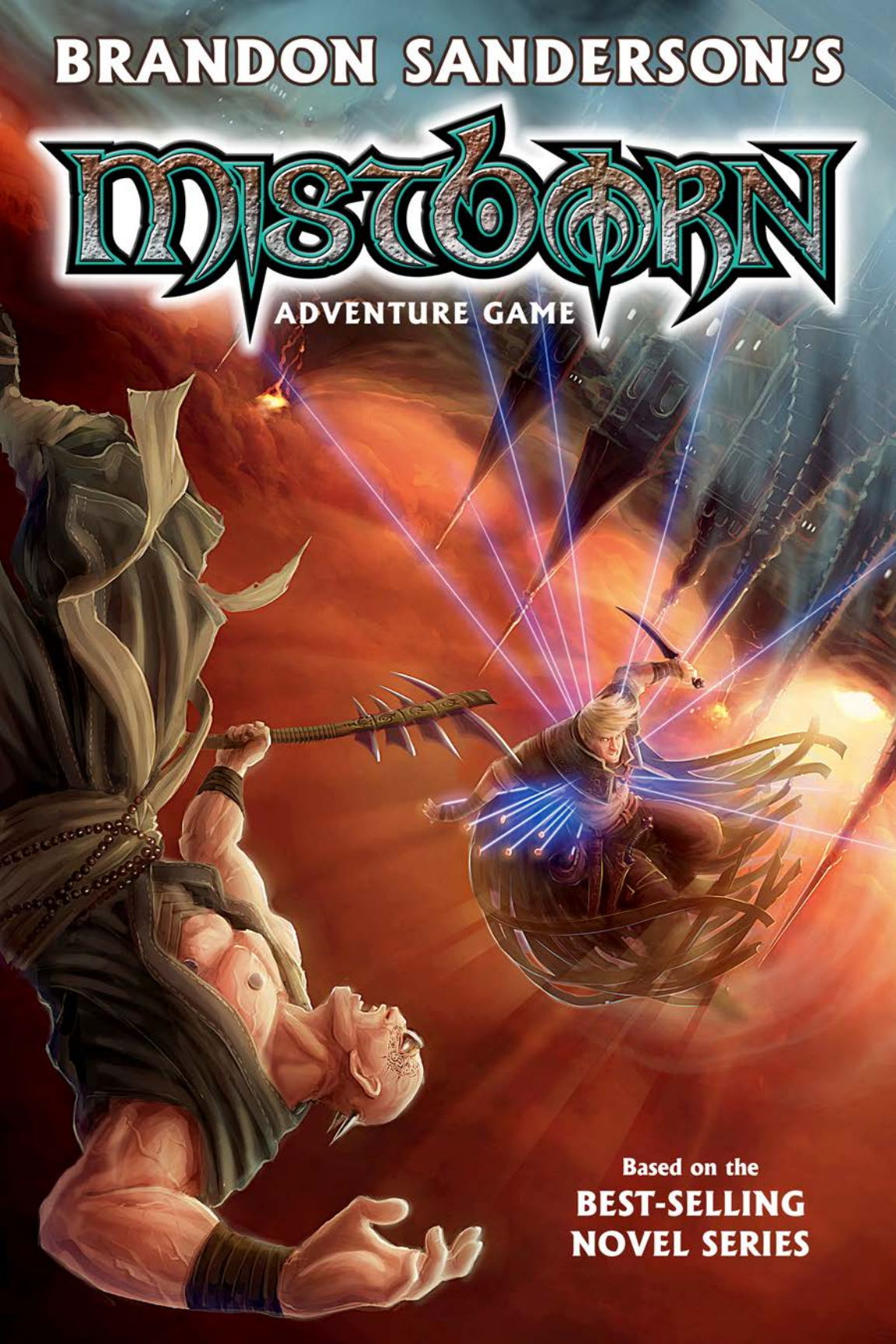
BRANDON SANDERSON'S

MISTBORN

ADVENTURE GAME



Based on the

BEST-SELLING NOVEL SERIES

MISTBORN™

ADVENTURE GAME

Based on the Best-Selling Novel Series by

BRANDON SANDERSON

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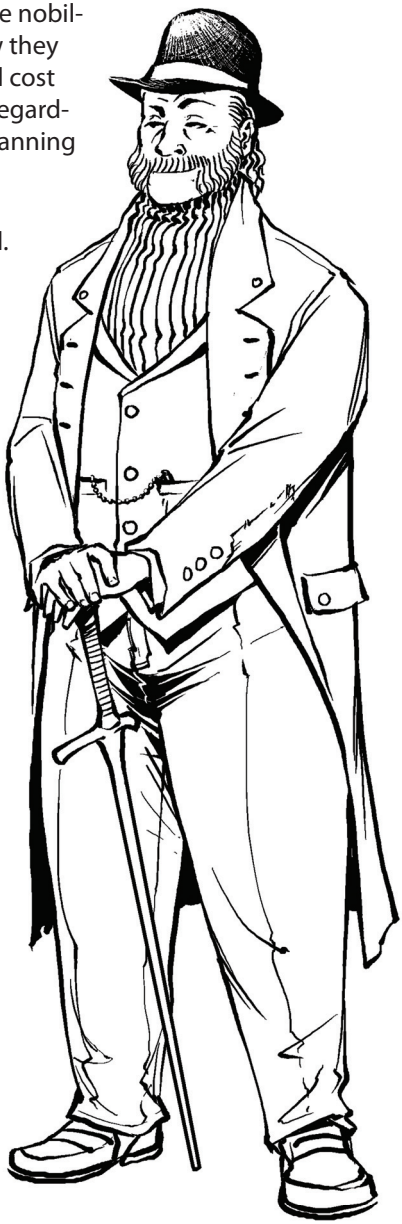
BECK



To the world at large you're a hat-tipping fixer, providing the nobility with what they need, sometimes before they even know they need it. You're keeping track though and each indignity will cost them, big. You're a mastermind and your crew — the well-regarded Nine Eyes — operates smoothly thanks to you always planning five steps ahead.

Your parents were loyal, obedient sorts who raised you well. They taught you to anticipate the needs of your betters, and those lessons gave you an edge over most skaa in the eyes of the nobility. Nevertheless, when a terrible sickness swept through the city in your youth, your parents and brother were left to die. Everything changed, and you became your own man, family first and curse the Lord Ruler.

Now you have a thriving public business, a wife, two strong boys, and everything is going great. Your family doesn't know about your criminal activities but you sometimes catch your beloved looking at you with just a hint of suspicion, and you worry about what she'll do if she finds out the truth.

Among your crewmates, Thorrow is a worry. You've got a gut feeling that it's only a matter of time before he loses it, and you've taken precautions to distance yourself and the crew if that should happen. Still, you can't help caring and you hope that it doesn't come to that.

Sev's drinking is getting out of hand, but confronting him means getting past his sister, which is difficult to consider once she starts fluttering those perfect lashes. Wait, you're married, aren't you?

Damosi and Gavon remind you so much of your sons. Damosi always follows his own agenda like your oldest, and Gavon, like your youngest, he's got no agenda at all. The combination could be trouble, but really, how could you turn them away?

JeHoy... Normally you'd be a lot less keen to keep one of "those things" around, but this one's proved more level-headed and conscious of the crew's needs than many so-called "professionals" you've had at your side. Take Sev, for example...

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MISTBORN ADVENTURE GAME

CHARACTER NAME Beck

CONCEPT Fixer & Crew Leader

CREW NAME Nine Eyes | CAUSE Revenge | TARGET Nobility | METHOD Theft

RACE Skaa | SEX Male | AGE 31 | HEIGHT 5' 8" | WEIGHT 191 lbs

ATTRIBUTES

	DICE
PHYSIQUE	3
CHARM	4
WITS	4

STANDINGS

	DICE	SPENT
RESOURCES	4	
INFLUENCE	6	
SPIRIT	3	

RESILIENCES

	SCORE	DAMAGE
HEALTH	7	
REPUTATION	10	
WILLPOWER	7	

TRAITS & BURDENS

DRIVE: Safeguard my family's future

PROFESSION: Fixer

SPECIALITY: Well-connected

FEATURE: Portly

PERSONALITY: Determined

Known as "upright citizen"

Father figure to my Crew

TRAGEDY

My parents and brother worked like dogs but died as paupers

DESTINY

See my sons grow up free and self-determined

POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
Dueling cane	Damage +2; Range: Striking; Contains no metal	☒
Horse & carriage	Enclosed four-person vehicle favored by nobility	☒
Pocket watch	Popular symbol of wealth; keeps good time	☒
		☐
		☐

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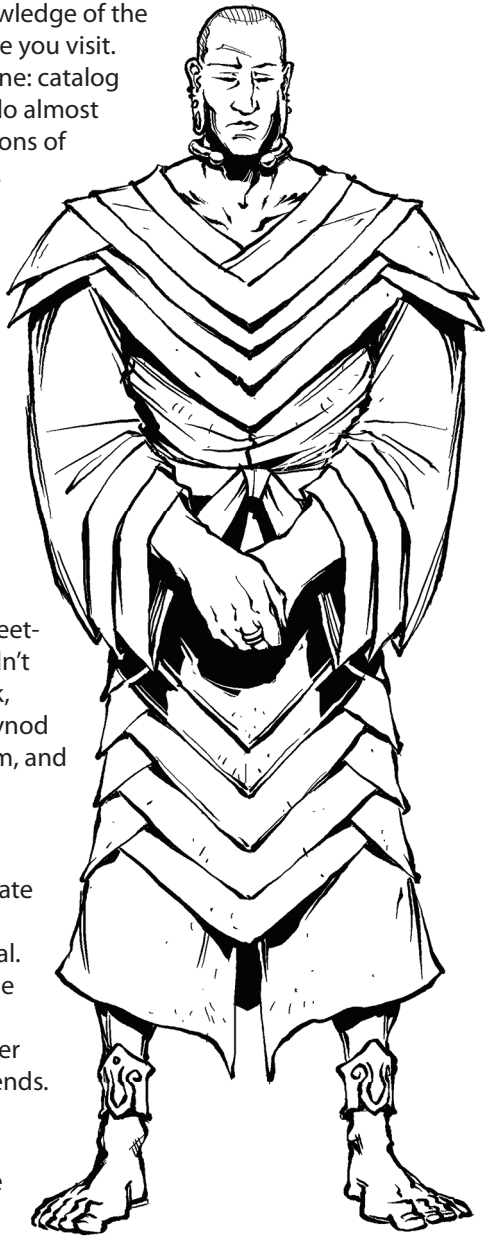
DAMOSI



The duties of a Keeper are many. You carry the knowledge of the world on your body, and you seek more everywhere you visit. The Synod gave you a narrow task, and a difficult one: catalog the lore of Luthadel. Fortunately it's a job you can do almost anywhere, as you learn as much from the assumptions of those outside the city as from those who live there.

Working with a crew lets you move between social classes and quarters, and with every job you store more knowledge in your metalminds. So long as that continues, you're happy to keep with the Nine Eyes and see where the future leads.

A strange thing happened in your youth — you slipped through the cracks. The Obligators didn't realize you were a Feruchemist, but neither did the Terris people. Only years later, when you traveled to Luthadel as a young steward, did an older Keeper named Gahela discover and nurture your abilities. She risked everything to get you a meeting with the Synod, and you still regret that she didn't survive the journey. It's Gahela's path you now walk, for she was Luthadel's chronicler before you. The Synod charged you with her duties and so you honor them, and her sacrifice, with every detail gleaned.

Lately, your research has led you in an unexpected direction. You've found yourself listening in on private conversations between members of the crew and people with especially rare knowledge of the capital. You don't plan to use anything you learn against the crew of course, but you know this could be seen as a betrayal, and so you stay quiet and hope you never have to choose between your mission and your friends.

Beck is a good leader, and a sensible man. He truly listens and respects your knowledge. Not everyone does. Still, he's so... "practical." Does he serve any cause bigger than the welfare of his own family?

You and the younger Terrisman, Gavon, were born to the same breeder. You're not brothers in the conventional sense; Terris "siblings" rarely interact or live together for long, and you're fifteen years apart in age. Still, you feel compelled to guide him, and you want to tell him he takes too many risks.

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MISTBORN ADVENTURE GAME

CHARACTER NAME Damosi

CONCEPT Itinerant Keeper

CREW NAME Nine Eyes | CAUSE Revenge | TARGET Nobility | METHOD Theft

RACE Terris | SEX Male | AGE 36 | HEIGHT 6' 8" | WEIGHT 187 lbs

ATTRIBUTES

	DICE
PHYSIQUE	4
CHARM	3
WITS	4

STANDINGS

	DICE	SPENT
RESOURCES	3	
INFLUENCE	3	
SPIRIT	3	

RESILIENCES

	SCORE	DAMAGE
HEALTH	7	
REPUTATION	6	
WILLPOWER	7	

TRAITS & BURDENS

DRIVE: Save knowledge for the future

PROFESSION: Chronicler of Luthadel

SPECIALITY: Sage advice

FEATURE: Gangly frame

PERSONALITY: Solemn

TRAGEDY

Gahela died because of my weakness

DESTINY

Find the one truth that will free the Terris people from oppression

POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
All metals	☐ ALLOMANCY ☐ HEMALURGY ☒ FERUCHEMY ☐ OTHER	3		
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
Metalminds (6)	Copper/Gold/Iron/Pewter/Steel/Tin; store 100 charges ea	☒
Pen & blank book	Vital tools of the scribe; full of notes on Luthadel	☒
		☐
		☐
		☐

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GAVON

Stewards see far more than one might expect, and you know their customs well enough to pretend you're one of them. Your role in the Nine Eyes Crew relies on this, on you gaining access and investigating ahead of and during jobs.

You have all the bearing and none of the obedience of a real steward. You constantly press your luck, often overstepping the bounds of your assumed position, and you've even tipped off a few of your employers (though so far you and the crew have made sure your secret went no further).

The real danger, of course, is other stewards. It's easier for them to spot you as a fake. Some don't say anything but others think they can use what they learn to their advantage. It's more trouble for you and the crew, but what can you do? It's part of the life.

You actually *were* a steward for a little while. The training seemed exciting at the time, so close to the nobility, but you now know how demeaning it really is. The Lord Ruler takes so much from the Terris people; does he need your dignity as well?

Your first assignment as a steward sent you to a small country outpost belonging to House Hasting. It was a dreadful experience. Not only was the lord unbearably cruel to his skaa but he forced you to join in their humiliation. You slipped away as soon as you could.

Your next assignment took you to Luthadel, where you were approached and recruited by the Nine Eyes. In your first job with them you took the role of Sayna's steward, working for her alter-ego Sabelle. It's a post you enjoy and one you've taken regularly since.

You've been with the Nine Eyes for a while now and they're a good lot. Damosi's hard to figure out, though. He doesn't live under the nobles' yoke like most people you've met, but he still follows so many rules. It's also a little disconcerting that he pays so much attention to you. Sure, you're from the same breeder but that doesn't mean anything — you're from Terris! Even with shared blood he doesn't owe you any more than a stranger he met on the street.

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MISTBORN ADVENTURE GAME

CHARACTER NAME Gavon

CONCEPT Inside Man

CREW NAME Nine Eyes | CAUSE Revenge | TARGET Nobility | METHOD Theft

RACE Terris | SEX Male | AGE 21 | HEIGHT 6' 5" | WEIGHT 165 lbs

ATTRIBUTES

	DICE
PHYSIQUE	4
CHARM	5
WITS	4

STANDINGS

	DICE	SPENT
RESOURCES	4	
INFLUENCE	2	
SPIRIT	5	

RESILIENCES

	SCORE	DAMAGE
HEALTH	8	
REPUTATION	7	
WILLPOWER	9	

TRAITS & BURDENS

DRIVE: Stick it to the nobility

PROFESSION: Spy

SPECIALITY: Versed in noble society

FEATURE: Devil-may-care attitude

PERSONALITY: Rebellious

Fast-talker

Trained as a steward

TRAGEDY

I was complicit in the suffering of hundreds of innocent skaa

DESTINY

Take apart House Hasting, brick by brick

POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
Formal clothing	Useful for blending into high society events	☒
Lockpicks	Useful when picking locks & safes	☒
Bottle of wine	Handy for loosening tongues & inhibitions	☒
		☐
		☐

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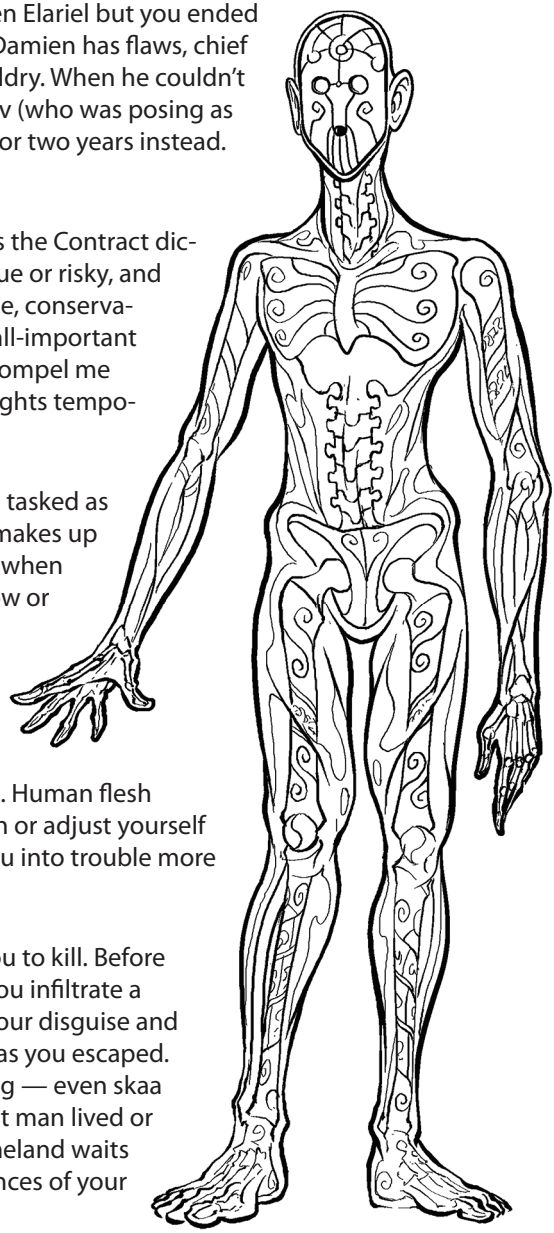
JEHOY

Your contract was supposed to be with Damien Elariel but you ended up with the Nine Eyes Crew instead. You see, Damien has flaws, chief among them a weakness for gambling at shelldry. When he couldn't afford to pay his debts to a Soother named Sev (who was posing as a noble at the time), he offered your services for two years instead. Those two years cannot pass quickly enough.



You bristle working for these thieves but do as the Contract dictates. Sev's orders are often maddeningly vague or risky, and they frequently conflict with your own sensible, conservative opinions. You always have to keep those all-important words of kandra wisdom in mind: "You must compel me under the Contract to my true employer, his rights temporarily transferred to you by proxy."

At least the crew finds you useful. You're often tasked as an infiltrator and your Blessing of Awareness makes up for the fact that they have no Tineye. At times when you need a body, the crew usually taps Thorrow or Koel to "procure" one.

You're a Fifth Generation female kandra and spent most of your life in the homeland. You much prefer it there, with your elegant hardwood True Body and its intricate carvings. Human flesh still feels a bit strange, and you sometimes itch or adjust yourself involuntarily — a quirk that's nearly gotten you into trouble more than once.

Your inexperience might even have caused you to kill. Before you started with the Nine Eyes, Damien had you infiltrate a group of skaa merchants. They saw through your disguise and you left one of them bleeding on the ground as you escaped. The First Contract forbids your kind from killing — even skaa — and to this day you're not sure whether that man lived or died. You live in fear that someone in the Homeland waits for your return... for you to face the consequences of your traitorous actions.

Sev often asks you to work with Gavon, the one who poses as a steward, so he can refine your infiltration and blending skills. You're quickly learning that he's a good source for advice, and you find yourself acting more like him every day.

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MISTBORN ADVENTURE GAME

CHARACTER NAME: JeHoy

CONCEPT: Contracted Kandra on Loan

CREW NAME: Nine Eyes | CAUSE: Revenge | TARGET: Nobility | METHOD: Theft

RACE: Kandra | SEX: Female | AGE: 456 | HEIGHT: 5' 5" | WEIGHT: 135 lbs

ATTRIBUTES

	DICE
PHYSIQUE	4
CHARM	4
WITS	5

STANDINGS

	DICE	SPENT
RESOURCES	2	
INFLUENCE	3	
SPIRIT	4	

RESILIENCES

	SCORE	DAMAGE
HEALTH	6	
REPUTATION	7	
WILLPOWER	9	

TRAITS & BURDENS

DRIVE: Serve my Contract faithfully

PROFESSION: Infiltrator

SPECIALITY: Escape artist

FEATURE: Nervous tics

PERSONALITY: Reserved

TRAGEDY

I unwittingly violated the First Contract - or did I?

DESTINY

Find a way to return to the Homeland with honor (and for good)

POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
Mimicry	☐ ALLOMANCY ☐ FERUCHEMY ☒ HEMALURGY ☐ OTHER	5		
Blessing of Awareness	☐ ALLOMANCY ☐ FERUCHEMY ☒ HEMALURGY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
Bones	Lets you imitate one specific (undefined) person	☒
Disguise	Helps conceal your identity or mimic a person	☒
		☐
		☐
		☐

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KOEL

You're a fair-haired young Mistborn and, like many of your kind, you keep your noble blood a secret. You know that enviable powers aren't particularly superior to strong leadership, years of experience, or tendrils through the halls of power. That's why you rely on the Nine Eyes Crew for guidance and camaraderie.

You were born in the Farmost Dominance and your family moved to Luthadel when you were just weeks old. Then your mother discovered your father's true lineage and he sent house assassins to kill you both. Witnessing your mother's death caused you to Snap, and you fled. You wandered aimlessly until you ended up in the Twists, where you lived with skaa for years after.

As many do in the slums, you eventually fell in with thieving crews. Over time you grew more confident with your abilities, and realized that while you shouldn't ever trust anyone completely, certain friends deserve your attention and commitment.

You count the Nine Eyes among these few, though even they don't know your most closely guarded secret: that your old house sometimes searches for you, and that they're on the hunt again.

Having left the noble life behind you can't really understand Sayna. You know her alter-ego, Lady Sabelle, is just a ruse to get the job done but you have a feeling she really *wishes* it were more. You bicker with her, perhaps too much. You know it annoys the others but so far it hasn't threatened any jobs or lives, so what business is it of theirs?

You commonly fight alongside Thorrow and the two of you have bonded through a shared hatred for nobility, but recently he's looked at you differently. To be honest you've had similar feelings, which isn't surprising, really. His determination is... exciting.

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MISTBORN
ADVENTURE GAME

CHARACTER NAME Koel

CONCEPT Fugitive Mistborn

CREW NAME Nine Eyes | CAUSE Revenge | TARGET Nobility | METHOD Theft

RACE Noble | SEX Female | AGE 19 | HEIGHT 5' 6" | WEIGHT 120 lbs

ATTRIBUTES

	DICE
PHYSIQUE	3
CHARM	3
WITS	3

STANDINGS

	DICE	SPENT
RESOURCES	5	
INFLUENCE	3	
SPIRIT	3	

RESILIENCES

	SCORE	DAMAGE
HEALTH	8	
REPUTATION	6	
WILLPOWER	6	

TRAITS & BURDENS

DRIVE: Bury my past

PROFESSION: Burglar

SPECIALITY: Good with a knife

FEATURE: Striking beauty

PERSONALITY: Pragmatic

TRAGEDY

Witnessed my mother's murder by agents of my father's house

DESTINY

Bring bloody justice to my mother's killers

POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
All metals	☒ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER	4		
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
Obsidian dagger	Damage +1; Range: Touch (Close when thrown)	☒
Sack of copper clips	Damage +1; Range: Striking / Medium	☒
Mistcloak	Symbol of a Mistborn; may conceal me in mists	☒
2 Mistborn vials	1 charge of each Physical and Mental metal	☒
		☐

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SAYNA

You love the wine, laughter, lies, and deceit. The cons aren't a means to an end — they *are* the end. You get your targets riled up or excited and they can't tell up from down, and then they *beg* you for more.

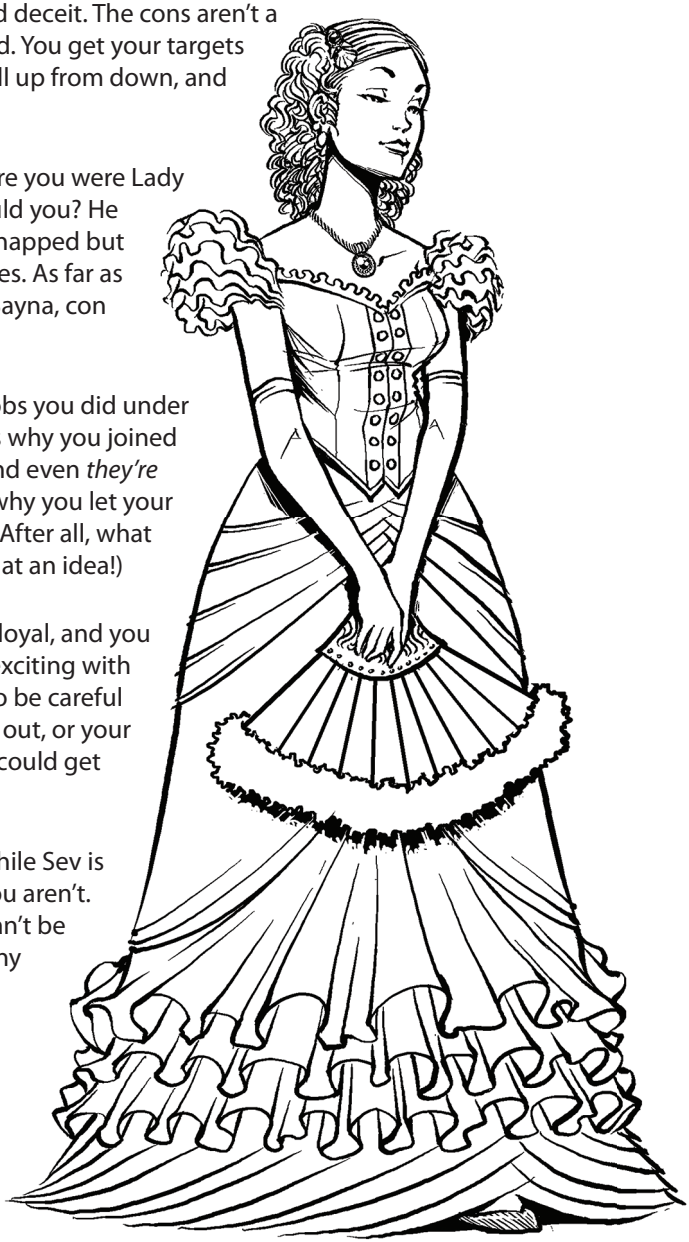
Sev says he remembers a time before you were Lady Sabelle, but you don't and why would you? He says he remembers the night you Snapped but you can't be bothered with bad times. As far as you care, you've always been *both* Sayna, con artist, and Lady Sabelle, *bon vivant*.

The straightforward and cautious jobs you did under Sev's watchful eye bored you. That's why you joined up with Beck. His jobs are daring, and even *they're* growing tiresome. That's probably why you let your guise slip with one of your lovers... (After all, what else could it be? Loneliness? Ha! What an idea!)

For now your confidant's remained loyal, and you have to admit that life's a bit more exciting with an outsider in the know. You have to be careful though... If the other Nine Eyes find out, or your lover gets squeamish, well... things could get very interesting, very fast.

JeHoy's chaffing at her collar and while Sev is sure he has things under control, you aren't. You've never seen a contract that can't be broken. Why should a kandra's be any different?

There was a time you might have had feelings for Thorrow, but with him blushing around Koel you've backed off to protect yourself. Now you stoke their flames with Zinc every so often, just to keep things interesting.



Sev's... just good old Sev. He's wonderful when you're in trouble but it's becoming clear he's holding you back. You love him without parallel but you're starting to see a world without him.

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MISTBORN ADVENTURE GAME

CHARACTER NAME Sayna

CONCEPT Conwoman & Rioter

CREW NAME Nine Eyes | CAUSE Revenge | TARGET Nobility | METHOD Theft

RACE Skaa | SEX Female | AGE 23 | HEIGHT 5' 4" | WEIGHT 108 lbs

ATTRIBUTES

	DICE
PHYSIQUE	2
CHARM	4
WITS	3

STANDINGS

	DICE	SPENT
RESOURCES	3	
INFLUENCE	4	
SPIRIT	6	

RESILIENCES

	SCORE	DAMAGE
HEALTH	5	
REPUTATION	8	
WILLPOWER	9	

TRAITS & BURDENS

DRIVE: Escape the life of a skaa

PROFESSION: Con-woman

SPECIALITY: Disarming innuendo

FEATURE: Noble bearing

PERSONALITY: Confident

TRAGEDY

Assaulted by a nobleman as a child, though I can't remember much

DESTINY

Prove that station and society have nothing to do with birth

POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
Zinc	☒ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER	5		Tug Emotion
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
Formal clothing	Useful for blending into high society events	☒
2 Misting vials	3 charges of Zinc each	☒
		☐
		☐
		☐

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SEV

You're the sort people push past, shaking their heads sadly. That's the game, anyway. You play drunken street trash perfectly — so well that even your sister forgets you're the brains behind this operation.

When you and Sayna were kids, something bad happened to her. Something she pretends she doesn't remember. *You* remember. Every second of it. You remember thinking that noble blood was the same color as skaa blood, even as the boy who attacked her bled out in a shallow grave outside Fadrex City...

Like most skaa Mistings you and Sayna are self-taught, though her talents seemed to get you *into* trouble and yours tend to get you *out* of it.

The other members of the Nine Eyes Crew don't understand why you drink, and more importantly they don't know you've been sober for almost six months now. You haven't had a drop since that noble kid came looking for his father, that fellow Sayna refuses to remember. Of *course* she never saw the boy, and she never will. You made very sure of that...

It's becoming second-nature to you now, looking out for Sayna. You've been doing it so long you can't imagine life another way. Besides, you like to see her shine, and she does that best when she doesn't have to worry about anything but being Lady Sabelle.

Beck. What's not to like about Beck? He looks after the crew well enough. You don't even mind when he pretends your plans were his all along, though it would be nice to get the credit every once in a while.

Damosi's up to something. You've caught him listening in on some conversations when he wasn't invited. Of course, so were you, so why throw stones?

You're not sure what to do with JeHoy, that kandra you won for two years in a game of shelldry against Damien Elariel. You try to treat her like one of the crew but every time you ask her to do something she gets stuffy about it. Sometimes you count the days until the contract is up and she returns to her former master.

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MISTBORN ADVENTURE GAME

CHARACTER NAME Sev

CONCEPT Soother Thief

CREW NAME Nine Eyes | CAUSE Revenge | TARGET Nobility | METHOD Theft

RACE Skaa | SEX Male | AGE 26 | HEIGHT 5' 10" | WEIGHT 145 lbs

ATTRIBUTES

	DICE
PHYSIQUE	4
CHARM	3
WITS	6

STANDINGS

	DICE	SPENT
RESOURCES	2	
INFLUENCE	4	
SPIRIT	3	

RESILIENCES

	SCORE	DAMAGE
HEALTH	6	
REPUTATION	7	
WILLPOWER	9	

TRAITS & BURDENS

DRIVE: Capitalize on all opportunities

PROFESSION: Thief

SPECIALITY: Always have a plan

FEATURE: Witty repartee

PERSONALITY: Cautious

TRAGEDY

Slew a man in cold blood when I was just a boy

DESTINY

Pull off the greatest heist in the history of the Final Empire

POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
Brass	☒ ALLOMANCY ☐ FERUCHEMY ☐ HEMALURGY ☐ OTHER	5		Enduring Emotions
	☐ ALLOMANCY ☐ FERUCHEMY ☐ HEMALURGY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
Dagger	Damage +1; Range: Touch (Close when thrown)	☒
Misting vial	3 charges of Brass	☒
		☐
		☐
		☐

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THORROW

If Thugs are all thoughtless violence, you're the exception. You have the patience of the Terris mountains. You don't want to smash faces; you want to smash the *whole system*. You're happy to bide your time, acting as the muscle for the Nine Eyes Crew... for now.

Growing up in the slums of Luthadel is hard — everyone takes their lumps — but much of the time your fights ended with the other guy beaten to a pulpy, runny mess in the gutter, and it wasn't too long before word got around that everyone should leave you alone.

Free of everyday danger you saw the bigger picture and realized your important role in it — assuming you applied your particular talents in just the right way, of course. So that's what you do now, usually with the Nine Eyes but sometimes alone. You watch and wait, looking for chances to show "your betters" you're not afraid of them.

You think Beck's too cautious. He and the others don't see how dedicated you are, or that you're being courted by a far more aggressive revolutionary group...

Koel's just amazing. Really, she's unlike any woman you've ever met. You figure she could hold her own no matter what happens and you find that wildly attractive, but this thing developing between you... It could *ruin* both of you. Is it worth the risk? You look at her and it's hard to say no.

Sayna thinks you'd fall for her if she smiled at you right. You've never let on that you think she's weak, and that her love of the noble life is going to get all of you in trouble, and maybe killed.

Gavon's a good guy and if anyone's ever gotten you to loosen up, it's him, but he takes *way* too many chances. As much as you like partying with him, you're starting to worry about where that might lead both of you.

The newcomer, JeHoy, is interesting. She has her head screwed on straight and that demands respect, but she also seems pretty skittish for one of her kind. What's she hiding? Maybe she'll tell you. After all, you bring her bodies.

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MISTBORN ADVENTURE GAME

CHARACTER NAME Thorrow

CONCEPT Thug Bodyguard

CREW NAME Nine Eyes | CAUSE Revenge | TARGET Nobility | METHOD Theft

RACE Skaa | SEX Male | AGE 27 | HEIGHT 6' 0" | WEIGHT 173 lbs

ATTRIBUTES

	DICE
PHYSIQUE	6
CHARM	3
WITS	4

STANDINGS

	DICE	SPENT
RESOURCES	3	
INFLUENCE	2	
SPIRIT	4	

RESILIENCES

	SCORE	DAMAGE
HEALTH	9	
REPUTATION	5	
WILLPOWER	8	

TRAITS & BURDENS

DRIVE: Make the nobility suffer

PROFESSION: Bodyguard

SPECIALITY: Spear fighter

FEATURE: Heavily scarred

PERSONALITY: Determined

TRAGEDY

Had to hurt a lot of my own people to get where I am today

DESTINY

Bring down the system and show the nobles what skaa are made of

POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
Pewter	☒ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER	5		Denser Tissues
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
Spear	Damage +2; Range: Striking (Medium if thrown)	☒
2 Misting vials	3 charges of Pewter each	☒
		☐
		☐
		☐

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suspicious of his motives. There may be resentment that he was put in charge of them in the first place. Any of these reasons are enough for dissent in the ranks, and Brandon's well within his rights to credibly portray that in the story by having one or more of the hired hands refuse Thorrow's orders.

Heroes and Villains always act independently, as their actions *define* Conflicts. Grouping them undermines their impact and diminishes their status as movers and shakers in the story.

THE CONFLICT ROUND

Conflicts unfold in Conflict Rounds (or "rounds" for short), and each of these rounds is the length of a single Beat. **During a round each Hero, Villain, and Extra group may take only 1 meaningul action (including any action that requires a roll)**, declaring and resolving their actions as follows.

STEP 1: DECLARE ACTIONS AND DETERMINE AVAILABLE DICE

At the start of each round, the Narrator and other players describe their characters' intended actions. They **start with the character with the lowest Wits and end with the character with the highest Wits** (allowing characters with the best response time to go last). When characters have the same Wits, the Narrator chooses their order, commonly favoring character(s) whose locations are unknown, and those with a logical or plausible edge over their opponents. These favored characters describe their actions *last* (so they know their opponents' actions before deciding their own).

Regardless of their Wits, characters who are surprised — perhaps due to a failed Contest before the start of the Conflict — always declare their actions *before* the characters getting the drop on them.

Without surprise, Extras in groups tend to telegraph their actions and rarely get the drop on Heroes and Villains. When a group of Extras includes characters with different Wits scores, *the group declares based on the lowest Wits among them.*

Example: Koel and Thorrow get the drop on the Bylerum Boys, interrupting a private chat they're having with the only Hasting who remained behind, a taciturn bureaucrat named Ignus. Three house guards are posted in the hallway outside.

Brandon breaks down the order: Ignus is the first to declare, with Wits 2 (there's a reason he was the one left behind). Then come Cordal Bylerum (Wits 3), the house guards (Wits 4), Carrow Bylerum (Wits 5), Koel (Wits 3 with surprise), and finally Thorrow (Wits 4 with surprise).

Many Conflict actions will be attacks (harming the opposition is the point, after all), and **whenever an attack is declared the player also has to name one Resilience being targeted**. At first this will likely match the Resilience the Narrator identified while framing the scene but as the Conflict progresses and the

action takes on a life of its own players may want to focus their actions elsewhere. For example, a crew trying to capture an enemy might shift gears midway through a physical brawl to talk their outmatched opponent into surrendering (thus shifting from Health to Willpower).

The Narrator may swap any targeted Resilience if he or she feels another is more appropriate for any given action. As a general rule, physical attacks reduce Health, social attacks reduce Reputation, and mental and spiritual attacks reduce Willpower, but there are notable exceptions — like physically beating someone to break their will, Rioting someone into a shameful display of emotion, or tricking someone into physically harming themselves. As long as the targeted Resilience makes sense *within the context of the action and the situation,* you're good.

With this in mind, let's get back to our crew's Conflict...

Brandon (getting things started): "You land inside the room, a few paces away from the Bylerum Boys and a wiry noble with a stern countenance." He continues, speaking for Ignus: "The noble doesn't look like a fighter, and he confirms it by ducking for cover under a heavy table."

Brandon (continuing with the first of the Bylerum Boys): "Cordal flings several coins at Koel, clearly planning to Steelpush. That'll be Steel targeting Health..."

Becky (smiling): "This oughta be good."

Brandon (shifting to the house guards): "Two guards burst in from the hallway. They carry spears but won't be able to attack until next round, as they're taking two steps toward you. You also hear rapid footfalls moving away from the room outside." Brandon's decided the third guard is acting on standing orders from Ignus and is on his way to alert the keep's hazekillers.

Brandon (finishing up with the other Mistborn): "Carrow sizes Thorrow up for a half-moment, draws an obsidian dagger, and steps toward him."

Paul: "Clever boy. Get too close and I won't be able to use my spear. Too bad I go first."

Brandon: "His attack will be Physique targeting Health. You're up, Koel."

Becky: "I want to dodge out of the way of Cordal's coins."

Brandon: "No problem. What else would you like to do?"

Becky: "I get to do more?"

Brandon: "Defending against an attack doesn't count as an action, so unless you want to hold off or not act this around..."

Becky: "Hardly! What are the walls made of in here?"

Brandon (thinking on his feet — he hasn't considered this before): "Wood."

Becky: "After I dodge Cordal's attack..."

Brandon: "*If* you dodge Cordal's attack..."

Becky: "Sure. Can I use my Steel to fire those loose coins through the wall at the fleeing guard? We want a distraction, but not a mob. Let's take this slow."

Brandon: "Or you can throw your own coins, sure. The Difficulty is high; the coins may not even get through to the hallway."

Becky: "Is the Difficulty from the wall or the fact that I can't see through it?"

Brandon: "Both."

Becky: "Will the heightened senses from burning Tin help?"

Brandon: "You'd normally need the Blindsight Stunt here, but because it amuses me" — this being one of the most powerful Narrator justifications of all — "I'll lower the Difficulty by 1 if you burn Tin. The louder echoes off the door and hallway walls will help you pinpoint the guard's location through the wall."

Becky: "Excellent. I'll do that."

Brandon: "Alright. Thorrow?"

Paul: "I sweep my spear at Carrow's legs. Hopefully I'll trip him before he gets to me."

Brandon: "Physique targeting Health, and you'll need two Nudges for the trip. Let's grab some dice."

Notice the variety of actions being taken there. Conflicts can involve lots of characters and it won't always be important that everyone focus exclusively on hurting the opposition; some characters will take unrelated actions that still support their side. As another example, in a pitched battle deep in a noble house basement a Lurcher may choose not to attack the hazekillers coming after his crew so he can instead Pull open the cell holding their captured ally. Remember, in a roleplaying game you can attempt practically anything so long as it makes sense given the details already in play.

As each action is described, the Narrator makes the choices necessary to gather dice, just as with any other roll. Working with the player, the Narrator decides which Attribute, Standing, or Power is most pivotal and determines whether any Traits, Tools, Circumstances, and other rules apply *(see page 140 and the Conflict sections on pages 195–231)*. Remember that catching a Beat does *not* grant any additional dice *(see the sidebar on page 144)*.

IMPORTANT: These dice are not yet a pool and you may have any number of them. They're called Action Dice and are used to form pools for various actions you take throughout the Conflict Round. Place these dice on or near the labeled part of your character sheet.

Some common sources of Action Dice, based on intended actions:

- Physically attacking another character: Physique
- Attacking with Allomancy: Appropriate metal
- Taunting an enemy: Charm
- Performing a feint or stalling for time: Wits
- Wrestling with a foe: Physique
- Controlling a koloss or kandra with emotional Allomancy: Brass or Zinc
- Distracting someone: Charm
- Torturing someone: Wits or Physique
- Leveraging a mark's poverty to shame him (or her): Resources
- Slandering someone: Influence
- Threatening an enemy: Spirit
- Bribery: Resources

- Rallying support in a crowd: Influence
- Belittling someone: Spirit

ACTIVE DEFENSE

A character may sometimes choose not to take any overt action, instead committing all of his or her effort to defending from incoming attacks. In this case the character gains no Action Dice. Instead, he or she receives **Defense Dice**, which are figured just like Action Dice and are based on how the character is guarding against attacks. For example, dodging or hunkering behind a shield are governed by Physique, while guarding against tricks relies on Wits, and steeling oneself against emotional trauma falls to Spirit. Traits, Tools, and Circumstances are applied just as with any other action.

ACTIONS THAT PRODUCE NO DICE

Some actions require no roll at all (e.g. reading when quick or precise comprehension isn't an issue, turning a crank that doesn't require a great deal of strength, and so on). These actions don't produce Action Dice, so the character gains none of those, and he or she only gains Defense Dice if attacked. These Defense Dice are always based on the type of attack, as a character preoccupied by other actions isn't able to focus attention on guarding, and can't choose how to defend. Physical attacks produce the defender's Physique in Defense Dice, social attacks produce the defender's Charm in Defense Dice, and mental attacks produce the defender's Wits in Defense Dice. Traits, Tools, and Circumstances are applied as with any other action, but are defined by the character's *response* to the attack.

REACTIONS

Some characters can use Powers in extraordinary ways, like a Lurcher who can Pull metal objects as they fly through the air or a Coinshot who can Push the same. These abilities exist outside the typical exchange of attacks and defense seen in Conflicts, and fall into a special category of actions called **Reactions.**

Much like defense, a Reaction is used *in response to* another action, a specific event, or a particular circumstance, rather than as an action unto itself. A character may either react to *or* defend against an action, but may *not* do both.

When a character with access to an applicable Reaction uses it during a Conflict, he or she gains a number of dice to use as part of the Reaction's roll, as noted in the rules for the Reaction being used. There's no reason to hang on to these extra dice, as they're immediately lost unless used for the Reaction roll.

A reacting character may also apply any Action or Defense Dice he or she has, but the rules for forming a pool still apply — the pool may be no larger than 10 dice.

Example: If Koel had the Steel Deflection Stunt, she could use it as a Reaction to Steelpush Cordal's coin attack away from her. She would not *be able to use* both *that Reaction* and *dodge Cordal's attack, however — she'd have to choose one or the other.*

EXAMPLE: WHAT YOU'VE LEARNED SO FAR

With all this in mind, let's take a look at what this means for our friends in Keep Hasting...

Example: Brandon runs down the line with everyone's first actions, in the order they're declared...

Ignus is actively defending under the table, so he doesn't get Action Dice. Instead, he receives a few Defense Dice based on his Physique of 3. His "sniveling coward" Trait applies here, and Brandon gives him an additional Tool die for the table, so Ignus has 5 Defense Dice.

Cordal Bylerum is using Steel to Push coins at Koel. His Steel is 6 and he has no applicable Traits. The coins are necessary *for the action, so they don't count as Tools (without them the action simply isn't possible), and Brandon rules that no other Circumstances apply either (Cordal being surprised is covered by the adjusted order in which everyone declared actions). Cordal has 6 Action Dice.*

Carrow Bylerum has Physique 4 (boosted to 9 because he's burning Pewter), and he benefits from the "agile tumbler" Trait. Again, the dagger doesn't so much help his attack as facilitate it, so it doesn't offer a Tools bonus. Also, he's both attacking a character with greater reach and *taking a step this round* (see page 198)*, and two adverse conditions cost him a die. Carrow has 9 Action Dice.*

The guards are all moving (one toward the hazekillers and the other two through the door and into the room). None of them have to roll, so they gain no Action Dice and will only gain Defense Dice if attacked.

Koel is dodging Cordal's Steelpush and then Pushing on those coins herself. Her defense is disregarded when gathering Action Dice, so Brandon focuses on her action. She has Steel 4 with no help from Traits or Tools, and she doesn't benefit from Circumstances either. Koel has 4 Action Dice.

Finally, Thorrow has a whopping 12 Action Dice (6 for Physique, increased to 11 because he's burning Pewter, and 1 for his "spear fighter" Trait).

Of course, all this is usually determined as each character declares an action. We only break it down separately here so you can clearly see what's involved with each part of the process.

TYPES OF ACTIONS AND DIFFICULTY

At this time the Narrator also declares whether each action is a Challenge (uncontested by the target) or a Contest (opposed by the target). This is important when applying additional rules and when determining what options are available to each target (i.e. whether they can react or defend). In general, any attack is automatically a Contest unless there's a reason the target can't fight back (he or she is unconscious or restrained, for example).

The Narrator may also assign a Difficulty if there's more than a small chance the action may not succeed at all.

Both these factors play a role during Step 2.

Example: Again briefly running through the declared actions in the Crew's diversionary attack...

Ignus' action is purely defensive. He may roll some or all of his Defense Dice if someone attacks him.

Thorrow and Carrow's actions are Contests targeting each other, and neither has a Difficulty (as straightforward attacks, it's merely an issue of whether they hit).

Cordal's Steelpush is also a Contest, in this case against Koel's Steel (since that's what she's using to attack the fleeing guard). There's no Difficulty here — the coins are definitely going somewhere; all that's in question is if they end up embedded in the wall or in Koel's flesh.

Koel's attack is a Contest as well (her Steel against the guard's Physique), but in her case there is a Difficulty as the coins are being shot blind and through a wall. Brandon had originally planned to assign a Difficulty of 4 but since Koel is burning Tin he reduces it to 3.

The guards' actions don't demand rolls.

Once again, all this generally happens as actions are declared, but we've split out the various decisions in our example so you can see how each piece works.

STEP 2: RESOLVE ACTIONS

Actions are taken in a different order than they're declared. They **start with the character or group with the most Action Dice and end with the character or group with the least Action Dice** (allowing characters with the greatest ability to go first). Characters with the same number of Action Dice act simultaneously.

Example: Thorrow's attack is resolved first, as he has 12 Action Dice, and then Carrow moves to attack him with 9 Action Dice. Cordal's Steelpush is resolved next as he has 6 Action Dice, and Koel follows with 4 Action Dice. Ignus and the guards aren't doing anything that needs to be resolved, so they're left out until and unless they have to defend.

As each character's turn comes up, the player may respond to all the declarations and actions so far. There are three options:

1. TAKE THE DECLARED ACTION

In this case the player **forms a pool for the declared action from his or her available Action Dice.** Like any other pool, this one **must fall between 2 and 10 dice** *(see page 140)*.

Even if the player has 10 or less Action Dice he or she may still want to hold some back, as any dice left after forming a pool are used to defend against incoming attacks. Especially when facing several hostile declared actions, it can be extremely helpful to withhold Action Dice for defense rather than go with the bigger pool to get something done.

Action Dice remaining after forming a pool become Defense Dice and are moved to that area on the character sheet.

Example: For the rest of this section we'll mainly focus on the fight between Thorrow and Carrow. A full example of this Conflict's early rounds can be found in the Physical Conflicts section (see page 201).

Even though Thorrow has a total of 12 Action Dice available, the biggest pool he can form is 10 dice, with the rest converting to Defense Dice. Not wanting to leave himself totally open, Thorrow chooses to form a pool of 8 dice to attack, converting the other 4 to Defense Dice. That's probably plenty given that no one but Carrow is likely to attack him this round — and only if his attack doesn't take Carrow down first (all the more reason to go big with the attack pool).

2. DECLARE A NEW ACTION

Alternately, the player may declare a new action instead (the action declared in Step 1 doesn't happen). This is dangerous, as it costs the character precious moments and dramatically impacts his or her performance.

The character's Action Dice are immediately refigured for the new action and halved (rounding up), and the character now goes at the very end of the round (as if he or she has only 1 Action Die).

Defense Dice are what remains after this new action is taken, per the rules described earlier in this section.

Each character may do this **only once per round**, and **no character may do this if their new action produces only 2 Action Dice** (as they would only have 1 die after their new total is halved, and that's not enough to form a pool).

Example: Rather than go through with his attack on Carrow, Thorrow might choose to help Koel take out the running guard, throwing his spear through the wall (it's only wood and he's a Pewterarm). As this would be a new action, Thorrow's Action Dice would be refigured — also to 12, as all the same factors are in play for this alternate attack — and then halved, rounding up (to 6). The throw would also occur at the end of the round.

3. CHOOSE NOT TO ACT

Whether performing the action originally declared in Step 1 or a new action declared since, the player may always choose not to act at all. **This ends the character's chance to act in this round, and converts all of his or her Action Dice into Defense Dice.**

GAINING AND SPENDING DICE

The process of gaining and spending Action and Defense Dice can be confusing at first but in practice it's pretty easy. The process boils down to...

- Player declares action
- Narrator identifies items on character sheet and any modifiers that are used to generate Action Dice (if the character is doing something that produces dice, like attacking or actively defending)
- (Optional) Player may change action, in which case the Narrator repeats process to generate Action Dice, halving them (rounding up)
- (Optional) Player may act, spending between 2 and 10 Action Dice; the rest become Defense Dice
- Action or Defense Dice may be spent in pools of 2 to 10 to defend against any incoming attacks

At any time you'll have only one pile of dice on your sheet, its size determined by the primary thing you're trying to accomplish in the round (attacking, actively defending, or something else). The only exception is when you perform an action that produces no Action Dice, in which case you'll only need dice when attacked, and those (Defense Dice) will be determined by the incoming attack.

Even catching a Beat doesn't add dice or create a new pile — it simply lets the character use the one pile of (Action or Defense) dice he or she already has to take one additional action *(see pages 136 and 142)*.

Your dice pile may move around and sometimes get renamed but at the end of the day that's just to make things easier for you to grasp, and for us to explain. The most important thing to remember is this...

Once dice are spent for anything, they're out of play. This means that Action Dice used to defend may not be later used to act or defend, and Defense Dice used to defend may not be later used to defend again. Every character has only so much attention to pay to the task at hand and all the things going on nearby, and eventually the chaos overwhelms even the greatest Heroes (and Villains, and Extras). Knowing when to spend dice and how long to hold on to them is a key element in getting ahead in the rough and tumble world of Scadrial.

Example: Thorrow could also choose not to attack Carrow or do anything else, converting all 12 of his Action Dice into Defense Dice.

CHALLENGES, CONTESTS, AND ATTACKS

As each action occurs, first look at whether it's a Challenge or Contest, as the rules vary a bit for each. **A Challenge is resolved like any basic roll** — that is, a matching set that also beats the Difficulty (if any) is a success *(see What's the Outcome? on page 146)*.

11
CHANGING THE WORLD

What makes heroes so special isn't just their individual skill or magical powers, but the fact they can make a tangible difference in their world. In the Mistborn novels we see heroes rise above their humble beginnings as thieves, stewards, and disfavored sons to become ambassadors, religious figures, emperors, legendary heroes, and ultimately decide the fate of the entire world. This element of *mattering* — of not only having skill but the ability to change the circumstances around you — is called **Standing**.

HOW STANDINGS WORK

A character's three Standings — **Influence**, **Resources**, and **Spirit** — work very much like Attributes, though each is rated between 2 and 10 dice. These can be rolled in Challenges, Contests, and Conflicts as normal, and using Standings in this way doesn't change the number of dice available.

Alternatively, **a character may "spend" his or her Standings for the chance (a Challenge roll) to acquire various benefits during play:** Influence may be spent to nurture political connections and request favors; Resources may be spent for physical goods and services; and Spirit may be spent for fresh chances when other avenues have been exhausted.

Specific examples of spending each Standing are provided in the following sections, and the Narrator and other players will likely come up with many more. However, no matter what the character wants, **there are two steps to spending a die of Standing**:

1. The character rolls a Challenge with his current dice in the Standing (against the Difficulty listed in the following sections, along with any other rules listed there, or with a Difficulty and rules determined by the Narrator).
2. The score of the Standing used drops by 1, even if the Challenge fails.

Thus **a character may only spend a Standing that's 2 or higher *before the Challenge is made***. Remember, no roll is possible with less than two dice, and rolling a Challenge with a Standing of 2 drops that Standing low enough that it's only contributing 1 die. Once a Standing drops to 1, the character is stymied on that front until the next Breather, when he or she can recoup.

Example: Sayna has a Resources score of 3. After spending 2 Resources to acquire two items this score drops to 1, making it impossible for her to acquire more items (or spend Resources for anything else) until her score refreshes at the next Breather.

RECOVERING STANDINGS

Though the Narrator may sometimes replenish a single point of Standing under the right conditions (a point of Resources when the character receives a sudden and unexpected windfall, or a point of Influence when a powerful noble speaks highly of the character in public), the most common ways to recover are time and Breathers.

Characters naturally recover 1 of each Standing per day.

Additionally, during a Short Breather, a character recovers half of each spent Standing, rounded up. This occurs whether the character sits the Breather out or not.

In a Long Breather, a character recovers all spent Standings.

Example: Beck has spent 3 of his 6 Influence. If Brandon calls no Long Breathers for at least three days, he will recover the full utility of his status in that time (1 Influence per day). Alternately, if Brandon were to call a Short Breather Beck would recover 2 Influence then and the remaining point a day after.

RESOURCES: THE POWER OF PRIVILEGE

In the Mistborn saga, Heroes rarely concern themselves with treasure; their aspirations typically look beyond wealth and their troubles go way beyond their pocketbooks. Still, money talks in the Final Empire, particularly in the highest halls of power. A character's Resources dice cover his or her worldly possessions and the ability to gain more.

You may attempt a Resources Challenge when you try to:

- Bribe a guard
- Assemble an army
- Outfit your Crew for its next exploit

INFLUENCE: THE POWER OF CONNECTIONS

Nothing gets done in the Empire without a little *quid pro quo* — such is the price of politics — but for the person with the right connections, nearly anything can be had. A character's Influence dice represent his or her political and social position, network of contacts, bureaucratic authority, and popularity.

You may attempt an Influence Challenge when you try to:

- Win a political debate
- Broker an agreement or treaty
- Defend someone at trial
- Win support for an idea
- Get a law changed or suspended
- Rally troops to fight
- Tear down a noble house's reputation
- Call in a favor from a friend
- Convince an organization to join your side

Characters with high Influence include generals, powerful lords, religious figures, and community leaders, while those with low Influence include rank and file soldiers, laborers, farmers, and cutpurses.

LIES, DAMNED LIES, AND POLITICS

Under the table dealings are the stock-in-trade of clever nobles, merchants, and power-brokers in the Final Empire. Influential figures are adept at covering their tracks — and getting others to do the dirty work for them.

A character may attempt an Influence Challenge to temporarily suppress an event. The Difficulty is based on the event's scale (the area in which people would normally take notice) or import (how noteworthy it would normally be to people who take notice).

The Narrator also uses the event's scale and import to determine roughly how long the event stays buried (the larger the scale and greater the import, the shorter

the cover-up), though the character may spend Nudges to lengthen this time. As the Narrator makes this determination secretly any Nudges used for this purpose are spent blindly, though the character knows that each Nudge spent increases the cover-up by its original duration. As a happy exception, a character who scores three or more Nudges may spend all of them to suppress the event forever.

Knowledge of a suppressed event may become a Secret, at the Narrator's discretion.

After this attempt, and regardless of success, the character's Influence score drops by 1, as usual.

Difficulty	Scale or Import / Examples
1	*House or Establishment / Insignificant Event*: Death of a small-time underworld figure or a change to an oft-ignored law
2	*Neighborhood / Obscure Event*: Death of a skaa merchant or the formation of a new criminal gang
3	*City / Notable Event*: Death of an influential Obligator or the institution of new trade regulations
4	*Dominance / Remarkable Event*: Death of a powerful noble lord or open war between rival houses
5	*World / Staggering Event*: Death of the Lord Ruler or a Great House's betrayal of the Empire

Example: Given the focus on finding Beck and recovering the stolen case, Hasting nobles leave the job of covering the theft up to a minor noble named Wren. The Difficulty is 3 and Wren's Influence is 5. He makes the Challenge, rolling five 3's — a Result of 3 with no Nudges — and so he manages to cover the event up, for now at least. Unfortunately, with no Nudges to spend, that's the best Wren can do — he has to cross his fingers and hope.

Brandon considers the state of things and if the Crew doesn't interfere (again), he thinks the cover up will probably last at least a week — long enough for everyone to forget why they cared. Seriously though, when does the Crew not *interfere?*

CALLING IN FAVORS

Every character has a personal network — people who know people, who know people, who get things done. Characters can work these connections to call in assistance when it's needed most.

A character may attempt an Influence Challenge to call in a favor. The Difficulty is based on the difficulty or risk involved in providing the favor.

The Narrator also uses this information to determine how far the collaborator is willing to go to help (the greater the difficulty or risk, the more hesitant he or she may be), though the character may spend Nudges to strengthen the collaborator's commitment. As the Narrator makes this determination secretly any Nudges used for this purpose are spent blindly, though the character knows that each Nudge

spent is having a marked impact on the collaborator's dedication. As a happy exception, a character who scores three or more Nudges may spend all of them to have the collaborator see the favor through to the very end.

The Narrator always has final say as to which favors can be called in. Using this ability to end-run a major plot or reveal a vital Secret undermines the tension and enjoyment of the narrative and shouldn't be approved.

After this attempt, and regardless of success, the character's Influence score drops by 1, as usual.

Difficulty	Difficulty or Risk / Examples
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
2	*Challenging / Low Risk*: Grant access to a skaa merchant's home; provide the name of a noble's illegitimate child; offer information about an enemy's army
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 workings of the Steel Ministry
4	*Very Hard / Great Risk*: Grant access to a Steel Ministry facility; provide the name of a rebel skaa leader; offer information about lord's treasure vault
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

Example: Brandon expects Sayna will be the one to upset House Hasting's concealment of the raid but it's actually Sev. He receives a detailed inventory of the study from Gavon (who snuck in thanks to a bribed guard), omits mention of the case the Crew stole, and passes the remainder along to every burglar, rat, fence, and other miscreant in the city. For good measure he also boasts that the Nine Eyes "walked right in and took what they wanted," which he hopes will not only spur others to do the same but also act as a feather in the Crew's cap the next time they're negotiating for a job.

Brandon decides that Sev is calling in many favors from friends with the right connections, and while he doesn't think it's a particularly hard sell (Difficulty 2), he also rules that word of the Crew's raid will only spread if Sev's Challenge Result beats "another Result" (the noble Wren's effort to cover the raid up in the previous example, which scored a Result of 3 with no Nudges).

Sev has an Influence score of 4 and applies the "capitalize on all opportunities" Trait. He rolls 5 dice, getting three 6's and two 4's — a Result of 4's with three Nudges! Not only does Sev's network come through and spread the word, they solidly sell the idea that the Nine Eyes bested House Hasting and stole something impressive.

Wren's efforts sadly go to waste, and he'll suffer in the Hasting ranks for not preventing a costly black eye for the House — especially as more and more would-be raiders press their luck at the keep.

RALLYING THE PEOPLE

The skaa are greatly oppressed and most others in the Final Empire are deeply entrenched in long-held positions and ways, but leaders have always been able to rally like-minded fellows to their cause, if only for a short while. This option is all about bringing groups of people together — in some cases very large groups that can dramatically alter a story's resolution in the area. The people can be rallied for nearly any purpose, be it political, social, or something else, so long as it's something that gets their attention.

A character may attempt an Influence Challenge to gather a crowd at a location or as witnesses to an event, such as a speech, judgment, or duel. This Challenge has no Difficulty; rather, the Result determines the size of the crowd gathered.

Note this doesn't impact what the gathered characters see or hear (that depends on what comes next), or what the crowd thinks of it, though each Nudge spent adds a die with subsequent Influence checks to sway the crowd's opinion, and spending three of more Nudges sets the crowd's starting opinion (its predisposition) to whatever the character wants.

After this attempt, and regardless of success, the character's Influence score drops by 1, as usual.

Difficulty	Crowd Size / Examples
1	*Tiny*: Onlookers within line of sight; 25 or fewer people
2	*Small*: Population of a village; 100–200 people
3	*Medium*: Population of a small town; 500 people
4	*Large*: Population of a large town; 1,000 people
5	Massive: Population of a small city; 10,000 or more people

Example: The Crew's scheme is shaping up nicely: the Hasting nobles are spread thin addressing rumors that they've allied with a minor House of ill repute, that they're massing forces near the borders of longtime rival House Urbain, and that a small-time Crew has raided their biggest and most secure holding, making off with a priceless prize.

As the final pieces of the puzzle come together and the other Great Houses convene to discuss possible sanctions, Sayna and Damosi discreetly urge skaa and nobles alike to gather for the verdict. As before, the Heroes work together, using the best of their Results.

Sayna's Influence is 4 and she tells Brandon that her "confident" Trait should apply. She rolls 5 dice, getting one 6, two 3's and two 1's — a Result of 3 with one Nudge. Damosi has an Influence of 3 and rolls two 4's and one 1 — a Result of 4 with no Nudges. Given that the final stage of the Crew's plan will focus on the court of public opinion, the Heroes choose Sayna's lower Result with one Nudge.

Outside the Assembly Hall, a crowd of several hundred forms, their minds already turned against Hasting and its allies.

CHANGING LAWS

The labyrinthine bureaucracies of the Final Empire and the contentious battles of the Assembly are dominated by the most skillful and prestigious politicians, whose whim can transform the laws of the land.

Only a character with six or more dice of Influence may attempt to change, suspend, or create laws. So long as this requirement is met before Influence is spent (as usual), the character may make an Influence Challenge against a Difficulty based on the intricacy or impact of the change.

New and altered laws tend to waffle and mutate for a time as the Steel Ministry, Assembly, and other interested parties debate and lobby for their preferences, and all too often in the Final Empire things revert back to the way of before, especially when a change threatens the status quo. The Narrator determines the final form of any particular piece of legislation and how long it takes to settle into that form, based on the needs of the greater story. However, the character may spend Nudges to lengthen this debate (prolonging his or her preferred version of the law), and a character lucky enough to score three or more Nudges may spend all of them to quash debate and cement the new or altered law for good.

After this attempt, and regardless of success, the character's Influence score drops by 1, as usual.

Difficulty	Intricacy or Impact / Examples
1	*Simple / Negligible*: Change the definition of fraud or trespassing; suspend a curfew; create a new trade ordinance
2	*Involved / Minor*: Change the definition of theft or bribery; suspend the decree of a minor lord; create a new title
3	*Elaborate / Significant*: Change the definition of assault or kidnapping; suspend a jail sentence; create a day of rest
4	*Convoluted / Major*: Change the definition of murder or arson; suspend an execution; create a new holiday
5	*Byzantine / Radical*: Change the definition of heresy or treason; suspend the decree of a king or emperor; create a new territory

Example: The Crew's scheme finally reaches fruition as Beck's allies deliver a slim package to a meeting of the Great Houses as representatives are launching into a discussion of Hasting's recent missteps. The package contains reams of evidence, some manufactured but most legitimate, showing Carrow and Cordal Bylerum at the center of all the unfortunate business at hand: they wormed their way into the city, lying about their status and what they could offer in exchange for sponsorship from Hasting; they urged Hasting to mobilize troops near Urbain borders; and they even hired the Crew that raided the keep, playing the victim when they were behind the whole affair!

Beck and the Crew have planned this from the outset. It's the masterstroke of a long and complex plan, and all that remains is to convince the nobility (and the people of Luthadel) that the Bylerums should be held accountable for all of it —

everything they did and didn't do — and that they should receive the full measure of Imperial sanction for their misdeeds. Only then, with Hasting occupied fending off criminals at every turn and the Bylerums on the run, can the Crew rest easy — at least until the next job.

Brandon decides this is an elaborate manipulation of the Imperial system, with a Difficulty of 3. Beck's the one spearheading the effort, which is why it's possible — he's the only member of the Crew with an Influence score high enough to attempt the Challenge (6), and the fact that he's "known as an upright citizen" means he might actually have a chance to pull this off despite the fact that he's not present and the Bylerums are still in town and able to defend themselves (two adverse conditions that cost him a die).

Beck rolls 6 dice, getting three 6's and three 3's — a Result of 3 with three Nudges! That's not only enough to condemn the Bylerums within the most powerful noble circles, but also enough to permanently ban them from the capital. An Obligator investigation is launched in the coming days, as Carrow and Cordal flee Luthadel in shame, and soon they'll have to answer to the rest of their House as to why so many of their contracts are falling through, and so many of their assets are being seized.

Hasting's troops withdrawn, Beck can return home, where he and the Crew can plan their next great scheme.

FROM BRANDON

Remember that the Lord Ruler actually cares very little how the empire is governed, or how people worship him. So long as his goals are met — the noble houses are kept in check, the skaa are suppressed, and the power of information remains in his hands — he doesn't pay much attention to the day-to-day workings of the world. However, if something does draw his attention, his response is often brutal and swift. Thus, while there is a great deal of corruption in the government of the Final Empire, very little of it is noticed. Note also that Inquisitors are extremely hard to bribe or influence, as the very way they think has been altered. Everyone else is fair game, though.

5
THE METALS

All mystical power on Scadrial is derived from metal. There are nineteen metals known to interact with Allomancy, seventeen of which have known uses in Feruchemy, and twelve of which have known uses in Hemalurgy. In the time of the Final Empire, the uses for a little more than half these metals are common knowledge and most of the rest are known only to select scholars, metallurgists, and highly inquisitive individuals. A few are lost to everyone, save perhaps the Lord Ruler.

METAL CATEGORIES & QUALITIES

The metals are divided into five categories, primarily based upon their uses in Allomancy (the most common Metallurgic Art). Each category contains two elements and two alloys of those elements, and the categories break down like this:

- There are four **Physical Metals**: Tin, Pewter, Iron, and Steel. These enhance physical capabilities or directly interact with the physical world — by changing it directly or perceiving it. Feruchemists also refer to these as Physical Metals, as their uses are very similar in both disciplines.
- There are four **Mental Metals**: Copper, Bronze, Zinc, and Brass. These enhance or alter emotions and perceptions, sometimes of the user and other times of others. Feruchemists call these *Cognitive Metals*, as they typically sharpen and accelerate the mind.
- There are four **Enhancement Metals**: Aluminum, Duralumin, Chromium, and Nicrosil. These enhance, alter, or counter the use of magic. Feruchemists

call these *Spiritual Metals*, as they affect the innermost characteristics, including sense of self and connections to powers beyond.

- There are four **Temporal Metals**: Gold, Electrum, Cadmium, and Bendalloy. These change perception of time, and how time affects people and the world. Feruchemists call these *Hybrid Metals* because they balance the four essential elements of life: health, breath, nutrition, and the will to live.
- There are two **God Metals**: Atium and Lerasium. These are incredibly rare and amazingly powerful, literally formed from the physical substance of the gods Ruin and Preservation. Alloys of them are even less common: the mysterious **Malatium** being the only one developed in the trilogy (by Kelsier, in the waning days of the Final Empire...). Feruchemists have only discovered uses for one of these metals (Atium), and they have no formal term for them as of yet.

All non-God metals are further defined by sets of qualities that create opposition and balance. The first quality is whether a metal is **Internal or External**. Internal Metals affect or enhance the user and External Metals affect other people or the broader world. This doesn't impact a metal's category. For example, Tin is an Internal Physical Metal, while Steel is an External Physical Metal.

The second quality is whether a metal **Pushes or Pulls**. Pushing Metals create a force that suppresses or acts *against* something, while Pulling Metals draw something out or connect the user to something. Brass is a Pushing Metal because it suppresses emotions, while Zinc is a Pulling Metal because it augments a person's emotions and presses them to the surface.

By knowing the qualities and strengths of particular metals, a character can quickly assess how to use them to oppose the effects of another. For example, Iron and Steel are both External Physical Metals, but Iron Pulls while Steel Pushes. An experienced Allomancer knows a Steel Allomancer and an Iron Allomancer of equal strength and skill will roughly cancel one another out when using their powers to Push or Pull a piece of metal.

FROM BRANDON

There are many different ways to classify the metals of Scadrial. Some of you may know the sixteen-metal, circular table of Allomantic elements which was in use during the last years of the Final Empire, and which helped to form the categorizations of this Treatise, but there are other ways of looking at the Metallic Arts. One example is the table of sixteen base metals as seen through the eyes of Feruchemists, which is included as a full-color end sheet in the hardcover edition of this book. Like most classifications, these are merely attempts by mankind to understand the world, and like any science the disciplines of Scadrial aren't "finished" arts. People continue to grow, and learn, every day.

EXPLORING THE METALS

The following chapters present the metals by Allomantic category, starting with the common Physical and Mental Metals, then moving on to the rarer Enhancement and Temporal Metals, and finally ending with the God Metals. Each chapter focuses on a single metal, providing descriptions, guidelines, and rules for how it's used in Allomancy, Feruchemy, and when applicable, Hemalurgy.

The ideas in these chapters are just a beginning, and the rules are merely a framework, rather than a be-all, end-all presentation of every conceivable application. Consider the Treatise a foundation for creating your own stories with Allomancers, Feruchemists, and Hemalurgists in the Final Empire. Find new and innovative uses for all the metals in the spirit of what's presented here. Discuss possibilities with the Narrator and other players, but remember... Anything that you add to your stories will probably become available to everyone, including your enemies.

By contrast, the Narrator *can* and *should* feel free to limit the metals that appear in the game, especially if the story is set during or even before the first book. Every metal and all known uses for them are included here — even metals and uses not seen in the novels — but there's absolutely no reason you should let that get in the way of a good story. If a metal doesn't fit or will unravel your narrative, find a reason to exclude it, or even change how it works. This is, after all, your Final Empire.

9
STEEL
(PHYSICAL, EXTERNAL, PUSHING)

Steel is the alloy of iron and carbon, easily found in nearly any Dominance. It provides a variety of powerful benefits to practitioners of all three magical traditions.

IN ALLOMANCY

A Misting who can burn Steel is called a **Coinshot**.

Burning Steel grants abilities very similar to those of Iron, with one key difference — the metal lets an Allomancer Push metal within several dozen yards directly *away*, rather than Pulling them in. This process is typically called "Steel-pushing." A character burning Steel also sees transparent blue lines leading from his center of mass out to every piece of metal within range, and their intensity is likewise based on their distance and size. Pushing along these lines lets the character send an unanchored object of equal or smaller weight away, or sends him or her in the other direction from an anchored or larger object. Allomancers often use this ability to fire small objects like coins at targets (hence the Misting nickname). This makes Steel the most popular form of offensive Allomancy, and puts Coinshots in high demand among noble houses and military forces alike.

Pushing against anchored or larger metal objects (or smaller objects on the ground directly below the character) is a favorite mode of Allomantic travel. By dropping a coin or two on the ground and Pushing against them, a skilled Allomancer can "walk" on stilts of Allomantic force, or hover dozens of yards in the

air. In the early days of the Final Empire, Allomantic highways were comprised of metal bars wedged into the ground, providing Allomancers with quick and reliable travel between Luthadel and other major cities. Of course, landing can be difficult, so many leave such stunts to Mistborn (who can absorb the punishment of any mishap with Pewter).

As with Iron, Pushing on metal inside or piercing the body of another living being (like piercings and Hemalurgic spikes) is exceedingly difficult, and typically only achievable when also using an enhancement metal like Duralumin or Nicrosil.

RULES

While burning Steel, you automatically detect and may Push either one *or* all metal objects within 100 paces (Medium Range). This distinction is important — you may not choose to Push more than one object unless you Push all of them, or you have the Multiple Targets Stunt *(see right)*.

If a Pushed object is smaller or lighter than you, it's propelled away from you; otherwise, you're Pushed away from it. In both cases you can control velocity, up to a maximum speed of approximately 100 mph. Generally, Steelpushing requires no roll unless there's a compelling reason the story might be enhanced with failure (the Narrator always makes this call, as he or she has the best view of all story implications). When a roll is required, it's made with your Steel rating.

A common use of Steelpushing is to attack with loose metal objects between you and an enemy (e.g. the contents of a coin purse or a bag of horseshoes, which you can throw at an opponent as part of an attack). When you make such an attack, you roll with your Steel rating and apply the other rules listed here:

STEELPUSHING ATTACKS

Object	Damage	Min. / Max. Range
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

Pushing an object held or worn by another character is a Contest between your Steel and the target's Physique. Battling for a metal object with another Allomancer is also a Contest, pitting your Steel vs. his or her Steel. In both cases, success propels the object out of the target's hands and away from you (if it's held) or sends the target sprawling (if the object is worn). In the case of a metal object positioned between two Steelpushing Allomancers, the object can become a projectile targeting the loser, using the rules on the Steelpushing Attacks table *(see above)*.

Finally, by Pushing off of metal in your environment, or metallic implements on the ground like coins or horseshoes, you may hover in midair, or "stilt-walk" or sail at up to 25 miles per hour. This is not flight, and the maximum height you can reach is equal to your Pushing range (100 paces, unless you have the Long

Range Stunt). Landing can also be problematic, requiring you to Push off of metal objects thrown down onto the ground or already located there. Most landings require no roll but doing so in rough or treacherous terrain requires a successful Steel 1 roll, with failure costing you 1 Health.

Pushing Extremely Heavy Objects: Anchored Pushing can put great stress on an Allomancer's body. Each time you Push on two or more extremely heavy objects — for example, Pushing between a locked steel gate and an armored wagon to break open the first, flip over the second, or both — you lose 1 Health from physical strain.

Pushing Objects in Bodies: Pushing metal objects in a body (such as piercings and Hemalurgic spikes) is exceedingly difficult, requiring a successful Contest of your Steel vs. your target's Physique with an Outcome of 5 or greater. This is normally only possible if your Steel is boosted with Duralumin *(see page 343)* or you enjoy a Nicroburst *(see page 351)*.

Burn Rate: Steel burns at a rate of one charge every 20 minutes. When flared, Steel burns at 2 minutes per charge.

Flaring Steel: Flaring Steel provides no additional benefits beyond increasing your Steel rating.

ALLOMANTIC STEEL STUNTS

Increased Velocity: You may Push objects at a velocity of up to 250 mph, and the damage they inflict increases by +1.

Long Range: You detect and may Push metal objects out to 300 paces (Long Range).

Multiple Targets: You have finer control of your Steelpushing and may simultaneously Push a number of individual metal objects, or attack a number of different targets, up to your Steel rating. When attacking multiple targets, make a single Steel roll which each target must defend against individually. Nudges are ignored (they may not be gained) when using Iron to attack multiple targets.

Slow-Burning Steel: Your Steel burn rate is doubled (i.e. from 20 minutes per charge to 40 minutes per charge). You may take this Stunt a second time, increasing your Steel burn rate from 40 minutes per charge to 80 minutes per charge. This Stunt does *not* increase your Steel burn rate while flaring.

Steel Deflection (Reaction): Once per Beat, you may Push metal objects that are already in motion (such as steel-headed arrows, coins, and other thrown metal objects), potentially redirecting their flight. This is a Reaction *(see page 177)*, and grants you a number of dice for your Reaction roll equal to your Steel Rating. You may add Action or Defense Dice to this pool if you like, though you may not roll more than 10 dice, as usual. If your Reaction Result beats the attacker's Result, you may adjust the object's trajectory enough that it misses the original target *and* flies away from you instead. With success you may also spend 3 Nudges to Push the attack toward a different target in range (other than the original attacker). You may take this Stunt up to twice more, each time gaining the ability to use this Reaction once more per Beat (though you may still react only once to each attack, event, or circumstance).

Steel Running: By Pushing off the metals in your environment, you can move as fast as a galloping race horse (approximately 40 mph). During each Beat, you may Steelpush to take up to 2 steps toward or away from a target without penalty, or you may choose not to gain any Action or Defense dice for the round to take 3 steps toward or away from a target.

STEEL SAVANTS

A Coinshot Savant gains two "free" Nudges with Steel rolls, but is also very accustomed to directly influencing the surrounding world, and often grows over-confident as a result. When not burning Steel, the Savant's Willpower drops by 1.

IN FERUCHEMY

Feruchemists use Steel to store physical speed, becoming sluggish and almost lethargic. Conversely, tapping speed accelerates response time and lets the character run faster than a human, a galloping horse, or even a skilled Allomancer burning Pewter. Tapping extreme speed can let a character perform seemingly impossible feats of alacrity, like running from one end of Luthadel to the other in under a minute.

Storing in a Steelmind: When storing, your reflexes and movement speed are diminished and you lose 1 die per charge currently being stored with Physique rolls involving physical speed or response time. The maximum number of charges you may store in any hour is equal to your Steel rating or your Physique score minus 1, *whichever is lower*.

While storing physical speed during a Physical Conflict, you're considered to have one fewer Action Dice per charge currently being stored when determining the order in which you act in Step 2 (*see page 179*). Thus, if you take a physical action that generates 5 Action Dice while storing 3 charges in a steelmind, you act as if you have only 2 Action Dice (though you still have 5 Action Dice for the purpose of forming pools).

Also, when storing *any* amount of speed in a steelmind during combat, you may *only* move by choosing to receive no Action or Defense Dice at all, and even then you may only take 1 step toward or away from an opponent.

Tapping a Steelmind: For each charge you tap, you gain 1 die with Physique rolls involving physical speed or response time.

Alternatively, you may tap physical speed in Step 1 of a Physical Conflict to act more quickly. For each charge you tap, you're considered to have one additional Action Die when determining the order in which you act in Step 2, so long as you take a physical action *(see page 179*). Thus, tapping 4 charges of speed to support a melee attack, or to leap across a gap, lets you act as if you have 4 more Action Dice available than you actually do. Note that tapping speed in this way is a special exception to the standard rules for tapping charges, and that charges tapped for this purpose do *not* provide any further benefit in Step 2 beyond the ability to potentially act before others.

FROM BRANDON

Tapping speed is one of a Feruchemist's most powerful tools, but remember that the Metallic Arts are all about ramifications and consequences. For example, dramatically increasing your speed and hitting someone with an iron bar while running past them might do a lot of damage, but the hand(s) and arm(s) holding the bar are jolted backward with the same force. At a certain point the Narrator is fully justified in applying some of the character's damage back on him or her, and this can result in serious injury, or even a Burden.

TAPPING 10 OR MORE CHARGES OF STEEL

Feruchemists who tap huge amounts of physical speed can become a blur, too fast for the naked eye to see. They zip through battlefields like angry winds, cutting enemies down and darting to new foes before anyone can make out their positions.

Feats you may achieve by tapping 10 or more charges of Steel include:

Charges Tapped	Examples
10	Your running speed increases to 25 mph; you can take 2 steps toward or away from anything in a single Beat if you take an action, or may instead choose to receive *no dice at all* to take 3 steps
20	Your running speed increases to 50 mph; you can take 3 steps toward or away from anything in a single Beat if you take an action, or may instead choose to receive *no dice at all* to take 4 steps
30	Your running speed increases to 100 mph; you can take 4 steps toward or away from anything in a single Beat if you take an action, or may instead choose to receive *no dice at all* to take 5 steps
40	Your running speed increases to 150 mph; you can take 5 steps toward or away from anything in a single Beat if you take an action, or may instead choose to receive *no dice at all* to take 6 steps
50	Your running speed increases to 200 mph; you can take 6 steps toward or away from anything in a single Beat

IN HEMALURGY

Steel spikes are a basic component for creating Steel Inquisitors. Depending on where the spike is driven in, it steals, stores, and transfers a single Allomantic Power derived from any one of the four Physical Metals (e.g. increasing senses, improving physical fitness, or Pulling or Pushing metal objects). Each spike may store only one Power.

Steel Spikes: A Steel spike grants you a single Allomantic Power — Tin, Pewter, Iron, *or* Steel — with a rating equal to that of the spike. Each spike reduces your Spirit score by 1, as normal.

COMBINING IRON & STEEL

Mistborn and Hemalurgists with access to Iron *and* Steel can manipulate metal around them in ways that are impossible for Lurchers and Coinshots. In battle and other fast-moving situations, a Mistborn can repeatedly fling, arc, and ricochet objects around the field with remarkable agility or Push and Pull objects to thrust, spin, and careen through the air like a practiced gymnast. This incredible freedom of movement is especially useful, letting a character move so fluidly around a location that he or she is virtually flying.

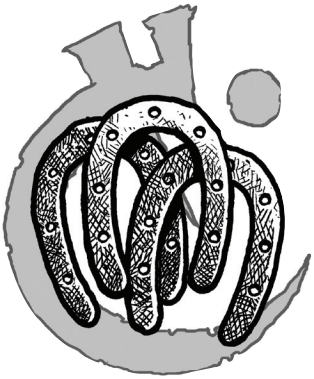
Mistborn burning Iron and Steel at the same time can travel great distances with a limited supply of metal objects (like horseshoes), and traverse nearly any terrain. By combining this tactic with Pewter for endurance, a character can cover as much as 500 miles in a single day — a feat otherwise inconceivable with the technologies of the Final Empire.

8
HEROES OF THE MISTBORN TRILOGY

One of the most endearing and exciting parts of the Mistborn trilogy is its rich and engaging cast of characters: Vin; Kelsier; Elend; Sazed; Breeze; Spook; Straff; Zane... and dozens more you love and hate. Any of Brandon's characters can appear in your stories, as friends, foes, or just chance meetings.

Here we cover many of the greats from the novels, at critical moments in their personal stories. Each comes with a brief biography, advice for playing the character or portraying them as an ally or enemy, and game rules.

Fair Warning: The following sections contain trilogy spoilers. Proceed with caution.



HEROES OF THE MISTBORN TRILOGY

VIN

Time Frame: Early in *The Hero of Ages*

Slayer of the Lord Ruler. Lady Heir to the Survivor of Hathsin. Empress of the New Empire. Vin's come a long way from her humble roots as just another skaa in Luthadel.

Once, her small, willowy frame and cautious introversion kept her out of the spotlight, and also concealed amazing power few could have anticipated. She was born to a skaa mother, and Snapped as a Mistborn at a very young age. She used her Allomancy instinctively until she met Kelsier, and from the very start of her training she showed great promise. Still, her Allomantic skill and power grew massively over time, eclipsing all but those of her husband, Elend.

Despite this, Vin's true contributions could never be measured in sheer power alone. Her greatest strength was always her uncanny insight into the elusive Allomantic arts. Even when outmatched, she survived — and often won — through sheer ingenuity and radical out-of-the-box thinking. Against all odds, she defeated the Lord Ruler. She bested a Mistborn burning atium. She massed incredible Allomantic knowledge as a direct result of the work she, Elend, Sazed, and their allies put in. The battles they fought, the secrets they uncovered, and the alliances they forged all led to the only true change the Final Empire had seen in centuries.

There was a time when Vin believed she was the Hero of Ages, prophesied to save the world from the Deepness. She sought and found the Well of Ascension, but chose to give its power away — a choice that inadvertently unleashed Ruin on the world. This decision haunts Vin to this day, and she still searches for anything she can use to stop Ruin and save the world.

Vin is Lady Heir to the Survivor, and the most important person alive to adherents of the Church of the Survivor. They look to her for guidance (which she doesn't think she can give), and they believe she will protect them, even *save* them — that one day she'll stop the ash from falling and return the sun to its original yellow.

The ways of nobility both fascinate and repulse Vin, thanks to her time posing as Lady Valette Renoux under Kelsier's orders. Though she now spends most of her time in plain clothing, acting as one might expect of a fighter or assassin rather than as an empress, she still has a certain fondness for the dresses she once wore, and the noble balls she attended. It is, after all, where she met her husband, Emperor Elend Venture.

Vin has also learned many secrets about the strange, exotic races of the Empire — the shapeshifting kandra and the brutal, giant koloss — thanks to the tutelage of the kandra OreSeur. She is unwittingly one of the world's foremost experts on both species, privy to their innermost secrets and vulnerabilities, and she employs this knowledge regularly to support her Crew and further their many lofty goals.

Today, Vin is often found leading a column of blue-skinned koloss, orchestrating their actions against the New Empire's enemies like a bloody symphony.

VIN (DEADLY THREAT)

Attributes: Physique 4 [12], Charm 5, Wits 4

Standings: Resources 6, Influence 6, Spirit 8

Resiliences: Health 10 [18], Reputation 11, Willpower 12

Traits: Thief; Slight Build; Catlike; Streetwise; Knife-Fighter; Lady Heir of the Survivor; Secrets of the Kandra and Koloss; Elend is My World; Am I the Hero of Ages?

POWERS (ALLOMANCY)

Pewter 8 (boosts Physique and Health, as shown in brackets)

- *Denser Tissues 1:* Vin suffers 1 less damage from physical attacks while burning Pewter.
- *Extreme Speed:* While burning Pewter, Vin may run as fast as a galloping race horse (approximately 40 mph). She may also take up to 2 steps toward or away from a target in each Beat without penalty, or 3 steps if she forgoes Action or Defense Dice for the round.
- *Inhuman Endurance (Trait):* While burning Pewter, Vin can exert herself for up to 8 days without suffering Pewter drag. She also gains the "Inhuman Endurance" Trait.
- *Slow-Burning Pewter:* Vin's Pewter burn rate is 10 minutes per charge.
- *Unconscious Burning:* Vin automatically burns Pewter when unconscious, though only if also injured (i.e. she doesn't automatically burn Pewter when sleeping). Each Pewter charge burned in this fashion lasts for three hours, and the only benefits it conveys are increased Health, accelerated healing, and avoiding Pewter drag. It has no effect on Physique rolls or dice pools. This special Pewter burn stops immediately when Vin regains consciousness.

Steel 6 (Pushes metal objects)

- *Increased Velocity:* Vin may Push objects at a velocity of up to 250 mph, and the damage they inflict increases by +1.
- *Multiple Targets:* Vin has finer control of her Steelpushing and may simultaneously Push up to 6 individual metal objects, or attack up to 6 different targets. When attacking multiple targets, Vin makes a single Steel roll which each target must defend against individually. Nudges are ignored (they may not be gained) when using Steel to attack multiple targets.
- *Steel Deflection (Reaction):* Once per Beat, Vin may Push metal objects that are already in motion (such as steel-headed arrows, coins, and other thrown metal objects), potentially redirecting their flight. This is a Reaction *(see page 177)*, and grants Vin 6 dice for her Reaction roll. She may add Action or Defense Dice to this pool if she likes, though she may not roll more than 10 dice, as usual. If Vin's Reaction Result beats the attacker's Result, she may adjust the object's trajectory enough that it misses the original target *and* flies away from Vin instead. With success she may also spend 3 Nudges to Push the attack toward a different target in range (other than the original attacker).

Bronze 8 (senses nearby Allomancy)
Brass 6 (Soothes the emotions of others)
Duralumin 6 (massively flares currently burning metals)
All Other Metals 4

POWERS (HEMALURGY)

1 Bronze Spike (her mother's earring; increases her Bronze Allomancy from 5 to 8)

EQUIPMENT

2 obsidian daggers (Damage +1; Melee Range: Touch / Touch; Thrown Range: Striking / Close; contains no metal); Set of horseshoes or sack of copper clips (Damage +1, or +2 with the Increased Velocity Stunt; Thrown Range: Striking / Medium); 3 Mistborn vials (1 charge each of Brass, Bronze, Copper, Iron, Pewter, Steel, Tin, and Zinc); Mistcloak

PLAYING VIN

Though you fought against it for so long, you've come to terms with the fact that you're a knife — a tool suited for battle and killing. It's different than you thought at first. You can fight not for a name or a person, but in service to the ideals of the Empire, the ones you and Elend so dearly believe.

It seems the world exaggerates your importance, to the point where even you once believed you were the Hero of Ages. The followers of the Church of the Survivor heap unwanted attention on you. Their faith might be helpful for the Empire, but it still makes you uneasy. Kelsier was no god, and neither are you.

In battle, you're a scrapper with a knack for winning against all odds. Not only do you possess incredible natural Allomantic talent but you can use Duralumin, a little-known Allomantic metal that enhances other Powers.

You never expected to become an idealist, but there are people you count on and believe in. An old lesson from Kelsier keeps proving true in more and more situations: every action has a consequence. There are always forces in opposition, always responses to any choice.

VIN AS AN ALLY

Any willing subject of the Empire has an ally in Vin, but only in the broadest sense. Vin rarely intrudes in the day-to-day affairs of the people. Her business is saving the world now, and in the past she was occupied with deposing the Lord Ruler and protecting Luthadel from destruction. Only the grandest issues draw Vin's attention.

Vin learned to mistrust those around her early on, and she still assumes the worst about people. Acquiring her as a true ally — gaining her *trust* — isn't easy. The surest way is to prove yourself to one of her closest friends, particularly one from her early days with Kelsier's crew.

Even Vin's allies find her unpredictable. Her abilities let her get around quickly, and she has a habit of disappearing at the most inconvenient moments.

VIN AS AN ENEMY

Anyone who threatens Elend or the New Empire finds no greater enemy than Vin. If they're very lucky, she harasses them from behind the scenes, sending soldiers to deal with them. If not...

WHAT IF…?

In an alternate storyline, Vin might have joined Zane, in which case Ruin's influence would likely take hold. She'd grow ruthless and violent, and ultimately clash with her crew as their goals interfered with her wishes, and Zane's. Perhaps she rises as the ultimate Villain in *your* story...

YOUNG VIN

Time Frame: Midway through *The Final Empire*

At the beginning, Vin keeps her head down and trusts no one; it's a survival tactic instilled by her brother Reen. She starts to open up as part of Kelsier's crew, but it's a long time before she gains her footing. Playing or portraying young Vin involves capturing her deep-seated suspicion and self-doubt, and the newfound bonds of companionship.

Young Vin can be a great tool for a new player who's uncomfortable with role-playing — anyone who prefers to linger in the background. Just as Vin's abilities eventually draw her into the spotlight, the player's learning curve will eventually draw him or her into the Crew, and your gaming group. She's also an excellent introduction for someone who wants to play a Mistborn.

YOUNG VIN (AVERAGE THREAT)

Attributes: Physique 4 [8], Charm 3, Wits 4

Standings: Resources 3, Influence 3, Spirit 4

Resiliences: Health 7 [11], Reputation 6, Willpower 8

Traits: Thief; Slight Build; Streetwise; Mousy; Trust No One; Unaware of My True Power

POWERS (ALLOMANCY)

Bronze 7 (senses nearby Allomancy)

Pewter 4 (boosts Physique and Health, as shown in brackets)

- *Denser Tissues 1:* Vin suffers 1 less damage from physical attacks while burning Pewter.
- *Extreme Speed:* While burning Pewter, Vin may run as fast as a galloping race horse (approximately 40 mph). She may also take up to 2 steps toward or away from a target in each Beat without penalty, or 3 steps if she forgoes Action or Defense Dice for the round.

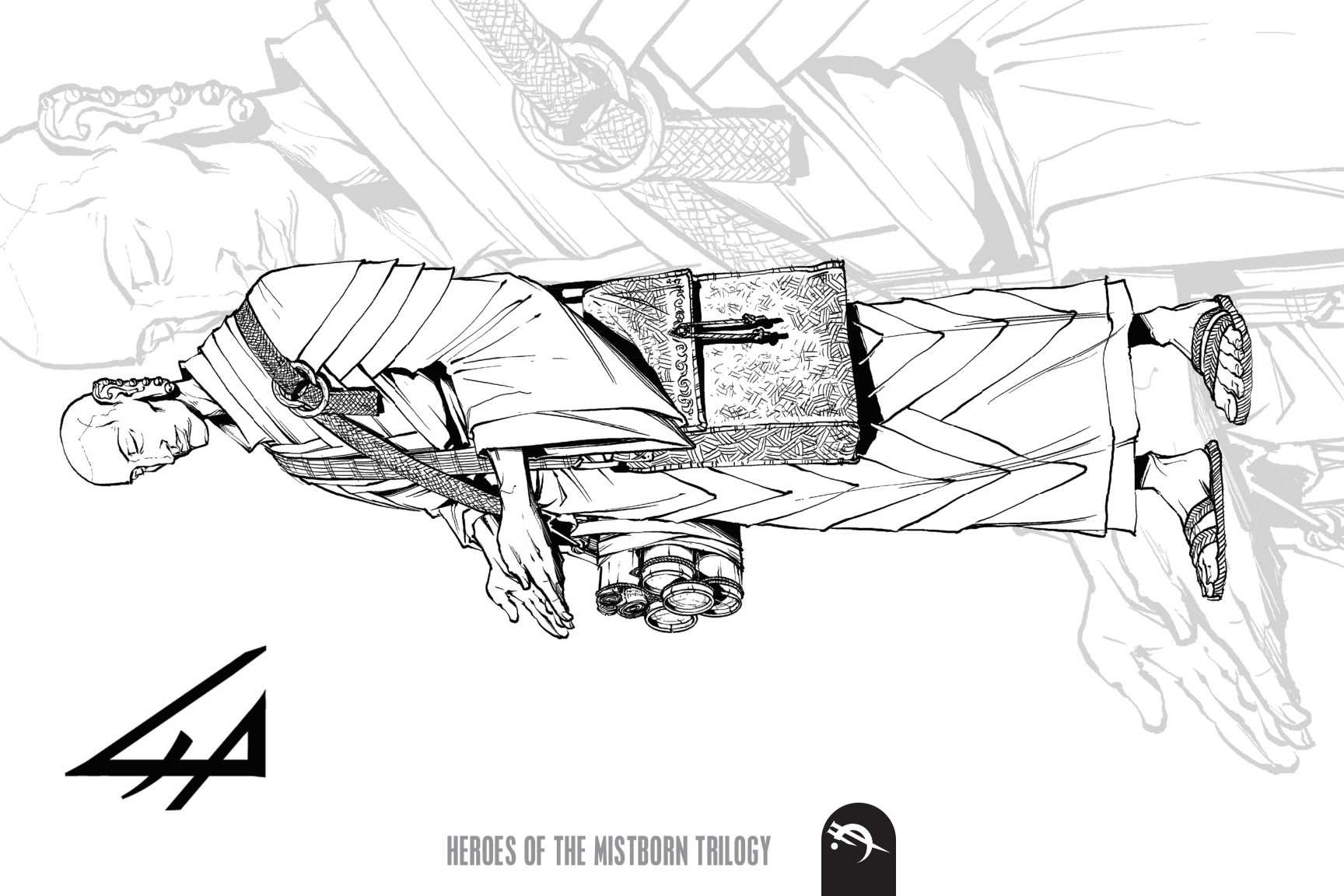
All Other Metals 3

POWERS (HEMALURGY)

1 Bronze Spike (her mother's earring; increases her Bronze Allomancy from 4 to 7)

EQUIPMENT

Obsidian dagger (Damage +1; Melee Range: Touch / Touch; Thrown Range: Striking / Close; contains no metal); 2 Mistborn vials (1 charge each of Brass, Bronze, Copper, Iron, Pewter, Steel, Tin, and Zinc); Mistcloak



SAZED

Time Frame: Early in *The Hero of Ages*

A wise advisor and scholar, Sazed has repeatedly proven himself as a confidant and voice of reason. Until recently, he was also an optimist, believing in the fundamental good of people and finding strength in the tenets of many religions, far and wide. Sadly, Sazed has lost his faith and much of his hope.

He was castrated as part of Lord Ruler's breeding programs and cannot pass on his rare Feruchemical gifts, but the Synod saw his potential and groomed him as a Keeper. To maintain his cover, he was also trained as a steward, a footman and advisor to the nobility. This was supposed to be a path of quiet observation, watching and recording events for future generations, but Sazed ignored the Synod's wishes and joined in Kelsier's radical crew instead.

Sazed's work as a Keeper is focused on preserving religions — those great many that existed before the Lord Ruler came to power. Sazed keeps their memory alive, or at least he did. Following the Lord Ruler's death, Sazed set out to share his knowledge with the people of the world, but all he found was indifference. It was Sazed's own faith that kept him going despite this, but during the siege of Luthadel he lost someone he loved, the Keeper Tindwyl, and on that day his faith died too.

Now Sazed keeps a portfolio of all three hundred religions the Keepers have cataloged. He reads them to see if they're consistent, and whether they offer any real answers. So far, he's found every one lacking. Yet Sazed's crisis of faith hasn't entirely broken his spirit. Ever the steward, he still offers advice and dutifully performs to the best of his ability. When the situation is dire or a friend is in need, Sazed always comes through.

SAZED (DEADLY THREAT)

Attributes: Physique 4, Charm 4, Wits 6
Standings: Resources 5, Influence 6, Spirit 7
Resiliences: Health 9, Reputation 10, Willpower 13
Traits: Steward; Man of Reason; Skeptic; Trusted Advisor; Religions of Scadrial; Deeply Depressed

POWERS (FERUCHEMY)

Copper 8 (stores memory)
Iron 6 (stores physical weight)
Pewter 6 (stores physical strength)
All Other Metals 4

EQUIPMENT

9 metalminds (2 Copper, 1 Brass, 1 Bronze, 1 Iron, 1 Pewter, 1 Steel, 1 Zinc, and 1 Tin — currently storing sight); Formal clothing; 2 banned books (containing records of pre-Ascension religions and notes on the Terris prophesies); Pen and blank book

PLAYING SAZED

You're the voice of reason. Thoughtful, even-handed, and knowledgeable, you provide counsel whenever and however it's needed. Sometimes you just listen. You've aligned yourself with good people, and it's your responsibility to make them better still.

You solve problems through study. There's a massive wealth of information at your disposal, and you're a gifted researcher. It's your place to answer important questions, and you strive to anticipate them and be ready as they come up.

Faith and serenity were once enough for you, but those words sound hollow now. Still, you won't let your life's work slip away so easily. Part of you wants to believe again, and you still search for solace everywhere you go. Perhaps one day you'll find it.

You're not a warrior, but fight when you must, and with little battlefield experience, you rely on your Feruchemy and intellect to survive. Like all Feruchemists you're best when you know a fight is coming, so you can store strength, speed, and health in your metalminds, and tap them when the moment is right.

Most Keepers follow the Synod's dictates. They study and record as directed, and don't interfere with the course of the empire. You joined Kelsier and helped destroy the Lord Ruler. Your efforts changed the world, but did they really make anything better? In the final analysis, did shunning your role as an observer and letting yourself be drawn into pivotal events really help at all?

SAZED AS AN ALLY

As a steward, Sazed frequently takes on delicate challenges demanding proper etiquette and a healthy dose of diplomacy. This makes him the ideal envoy for a sympathetic, altruistic, or cautious Crew, especially one operating in noble circles. Not only does Sazed sometimes deliver assignments, he can also serve as a reliable source of information, particularly about history and the politics of Elend's Empire, and of course the many religions that came before.

It's far easier to gain Sazed as an ally than some of his compatriots. He's open and easy to approach, and his caring nature makes him a strong ally. When he sees people in trouble, at the mercy of forces beyond their control, he's compelled to help.

SAZED AS AN ENEMY

It's extraordinarily difficult to make an enemy of Sazed, though he stands against close allies of the Lord Ruler, as well as the forces of Ruin (including the Inquisitors). He may call others foes, but at this stage of his life Sazed prefers to confront even his greatest enemies with reason and proper imperial authority. He can take matters into his own hands — quite capably, in fact — but he doesn't play the aggressor until and unless he absolutely must.

SAZED THE BELIEVER

Time Frame: Midway through *The Well of Ascension*

At this point Sazed's lack of faith is a recent development, and playing him still involves quoting the tenets of various religions as they apply to dilemmas at hand. Especially early on, Sazed may also suggest religions he thinks his friends (and some enemies) should follow, whether they want to hear them or not. Some call this "propaganda." Sazed calls it "education."

SAZED THE BELIEVER (DEADLY THREAT)

Attributes: Physique 4, Charm 5, Wits 6
Standings: Resources 4, Influence 4, Spirit 9
Resiliences: Health 8, Reputation 9, Willpower 15
Traits: Steward; Man of Reason; Abiding Faith; Religions of Scadrial; We can Save the World; Am I a Man at All?

POWERS (FERUCHEMY)

Copper 8 (stores memory)
Iron 6 (stores physical weight)
Pewter 6 (stores physical strength)
All Other Metals 4

EQUIPMENT

9 metalminds (2 Copper, 1 Brass, 1 Bronze, 1 Iron, 1 Pewter, 1 Steel, 1 Zinc, and 1 Tin — currently storing sight); Formal clothing; 2 banned books (containing records of pre-Ascension religions and notes on the Terris prophesies); Pen and blank book

MISTBORN ADVENTURE GAME

CHARACTER NAME _____

CONCEPT _____

CREW NAME _____ CAUSE _____ TARGET _____ METHOD _____

RACE _____ SEX _____ AGE _____ HEIGHT _____ WEIGHT _____

ATTRIBUTES

	DICE
PHYSIQUE	
CHARM	
WITS	

STANDING

	DICE	SPENT
RESOURCES		
INFLUENCE		
SPIRIT		

RESILIENCE

	SCORE	DAMAGE
HEALTH		
REPUTATION		
WILLPOWER		

TRAITS & BURDENS

DRIVE: _____

PROFESSION: _____

SPECIALITY: _____

FEATURE: _____

PERSONALITY: _____

TRAGEDY

DESTINY

SECRETS KNOWN

ADVANCEMENTS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐

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MISTBORN ADVENTURE GAME

EXTRAS RECORD SHEET

TYPE _____

DESCRIPTION _____

_____

_____

RACE _____ AFFILIATION _____ CAUSE _____

ATTRIBUTES

	DICE
PHYSIQUE	
CHARM	
WITS	

STANDING

	DICE	SPENT
RESOURCES		
INFLUENCE		
SPIRIT		

TRAITS & BURDENS

_____ _____

_____ _____

_____ _____

_____ _____

ACTION DICE

DEFENSE DICE

POWERS

POWER	RATING	CHARGES	STUNTS

EQUIPMENT

ITEM	RULES

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MISTBORN ADVENTURE GAME VILLAIN RECORD SHEET

NAME _____ AFFILIATION _____ CAUSE _____

DESCRIPTION _____

RACE _____ SEX _____ AGE _____ HEIGHT _____ WEIGHT _____

TRAGEDY _____

DESTINY _____

ATTRIBUTES

	DICE
PHYSIQUE	
CHARM	
WITS	

STANDING

	DICE	SPENT
RESOURCES		
INFLUENCE		
SPIRIT		

RESILIENCE

	SCORE	DAMAGE
HEALTH		
REPUTATION		
WILLPOWER		

ACTION DICE

DEFENSE DICE

TRAITS & BURDENS

_____ _____

_____ _____

_____ _____

_____ _____

POWERS

POWER	RATING	CHARGES	STUNTS

EQUIPMENT

ITEM	RULES

SECRETS KNOWN

_____

_____

_____

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MISTBORN ADVENTURE GAME

SECRETS SHEET

SECRETS

SECRET	EFFECT	KNOWN
		☐
		☐
		☐
		☐
		☐

DESTINIES & TRAGEDIES

CHARACTER _____ PERCEIVED DESTINY _____

TRUE DESTINY _____

BEGINNING _____

MIDDLE _____

END _____

☐ ADVANCEMENTS _____ ☐ TURNING POINT _____

TRAGEDY _____

BEGINNING _____

MIDDLE _____

END _____

☐ ADVANCEMENTS _____ ☐ TURNING POINT _____

CHARACTER _____ PERCEIVED DESTINY _____

TRUE DESTINY _____

BEGINNING _____

MIDDLE _____

END _____

☐ ADVANCEMENTS _____ ☐ TURNING POINT _____

TRAGEDY _____

BEGINNING _____

MIDDLE _____

END _____

☐ ADVANCEMENTS _____ ☐ TURNING POINT _____

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MISTBORN ADVENTURE GAME

SCHEME WORKSHEET

CREW NAME _____ CAUSE _____ TARGET _____ METHOD _____

QUESTION 1: WHAT'S YOUR GOAL? _____

_____

_____

QUESTION 2: WHAT'S YOUR METHOD? _____

_____

_____

QUESTION 3: WHAT'S STANDING IN YOUR WAY? _____

_____

_____

QUESTION 4: WHAT'S YOUR IN? _____

_____

_____

QUESTION 5: WHAT DO YOU HAVE TO WORK WITH? _____

_____

_____

QUESTION 6: WHAT DON'T YOU KNOW? _____

_____

_____

QUESTION 7: WHAT COULD GO WRONG? _____

_____

_____

QUESTION 8: WHAT COMES NEXT? _____

_____

_____

MISTBORN
ADVENTURE GAME

PLAN OF ACTION

THE CREW'S IN (QUESTION 4): _____

OBJECTIVE 1: _____

TWISTS: _____

_____ TURNING POINT? ☐

ALLIES AND ENEMIES: _____

SECRETS: _____

OBJECTIVE 2: _____

TWISTS: _____

_____ TURNING POINT? ☐

ALLIES AND ENEMIES: _____

SECRETS: _____

OBJECTIVE 3: _____

TWISTS: _____

_____ TURNING POINT? ☐

ALLIES AND ENEMIES: _____

SECRETS: _____

OBJECTIVE 4: _____

TWISTS: _____

_____ TURNING POINT? ☐

ALLIES AND ENEMIES: _____

SECRETS: _____

OBJECTIVE 5: _____

TWISTS: _____

_____ TURNING POINT? ☐

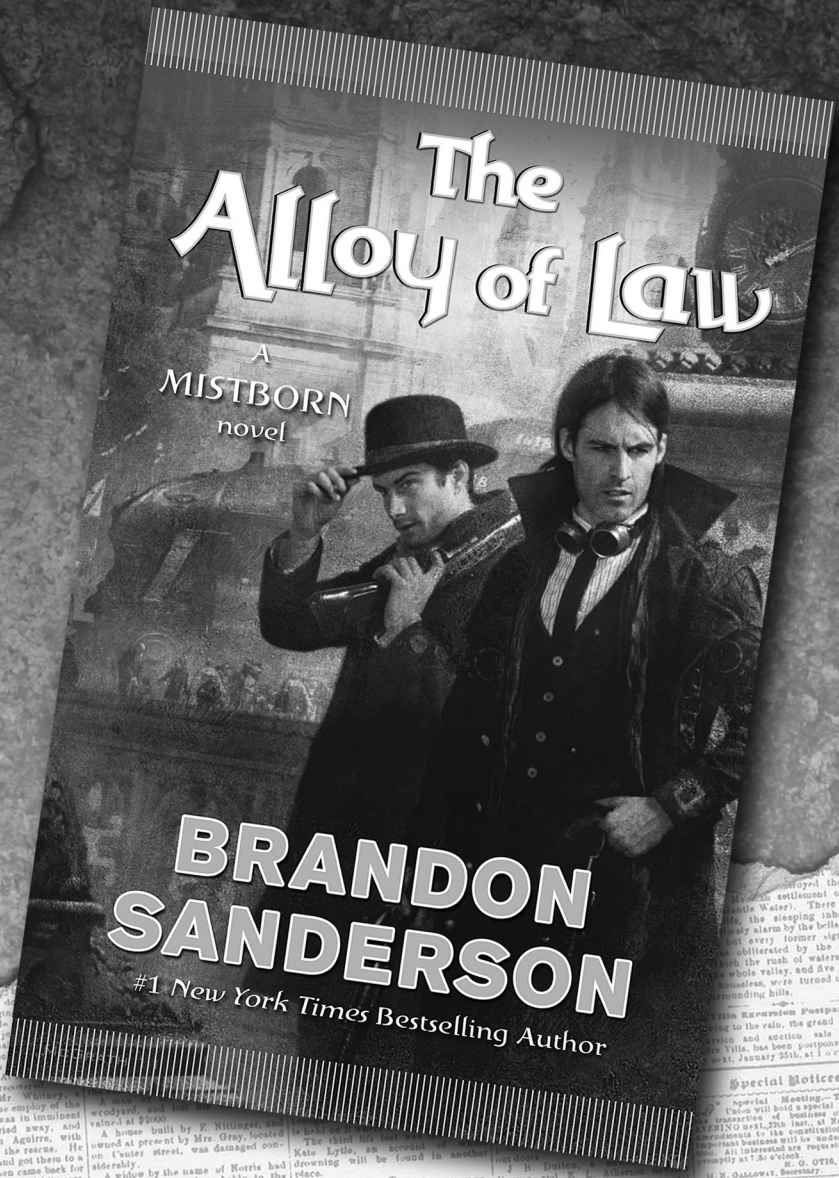
ALLIES AND ENEMIES: _____

SECRETS: _____

WHAT COMES NEXT (QUESTION 8): _____

_____

COMING SOON FROM CRAFTY GAMES



A Mistborn Adventure Game supplement based on the fourth Mistborn novel

SCHEME IN A WHOLE NEW AGE