

GENESYS: MISTBORN



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An unofficial Genesys Supplement

WHAT IS MISTBORN?

Mistborn is a fantasy book series written by Brandon Sanderson, and published by TOR Books. The Mistborn series features a truly unique magic system.

Despite being classified as "fantasy," the Mistborn story spans multiple eras and technology levels of the planet Scadrial, and explores the effect of the magic system on the culture of those eras.

ERA 1

The world is broken. Plants grow brown, not green. Ash falls from the sky. The sun shines dark red. Flowers are unheard of. Beauty is nowhere to be found on the planet Scadrial. For the past millennium, the entire known world has been ruled by the Final Empire, which has been ruled by a god king/immortal emperor known as the Lord Ruler.

The Final Empire was ruled by the Lord Emperor. Its laws were enforced by the Obligators, who were ministers in the Lord Ruler's religion, as well as the Inquisitors, less-than-human internal enforcers of the Obligators, who reported directly to the Lord Ruler. The majority of the populous consisted of slave Skaa, who were genetically altered humans who reproduced faster than the less fertile nobles who governed and enslaved them.

ERA 2

The world has been restored. The Lord Ruler has been defeated, his empire overthrown. The two gods of Scadrial, Ruin and Preservation are dead. Sazed, a Terrisman scholar, has assumed their joint power and used it to restore the world back to normal.

After the fall of the Final Empire, Lestibournes, who went by Spook, became the emperor. He used his reign to get the former citizens of the Final Empire back on their feet, before stepping down from the throne and instituting a democracy.

ERAS 3 AND 4

No books about eras 3 and 4 have been written. The author of Mistborn, Brandon Sanderson, has given us some information about them. That information will be presented here, but the respective settings will not be complete.

You are encouraged to make custom material for these settings.

By the time of Era 2 the Final Empire had fallen 300 years ago, Allomancy became more common, and Feruchemy infiltrated society. Technology had entered the realm of steam and a "frontier" of poorly governed territory had sprouted in the areas away from Luthadel, the capitol city.

ERA 3

Not much is known about era 3. It is set in the early computer age, and the technology level is described as "1980s technology." This is likely less than a century after era 2. Additionally the Southern Scadrians, a culture who was unaffected by The Final Empire, are well known at this point. Not much is known about era 3. It is set in the early computer age, and the technology level is described as "1980s technology." This is likely less than a c Additionally the Southern Scadrians, a culture who was unaffected by The Final Empire, are well known at this point.

ERA 4

Even less is known about era 4 than era 3. Era 4 will be a space opera, with faster-than-light travel powered by Allomancy. Allomancy, Feruchemy, and Hemalurgy are all exact sciences at this point.

SKILLS

There are 3 new knowledge skills in the Mistborn universe. They are **Knowledge (Allomancy)**, **Knowledge (Feruchemy)**, and **Knowledge (Hemalurgy)**.

Knowledge (Allomancy)

Knowledge (Allomancy) covers the knowledge of the 8/10/16 Allomantic metals, and their corresponding Allomantic powers. Knowledge (Allomancy) may also be used to recall specific knowledge of the precise alloy percentages and purities usable by Allomancers.

Knowledge (Feruchemy)

Knowledge (Feruchemy) is similar to Knowledge (Allomancy). It concerns both the Feruchemical metals and their corresponding powers. It may also be used to recall specific details about the alloy percentages and purities of "MetalMinds." Since these alloy percentages are identical to those for Allomancy, Knowledge (Allomancy) and Knowledge (Feruchemy) may sometimes be used in place of each other.

Both Knowledge (Allomancy) and Knowledge (Feruchemy) may cover the broader topic of metallurgy, with your GM's permission.

Knowledge (Hemalurgy)

Hemalurgy is the practice of stabbing someone with a spike of metal, killing them, and imbuing the spike with a piece of the dead person's soul, and stabbing that spike back into a recipient, essentially stapling the piece of the dead person's soul onto the recipient's. **Knowledge (Hemalurgy)** covers the knowledge of what type of metal the spike is, where the spike must be stabbed into the donor to steal what attribute, and where the imbued spike must be placed into the recipient.

ERA 1 SKILLS

In addition to the base skills, Melee (Heavy, Melee (Light), Ranged, Riding, are used in era 1 settings. As mentioned in the sidebar, Knowledge (Feruchemy) and Knowledge (Hemalurgy) are highly suppressed, and checks concerning them should be made more difficult because of that.

SETTING SKILLS

Due to the different eras of Mistborn, the skills used in the setting will change from era to era. These skills will be used regardless of era: Athletics, Brawl, Charm, Coercion, Cool, Coordination, Deception, Discipline, Leadership, Mechanics, Medicine, Negotiation, Perception, Resilience, Skulduggery, Stealth, Streetwise, Survival, and Vigilance.

Knowledge (Allomancy) should be used in all settings. Knowledge that Feruchemy even existed was severely suppressed in era 1, so knowledge of its mechanics should only be available to characters who have a specific reason that they would know of it, such as being a Feruchemist themselves. Knowledge of Hemalurgy was largely suppressed during era 1 as well (though not near to the extent that Feruchemy was). It is extremely unlikely that any character would possess knowledge of the specifics of Hemalurgy unless they were an obligator, or had some other excuse for having that knowledge in their backstory.

ERA 2 SKILLS

In addition to the base skills, Driving, Melee, Operating, Ranged (Heavy), Ranged (Light), and Riding are used in era 2 settings. Knowledge of Feruchemy and Hemalurgy are now public record. In the rare event that a PC would pilot one of the new-fangled flying machines, use the Driving skill.

ERA 3 SKILLS

In addition to the base skills, Computers (Hacking), Computers (Sysops), Driving, Melee, Operating, Piloting, Ranged (Heavy), and Ranged (Light) are used in era 3 settings. Due to the lack of source material written about era 3, these skills are guesses based on time period. If you imagine the 1980s-esque time period of era 3 with different skills, your group may discuss what changes should be made. Era 3 is about a hacker/computer geek, which lends itself toward the optional "Hacking" rules listed in the CRB. The Computers skill has been separated accordingly.

ERA 4 SKILLS

In addition to the base skills, Astrocartography/Astrogation, Computers, Driving, Melee, Operate, Piloting, Ranged (Heavy), and Ranged (Light) are used in era 4 settings. Due to the lack of source material written about era 4, these skills are guesses based on time period. If you imagine the space opera theme of era 4 with different skills, your group may discuss what changes should be made.

MAGIC SKILLS?

Despite being a Fantasy world, no magic skills are used in any Mistborn setting. Magic in Mistborn does not concern skill, it is as easy as flipping a lightswitch. Unless your GM is particularly cruel, no checks are needed to flip a lightswitch. Likewise, no checks are needed to use magical abilities (with the exception of ordinary skill usages, such as coordination checks while balancing on a SteelPush (see page XX).

ARCHETYPES

The Archetype options for era 1 differ significantly from those of the other eras. The era 1 Archetypes are separated into Skaa Archetypes and Noble Archetypes. The individual Archetypes are based on background, like a City Skaa who works tirelessly in the city, not directly under a specific Noble House, or the Lesser Noble, a Noble who owns plantations outside of Luthadel, typically less connected to the politics of the Great Houses. The Archetypes designed for eras 2-4 are far more generalized (as people were no longer separated by genetic and class distinctions).

ERA 1 ARCHETYPES

SKAA

Skaa are the lower class in the Final Empire. They were genetically modified by the Lord Ruler to make the perfect slaves. They reproduce more frequently, can endure harsher physical treatment, and are weaker in will.

No Skaa are ever Allomancers or Feruchemists unless they have Noble or Terrisman blood in their ancestry (and those who do the Lord Ruler ruthlessly hunts down and kills).

The Skaa are constantly suppressed, treated terribly, and constantly abused by the Nobles. Most Skaa are plantation Skaa, working in terrible labor conditions on farms owned by lesser nobles. A large number of Skaa live in Luthadel City as well, working in factories and slums, on petty thieving crews, or in brothels. An even smaller faction of City Skaa are in fact craftsmen, not slaves. They are still viewed as lesser than Nobles, but they live much better lives than the vast majority of Skaa.

CHARACTER BACKGROUNDS AND ARCHETYPES

Some players may find it overly restrictive when their Archetype determines the direction of their backstory. These players are encouraged (provided they have their GM's permission) to instead use one of the more generalized Archetypes designed for eras 2-4 (see page XX).

PLANTATION SKAA

Plantation Skaa have endured the worst of Noblemen's displeasure, usually at the end of a whip. They lived through it, and it has made them stronger. If they ever manage to gather the will to fight back, they will be a threat to behold.



Wound Threshold: 12+Brawn

Strain Threshold: 8+Willpower

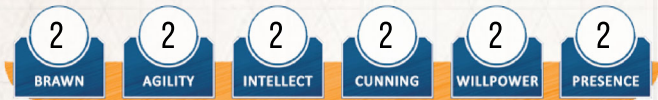
Starting XP: 100

Special Abilities: Plantation Skaa start with one rank in Resilience and one rank in Athletics.

Suffer Through the Pain: Once per session when this character suffers wounds, you may spend a Story Point to convert any number of those wounds to half that number of strain (rounding up)

CITY SKAA

City Skaa work in the horrendous environment of Luthadel. Those that survive don't suffer accidents while working die of exhaustion or the deadly environment. They are beaten down and oppressed. Many are forced into a life of professional thievery, whoring, or other unsavory jobs.



Wound Threshold: 10+Brawn

Strain Threshold: 9+Willpower

Starting XP: 115

Special Abilities: City Skaa start with one rank in Resilience.

Face in the Crowd: Characters add ■ ■ to checks made to recognize a City Skaa in a crowd.

SKAA CRAFTSMAN

Skaa Craftsman are masters of their trade. They cater to other wealthier Skaa, as well as Nobles. While Skaa Craftsman are clearly lower class citizens, they know how to deal with Nobles; they know just how much boot licking mixed with backbone is required in a negotiation with a Noble to get the best price for their services.



Wound Threshold: 10+Brawn

Strain Threshold: 9+Willpower

Starting XP: 105

Special Abilities: Skaa Craftsman start with one rank in Negotiation and one rank in any one career skill.

Regular Customers: Add ■ to Negotiation and Charm checks against those of higher social status.

NOBLES

The Nobles were the early supporters of the Lord Ruler. The Lord Ruler keeps them off balance, constantly fighting each other for economic and political supremacy. Many of the Nobles live in plantations far from Luthadel. They farm their plantations using brutally enforced Skaa labor produce food and materials for Luthadel City.

Nobles and their descendants may be Allomancers. Skaa are only capable of being Allomancers if they have Noble blood in their past 5 generations. The Lord Ruler works to avoid any Skaa Allomancers. Skaa whores are to be killed after sleeping with Nobles, and the few Skaa/Noble hybrids that exist are constantly hunted by the Lord Ruler and his inquisitors.

Player Character Nobles may also include highly valued servants of Nobles or trusted Skaa managers for Nobles, if an actual Noble character not fit the party's dynamic.

PLANTATION NOBLE

Most Nobles aren't members of any of the politically powerful and economically gargantuan Great Houses. Most lesser Nobles live on their own estates outside of Luthadel. They often have great ambitions, but few actually achieve them.

Plantation Nobles are often petty and vengeful, as they chafe under their lowly status, and take it out on those below them.



Wound Threshold: 10+Brawn

Strain Threshold: 11+Willpower

Starting XP: 100

Special Abilities: Plantation Nobles start with one rank in Coercion.

Stubborn: Add ■ to all social skill checks targeting them.

TERRISMAN PLAYER CHARACTERS

Some Players may wish to play Terrisman characters in era 1. With their GM's permission, they may use any of the Noble archetypes (under the heading of a Noble's valued servant, as described above), or the Half Skaa archetype (with the other half being Terrisman, instead of Noble blood).

Terrisman are feared by the Lord Ruler. He carefully controls their breeding, castrating the males, and enforcing breeding restrictions on the females. The males are given to Nobles as servants. They are indoctrinated from birth to serve under others, and they fall into this role easily, even if they are able to leave Noble society and find themselves in a atmosphere of equality.

ELITE SOCIALITE

In Luthadel Noble society, one will be eaten alive if they aren't able to navigate the social climate with ease. Nobles are the embodiment of manners etiquette, as they play the "Great Game." Most Elite Socialites are members of Great Houses, their staff, or work closely with them.



Wound Threshold: 8+Brawn

Strain Threshold: 10+Willpower

Starting XP: 105

Special Abilities: Elite Socialites start with one rank in Cool.

Keen Observation: Elite Socialites may spend Δ to learn the Strength or Flaw of another character in a social encounter (instead of $\Delta\Delta$).

THE SCHEMER

Whether plotting ways to topple the other Great Houses or ensuring their own house's survival, the The Schemer is always planning something. They prepare for every contingency. The Great Houses with the best Schemers tend to outperform and outmaneuver their rivals, rising to the top in sheer political power.



Wound Threshold: 9+Brawn

Strain Threshold: 10+Willpower

Starting XP: 105

Special Abilities: The Schemers start with one rank in Vigilance.

All Part of the Plan: Twice per session, may introduce a fact into the narrative as if you had spent a Story Point, without spending a Story Point.

HALF SKAA

By the Lord Ruler's decree, any Noble who beds with a Skaa must have her killed afterward. No half-Skaa/half-Noble's should exist, and those that do are ruthlessly hunted down. However, sometimes the Nobles make mistakes, a whore gets away with her life, and a half-Skaa is born. A few of those half-Skaa end up with Allomantic powers, which can only be obtained through a Noble lineage. Though it is much rarer, a half Skaa may actually be born of a Terrisman father, and *may* be capable of Feruchemy. Due to the castration of all Terrisman males by the Lord Ruler, this is unlikely, and you will need your GM's approval.

HALF SKAA (HALF NOBLE)



Wound Threshold: 10+Brawn

Strain Threshold: 10+Willpower

Starting XP: 110

Special Abilities: Half Skaa start with one rank in two non-career skills.

Half Skaa may be Allomancers, unlike other Skaa. A variant of Half Skaa may also be Feruchemists (with your GM's approval), by being half-Terrisman, instead of half Noble (see the sidebar on the previous page).

CAREERS

Careers will be added. For playtesting purposes, until careers are added, use any careers (within reason) in the CRB. Additionally, a Player can (with their GM's permission) make their own career. The Player picks 5 career skills and their GM picks the other 3. This keeps the careers somewhat balanced.

TALENTS

Talents haven't been added yet. They will be added. Until then, use the talents in the CRB (within reason, with your GM's permission) for playtesting purposes.

ALLOMANCY

Allomancy is the most well known magic type on Scadrial. Like Feruchemy, Allomancy is genetic. In order to be an Allomancer, someone within the past 5 generations needs to be an Allomancer. Allomancy isn't a sure thing, as only one in a hundred Nobles are Allomancers in Era 1 (and one in a thousand people in Era 2 and beyond).

An Allomancer either has a single Allomantic power (known as Mistings) or possesses all of them (known as Mistborn). Player characters may not be Mistborn, due to the over-powered nature of Mistborn.

Allomancy draws power from metal, consuming the metal in the process. An Allomancer may ingest metals which gives them a reserve of power inside them, which may be "burned" in order to use their powers. The type of metal determines what power is performed. A Misting may only burn a single type of metal, performing whatever power that type of metal does, while a Mistborn may burn any type of Allomantic metal.

Most attempts to create an RPG magic system with Allomancy use a charge based system, using incremental amounts of the Allomancer's metal reserves, such as @Johan_Marek_Phoenix_Knight's Allomancy rules found on the FFG community forums here:

<https://community.fantasyflightgames.com/topic/285571-cosmere-genesys-mistborn/>

This method requires a significant amount of bookkeeping and, in my opinion, detracts from the narrative nature of Genesys.

WHAT ABOUT THE GENESYS MAGIC SYSTEM?

Allomancy does not use the magic rules found in the Genesys CRB. Allomancy, while technically "magic," doesn't act like "magic" does in other universes. Allomancy is subject to the laws of physics, is explicitly defined, and doesn't fit the feel of the Genesys magic system. Furthermore, Allomancy isn't governed by skills. No Allomantic action has a difficulty, in the same way that no GM (hopefully) would force you to roll in order to flip a light switch.

In Genesys Mistborn, Allomantic powers work similarly to weapons. Rather than track the amount of metal you have left, it is assumed that the Allomancer has a metal reserve, unless he generates a ☒, which causes him to run out of his "ammo" of metal reserves. Likewise, some faster burning metals (namely pewter) can run out through spending a number of ☒ instead of a ☒.

Not all metals can be used in Allomancy. There are eight basic metals and eight alloys of those metals. The base metals are iron, tin, zinc, copper, aluminum, chromium, gold, and cadmium. The eight alloys are steel, pewter, brass, bronze, duralumin, nicrosil, electrum, and bendalloy. Other metals (such as silver) are Allomantically inert, as they can't be burned, nor do anything. In order to be burnable, an Allomantic base metal must be pure, and each alloy has a specific metal percentage which it must conform. Slight deviations from these metal percentages and purities will give the burner headaches and make them sick and major deviations might even kill the burner.

An Allomancer may "flare" a burning metal in an attempt to coax more power out of it. For some metals, this does relatively little, as is the case with aluminum, while for others it makes paramount difference, as with tin.

Allomancy does not manifest itself until the Allomancer has undergone a sufficiently traumatizing experience, which is known as snapping. Before an Allomancer has snapped, their powers lay dormant, and there is no evidence that they are different from normal humans until snapping occurs.

When Sazed became Harmony, he changed the snapping process so that it no longer required such a traumatic experience to awaken an Allomancer's abilities. Therefore, it is highly unlikely for any Era-2+ character to remain unsnapped. Furthermore, in Era 1, nobles were severely beaten at an early age in order to awaken any powers which lay within them and engage the snapping process manually.



OTHER RESOURCES

RPG SESSIONS

RPG Sessions (<https://rpgsessions.com>) is a free web-based Genesys RPG tool. It features a dice roller, discord bot, character sheets, and game table. Its rapidly expanding features include the ability to link character sheets with a "game table" which allows you to roll skills directly, rather than having to check the character sheet then input a list of dice.

I strongly suggest using RPG Sessions for your online games, as well as your in-person ones.

Here is a clonable RPG Sessions character sheet template for Era 1 Mistborn characters.

<https://app.rpgsessions.com/char/ffg-gen/player/5fa5eb30010c2c00117caeb6>

WHERE CAN THIS PDF BE FOUND?

You can find this pdf on github here:

<https://github.com/Craftidore/Mistborn-Genesys-Setting>.

If you have questions about the setting, want to see the latest updates, or have feedback, please go to the FFG community forums here:

<https://community.fantasyflightgames.com/topic/312335-genesys-mistborn/>.

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