

# Ashes and Alloys

A Mistborn fan TTRPG by Luke Skywalker (don't sue me please)

# Disclaimer

This TTRPG is based on the book series Mistborn by Brandon Sanderson.  
This is a FAN game and has no intention of making any money or profit from it.

This game is planned on being actively updated so mechanics can and probably will change, please let me know what you think of this game, or ways of making the game better. If i have stopped making updates i will erase this part of the message (so you're good).

I know Mistborn is part of the Cosmere and it has multiple other sagas but i havent read them yet so i wont add them, i have also only read The final empire and im currently reading The well of ascension so i am not going to add things that I haven't gotten to reading yet, I will make an effort to add metals and mechanics as im learning their existence, ideally i would also read the other sagas and add them too but i wont make promises.

Feel free to copy and tweak this manual if you want to add more mechanics or rules or even add The stormlight archive or any other sagas, but i urge you to publish it on reddit and tag me (u/luckyboy404) as the original creator of this system. (I don't like my username but its still my username) (i want to see what you add, not really any credit)

English is my second language so be ready for some clunky wording sometimes (let me know how to correct it!).

I will NOT use generative AI for neither images nor descriptions nor anything but names for abilities because names are hard.

## Introduction

This game has mostly “soft rules” which are open to interpretation, it requires the *Rule of cool* and common sense for a lot of mechanics.

Idk how to make introductions so this will be finished later

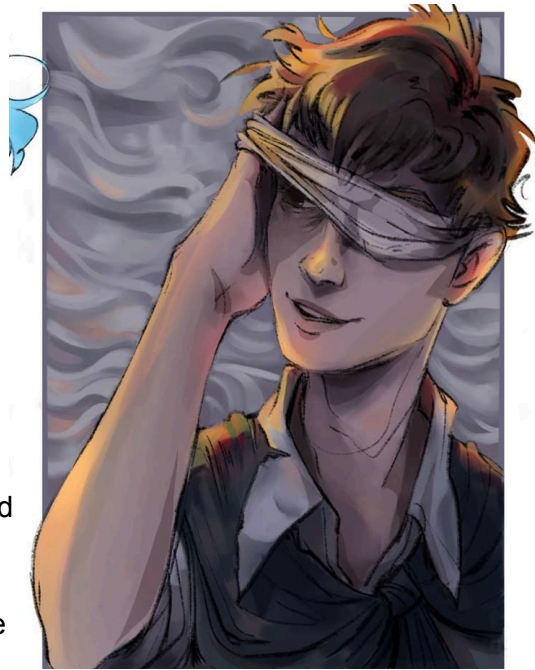
## Character creation

When creating a character, you need to think of a concept for them, I recommend starting with their Class and making your way up from there. After having their concept done, you have to think about their abilities, are they physically strong? Are they emotionally intelligent? Are they textbook intelligent? The answer to all those questions is important for the Statistics part of your character

### Statistics

This game's base Statistics will determine how good you are at a broad type of action, these are used mostly for Ability checks and are customizable for your character. These all can be influenced in some way with the Metallic Arts.

The Statistics are the following:



#### Sense

Sense is how well your character's senses work, such as taste, vision, touch, hear and smell, this is used for enemy detection, investigating, reflexes and time reaction. These statistic can be changed temporarily with Alomancy or Feruchemy

#### Physicality

Your character's Physicality indicates how fast they can run, how well they can keep their equilibrium, their strength and how many life points they have.

#### Temperance

Temperance refers to how well your character can remain in control of their emotions but also how good your character is at convincing others, this impacts how you "keep your cool". These can be challenged by emotional Allomancy coming from others, but you can also challenge someone else's Temperance with emotional Allomancy.

#### Know

Your character's Know symbolizes how much of the world around them your character understands and knows, it's used for knowing the history of the world, how a culture works, and even important names. This can be expanded with Feruchemy.

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Statistics are measured in numbers, the higher the number, the better at it your character is. All statistics start at -2, when you create your character you can distribute 6 points in between all the statistics, the number that is left in each statistic is their *Modifier*, which is added to ability checks.

For example Sense base is -2, if you add 3 points then it has a modifier of 1.

## Defense and Health

### Defense

Your character's Defense is how difficult they are to hit, it depends mostly on their [Sense](#), if your character is quick and agile, they are difficult to hit so their Defense is high, however your character's Defense doesn't get higher with armor, since it doesn't make them harder to hit, it covers the blows that do hit.

A character's defense is a number, if you are attacked, the attacker rolls a d20 + their attack's bonus, if that number is equal or higher than the attacked character's defense then its considered a "hit" and the attacked takes damage equal to the attack's damage

### Health

Your character's Health shows how much they can tolerate without being knocked out, when it reaches 0 then your character is knocked out.

Armor can change the amount of damage your character takes, each armor has an amount of damage it can cover, which when an attack "hits" your character takes the damage from the attack minus the damage their Armor covers.

## Classes

There are (at the moment) 2 different classes, those being the magic system you use, your class declares some of your abilities, Defense and Health.

This is a Feat based system, being dependent on you taking feats to make a "build" that suits your character.

### Mistborn

Mistborns can use all [allomantic metals](#), they have relatively stronger abilities than Feruchemists but they have to buy more metals in order to use them, which makes it so that if they run out of metals, they are now just like your average human.

When first starting the game, they have a base Defense of 11 + their [Sense](#) modifier and a base Health of 20 + their [Physicality](#) modifier.

## Feruchemist

Feruchemists can use Feruchemy to store and release physical attributes from metals to use them in both combat and non combat situations, their abilities are mostly tamer than Mistborns but they don't need to spend money to refill their abilities, they can just store more in either combat or resting time.

## Feats

Your character has to have Feats for greater customization, Feats can have a passive or active effect, they are mostly important on combat but there are exceptions, every character starts with 3 feats

Some feats are only useful if you have the right class to use them, those being Allomantic feats and Feruchemical feats.

All feats are the following:

### Base feats

*First strike:* Your turn happens before every other character that doesn't have *First strike*.

*Quick reflexes:* Your character has a +1 added to their Defense.

*Tough:* Your character has +5 added to their Health.

*Pewter efficient:* Every time your character burns or uses [Pewter](#) (Feruchemy included), you roll a d8, if the number is 8, you don't burn any Units that round or use.

*Lucky:* If your character rolls a natural 3 or less, you can re-roll it 1 time.

*Survivor's accuracy:* A critical hit can be either a natural 19 or 20.

*Mist's precision:* Any attack to an unsuspecting enemy is a critical hit.

*Knowing self:* Your character knows when their emotions are being manipulated by Allomancy.

*Efficient slowburner:* Burning or using a slow burning metal has a 1 in 4 chance of not consuming any Units (with the exception of Atium).

*Improved senses:* All [Sense](#) ability checks are done with Advantage.

*Suggest:* if you have any suggestions please say so! bear in mind they have to be able to be used by all classes.



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### Allomantic feats

*Tin-eye expertise:* Burning [Tin](#) adds an additional +2 to the user's Sense.

*Brisa's soothing:* *Appealing to reason* (burning [Brass](#)) has a +2.

*Inquisitor's seeking:* Allows the user to roll a [Sense](#) ability check DC 20 to see through [Copper](#) smoked allomancy.

*Coinshot abilities:* When burning [Steel](#) or [Iron](#), the user is always heavier than any one (1) opponent.

*Mist embraced:* When attacking from Mist, all attacks have a +1 bonus.

Feruchemical feats

## Combat

In combat, all characters have a turn in which they can do damage to other characters or any action, the order of each turn can be decided in multiple ways, i recommend if everyone is playing in person, choose the order in which they are sit, either clockwise or counter-clockwise, otherwise you can all roll a [Sense](#) ability check and the highest rolling player goes first, the 2nd goes second, the 3rd goes third and so on. Additionally, all characters with *First strike* go in their own round before the rest.

## Metallic Arts

The Metallic Arts are the different magic systems that can be accessed with different metals, each metal has a different effect on either the user or the world around them, all metals are measured in *Units* which allow you to count how much of its power you have used, units are used primarily during combat but can mostly be ignored at most other moments.

Units are the base of this system, without them, the Metallic Arts fall apart. This is the core mechanic for this TTRPG

### Units

For allomancy:

Each metal has different rates of consumption, for example Tin uses 0.25 Units every round of combat, but Atium uses 2 Units per round.

Some metals when “burned” are activated for a full round and consume their Units per round, but some metals are burned and consume units every singular time they are used, for example: Atium when burned will last until the end of round and burns 2 full Units, Pewter is burned in a specific moment and burns 0.5 Units per use.

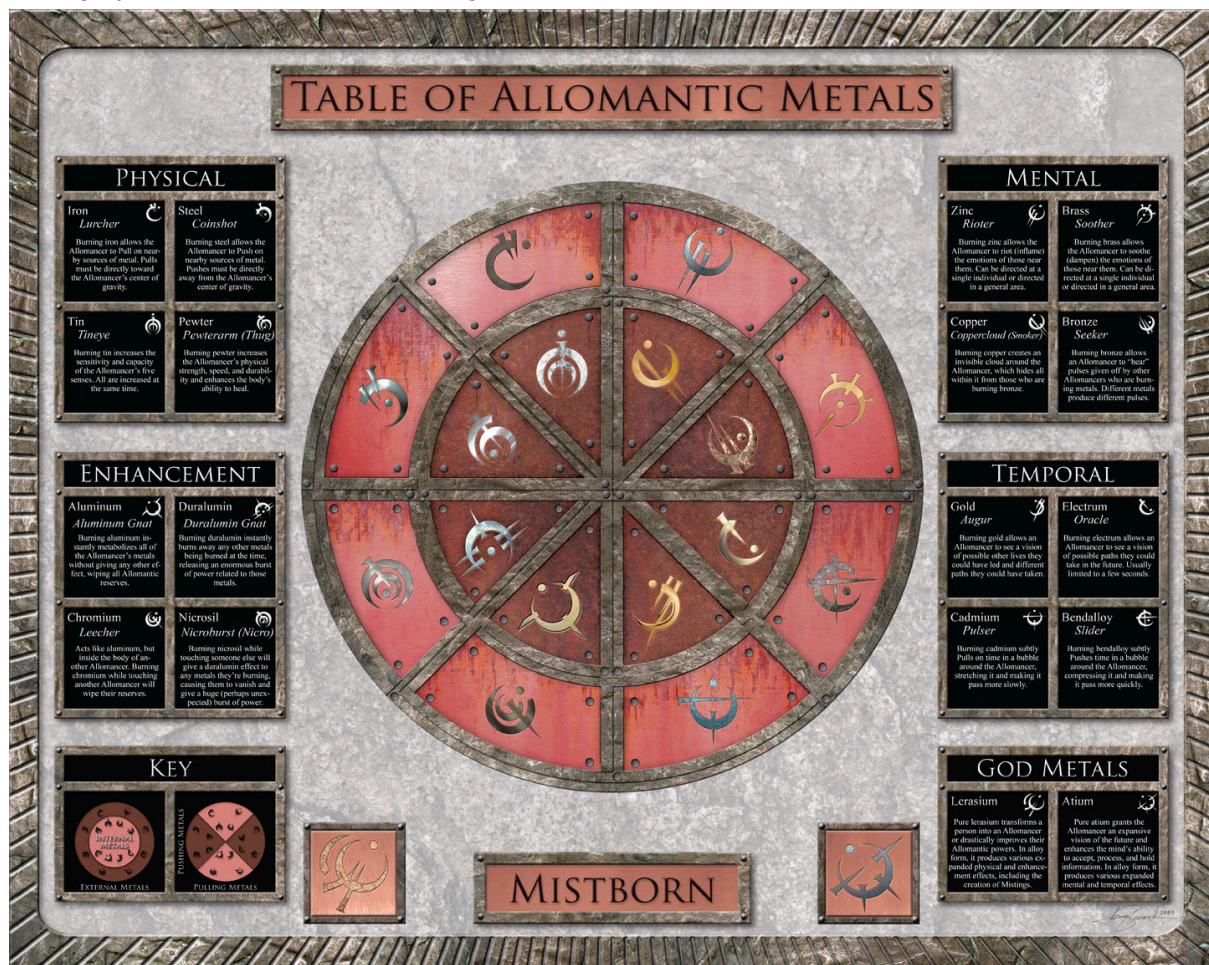
For Feruchemy:

Each metal stores Units of whichever Attribute it can store can be spent at any moment, each unit spent expands the user’s capability for a round or turn, depending on the moment. But you can also store units on a metal during combat, though its highly inefficient compared to storing in the free time. Storing can be implied to have been done during the user’s sleep or free time, specifics for each attribute and how storing it works is different in every metal but an example could be: Storing Strength in Pewter during combat you store 1 unit every round but are unable to use your strength in any way, storing during sleep automatically stores 6 units for next time.

(i know Feruchemy is buffed but i will try to nerf it when i figure out something better)

## Allomancy

Allomancy allows the user to “burn” metals and use the power within it, each metal’s power is roughly described in the next image but expanded on afterwards



### Physical metals



Iron

Iron is a Use metal, consuming 0.5 Units every turn it's used.

It pulls the user to a chosen metal nearby, making it great for moving in a city or place with lots of metal, when pulling onto a heavier enemy, it propels the user towards them and allows for an extra d6 damage and a +1 bonus to the attack. It can also be used to steal the opponent's metals or pull a nearby weapon to the user's hands.



Steel

Steel is a Use metal, consuming 0.5 Units every turn it's used.

It pushes a chosen metal nearby further from the user, making it great for moving in a city or place with lots of metal, when pushing onto a heavier enemy, it propels the user in the opposite direction with an *Impulse*, an *Impulse* adds a +1 bonus to the attack. It can also be used to throw a metal against an opponent such as a coin which does d6 damage but requires a [Sense](#) Ability check to see if each coin hits its target, with its DC being the enemy's Defense.



### Tin

Tin is a Slow burning metal, when burned, it burns for the whole round and consumes 0.25 Units of Tin every round.

It heightens the user's senses, making it ideal for investigating and heightening reflex speed during combat, adding a +3 to the user's [Sense](#), a +2 to the user's Defense and a +1 to their attacks bonuses, but making the user vulnerable to a Stunt when any sense is overwhelmed.



### Pewter

Pewter can be used as a Slow burning metal or a Use metal.

As a Use metal it consumes 0.5 Units of Pewter per use and grants the user a +d12 damage in any physical attack, it can also be used as a reaction of being attacked to reduce damage taken by a d6.

As a Slow burning metal it consumes 1.5 Units of Pewter per round but grants all the above plus a +2 to the user's [Physicality](#) Statistic and +10 health points until they stop burning Pewter.

Pewter extends the user's physical strength, speed, agility, equilibrium and overall resistance drastically, making it perfect for punching, running and resisting pain.

## Mental metals



### Zinc

Zinc is a Use metal, burning 1 unit every time it is used, it is not usually used during combat.

Zinc "riots" the emotions of a target and it can be used to *appeal to emotions*, to help convince or influence someone, to successfully *appeal to emotions* you have to roll a [Temperance](#) +3 ability check and the target has to roll just a [Temperance](#) check, if the user's check is higher, they will be successful. It can also be used to negate the effects of [Brass](#) from another Allomantic.

When to *appeal to emotions* instead of *appeal to reason* is determined by the DM.



### Brass

Brass is a Use metal, burning 1 unit every time it is used, it is not usually used during combat.

Brass "soothes" the emotions of a target and it can be used to *appeal to reason*, to help convince or influence someone, to successfully *appeal to reason* you have to roll a [Temperance](#) +3 ability check and the target has to roll just a [Temperance](#) check, if the user's check is higher, they will be successful. It can also be used to negate the effects of [Zinc](#) from another Allomantic.

When to *appeal to reason* instead of *appeal to emotions* is determined by the DM.



### Copper

Copper is a slow burning metal, it consumes 0.5 Units every round.

Copper allows the user to both be immune to [Brass](#) and [Zinc](#) but most importantly, it hides allomantic pulses, allowing the user and nearby allomantics to be hidden from an allomantic burning [Bronze](#), making Copper perfect for spying and hiding from Allomantics.



#### Bronze

Bronze is a slow burning metal but it's not usually used during combat, still, it consumes 0.25 Units every round.

Bronze allows the user to see allomantic pulses produced by allomancy, by burning [Tin](#) or doing a [Sense](#) ability check DC 16, it allows the user to see what metals are being burned by whom. Nearby allomantics can be hidden by burning [Copper](#).

#### God metals



#### Atium

Atium is a slow burning metal, burning 2 Units every round.

Atium allows the user to see the opponent's near future, allowing the user to be able to defend against attacks that haven't been started yet and attacking where the opponent will be.

While burning atium, it gives the user +10 defense and +9 in every attack bonus.

The best way to counter an allomantic burning Atium is to burn Atium yourself, evening the odds.

