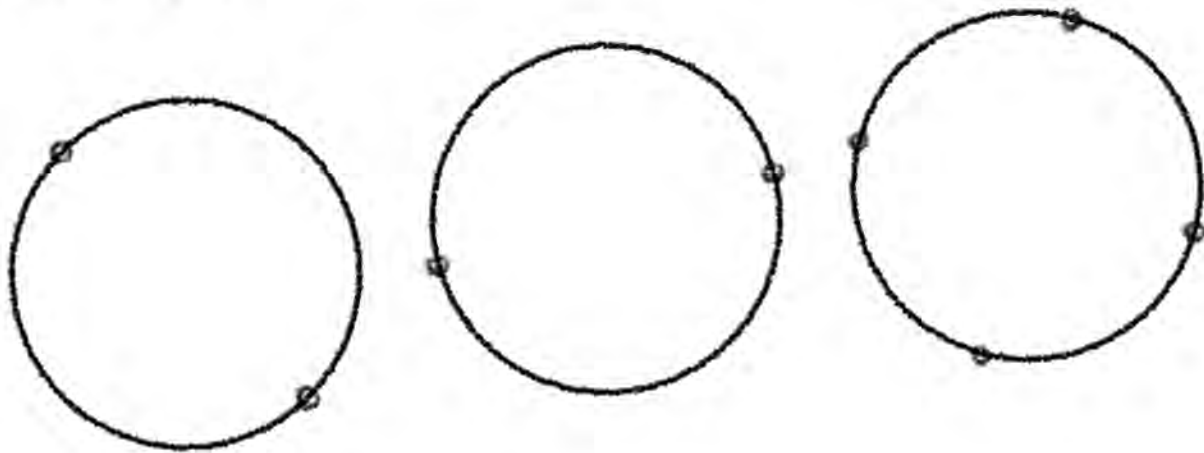
Each circle can have 2, 4, 6, or 9 bind points, depending on where they are drawn.

Obviously, the two-point circle is the easiest to draw. Here, the dots show locations of bind points, while the lines show the relationship between them. In an actual Rithmatic drawing, neither dots nor lines would be drawn. Instead the Rithmatist would place the other lines at these points, locking them into place by virtue of the circle's nature.



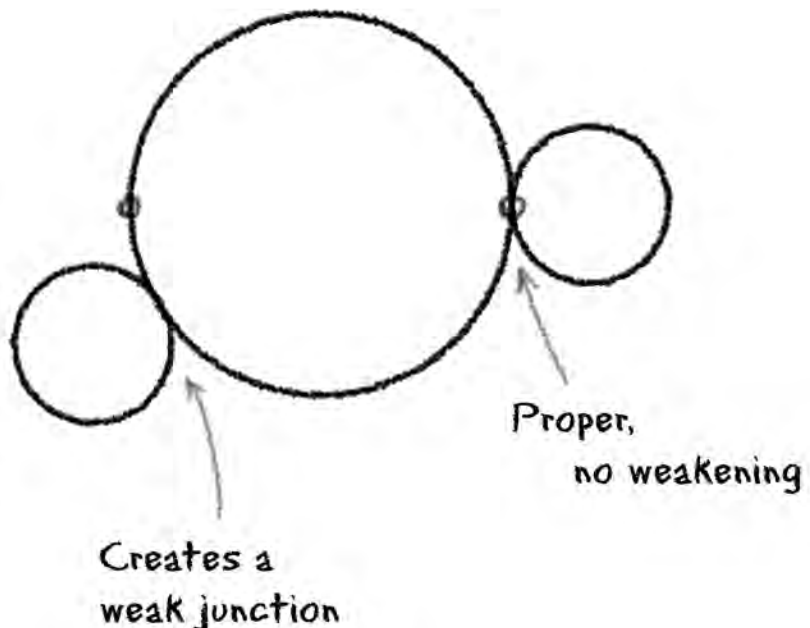
BIND POINTS and CIRCLES, ADVANCED NOTES

Many mistakenly assume that a circle must be oriented with one of the bind points northward, or toward one's opponent. That is, however, false.



Once again, a Rithmatist **MUST** be careful not to draw actual dots on their completed figure. These here are used only for illustration purposes.

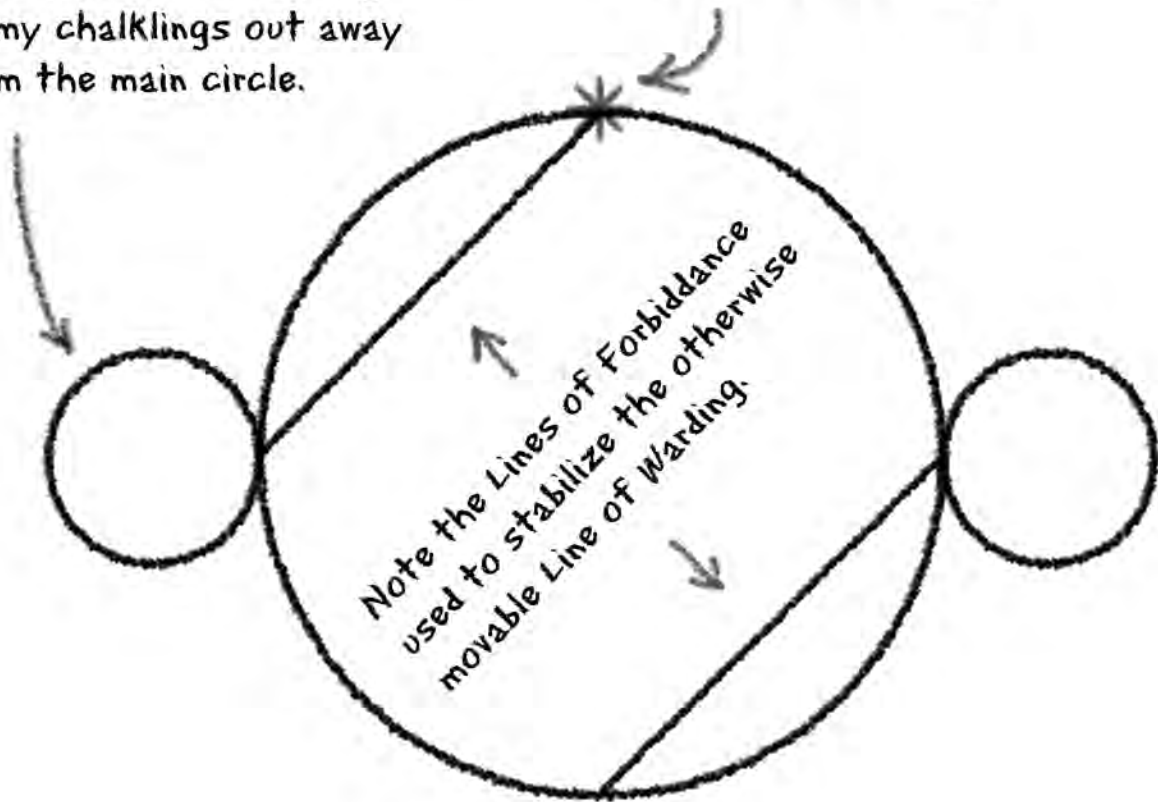
It is important to touch lines only at bind points, otherwise the circle's integrity will be weakened, forming a point where an opponent can attack, and much more easily breach, the Line of Warding.



THE BALLINTAIN DEFENSE

Two outer Lines of Warding help defend the Rithmatist's flanks, while also herding enemy chalklings out away from the main circle.

A star pattern is often used in Rithmatic sketches to indicate a bind point for a defensive chalkling.

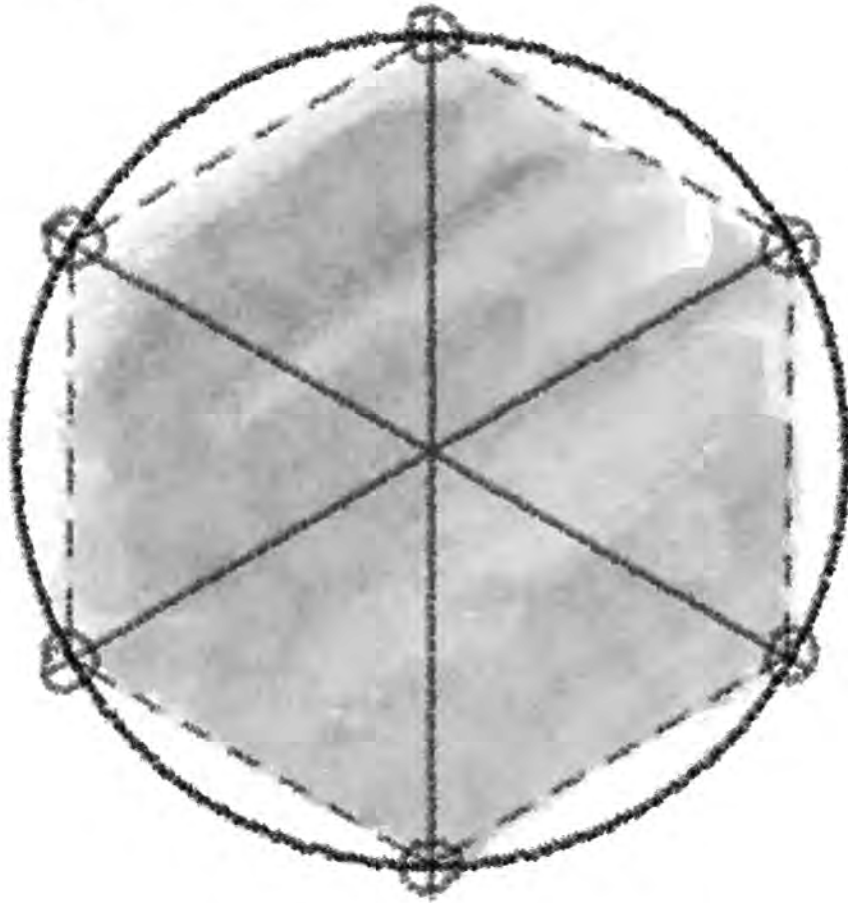


Straightforward and quick, the Ballintain Defense is one of the more popular defenses built off the four-point circle. It features basic stability lines, along with defensive features in only the most vital locations.

It is favored by aggressive duelists.

THE SIX-POINT CIRCLE

For advanced Rithmatic students, the six-point circle offers more versatility, and more defensive capability, than the two- or four-point versions.

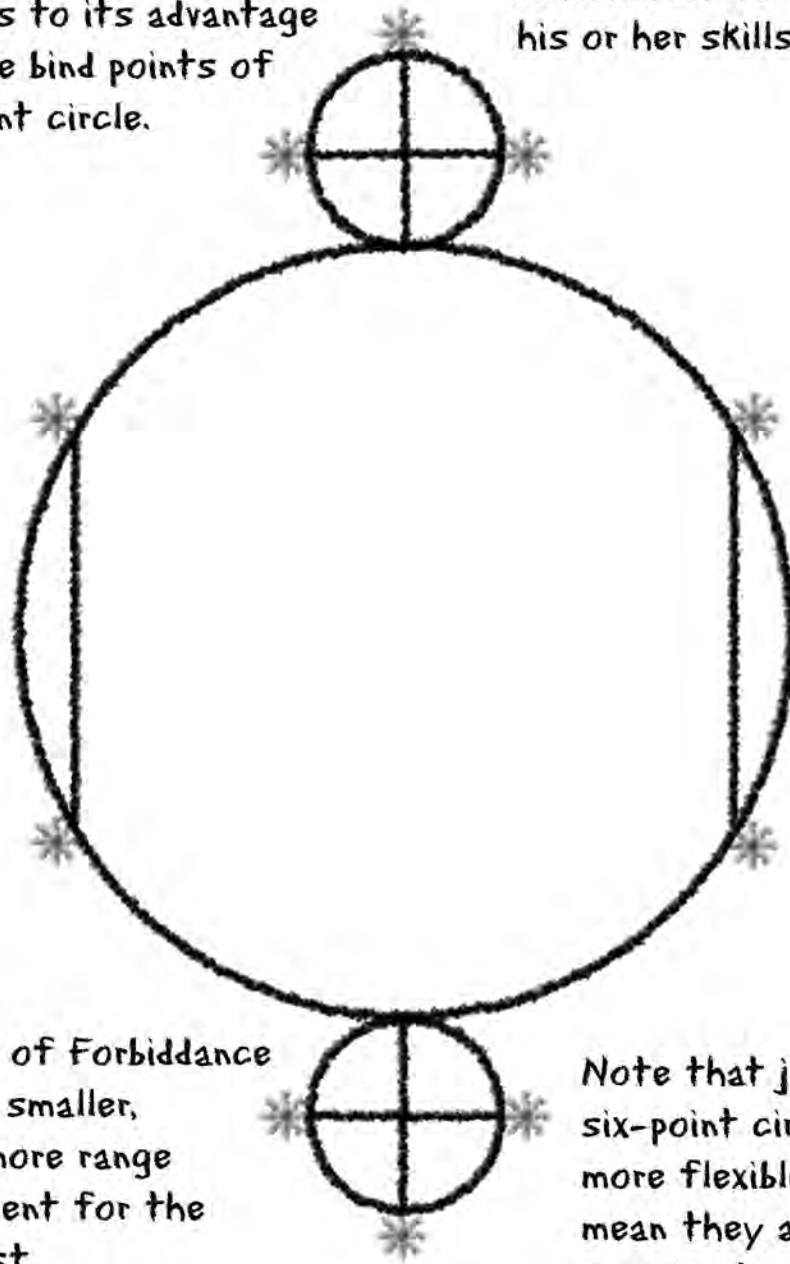


To begin, of course, one simply draws a circle. From there, however, the Rithmatist must intuit the six bind points based on where the tips of an inscribed hexagon would touch the rim of the circle. Determining the location of these points without actually seeing the hexagon or drawing the cross-lines is difficult, but is a skill which should be mastered by any Rithmatic scholar.

THE MATSON DEFENSE

The Matson Defense is an excellent example of a Rithmatic construction that uses to its advantage all of the bind points of a six-point circle.

In addition, this defense has a large number of bind points for chalklings, allowing the Rithmatist to capitalize on his or her skills in this area.



The Lines of Forbiddance inside are smaller, allowing more range of movement for the Rithmatist.

Note that just because six-point circles are more flexible does not mean they are ALWAYS superior to more simple defenses.

LINES of FORBIDDANCE

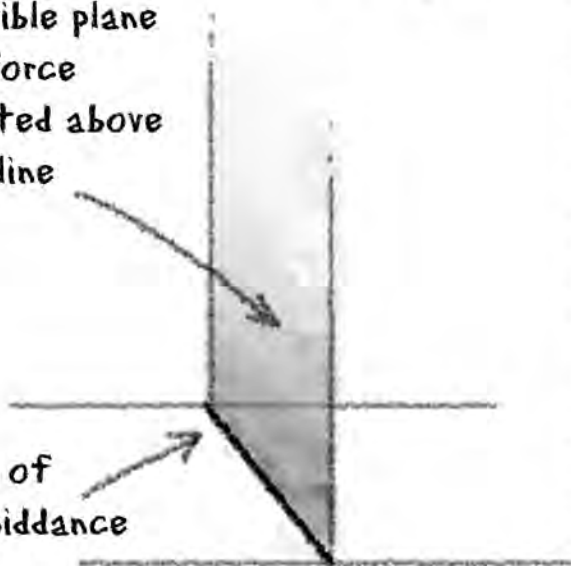
It is very important that a Rithmatist pay attention to where they draw each Line of Forbiddance, as one cannot be crossed even by the Rithmatist who drew it.



Also, a Rithmatist must realize that if they draw a Line of Forbiddance, it will stop people from being able to pass that way. This can be useful, but can also be dangerous.

Invisible plane of force created above the line

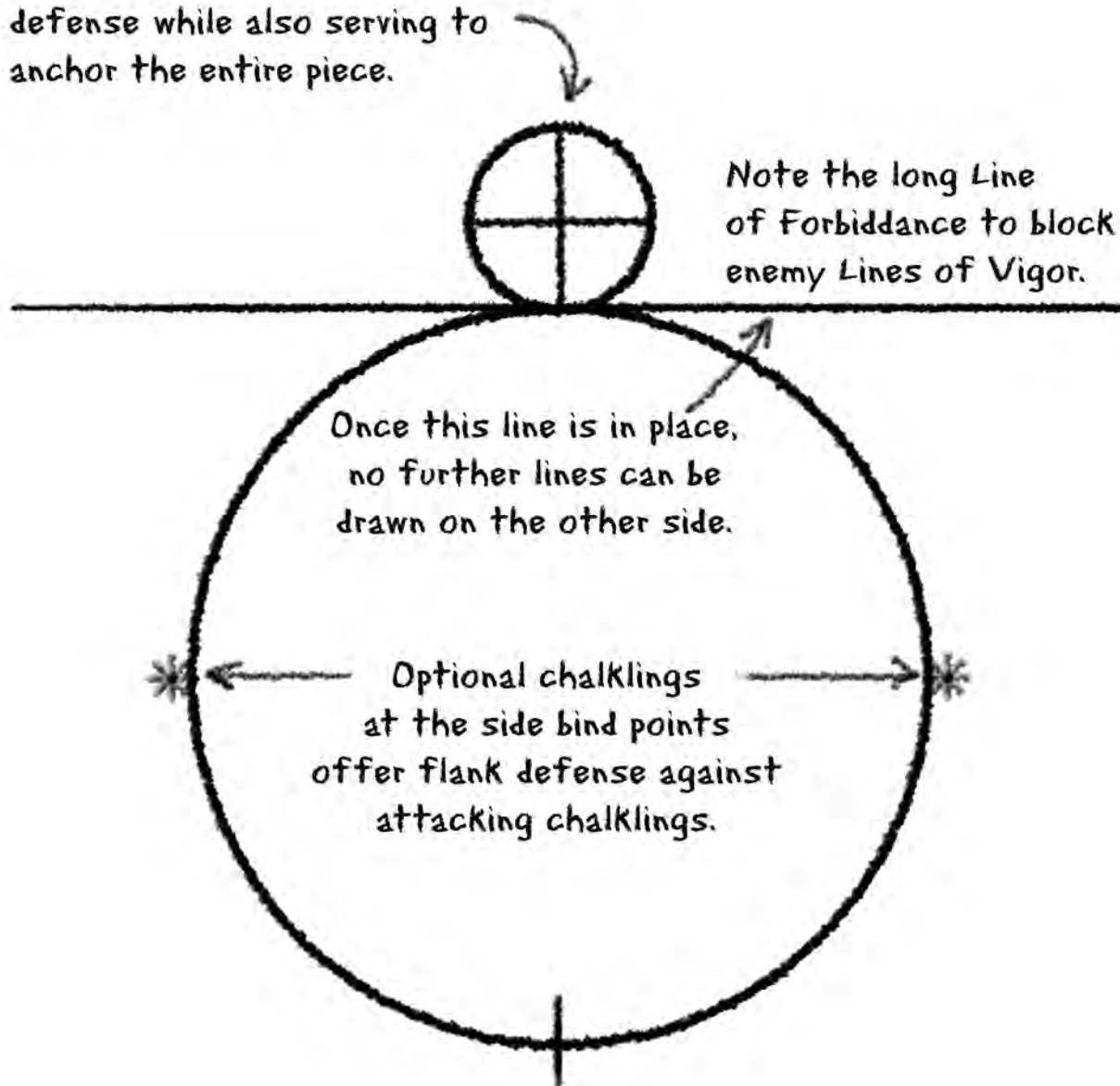
Line of Forbiddance



They must realize, however, that they now cannot reach past this line to draw chalklings, nor can they launch Lines of Vigor through the line. This can trap the Rithmatist, as it takes four seconds to dismiss a Line of Forbiddance.

The SUMSION DEFENSE

A "Mark's Cross" structure at the top bind point offers further defense while also serving to anchor the entire piece.

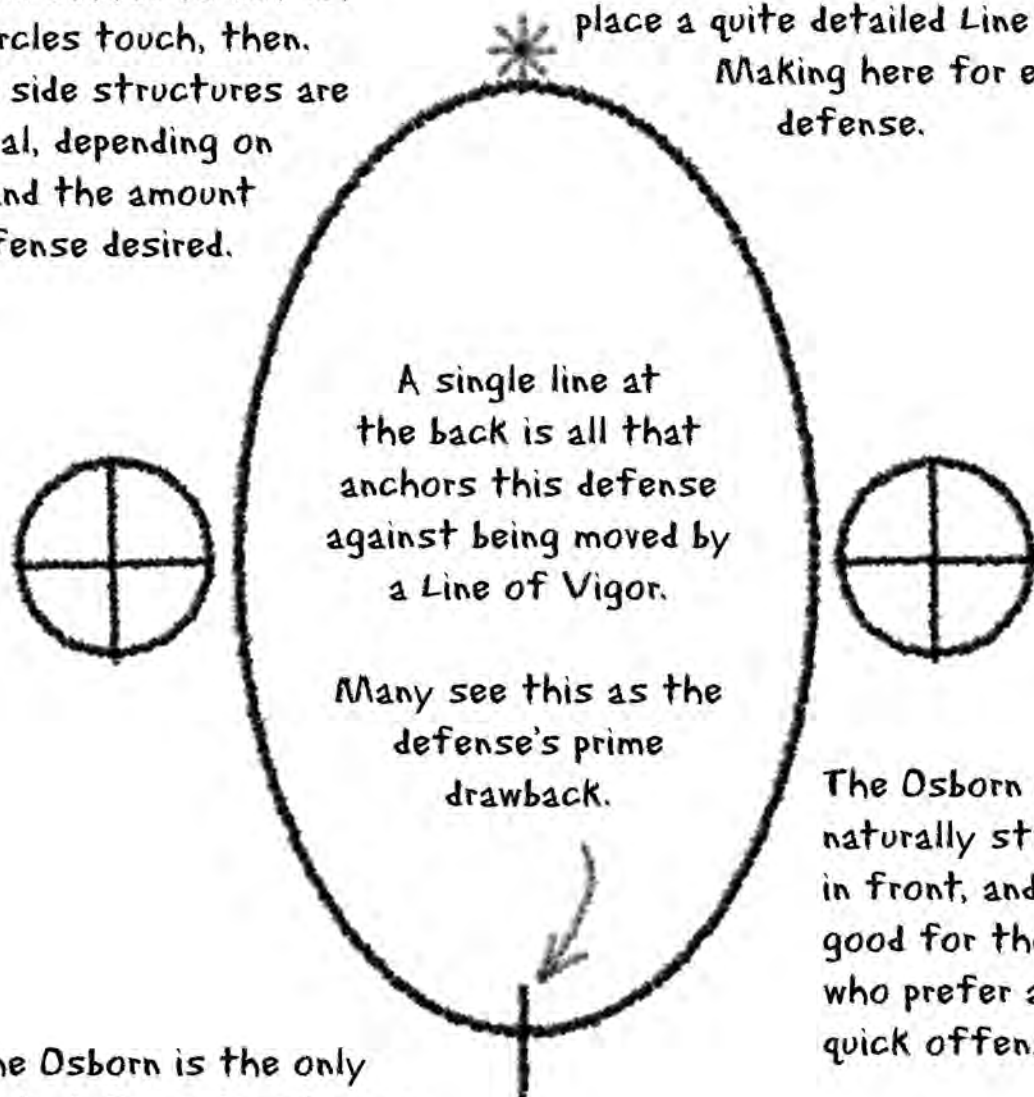


The SumSION Defense is a quick, four-point defense with a long defensive Line of Forbiddance at the top. It is preferred by those who wish to attack from the sides.

The OSBORN DEFENSE

Note that the side circles are NOT touching the main defense. Ellipses have only two bind points—one at the top and one at the bottom. Better to not let the circles touch, then. These side structures are optional, depending on time and the amount of defense desired.

With only one chalking bind point, those who use this defense should place a quite detailed Line of Making here for extra defense.



The Osborn is naturally strong in front, and is good for those who prefer a quick offense.

The Osborn is the only basic defense based on an ellipse. It makes use of the fact that ellipsoid structures have a stronger defense at top and bottom, but are weaker on the sides.

The Lines of Forbiddance inscribed in the smaller circles should be oriented toward opponents.

toward opponents.

The ESKRIDGE
DEFENSE

The Eskridge Defense is one of the more complex circles taught to students. It is a strong defense, designed to stand against multiple opponents while still offering a good amount of flexibility.

Chalk Drawings found at the scene of Lilly Whiting's disappearance.

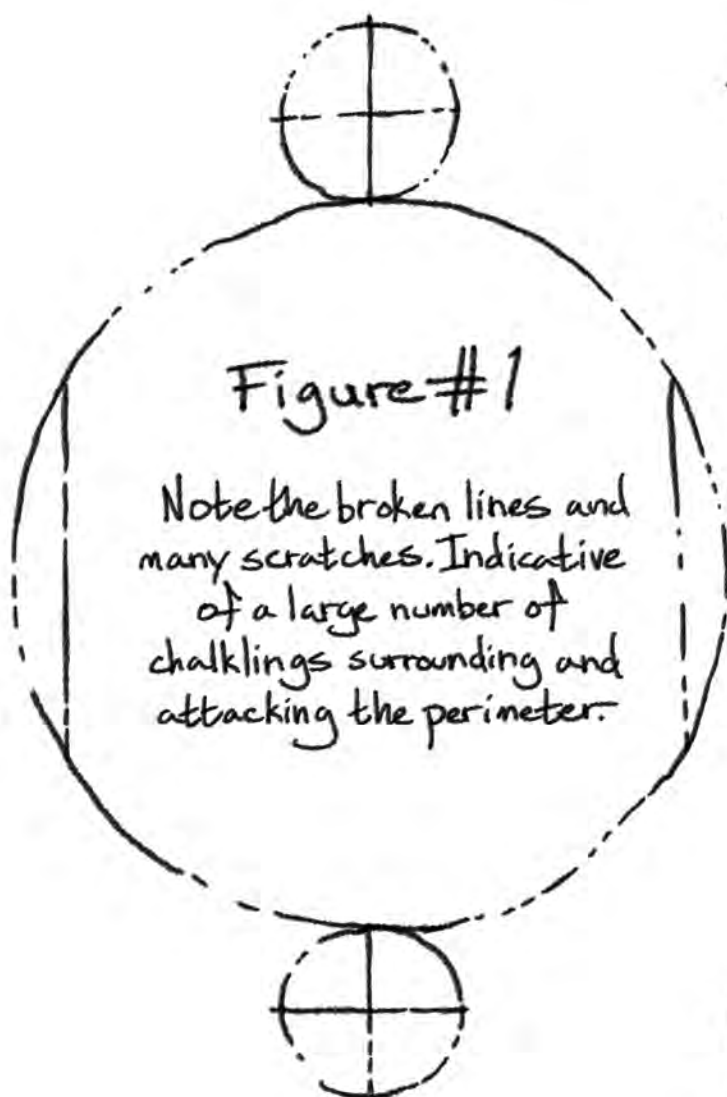


Figure #2

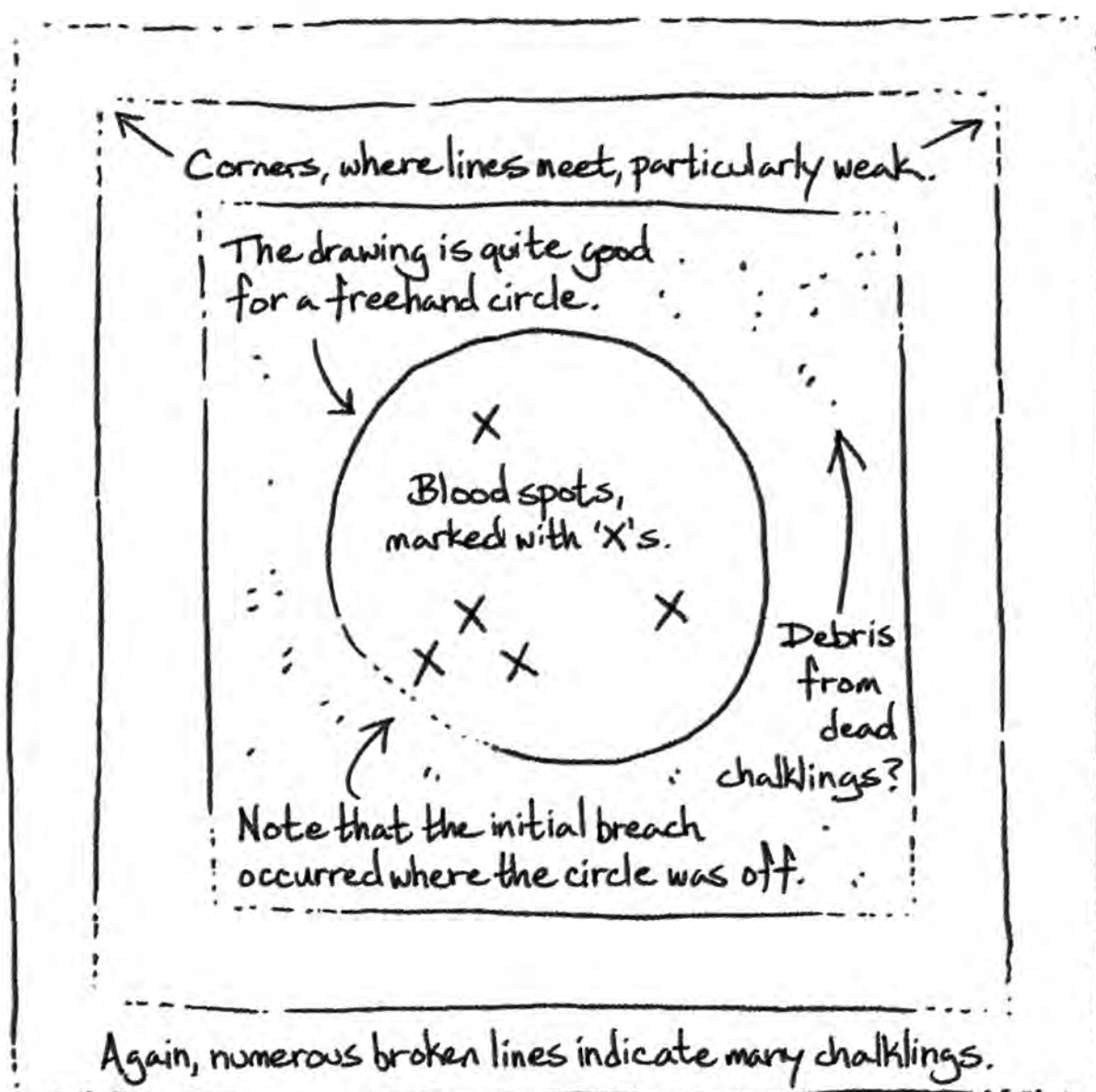
Unknown figure.
Appears to be a
cross between a
Line of Vigor
and a Line of
Forbiddance.

Figure #3



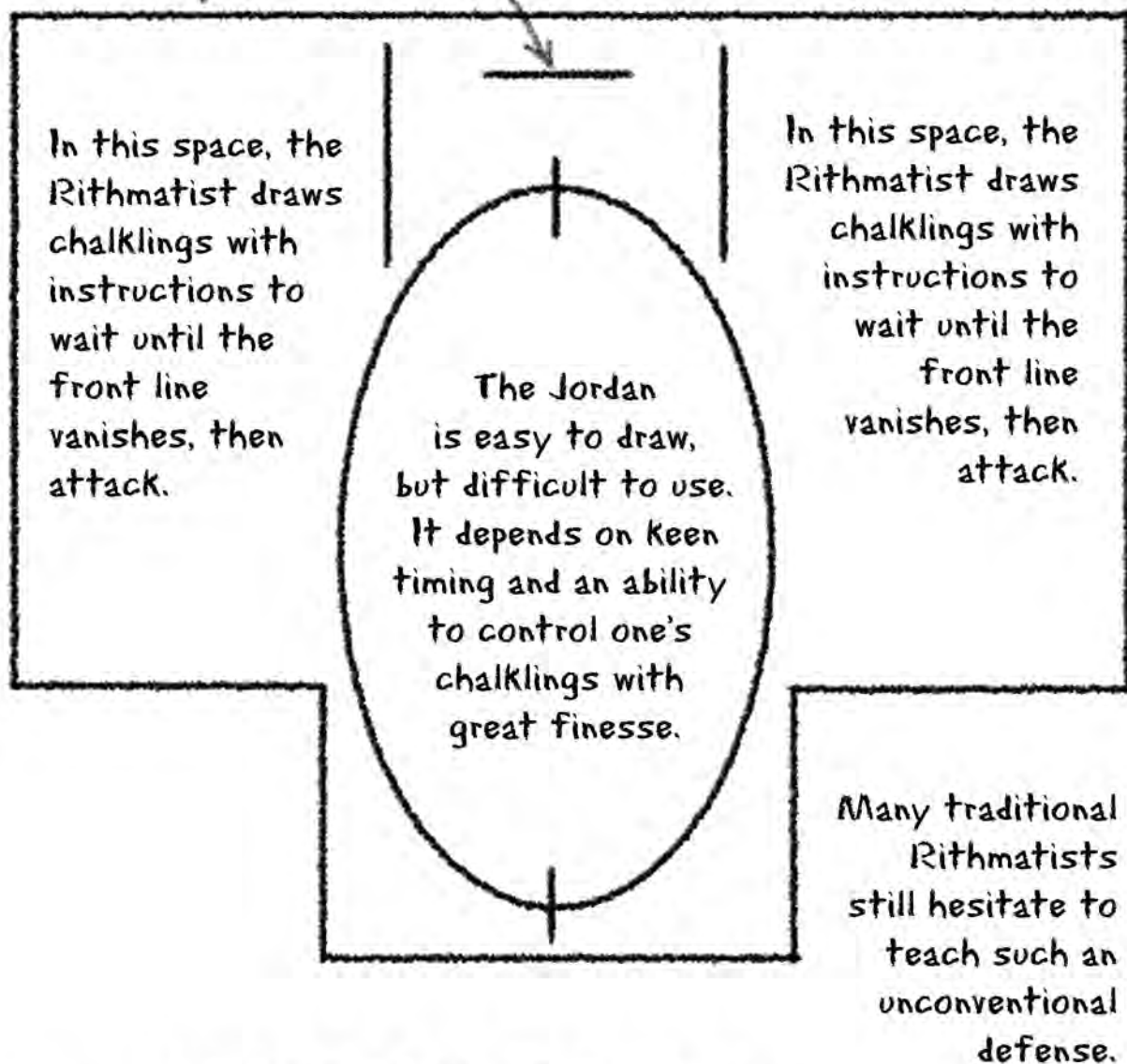
strange looping pattern found
on outside wall of building.

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



The front line is drawn in place first, then dismissed once a chalkling force is ready to attack.

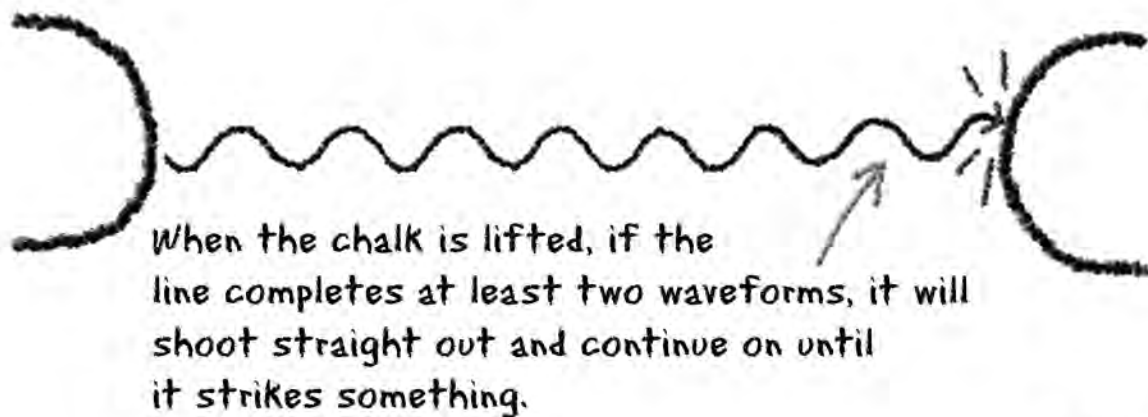
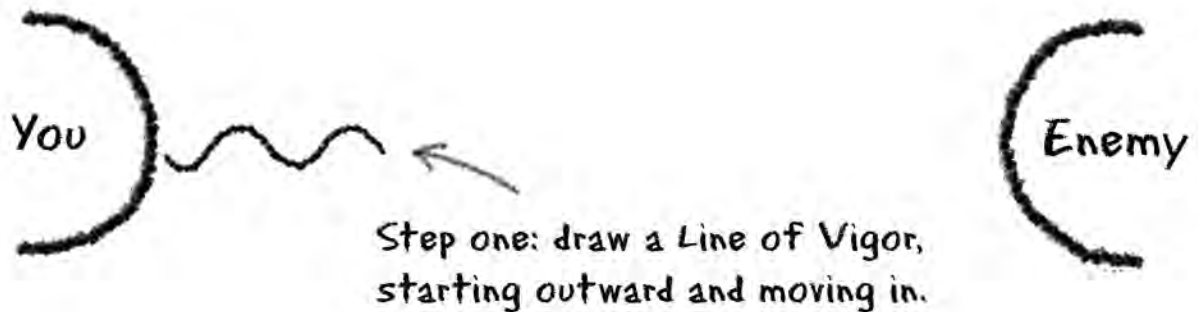
This smaller line is usually drawn only after the front is breached, and then only in the place needed.



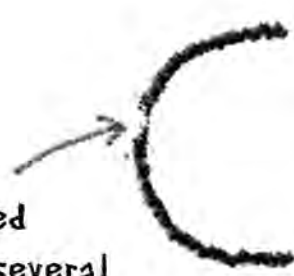
The JORDAN DEFENSE

LINES OF VIGOR

PART ONE: BASIC USAGE

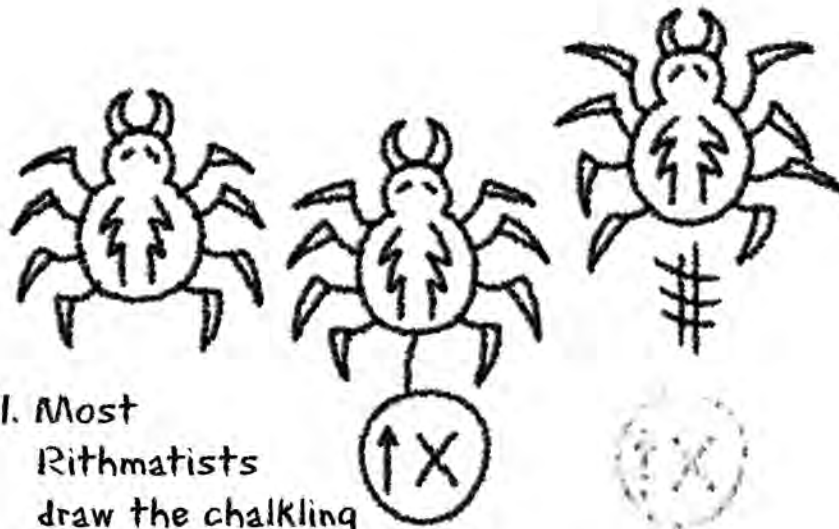


If aimed correctly, the line will leave an opponent's defense scarred or broken. Note: it usually takes several strikes in the same place to break through a Line of Warding, depending on the circle's strength. Most chalklings are easier to destroy.



(It is important to remember that Lines of Vigor CANNOT affect real creatures or items. Only those made of chalk.)

INSTRUCTING CHALKINGS



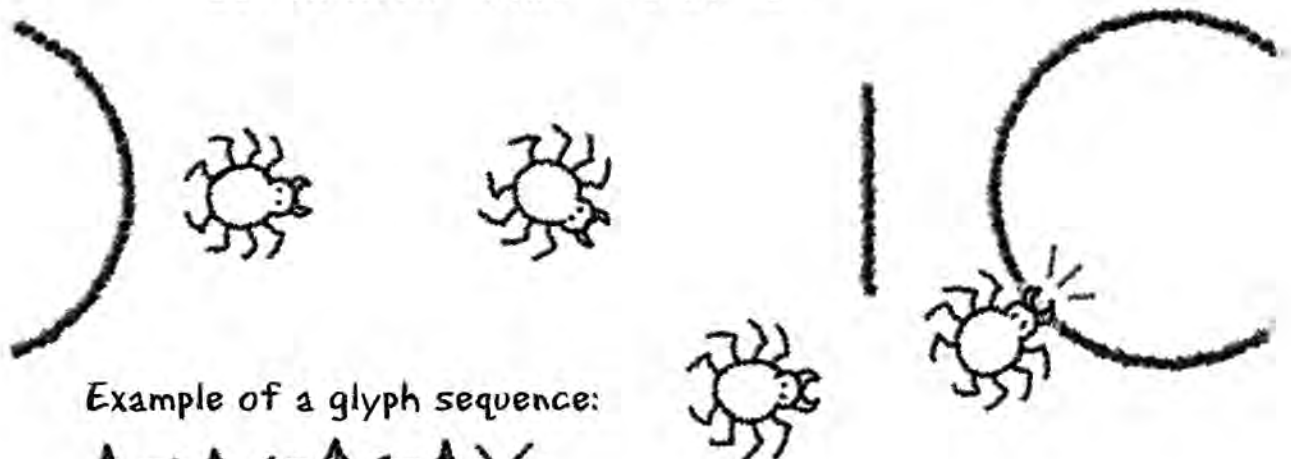
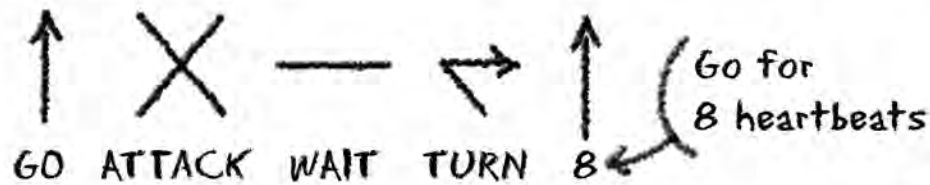
1. Most Rithmatists draw the chalkling first.

2. They then add instructions via glyphs written beside the chalkling.

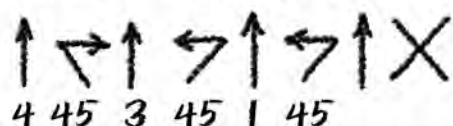
3. Once the instructions are finished, they vanish and the chalkling follows them.

For some reason, chalklings made by humans have rather weak minds. They must be told exactly what to do at all times, or they will wander off. The glyphs used are not standard, and vary between Rithmatists. Meanings of glyphs, however, ARE standard.

SOME BASIC GLYPHS



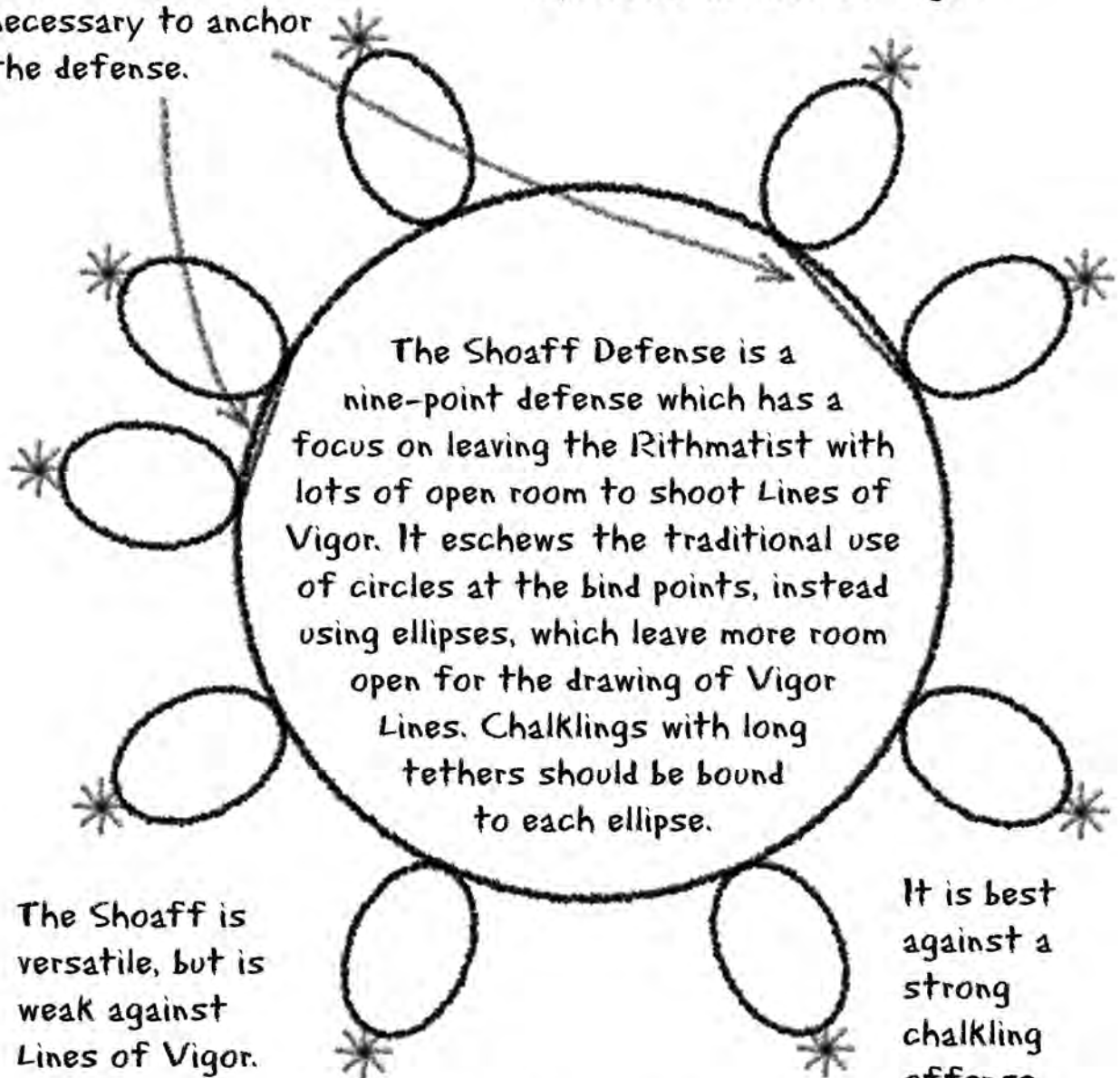
Example of a glyph sequence:



The SHOAFF DEFENSE

Note the use of Lines of Forbiddance only where absolutely necessary to anchor the defense.

This Defense is often used by advanced Rithmatists who specialize in Lines of Vigor.



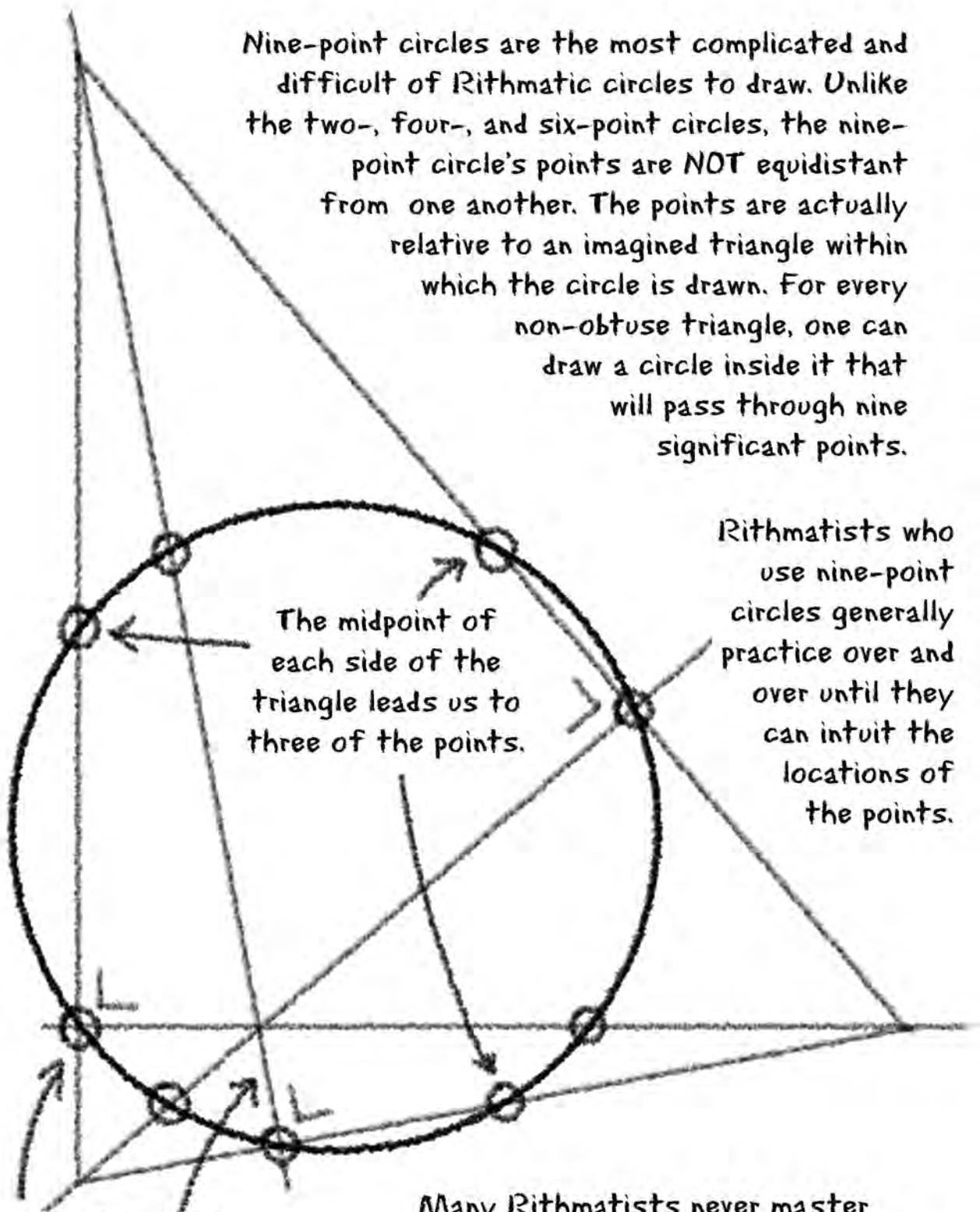
The Shoaff is versatile, but is weak against Lines of Vigor.

It is best against a strong chalkling offense.

This is interesting, for the defense is itself good if one prefers to DRAW Lines of Vigor.

NINE-POINT CIRCLES

Nine-point circles are the most complicated and difficult of Rithmatic circles to draw. Unlike the two-, four-, and six-point circles, the nine-point circle's points are *NOT* equidistant from one another. The points are actually relative to an imagined triangle within which the circle is drawn. For every non-obtuse triangle, one can draw a circle inside it that will pass through nine significant points.



The midpoint of each side of the triangle leads us to three of the points.

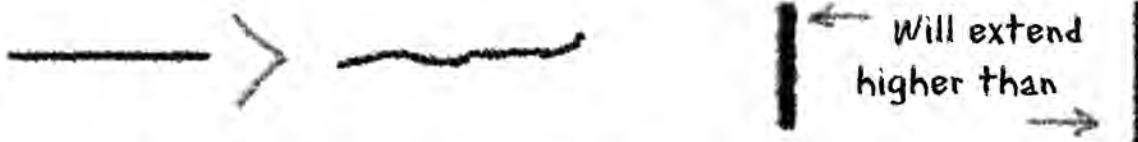
Rithmatists who use nine-point circles generally practice over and over until they can intuit the locations of the points.

The altitude of each triangle side gives us the other six points.

Many Rithmatists never master drawing the nine-point, for if even one of the points is off, it can weaken the entire defense.

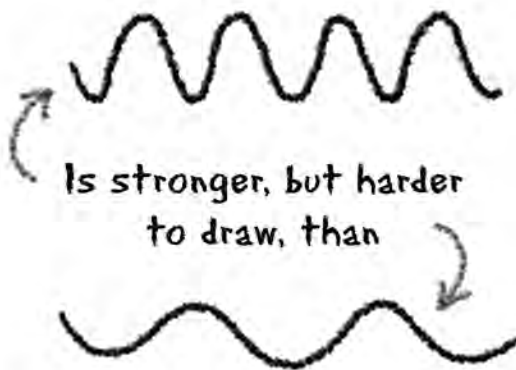
LINE STRENGTHS

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.

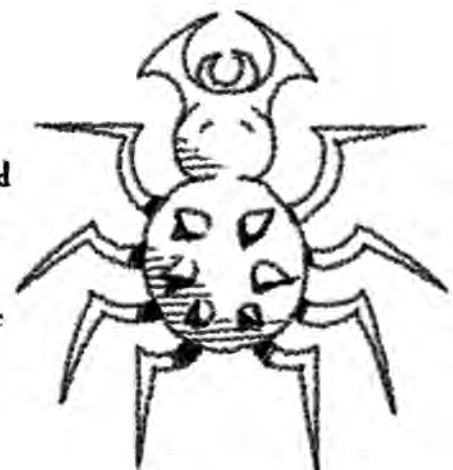
(So a circle is equally strong all around, but an ellipse has varying strength.)



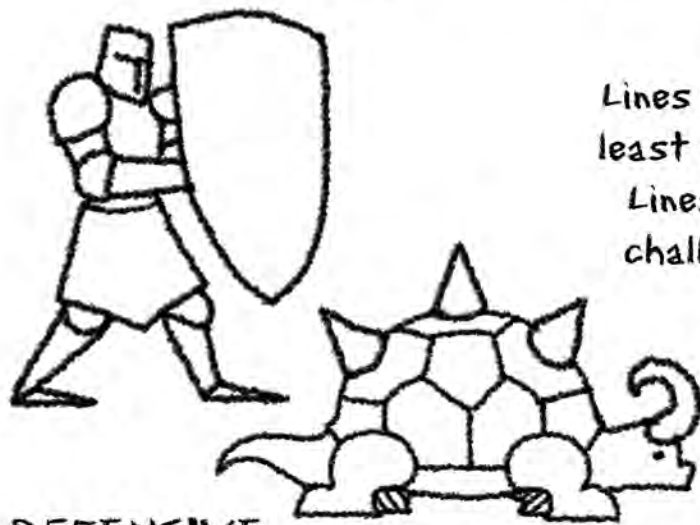
Lines of Vigor have strength based on how large the curve of their wave is.



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



TYPES of CHALKLINGS

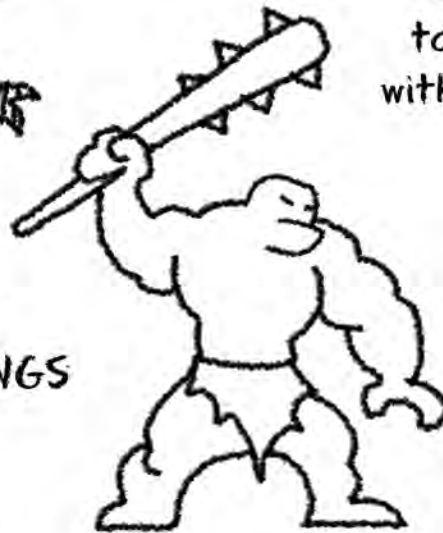


DEFENSIVE
CHALKLINGS

Lines of Making continue to be the least quantifiable of the Rithmatic Lines. It appears that the type of chalkling drawn affects its ability to follow instructions. For instance, a chalkling shaped like a knight is generally stronger when bound to a defensive point than when it is sent to attack. A chalkling with large claws or teeth is good for attacking, but weak at defense. Large, bloated chalklings can take more hits from a Line of



OFFENSIVE CHALKLINGS



Vigor, but are slow to move. Chalklings with lots of legs can move quickly, but often can't chew through enemy lines as quickly.



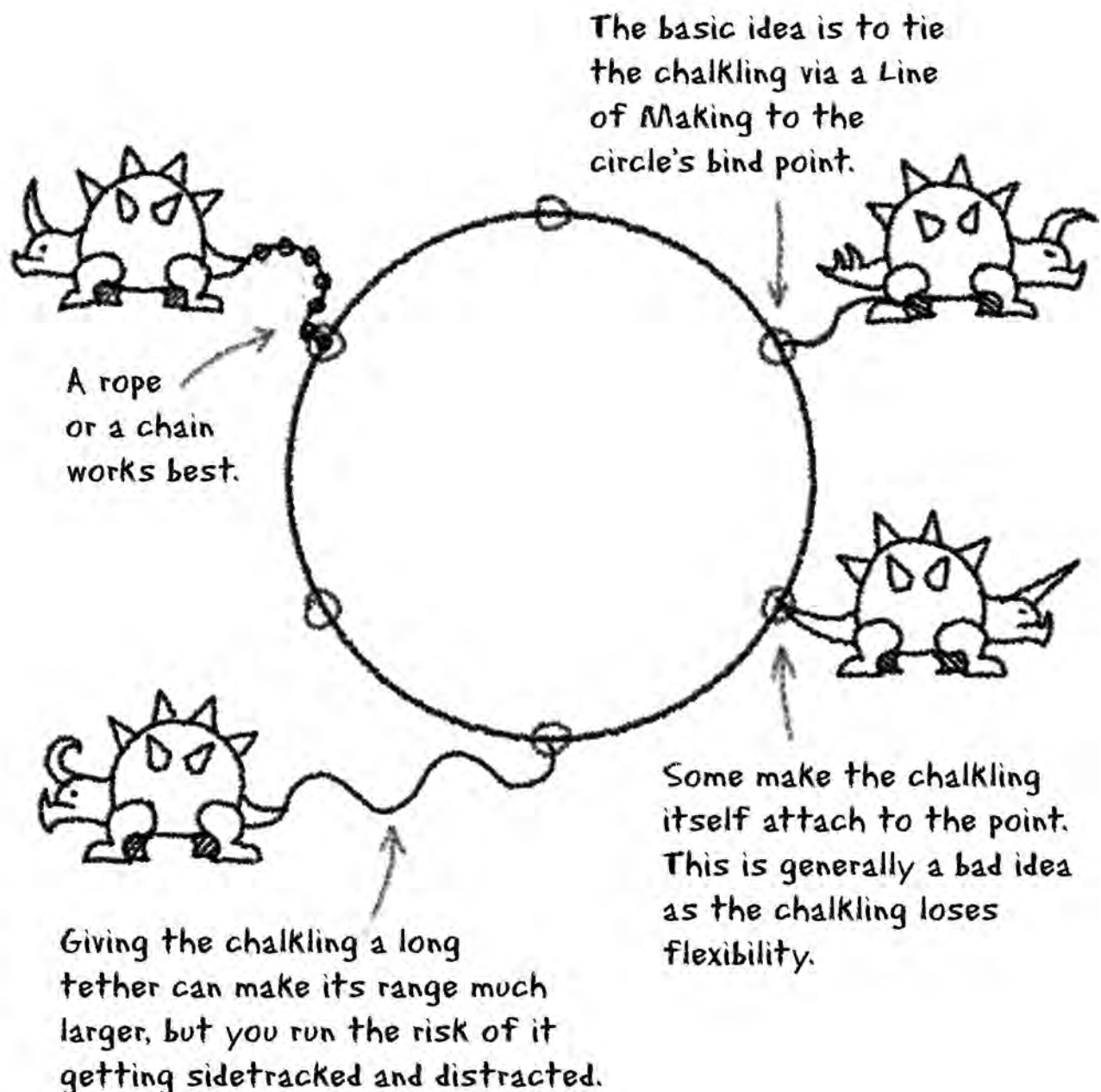
Good for
absorbing hits



Good for
moving fast

BINDING CHALKLINGS

Most Rithmatists use a simple "◊" glyph to represent the "defend" instruction to a chalkling. Any chalkling with this glyph in its programming will actively protect its perimeter against other chalklings that are not bound to the same circle.



ANCHORING DEFENSIVE CIRCLES

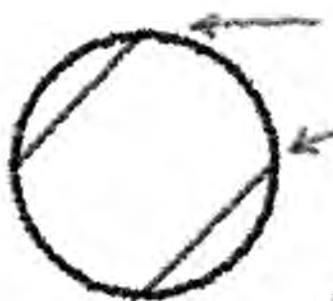
Lines of Vigor, if drawn with a large arc, can be used to move other lines about.

(This is very hard against Lines of Forbiddance, but easy against chalklings and Lines of Warding.)

Because of this, it is important to anchor a defensive circle with a few Lines of Forbiddance attached at bind points. The more lines used, the greater the stability. Use too many, however, and you will find yourself unable to move about within your own defense!

The clever Rithmatist watches for defenses that are improperly anchored, and attacks them.

Note: The Line of Vigor will, of course, run out of power quickly. However, moving an opponent's defense even a few inches can often have excellent results.

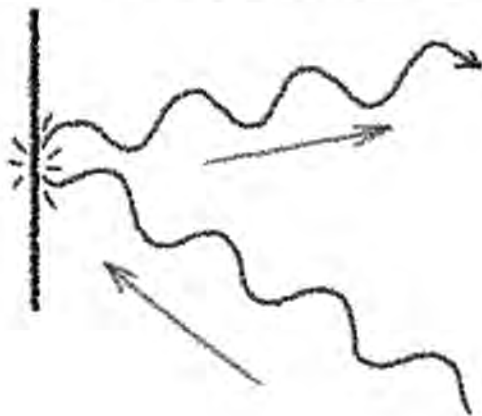


Most Rithmatists choose to connect two bind points via a Line of Forbiddance.

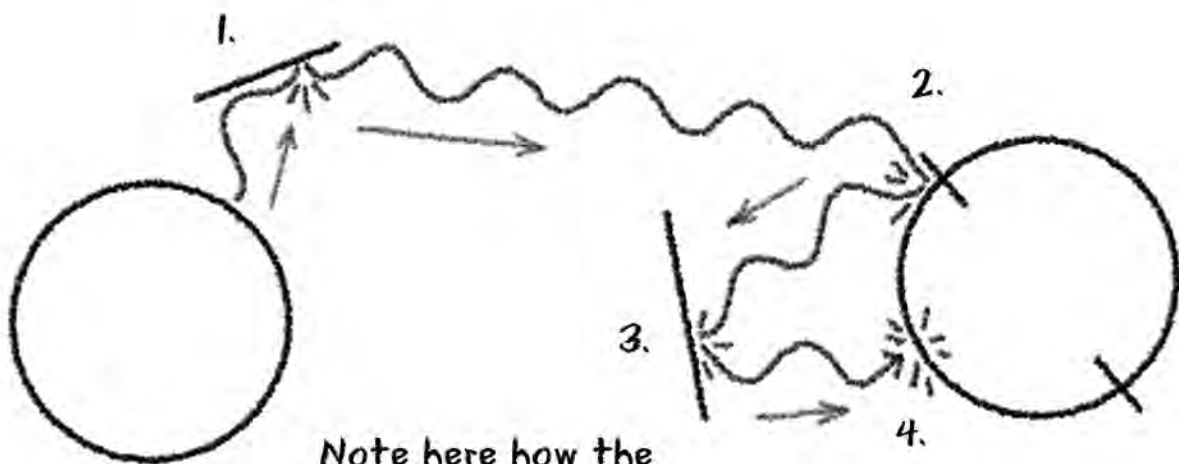
One line is not enough as the circle can be shaken free this way. Use two.
Note: Other strategies for anchoring exist.

BOUNCING LINES of VIGOR

Lines of Vigor react against Lines of Forbiddance in an interesting way. Instead of breaking or moving them, the Lines of Vigor reflect OFF them, turning in a new direction.



Advanced Rithmatic strategies include learning to draw Lines of Forbiddance specifically for the purpose of reflecting Lines of Vigor. Often, this is one of the only ways to get through a foe's defenses.



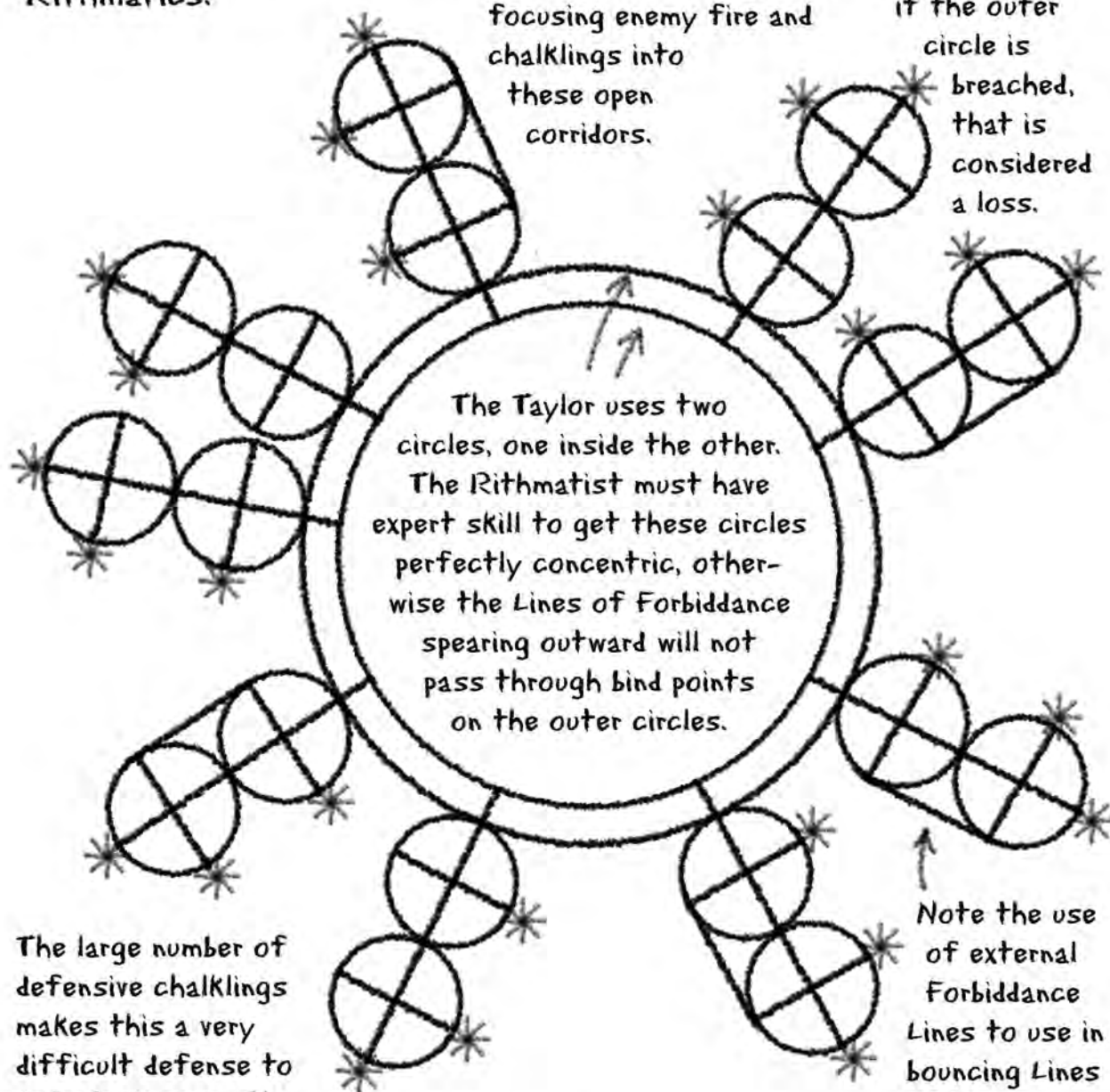
Note here how the Rithmatist bounces her Line of Vigor off her foe's own Lines of Forbiddance to strike at their Circle of Warding.

The TAYLOR DEFENSE

It has been argued that this is the most powerful defense in all of Rithmatics.

The Taylor is very good at focusing enemy fire and chalklings into these open corridors.

This defense is controversial in regular duels because of the two circles. It is allowed, but if the outer circle is breached, that is considered a loss.



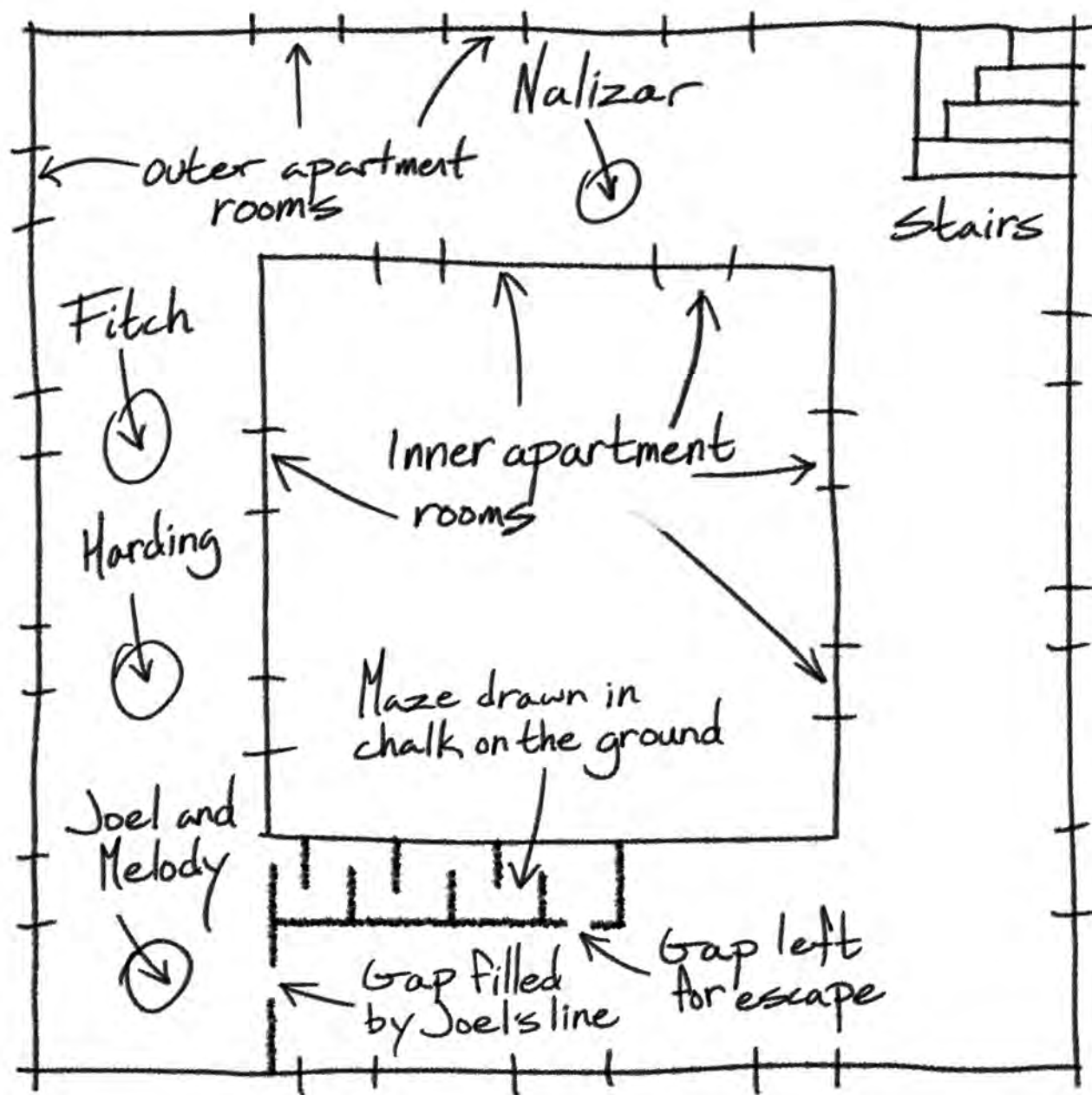
The Taylor uses two circles, one inside the other. The Rithmatist must have expert skill to get these circles perfectly concentric, otherwise the Lines of Forbiddance spearing outward will not pass through bind points on the outer circles.

The large number of defensive chalklings makes this a very difficult defense to defeat. However, the Rithmatist drawing it must be VERY fast.

Note the use of external Forbiddance Lines to use in bouncing Lines of Vigor.

Often called the "Impossible Defense," the Taylor is one of the most difficult known defenses because of its dependence upon not one, but two nine-point circles.

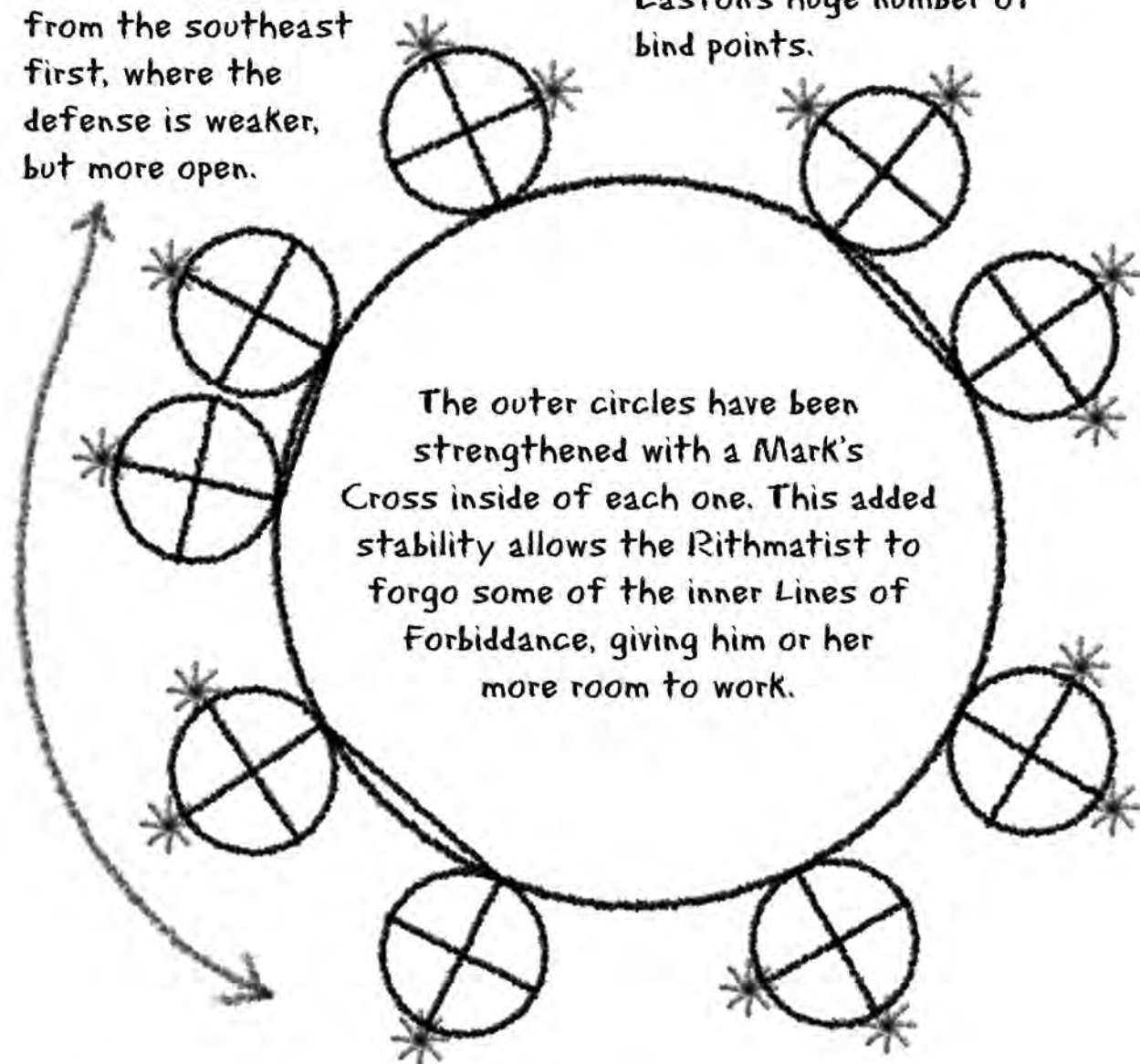
Joel's Sketch of the Rhythmic Dorms' second floor that night



ADVANCED EASTON DEFENSE

This side of the figure is more defensive, with more circles. A wise Rithmatist will focus on opponents from the southeast first, where the defense is weaker, but more open.

The Rithmatist has added a large number of defensive chalklings to the outside of the figure. This is an excellent way to monopolize on the Easton's huge number of bind points.



It is quite informative to compare a basic Easton with one drawn by a more advanced Rithmatist. Note that the Easton is itself a difficult defense to draw, so completing even the basic version under stress is considered an accomplishment.