Ashes and Alloys

A Mistborn (era 1) fan TTRPG by Luke Skyrunner (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.

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 finishing 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, but I urge you to publish it on reddit and tag me (u/luckyboy404) as the original creator of this system (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!).

This manual is made 100% by a human, AI had no place in the making of this.

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.

It is set in the world of Scadriel from the popular book saga Mistborn by Brandon Sanderson (THIS IS NOT OFFICIAL OR FOR PROFIT).

If you are looking for an alternative to the Cosmere RPG that is more set in era 1 of Mistborn, with lax rules and Feat-based character creation, then this is the game for you.

This gamebook includes: //checklist to be crossing once each part is finished

✓ Characte	e r creation
	mechanics
✓ Mistborn	a mechanics
	mist mechanics
☐ Basic loc	ot tables
☐ Basic en	emies
☐ Basic en	emy encounters
Oneshot	idea and preparation (made and played by yours truly)
☐ Tips for	playing in this system
//finish 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. This can be changed temporarily with Alomancy or Feruchemy

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.

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.

Ability checks

Ability checks are done by a character to determine the outcome of a situation, usually they are done by rolling a d20 adding the Modifier of the Statistic that matters to the situation, for example if you need to lift something heavy, you may do a Physicality ability check and roll a d20 + your Physicality modifier.

Whether you succeed or fail at the ability check is dependent on what both what you roll and how difficult the action is (which is dependent on the Dungeon Master), if it is something really easy such as jumping a small gap in the floor then a 5 or a 7 should be enough, if it is something harder such as jumping through a 4th story window, then a 17 or an even a 20 might be the minimum to succeed it.

Not all Ability checks can accomplish what the Character intended with a high roll, Ability checks are used to measure how close to a best case scenario you are (that being a Natural 20), not necessarily meaning the Character will get their way, for example if they try to seduce the Lord Ruler and roll a natural 20, maybe he will merely be amused by it and not punish them further, not necessarily being seduced by the Character since that scenario is highly unlikely or doesn't fit the themes.

Defense and Health

Defense

Your character's Defense is how difficult they are to hit, it depends mostly on their <u>Sense</u>, 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 o 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 <u>allomantic metals</u>, they have relatively stronger abilities than Feruchemists but each metal as a limit as to how many Units you can burn at once, Duralumin can take off that limit but does make your character burn all those Units at the same time and does not let you control the amount.

When first starting the game, they have a base Defense of 12 + their <u>Sense</u> modifier and a base Health of 20 + their <u>Physicality</u> modifier.

Mistborns usually wear Mistcloaks and have 1 or 2

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 multiply the effect of their Metalminds by the amount they are burning, they can burn multiple Units at the same time, for example: Feruchemists can burn 1 Unit of their PewterMind for an effect of +1 to their Physicality in strength related ability checks, but they can also choose to burn 2 Units at the same time to get a +2 or 3 Units to get a +3 and so on with no limit as to how many Units they can burn at the same time.

Feruchemists Metalminds can only be used by their creators, having to be stored manually and not bought like Mistborns, each attribute can be stored during combat or on a short or long rest.

When first starting the game, they have a base Defense of 13 + their <u>Sense</u> modifier and a base Health of 24 + their <u>Physicality</u> modifier.

All Feruchemists start the game with 3 Copperminds, they can choose what knowledge is in them from between these categories:

- Geography

General geographic knowledge of names of cities, mountains, rivers and anything geography related.

- History

Knowledge of the history of towns, cities, even the world, such as when a city was founded, how the Lord ruler got to power, mostly important events.

- Houses and lineages

General knowledge of important names, who is who's son and the relations between nobility.

- Manners and customs

Specially useful in infiltrations, it allows the user to know how to act around people with different customs or that use specific manners. It also provides knowledge of what, when and where is the fashion.

- Martial arts

Grants the user a +d8 to all physical attacks they do. It also grants them general martial arts knowledge.

- Medicine:

The user can heal d12 HP to themselves or 2d10 to an ally in a single turn. Plus general medicinal knowledge.

Additionally, leveling up means they can choose another Coppermind to add to their repertoire.

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.

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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.

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.

Vin'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 (Atium is excluded).

Heavy weight: The user is heavier than an opponent without this feat. (this feat is incompatible with *Light weight*)

Light weight: The user is lighter than an opponent without this feat. (this feat is incompatible with *Heavy weight*)

Improved senses: All <u>Sense</u> ability checks are done with Advantage.

Allomantic feats

Spook's tin-eye: Burning <u>Tin</u> adds an additional +2 to the user's Sense.

Breeze's soothing: While having Brass reserves, your character has an extra +2 to their Temperance.

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

Pewter efficient: Every time your character burns <u>Pewter</u>, you roll a d8, if the number is 8, you don't burn any Units that round or use.

Feruchemical feats

Glasses: Storing Sense in Tin will have ½ its effect on the user's Sense.

Pewtermind expert: Allows to burn half the Units of a <u>Pewtermind</u> but only applies the effect during your turn in combat.

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 <u>Sense</u> ability check and the highest rolling player goes first, the 2nd to higher goes second, the 3rd to higher goes third and so on. Additionally, all characters with *First strike* go in their own round before the rest.

Rounds

A round of combat starts when the first to have their turn character has their turn, and concludes after each character has had their turn.

At the beginning of the round, characters can choose to start burning a Slowburning metal and have its effect for the rest of the round, they can also choose to start burning it during their turn but they will have less time burning said metals and the same cost as though burning it for the entire round.

Characters with *First strike* have their turn at the beginning of the round before the rest of characters without this feat regardless of the order they decided they would play.

Rounds are also used to calculate how Slowburning metals are spent and their amounts are updated every end of round, for example: if a character is burning Copper which burns 0.5 Units each round, at the end of round they will subtract 0.5 Units to their Metal reserves.

Turns

Each character has their own turn, in which they can do a variety of things, a turn should canonically last about 5 or 7 seconds but that can vary from turn to turn.

Some actions take a full turn, and some can be done in conjunction with other actions, for example: Swallowing a Vial of Allomantic metals takes a full turn, but using ready metals (being Metalminds or Allomancy) can be done without taking a full turn.

What actions take a full turn to enact or can be done additionally are mostly decided in the moment by the players and DM with some exceptions being already specified.

Attacks

In combat there are different basic kinds of attacks you can do, these can be affected with the metallic arts or doing specific actions, advancing their damage and/or bonuses.

Attacks and their bonuses are basically modular, while having a minimum an object or type of attack can do.

All attacks take a full turn to enact and one character can not do 2 attacks in a single turn unless specified by a Metal power or a weapon's Peculiarity.

Every attack is arranged in this table:

Name	Bonus	Damage	Peculiarity
The name of the attack or the name of	This number is added to the d20 to	This is the amount of damage the	When the attack has a special effect or

the weapon. (Example: kick, punch, axe, knife etc)	see if the attack hits the enemy. (Example: +2, +0, -1, d4, X etc)	enemy takes upon an attack that Hits. (Example: 2d4, [d8]d6, Xd8, etc)	ability, it's described here. (For example: This attack will do an extra d4 damage if the enemy is burning pewter, X is equal to the amount of enemies attacked, etc)
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The basic attacks are the following:

Name	Bonus	Damage	Peculiarity
Kick	+1	2d6+Xd4	X is equal to the Physicality modifier if it's higher than o.
Punch	+2	d12	If the attack is 3 or more points higher than the enemy's defense, the user can "choke" them, with a Physicality ability check DC 13 + their Physicality modifier to kill them.
Dagger	+2	2d12	If the user's Sense is higher than 3, they can use 2 Dagger attacks in a single turn.
Duel baton	+Xd4	2d10	If the user's Physicality is being advanced with Metallic Arts, X is the user's Physicality.
Sword	+3	2d12	All attacks done with a Sword have the Survivor's accuracy feat effect, if the user already has the feat, then it adds 18 to criticals.
Small metal object	+X	2d6	X is the character's Sense modifier. This attack can be only done with the

			use of Allomancy (Iron or Steel). An example of "small" is a coin.
Medium metal object	+X+d6	d12+d4	X is the character's Sense modifier. This attack can be only done with the use of Allomancy (Iron or Steel). An example of "medium" is a sword.
Large metal object	+d12	3d12	This attack can be only done with the use of Allomancy and burning at least 3 Units of Iron or Steel at the same time. An example of "large" is a fridge.

These attacks can be altered with the Metallic arts, adding bonuses, damage and/or peculiarities.

For example, if one were to burn <u>Pewter</u> which has an effect of adding the *Pewter* enhancement effect to any physical attack, while attacking with Punch, the attack would be altered to look like this:

Name	Bonus	Damage	Peculiarity
Punch	+2	d12 <mark>+ d6</mark>	If the attack is 3 or more points higher than the enemy's defense, the user can "choke" them, with a Physicality ability check DC 13 + their Physicality modifier to do double damage.

All effects that can be added to attacks are:

Impulse: It can be granted by using Allomancy burning Iron or Steel, it adds +d4 to bonus and +d6 to damage.

Pewter enhancement: It can be granted using Allomancy burning Pewter, it adds a d10 to damage.

Tin-eye: It can be granted by the use of Allomancy, adds a +1 to the attack bonus of the user. *PewterMind enhancement*: It can be granted by the use of Feruchemy, it adds a d10 to damage per Unit being used.

Speedy: It can be granted by the use of Feruchemy, it adds a +3 to the attack bonus of the user.

Heavy Blow: It can be granted by the use of Feruchemy, adds a -2 to the attack's bonus and a +d6 to damage per Unit being used.

Godlike Atium burning: It can be granted by the use of Allomancy, it adds +10 to the attack bonuses of the user.

Quick time events

During combat, certain actions can happen that give the characters involved from advantage or disadvantage on their next throw, to an opportunity to attack after an enemy attacks them in a certain way or they defend in a specific way, these are called QTE (Quick Time Event). QTE are events that happen when 2 or more characters are involved in a situation that has the possibility of harming the character who's turn it is.

For example a QTE can be an "Allomantic Push duel" which can happen when 2 Mistborns both push from the same metal object with opposite effects, such as both pulling from opposite sides, this can end in either of the characters being launched back regardless of who's turn it is.

All QTE have their own rules of how they work, who can win and how.

All QTE accounted for in this manual are:

Push duel

When 2 or more characters' weights are against each other such as 2 characters burning Steel to push on the same coin from opposite sides or 2 characters pushing each other to opposite sides, then they enter a push duel.

The consequences to the loser is that in their next round of combat they will have Disadvantage in all their rolls and the winner's next roll will have Advantage.

The winner is decided by the Hagyangiaht and Lightweight feats, the Hagyangiah

The winner is decided by the *Heavyweight* and *Lightweight* feats, the Heavyweight will always win against someone without *Heavyweight* and *Lightweight* will always lose against someone without *Lightweight*, in case neither has one of this feats or both parties have the same feat, they will roll a Physicality ability check and whoever rolls the highest will win.¹

Pull duel

A Pull duel can be effectuated by a character pulling on another character or something in their possession, for example: Pulling while burning <u>Iron</u> with Allomancy a character's metals on their pockets to steal them.

Pull duels have 3 possible outcomes:

- 1- If only one of the characters is Lightweight, this character will gain Impulse and will have the opportunity to attack with Advantage against the other character.
- 2- If only one of the characters is *Heavyweight*, the other character may gain *Impulse* and will have an opportunity attack against the *Heavyweight* character without Advantage.
- 3- If neither of the characters has one of these feats or both characters have the same weight feat, the pulling character successfully steals the other's metal.¹

¹ One of the characters can use Allomantic Iron or Steel to push/pull a nearby metal source to anchor themselves to it and gain +5 in their roll or in the case of Pull duel, act like they have Heavyweight.

Armor

Armors help your character take less damage, they cover amounts of damage that your character should take, the material of your armor however can be very important as if your character's armor is made of metal, even though it covers more damage, it is vulnerable to Iron and Steel powered allomancy.

Armor is arranged in the following table:

Name	Material	Damage covering
	made from. (Example: Leather, Steel, Wood, etc)	Here goes the amount of damage it covers from an enemy attack. (Example: 2d4, d8, 2d10, etc)

All standard Armors are the following:

Name	Material	Damage covering
Scrapy armor	Metals	2d4
Leather armor	Leather	d4
Imperial metal armor	Allomantic metal	2d6+d4
Hazekiller armor	Wood	2d6

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.

Units don't necessarily mean one vial or pearl, pearls and vials have different amounts and classifications.

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 of combat. But you can also store Units on a metal during combat, though it's 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 for metalminds like Pewterminds and Tinminds they function slightly differently than the rest.

While storing Units in Pewterminds or Tinminds (mostly during combat), your character loses 1 point in the modifier of the Stat related to the Metalmind (in the case of Pewter, only Physicality strength related ability checks or implied strength bonuses, such as X in Duel baton are affected) for each 0.5 Units they want to store in that round. For example: While storing senses in a Tinmind, the user stores 0.5 Units for each point of the Sense stat they choose to store every round of combat, with a maximum of as many points they have allocated to Sense.

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, if the user is lighter than the metal object being pulled, the user will be pulled against it giving them *Impulse*. It can also be used to pull a metal object against an opponent.



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, if the user is lighter than the metal object being pulled, the user will be pushed giving them an *Impulse*. It can also be used to throw a metal object against an opponent.



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 the *Tin-eye* effect to their attacks, 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's attacks the Pewter enhancement effect, 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 attacking, running and resisting pain or injury.

Mental metals



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 <u>Brass</u> from another Allomantic.

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



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 <u>Brass</u> and <u>Zinc</u> 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 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 <u>Tin</u> 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.

Enhancement metals



Aluminium

Aluminium is a Use metal that consumes all the Units of every metal the user has in their system.

Aluminium empties the user's metal reserves, making it mostly useless for combat but allows to empty a captured enemy's reserve for safety.



M Duralumin

Duralumin is a Use metal that consumes 1 unit of itself in every use.

Duralumin burns every unit of a chosen metal at once, accumulating its effect for a very powerful single Use. For example, if a character were to burn Duralumin to enhance Steel, if your character throws a coin (small metal object) with damage of 2d6, but you have 3 available Units of Steel, the coin does 12d6 damage but burns all Steel Units.

Temporal metals



Gold

Gold is a Use metal, burning 1 Unit every time it is used.

Gold doesn't have many uses during combat, as it is mostly a Roleplaying metal, allowing the user to see and feel another version of themselves if life had been different and they made different choices.

God metals



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

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.

Amounts

To use metals, an allomantic has to swallow said metal, and as you may theorize, swallowing a Pewter coin is quite difficult. That's why Vials and Pearls exist, these contain small amounts of metals made specifically for being swallowed.

Vials and Pearls may vary in amounts of each Units of each metal so they are categorized differently in their contents.

Vials usually contain a medium amount of each metal, made to last in combat for about 4 rounds. They can also contain metals only for non-combat situations or only for combat. Pearls only contain 1 metal but they do contain in most cases really big amounts of themselves. It is ideal for metals consumed in big amounts and very rare metals which are not consumed with the rest like Atium.

Both vials and pearls have different costs which are measured in Currency, these are used to balance.

There multiple kinds of Vials and Pearls, these are the standards:

Kind	Contents		
	Metal	Units	
Small all metals vial	Iron	3 Units	
	Steel	3 Units	
	Tin	5 Units	
	Pewter	5 Units	
	Zinc	3 Units	
	Brass	3 Units	
	Copper	5 Units	
	Bronze	3 Units	
	Duralumin	2 Units	
Large all metals vial	Iron	5 Units	
	Steel	5 Units	
	Tin	7 Units	
	Pewter	7 Units	
	Zinc	5 Units	
	Brass	5 Units	
	Copper	7 Units	
	Bronze	5 Units	
	Duralumin	4 Units	
Small non combat focus vial	Tin	4 Units	

	Zinc	5 Units
	Brass	5 Units
	Copper	6 Units
	Bronze	3 Units
Large non combat focus	Tin	6 Units
vial	Zinc	7 Units
	Brass	7 Units
	Copper	10 Units
	Bronze	5 Units
	Duralumin	2 Units
Small combat focus vial	Iron	3 Units
	Steel	4 Units
	Tin	5 Units
	Pewter	6 Units
	Copper	4 Units
	Bronze	2 Units
	Duralumin	1 Unit
Large combat focus vial	Iron	4 Units
	Steel	6 Units
	Tin	8 Units
	Pewter	10 Units
	Copper	6 Units
	Bronze	4 Units
	Duralumin	3 Unit
Pewter pearl	Pewter	12 Units
Iron pearl	Iron	10 Units
Steel pearl	Steel	10 Units
Aluminium pearl	Aluminium	1 Unit
Atium pearl	Atium	6 Units

Feruchemy

Feruchemy is the storing and use of capabilities that the user has, such as Strength, Weight and Memories. The use you can give to these powers is laxer than Allomantics' powers, I thoroughly recommend being creative with how to use them to fully squeeze the potential of them.

Feruchemical Metalminds are not transferable to other Feruchemists or any other character, Metalminds are of exclusive use of their creator.

Physical metals



IronMind

Ironminds can be both Use and Slow burned.

Iron can store physical weight, every Unit is roughly ¼ of the user's weight, this metal can be used to both make the wearer heavier by using the stored weight and to make them lighter by actively storing their weight in the metal.

The user can store up to 3 Units per round or use. and up to 30 units per short rest. If the user stores weight (making themselves lighter) while they are falling their fall damage is reduced by 2d4 per Unit being stored. Using the stored weight will add the effect Heavy blow to their attacks.



SteelMind

Steel can accumulate physical speed, as long as the user stores speed, they will fail any and all speed related **Physicality** checks and their defense will have a -4 applied to it.

The user can store 0.5 Units every round and 5 Units every short rest.

While using the accumulated Steelmind, the user will add a +2 to their defense per Unit being used, any speed related physicality checks will have a +2 added to them, and their attacks will have the *Speedy* effect multiplied for as many Units they are burning through.



Tin minds can store senses, such as sight, hearing, smell, touch and taste. It stores the capability to sense it, for example while storing sight, the user's sight gets significantly worse. While storing senses, the user stores 0.5 Units for each point of the Sense stat they choose to store every round of combat, with a maximum of as many points they have allocated to Sense. The user can store 4 Units per point in Sense every short rest.

While burning their Tinminds, they get a+1 to their Sense for each Unit being burned.

PewterMind

Pewter can store physical strength; while storing strength, the user can choose to store 0.5 Units per point they want to store of Physicality (affecting all Strength related ability checks and rolls), with a maximum of how many points they have allocated to Physicality. The user can store 5 Units per point in Physicality every short rest.

While burning their Pewtermind, the user has a +1 to all strength related Physicality checks and all their attacks gain the *Pewtermind enhancement* effect per 1 Unit being burned.

Cognitive metals



Zinc can store speed of thought, allowing the user to think faster.

While storing Zinc, the user struggles to attack having a -2 to their attack bonuses, their defense has a -4 applied to them.

The user can store 1 Unit per round and 5 units per short rest.

When burning their stored Zincmind, the user has a +2 added to their defense and 1 more turn on combat per round per Unit being burned with a maximum of 3 turns per round. Additionally, after rolling any Know ability check, the user can burn 1 Zincmind Unit to re-roll with no limit of how many times they can re-roll.



CopperMind

Copper can store memories and knowledge, it can have either full knowledge of a specific theme or subject (these are chosen when creating a character or leveling up) or be a RUCC (random useful content Coppermind), these allow the user to fully pass any Know ability check that the player could reasonably know from studies or talking with townspeople. A RUCC's content is left blank until it is used for the first time, when the player wants to use it they will fill the RUCC they spend with the name of the specific theme (not something broad such as Medicine or History, more as "Leg injuries" or "Early history of Luthadel") they want to know about, afterwards, the RUCC will become a Coppermind of that specific knowledge and can be used to pass any Know ability check regarding it.

RUCCs require copper and a short rest to store the knowledge of a theme to be decided later on.

Hybrid



GoldMind

Gold stores <u>Health</u>, giving the user +5 healthpoints per Unit being spent, it is a Use metalmind, allowing it to restore health. While storing in a GoldMind, the user takes 2 points of damage per 0.5 Units being stored, with a maximum of storing 2 Units per round. This metal can store up to 5 Units per short rest.

Basic enemy encounters

Making up enemies without some base on how difficult it is to fight them is quite hard, it's even harder balancing encounters for different amounts of players, that's why in this section of the manual we will cover some easy to follow enemies and encounters balanced for 3 to up to 7 players.

Basic enemies

Here we will see some basic enemies players can fight with varying difficulties, these will be accompanied by a challenge rating from 1 through 4, 1 being easy and 4 being Boss level threat.

Human

All human type enemies will be shown in this section, this includes Feruchemists, Mistborns and all kinds of misties. These last are better to fight in small groups of them to see how their powers play off each other.

Coinshot

Coinshots are Allomantic characters with the ability to burn <u>Steel</u>, this allows for them to repel coins (or other small metal objects) or gain *Impulse* for their attacks, these make Coinshots a powerful opponent in a fight against multiple opponents since they can throw a bag of coins or Small metal objects to the enemy "crowd".

Challenge rate: 2

Defense: 14

Health: 20

Feats:

Between 1 and 3 feats

Metal reserve

Metal	Units
Steel	2 Units

Inventory			
Armor	Weapons	Tools	
/	Bag of 10 Small metal objects	2 Small vials of Steel (4 Units)	

Lurcher

Lurchers are Allomantic characters with the ability to burn <u>Iron</u>, this allows for them to pull coins (or other metal objects) or gain *Impulse* for their attacks, these make Lurchers a powerful opponent in a fight against multiple opponents since they can pull a bag of coins or Small metal objects thrown to the enemy, canceling the attack by taking the damage or using a shield to cover themselves.

Challenge rate: 2

Defense: 16

Health: 14

Feats:

Between 1 and 3 feats, i recommend giving them the *Heavy weight* feat too

Metal reserve

Metal	Units
Iron	3 Units

Inventory		
Armor Weapons		Tools
Scrappy/Leather Armor	/	2 Small vials of Iron (4 Units)

Tin-eye

Tin-eyes are Allomantic characters with the ability to burn <u>Tin</u>, this makes their senses stronger, these make Tin-eyes a not so powerful opponent in a fight, however they are more useful on searching the players when they are hidden.

Challenge rate: 1

Defense: 14

Health: 12

Feats:

Improved senses and between 1 and 3 additional feats

Metal reserve

Metal	Units
Tin	4 Units

Inventory		
Armor Weapons		Tools
Scrappy/Leather Armor	/	2 Small vials of Tin (4 Units)

PewterArm/Thug

Pewter-Arms or Thugs are Allomantic characters with the ability to burn <u>Pewter</u>, this allows for them to have their physical capabilities expanded, making them dangerous in a fight, these characters are usually the "heavy weight" in a fight with other allomantics and can do really big amounts of damage.

Challenge rate: 2

Defense: 16

Health: 14

Feats:

Pewter efficient and between 1 and 3 additional feats

Metal reserve

Metal	Units
Iron	3 Units

Inventory		
Armor Weapons Tools		Tools
Scrappy/Leather Armor	Sword/Fighting baton	2 Small vials of Iron (4 Units)

Rioter/Soother

Rioters and Soothers are Allomantic characters with the ability to burn <u>Zinc</u> or <u>Brass</u>, this makes it so they can alter other's emotions, this doesn't have that much effect during combat, so I don't recommend having these characters as a heavy combat enemy.

Challenge rate: 1

Defense: 12

Health: 12

Feats:

Between 1 and 3 feats

Metal reserve

Metal	Units
Zinc/Brass	3 Units

Inventory		
Armor Weapons		Tools
/	/	2 Small vials of Zinc/Brass (4 Units)

Coppercloud/Smoker

Copperclouds or Smokers are Allomantic characters with the ability to burn <u>Copper</u>, this allows for them to hide other Allomantic pulses and be immune to emotional allomancy, these characters aren't really a threat during combat but can be a support to other allomantics to hide their Allomancy in a battle.

Challenge rate: 1

Defense: 12

Health: 14

Feats:

Between 1 and 3 feats

Metal reserve

Metal	Units
Copper	4 Units

Inventory		
Armor Weapons		Tools
Scrappy/Leather Armor	/	2 Small vials of Copper (4 Units)

Seeker

Seekers are Allomantic characters with the ability to burn <u>Bronze</u>, this allows for them to seek other Allomantic's pulses to find nearby allomancy, these characters aren't really a threat during combat but can be used as a threat when players are hidden and trying not to be noticed.

Challenge rate: 1

Defense:	
i letence.	12
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Health: 14

Feats:

Between 1 and 3 feats

Metal reserve

Metal	Units
Bronze	4 Units

Inventory		
Armor	Weapons	Tools
Scrappy/Leather Armor	/	2 Small vials of Bronze (4 Units)

Mistborn

Mistborns are the most powerful type of allomantic, being able to burn every allomantic metal