

MISTBORN

Coin after coin slam into the troll, launched from the small female human shrouded in a black cloak. Roaring, the troll collapses into a bloody heap. A smug halfling sits in the corner of the tavern, watching the emotions in the room grow ever tenser. When the tension finally leads to violence, the halfling silently laughs and quickly leaves the inn. The goblin slams slash after slash into the elf, even as more wounds form, the old wounds are healed. The elf slams a punch into the goblin's face sending him flying. All of these characters are Mistborn, masters of the metals. Channeling the power of Preservation through the metals, Mistborn are forces to be reckoned with in every situation.

QUICK BUILD

Make wisdom your highest stat followed by dexterity if you want to have a physical allomancer, or make wisdom your highest stat followed by charisma if you want to be a mental allomancer. Then choose the Urchin background.

CLASS FEATURES

As an Allomancer you gain the following class features.

Hit Points:

Hit dice: 1D8 per Allomancer level

Hit points at first level: 8 + Your constitution modifier

Hit Points at higher levels: 1D8 (or 5) + your constitution modifier for each Allomancer level after first.

Proficiencies:

Armor: Light Armor, Shields

Weapons: Simple Weapons, Shortswords, and 2 additional Martial Weapons of your choice.

Tools: Metallurge's Tools (Can be used to break nonmagical metal objects into metal pieces and combine metal pieces together into alloys that exist)

Saving Throws: Dexterity, Intelligence



Skills: Choose 3 from: Acrobatics, Perception, Athletics, Investigation, Stealth, and Sleight of Hand.

Equipment:

- (a) A Shortsword or (b) 2 daggers
- (a) A Shortbow and 10 Arrows or (b) a Pouch containing 30 cp
- An Explorer's pack or a Dungeoneer's Pack
- Leather Armor, 4 small vials of metals of your choice (other than atium, adamantium, or mithral), a Shield, a mistcloak, and a Shortsword

ALLOMANCER

Level	Proficiency Bonus	Features	Metals Understood	Metal Slots Maximum
1st	+2	Burning, Metallurgy	4	4
2nd	+2	Fighting Style	5	5
3rd	+2	Allomantic Specialty	6	6
4th	+2	Ability Score Improvement	7	7
5th	+3	Extra Attack	8	8
6th	+3	Allomantic Specialty Feature	9	9
7th	+3	Flaring	9	9
8th	+3	Ability Score Improvement	10	10
9th	+4	Allomantic Reflexes	10	10
10th	+4	Improved Metallurgy	11	11
11th	+4	Allomantic Specialty Feature	11	11
12th	+4	Ability Score Improvement	12	12
13th	+5	Evasion	12	12
14th	+5	Quick Allomancy	13	13
15th	+5	Atium	13	13
16th	+5	Ability Score Improvement	14	14
17th	+6	Allomantic Specialty Feature	14	14
18th	+6	Allomantic Reflexes (2)	15	15
19th	+6	Ability Score Improvement	15	15
20th	+6	One with Preservation	16	16

METALLURGY

At 1st level, you gain a set of metallurgist's tools, and understand metals. You understand basic alloys and properties of most metals. Using a vial or a small vial, you can create a vial of metals (A vial holds 8 ounces, while a small vial holds 1 ounce). During a long or short rest, you can fill that vial with ounces of any combination of allomantic metals until that vial is full. You can drink one of these vials on your turn (A small vial takes a bonus action, while a vial takes a whole action) each ounce of metal that you ingest grants you 1 metal slot in each metal (To your maximum metal store). If you take a long rest while you still have metal slots remaining, for the next 24 hours you become poisoned, are unable to begin burning metals, and lose all metal stores you currently have.

BURNING

At 1st level, you gain the ability to "Burn" or Channel the power of Preservation through any of your understood metals. You gain the ability to ingest and burn any metals that you understand (The number you can understand is listed in the Metals understood column of the Allomancer class table). As an action on your turn, you can begin to burn 1-3 metals at any of the power levels available to you (Weak, Strong, and Burn are useable at level 1 while Flare is useable once you reach level 7). When you ingest metals to gain slots, you can only have slots equal to your Metal Slots Maximum. You have a set of slots for each different metal that you understand. You can change the power level or stop burning a metal as a bonus action. There are two types of metals: action metals and duration metals, each metal type acts differently when being burned. Action Metal: On each turn that you are burning an action metal you can use your action to activate the effect of that metal at the level that you are burning the metal at. Duration Metal: At the beginning of each turn that you are burning a duration metal, spend metal slots of that metal that are equivalent to the amount that the level that you are burning that metal at requires. When an ability in this class document causes a creature to make a save that does not have a set DC, use your allomantic save DC which is equal to: 8 + Your proficiency bonus + Your wisdom modifier

FIGHTING STYLES

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options, you cannot adopt the same style twice even if you have a chance to receive another fighting style.

ARCHERY

You gain a +2 bonus to all attack rolls made with a ranged weapon.

DEFENSE

While you are wearing armor, increase your armor class by 1.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack

ALLOMANTIC SPECIALTY

At 3rd level, you choose an Allomantic Specialty: Battle Allomancer or Mental Allomancer. This choice gives you additional abilities at levels 6, 11, and 17.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn

FLARING

Starting at 7th level, When you begin to burn a metal, or change the level of your burn, you can burn at the flare level.

ALLOMANTIC REFLEXES

Beginning at 9th level your understanding of metals allows you to further enhance your reflexes while burning them. If an enemy moves to a point inside of or leaves a 20-foot sphere around you, you can expend your reaction to activate the weak effect of one of your action metals that has a weak power level defined. This activation burns twice the normal amount of the activated metal. Once you use this feature you cannot use it again until you finish a short or long rest. This increases to twice per short or long rest at level 18.

IMPROVED METALLURGY

Starting at 10th level, you become far more skilled in the manipulation of metal mixtures and compounds. When you create a vial of metal you can use a large vial. A large vial holds up to 16 ounces of metal and requires an entire turn to drink. Also, each vial that you fill can now hold one additional ounce of any single metal.

EVASION

Beginning at 13th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

QUICK ALLOMANCY

Starting at 14th level, you can perform an additional allomantic action on your turn (This burn cannot be at flare level). Once you use this feature you must finish a short or long rest before using it again.

ATIUM

At level 15, you now can ingest and burn Atium. This metal is the physical body of an ancient god and is very expensive to find, and even more challenging to mine. Because of this, it costs 700 GP to acquire an ounce of atium.

ONE WITH PRESERVATION

You have mastered the ability to gain power from the very air itself. Starting at level 20, as a free action, you can fill 2 of your metal slots to your metal slots maximum. Once you use this feature you must finish a short or long rest before using it again. You may affect metal inside of people when you burn iron and zinc, and may effect the minds of people who are wearing aluminum helmets.

ALLOMANTIC SPECIALTIES

Allomancers have many abilities utilized by all, but some specialize in specific abilities. The Allomantic specialty you choose represents your approach to allomancy.

TEMPORAL ALLOMANCER

A temporal Allomancer utilizes Gold, Electrum, Bendalloy/Cerrobend, and Cadmium to see into the near future or manipulate how time travels near them. Through this use of manipulation they are always one step ahead on the battlefield and in peacetime.

MASKS OF GOLD

Beginning at 3rd level, when use you the ability of gold you may choose two important decisions or choose another choice from your important decision you already chose. An additional shadow appears that matches what you would be like in either of those cases. When you use the second ability of gold you may adapt one of your shadow's personalities and can switch between them as a bonus action.

CHRONOSTAMINA

Starting at 3rd level, you are not affected negatively by changes in time travel speed such as the lethargy caused by the end of haste or the leaving or entering cadmium or bendalloy bubbles. Additionally, you are unaffected by the *slow* spell and the *time stop* spell. The effect of a cadmium bubble still affects you.

SPLITTING THE SHADOW

Beginning at 6th level, you deepen your understanding of electrum and use it to counter the predictions of your enemies. You may choose two courses of action when you burn electrum. Additionally, while you are burning electrum, once per round when a creature has advantage on an attack against you, you may cause that creature to lose advantage on its attack against you.

EFFICIENT TEMPORAL BURNING

Starting at 11th level, you learn to burn Cadmium and/or Cerrobend/Bendalloy at a more efficient level, gaining the same effects for less expended metal. When you are maintaining a sphere of Cadmium or Cerrobend/Bendalloy you only have to burn one slot a round to maintain your sphere.

POTENT TEMPORAL MANIPULATION

Beginning at 17th level, you learn to make you Cadmium and Cerrobend/Bendalloy much more potent. A creature in your Cadmium bubble suffers a -4 penalty to AC and Dexterity saving throws instead of a -2 penalty, and must roll a 15 or higher to cast a spell with a casting time of one action. A creature in your Cerrobend/Bendalloy bubble gains a +4 bonus to AC instead of a +2 and can perform two additional actions on each of its turns.

ENHANCEMENT ALLOMANCER

An enhancement Allomancer utilizes Aluminum, Duralumin, Nicrosil, and Chromium to neutralize enemy magic and allow them and their allies to use their magic to perform amazing feats.

COMBAT ENHANCEMENT

Beginning at 3rd level, you learn to combine your attacks with your use of enhancement metals. When you perform an attack with a melee weapon you are proficient in and hit an enemy with that weapon, you may activate the effect of Chromium or Nicrosil automatically hitting and targeting that creature (You still need to expend the appropriate number of metal slots).

EFFICIENT ENHANCEMENT BURNING

Starting at 3rd level, master the efficient use of Chromium, Nicrosil, and Duralumin. When you activate the effect Chromium, Nicrosil, or Duralumin spend half the written amount of metal slots (Min 1).

ALUMINUM SPECIALIST

Beginning at 6th level, you learn other ways to utilize the nullifying effects of aluminum. You can create one aluminum helmet a long rest, if you have the supplies. When a creature wears an aluminum helmet fashioned by you in this way, they are immune to any effect such as a spell, charm, or trait which manipulates their mind. You also learn to augment weapons and equipment with aluminum. During a long rest, you may use your metallurgist's tools and 20 ounces of aluminum to augment any one object with aluminum. An object augmented with aluminum cannot be targeted by any spell of a lower level than your proficiency bonus at the time of augmenting, and cannot be targeted by any allomantic effect.

EXTENDED EFFECT

Starting at 11th level, you master the channeling of Chromium and Nicrosil at extended ranges. When you use your Combat Enhancement feature you may target any creature within 10 feet of you with your Chromium or Nicrosil effect. When you activate the normal effect of your Nicrosil or Chromium you can perform your attack against any creature within 10 feet of you.

ENHANCEMENT MASTER

Beginning at 17th level, you deepen your understanding of Duralumin, allowing you to perform even more extreme feats when using duralumin. When you burn Duralumin with Iron or Steel you may push up to 6000 pounds of metal total, and up to twice as many objects. Your save DC for the push or pull is increased by 4 instead of 2. When you burn Duralumin with Pewter you may treat the rest of your attacks this round as critical hits, also you have immunity to all damage types from the next damage you take this round, instead of only slashing, piercing and bludgeoning. When you burn Duralumin with Zinc or Brass, you may force any creature you are targeting with those metals to make a wisdom saving throw with disadvantage, if they fail that save they are incapacitated for the next 3 rounds.

BATTLE ALLOMANCER

A battle Allomancer utilizes Tin, Pewter, Iron, and Steel to become a force to be reckoned with, a blur of metal as blade after blade slip past. Their blades slam with supernatural power, and their enhanced body can take far more of a beating than the normal human.

METAL DEFLECTION

Beginning at 3rd level, as long as you are burning iron or steel, your armor class increases by 2 against enemies wearing or wielding metal. An enemy can make an intelligence check against your Allomantic save DC to realize that you are affecting his metal and act accordingly.

MARTIAL KNOWLEDGE

Starting at 3rd level, you may add your proficiency bonus to Intelligence checks related to combat and warfare.

EFFICIENT ALLOMANCING

Beginning at 6th level, when you perform the attack action on your turn, you can use your bonus action to activate an action metal's effect at the weak level (You cannot activate metals without the weak power level). Alternatively, when you use your action to perform an allomantic effect, you can use your bonus action to perform one melee weapon attack.

COMBAT ALLOMANCING

Beginning at 11th level, when you attack with a metal weapon while burning iron or steel, you can spend one slot of either of those metals to deal your Wisdom modifier in additional bludgeoning, slashing or piercing damage.

SYNERGISTIC BURNING

Starting at level 17, once per turn after you perform an attack, you can give yourself advantage on your next allomantic attack against the enemy you attacked or give the enemy you attacked disadvantage on the next save against your allomantic effects. Alternatively, once per turn after you activate an action metal's effect, you can grant yourself advantage on your next weapon attack against the same enemy. These effects last until the end of this round.

SOCIAL ALLOMANCER

A mental Allomancer takes advantage of the abilities of Brass and Zinc to manipulate people's minds and emotions or crush their wills.

MASTER MANIPULATOR

Starting at 3rd level, you gain proficiency in your choice of Persuasion or Deception.

TWO PRONGED MANIPULATION

Beginning at 3rd level, when you make a Charisma-related check against a creature you have affected with Brass or Zinc within the last 12 seconds you have advantage on that check. If you already have advantage on that check you may add your wisdom mod to the check.

SUBTLE ALLOMANCY

Starting at 6th level, when you manipulate a person's emotions with brass or zinc, that person has disadvantage on any check to notice that you are affecting his emotions. The enemy also has disadvantage on all saves to resist your mental manipulation.

QUICK THINKING

Beginning at 11th level, you can use your reaction after a creature moves or performs an action within 30 feet of you and burn brass or zinc at strong level to give the creature disadvantage on all attack rolls for this round. You must burn twice as much metal as you normally would from burning the metal at strong power level.

CRUSHING EMOTIONS

Starting at 17th level, when you burn zinc or bronze at strong or flare level and affect an enemy, you can burn 5 additional slots of that metal to force the enemy to make a WIS save against your allomantic save DC, if they fail that save they are stunned for 2 rounds.

ACTION METALS

IRON

While you are burning Iron, transparent blue lines connect the center of your body to all metals in a 100 foot radius.

Weak: Whenever you activate this effect you spend 1 of your iron metal slots. You can pull up to 4 metal objects of your choice that weigh up to 50 pounds total directly towards you, these metals must be within 100 feet of you. (Unless you are lighter than the object, in which case you are pulled towards it.) A creature wearing this metal object adds to the metal's weight. A creature holding this metal object can make a STR save against your Allomantic Save DC to add its weight to the weight of the object. A creature in the path of the object you are pulling must make a DEX save against your Allomantic Save DC or suffer damage equal 1d4 + your Wisdom Modifier. You can pull yourself towards a metal that is anchored to an object heavier than you. If you are lighter than 50 pounds, you fly directly towards that object and land on it suffering damage as if you had fell from your original position to that object.

Strong: Whenever you activate this effect you spend 2 of your iron metal slots. You can pull up to 6 metal objects of your choice that weigh up to 200 pounds total directly toward you, these metals must be within 100 feet of you. (Unless you are lighter than the object, in which case you are pulled towards it.) A creature wearing this metal object adds to the object's weight. A creature holding this metal object can make a STR save against your Allomantic Save DC to add its weight to the weight of the object. A creature in the path of the object you are pulling must make a DEX save against your Allomantic Save DC or suffer damage equal 1d8 + your Wisdom Modifier. You can pull yourself towards a metal that is anchored to an object heavier than you. If you are lighter than 200 pounds, you fly directly towards that object and land on it suffering damage as if you had fell from your original position to that object.

Flare: Whenever you activate this effect you spend 4 of your iron metal slots. You can pull up to 8 metal objects of your choice that weigh up to 500 pounds total directly towards you. These metals must be within 100 feet of you. (Unless you are lighter than the object, in which case you are pulled towards it.) A creature wearing this metal object adds to the metal's weight. A creature holding this metal object can make a STR save against your Allomantic Save DC to add its weight to the weight of the object. A creature in the path of the object you are pulling must make a DEX save against your Allomantic Save DC or suffer damage equal 1d12 + your Wisdom Modifier. You can pull yourself towards a metal that is anchored to an object heavier than you. If you are lighter than 500 pounds, you fly directly towards that object and land on it suffering damage as if you had fell from your original position to that object.

STEEL

While you are burning Steel, transparent blue lines connect the center of your body to all metals in a 100 foot radius.

Weak: Whenever you activate this effect you spend 1 of your steel metal slots. You can push up to 2 metal objects of your choice that weigh up to 50 pounds total and are within 100 feet of you, directly away from you to a maximum of 50 feet away from their starting position. (Unless you are lighter than the object or the object is pushing against a solid object heavier than you, in which case you are launched away from it.) A creature wearing this metal object adds to the object's weight. A creature holding this metal object can make a STR save against your Allomantic Save DC to add its weight to the weight of the object. A creature in the path of the object you are pushing must make a DEX save against your Allomantic Save DC or suffer bludgeoning damage equal $1d4 +$ your Wisdom Modifier. You can push yourself away from a metal that will be forced against an object that is heavier than you when you burn this metal. If you are lighter than 50 pounds, you fly directly away from that object and land directly 50 feet away from it. If you would push against an object underneath you, you fly 50 feet directly from that object; as long as you do not stop burning Steel at this power level and the object is directly underneath you, you can hover 50 feet in the air directly above that object. Alternatively, you can shoot 1 tiny sized metal projectile (such as a coin), this projectile's attack bonus is equal to your dex mod + proficiency bonus. And deals damage equal $1d4 +$ Wisdom Mod. This damage increases to $2d4$ at level 7, $3d4$ at level 14, and $4d4$ at level 19. The range is 50 feet, you have disadvantage on attack rolls against enemies within 5 feet of you.

Strong: Whenever you activate this effect you spend 2 of your steel metal slots. You can push up to 3 metal objects of your choice that weigh up to 200 pounds total and are within 100 feet of you, directly away from you to a maximum of 75 feet away from their starting position. (Unless you are lighter than the object or the object is pushing against a solid object heavier than you, in which case you are launched away from it.) A creature wearing this metal object adds to the object's weight. A creature holding this metal object can make a STR save against your Allomantic Save DC to add its weight to the weight of the object. A creature in the path of the object you are pushing must make a DEX save against your Allomantic Save DC or suffer bludgeoning damage equal $1d8 +$ your Wisdom Modifier. You can push yourself away from a metal that will be forced against an object that is heavier than you when you burn this metal. If you are lighter than 200 pounds, you fly directly away from that object and land directly 75 feet away from it. If you would push against an object underneath you, you fly 75 feet directly from that object; as long as you do not stop burning Steel at this power level and the object is directly underneath you, you can hover 75 feet in the air directly above that object. Alternatively, you can shoot 2 tiny sized metal projectiles, these projectiles' attack bonus is equal to your dex mod + your prof bonus (Separate attacks for each). And deals damage equal $1d6 +$ your wisdom modifier. This damage increases to $2d6$ at level 7, $3d6$ at level 14, and $4d6$ at level 19. The range is 75 feet, you have disadvantage on attack rolls against enemies within 5 feet of you.

Flare: Whenever you activate this effect you spend 4 of your steel metal slots. You can push up to 4 metal objects of your choice that weigh up to 500 pounds total and are within 100 feet of you, directly away from you to a maximum of 100 feet away from their starting position. (Unless you are lighter than the object or the object is pushing against a solid object heavier than you, in which case you are launched away from it.) A creature wearing this metal object adds to the object's weight. A creature holding this metal object can make a STR save against your Allomantic Save DC to add its weight to the weight of the object. A creature in the path of the object you are pushing must make a DEX save against your Allomantic Save DC or suffer bludgeoning damage equal $1d12 +$ your Wisdom Modifier. You can push yourself away from a metal that will be forced against an object that is heavier than you when you burn this metal. If you are lighter than 500 pounds, you fly directly away from that object and land directly 100 feet away from it. If you would push against an object underneath you, you fly 100 feet directly from that object; as long as you do not stop burning Steel at this power level and the object is directly underneath you, you can hover 100 feet in the air directly above that object. Alternatively, you can shoot 3 tiny sized metal projectiles, these projectiles' attack bonus is equal to your dex mod + your prof bonus (Separate attacks for each). And deals damage equal to $1d8 +$ your wisdom modifier. This damage increases to $2d8$ at level 7, $3d8$ at level 14, and $4d8$ at level 19. The range is 100 feet, you have disadvantage on attack rolls against enemies within 5 feet of you.

BRASS

While you are burning brass, you can calm certain emotions of a group of people or a single person. If a person notices that something is affecting their emotions, they can make a WIS save to resist the effect. Below are the effects of a failed save of each emotion at each power level.

ANGER:

Weak: All creatures have a +1 bonus to checks to stop violence in the targeted creature. And a -1 penalty to create violence in the targeted creature.

Strong: All creatures have a +2 bonus to checks to stop violence in the targeted creature. And a -2 penalty to create violence in the targeted creature.

Flare: All creatures have advantage on checks to stop violence in the targeted creature. And disadvantage on checks to create violence in the targeted creature.

DISGUST:

Weak: All creatures have a +1 bonus to checks to stop a feeling of dislike/hatred of another creature in the targeted creature. And a -1 penalty to create disgust/hatred in the targeted creature.

Strong: All creatures have a +2 bonus to checks to stop a feeling of dislike/hatred of another creature in the targeted creature. And a -2 penalty to create disgust/hatred in the targeted creature.

Flare: All creatures have advantage on checks to stop a feeling of dislike/hatred of another creature in the targeted creature. And disadvantage on checks to create disgust/hatred in the targeted creature.

SADNESS:

Weak: All creatures have a +1 bonus to checks to encourage happiness in the targeted creature. And a -1 penalty to encourage sadness in the targeted creature.

Strong: All creatures have a +2 bonus to checks to encourage happiness in the targeted creature. And a -2 penalty to encourage sadness in the targeted creature.

Flare: All creatures have advantage on checks to encourage happiness in the targeted creature. And disadvantage on checks to encourage sadness in the targeted creature.

FEAR:

Weak: The creature affected by this metal has a +1 bonus on checks to resist the fear condition. All creatures have a +1 bonus on checks to encourage the creature into dangerous action.

Strong: The creature affected by this metal has a +2 bonus on checks to resist the fear condition. All creatures have a +2 bonus on checks to encourage the creature into dangerous action.

Flare: The creature affected by this metal has advantage on checks to resist the fear condition. All creatures have advantage on checks to encourage the creature into dangerous action.

TRUST:

Weak: All creatures have a +1 bonus to checks to encourage mistrust in the targeted creature. And a -1 penalty to encourage trust in the targeted creature.

Strong: All creatures have a +2 bonus to checks to encourage mistrust in the targeted creature. And a -2 penalty to encourage trust in the targeted creature.

Flare: All creatures have advantage on checks to encourage mistrust in the targeted creature. And disadvantage on checks to encourage trust in the targeted creature.

JOY:

Weak: All creatures have a +1 bonus to checks to encourage sadness and hopelessness in the targeted creature. And a -1 penalty to encourage happiness in the targeted creature.

Strong: All creatures have a +2 bonus to checks to encourage sadness and hopelessness in the targeted creature. And a -2 penalty to encourage happiness in the targeted creature.

Flare: All creatures have advantage on checks to encourage sadness and hopelessness in the targeted creature. And disadvantage on checks to encourage happiness in the targeted creature.

ANTICIPATION:

Weak: All creatures have a +1 bonus to checks to discourage excitement and anticipation in the targeted creature. And a +1 bonus on checks to encourage indifference in the targeted creature.

Strong: All creatures have a +2 bonus to checks to discourage excitement and anticipation the targeted creature. And a +2 bonus on checks to encourage indifference in the targeted creature.

Flare: All creatures have advantage on checks to discourage excitement and anticipation in the targeted creature. And advantage on checks to encourage indifference in the targeted creature.

BRASS BURNING:

Weak: Whenever you activate this effect you spend 1 of your brass metal slots. Activate any combination of the above weak effects on up to 10 nearby creatures within 60 feet. A creature can make a INT save to notice the effect. These effects last until you stop burning this metal or if the creature succeeds their WIS save.

Strong: Whenever you activate this effect you spend 2 of your brass metal slots. Activate any combination of the above strong effects on up to 10 nearby creatures within 60 feet. A creature can make a INT save (Save DC - 2) to notice the effect. These effects last until you stop burning this metal or if the creature succeeds their WIS save.

Flare: Whenever you activate this effect you spend 4 of your brass metal slots. Activate any combination of the above flare effects on up to 10 nearby creatures within 60 feet. A creature can make a INT save (Save DC - 4) to notice the effect. These effects last until you stop burning this metal or if the creature succeeds their WIS save.

ZINC

While you are burning zinc, you can riot (increase) certain emotions of a group of people or a single person. If a person notices that something is affecting their emotions, they can make a WIS save to resist the effect. Below are the effects of a failed save of each emotion at each power level.

ANGER:

Weak: All creatures have a +1 bonus to checks to create violence in the targeted creature. And a -1 penalty to stop violence in the targeted creature.

Strong: All creatures have a +2 bonus to checks to create violence in the targeted creature. And a -2 penalty to stop violence in the targeted creature.

Flare: All creatures have advantage on checks to create violence in the targeted creature. And disadvantage on checks to stop violence in the targeted creature.

DISGUST:

Weak: All creatures have a +1 bonus to checks to create a feeling of dislike/hatred of another creature in the targeted creature. And a -1 penalty to stop a feeling of dislike/hatred in the targeted creature.

Strong: All creatures have a +2 bonus to checks to create a feeling of dislike/hatred of another creature in the targeted creature. And a -2 penalty to stop a feeling of dislike/hatred in the targeted creature.

Flare: All creatures have advantage on checks to create a feeling of dislike/hatred of another creature in the targeted creature. And disadvantage on checks to stop a feeling of dislike/hatred in the targeted creature.

SADNESS:

Weak: All creatures have a +1 bonus to checks to discourage happiness in the targeted creature. And a -1 penalty to stop a feeling of sadness in the targeted creature.

Strong: All creatures have a +2 bonus to checks to discourage happiness in the targeted creature. And a -2 penalty to stop a feeling of sadness in the targeted creature.

Flare: All creatures have advantage on checks to discourage happiness in the targeted creature. And disadvantage on checks to stop a feeling of sadness in the targeted creature.

FEAR:

Weak: The creature affected by this metal has a -1 penalty on checks to resist the fear condition. All creatures have a -1 penalty on checks to encourage the creature into dangerous action.

Strong: The creature affected by this metal has a -2 penalty on checks to resist the fear condition. All creatures have a -2 penalty on checks to encourage the creature into dangerous action.

Flare: The creature affected by this metal has disadvantage on checks to resist the fear condition. All creatures have disadvantage on checks to encourage the creature into dangerous action.

TRUST:

Weak: All creatures have a +1 bonus to checks to discourage mistrust in the targeted creature. And a -1 penalty to encourage mistrust in the targeted creature.

Strong: All creatures have a +2 bonus to checks to discourage mistrust in the targeted creature. And a -2 penalty to encourage mistrust in the targeted creature.

Flare: All creatures have advantage on checks to discourage mistrust in the targeted creature. And disadvantage on checks to encourage mistrust in the targeted creature.

JOY:

Weak: All creatures have a +1 bonus to checks to discourage sadness and hopelessness in the targeted creature. And a -1 penalty to encourage sadness in the targeted creature.

Strong: All creatures have a +2 bonus to checks to discourage sadness and hopelessness in the targeted creature. And a -2 penalty to encourage sadness in the targeted creature.

Flare: All creatures have advantage on checks to discourage sadness and hopelessness in the targeted creature. And disadvantage on checks to encourage sadness in the targeted creature.

ANTICIPATION:

Weak: All creatures have a +1 bonus to checks to encourage excitement and anticipation in the targeted creature. And a -1 penalty to encourage indifference in the targeted creatures.

Strong: All creatures have a +2 bonus to checks to encourage excitement and anticipation in the targeted creature. And a -2 penalty to encourage indifference in the targeted creatures.

Flare: All creatures have advantage on checks to encourage excitement and anticipation in the targeted creature. And disadvantage on checks to encourage indifference in the targeted creatures.

ZINC BURNING:

Weak: Whenever you activate this effect you spend 1 of your zinc metal slots. Activate any combination of the above weak effects on up to 10 nearby creatures within 60 feet. A creature can make a INT save to notice the effect. These effects last until you stop burning this metal or if the creature succeeds their WIS save.

Strong: Whenever you activate this effect you spend 2 of your zinc metal slots. Activate any combination of the above strong effects on up to 10 nearby creatures within 60 feet. A creature can make a INT save (Save DC - 2) to notice the effect. These effects last until you stop burning this metal or if the creature succeeds their WIS save.

Flare: Whenever you activate this effect you spend 4 of your zinc metal slots. Activate any combination of the above flare effects on up to 10 nearby creatures within 60 feet. A creature can make a INT save (Save DC - 4) to notice the effect. These effects last until you stop burning this metal or if the creature succeeds their WIS save.

CHROMIUM

While you are burning chromium, you can wipe magic reserves of people you touch.

Weak: Burn 1 of your chromium metal slots, then make a melee attack roll (Dexterity) against an enemy within 5 feet of you. If you successfully hit the target, you can clear one of that target's metal stores or 1 1st level spell slot.

Strong: Burn 2 of your chromium metal slots, then make a melee attack roll (Dexterity) against an enemy within 5 feet of you. If you successfully hit the target, you can clear two of the target's metal stores or spell slots that total 3 spell levels.

Flare: Burn 4 of your chromium metal slots, then make a melee attack roll (Dexterity) against an enemy within 5 feet of you. If you successfully hit the target, you can clear three of the target's metal stores or spell slots that total 6 spell levels.

DURALUMIN

When you burn duralumin, you must also burn another metal. That metal is expended in a tremendous burst of power. This metal can only be burned at one power level. To burn another metal you must have at least 8 slots of that metal to access.

Burn: Burn 2 of your duralumin metal slots, then activate the effect of your other metal in an extreme flare. That metal is completely expended. After you activate this effect you receive 1 level of exhaustion, Use the flare effect (Metals without a flare effect, other than bronze, create the same effect as Tin) for each metal that is listed below, with these additions:

Steel: You can push up to 3000 pounds and up to 20 objects. OR You can launch 6 coins and each coin deals the damage in d12s instead of d8s. Your push damage deals 3d12 + Wisdom mod and the save DC increases by 2.

Iron: You can pull up to 3000 pounds and up to 40 objects. Your pull damage deals 3d12 + Wisdom mod and the save DC increases by 2.

Pewter: You can treat your next physical check roll this round as a 20, and you have immunity to Slashing, Bludgeoning, and Piercing damage from the next damage you take.

Tin: You are stunned for this round

Brass: The emotions you choose are not longer felt in any way by the target of this effect for this round.

Zinc: The emotions you choose override all other emotions that the target feels for this round.

Chromium: Clear all spell slots and metal stores from the person you touch.

Bronze: You can pierce the protection of copper.

If you DM allows it, you can burn Duralumin in combination with spells. To do so, choose one spell level, expend all of your spell slots of that level and all of your spell slots of higher levels, cast that spell as if it was casted 2 levels higher (Spells that cannot be casted at higher levels are casted as normal (Max level 9). The spell you cast deals maximum damage, and any enemy effected has disadvantage on the saves against it. You must have at least 6 spell slots removed by this effect. You then gain 2 levels of exhaustion.

NICROSIL

When you burn nicrosil, you can touch another person to allow them to activate a duralumin based effect. This metal can only be burned at one power level.

Burn: Burn 2 of your nicrosil metal slots, and make a melee attack roll against one creature within 5 feet (you have an attack bonus equal to your DEX mod + your proficiency bonus) if you hit, you activate the effect of duralumin on the most recently cast spell or metal used by the target you touched with these alterations: The target does not receive exhaustion levels, you do instead (to a maximum of 1 level). The creature has control over the effect as if it was activating the metal or casting the spell.

DURATION METALS

PEWTER

While you are burning pewter, your body becomes much stronger, and repairs itself.

Weak: While you are burning this metal, at the beginning of each turn spend 1 of your pewter metal slots. At the beginning of each round (if your hit points are not at 0) that you are burning this metal at this power level you heal 5 hit points. You gain a +1 bonus on your Dex, Str, and Con saves, checks, and attacks while you are burning this metal. This effect lasts until you stop burning this metal. When you would suffer nonmagical piercing, bludgeoning, or slashing damage you suffer 3 less damage. Your speed increases by an amount equal to your Wisdom score.

Strong: While you are burning this metal, at the beginning of each turn spend 2 of your pewter metal slots. At the beginning of each round (if your hit points are not at 0) that you are burning this metal at this power level you heal 10 hit points. You gain a +2 bonus on your Dex, Str, and Con saves, checks, and attacks while you are burning this metal. This effect lasts until you stop burning this metal. When you would suffer nonmagical piercing, bludgeoning, or slashing damage you suffer 5 less damage. Your speed increases by an amount equal to your Wisdom score.

Flare: While you are burning this metal, at the beginning of each turn spend 4 of your pewter metal slots. At the beginning of each round (if your hit points are not at 0) that you are burning this metal at this power level you heal 15 hit points. You gain advantage on your Dex, Str, and Con saves, checks, and attacks while you are burning this metal. This effect lasts until you stop burning this metal. When you would suffer nonmagical piercing, bludgeoning, or slashing damage you suffer 10 less damage. Your speed increases by an amount equal to your Wisdom score.

TIN

While you are burning tin, your senses become much more sensitive.

Weak: While you are burning this metal, at the beginning of each turn spend 1 of your tin metal slots. While you are burning this metal, you add +3 to your perception in addition to your normal perception. You cannot be surprised while you are burning this metal. If an enemy creates a large sensory effect you must make a DC 13 Concentration save or be stunned for the next round. These effects last until you stop burning this metal.

Strong: While you are burning this metal, at the beginning of each turn spend 2 of your tin metal slots. While you are burning this metal, you add +6 to your perception in addition to your normal perception. You cannot be surprised while you are burning this metal. If an enemy creates a large sensory effect you must make a DC 16 Concentration save or you will be stunned for the next round. These effects last until you stop burning this metal.

Flare: While you are burning this metal, at the beginning of each turn spend 4 of your tin metal slots. While you are burning this metal treat your passive perception as 25. You cannot be surprised while you are burning this metal. If an enemy creates a large sensory effect you must make a DC 20 Concentration save or be stunned for the next 2 rounds. These effects last until you stop burning this metal.

CADMIUM

While you are burning cadmium, you can create a sphere in which time passes more slowly.

Burn: Spend 2 of your cadmium slots at the beginning of each turn that you are burning this metal to create and maintain a sphere centered on yourself with a radius up to as large two times your Wisdom modifier (in feet). Every creature inside of that sphere is affected by the effects of the *slow* spell. Projectiles that enter or leave this sphere are redirected in a random direction selected by the DM. To maintain this sphere you must spend 2 cadmium slots each turn. A creature (including you) can make a DEX save when this effect activates to leap out or into this sphere if they are within 5 feet of the edge. This effect lasts until you stop burning this metal. An area affected by parts of both a Cadmium and a Bendalloy sphere is treated as under the effect of neither *slow* nor *haste*. You may have only one cadmium sphere active at a time.

NOTE ON RANDOM PROJECTILE

REDIRECTION

A DM who would prefer to have a guide when deciding which way a projectile should go can roll a d20. On a 1-4 the direction should be harmful to the players, on a 5-16 the direction should neither harm nor help the players, and on a 17-20 the direction should help or assist the players.

CERROBEND/BENDALLOY

While you are burning Bendalloy, you can create a sphere in which time passes more quickly.

Burn: Spend 2 of your bendalloy slots at the beginning of each turn that you are burning this metal to create and maintain a sphere centered on yourself with a radius up to as large two times your Wisdom modifier. Every creature inside of that sphere is affected by the effects of the *haste* spell in which you can perform any action instead of the actions listed on the *haste* spell. There is no lethargy when this sphere disappears. Projectiles that enter or leave this sphere are redirected in a random direction selected by the DM. To maintain this sphere you must spend 2 bendalloy slots each turn. A creature (including you) can make a DEX save when this effect activates to leap out or into this sphere if they are within 5 feet of the edge. This effect lasts until you stop burning this metal. An area affected by parts of both a Cadmium and a Bendalloy sphere is treated as under the effect of neither *slow* nor *haste*. You may have only one bendalloy sphere active at a time.

GOLD

While you are burning gold you can see a shadow double that only you can see, this shadow double shows a possible image of yourself if you had led a different life. This metal can only be burned at one power level.

Burn: Burn 1 of your gold metal slots at the beginning of each turn that you are burning this metal, an image of yourself appears in front of you 10 feet away. Choose a point in your life where you made an important decision, this image portrays you as if you had made a different choice when you made that decision the choice is decided by the DM. This effect lasts until you stop burning this metal. You perceive through both yourself, and this shadow of you. After spending a minute burning gold, you have begun to better understand your own personality. You have advantage on all Charisma saves and checks for the next hour. Additionally during this hour you have advantage on saves that would control your mind or actions. Instead of the above effect you can instead spend one minute burning gold to understand the mannerisms of your other self, you can adapt these mannerisms to your physical self. You can act as that version of you would and have Advantage on all Charisma checks to convince others of your other personality for the next hour.

ELECTRUM

While you are burning Electrum you can see a shadows of yourself performing an actions you will perform in 6 seconds. You can change your actions this round to change what you see. This metal can only be burned at one power level.

Burn: Burn 1 of your Electrum metal slots at the beginning of each turn that you are burning this metal, you can see a shadows of yourself performing actions that you might perform in 6 seconds. At beginning of your turn you can select one course of action that you could perform on this turn (Movement, Action, Free Action, Bonus Action). Your DM must tell you any visible effects of this course of action, such as injuries from traps or weapons. Instead of activating this effect you can use your bonus action on your turn to gain advantage on your next attack roll until your next round.

BRONZE

While you are burning bronze, you can sense magical pulses within 60 feet. This metal can only be burned at one power level.

Burn: Burn 1 of your bronze metal slots at the beginning of each turn that you are burning bronze, you can sense magical pulses. This effectively casts detect magic without casting a spell. You can also sense allomantic pulses which tell you what type of metal is being burned and how powerfully it is being burned. This effect lasts until you stop burning this metal.

COPPER

While you are burning copper, you create a 30 foot radius area around you in which magic and allomantic pulses cannot be detected except by a *Wish* spell or comparable spell. This spell can only be burned at one power level.

Burn: Burn 1 of your copper metal slots at the beginning of each turn that you are burning this metal, you cover up all magical and allomantic pulses in a 30 foot radius sphere. This effect lasts until you stop burning this metal. You cannot be perceived by divination magic except by a spell of comparable power to wish.

ALUMINUM

Consuming aluminum removes all magic power. If a person with magic power or allomantic power ingests aluminum, all of their magic and allomantic slots are lost and they can't cast cantrips until they have taken a long rest. This metal cannot be burned for any effect other than the effect listed above.

ATIUM

Atium is only ingestible and burnable once you reach level 15. When you burn Atium, shadows appear showing you what every object and creature within 60 feet will do in 6 seconds. Your brain also speeds up to comprehend this information. This metal can only be burned at one level.

Burn: Burn 4 of your atium slots at the beginning of each turn in which you are burning Atium. While you are burning Atium, enemies have disadvantage on all attack rolls against you, and you have advantage on all physical saves, checks, and attacks. Your armor class is increased by 3. This effect lasts until you stop burning this metal

TRADITIONAL ALLOMANCY

In the books, Allomancy solely affects metals. In a world where allomancy is very prevalent Bronze, Copper, Chromium, Aluminum, Duralumin, and Nicrosil should only affect metals, instead of both metals and magic.

Duralumin and Nicrosil would not give exhaustion in such a world as well.

DND METALS

If your DM would like to implement DnD metals as burnable metals, they have these properties:

For the sake of simplicity, Cold Iron and Elenan Steel are the same as Iron and Steel respectively.

Adamantium and Mithral are treated as two special metals with different effects. They are able to be understood at level 15 (like Atium).

ADAMANTIUM

Burning adamantium allows the user channel entropic energy into a object. Adamantium is an action metal.

WEAK:

Burn 1 of your adamantium slots. Then select one nonorganic metal object that was never alive within 30 feet, make a attack roll against that object using (Wisdom mod + proficiency modifier) if your roll's final result is a 15 or higher, the object bursts apart with a loud bang. The object is treated as the center of the Thunderclap cantrip which deals 1d6.

STRONG:

Burn 2 of your adamantium slots. Then select one nonorganic metal object that was never alive within 40 feet, make a attack roll against that object using (Wisdom mod + proficiency modifier) if your roll's final result is a 10 or higher, the object bursts apart with a loud bang. The object is treated as the center of the Thunderclap cantrip which deals 3d6.

FLARE:

Burn 4 of your adamantium slots. Then select one nonorganic object that was never alive within 50 feet, make a attack roll against that object using (Wisdom mod + proficiency modifier) if the target is a metal, you must roll 8 or higher to activate the effect and if it is not metal you must roll 17 or higher, the object bursts apart with a loud bang. The object is treated as the center of the Thunderclap cantrip which deals 8d6.

DURALUMIN BURST:

Burn all of your adamantium store, then select up to 3 objects that are not alive within 70 feet, those objects burst apart in a loud bang, each object is treated as the center of a Thunderclap cantrip which deals 10d6.

MITHRAL

Burning mithral allows you to pull entropic energy from an object. Mithral is an action metal.

WEAK:

Burn 1 of your Mithral slots, then select one metal object that was never alive within 30 feet. That object is subjected to the Mending cantrip.

STRONG:

Burn 2 of your Mithral slots, then select one metal object that was never alive within 40 feet. That object is subjected to the Mending cantrip which can repair up to 5 breaks in an object, the breaks can be up to 2 feet in dimension.

FLARE:

Burn 4 of your Mithral slots, then select one object that was never alive within 50 feet. That object is subjected to the Mending cantrip which can repair up to 6 breaks in an object, the breaks can be up to 4 feet in dimension.

DURALUMIN BURST:

Burn all of your Mithral slots, then select up to 3 objects that are not alive within 70 feet. That object is subjected to the Mending cantrip which can repair up to 30 break in the objects, the breaks can be up to 10 feet in dimension each.

MISTCLOAK:

A mistcloak is a complex flowing cloak used to obscure a person while they are mists. While wearing a mistcloak you have a +3 bonus on stealth checks while in fog or mist.



CREDITS

Brandon Sanderson for the entire premise of this class
Kredik Shaw picture: Mistborn House War Board Game
Macaron99 on Deviantart for the pic of vin:
<https://macaron99.deviantart.com/> Watermother2004 on
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