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 nuggest or paddock					
5	Several ounces of metal flakes; a handful of metal dust or a small bar of metal					

Metalminds (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						

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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 (Aliomancers 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 (Aliomancers, Feruchemists, and Kandra only) Increase your Hero's Aliomancy 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 Aliomancy 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 Aliomancy 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	
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become a recept	
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, Ch 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 Advan	cements).
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 Al your Hero gains (e.g. if you want to add Cadmium 5, you must spend 10 Advancements).	omancy rating
Brass: Steals the victim's mental Feruchemy, granting one Feruchemical Power chosen from the Mental Metals (Copper, Bronze, Zinc, or Brass), and reducing 1. Costs 2 × the Feruchemy rating your Hero gains (e.g. if you want to add Zinc 5, you must spend 10 Advancements).	nis or her Spirit by
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 Costs 2 × 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 yo more die and further reduce his or her Charm and Spirit by 1 each. Costs 4 Advancements.	ır Hero's Wits by 1
Duralumin: Steals the victim's enhancement Feruchemy, granting your Hero 1 Feruchemical Power chosen from the Enhancement Metals (Aluminum, Duralumin, ONICTOSII), and reducing his or her Spirit by 1. Costs 2 × the Feruchemy rating your Hero gains (e.g. if you want to add Chromium 5, you must spend 10 A	dvancements).
Gold: Steals the victim's temporal Feruchemy, granting your Hero 1 Feruchemical Power chosen from the Temporal Metals (Gold, Electrum, Cadmium, or Ber reducing his or her Spirit by 1. Costs 2 × 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. Addi 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 red Spirit by 1. Costs 2 × 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 reducin by 1. Costs 2 × the Allomancy rating your Hero gains (e.g. if you want to add Iron 5, you must spend 10 Advancements).	his or her Spirit
Other transfer of the control of the	ikes each add 1
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 sport more die with the same sense and further reduce his or her Charm and Spirit by 1 each. 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)
an dana		Loughalio	s & Politics	Doorsoatie	o a Hint
Difficult		Difficult		Difficult	
v	Scope or Rarity/Examples	v	Scale or Import / Examples	v	Detail or Relevance / Examples
1	Affordable/Common: Reserve a private room, travel by horse, or employ a team of skaa laborers	1	House or Establishment / Insignificant Event: Death of a small-time underworld figure or a change to an oft-ignored 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	2	Neighborhood / Obscure Event: Death of a skaa merchant or the formation of a new	2	Alluding / General: "Do I have a gut feeling about this guy?" or "Is there anything I might be able to use here?"
3	employ a bodyguard Expensive/Scarce: Hire a private tutor, travel by barge, or employ a thieving crew	3	criminal gang City / Notable Event: Death of an influential Obligator or the institution of new trade	3	Enlightening / Close: "What does this guy do for a living?" or "Is there a weapon in the
4	Very Expensive/Rare: Host a grand ball, travel with an armed entourage, or employ a team of hazekillers	4	regulations Dominance / Remarkable Event: Death of a powerful noble lord or open war between rival houses	4	room? Revealing / Specific: "What sort of man is he or "Which of these two doorways 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 Penrod hide his vault?"
Allitary Fo	nroes	Rallying th		Catching	a Lucky Break
Difficult	l cca	Difficult		Difficult	
y	Force/Soldiers & Examples	V	Crowd Size / Examples	Dillicuit	Impact or Plausability / Examples
1	Unit: 20 soldiers / 1 Extra	1	Tiny: Onlookers within line of sight; 25 or fewer people	1	Negligible / Believable: Mild inclement weath 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 swo belt unbuckled or an earthquake rocks the base of an ashmou
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 of 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 fails just as the Crew makes its escape or a mistwraith arrive the moment before a gravely wounded character is attacked by a superior opponent (and now everyone has to deal with the creature)
Bribes & I	Incentives	Favors		Surviving	Against the Odds
Difficult		Difficult		Life on Sc	adrial is nasty, brutish, and short but especial
У	Reluctance / Examples	У	Difficulty or Risk / Examples	willful peo	ole can sometimes rise above the impossible
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 lying to a mutual enemy)	1	Simple / No Risk: Grant access to a skaa's home; provide the names of Extras in a noble' s employ; offer information about rarely-used trade routes	attempt a Resilience factors, as	wing no matter the cost. A character may Spirit Challenge to recover one of his or her se that's been reduced by damage or other d which is currently 5 or lower (this option is:
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	2	Challenging / Low Risk: Grant access to a skas merchant's home; provide the name of a noble's illegitimate child; offer information about an enemy's army	in that pos going). Th score (min immediate Nudge sp	with a Resilience of 6 or higher, as a characte sition isn't really defying the odds to keep the Difficulty is equal to the current Resilience imum 1), and with success the character by recovers 1 Resilience, plus 1 more per ent. This option is available even when one or
	an exclusive event)				
3	an exclusive event) 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	3	Difficult / Some Risk: Grant access to a noble lord's house; provide the name of a noble's secret lover; offer information about inner sections of the Stand Misiater.	unconscio the odds of	already defeated in some fashion (e.g. sus, dying, disgraced, etc.). Surviving against doesn't restart a failed Conflict, however — it
4	an exclusive event) 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) Reluctant. Act clearly breaks laws, violates the Extra's morals, or harms anyone (e.g. revealing a Major or damaging Secret, barboring a known facilities or grapting ancess.	3	lord's house; provide the name of a noble's	unconscio the odds only helps possibly of this attern	already defeated in some fashion (e.g. rus, dying, disgraced, etc.). Surviving against doesn't restart a failed Conflict, however — it the character bounce back more quickly and cope with any story fallout from the defeat. Aft
	an exclusive event) Wary: Act oould 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) Refuctant Act clearly breaks laws, violates the Extra's morals, or harms anyone (e.g. reveating a Maior or damagion Secret.		lord's house; provide the name of a noble's secret lover; offer information about inner workings of the Steel Ministry Very Hard / Great Risk: Grant access to a Steel Ministry facility; provide the name of a rebel skaa leader; offer information about lord'	unconscio the odds only helps possibly of this attern	ius, dying, disgraced, etc.). Surviving against foesn't restart a failed Conflict, however — it the character bounce back more quickly and ope with any story fallout from the defeat. Afte of, and regardless of success, the character's
4	an exclusive event) Warry, Act could break laws or violate the Eatla's morals, or only harms. Dad people' (e. Eatla's morals, or only harms. Dad people' (e. Eatla's morals, or only harms. Dad people' (e. Eatla's morals, or harms anyone (e.) Reductant, Act clearly breaks laws, violates the Eatla's morals, or harms anyone (e.) revealing a hilips or damagn or served to the Impetial sample, or graftery Opposed, Act flagrantly break laws or violates the Eatla's morals, or out of harm the Eatla's (e.) belinying a loved one or committing treation)	4	lord's house; provide the name of a noble's secret lover; offer information about inner workings of the Steel Ministry Very Hard if Creat Risk: Grant access to a Steel Ministry faculty; provide the name of a steel skale select, offer information about lord's treated with the steel skale select, offer information about to Nearly Impossible / Mortal Risk: Grant access to Kredik Shaw; provide the real name of a Steel Inquisitor (offer first-hard information about a clandestine deal to overthrow the Lord Ruler	unconscic the odds o only helps possibly o this attem Spirit scor	already defeated in some fashion (e.g. use, dying, disgraced, etc.). Surviving against foesn't restart a failed Conflict, however — it the character bounce back more quickly and ope with any story fallout from the defeat. Afte ot, and repartless of success. the character's
4	an exclusive event! Average and exclusive event with the Warry. Act could be the law are visited the popule (e.g. betwaying a frend or ally or handing over an entering). Let a moralis, or harms anyone (e.g. reventing a barrior and some control and activity of the provision of	4	lord's house, provide the name of a nobles several lover, offer information about inner several lover, offer information about mine workings of the Steek Ministry appears to a Steek Ministry stay, provide the name of a rebel skas leader, offer information about lord's thesaure vault. Namy impossible / Motals Risk. Creat sacross to Steek Insays spirals of the Steek Steek Ministry should be read name of a Steek Insaysister, offer frist-hand information about a clandestine deal to overthrow the Lord Ruler.	unconscict the odds only helps only helps possibly of this attern Spirit scor	aiready defeated in some fashion (e.g., us, often displayed, etc.). Surviving against us, origing dispraced etc.). Surviving against the character bounce back more quickly after the character bounce back more quickly and the character bounce back more quickly and the character bounce and the character of the ch
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	Props	Difficulty	Damage	Min/Max Range	Misc. Info			
Melee Weapon 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	Massive 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	2	Touch / Touch	Popular weapon of Mistborn, often carried in pairs; contains no metal			
Spear				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	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 Bow and flint arrows	Props 2	Difficulty 3	Damage 2	Min/Max Range Close / Long	Misc. Info Effective ranged weapon against Allomancers; contains no metal			
Bow and first arrows Bow and steel arrows	1	2	2	Close / Long	Primary ranged weapon of common soldiers			
		_		- Long				
Catapult	N/A	5	4	Medium / Extreme	Hurls massive stones; exclusively used by armies			
Dagger	1 1 1 Striki		Striking / Close	ing / 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			
Cosulan dayyer				Julking / Close	r open, weapon or mistorin, orien carries in pairs; contains no metal			
Spear	1	2	2	Close / Medium	Iron-tipped spear favored by hunters, rebels, and soldiers			
	2	3	2	Close / Medium	Flint or obsidian-tipped spear; contains no metal			
Stone spear	4			1				
Stone spear	2			Armor	& Shields (pg.238)			
			Misc Info		8 Shields (pg.238)			
Armor		Difficulty						
Armor Leather / Padded					& Shields (pg 238) ee, Alfornancers, and Hazekillers, absorbs 1 damage from physical attacks			
Armor		Difficulty	Layered ar	mor favored by their				
Armor Leather / Padded	Props 1	Difficulty 2	Layered ar Chain and	mor favored by their leather armor worn b	es, Allomancers, and Hazekillers; absorbs 1 damage from physical attacks			
Armor Leather / Padded Steel Mail	Props 1	Difficulty 2	Layered ar Chain and	mor favored by their leather armor worn b	es, Allomancers, and Hazekillers; absorbs 1 damage from physical atlacks y guards and soldiers, absorbs 2 damage from physical atlacks			
Armor Leather / Padded Steel Mail Steel Plate Shields	Props 1	Difficulty 2	Layered ar Chain and Heavy brea	mor favored by theiv leather armor worn b astplate worn by the	es, Allomancers, and Hazekillers; absorbs 1 damage from physical atlacks y guards and soldiers, absorbs 2 damage from physical atlacks			
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Armor Leather / Padded Seet Mail Steel Plate Shelds Sm Meat Sheld Sm Wooden Sheld Large Model Sheld Large Model Sheld Animats / Transport Pet Cart	Props 1 1 2 Props 1 1 2 2 Props 1 1 1 1 2 2 2 Props 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Difficulty 2 3 4 Difficulty 1 2 2 3 Difficulty 1 1 1	Layered and Chain and Heavy bres Misc. Info Standard s Sturdy shie Used by ca Almost exc Misc. Info Cats, dogs Two-wheel	mor favored by their leather armor worn to astiplate worn by the thield of soldiery; add dicarried by Lurche avairy and for cerem fusively used by haz Other E and wollhounds are det cart used by labo	es, Allomancers, and Hazekillers; absorbs 1 damage from physical attacks y guards and soldiers; absorbs 2 damage from physical attacks wealthest and most foothardy leaders; absorbs 3 damage from physical attacks set till be to defense rolls against physical attack rs; contains no metal; adds 1 die to defense rolls against physical attack rs; contains no metal; adds 1 die to defense rolls against physical attack rs; contains no metal; adds 2 die to defense rolls against physical attack solliers; cordian no metal; adds 2 dies to defense rolls against physical attack spilipment (op 239) kept by the sentimental and wealthy			
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Out	come (pg.146)		Range & Movement	t (pg.198)			Difficulty				
	"That was"	Touch	Close enough to touch the target	(1-3)	Adjacent	1	Simple				
6	Godlike	Striking	Close enough to attack with a melee wear	non	1–2 paces	2	Challengir	ng			
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 spei		11 –100 paces	4	Very Hard				
3	Amazing	Long	Close enough to attack with a bow	ui .	100–300 paces	5	Nearly Im				
2	Excellent	Extreme	Close enough to attack with a catapult		300-1,000 paces		Chance of	Success, E	y Difficulty	(pg.454)	
1	Good	Sight	Close enough to see the target but not att	1,000+ paces	Dice Pool	1	2	3	4	5	
0	Passable	J.g	Mimicry Familiarity		1,,,,,,	2 Dice	14%	11%	8%	6%	3%
-1	Just Shy	Difficulty	Familiarity with Subject / Available Remain			3 Dice	37%	30%	22%	15%	7%
-2	Unfortunate	1	Intimately Familiar: Studied the target for a m		ore 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 mor				80%	68%	53%	37%	20%
-4	Horrible	3	Passingly Familiar: Studied the target for a da				91%	81%	66%	48%	26%
-5	Disasturous	4	Unfamiliar: Studied the target for an hour,			7 Dice	97%	89%	78%	58%	33%
-6	Catastrophic	5	Totally Unfamiliar: Studied the target for le				99%	94%	84%	67%	40%
	T Catalon Opinio		Burdens	oo trarrar	Tribur, or have rose than han the	9 Dice	99%	97%	90%	74%	46%
	Physical (pg.196)		Social (pg.213)		Mental (pg.223)	10 Dice	99%	98%	93%	80%	52%
	//		//		//		00.1	00.1	33/1		
Serious P	hysical Burdens		Serious Social Burdens	Serious N	Mental Burdens						
Bruise, sp	rain, or laceration				on or withdrawal						
roken fing	er or toe		Doubted Un		on phobia (e.g. kandra or						
Dislocate	d joint		Censured	Flashbac	ks						
Pulled, str	rained, gouged, or sla	shed	Local or passing scandal Fasc		on						
Blown pu	pil or ringing in the ea	rs	Turmoil within Crew, Noble House, or other group Nightman		es						
Concussion			Seizure of select personal possessions, or a handful of skaa servants Anxiety								
	atigue or dizziness				ry amnesia (a day or less)						
Thin scar	(easy to conceal)		Obligator interest (a distraction, with no real merit)	Dramatic	outbursts						
	//		//		//						
	ysical Burdens		Grave Social Burdens Grave		ve Mental Burdens						
seizure, o		ittack,	Humiliated	Violent mood swings							
Broken lin	•		Criticized	Common phobia (e.g. Terris people or metal)							
	pture or bleeding		Fined	Delusions or dementia							
	inger, ear, or toe		Citywide or persistent scandal	Compuls							
	Temporary blindness or deafness		Ejected from Crew, noble house, or other group	Night terr	rors						
Skull fract			Seizure of a holding and all its contents, or all skaa servants	Nausea							
	lable twitch or shakin		Targeted by opportunistic Crew	longer)	ry amnesia (many days or						
Thick or ja	agged scar (hard to c	onceal)	Obligator investigation (with potentially serious charges)	Mania							
	//		II		//						

Mortal Mental Burdens Split personality

Hallucinations

Obsession

Blackouts

Omnipresent phobia (e.g. skaa or ash)

Mortal Physical Burdens

anything with one hand
Crushed or shattered limb

Permanent deafness

Lost eye or tongue

Brain bleed Nerve damage

Severed hand, limb, or nose

Permanent limp or inability to grip

Disfiguring scar (impossible to conceal)

Mortal Social Burdens

Denied right to own skaa

Pervasive or unforgettable scandal

Branded enemy by Crew, noble house,

Branded enemy by Crew, noble house, or other group
Forfeiture of a holding and all its contents, or all skaa servants
Targeted by opportunistic noble house or military force
Obligator manhunt (found guilty of something)

Blackouts
Paranoia

Paranoia

Permanent amnesia
Mute

Shunned or exiled

Mocked

*Just as a heads up, this project was uploaded from Excel, and it seems that some of the formatting got messued up in the transfer. If you so choose to download this file to Excel, hopefully that will remedy the situation.

** I do have intent to add the data from Era 2 of the Mistborn series. However this depends on demand, as my current RPG is Era 1, and dont have a personal need for those references yet.

*** Any and all suggestions are welcome. Please submit them to Griottheowl@gmail.com