

ALLOMANCER

BORN DURING THE FIRST YEARS OF the Lord Ruler's reign over Scadrial and the Final Empire, allomancers are magical warriors and tacticians gifted with the art of allomancy.

An individual allomancer's powers can range anywhere from the long-range precision attacks of a coin-shot, to the close-quarters brute strength of a pewterarm, to a soother's gentle but powerful manipulation of emotions.

BLOOD OF NOBILITY

Originally intended only for the nobility of the Final Empire, allomancy is only accessible to those with the correct lineage. Namely, the lineage of Scadian nobility.

Anyone with noble blood has the potential for allomancy, however, and the interbreeding of nobility, skaa, and terrismen after the catacendre has given rise to a far more diverse of misting and twinborn allomancers.

CLASS FEATURES

As an allomancer, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per allomancer level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per allomancer level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Saving Throws: Varies (see "Burning" skill



description)

Skills: Choose three from Athletics, Acrobatics, Endurance, Insight, Perception, Performance, Persuasion, Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mistcloak or (b) leather armor
- (a) a wooden martial weapon or (b) two simple weapons made of glass, wood, or obsidian
- (a) a coinpouch with 30 peks or (b) two glass knives
- (a) a dungeoneer's pack or (b) an explorer's pack
- 3 glass vials of metal shavings (metals correspond to your allomantic metal choice)

BURNING

As an allomancer, you have the in-born ability to consume and allomantically "burn" a metal, destroying it and using it to fuel supernatural feats.

Metals are ingested in "doses," typically delivered via specifically mixed vials of purified metal and alcohol. Vials for different metals contain different dosages, depending on how quickly each metal burns.

You can only consume up to 3 vials worth of metals at a time, and must burn some before consuming more.

If a metal is burned that isn't perfectly refined and/or alloyed to allomantic purity, a misting can become sick, inflicting the same penalties as if you had 4 points of exhaustion (if you already had 4 points of exhaustion, gain the penalty corresponding to a 5th point) until your next long rest.

Burning a metal not found on the allomantic table can even kill an allomancer. If you attempt to burn a non-allomantic metal, you must succeed a CON save with a DC of 20. On a failed save, you drop to 0 hit points and fall unconscious.

Choose an misting type (detailed at the end of this class) to determine the metal you burn,

your powers as an allomancer, and your saving throw proficiencies.

METALURGIC RECOGNITION

Beginning at 3rd level, You instantly recognize any of the 16 basic allomantic metals by sight, unless they are obscured (painted, hidden in a sleeve, etc).

If the metal is obscured, or is not one of the 16 basic metals, you can recognize it with a successful perception check with a DC of 15 (although the DC may increase, depending on how completely the metal is obscured).

INSTINCTIVE BURN

After you gain this ability at 3rd level, you can choose to burn any consumed metal after being knocked unconscious, allowing you to recover more quickly than normal.

Metals are burned at a rate of 1 dose per turn. Burning any of the physical metals gives you a +2 bonus to unconsciousness or death saving throws.

Burning any of the mental metals gives you an additional +1 bonus to unconsciousness or death saving throws.

Burning more than one physical or mental metal does not increase the bonus to saving throws, but burning one of each does allow the bonuses to stack.

Temporal and enhancement metals burned by this ability function normally, acting as if you were burning them using your 1st level misting ability, but don't grant any additional bonuses.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 13th level in this class and to four when you reach 18th level in this class.

STRONG STOMACH

Beginning at 7th level, you can consume extra vials of metal equal to your CON mod (to a minimum of 1 additional vial).

IMPURE ALLOY

After you gain this ability at 10th level, ingesting and burning metals of below-allomantic quality that would normally make you sick instead function as normal, and metals that would knock you unconscious instead make you sick.

ALLOMANTIC MISTINGS

☾ LURCHER (IRON)

SAVING THROWS: Strength, Constitution

IRON LINES

Whenever you burn iron, you see small blue lines leading from you to every piece of metal (except aluminum) within 50 feet until the end of your next turn.

LURCH

After your gain this ability at 1st level, you can burn 1 dose of iron as an action to magically pull on a piece of metal within 50 feet.

If the metal is loose and weighs less than you, it flies towards your chest and you must make a DC 11 DEX save to avoid or catch it, taking 1d4 bludgeoning or piercing damage (depending on the object) with a failed save.

If the object is secured or weighs more than you, you are pulled directly towards the object, flying at a speed of 50ft/turn. Ending this movement requires a DC 13 acrobatics check. On a failed check, take 1d6 bludgeoning damage for every turn you were in the air (to a minimum of 1d6), and fall prone.

HARDENED GEAR

When you gain this ability at 2nd level, gain proficiency with shields and heavy armor.

When wearing a shield or heavy armor, the DC for avoiding or catching objects from your Lurch power becomes 8, but the DC to land after movement from Lurch becomes 16.

NUDGE

After you gain this ability at 2nd level, whenever a ranged attack is made against you using a metal weapon or piece of ammo, you can burn 1 dose of iron as a reaction to gain the following bonuses;

If you are wearing a shield: +1 AC against the attack.

If you are wearing a chest plate or heavy armor: +1 AC against the attack

INTERCEPTION

Beginning at 5th level, whenever a ranged attack is made against an ally within 10ft of you, you can burn 1 dose of iron as a reaction. If you do, you become the attack's target, and you automatically gain any bonuses from your Ranged Redirection power that apply.

REQUISITION

Beginning at 9th level, when an enemy uses their bonus action to consume allomantic metals, you can use your reaction to burn 1 dose of iron and pull the metal from their hand.

The target must succeed a DC 15 STR save, or drop the metal. If the target fails the save, the metal flies towards you, and you can catch it as part of your reaction.

☾ COINSHOT (STEEL)

SAVING THROWS: Dexterity, Constitution

STEEL LINES

Whenever you burn steel, you see small blue lines leading from you to every piece of metal (except aluminum) within 50 feet until the end of your next turn.

STEEL SHOOTER

After your gain this ability at 1st level, you

can burn 1 dose of steel as an action to magically push on a piece of metal within 50 feet.

If the object is loose and weighs less than you, it flies directly away from you, continuing in a straight line for 50ft. This can be used as a ranged basic attack, for which you must make a ranged attack roll against the target's AC. Deal 1d6 piercing on a hit

If the object is secured, or weighs more than you, you are pushed directly away from the object, flying at a speed of 50ft per turn. Landing after this movement requires a DC 13 acrobatics check. If you fail, you take 1d6 bludgeoning damage for every turn you were in the air (to a minimum of 1d6), and fall prone.

SOFT LANDING

After you gain this ability at 2nd level, whenever you make an acrobatics check to land after a fall (including movement from your Steel Shooter ability), you can burn 1 dose of steel and drop a metal object below you to slow your fall. If you do, gain advantage on that check.

STEEL BUBBLE

After you gain this ability at 2nd level, you can burn 2 doses of steel as a bonus action to create a steel bubble around yourself and up to two allies within 5 feet of you.

Those inside the steel bubble gain a +2 bonus to AC against attacks made with a metal weapon with the "thrown" property, as well as any ranged attacks made with metal ammunition.

The bubble lasts up to 10 minutes, and requires concentration to maintain.

BORING SHOT

Beginning at 5th level, when you make an attack with a ranged weapon using metal ammunition, you can burn 1 dose of steel to accelerate the projectile. Any projectile accelerated this way ignores anything less than total cover.

This ability can be used with your Steel Shooter ability, applying the advantage to

attack rolls made with the ability, as well as ignoring cover.

DROUGHT

Beginning at 9th level, whenever an enemy uses their bonus action to consume allomantic metals, you can use your reaction to burn 1 dose of steel and push the metal from their hand.

The target must succeed a DC 15 STR save, or drop the metal.

TINEYE (TIN)

SAVING THROWS: Dexterity, Wisdom

EYE FOR DETAILS

After you gain this ability at 1st level, whenever you make a Perception or Investigation check you may burn a dose of tin to gain advantage on the check. If you already have advantage, you gain a bonus to the check equal to your proficiency modifier.

Burning tin makes gives you disadvantage on CON saves until the end of your next turn.

CLEAR THE MISTS

When burning tin, you no longer suffer vision or range penalties from Scadrial's mists.

KNOW WHAT TO IGNORE

Whenever you burn tin after gaining this ability at 2nd level, gain an additional +2 bonus to checks to find specific targets in a crowd, specific objects in a room, or individual noises over loud background noise.

This bonus does not apply to general perception or investigation checks.

SHOCKED AWAKE

Staring at 2nd level, you learn to use your tin and the pain of your wounds to help you recover from surprise, fatigue, and even unconsciousness.

When you are stunned, asleep, or uncon-

scious, and you take damage, you can burn a dose of tin as a reaction. If you do, make a concentration save (this save does not suffer the penalty from "Eye for Details"). On a successful save, the stun, sleep, or unconsciousness effect ends.

HOLE IN THE ARMOR

Beginning at 5th level, whenever you make an attack with a ranged or thrown weapon, you can burn 2 doses of tin as a bonus action. If you do, a roll of 18-20 counts as a critical hit.

If the attack hits, the target of the attack takes a -1 penalty to AC until the end of your next turn. The penalty becomes -2 if the attack critically hits.

TRACKER'S EYE

Beginning at 9th level, if you would make a nature check to track a target or find a path in the wilderness, you can instead burn a dose of tin as part of the check, and make a perception check with advantage.

TESTER'S TONGUE

Starting at 9th level, when you eat or drink outside of combat, you may burn a dose of tin and make a perception check as part of the meal. If the meal is poisoned or spoiled, the DC of the check is equal to the save DC of the poison or disease afflicting the food.

If you succeed the check, you are instantly aware of the tainted nature of the meal, and learn the exact type of disease or poison involved if you have experienced it before.

LONG SHOT

Beginning at 11th level, When you make a ranged attack, you can burn 2 doses of tin. If you do, you can double the long range of the weapon you are using.

When attacking a target in this new extended range you have disadvantage, and suffer a -1 penalty to your roll for every 100 feet the target is outside of the weapon's original long range.

LIE DETECTOR

Beginning at 14th level, when you make an insight check to determine whether another person is lying or hiding information, you can burn a dose of tin as part of the check, and make a perception check with advantage and a bonus equal to your proficiency modifier instead.

TRACE HINTS

Starting at 14th level, you can burn 2 doses of tin as a bonus action, allowing you to sense the movements of air and slight sounds made by unseen creatures.

Until the end of your next turn, you do not grant combat advantage if you are blinded, and you do not have disadvantage on attack rolls against invisible creatures.

OVERWHELMING AWARENESS

After you gain this ability at 20th level, whenever you make a Perception or Investigation check, you may burn 4 doses of tin. If you do, any roll of a natural 15 or higher is considered to be a critical success.

If you roll a natural 1 on the check, take any damage, or are frightened before the end of your next turn, make a CON save with a DC equal to 15 + your perception modifier. On a successful save, you become stunned until the end of your next turn. On a failed save, you fall unconscious.

PEWTERARM (PEWTER)

SAVING THROWS: Strength, Constitution

RAW POWER

After your gain this ability at 1st level, you can burn 1 dose of pewter as a bonus action to gain a bonus to STR checks equal to half of your misting level (to a minimum of 1). This effect lasts until the end of your next turn, and does not apply to attack rolls.

TAKE A HIT

All of your hit dice from this class become d12s instead of d10s. From now on, your hit points at higher levels become "1d12 (or 7) + your constitution modifier per level after 1st".

THICK SKIN

Beginning at 2nd level, whenever you use your raw power ability, you gain resistance to bludgeoning damage until the end of your next turn.

STRENGTH OVER STRATEGY

After you gain this ability at 2nd level, whenever you make a melee attack, you may burn 1 dose of pewter and take a -2 penalty to hit, and to gain a bonus to your damage roll equal to double your proficiency modifier.

QUICK RECOVERY

After you gain this ability at 5th level, you can burn a dose of pewter as a bonus action to regain hit points equal to 1d12 + your misting level.

Once you use this feature, you must finish a short or long rest before you can use it again.

UNTOUCHABLE

After you gain this ability at 20th level, you can burn 4 doses of pewter as a bonus action to gain invulnerability to bludgeoning and untyped damage, and resistance to all other damage until the end of your next turn, as well as a +6 bonus to damage and attack rolls until the end of your next turn.

Using this ability gives you 1 point of exhaustion, which comes into effect once this ability ends. You can burn an additional 2 doses of pewter as a bonus action to maintain the effects of this power, but gain an additional level of exhaustion for every turn the ability is extended.

☪ RIOTER (ZINC)

SAVING THROWS: Wisdom, Charisma

RIOTER'S EYES

You gain a bonus to Insight checks to detect emotional allomancy on yourself, and gain advantage on saves to resist it.

RIOT

Starting at 1st level, you may choose an emotion and try to inflame that emotion in a nearby target, prompting varied reactions.

As an action, burn a dose of zinc and choose a target within 15ft and an emotion to riot from those listed below. The target must make a WIS save opposed by an insight check made by you. On a failed save, the target falls victim to your manipulation.

FEAR

The target suffers the fear condition until the end of your next turn. Using your riot ability against the target while they are frightened gives you an additional +2 bonus to the insight check made as part of the ability.

JOY

The target gains advantage on any performance checks made for the next minute. Using your riot ability against the target while they are joyful gives them advantage on the WIS save made as part of the ability.

MOB RIOTING

Beginning at 2nd level, you can riot the emotions of multiple nearby targets simultaneously, greatly increasing your effectiveness.

When you use your riot ability, you can target a number of creatures equal to your misting level, but take a take a penalty to your insight check equal to half the number of creatures you are rioting.

RIISING EMOTIONS

Beginning at 5th level, you learn to effectively manipulate additional emotions with your riot ability. Choose one emotion from below at 5th, 9th, 11th, 14th, and 17th levels;

ANGER

Randomly select a creature within the tar-

get's attack range (or movement range, if the target wields a melee weapon and no creatures are adjacent). If the target is able to make an attack, it does so against the randomly selected creature, rolling any checks and saves as normal.

BOREDOM

The target takes a penalty to initiative equal to your proficiency modifier and has disadvantage on perception and insight checks for the next minute.

ATTENTIVENESS

The target gains advantage on initiative rolls and gains a bonus to their passive perception equal to your proficiency modifier for the next minute.

FATIGUE

The target is considered to be exhausted until the end of your next turn. If the target is already exhausted, they instead gain an additional level of exhaustion (up to 5th level). Targets that already have 5 levels of exhaustion instead fall asleep, becoming unconscious.

TRUST

You gain advantage on deception, and persuasion, and slight-of-hand rolls made against the target for the next minute.

COURAGE

The target is immune to fear effects and gains a bonus to hit with melee attacks equal to half of your proficiency modifier (rounded down) until the end of your next turn.

SURPRISE (11TH LEVEL RIOTER OR HIGHER)

If the target would grant combat advantage to you or an ally in the next round of combat, they also become stunned until the end of your next turn.

LOVE (17TH LEVEL RIOTER OR HIGHER)

Targets have a +5 bonus to saves made against your riot ability if it would inflict love. On a failed save, the target is charmed until the end of your next turn.

MORE THAN JUST A PICK-ME-UP

While rioting and soothing are useful in battle, their true strength is found out of combat. A skilled allomancer can use rioting and soothing to control almost any interaction, making them unparalleled as negotiators, merchants, and mediators.

SOOTHER (BRASS)

SAVING THROWS: Wisdom, Charisma

SOOTHER'S SENSE

You gain a bonus to Insight checks to detect emotional allomancy on yourself equal to your proficiency modifier, and you gain advantage on saves to resist emotional allomancy.

You also gain advantage to rolls to resist other charming effects.

SOOTHE

Starting at 1st level, you may choose an emotion and try to dampen that emotion in a nearby target, prompting varied reactions.

As an action, burn a dose of brass and choose a target within 15ft and an emotion to soothe from those listed below. The target must make a WIS save opposed by an insight check made by you. On a failed save, the target falls victim to your manipulation.

ANGER

Until the end of your next turn, if the target attempts to make an attack against another creature they must first make a WIS save with a DC equal to 10 + your proficiency modifier. If the target fails the save, they cannot attack, but can still spend their action.

SUSPICION

You gain advantage on deception rolls made against the target for the next minute.

GROUP THERAPY

Beginning at 2nd level, you can soothe the emotions of multiple nearby targets simultaneously, greatly increasing your effectiveness.

When you use your soothe ability, you can target a number of creatures equal to your misting level, but take a take a penalty to your insight check equal to half the number of creatures you are soothing (rounded down).

VARIED DAMPENING

Beginning at 5th level, you learn to effectively manipulate additional emotions with your soothe ability. Choose one emotion from below at 5th, 9th, 11th, 14th, and 17th levels;

BOREDOM

The target takes a penalty to initiative equal to your proficiency modifier and has disadvantage on perception and insight checks for the next minute.

ATTENTIVENESS

The target takes a penalty to initiative equal to your proficiency modifier and has disadvantage on perception and insight checks for the next minute.

FATIGUE

The target gains a bonus to initiative equal to half of your proficiency modifier, and can ignore two levels of exhaustion until the end of your next turn.

FEAR

The target is immune to fear effects until the end of your next turn.

COURAGE

The target has disadvantage to resist fear effects until the end of your next turn.

SURPRISE

If the target would be surprised in the next round of combat, they do not grant combat advantage.

MERCY (11TH LEVEL SOOTHER OR HIGHER)

Until the end of your next turn, the target cannot be charmed, and gains a bonus to hit prone creatures equal to your proficiency modifier.

HATRED (17TH LEVEL SOOTHER OR HIGHER)

Targets have a +5 bonus to saves made

against your riot ability if it would soothe hatred. On a failed save, the target is charmed until the end of your next turn.

CHARMED CREATURES

A charmed creature can't Attack the charmer or target the charmer with harmful Abilities or magical effects.

The charmer has advantage on any ability check to interact socially with the creature.

☞ SMOKER (COPPER)

SAVING THROWS: Wisdom, Charisma

COPPERCLOUD

Starting once you gain this ability at 1st level, you can burn a dose of copper as a free action to create a coppercloud.

A coppercloud is a 15ft zone centred on you. The coppercloud moves with you, staying centered around you, and extends through walls and obstacles. Any allomancy performed within the zone is undetectable by seekers.

This coppercloud lasts until the end of your next turn, or you can burn another dose of copper on your turn to maintain the effect.

HIDDEN MIND

When you burn copper, you become immune to charm effects, fear effects, and emotional allomancy until the end of your next turn.

SMOKED STEP

The muting power of your coppercloud, while not obvious in the physical world, can still confuse observers and passersby to a small degree. By repeatedly activating and deactivating your coppercloud in quick succession, you're able to confuse the senses of those nearby, allowing you to sneak past undetected.

Beginning at 2nd level, you can burn 2 doses of copper as an action. If you do, gain a +1 bonus to stealth checks. The bonus increases to +2 at level 5, +3 at level 11, and +4 at level 17.

This ability lasts for up to an hour, and requires concentration.

GROUP IMMUNITY

Beginning at 5th level, your hidden mind ability now applies to everyone inside your copperclouds (including enemies) as if they were burning copper.

CANCELLATION

Beginning at 9th level, you can flare the strength of your coppercloud to negate the effects of allomancy inside its influence.

While your coppercloud is active and someone inside of it attempts to use external allomancy (iron, steel, zinc, brass, microsil, chromium, cadmium or bendalloy), you learn how many doses of metal they are burning, and you can burn the same dosage of copper as a reaction. If you match or beat the target's metal dosage, their burning metal has no effect.

This ability does not apply to those using any of the internal metals, and you are not alerted to the type of allomancy being used, or who in the bubble is burning metals; only whether or not allomancy is in effect, and the potency of that allomancy.

COPPER CALLOUT

Beginning at 11th level, you learn to quickly raise and lower your copperclouds, allowing you to not only mask the allomantic pulses of nearby allomancers, but also warp them to resemble those of other metals.

While your coppercloud is active and an allomancer inside it is burning a metal, you can spend an additional charge of copper as a reaction to allow that metal's pulses to escape the coppercloud, but resemble the pulses of another metal or the same group (physical, mental, enhancement, or temporal).

Any seeker that detects these pulses can determine their nature by succeeding a DC 20 perception check.

DEAD ZONE

Beginning at 14th level, your copperclouds become so powerful that they begin to interfere with the powers of hemalurgists nearby, rendering their powers impotent.

Any creature with a hemalurgic spike inside your coppercloud loses the ability (or abilities) granted by their hemalurgic spikes.

Ability score bonuses and bonuses to pre-existing powers remain, but any powers granted entirely through hemalurgy cease to function until the creature leaves your coppercloud.

SEEKER (BRONZE)

SAVING THROWS: Wisdom, Intelligence

SEEKING

After you gain this ability at 1st level, you can burn 1 dose of bronze as a bonus action. If you do, you are alerted whenever another creature uses allomancy within 200ft until the beginning of your next turn.

You are not alerted to the type of allomancy being used, nor the number of allomancers; only whether or not allomancy is in effect, and how far the allomancer (or the nearest allomancer, if there is more than one) is from you.

FINE-TUNED

Beginning at 2nd level, whenever you use your Seeking ability you can make a perception check as part of the ability, and gain additional information depending on your roll;

10-14: Learn the number or nearby allomancers.

15-19: Learn the type(s) of allomancy being used, as well as the general direction(s) and numbers of the allomancers in question.

20: Learn the exact location of every active allomancer in range, as well as which metals they are burning.



GETTING THE DROP

A skilled seeker can use their knowledge of enemy positioning and abilities to get the drop on their opponents, attacking from where they least expect and rendering them harmless before they have a chance to react.

CROSSOVER

Your skill as a seeker is such that you've begun to perceive other forms of investiture as other external stimuli.

Starting at 5th level, whenever you use your Seeking ability, you are also alerted to any feruchemists actively using metalminds, and any hemalurgically charged creatures within range.

Active feruchemists are visible as glowing blue figures (faintly visible through walls), but individual metalminds are indistinguishable.

Hemalurgic constructs are revealed as a stabbing pain in the torso indicating direction and distance, but not the number or type of spikes.

LEECHER (CHROMIUM)

SAVING THROWS: Dexterity, Intelligence

DEplete

Starting after you gain this ability at 1st level, you can touch a creature within touch distance and burn chromium as an action. If the target has an allomantic reserve, they must succeed a DEX save with a DC equal to 10 + half of your misting level. If they fail, their reserve is instantly depleted, granting the target no benefits.

If the target has more than one metal reserve, deplete only one, determining randomly which metal's reserve is depleted.

BLIND LEECH

Beginning at 2nd level, whenever you use

your deplete ability, you can designate a single metal as part of the action. If the target's reserves include that metal, deplete that metal. If they do not, determine the depleted metal randomly.

NICROBURST (NICROSIL)

SAVING THROWS: Dexterity, Intelligence

FLARE TOUCH

Once you gain this ability at 1st level, you can touch a creature within touch distance and burn nicrosil as an action. If the target is burning any allomantic metal, that metal is instantly depleted, burning through all consumed reserves in one moment.

- If the metal's powers give the target a bonus to a roll (other than attack or damage rolls), gain an additional +1 bonus for every dose of the metal burned.

- If the metal would require making an attack, gain advantage on the attack, and +1 to hit and +1 damage for every two doses of the metal burned.

- If a metal would give the target resistance to an effect, or advantage on saves against an effect, they become immune to that effect instead.

- If a metal would give a target disadvantage on saves against an effect, the target instead treat any saves of that type as if their roll had resulted in a total of 2.

- If a metal's power has a zone or a range, it is doubled.

- If a metal requires a creature (including the target) to make a saving throw, they take a -1 penalty to that save for every dose of metal burned.

GNAT (ALUMINUM)

SAVING THROWS: Constitution, Intelligence

RUN DRY

Once you gain this ability at 1st level, you can burn aluminum as a free action. Doing so instantly depletes your reserves of all consumed aluminum, as well as any other consumed metals. This does not grant you any of the powers or bonuses associated with the metals depleted.

NULLIFY

Beginning at 2nd level, whenever you are targeted by an Investiture-related ability or effect that a save can end (eg. a Radiant's Lashing), you can burn a dose of aluminum as a bonus action to make a save with advantage against the triggering effect.

PURIFY

Beginning at 5th level, you can burn a dose of aluminum as a bonus action to automatically succeed a saving throw against any one poison with a save DC of 20 or lower.

GNAT (DURALUMIN)

SAVING THROWS: Constitution, Intelligence

BURNOUT

After you gain this ability at 1st level, whenever you burn an allomantic metal, you can also burn duralumin as a bonus action. If you do, you burn up all reserves of that metal you have consumed, and magnify its powers.

- If the metal's powers give you a bonus to a roll (other than attack or damage rolls), gain an additional +1 bonus for every dose of the metal burned.

- If the metal would require making an attack, gain advantage on the attack, and +1 to hit and +1 damage for every two doses of the metal burned.

- If a metal would give you resistance to an effect, or advantage on saves against an effect, you instead become immune to that effect.

- If a metal would give you disadvantage on

saves against an effect, you instead treat any saves of that type as if your roll had resulted in a total of 2.

- If a metal's power has a zone or a range, it is doubled.

- If a metal requires a creature (including yourself) to make a saving throw, they take a -1 penalty to that save for every dose of metal burned.

After burning Duralumin, gain 1 point of exhaustion. If you have 3 or more points of exhaustion, you cannot burn duralumin.

PULSER (CADMIUM)

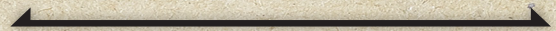
SAVING THROWS: Dexterity, Wisdom

STRETCHING MINUTES

Once you gain this ability at 1st level, you can burn a dose of cadmium as a free action. Burning cadmium creates a bubble centred around you extending out 15ft in every direction. Everyone inside of the bubble becomes unable to take any actions (including free actions), and is unable to communicate.

Any projectile entering or exiting the bubble is treated as a critically failed ranged attack regardless of target, and is thrown erratically off-course. Creatures inside the bubble cannot communicate with those outside.s

The bubble can be maintained by burning 1 dose of cadmium every half hour. You can choose to end the bubble at the end of your turn.



NOT SO FAST

Upon first glance, the powers of a pulser are decidedly unimpressive.

A cadmium bubble, however, can prevent almost any opponent from escaping during combat, and can be used to protect wounded allies when healing isn't available.

If you're clever, a time-slowng bubble can even be used as part of a trap, holding a target at bay long enough to bring your allies's full power to bear.

☞ SLIDER (BENDALLOY)

SAVING THROWS: Dexterity, Wisdom

COMPRESSED TIME

As a free action, you can burn a dose of bendalloy. Burning bendalloy creates a bubble around you, extending out 5ft in every direction. Everyone outside of the bubble automatically forfeits their turn, remaining virtually motionless to those inside the bubble.

Any projectile entering or exiting the bubble is treated as a critically failed ranged attack regardless of target, and is thrown erratically off-course. Creatures inside the bubble cannot communicate with those outside.

The bubble lasts as long as you continue burning bendalloy (at a rate of one dose per turn), and collapses at the end of your turn once you decide to stop.

☞ SEER (GOLD)

SAVING THROWS: Wisdom, Charisma

ALLOY OF SELF

After you gain this ability at 1st level, you can burn a dose of gold as a bonus action. When you do, two alternate versions of yourself appear before you, which are only visible to your eyes. Touching one of these figures causes both to disappear, and gives you one of the benefits described below. This effect requires concentration, and can be maintained for up to

10 minutes.

SELF OF WORDS

You gain proficiency in the history and persuasion skills (if you are already proficient in either of these skills, instead gain advantage in rolls for that skill).

SELF OF ACTION

You gain a +3 bonus to initiative, and a +1 bonus to attack and damage rolls.

VISAGE FACADE

Beginning at 2nd level, whenever you use your Alloy of Self power, you can burn an additional dose of gold to change your physical appearance based on which "self" you choose.

Any equipment you are carrying when this power is used disappears -switching places with the equipment described below- and reappears once the power ends. This does not include items such as metal vials, metalminds, or currency, which remain on your person.

You are considered to have proficiency with every item provided by this ability;

VISAGE OF WORDS

You gain a set of spectacles or a monocle, a notebook or folio with sheets of blank paper, a quill pen, and a finely tailored suit.

VISAGE OF ACTION

You gain a series of battle scars scattered across your body, a simple or martial melee weapon of your choice, a wooden shield, and a suit of either leather or chainmail armor.

☞ ORACLE (ELECTRUM)

SAVING THROWS: Wisdom, Intelligence

MYRIAD PATHS

After you gain this ability at 1st level, you can burn a dose of electrum as a bonus action. Doing so creates dozens of ghostly images around you, each visible only to you, and describing an action you might take in the immediate future.

Until the end of your next turn, you do not grant advantage to those burning atium, and you gain advantage on saving throws against the effects of emotional allomancy.

BATTLEFIELD INTUITION

You can burn electrum to see which actions will get you through battle alive, and which will end with your untimely demise.

Beginning at 2nd level, you can burn a dose of electrum as a bonus action to gain a +1 bonus to AC and a +2 bonus to DEX saves until the end of your next turn.

DUMMY CHECK

Starting at 5th level, you can use your electrum to search your immediate vicinity at a blistering speed, using your electrum shadows to investigate the area, and using their movements to inform you.

When using investigation to search for obscured traps, secret passages, or hidden objects, you can burn a dose of electrum as a bonus action and gain a +5 bonus to the check.

