

# Feruchemy Basics (pg. 277)

## Storing

- Typically you may store a number of charges up to your metal rating **each hour**.
- For each full hour (partial hours are not counted) spent storing add the appropriate number of charges to that metalmind.
- **Short breathers**: May store up to 10x your rating in each metal.
- **Long breathers**: May store up to 30x your rating in each metal.
- **Metalmind Storage Capacity (pg. 282)**: Unless specified, a typical metalmind can hold 100 charges.

## Tapping

- You may tap up to 10x your metal rating **per action**.
- You may tap charges anytime you take an action or make a roll. Charges are tapped after the action is declared and pools are formed but before dice are rolled.
- When actions require multiple rolls (as in extended contests) you must tap separately for each roll.
- You may tap charges in 3 different ways, in any combination. Charges tapped for one option do not count towards other options.
  - **1 at a time (pg. 283)**: To increase a dice pool or personal attribute.
    - Dice pools may not be increased beyond 10, but other effects still apply.
  - **5 at a time (pg. 284)**: To automatically add a nudge to a roll.
  - **10 at a time (pg. 284)**: To automatically increase the Outcome of your action by 1 in addition to any special effects as described in the tapped metal's section.

# Tin (pg. 299)

- Tin lets you store individual senses: Sight, hearing, smell, taste, and touch.

## Storing

- You may only store 1 sense in each Tinmind.
- -1D per charge to Wits rolls involving the sense.
- **Max**: Tin rating, or Wits score -1, whichever is lower.

## Tapping

- +1D per charge to Wits rolls involving that sense for each charge tapped.
- Sudden/strong stimuli can overwhelm you when tapping Tin. Make a Physique roll, with failure causing you to lose 2D to next dice pool.

### Tapping 10+ charges:

- 10: See outdoors at night; identify someone by smell; detect poison by taste; hear a whispered conversation 5 yards away with background noise.
- 20: See in a darkened room; track by smell like a bloodhound; determine which contaminant has been added by taste; hear a whispered conversation 10 yards away in a noisy room; observe someone picking a pocket at 50 yards.

- 30: See in near-total darkness; track by smell in a light rain or 1 day later; determine the exact ingredients of a recipe by taste; hear well enough to fight hand-to-hand in complete darkness without penalty; observe someone picking a pocket at 100 yards
- 50: Track by smell in an ashfall or after 1 week; determine who handled an item or cooked a dish by taste; hear well enough to fight at range in complete darkness without penalty; observe someone picking a pocket at 500 yards.
- 90: Read fine print by touch; track by smell after 1 month; determine the origin of a food or metal by taste; hear well enough to hit someone with an arrow through a wall at 500 yards in complete darkness; observe someone picking a pocket 1 mile away.

## Pewter (pg. 303)

- Pewter lets you store physical strength.

### Storing

- -1D per charge to rolls involving physical strength. This does not affect your Health.
- **Max:** Pewter rating, or Physique score -1, whichever is lower.

### Tapping

- +1D per charge to rolls involving physical strength. Your Health is unaffected.

#### Tapping 10+ charges:

- 10: Carry a large person in full armor; kick in an average wooden door.
- 20: Carry a horse; kick in a reinforced wooden door.
- 30: Carry a large, fully-loaded wagon; throw a horse at least 10 yards; rip a reinforced metal door off its hinges.
- 60: Rip off Luthadel's iron gates; throw a fully loaded wagon 100 yards.
- 90: Rip a large hole in Luthadel's stone walls; throw Luthadel's iron gates 100 yards.

## Iron (pg. 308)

- Iron lets you store physical weight, making you lighter when you store and heavier/denser when you tap it.

### Storing

- Each charge stored reduces your weight by 10%.
- For every 2 charges:
  - +1D to rolls involving climbing/jumping.
  - -1 damage from falls.
  - +1D for others trying to grapple/throw/etc you.
- Only your weight is stored, not items you're wearing/carrying. If your equipment ever outweighs you you become pinned and can't move.
- **Max:** Iron rating, or 9, whichever is lower.

### Tapping

- Each charge tapped increases your weight by 10%.

- For every 2 charges:
  - -1D to rolls involving climbing/jumping.
  - -1D for others trying to grapple/throw/etc you.
- Remember that some surfaces may not be able to support the increased weight.

#### **Tapping 10+ charges:**

- 10: 5× normal weight; stop a man in his tracks; +1 damage to physical attacks.
- 20: 10× normal weight; stop a horse in its tracks; break through a thick glass door; +2 damage to physical attacks.
- 30: 20× normal weight; stop an empty wagon in its tracks; break through a wooden door; +3 damage to physical attacks.
- 40: 50× normal weight; stop an armored or full vehicle in its tracks; break through a stone door; +4 damage to physical attacks.
- 50: 100× normal weight; stop a huge rolling boulder in its tracks; break through a metal door; +5 damage with physical attacks.

## **Steel (pg. 314)**

- Steel lets you store/tap physical speed.

#### **Storing**

- -1D per charge to Physique rolls involving speed or response time.
- Also you are considered to have -1D per charge to your action dice when determining action order.
- While storing any amount of speed during combat you may only move if you take no action/defense dice and you may only move 1 step per round.
- **Max:** Steel rating, or Physique score -1, whichever is lower.

#### **Tapping**

- +1D per charge to Physique rolls involving speed or response time.
- OR you are considered to have +1D per charge to your action pool when determining action order (if you take a physical action).

#### **Tapping 10+ charges:**

- 10: 25 mph; You can take 2 steps with an action or 3 steps without an action.
- 20: 50 mph; You can take 3 steps with an action or 4 steps without an action.
- 30: 100 mph; You can take 4 steps with an action or 5 steps without an action.
- 40: 150 mph; You can take 5 steps with an action or 6 steps without an action.
- 50: 200 mph; You can take 6 steps with an action.

## **Copper (pg. 319)**

- Copper lets you store memories.

#### **Storing**

- Each charge represents 1 important piece of information or 1 learned trait.
- Memory does NOT reset once you stop storing. Stored memories are gone until tapped later.

- **Max:** Copper Rating, or Wits score -1, whichever is lower.

### **Tapping**

- For each charge tapped you regain one stored memory/skill/trait.
- Every 2 charges tapped give +1D to relevant rolls.

#### **Tapping 10+ charges:**

- 10: Recall 1 hour with perfect clarity.
- 20: Recall 1 day with perfect clarity.
- 30: Recall 1 week with perfect clarity.
- 40: Recall 1 month with perfect clarity.
- 50: Recall 1 year with perfect clarity.
- 60: Recall 1 decade with perfect clarity.
- 70: Recall 1 generation with perfect clarity.
- 80: Recall 1 lifetime with perfect clarity.
- 90: Recall 1 century with perfect clarity.
- 100: Recall 1 millennium with perfect clarity.

## **Bronze (pg. 325)**

- Bronze lets you store wakefulness, becoming drowsy when you store, and alert and aware when you tap.

### **Storing**

- -1D per charge to Physique rolls involving endurance and Wits rolls involving awareness.
- -1 Wits per charge when declaring actions in a Conflict.
- Storing large amounts of wakefulness causes you to fall into a coma-like trance, but you emerge no more rested than before.
- **Max:** Bronze Rating, or Physique -1, whichever is lower.

### **Tapping**

- +1D per charge to Physique rolls involving endurance and Wits rolls involving awareness.
- OR each charge lets you stay awake 8 additional hours without fatigue.

#### **Tapping 10+ charges:**

- Every 10 charges will let you stay awake for 1 additional week.
- OR if an injury would render you unconscious, every 10 charges will let you continue acting for 1 minute.

## **Zinc (pg. 330)**

- Zinc lets you store mental speed.

### **Storing**

- -1D per charge to Charm and Wits roll involving a quick mental response.
- Considered to have -1 Wits per charge when declaring actions.
- **Max:** Zinc rating, or Wits score -1, whichever is lower.

## **Tapping**

- +1D per charge to Charm and Wits roll involving a quick mental response.
- OR considered to have +1 Wits per charge when declaring actions.

### **Tapping 10+ charges:**

- For every 10 charges you tap in a Conflict you get +1D to ALL defense/reactions rolls for the rest of the Conflict.

## **Brass (pg. 337)**

- Brass lets to store body heat.

## **Storing**

- Your body temperature drops by 5 degrees Fahrenheit per charge.
- Also, -1 damage from heat or fire for every 2 charges being stored.
- Only your own warmth is stored, your clothes and equipment are unaffected.
- **Max:** Brass rating, or Physique score -1, whichever is lower.

## **Tapping**

- Your body temperature rises by 5 degrees Fahrenheit per charge.
- Also, -1 damage from cold or ice for every 2 charges being tapped.
- No matter how hot you get you may not ignite or burn anything.

### **Tapping 10+ charges:**

- You radiate heat like a furnace, may even boil water.
- Everyone within 10 paces takes -1 damage from cold or ice for every 10 charges you tap.
- +1 Damage per 20 charges for skin-to-skin attacks.

## **Gold (pg. 357)**

- Gold lets you store physical health.

## **Storing**

- -1 Health per charge.
- You do not naturally recover Health.
- **Max:** Gold rating, or Health score -1, whichever is lower.

## **Tapping**

- +1 Health per charge *for 1 hour*.
- At the end of the hour, if your Health drops to 0 you fall unconscious, less than 0 and you start dying (Wits 3 roll for someone to stabilize you).
- Recover 1 Health per hour if tapping 1-5 charges, or 1 per minute if more.

### **Tapping 10+ charges:**

- 10: You lose one Serious Physical Burden; instantly recover 1 Health; or immediately overcome a common illness, like a cold or food poisoning.
- 30: You lose all Serious Physical Burdens; instantly recover 2 Health; immediately overcome a debilitating illness like the flu; or flush a simple poison from your system.

- 50: You lose one Grave Physical Burden; instantly recover 3 Health; immediately overcome a serious illness like the measles; or flush an average poison from your system.
- 70: You lose all Grave Physical Burdens; instantly recover 4 Health; immediately overcome a deadly illness like the plague; or flush a powerful poison from your system.
- 90: You lose one Mortal Physical Burden; instantly recover 5 Health; immediately overcome organ failure or cancer; or flush a lethal poison from your system.

## **Atium (pg. 373)**

- Atium lets you store youth.

### **Storing**

- 5 years older per charge.
- +1D per charge to disguises.
- -1D to Physique rolls per 2 charges.
- **Max:** Atium rating, or Physique score -1, whichever is lower.

### **Tapping**

- 5 years younger per charge tapped.
- +1D per charge to disguises.

#### **Tapping 10+ charges:**

- By tapping huge amounts of youth you *actually* revert in age, but only for 1 day:
- 10: Your body reverts by 1 hour.
- 20: Your body reverts by 1 day.
- 30: Your body reverts by 1 week.
- 40: Your body reverts by 1 month.
- 50: Your body reverts by 1 year.
- 75: Your body reverts by 1 decade
- 100: Your body reverts to any younger age.

## Aluminum (pg. 340)

- Aluminum lets you store personal identity.
- Identity is set at the time you store it, and tapping it later can "reset" your identity to your previous self.

### **Storing**

- -1D per charge to rolls to resist manipulation of any sort.
- Brass/Zinc attempts against you get +1 to Result per charge being stored.
- **Max:** Aluminum rating, or Spirit score -1, whichever is lower.

### **Tapping**

- +1D per charge to rolls to resist manipulation of any sort.
- Brass/Zinc attempts against you get -1 to Result per charge being tapped.

### **Tapping 10+ charges:**

- By tapping huge amounts of identity your persona *actually* reverts to an earlier point in your life.
  - Anytime you tap 10+ charges your Willpower is reduced to 1 due to the inner struggle.
  - Even though your identity reverts your memories are unaffected.
  - 10: Your identity reverts by 1 hour.
  - 20: Your identity reverts by 1 day.
  - 30: Your identity reverts by 1 week.
  - 40: Your identity reverts by 1 month.
  - 50: Your identity reverts by 1 year.
  - 75: Your identity reverts by 1 decade
  - 100: Wipes your personality clean.
- (For info on how to roleplay Feruchemical Aluminum, see p 342.)

## Duralumin (pg. 345)

- Duralumin lets you store emotional and spiritual connection with others.

### **Storing**

- -1 Reputaion per charge.
- -1D per charge to Charm and Influence roles that rely on your relationships with others.
- **Max:** Duralumin rating, or Reputation score -1, whichever is lower.

### **Tapping**

- +1 Reputaion per charge.
- +1D per charge to Charm and Influence roles that rely on your relationships with others.

### **Tapping 10+ charges:**

- Tapping large amounts of connection allows you to recover from Social Burdens and form close relationships instantly (see p 346 for examples).
- 10: Lose 1 Serious Social Burden, etc.

- 30: Lose all Serious Social Burdens, etc.
- 50: Lose 1 Grave Social Burden, etc.
- 70: Lose all Grave Social Burdens, etc.
- 90: Lose 1 Mortal Social Burden, etc.

## **Chromium (pg. 348)**

- Chromium lets you store luck.

### **Storing**

- -1D per charge to all Spirit rolls.
- You suffer minor mishaps and bad luck.
- **Max:** Chromium rating, or Spirit score -1, whichever is lower.

### **Tapping**

- +1D per charge to all Spirit rolls.
- You benefit from lucky breaks and things generally tend to go your way.

### **Tapping 10+ charges:**

- For every 10 charges you tap you may reroll 1 die after your Result is determined but before Outcome is described. You must declare the number of charges you tap and dice you will use before making the reroll.

## **Nicrosil (pg. 353)**

- Nicrosil lets you store "investiture," a universal power that can amplify nearly any Feruchemical effort.

### **Storing**

- You may transfer charges from another metalmind into your Nicrosilmind, but they are halved in the process (rounded down).
- You may only transfer charges from one metalmind at a time.
- You may not tap *any* metalminds while storing investiture.
- You may convert power gained from the Well of Ascension, the mists, Allomantic Duralumin or Nicrosil, or etc into investiture. To do so, total the dice you receive from the power, and halve it as you convert it to stored investiture.
- **Max:** You may transform a number of charges equal to your Nicrosil rating each hour, and this number is halved in the process.

### **Tapping**

- You may tap your Nicrosilmind(s) in concert with another metalmind, using charges of investiture as any other charge you tap at the same time.
- You may not tap more investiture charges than the number of charges you tap from the other metalmind.

### **Tapping 10+ charges:**



- You may tap large amounts of investiture to "erase" charges stored in another metalmind, even if it doesn't belong to you.
- Every 10 charges of investiture you tap lets you erase 5 charges from a metalmind you're touching.

## Electrum (pg. 361)

- Electrum lets you store determination.

### Storing

- -1 Willpower per charge.
- You do not naturally recover Willpower while storing determination
- **Max:** Electrum rating, or Willpower score -1, whichever is lower.

### Tapping

- +1 Willpower per charge *for 1 hour*.
- At the end of the hour, if your Willpower drops to 0 you mentally crack, less than 0 and you fall into a fugue forever unless someone to stabilizes you with a Charm 3 roll.
- Recover 1 Willpower per hour if tapping 1-5 charges, or 1 per minute if more.

### Tapping 10+ charges:

- 10: Recover 1 Willpower, -1 damage to Willpower for the next hour, shake off a minor traumatic event.
- 30: Recover 2 Willpower, -2 damage to Willpower for the next hour, shake off a moderate traumatic event.
- 50: Recover 3 Willpower, -3 damage to Willpower for the next hour, shake off an acute traumatic event.
- 70: Recover 4 Willpower, -4 damage to Willpower for the next hour, shake off a dire traumatic event.
- 90: Recover 5 Willpower, -5 damage to Willpower for the next hour, shake off a crushing traumatic event.

## Cadmium (pg. 365)

- Cadmium lets you store breath.

### Storing

- -1D per charge to endurance-related Physique rolls.
- You may not hold your breath for any meaningful length of time.
- **Max:** Cadmium rating, or Physique score -1, whichever is lower.

### Tapping

- +1D per charge to endurance-related Physique rolls.
- You gain 1 full minute of Oxygen per charge tapped.

### Tapping 10+ charges:

- For every 10 charges you tap you may go without breathing for 1 hour.

## **Bendalloy (pg. 365)**

- Bendalloy lets you store the caloric energy gained from food and drink.

### **Storing**

- -1D to Physique rolls for every 2 charges.
- Food energy and drink energy must be stored in separate Bendalloyminds.
- **Max:** Bendalloy rating, or Physique score -1, whichever is lower.

### **Tapping**

- May ignore the effects of hunger or thirst (depending on the Bendalloymind used) for 1 day per charge tapped.

### **Tapping 10+ charges:**

- For every 10 charges tapped:
  - +25% body weight.
  - -1D to Physique rolls when strenuous activity is involved
  - +1D to rolls made to conceal your appearance.

## **Malatium (pg. 376)**

- Malatium has no known Feruchemical uses.

## **Lerasium (pg. 378)**

- Lerasium has no known Feruchemical uses.