This Is Unofficial Material The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game design and editing. They aren’t officially part of the game and aren’t permitted in D&D Adventurers League events. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

“There's always another secret’-Kelsier” -Brandon Sanderson Mistborn Final empire

“Kelsier smiled. 'It means that you, Vin, are a very special person. You have a power that most high noblemen envy. It is a power that, had you been born an aristocrat, would have made you one of the most deadly and influential people in all of the final empire.'

Kelsier leaned forward again. 'But, you weren't born an aristocrat. You're not noble, Vin. You don't have to play by their rules--and that makes you even more powerful.”

― **Brandon Sanderson**, **The Final Empire**

Hit die: d8

HP at level 1: 8+con Mod

HP at higher levels: d8 (or 5)+Con Mod

Starting equipment.

1 Leather armor, Mistcloak 3 vials of metal shavings

2 A)Dungeoneer's pack. B)Explorers pack.

3 A)A ranged weapon and 20 pieces of ammunition B)Any weapon

Born of the Mists ﻿ 

At level 1 and again at levels 2, 5, 8, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20 You can burn an additional metal these metals are listed later.

Mystic Mayhem ﻿

You are a weapon of destruction you deal double damage to structures and objects.

Ability score increase ﻿

Standard.

 Power increase ﻿

Your old maximum for all metals you can currently burn increases by half. You the roll for poison for when you sleep with metal becomes a d20 at 5th

Uncanny skill ﻿

Your bonus doubles for 2 skills or your proficiency with thieves tools

Power of the Mists ﻿

At night you have an unlimited amount of all metals. Or when you are in an area without sunlight.

Subclasses:

At 3rd lvl you can choose one of two subclasses:

Law(wo)man, assassin, or hazekiller trainer.

Law(wo)man

You are devoted to catching criminals even if that means becoming a criminal yourself.

3rd: The cost of producing a metal that is non-existent (or nearly so) in your world is reduced to 1GP (except for Leurasium)

6th:You are a recognized Law(wo)man and have credentials they give you a +8 bonus to Persuasion checks and a +1 bonus to deception checks while you are impersonating another law(wo)man.

10th:You can choose 1 metal for this metal the bonus are doubled

14th:You have learned to channel your anger at criminals. You deal 2\* damage to criminals

18th: You walking speed increases to 60ft

Assassin

You have mastered the art of killing with Iron, Steel Electrum, and Atium.

3rd:When you hit an enemy that is surprised, or incapacitated you gain a extra bonus to hit this bonus is equal to 1d4+3 you also deal an extra 5 damage.

6th: Not affected by sleeping spells

14th: Extra attack

18th:Deception bonus doubles unconditionally

Hazekiller trainer.

You have devoted your life as a mistborn to training haze killers and learning and devising ways to kill other Mistborn.

3rd: When you are fighting another Mistborn your allies all have an advantage on attack rolls against the Mist born.

6th: Extra attack, the cost of producing a metal that is non-existent (or nearly so) in your world is reduced to 1GP (except for Leurasium)

14th:You have learned to cancel other Mistborns pushes and pulls using steel and iron. When an enemy Mistborn attacks you or one of your allies they have disadvantage

Rules for Metals

As a Mistborn you can store up to 2\* you int modifier of any one metal in you stomach. If all metal has not been burned by your next long rest roll a d10 on a 6 all reaserves are lost and you are poisoned. Also you may not take any other feature that would give you allomantic abilities. If you can purchase Leurasium from an alchemist (1,000,000,000 PP [This price cannot decrease under any circumstances]) or persuade an uneducated DM to give you some and burn it. You instantly level up to Lvl 20. You must also always be able to burn Aluminum.

Metal descriptions

**Zinc**

You can burn 2 GPM (Grams per minute) of Zinc to inflame your intelligence score player’s or creatures that can speak at least one language emotions this gives them a -2 penalty to Chr. Wis. and Int. Saving throws for 1 min. If you flare Zinc you can double the bonus and triple the Gpm

**Brass**

You can burn 2 GPM of Brass to calm others creatures emotions. You can calm Up to your intelligence score Creatures (That can speak at least one language) When you are calming a creature it gets a +1 bonus to all Int. Chr. and Wis. saves and checks. If you flare Brass you double the bonus and triple the GPM

**Copper**

You can burn 2 GPM to produce a 100 foot sphere of clouded area where Seekers and Mistborn cannot sense Allomancy without being implanted with a Hemagluric spike of a different Seeker or Mistborn transferring the Bronze ability and then only if they flare their metal and look really carefully. If you flare Copper your range triples and your GPM doubles

**Bronze**

You can burn 2 GPM of Bronze to be able to see other Allomancers within 200 yards (600 feet) not covered by a coppercloud that are actively burning metals you can also see what metals they are burning. If you flare Bronze your range doubles and your metal consumption triples.

**Cadmium**

You can “pull” on time forming it into a bubble 10 ft in diameter where time passes more slowly for one minute by burning 1 GPM of Cadmium (Cad-Me-um) .The difference of time is one round inside the bubble is three rounds outside of the bubble. Use seperate initiative because it is not possible to interact in a substantial way with the world inside the bubble if you are outside or outside if you are inside. If you die or stop burning Cadmium the bubble drops and you are on round one of the second round outside the bubble. You cannot gain any useful information inside the bubble because time pass so quickly compared to you. If you flare Cadmium you double the effects (20 ft diameter buble and 6 rounds outside of bubble) and triple the metal consumption.

**Cerrobend**

You can burn 4 GPM of Cerrobend (Se-ro-bend) to “pull” on time creating a 10 ft in diameter bubble of accelerated time. Inside the bubble three rounds is one round outside the bubble if the bubble drops Initiative is disrupted and a new round starts. Both inside and outside of the bubble have different initiative because arrows and other projectiles automatically miss any target inside or outside the sphere unless the shouter is triple proficient. And then they have disadvantage. You can use a cough or other small disturbance to hide that the bubble and speech inside of it was ever even there. If you flare Cerrobend the effects doubble and the metal consumption triples.

**Gold**

You can burn 3 GPM to see the other possible lives you could have lead from this you can boose 1 of your ability scores by 2 or 2 of your ability scores by 3 this effect lasts until you stop burning gold. If you flare Gold this affect doubles and the Metal consumption triples.

**Electrum**

You can burn 6 GPM of Electrum to see what you will do in 20 seconds with ghostly images of you. This makes you instantly succeed on all dex saves gives you a +4 bonus to attack rolls and AC. and on a successful save no damage rather than half damage. You cannot flare Electrum

**Iron**

You can burn 1 GPM of Iron to pull your weight on a piece of non-aluminum or punctured into someone's body metal if the metal cannot be pulled to you you are pulled to it you can handle 2\* your Int modifier pieces of metal with Iron. If you flare Iron The GPm triples. You can see that their is metal by faint blue lines leading to them. When you pull on something it is pulled to your center of gravity.

**Steel**

You can burn 2 GPM of Steel to push your weight on a metal object this works for all technical and observable purposes, like Iron, except that it pushes rather than pulls. If used as a weapon it deals 1d8+you level ballistic. At 5th, 11th and 20th lvl this damage increases by 1d8. Your weight on a piece of non-aluminium metal or punctured into someone's body metal if the metal cannot be pushed to you you are pushed away from it you can handle 2\* your Int modifier pieces of metal with Steel. If you flare Steel The GPm triples. You can see that their is metal by faint blue lines leading to them. When you push on something it is pushed directly away from you.

**Tin**

You can burn 1 GPM of tin to increase, Int Chr, and Wis by 2 If you flare Tin this bonus doubles and your metal consumption triples. Sounds that can potentially defen you defen you for 2 rounds of combat lights above 100 lumens blind you for 2 rounds of combat while you are burning tin While defined or blinded you are incapacitated. You also gain while burning tin a +12 bonus to perception

**Pewter**

You can burn 1 GPM of pewter to increase str dex and con by 2. Burning pewter also gives you temporary hp = to your hp maximum, but when you stop burning pewter the damage on your temp hp switches to you normal hp when you flare pewter benefits double except the temp Hp and your GPM triples.

**Chromium**

You can burn 5 GPM of Chromium to when you touch a Allomancer that has metal reserves wipe them. Flaring this metal does nothing.

**Nicrosil**

When you burn 5 GPS of Nicrosil any Allomancer that you are touching receives a burst of power and begins to consume their metal reserves at a tremendous rate. Any metal that they are burning starts burning at 5\*all previous bonus, and damage. This bonus is stackable with Duralumin and other Nicrosil. The GPM of the metal they are burning becomes GPS with the same number attached.

**Duralumin**

When you burn 4 GPS of Duralumin Any metal that you are burning starts burning at 5\*all previous bonus, and damage. This bonus is stackable other Duralumin and Nicrosil. The GPM of the metal they are burning becomes GPS with the same number of grams.

**Aluminum**

When you burn Aluminum your metal reserves are completely wiped.

**Atium**

When you burn 4 GPM of Atium you can see faint images of what your opponents will do giving you a +5 bonus to AC and a +8 Bonus to Attack rolls and dex saves Flaring Atium does nothing