

Mistborn Jumpchain

Introduction:

Welcome to Scadrial, a land choked by ash and mist. By day, the volcanic ashmounts fill the air, turning the sky bright red and blocking out the sun. By night, mysterious mists cover the land, filling the superstitious with dread and concealing the night sky. Plants, where they grow at all, are dark brown and stunted; animals are hardy and fierce. The people are pale, paranoid, and always on guard. And looming over it all is the immortal Lord Ruler, the Sliver of Infinity, ruling his Final Empire with an iron fist.

You arrive in Luthadel, capital of the Final Empire. In six years, a thief named Kelsier will begin a revolution against the Lord Ruler. You'd best be prepared, as all of Luthadel will be turned upside down.

You have 1000 CP to spend.

Good luck. Lord Ruler knows you'll need it.

Origin:

Determine your age by rolling 2d8+14. You keep your previous gender. You may select your own age and gender for 50 CP.

Skaa (Free)

- + You are so unimportant, nobody knows who you are - not even yourself. You have no obligations, no memories interfering with your thoughts, nothing. You are a blank slate.
- You are a second class citizen, treated like mud by the noblemen. You are unlikely to live comfortably unless you turn to theft.

You wake up in an alley, wrapped in a filthy cloak. You have no new memories of this world, no past, nothing but what you purchase here. You are skaa, the second class citizen of the Final Empire. They till the soil, they work the mills, they do all the jobs the nobles can't be bothered with. Mostly, though, they suffer. There isn't a lot of work for skaa in Luthadel, sadly. You're most likely to find work at the mills, or else are a thief. You might also get to be a servant for lower nobility who can't afford better, a street sweeper, or, if you are very lucky, an apprentice craftsman or soldier. However, Skaa look after their own, and many show solidarity against the noblemen... though others will sell you out for a crust of bread, so choose your friends carefully.

Cultist (100 CP)

- + You have powerful friends, not the least of which is the (currently imprisoned) god of chaos and destruction.
- These friends will expect you to do many terrible things, including participating in the end of the world.

Somehow, somehow, you've gotten involved with a cabal of madmen that work in the service of Ruin, the god-like being who has sworn to destroy all that lives. Ruin is currently imprisoned, but he and his servants are hard at work, manipulating events to ensure he is released. These cultists consider you a member, and are more than willing to teach you the finer points of Hemalurgy and to aid you in just about any endeavor. With Ruin imprisoned, contact with him is very limited, so you can get away with claiming "Ruin asked us to..." whenever you wish. However, these cultists are largely insane, all use Hemalurgy extensively, very destructive, and will expect you to aid them in the same fashion. This aid will often take the form of murder, torture, and other reprehensible acts; eventually, you'll want to make a break for it before they ask you to help destroy the world.

Terrisman (100 CP)

- + You are highly respected and valued, almost universally well-educated and treated well.
- You are, essentially, a slave. A very valuable slave, but you are expected to serve the nobility and participate in controlled breeding programs. If you are male, you are very likely a eunuch.

Once a proud, powerful people, the men of Terris have fallen far since the birth of the Final Empire. Due to some unknown grudge of the Lord Ruler, the Terris people have been enslaved, their breeding carefully controlled to produce a race of mild-mannered servants. However, they are no less intelligent or scholarly than their ancestors, and unlike skaa are permitted and expected to be literate. A Terris steward is a mark of great status, and highly valued by noble society. You are steward to a minor noble; either a high-ranking member of a minor house from outside Luthadel, or a low-ranking member of one of Luthadel's Great Houses.

Noble (100 CP)

- + You live a life of opulent comfort. You are rich and powerful.
- Noble society is a nest of sharks, vipers, and vultures, all forever watching you for weakness.

You are a member of one of the lesser noble houses of the Final Empire. Your family cannot afford a proper keep in Luthadel, but most of the stronger family in other provinces try to maintain a presence in the capital. You have much greater means than any skaa, but you are small potatoes compared to the illustrious members of the Great Houses.

Abilities:

Choked by Ash (Free)

You have an biology altered to survive in the harsh environment of Scadrial. You suffer no ill effects from the massive amounts of ash in the air, and can survive off the meager food

grown on the few plants that continue to thrive. Without this, you would die of malnutrition no matter how much you ate, assuming you didn't suffocate on ash first.

Beneath your Notice (100 CP, Free Skaa)

You are unimportant, or are very good at seeming so. So long as you make no effort to draw attention to yourself, the majority of people will regard you as beneath them, and not worth bothering with. You blend in with the background easily. Note that if you do something attention-grabbing, such as attack someone or try to enter a restricted area, no amount of unimportance will hide you.

Opportunist (200 CP, Discount Skaa)

You have a nose for opportunity. Whether it's luck, skill, or just a natural knack, if a chance arises to obtain something you want, go somewhere you need to be, or accomplish something you want to do, you always seem to notice. What's more, you see opportunity everywhere you look. Note that this only presents you with a possibility - it's up to you and your skills to follow through.

Aluminum Mind (400 CP, Discount Skaa)

Aluminum is the only metal known to be allomantically inert - it cannot be effected by any form of Allomancy. Your mind is similar. You are protected from any form of Allomantic influence; you cannot be Rioted or Soothed, and if you are yourself an Allomancer, Bronze cannot detect your location. This is not limited to Allomancy, either - unless you choose to allow it, your mind cannot be affected or detected by any mental abilities. This ability is similar to being protected by a coppercloud, but cannot be pierced regardless of the power of one's Allomancy.

Unravel (600 CP, Discount Skaa)

You have a degenerative effect on supernatural abilities, particularly Allomancy, but also the other Metallic Arts and any other supernatural power you may encounter. You exude a very subtle aura, which makes supernatural effects near you slightly harder to use. By focusing intensely, you can intensify this aura, increasing the difficulty of supernatural abilities further and draining the power of people and objects that contain supernatural power. While intensified, Allomancers' internal metal stores will slowly dwindle, Feruchemists' metalminds will be slowly drained of their stockpiled abilities, and Hemalurgic spikes will leak power. Touching a person or object with supernatural power while focusing intensifies the effect further. Be warned - using this power is like sounding an air raid siren to any form of supernatural detection, including Allomantic Seekers. Aluminum Mind will not mask this beacon, but it will prevent them from pinpointing the exact source.

Ruinous Font (100 CP, Free Cultist)

Hemalurgy is a dangerous and dark art, with a natural connection to the god of Destruction, Ruin. Through this connection, Ruin can manipulate the beneficiaries of Hemalurgy towards his own destructive ends. With this perk, you gain the tiniest sliver of Ruin's power - just enough to fuel your own Hemalurgy without Ruin's help. Hemalurgic

spikes you create have no connection to Ruin, and their users cannot be controlled by him or by emotional Allomancy. You can also make Hemalurgic spikes outside of this Jump. This does not confer any knowledge or ability with Hemalurgy - you'll either have to take another perk, or find someone who can teach you. Unfortunately, the only people who can teach you are more likely to kill you instead.

A Messy Process (200 CP, Discount Cultist)

You have a basic knowledge of Hemalurgy. You know which metals steal which attributes, if you didn't already. More importantly, you have a basic knowledge of the bind points on a human body, and you have a superhumanly steady hand when preparing to drive sharp metal objects into someone's body, even your own. In addition to some minor combat benefits, you can safely use place a hemalurgic spike into somebody's body in the exact right location to avoid injuring them and allowing them to draw on its power. However, the ability to twist humans into non-human forms or to implant hemalurgic spikes into non-humans is beyond you.

You can make Hemalurgic spikes outside this Jump if you do not already have the ability, but without Ruinous Font, anyone outside this Jump given a spike will eventually go violently insane.

Preservation of Ruin (400 CP, Discount Cultist)

You can now charge a Hemalurgic spike without killing the victim. So long as the metal touches their still-coursing blood, energy will be drained from the victim to charge the spike, leaving them alive. A spike made in this fashion will be slightly less powerful, but will last longer outside a human body. A victim drained by this ability will become noticeably paler, and their personality will shift to become slightly more dour and less energetic. If the drained attribute is a supernatural ability, it is removed entirely; if it is a natural ability such as strength, it is radically weakened.

You can make Hemalurgic spikes outside this Jump if you do not already have the ability, but without Ruinous Font, anyone outside this Jump given a spike will eventually go violently insane.

Hemalurgic Genius (600 CP, Discount Cultist)

You are a genius in the art of Hemalurgy. You have the knowledge to twist a humans form into a variety of shapes with Hemalurgy, creating entirely new creatures formed from the hemalurgic charge in the spike and the recipient's own soul. This process usually requires multiple spikes, and twisting a human too far from their natural form can destroy their mind. The more a person is twisted in this fashion, the more powerful the charge in their spikes becomes, enhancing whatever abilities they gain from it. You also gain the ability to find the bind points in any non-human creature. Creatures that are largely humanoid only take a few minutes of visual inspection; animals can take hours of intensive study. Sufficiently bizarre

creatures may require days or weeks, and you may need to perform vivisection or other intrusive and in-depth analysis in order fully map the creature's bind points.

As a side benefit, hemalurgic spikes you make are more efficient, storing greater chargers and degrading slower than normal.

You can make Hemalurgic spikes outside this Jump if you do not already have the ability, but without Ruinous Font, anyone outside this Jump given a spike will eventually go violently insane. Furthermore, attempting to use this ability without A Messy Process results in having very little control over the exact mutations your subject manifests. You know which bind points trigger mutation, but without the knowledge of which bind point does what you're largely striking blind. Experimentation can teach you, of course.

Classically Trained (100 CP, Free Terrisman)

You are very well educated. You are literate and well-read. You are knowledgeable on many topics, and have read books by many well-regarded thinkers. You are also knowledgeable in proper etiquette, and know how to conduct yourself in sophisticated company.

Above Your Station (200 CP, Discount Terrisman)

You have achieved a station that is quite a bit higher than is typical for someone of your birth, and have all the power, money, and influence that come with it. If you are a skaa, you are either a skilled craftsman, a minor captain in the Lord Ruler's army, or the head of a small thieving band. If you are a Terrisman, you are steward to a far more powerful noble, such as the head of a Great House or one of their direct descendants. If you are a noble, you are a member of a Great House of Luthadel, though not the head of house nor a direct heir. Alternatively, you can be the head or direct heir to a lesser house.

Ferring (400 CP, Discount Terrisman)

You have a minor, watered-down version of the native Metallic Art of the Terrismen, Feruchemy. You can use a single type of metalmind to store the appropriate attribute. You may select any one metal to be able to use as a metalmind. This includes metals not yet discovered to be useable with the Metallic Arts, but be warned that obtaining these metals will be far more difficult. Note that this ability normally only occurs as a result of mixed breeding between Terrismen and non-Terrismen. This is currently forbidden, and as such this ability does not yet exist. There may be some pointed questions for you if this ability is discovered. For more on Feruchemy, see the Metallic Arts Appendix.

Feruchamist (600 CP, Discount Terrisman)

You have the unique abilities of a Keeper, known as Feruchamy. You can store attributes in a metalmind, reducing your abilities now for a boost in ability later. The Lord Ruler has done everything in his power to stamp out this form of magic, and you will be summarily

executed if this is discovered - though if you are not a Terrisman, you may be tortured for information on your parentage first.

Privileged (100 CP, Free Noble)

You are treated with deference and respect by anyone who is not demonstrably your superior. People, even your peers, take pains not to offend you, and give you all the respect and privilege due to your rank. People who have good reason to hate you, or who are noticeably superior to you, will not defer to you, but still treat you with at least a modicum of respect - even if that respect is merely a thin veil hiding a vicious, seething hatred.

Playing the Game (200 CP, Discount Noble)

You are skilled at maneuvering the convoluted world of high society and politics. You can read the general mood of a room at a glance, and the intricate web of alliances and rivalries are easily evident to you. What's more, you are skilled at manipulating this web, maneuvering and manipulating people to move just the way you want. This works best in large groups, over a long period of time; it has little effect one-on-one or in an immediate timeframe, but given time you can effect major changes in the local political landscape.

Misting (400 CP, Discount Noble)

You are a lesser Allomancer, also known as a misting. You can ingest a single, specific type of metal to obtain a store of power within you, which you can then 'burn' for a particular effect. However, you can only do this with a single type of metal. You may select any one allomantic metal to be able to burn (though some, like Aluminum or Duralumin, are useless alone). This includes metals not yet discovered to be useable with the Metallic Arts, or even Atium, but be warned that obtaining these metals will be far more difficult.

Mistborn (600 CP, Discount Noble)

You are a powerful Allomancer, known as a Mistborn. One of the lucky few, you can burn any and all of the Allomantic metals, producing any of the effects Allomancy is capable of so long as you have a supply of metal. This also has the side benefit of causing anyone who sees you using your abilities to assume you are a noble, even if you are not, and will studiously ignore you unless they have a reason not to.

Item:

Hazekiller Gear (50 CP)

A set of non-metal armor, usually leather, as well as a wooden shield and a wooden weapon. Excellent for fighting Allomancers, useless against most everyone else.

Glass Daggers (50 CP)

A matched pair of daggers, made from black glass. The signature weapon of the Mistborn.

Horseshoes (50 CP)

A set of eight heavy metal horseshoes. These make excellent projectiles for Allomancers, and a Mistborn skilled with pushes and pulls can use them for extremely high-speed transit over long distances.

Aluminum (100 CP)

A small item made of Aluminum. Aluminum is Allomantically inert, and resists all Allomancy. It cannot be moved with pushes and pulls, a hat made of it protects against emotional allomancy, and a Mistborn who burns it loses all their stored metals. This item cannot be larger than one can be easily held in one hand.

Coin Pouch (100 CP, Free Noble)

You have a pouch of 500 boxings. This is pocket change for a noble, but a vast fortune for a skaa. Very useful for a Mistborn in a hurry to get places quickly. If used for transportation, used coins reappear in the bag. If spent as currency, you'll have to get it back the hard way.

Mistcloak (200 CP, Discount Noble)

A get-out-of-jail free card in the majority of the Final Empire. The symbol of a Mistborn, this cloak camouflages you in the mist, making you difficult to spot at night. Anyone who sees it will ignore you, under the assumption that you are a powerful noble. If you are not actually a Mistborn, you'd best not get caught wearing it, or there will be some VERY pointed questions.

Metalminds (200 CP, Discount Terrismen)

A large selection of decorative metal jewelry, in every commonly known Allomantic metal (except Atium), of the style commonly worn by Terris stewards. This includes bracelets, anklets, earrings, rings, etc. If you are a Feruchemist, you can use this jewelry as metalminds, and you have one fully-charged small metalmind of each common metal type.

Metal Vials (200 CP)

You have a belt of vials, each containing metal flakes suspended in an alcohol solution. If you are a misting, these vials contain only the metal you can burn. If you are Mistborn, each vial contains flakes of every commonly known Allomantic metal (except Atium). These vials refill once every night. These vials never hold rare metals; these must be purchased separately.

Rare Metal (200 CP)

You have a single, medium-sized metalmind or one vial of metal flakes (your choice) of a rare metal, as defined in the Metallic Arts Appendix. If you select a vial, it refills once every night. If you choose a metalmind, it begins fully charged.

Hemalurgic Spike (300 CP)

You have a single, medium-sized hemalurgic spike lodged in an unobtrusive bind point on your body. This spike can be made of any allomantic metal, and contains a significant

portion of any one trait that spike is capable of holding. This spike does not grant Ruin or an Allomancer using emotional Allomancy the ability to communicate with or control you.

Atium (400 CP)

You have a single bead of Atium, one of the rarest metals of all. It is the basis of the Final Empire's currency, and even this small bead is worth a small fortune. It is of special value to an Allomancer, being the most powerful of Allomantic metals. If you consume or lose this bead, you gain a new one in one week. If you sell it, you gain a new one in a month for trying to get rich quick. Be careful - there are many who would happily murder you for this prize.

Aside from its normal respawning, Atium *cannot* be reproduced by any means.

It is useless to most Feruchemists, and trying to carry an Atiummind around *will* be noticed, but if you insist, you can instead have a slender Atium bracelet to use as a metalmind. If you have the right abilities, this may be useful...

Furthermore, you may instead take a small Atium spike for use in Hemalurgy. Again, such a wealth of Atium is likely to be noticed and questioned.

As with the bead, losing the Atiummind or spike will cause it to return in a week. Selling it lengthens this time to a month. You will not gain a replacement spike once you use the first one.

Koloss (400 CP)

You are the leader of a small koloss warband of twenty small-to-medium sized koloss. These koloss instinctively acknowledge you as stronger than them, and will follow your orders. Don't get complacent, though - Koloss are vicious monsters, and in a battle frenzy are impossible to reign in. Blue-skinned berserkers with the strength of multiple men and swords so large most men cannot lift them, Koloss are nearly uncontrollable and incredibly vicious. Koloss never stop growing; the ones you have will start on the small side, but they will grow larger and stronger over time. If you are a Lerasium-powered Allomancer or have Duralumin, emotional Allomancy of sufficient strength will allow you to control the koloss completely, even reigning in their battle frenzy. Be warned; other powerful Allomancers may hijack your control.

These koloss will follow you as companions after you complete the Jump, and should any of them die, a new one will lumber up out of nowhere. Don't ask where he came from; you're better off not knowing.

Kandra (600 CP)

You have a kandra under a life-long Contract. Until the day you die, or you voluntarily release him from his obligation. This Contract lasts even beyond the end of this Jump; the kandra will follow you as a companion if you do not release him. A kandra under Contract will

obey any order without fail, so long as you do not ask him to kill a human or reveal secrets of the kandra. He is the ultimate infiltrator, able to consume a corpse and assume its shape. It becomes sullen if it does not have a role to assume, and does not like staying in its own shape. If it dislikes you, it will obey your orders in the most literal way possible, and take no initiative of its own. If you treat it well - mainly by giving it a role to play and treating it with respect - it will take initiative to further your own ends, without moral judgement.

(Note: Kandra are explicitly only forbidden from killing humans. Killing nonhumans is perfectly fine, though kandra are not fighters.)

Lerasium (800 CP)

The single rarest metal in Scadrial, even rarer than Atium. Only a scant few beads exist hidden in the Well of Ascension... but somehow, you have gotten hold of one. If consumed by someone who is not an Allomancer, they become a Mistborn of unparalleled power, many times stronger than any modern Mistborn. You do not have to be the one who consumes this bead, but be very, VERY careful who you give it to, and don't let it out of your sight! You won't get a second one if the first is lost or stolen, and it cannot be reproduced by any means.

Alternatively, you can gain a small pouch of five Lerasium alloy beads. Each bead can be alloyed with another allomantic metal of your choice. If an alloyed bead is consumed by a non-Allomancer, they become a misting of the appropriate type. Just like with pure Lerasium, a misting created in this fashion is noticeably more powerful than other Mistings of the same type. Any alloyed beads swallowed by someone other than yourself or a companion (or are simply lost) will be returned to you at the end of the Jump. You may choose to receive beads of a different alloy when they return in this fashion.

Drawbacks (800 CP max):

Crippled (+100 CP)

You have some physical deficiency that makes life difficult for you. If you are a noble, you are merely looked down on and pitied by your peers. If you are unlucky enough to be a skaa, you cannot hold a legal job, and are forced to be a beggar. You may be able to become a thief, if you can prove your worth outweighs your disability.

Superstition (+100 CP)

You have an irrational fear of the nightly mist. Seeing it out the window makes you uncomfortable, and actually being out in it makes your heart race. You can manage being in the mist for short periods - to walk from your carriage to a building, for example - but you'll walk very quickly to get back indoors, and being trapped outside will make you panic.

Mistbane (+100 CP)

Your presence upsets the mists. While out in the mists, they roil and surge around you restlessly, as if disturbed by your presence. Skaa that see this will regard you with superstitious fear or awe, and your presence makes Allomancers very uncomfortable.

Inquisitive (+200 CP)

A Steel Inquisitor has taken interest in you. If you are noble, you will follow you constantly, waiting for you to do something he can justify killing you over. If you are skaa, he needs no justification, but will have to find you first. Inquisitors are extremely tough, with the powers of a Mistborn and Hemalurgically-boosted physical abilities. Most frighteningly, his Hemalurgically-boosted Bronze can track Allomancy even through a copper-cloud or the Aluminum Mind perk (though both at once will work, as will copper boosted through hemalurgy).

Voice of Ruin (+200 CP)

Ruin speaks to you. You have a single, tiny hemalurgic spike lodged somewhere you cannot safely remove it, such as your heart. The charge in the spike is so minuscule as to confer no noticeable benefit, but it does allow Ruin to whisper to your mind. He is aware of you and your actions at all times, though he is unlikely to pay much attention to you unless you directly interfere with his plans. Ruin is crafty and manipulative, and can fool you into thinking his words are your own thoughts and memories. Be on your guard. If freed from his prison, Ruin may be able to interfere with your movements slightly.

Survivor (+200 CP)

You are an escapee from the Pits of Hathsin, the ultimate prison colony. You are marked by terrible scars on your arm, and tormented by nightmares and claustrophobia. This occurs even if you took Skaa as your background; in this case, your only memories of this world are nightmarish flashbacks to the Pits. What's worse, if anyone loyal to the Empire sees your scars and understands their meaning, they will alert the Ministry that an escapee from Hathsin is on the loose.

Public Enemy #1 (+300 CP)

You are a criminal in the eyes of the Final Empire, and your face and name is known to the city guard, Ministry, and Steel Inquisition. If any government official gets a good look at your face, they will recognize you. Obligators will call for the guards, guards will arrest you, and Inquisitors will simply execute you on the spot. What's worse, the Inquisitors are actively hunting you, so keep your head down.

Loyalist (+300 CP)

You have a reputation, likely unfounded, of being a loyal supporter of the Final Empire. Skaa will automatically distrust you, even if you are skaa yourself. Thieves and other criminals will assume you are a snitch. Most distressingly, the skaa rebellion is out for your blood. With time, you can convince individuals that you have no loyalty to the Lord Ruler, but your reputation at large will remain.

Destitute (+300 CP)

One way or another, you have ended up without money or status. If you are noble, your house is on the verge of collapse, and you barely have enough money to pay the servants, much less keep your business afloat. If you are Terrismen, you do not have a stewardship, and are unlikely to get any other job. If you're a cultist, the other cultists suspect you of being less than loyal to ruin, and are slow to offer aid. If a skaa, you are not only a beggar, but no other skaa will associate with you willingly, not even the thieves.

Lestibournes (+400 CP)

Your past has abandoned you. You have no memories of previous jumps, no abilities or items that you did not purchase here, and no memories of your pre-jump life. This world is the only world you've ever known, and the powers of this world are the only ones you have access to. If you are a Skaa, you are a complete amnesiac; your past is a mystery.

There is a way to regain your power, however. You have a single, faint memory that haunts your dreams: you must get to the Well of Ascension. You may not know what it is, or where, but you know you must reach it. If you enter the Well before its power is used up, not only can you use its power yourself, the shock of power will awaken your dormant memories and unlock your full powers.

Ruinous (+600 CP)

Ruin bears a particular hatred for you. Perhaps you've interfered with his plans in the past, or will in the future. Maybe you are a force of creation he cannot abide. Maybe he just doesn't like your face. Ancient gods of destruction are not known for rationality. At any rate, he will devote a great deal of time and effort to your destruction. He will direct the Inquisitors to destroy you at all costs, though the rest of the government is outside his control. He also hears and sees everything spoken and written, and can alter any written word not etched in metal. If freed from his prison, he can directly and actively control any hemalurgic being (Inquisitors, Koloss, and Kandra), and to a lesser extent humans with hemalurgic spikes.

Sliver of Infinity (+600 CP)

When you entered Scadrial, the Lord Ruler received a vision of your face. He knows who you are, what you are capable of, and believes that you intend to end his Empire (which, in all fairness, you probably do). He will devote his entire government's resources to tracking you down and ending you, up to and including sending Inquisitors and Koloss after those you care about, making deals with Ruin for more hemalurgic knowledge, and even entering combat with you himself. In short, he will do everything in his power to end you; the only line he will not cross is anything that endangers his chances to defeat Ruin.

The Lord Ruler is extremely powerful, capable of using both Allomancy and Feruchemy far beyond the abilities of normal practitioners - and that's *before* Hemalurgic enhancement. He is impossibly fast and strong, very nearly immortal, and his Allomantic

abilities second to none. He IS killable, however - you just have to learn the trick of his immortality. Good luck.

The Metallic Arts Appendix

In Scadrial, there are three forms of magic available to humankind, collectively known as the Metallic Arts. This name comes from the fact that all of them make use of the Allomantic metals, highly specific metals that must be either very pure, or mixed in precise alloys to function properly. Each art has a different source of power, and can produce different sorts of effects from each metal.

The commonly known Allomantic metals are steel, iron, pewter, tin, zinc, brass, copper, bronze, gold, and Atium. There are other Allomantic metals, but very few know of them beyond the Lord Ruler. These rare metals are: aluminum, duralumin, nicrosil, chromium, electrum, cadmium, and bendalloy. Obtaining these metals will be more difficult than the common ones, but they are also completely unexpected even by those who know the intricacies of the Metallic Arts. Rare metals are marked with an asterisk below, to differentiate them.

Allomancy

Allomancy is of Preservation, god of stability, and its source of power is Preservation himself. Allomancy is end-positive, allowing a user to end with more energy than he started with. An Allomancer consumes a portion of metal that he is compatible with (one type for mistings, or any Allomantic metal for Mistborn), and then 'burns' the resulting pool of energy for an effect. Each metal has a different effect, as listed below. Also listed is the common name for a misting who can only burn that metal.

Steel (Coinshot) - Allows one to sense all nearby metals (except Aluminum) and deliver a telekinetic push. If the object is lighter than the Allomancer, it will be pushed away; if the Allomancer is lighter, he will be pushed. Does not work on metals within the body unless obscenely powerful.

Iron (Lurcher) - Allows one to sense all nearby metals (except Aluminum) and deliver a telekinetic pull. If the object is lighter than the Allomancer, it will be pulled closer; if the Allomancer is lighter, he will be pulled in. Does not work on metals within the body unless obscenely powerful.

Pewter (Thug or Pewterarm) - enhances all physical abilities. This confers enhanced strength, but also speed, balance, and endurance. It allows an Allomancer to ignore pain, exhaustion, and hunger, and enhances healing abilities.

Tin (Tineye) - sharpens all five senses at once, and makes the mists appear transparent. Confers no special ability to cope with such heightened senses; use with caution.

Zinc (Rioter) - allows an Allomancer to enhance the emotions of those around him. He can increase any particular feeling to overwhelming portions, but a subtle touch is typically more effective, especially against those on guard against Allomancy. Confers no special ability to sense emotions; you'd best learn to read people.

Brass (Soother) - allows an Allomancer to dampen the emotions of those around him. He can decrease the urgency of any particular emotion on anyone around him, but like Zinc, subtly is essential. Also confers no ability to sense emotions.

Copper (Smoker) - produces a 'coppercloud' that hides Allomancy from Allomancers burning bronze. Also renders the Allomancer immune to emotional Allomancy. After leaving Scadrial, will protect against any form of supernatural detection or mental influence.

Bronze (Seeker) - allows the Allomancer to 'hear' Allomantic pulses, and track them to any Allomancer currently using Allomancy. Blocked by copper. After leaving Scadrial, will be able to detect any form of supernatural power.

Gold (Augur) - shows you a brief vision of the people you might have been. Largely useless.

Atium (Seer) - the most powerful Allomantic metal. While it burns, the Allomancer can see Atium-shadows of any object, showing him the future several seconds in advance. This advanced warning makes Mistborn invincible in combat, and even Atium mistings are far superior to any other warrior. However, Atium cannot predict the action of another Allomancer burning Atium, or using any other form of precognition. Trying to do so only produces a confusing cloud of shadows.

*Aluminum (aluminum gnat) - causes an Allomancer to lose any metals currently stored in their body. Completely useless.

*Duralumin (duralumin gnat) - when burned in combination with another metal, burns the Allomancer's entire store of that metal at once in return for a massive boost in power, lasting only a few seconds. Useless for non-Mistborn.

*Nicrosil (Nicroburst) - can confer the effects of Duralumin to any other Allomancer by touch, causing them to burn their entire store of currently active metals at once in return for a power boost. After leaving Scadrial, can supercharge any one supernatural ability at a time, at the expense of utterly exhausting the target and/or emptying whatever power supply it uses.

*Chromium (Leecher) - with a touch, can wipe out an Allomancer's store of metals, as if they burned Aluminum. After leaving Scadrial, can drain the power source of any supernatural ability.

*Electrum (Oracle) - produces a shadow, similar to Atium, but only predicts your own actions. Useless by itself, but interferes with most forms of precognition, including Atium.

*Cadmium (Pulser) - produces a bubble of slowed time around yourself. Within this bubble, time passes at a significantly slower rate than outside. This bubble is typically around five feet across, though it can be larger. The borders of this bubble are visible and slightly tangible, and interfere with projectiles, throwing them off-course.

*Bendalloy (Slider) - produces a bubble of accelerated time around yourself. Within this bubble, time passes at a significantly accelerated rate. This bubble is typically around five feet across, though it can be larger. The borders of this bubble have identical properties to a Cadmium bubble.

Feruchemy

The ancestral magic of the Terris people, Feruchemy is of humanity, and draws its powers from the Feruchemist's own body. It allows a Feruchemist to 'store' an attribute within an

appropriate piece of metal, weakening himself in that attribute temporarily. Then, at an appropriate time, he can draw upon that stored attribute to increase it for a limited time. Metal with a stored attribute is called a Metalmind, though the 'metal' part of the word is often replaced with the specific type of metal (Coppermind, Bronzemand, Steelmind, etc). Only the feruchemist who created a Metalmind can use it. Each metal can store a different attribute.

Although Ferrings who can only use a single type of Metalmind do not yet exist, listed below are the names each type of Ferring will eventually be known by.

Steel (Steelrunner) - stores physical speed, making one slower while storing and superhumanly fast while tapping.

Iron (Skimmer) - can store physical weight, making one lighter while storing and heavier while tapping.

Pewter (Brute) - stores physical strength, making one visibly weaker and more frail while storing, and conferring superhuman strength and increased muscle mass while tapping.

Tin (Windwhisperer) - stores senses, weakening a sense while storing and enhancing it while tapping. Each metalmind can hold only a single sense.

Zinc (Sparker) - stores mental speed, causing one to become slow and dull-witted while storing but makes them very think very quickly and come to conclusions faster while tapping.

Brass (Firesoul) - stores warmth, causing one to become cool or cold while storing, and warm or hot while tapping. This altered temperature may make the Feruchemist uncomfortable or even sick, but will not cause direct, permanent harm, even if they heat to the point of causing injury to others, or cool to the point of causing water to freeze.

Copper (Archivist) - allows one to store memories within the Coppermind. Once stored, the Feruchemist completely forgets whatever memory he'd stored, but it is perfectly preserved within the Coppermind and will never fade until he retrieves it.

Bronze (Sentry) - stores wakefulness, making one drowsy and exhausted while storing, but allows them to go without sleep while tapping. Is the only metalmind that can be filled while sleeping.

Gold (Bloodmaker) - stores health, making one sickly while storing, but causes them to heal rapidly while tapping.

Atium - stores age, allowing one to appear older while storing and younger while tapping. Largely useless without Compounding, except as a disguise. Atium ferrings have no known name.

*Aluminum (Trueself) - stores the spiritual sense of identity. Exactly what this does is not well-understood.

*Duralumin (Connector) - stores spiritual connection with others, causing their awareness of and friendship towards the Ferchemist to decrease while storing. While tapping, the Feruchemist can forge trusting relationships faster.

*Nicrosil (Soulbearer) - stores Investiture, the spiritual power of the Cosmere. It is completely unknown what this does.

*Chromium (Spinner) - stores fortune, causing bad luck while storing and good luck while tapping.

*Electrum (Pinnacle) - stores determination, causing depression while storing and manic determination while tapping.

*Cadmium (Gasper) - stores breath, causing one to hyperventilate while storing, and allowing them to go without breathing while tapping. Can also be tapped to introduce more oxygen into the body at once, for increased physical abilities.

*Bendalloy (Subsumer) - stores nutritional energy, causing ravenous hunger while storing and allowing one to go without eating while tapping. A Feruchemist will never get full while storing. A separate Bendalloymind must be used to store fluid intake.

Hemalurgy

The darkest of the Metallic Arts, Hemalurgy is of Ruin, god of Destruction, and draws powers from others. Hemalurgy is unique among the Metallic Arts for not requiring any special ability to use; the only requirements are knowledge, a piece of metal, and a victim. By stabbing a victim with a piece of Allomantic metal with the intent to use Hemalurgy, it steals an attribute and stores it within the metal, which becomes known as a Hemalurgic spike. This spike can then be lodged in another person's body (which does not have to be the person who made the spike) to confer the stored attribute. Lodging the spike into the appropriate bind point is crucial, as otherwise much of the effect is lost.

A Hemalurgic spike attached to a proper bind point is never fatal, even if that bind point is a vital organ, such as the heart. Removing a spike removes the conferred ability, but causes no harm aside from the wound left behind. This can be fatal if the spike was lodged in a vital organ. The longer a spike is outside a body, the more power it loses, so swift insertion is key. A larger spike can store more power. Hemalurgy is only possible on Scadrial, unless you possess the Hemalurgic Adept perk, though created spikes retain their charge. Possessing a Hemalurgic spike not bought with CP or created with Hemalurgic Adept allows Ruin to speak to you mentally. Powerful rioting or soothing, performed with Duralumin enhancement or by a Mistborn created with Lerasium, can control your actions, as can Ruin once freed.

If the recipient of a spike does not possess the conferred attribute, he gains it; this most often happens in the case of the ability to use the Metallic Arts. If the recipient does have the conferred attribute, it is significantly enhanced. This can have profound effects on Allomancy.

Below is a list of what each metal can store when used as a hemalurgic spike. Some spikes can store multiple attributes; the difference is in what bind point is used. The hemalurgic effects of a few metals are not known.

Steel - steals human strength, adding the victim's strength to the recipient.

Iron - steals a single Allomantic physical power, granting the ability to burn iron, steel, pewter, or tin, or enhancing that ability if the recipient already has it. Victim must be capable of burning the target metal.

Pewter - steals a single Feruchemical physical ability, granting the ability to use a metalmind made of Iron, Steel, Tin, Pewter, Cadmium, Bendalloy, Gold, or Electrum. The victim must have the target ability.

Tin - steals a single human sense, enhancing the target sense in the recipient.

Zinc - steals human emotional stability and fortitude.

Brass - steals a single Feruchemical mental power, such as Zinc, Brass, Copper or Bronze. The victim must have the target ability.

Copper - steals intelligence and ability to remember things. It may also be possible to extract specific memories from a victim this way, but advanced knowledge of bind points is a must.

Bronze - steals a single Allomantic mental power, such as Zinc, Brass, Copper or Bronze. The victim must have the target ability.

Gold - unknown

Atium - can steal any ability, mimicking the abilities of any other spike. Is far more efficient than any other spike, and loses charge slower.

*Aluminum - steals a single Allomantic enhancement power, such as Duralumin, Aluminum, Nicrosil, or Chromium. The victim must have the target ability.

*Duralumin - steals a single Feruchemical spiritual power, power, such as Duralumin, Aluminum, Nicrosil, or Chromium. The victim must have the target ability.

*Nicrosil - unknown

*Chromium - unknown

*Electrum - unknown

*Cadmium - unknown

*Bendalloy - unknown

IMPORTANT NOTES:

1. Unusual, unique, and/or powerful metals from other jumps may count as Allomantic metals, and may have interesting effects when used with one of the three Metallic Arts. These effects are usually thematic to the world from which they come. Adamantium and vibranium from Marvel, Valyrian Steel from Game of Thrones, and Eridium from Borderlands are all worth experimenting with.
2. Hemalurgy is normally impossible outside of Scadrial, as Ruin is the one who makes it possible. With Hemalurgic perks, you can carry around a tiny sliver of Ruin's power to perform Hemalurgy without his help, HOWEVER! This makes Hemalurgy an inherent trait to you. You do not have enough of Ruin's power to empower Hemalurgy on a scale greater than yourself. In other words: You may not teach Hemalurgy to others outside of this jump, or grant 'safe' Hemalurgy to those inside it.
3. If you wish to be a Twinborn or Compounder - somebody with the powers of both Allomancy and Feruchemy - simply by both appropriate traits. Is it expensive? Yes. This is because, while Twinborn are fairly innocuous, Compounders - somebody who can burn and tap the same metal - are HILARIOUSLY OP.

4. With Hemalurgic Genius, you can drain animals and other non-humans to charge a hemalurgic spike. However, while sentient non-humans work exactly like humans, attempting this on animals and non-sentients produces a much weaker charge which degrades much faster. Furthermore, the animal **MUST** be killed to produce any charge at all, even if you possess Preservation or Ruin. Animal souls simply aren't powerful enough to withstand the transference process.
5. Consuming Lerasium on top of existing Allomantic abilities will simply replace your original abilities with Lerasium-powered ones. They do not stack. Similarly, if by some miracle you encounter a second Lerasium bead, swallowing both beads will have the same effect as swallowing one, effectively wasting that bead. Nice try.
6. It is simply **NOT POSSIBLE** to replicate Atium or Lerasium. No, not even with Minecraft BS. Atium and Lerasium are pieces of dying or imprisoned gods, and are beyond even the most powerful Jumper's means to replicate. The only way to obtain more without paying CP is to find it in-Jump. You can also seize the power of Ruin or Preservation to make more yourself, but see below.
7. It is possible, upon the death of either Preservation or Ruin, for you to lay claim to their power and take their place. This grants you omnipotence within this Jump, limited only by the holder of the other power, who is very likely to hate you and block you at every turn. This will also allow you to produce Atium (if Ruin) or Lerasium (if Preservation) at will. However, taking either power will automatically be considered as choosing to stay in Scadrial forever. Your Jumps will end, and you will have to be content with being a bodiless force of Stability/Destruction for the rest of forever, or until you are somehow destroyed.