

Allomantic Charges (pg.273)

1	1 gram or pinch of metal flakes; contents of a Mistborn vial (per metal); a bead of atium
2	Several grams of metal flakes; a nail, earring, ring, copper clip
3	1/2 ounce of metal flakes; contents of a Misting vial; a boxing
4	1 ounce of metal flakes; a metal nugget or paddock
5	Several ounces of metal flakes; a handful of metal dust or a small bar of metal

Metalmins (pg.282)

25	Small / A few grams (e.g. a metal nugget, nail, or ring)
100	Average / An ounce (e.g. a bracelet, set of rings, bracer, or necklace)
200	Large / Several pounds (e.g. a two-handed weapon, wagon wheel, or a coal stove)
500	Huge / Hundreds of pounds (e.g. a copper spire, wrought iron door, or a metal pillar)

Using Charges (pg.283)

1	to increase a dice pool, or to enhance a personal attribute
5 at a time	to automatically add a Nudge to a roll, in addition to any Nudges gained from natural 6's
10 at a time	to increase the Outcome of his or her action by 1, or to achieve a similarly impressive effect

Burn Rate & Flaring (pg.274)

Metal	Burn Rate	Flare Rate
Aluminum	Instant	-
Atium	30sec	-
Bendalloy	5min	30sec
Brass	20min	2min
Bronze	30min	3min
Cadmium	30min	3min
Chromium	Instant	-
Copper	40min	4min
Duralumin	Instant	-
Electrum	10min	1min
Gold	10min	1min
Iron	20min	2min
Lerasium	Instant	-
Malatium	1min	6sec
Nicrosil	Instant	-
Pewter	5min	30sec
Steel	20min	2min
Tin	1hr	6min
Zinc	20min	2min

The image displays a horizontal grid of colored rectangles, primarily in shades of blue and orange, arranged in a regular pattern. The rectangles are organized into vertical columns and horizontal rows, creating a dense, structured layout. The colors alternate in a checkerboard-like fashion across the grid. The bottom edge of the grid is set against a solid grey background. The overall appearance is that of a highly organized data visualization or a complex table structure.

Advancements (pg.122)		
Improvement	Cost	Description
Change a Trait	2	Replace an existing Trait with a new one (of the same type if the old Trait is your Hero's Drive, Profession, Specialty, Feature, or Personality)
Gain a new Stunt	4	(Allomancers and Kandra only) Add a Stunt to one of your Hero's Powers
Gain a new Trait	4	Add a new Trait to your Hero
Increase one Attribute	5	Increase your Hero's Physique, Charm, or Wits by 1 die (maximum 6 dice)
Increase one Standing	5	Increase your Hero's Influence, Resources, or Spirit by 1 die (maximum 10 dice)
Recover from a Mortal Burden	6	Ease one Mortal Burden to Grave
Increase Power rating	6	(Allomancers, Feruchemists, and Kandra only) Increase your Hero's Allomancy rating with one metal by 1 (maximum 10), or your Hero's Feruchemy rating with one metal by 1 (maximum 10), or your Hero's Mimicry rating by 1 (maximum 10)
Become a Misting savant	10	(Mistings with Allomancy rating 7+ only) Add the "savant" ability for your Hero's metal (Check Metal ref tabs)
Snap into a Misting	10	(Skaa / nobles without Powers only) Become a Misting with an Allomancy rating of 4 in one metal
Gain a new Blessing	15	(Kandra only) Add one additional Blessing your Hero does not already have
Become a Keeper	20	(Terris without Powers only) Become a Keeper with a Feruchemy rating of 2 in all metals
Snap into a Mistborn	20	(Skaa / nobles without Powers only) Become a Mistborn with an Allomancy rating of 3 in all metals
Gain a Hemalurgic spike*	"Varies"	Add a Hemalurgic spike and its Power or benefits, plus its drawbacks (Exact benefits/drawbacks below)
*Hemalurgic Variances / Cost (pg.128)		
Aluminum:		Steals the victim's enhancement Allomancy, granting your Hero one Allomantic Power chosen from the Enhancement Metals (Aluminum, Duralumin, Chromium, or Nicrosil), and reducing his or her Spirit by 1. Costs 2x the Allomancy rating your Hero gains (e.g. if you want to add Nicrosil 5, you must spend 10 Advancements).
Atium:		Steals the victim's ability to burn any Allomantic metal, granting your Hero any one Allomantic Power, and reducing his or her Spirit by 2. Costs 2x the Allomancy rating your Hero gains (e.g. if you want to add Cadmium 5, you must spend 10 Advancements).
Brass:		Steals the victim's mental Feruchemy, granting one Feruchemical Power chosen from the Mental Metals (Copper, Bronze, Zinc, or Brass), and reducing his or her Spirit by 1. Costs 2 x the Feruchemy rating your Hero gains (e.g. if you want to add Zinc 5, you must spend 10 Advancements).
Bronze:		Steals the victim's mental Allomancy, granting 1 Allomantic Power chosen from the Mental Metals (Copper, Bronze, Zinc, or Brass), and reducing his or her Spirit by 1. Costs 2 x the Allomancy rating your Hero gains (e.g. if you want to add Brass 5, you must spend 10 Advancements).
Copper:		Steals the victim's intelligence, increasing your Hero's Wits by 1 and reducing his or her Charm and Spirit by 1 each. Additional spikes each increase your Hero's Wits by 1 more die and further reduce his or her Charm and Spirit by 1 each. Costs 4 Advancements.
Duralumin:		Steals the victim's enhancement Feruchemy, granting your Hero 1 Feruchemical Power chosen from the Enhancement Metals (Aluminum, Duralumin, Chromium, or Nicrosil), and reducing his or her Spirit by 1. Costs 2 x the Feruchemy rating your Hero gains (e.g. if you want to add Chromium 5, you must spend 10 Advancements).
Gold:		Steals the victim's temporal Feruchemy, granting your Hero 1 Feruchemical Power chosen from the Temporal Metals (Gold, Electrum, Cadmium, or Bendalloy), and reducing his or her Spirit by 1. Costs 2 x the Feruchemy rating your Hero gains (e.g. if you want to add Bendalloy 5, you must spend 10 Advancements).
Iron:		Steals the victim's strength, granting your Hero 2 extra dice with rolls involving physical strength, and reducing his or her Wits and Spirit by 1 each. Additional spikes each add 1 more die with strength-based rolls and further reduce his or her Wits and Spirit by 1 each. Costs 4 Advancements.
Pewter:		Steals the victim's physical Feruchemy, granting your Hero 1 Feruchemical Power chosen from the Physical Metals (Tin, Pewter, Iron, or Steel), and reducing his or her Spirit by 1. Costs 2 x the Feruchemy rating your Hero gains (e.g. if you want to add Steel 5, you must spend 10 Advancements).
Steel:		Steals the victim's physical Allomancy, granting your Hero 1 Allomantic Power chosen from the Physical Metals (Tin, Pewter, Iron, or Steel), and reducing his or her Spirit by 1. Costs 2 x the Allomancy rating your Hero gains (e.g. if you want to add Iron 5, you must spend 10 Advancements).
Tin:		Steals the victim's senses, granting your Hero 2 extra dice with rolls involving 1 sense, and reducing his or her Charm and Spirit by 1 each. Additional spikes each add 1 more die with the same sense and further reduce his or her Charm and Spirit by 1 each. Costs 4 Advancements.
Zinc:		Steals the victim's mental stability and fortitude, increasing your Hero's Willpower by 2 and reducing his or her Charm by 1. Additional spikes each increase your Hero's Willpower by 1 more die and further reduce his or her Charm by 1. Costs 4 Advancements.

Weapons (pg.199)

Melee Weapons	Damage	Minimum / Maximum Range
Club	+1	Touch / Striking
Dagger	+1	Touch / Touch
Dueling Cane	+2	Touch / Striking
Fist/Kick	+0	Touch / Touch
Hammer	+3	Touch / Striking
Improvised Weapon	+0	Touch / Touch or Touch / Striking *
Koloss Blade	+4	Striking / Striking
Obsidian Axe	+3	Striking / Striking
Obsidian Dagger	+1	Touch / Touch
Spear (any)	+2	Striking / Striking
Staff	+1	Striking / Striking
Stone Hammer	+3	Touch / Striking
Sword	+2	Touch / Striking
Ranged Weapons	Damage	Minimum / Maximum Range
Bow and arrow	+2	Close / Long
Catapult	+4	Medium / Extreme
Dagger (when thrown)	+1	Striking / Close
Rock	+0	Striking / Close
Spear (when thrown)	+2	Close / Medium
Small metal object (e.g. coin) **	+1	Striking / Medium
Medium metal object (e.g. weapon) **	+2	Striking / Medium
Large metal object (e.g. scenery) **	+3	Close / Medium
* As appropriate to the item (e.g. Touch / Touch for a paperweight, or Touch / Striking for a fireplace poker).		
** Use these rules when this object is Pushed or Pulled toward a target using Allomancy.		

Armor & Shields (pg.200)

Armor	Damage Absorbed
Leather / Padded	1
Steel Mail	2
Steel Plate	3
Shields	Defense Dice
Small Shield	+1
Large Shield	+2

Resources (pg 234)		Influence (pg 243)		Spirit (pg 249)	
Difficulty	Scope or Rarity/Examples	Difficulty	Scale or Impact / Examples	Difficulty	Detail or Relevance / Examples
1	Affordable/Common: Reserve a private room, travel by horse, or employ a team of skias laborers	1	House of Establishment / Insignificant Event: Death of a small-time underworld figure or a change to an off-handed law	1	Limited / Broad: "Is he acting strangely?" or "What is the crowd's general mood?"
2	Costly/Uncommon: Have a message delivered in absolute secrecy, travel by carriage, or employ a bodyguard	2	City / Notable Event: Death of a new criminal gang	2	Alarming / General: "Do I have a gut feeling about this guy?" or "Is there anything I might be able to use here?"
3	Expensive/Scarce: Hire a private tutor, travel by barge, or employ a thieves crew	3	City / Notable Event: Death of an influential Obligor or the institution of new trade regulations	3	Enlightening / Close: "What does this guy do for a living?" or "Is there a weapon in the room?"
4	Very Expensive/Rare: Host a grand ball, travel with an armed entourage, or employ a team of laborers	4	Dominance / Remarkable Event: Death of a powerful noble lord or open war between rival houses	4	Revealing / Specific: "What sort of man is he?" or "Which of these two downpours should I choose?"
5	Extravagant/Very Rare: Rebuild a village, travel with the Lord Ruler's entourage, or employ a kandra	5	World / Staggering Event: Death of the Lord Ruler or a Great House's betrayal of the Empire	5	Definitive / Exact: "What's his next move?" or "Where would Lord Perovik hide his vault?"
Army Forces		Raising the People		Spotlight / Lucky Bless	
Difficulty	Force/Soldiers / Examples	Difficulty	Crowd Size / Examples	Difficulty	Impact or Plausibility / Examples
1	Unit: 20 soldiers / 1 Extra	1	Tiny: Outposts within line of sight; 25 or fewer people	1	Negligible / Reasonable: Mild inclement weather starts up or the color of a lady's dress is different than it was
2	War Band: 100 soldiers / 2 Extras	2	Small: Population of a village; 100-200 people	2	Minor / Reasonable: A guard leaves his sword belt unbuttoned or an aristocrat checks the base of an ashtray
3	Company: 500 soldiers / 3 Extras	3	Medium: Population of a small town; 500 people	3	Significant / Dubious: A guard leaves his sword hanging on his chair or the character produces an item he or she never mentioned before
4	Regiment: 1,000 soldiers / 4 Extras	4	Large: Population of a large town; 1,000 people	4	Major / Unlikely: A guard falls asleep on the job or that key the character found just happens to work in this lock
5	Army: 10,000 soldiers / 5 Extras	5	Massive: Population of a small city; 10,000 or more people	5	Radical / Far-Fetched: A noble house alarm falls just as the crew makes its escape or a midnight arrives the moment before a gravely wounded character is attacked by a superior opponent (and now everyone has to deal with the creature)
Skills & Inventions		Saviors		Sustaining Support and Allies	
Difficulty	Reluctance / Examples	Difficulty	Difficulty or Risk / Examples	Difficulty	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
1	Predisposed: Act upholds current laws, supports the Extra's morals, or presents opportunity for personal gain (e.g. getting back at a rival or unit by a mutual enemy)	1	Simple / No Risk: Grant access to a skias's home, provide the names of Extras in a noble's employ, offer information about rarely-used trade routes	1	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
2	Indifferent: Act breaks no known laws and doesn't violate the Extra's morals, or harms no one the Extra cares about (e.g. revealing a Minor Secret of little apparent import, feigning ignorance about the Crew — assuming they aren't clearly criminals, or granting access to an exclusive event)	2	Challenging / Low Risk: Grant access to a skias merchant's home, provide the name of a noble's legitimate child, offer information about an enemy's army	2	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
3	Wary: Act could break laws or violate the Extra's morals, or only harms "bad people" (e.g. betraying a friend or ally, or handing over an item stolen from an enemy)	3	Difficult / Some Risk: Grant access to a noble's house, provide the name of a noble's secret lover, offer information about inner workings of the Steel Ministry	3	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
4	Reluctant: Act clearly breaks laws, violates the Extra's morals, or harms anyone (e.g. revealing a Major or damaging Secret, harboring a known fugitive, or granting access to the Imperial armory)	4	Very Hard / Great Risk: Grant access to a Steel Ministry facility, provide the name of a rebel skias leader, offer information about lord's treasure vault	4	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
5	Opposed: Act flagrantly break laws or violates the Extra's morals, or could harm the Extra (e.g. betraying a loved one or committing treason)	5	Nearly Impossible / Mortal Risk: Grant access to Kredik Shaw, provide the real name of a Steel Inquisitor, offer first-hand information about a clandestine deal to overthrow the Lord Ruler	5	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
Equipment		Changing Laws		Making a Last Ditch Effort	
Difficulty	Intricacy or Impact / Examples	Difficulty	Change or Impact / Examples	Difficulty	Change or Impact / Examples
1	Simple / Negligible: Change the definition of fraud or trespassing; suspend a curfew; create a new trade ordinance	1	Simple / No Risk: Grant access to a skias's home, provide the names of Extras in a noble's employ, offer information about rarely-used trade routes	1	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
2	Involved / Minor: Change the definition of theft or bribery; suspend the decree of a minor lord; create a new title	2	Challenging / Low Risk: Grant access to a skias merchant's home, provide the name of a noble's legitimate child, offer information about an enemy's army	2	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
3	Elaborate / Significant: Change the definition of assault or kidnapping; suspend a jail sentence; create a day of rest	3	Difficult / Some Risk: Grant access to a noble's house, provide the name of a noble's secret lover, offer information about inner workings of the Steel Ministry	3	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
4	Convoluted / Major: Change the definition of murder or arson; suspend an execution; create a new holiday	4	Very Hard / Great Risk: Grant access to a Steel Ministry facility, provide the name of a rebel skias leader, offer information about lord's treasure vault	4	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual
5	Byzantine / Radical: Change the definition of heresy or treason; suspend the decree of a king or emperor; create a new territory	5	Nearly Impossible / Mortal Risk: Grant access to Kredik Shaw, provide the real name of a Steel Inquisitor, offer first-hand information about a clandestine deal to overthrow the Lord Ruler	5	Life on Scadrial is nasty, brutish, and short but especially willful people can sometimes rise above the impossible odds, surviving no matter the cost. A character may attempt a Spirit Challenge to recover one of his or her Resilience that's been reduced by damage or other factors, and which is currently 5 or lower (this option isn't available with a Resilience of 6 or higher, as a character in that position isn't really defying the odds to keep going). The Difficulty is equal to the current Resilience score (minimum 1), and with success the character immediately recovers 1 Resilience, plus 1 more per Nudge spent. This option is available even when one or more of the character's Resilience is at 0, and when he or she is already defeated in some fashion (e.g. unconscious, dying, disarmed, etc.). Surviving against the odds doesn't restart a failed Conflict, however — it only helps the character bounce back more quickly and possibly cope with any story fallout from the defeat. After this attempt, and regardless of success, the character's Spirit score drops by 1, as usual

ent

Weapons (pg.237)						
Melee Weapon	Props	Difficulty	Damage	Min/Max Range	Misc. Info	
Club	1	1	1	Touch / Striking	Favored weapon of rebels and thugs; contains no metal	
Dagger	1	1	1	Touch / Touch	Steel blade favored by thieves and assassins	
Dueling Cane	1	2	2	Touch / Striking	Stone-headed cane carried by nobles for defense and duels; contains no metal	
Hammer	2	3	3	Touch / Striking	Two-handed working man's hammer	
Koloss Blade	N/A	4	4	Striking / Striking	Shiny chopping blade prized by the koloss	
Obsidian Axe	N/A	4	3	Striking / Striking	Signature weapon of Steel Inquisitors; contains no metal	
Obsidian Dagger	1	2	1	Touch / Touch	Popular weapon of Mistborn, often carried in pairs; contains no metal	
Spear	1	2	2	Striking / Striking	Iron-tipped spear favored by hunters, rebels, and soldiers	
Staff	1	1	1	Striking / Striking	Favored weapon of rebels and thugs; contains no metal	
Stone Hammer	N/A	4	3	Touch / Striking	Rare hammer used by kandra guardians; contains no metal	
Stone Spear	2	3	2	Striking / Striking	Flint or obsidian-tipped spear; contains no metal	
Sword	1	2	2	Touch / Striking	Steel blade carried by guards and soldiers	
Ranged Weapon						
Weapon	Props	Difficulty	Damage	Min/Max Range	Misc. Info	
Bow and steel arrows	2	3	2	Close / Long	Effective ranged weapon against Alomancers; contains no metal	
Bow and steel arrows	1	2	2	Close / Long	Primary ranged weapon of common soldiers	
Catapult	N/A	5	4	Medium / Extreme	Hurl's massive stones; exclusively used by armies	
Dagger	1	1	1	Striking / Close	Steel blade favored by thieves and assassins	
Obsidian dagger	1	2	1	Striking / Close	Popular weapon of Mistborn, often carried in pairs; contains no metal	
Spear	1	2	2	Close / Medium	Iron-tipped spear favored by hunters, rebels, and soldiers	
Stone spear	2	3	2	Close / Medium	Flint or obsidian-tipped spear; contains no metal	
Armor & Shields (pg.238)						
Armor						
Armor	Props	Difficulty	Misc. Info			
Leather / Padded	1	2	Layered armor favored by thieves, Alomancers, and Hazecklers; absorbs 1 damage from physical attacks			
Steel Mail	1	3	Chain and leather armor worn by guards and soldiers; absorbs 2 damage from physical attacks			
Steel Plate	2	4	Heavy breastplate worn by the wealthiest and most wealthy leaders; absorbs 3 damage from physical attacks			
Shields						
Shield	Props	Difficulty	Misc. Info			
Sm Metal Shield	1	1	Standard shield of soldiery; adds 1 die to defense rolls against physical attack			
Sm Wooden Shield	1	2	Sturdy shield carried by Lurchers; contains no metal; adds 1 die to defense rolls against physical attack			
Large Metal Shield	2	2	Used by cavalry and for ceremony; adds 2 dice to defense rolls against physical attack			
Large Wooden Shield	2	3	Almost exclusively used by hazecklers; contains no metal; adds 2 dice to defense rolls against physical attack			
Other Equipment (pg.239)						
Animals / Transport						
Animal / Transport	Props	Difficulty	Misc. Info			
Pet	1	1	Cats, dogs, and wolfhounds are kept by the sentimental and wealthy			
Cart	1	1	Two-wheeled cart used by laborers and craftsmen			
Horse	1	2	Riding mount common to wealthy skias, nobles, and military			
Horse & Carriage	2	3	Enclosed four-person vehicle favored by nobility			
Barge	N/A	4	Main vehicle of commerce and military transport; may carry fifty men or five tons of cargo			
Tools						
Tool	Props	Difficulty	Misc. Info			
Banned Book	2	3	Contains information on a topic banned by the Lord Ruler			
Bottle of Wine / Ale	1	1	Popular with Bon Vhants of all classes; used for loosening tongues / inhibitions			
Craftsman's Tools	1	1	Supports one occupation (e.g. carpentry, metallurgy, etc.)			
Disguise	1	2	Helpful when concealing or impersonating one person's identity			
Formal Clothing/Jewels	1	2	Useful when blending in at high society events like Imperial gatherings and balls			
Lockpicks	1	2	Useful when picking locks			
Medical Supplies	1	2	Useful for treating wounds and during certain Mental Conflicts (see pg.221)			
Mistlock	1	2	A symbol of a Mistborn's station; useful when concealing oneself in the metals			
Pocket Watch	1	2	A popular symbol of wealth; keeps good time			
Pen and Blank Book	1	1	Vital tools of the scribe			
Rope and Grapple	1	1	Helpful when climbing, crossing gaps, or binding someone			
Writing Steel	1	2	Thin sheets of steel for inscribing sacred information, which cannot be altered by metaphysical powers (such as Ruin)			
Implements						
Implement	Props	Difficulty	Misc. Info			
Alum Bread	N/A	5	Provides 1 charge of Alum			
Bones (1 Set)	1	3	Allows kandra to imitate 1 specific person or animal			
Metalminds (3)	1	3	Each metalmind allows a Fenschchemist (only) to stow in and tap from one metal**			
Misting Vial*	1	1	Contains 3 charges of Brass, Bronze, Copper, Iron, Pewter, Steel, Tin, or Zinc (choose only one metal)			
Mistborn Vial*	1	2	Contains 1 charge of Brass, Bronze, Copper, Iron, Pewter, Steel, Tin, or Zinc (1 charge of each metal)			
Copper Clips / Horseshoes	1	1	Coins or other metal objects used by Coinholes and Mistborn for Steeplejumping or as weapons			
*The Narrator may let you roll to acquire from a broader selection of metals if more have been discovered (this may depend on when your story occurs, or different factors if your story diverges from what's in the novel)						
**Brass, Bronze, Copper, Iron, Pewter, Steel, Tin, or Zinc; each single metalmind item consists of three physical metalminds, each of one different metal						

Outcome (pg.146)		Range & Movement (pg.198)			Difficulty					
Outcome	"That was..."	Touch	Close enough to touch the target	Adjacent	1	Simple				
6	Godlike	Striking	Close enough to attack with a melee weapon	1–2 paces	2	Challenging				
5	Legendary	Close	Close enough to attack with a thrown knife	3–10 paces	3	Difficult				
4	Astounding	Medium	Close enough to attack with a thrown spear	11 –100 paces	4	Very Hard				
3	Amazing	Long	Close enough to attack with a bow	100–300 paces	5	Nearly Impossible				
2	Excellent	Extreme	Close enough to attack with a catapult	300–1,000 paces	Chance of Success, By Difficulty (pg.454)					
1	Good	Sight	Close enough to see the target but not attack	1,000+ paces	Dice Pool	1	2	3	4	5
0	Passable	Mimicry Familiarity (pg.259)			2 Dice	14%	11%	8%	6%	3%
-1	Just Shy	Difficulty	Familiarity with Subject / Available Remains		3 Dice	37%	30%	22%	15%	7%
-2	Unfortunate	1	Intimately Familiar: Studied the target for a month or more, or have the target's intact corpse		4 Dice	61%	50%	38%	26%	13%
-3	Cringe-worthy	2	Familiar: Studied the target for a week or more, or have most of the target's corpse intact (in		5 Dice	80%	68%	53%	37%	20%
-4	Horrible	3	Passingly Familiar: Studied the target for a day, or have a complete set of the target's bones		6 Dice	91%	81%	66%	48%	26%
-5	Disastrous	4	Unfamiliar: Studied the target for an hour, or have most of the target's bones		7 Dice	97%	89%	78%	58%	33%
-6	Catastrophic	5	Totally Unfamiliar: Studied the target for less than an hour, or have less than half the		8 Dice	99%	94%	84%	67%	40%
Burdens					9 Dice	99%	97%	90%	74%	46%
Physical (pg.196)		Social (pg.213)			Mental (pg.223)					
//		//			//					
Serious Physical Burdens		Serious Social Burdens			Serious Mental Burdens					
Bruise, sprain, or laceration		Embarrassed			Depression or withdrawal					
Broken finger or toe		Doubted			Uncommon phobia (e.g. kandra or plants)					
Dislocated joint		Censured			Flashbacks					
Pulled, strained, gouged, or slashed muscle		Local or passing scandal			Fascination					
Blown pupil or ringing in the ears		Turmoil within Crew, Noble House, or other group			Nightmares					
Concussion		Seizure of select personal possessions, or a handful of skaa servants			Anxiety					
Chronic fatigue or dizziness		Targeted by opportunistic criminal			Temporary amnesia (a day or less)					
Thin scar (easy to conceal)		Obligator interest (a distraction, with no real merit)			Dramatic outbursts					
//		//			//					
Grave Physical Burdens		Grave Social Burdens			Grave Mental Burdens					
Massive system shock (heart attack, seizure, or stroke)		Humiliated			Violent mood swings					
Broken limb		Criticized			Common phobia (e.g. Terris people or metal)					
Internal rupture or bleeding		Fined			Delusions or dementia					
Severed finger, ear, or toe		Citywide or persistent scandal			Compulsion					
Temporary blindness or deafness		Ejected from Crew, noble house, or other group			Night terrors					
Skull fracture		Seizure of a holding and all its contents, or all skaa servants			Nausea					
Uncontrollable twitch or shaking		Targeted by opportunistic Crew			Temporary amnesia (many days or longer)					
Thick or jagged scar (hard to conceal)		Obligator investigation (with potentially serious charges)			Mania					
//		//			//					
Mortal Physical Burdens		Mortal Social Burdens			Mortal Mental Burdens					
Permanent limp or inability to grip anything with one hand		Shunned or exiled			Split personality					
Crushed or shattered limb		Mocked			Omnipresent phobia (e.g. skaa or ash)					
Severed hand, limb, or nose		Denied right to own skaa			Hallucinations					
Permanent deafness		Pervasive or unforgettable scandal			Obsession					
Lost eye or tongue		Branded enemy by Crew, noble house, or other group			Blackouts					
Brain bleed		Forfeiture of a holding and all its contents, or all skaa servants			Paranoia					
Nerve damage		Targeted by opportunistic noble house or military force			Permanent amnesia					
Disfiguring scar (impossible to conceal)		Obligator manhunt (found guilty of something)			Mute					

