

NAME

LOOK




Pick a name, and then add your Savant nicknames to it.

Examples: Vin the Coinshot, Elend the Soother Lurcher, Namyla the Tineye Thug, Mark the ArmorKin

Dark eye, misty eyes, bright eyes
 Bald, wild hair, cropped close, long and flowing
 Tattered cloak, regal white suit, flowing robes
 Lithe and lean, beefy, small

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SLICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8 + CONSTITUTION

ALIGNMENT/DRIVE

- THIEF
Use an enemy's weapon or item against them.
- KNIGHT OF THE MISTS
Step in and defend someone weaker than yourself
- HIDDEN
Enter battle with naught but the metals around you

METALS

SAVANT NICKNAMES: Coinshot, Lurcher IRON CHARGES: _____



1. IRON

BURN EFFECT:

When you initiate an Iron burn, spend one Iron Charge and gain +1 to all Defy Danger rolls for the duration of the burn. The burn ends after you roll a Natural 6 or lower on a Defy Danger roll.

GENERAL INFO:

When Burning/Flaring Iron, you gain the ability to sense and manipulate metal objects as "sixth sense". It can be used to launch yourself from a metal surface, pierce your foes with coins, or detect armored enemies in the general area.

SAVANT NICKNAMES: Tineye, Soother TIN CHARGES: _____



3. TIN

BURN EFFECT:

When you initiate a Tin burn, spend one Tin Charge and gain +1 to INT, WIS, and CHA rolls for the duration of the burn. The burn ends after you roll a Natural 6 or lower on an INT, WIS, or CHA roll.

GENERAL INFO:

When Burning/Flaring Tin, all of your physical senses are sharpened and enhanced. You can read a book from far away, track minor scents, or hear something across town.

SAVANT NICKNAMES: Thug, ArmorKin PEWTER CHARGES: _____



4. PEWTER

BURN EFFECT:

When you initiate a Pewter burn, spend one Pewter Charge and gain +1 to all Hack and Slash or Volley rolls for the duration of the burn. The burn ends after you roll a Natural 6 or lower on a Hack and Slash or Volley roll.

GENERAL INFO:

When Burning/Flaring Pewter, all physical abilities are enhanced. Punch down an iron gate, run as fast as a horse, or endure mighty blows!

BURNING METALS

INTRO TO ALLOMANCY 134

Choose one metal to Savant. You gain the Burn move of that metal, and one Flare move of that metal. When you level up, you may Savant another metal, or choose from the Flare Moves. You cannot Burn/Flare a metal outside of your Savant.

When you swallow metal, you gain an equivalent number of metal charges depending on the amount swallowed (see Gear)

Whenever you flare a metal and attempt something outside of the listed moves, ask the DM, and roll + charges spent.

HEAVY METAL POISONING:

Whenever you make camp, you must burn/flare all remaining metal charges. If you attempt to carry charges into the next day, roll -(minus) the highest of your metal charges.

On a 10+, you carry your charges into the next day

On a 7-9, your body automatically burns them for you

On a 6-, take a debility (or 1d6 damage) per charge and lose all charges

YUMMY!

Whenever you consume a metal of unknown composition, roll 1d6. On a 1, 3, or 4 you gain one charge of Iron, Tin, or Pewter, respectively. On any other number, you are sickened and suffer a debility.

BONDS

Write bonds on the back (Sorry! I needed the room!)

GEAR

Your load is 7+STR. You start with:
one Mistborn Vial (containing 3 charges of every metal)
and one dungeon ration (1 weight) .

Choose your weapon (pick one):

- A pouch of d12 sharpened coins
- Glass daggers (1 weight)
- Wooden dueling cane (1 weight)

Choose your attire (pick one):

- Thick boiled leathers (2 armor) (1 weight)
- Mistcloak and Wooden Shield (1 armor) (1 weight)
- 2 Earrings made of any non-atium metal (2 charges each)

WARNING!

Burning impure metals is extremely risky. Make sure you purchase your metals from a certified retailer, or can accurately determine their composition and purity.

** The Mistborn Adventure Game was a big inspiration for my project, and might be for you, too. Check it out at www.crafty-games.com **

Metal amounts and charges:

1 charge: Several metal flakes, pinch of metal powder

3 charges: a nail, earring, ring, copper clip

5 charges: a coin, nugget, or bead

7 charges: a large metal nugget or padlock

Example Metal Costs:

Misting Vial: 1 charge of one metal:
25 coins, or -2 FORTUNE

Mistborn Vial: 1 charge of all metals:
100 coins or 0 FORTUNE

Metal Powder: 5 charges of one metal:
75 coins or 0 FORTUNE

Metal Pouch: 5 charges of all metals :
200 coins or +1 FORTUNE

FLARE/ADVANCED MOVES

EDIBLE METAL? (WIS)

Whenever you examine a piece of metal large enough to potentially contain 5 charges, roll + WIS to determine its purity or composition. On a hit the piece is safe to burn. On a 10+ the piece contains 2 charges of all metals, on a 7-9 the piece contains 1 charge of one metal (your choice). On a miss you aren't sure.

STEELPUSH — (IRON)

You can SteelPush directly on one metal object within REACH. All Pushes are instantaneous, and more like a hard shove straight away from you. Push strength is determined by your weight, and you can't Push on metals inside of, or pierced through flesh.

Whenever you SteelPush on a metal object **Smaller** than yourself, pull it straight towards you with great force or speed and Roll + Charges spent. On a 10+ choose 3, on a 7-9 choose 2.

- The object smacks into an enemy (roll your damage)
- The object doesn't hit you or your allies
- You ripped the object from the hands of another
- Add Messy, Forceful, or 2 piercing when striking something with the metal object

Whenever you SteelPush on a metal object **Larger** than yourself, you launch yourself directly away from the object. Roll + Charges spent during this burn. On a hit choose one:

- You launch yourself with great force, potentially doing damage
- You can use the Push to avoid an attack
- You land where you intended(within Near range)

IRONPULL — (IRON)

Same as **SteelPush**, but allows you to pull objects instead of pushing them.

TIN-MIND — (TIN)

When you Flare tin, spend 2 Tin Charges and gain an accurate visualization of all objects within NEAR range for several seconds. Pierces walls, darkness, and physical barriers.

'TIN BUT A SCRATCH!' — (TIN)

When you Flare tin, spend 2 Tin Charges and ignore the negative effects of one debility until you next make camp.

MAN OF BRONZE — (PEWTER)

When you Flare Pewter, spend Pewter Charges to gain armor equal to the charges spent. This armor bonus endures a single blow, after which the bonus is lost.

PEWTER POWER — (PEWTER)

When you flare Pewter, add charges spent to a single damage roll.

SHORT CHANGE — (IRON)

You can SteelPush/IronPull on as many sources of metal as the charges you've spent for that Push/Pull.

STEEL YOURSELF — (IRON)

When you react to and deflect something moving quickly, or noticed too late (arrows, bullets, etc), Flare Iron and spend 1 Iron Charge to deflect them from you or your allies. Spend 3 charges to reflect the projectiles back at the attacker.

Alloy Flares— These moves can only be taken when you are a Savant in the required metals.

BRASS-HOLE — (PEWTER AND TIN)

When you flare Pewter and Tin, spend 1 charge of each.

You can temporarily alter someone's attitude towards you in a radical way (convince a hated enemy to help you, convince a friend to hate you, etc). Gain a +2 forward when dealing with them.

FORCEFUL — (PEWTER AND IRON)

When you flare Pewter and Iron, spend 1 Iron Charge, and 2 Pewter Charges.

When you brace yourself against a solid surface, you can push on any metal up to 3x your weight/size, and send it flying with great speed or great force.

FINESSE — (PEWTER AND TIN)

When you flare Iron and Tin, spend 2 Tin Charges and 1 Iron Charge.

You can Steelpush/Ironpull with greater control, and can freely manipulate a metal object as if you were using your hands, albeit with much less force. You can only maintain this level of control for a few moments.

ATIUM — (PEWTER, TIN, AND IRON)

When you flare Pewter, Tin, and Iron, spend 3 charges of each.

When flaring all 3 metals, you surpass normal Allomancy, and can see the future. Turn any roll into an automatic 10+. Must be done BEFORE the roll is made. No time travelling!

NATURAL METALS — (PEWTER, TIN, AND IRON)

When you are a Savant in all 3 Metals, and are caught without any swallowed charges, you may spend HP to fuel your powers, using the natural metals that build up inside your body over time.

Suffer 1d6 damage (ignores armor), and gain 1 charge of each metal.