

# GENESYS: MISTBORN

An unofficial Genesys Supplement

## WHAT IS MISTBORN?

**M**istborn 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 craftsman, 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

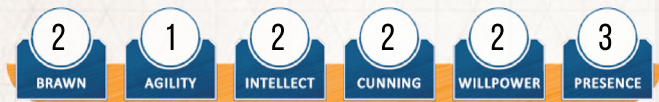
Some Players may wish to play Terrisman characters in era 1. With their GM's permission, they may use any of the Noble archetypes (under the heading of a Noble's valued servant, as described above), or the Half Skaa archetype (with the other half being Terrisman, instead of Noble blood).

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

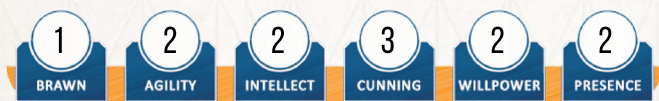
**Starting XP:** 105

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

**Keen Observation:** Elite Socialites may spend **A** to learn the Strength or Flaw of another character in a social encounter (instead of **AA**).

## CONNIVING SCHEMER

Whether plotting ways to topple the other Great Houses or ensuring their own house's survival, the Conniving Schemer is always planning something. They prepare for every contingency. The Great Houses with the best Conniving 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:** Conniving 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.

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# 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/>.

There are 3 types of magic in the Mistborn universe. The first is called Allomancy. An Allomancer has the ability to burn ingested metals, which give him power, based on the type of metal being burned. The second is called Feruchemy. A Feruchemist has the ability to place power inside of any metal he is touching, and may draw the power out of the metal at a later time. Lastly is Hemalurgy. If a Allomancer or Feruchemist is killed by something metal, their powers may be transferred into the metal object. If that metal object pierced another person, that person would then gain the powers of the person killed by the object. Allomancy is a hereditary trait (though is not based on DNA). An Allomancer must have an Allomancer somewhere in the last 5 generations. There are 16 different metals which can be burned by an Allomancer. The vast majority of Allomancers can only burn a single metal. These are called Mistings. A select few Allomancers are able to burn all the metals. These are called Mistborn. An Allomancer can either burn one metal, or all of them; there is no in-between. The type of metal determines what power is used. For example, an Allomancer burning Pewter is stronger, has better balance, and hits harder. Feruchemy is also hereditary. Like Allomancy, it uses metals. Unlike Allomancy, the metals are not used up in the use of Feruchemy. Instead, the power comes from the Feruchemist themselves. A Feruchemist may, while touching metal, store an attribute in that metal, lessening that attribute while storing it. They may tap the attribute from the metal, increasing the attribute. The attribute stored depends on the type of metal.

Last is Hemalurgy. When an Allomancer or Feruchemist is killed by a spike of metal, their powers can be transferred into that spike. If that spike of metal is then stabbed into another person, the powers it is imbued with are transferred into that person. The power stolen is determined based on where the spike pierces the Allomancer or Feruchemist. If a spike is stabbed into a bind point for iron Allomantic power, if the Allomancer is a Lurcher (the term for an iron Misting) or a Mistborn, the spike would be imbued with iron Allomantic power, and may be transferred into another person. The longer an imbued spike is left out of a person's body, the more the power it is imbued with is diminished. This process can be slowed by immersing a spike in blood. Most intentional Hemalurgy is performed by driving a spike through the Allomancer or Feruchemist directly into the recipient, in order to lose the least power. A Hemalurgic spike will not injure the person it pierces, even if it would kill them if it were a normal spike, even if the spike pierces the brain or heart.



# WELCOME TO YOUR NEXT CAMPAIGN BINDER!

## OVERVIEW ON CREATING

GMBinder uses markdown for its primary content. To learn about Markdown and its supporting syntax, [check this out](#)

In addition, GM Binder allows for HTML content within your document. However, "User Beware" warnings apply. Especially now in this early stage. Using HTML for things like images and links is pretty safe. However, structured HTML like divs, tables, etc, may have undesired consequences.

## GMBINDER SPECIFIC

### PAGE BREAKS

- Using `\pagebreak` will result in a page break. Or press `Ctrl+;` or `Cnd+;` to insert this.
- Using `\pagebreakNum` will result in a page break with page number. Or press `Ctrl+'` or `Cnd+'` to insert this.

### LINKS

- Internal Links - Press `Ctrl+Space` to get a list of all of your document's headers. Press tab on one to insert the link into your document. ie: [Welcome to your next campaign binder!](#)
- External Links - Using the standard markdown link syntax with an external URL will result in a link that opens a new tab. ie: [Staff of Darkening](#)
- If you would like the actual URL to show in your external link, a simple solution is to simply wrap it with `<` and `>`. ie: <https://www.gmbinder.com>

### TABLE OF CONTENTS

In the menu above, you'll see a Table of Contents for your document.

### IMAGES

There are a couple ways you can place images. If you would like something positioned like you see on this page, you will need to provide the appropriate styles to do so. For example:

```
<img src='https://www.gmbinder.com/assets/img/books...' style='position:absolute;bottom:45px;right:30px;width:380px;mix-blend-mode:multiply;' />
```

If you would like to place an image in-line within your content, simply providing an image tag with an external URL will be sufficient. Do be aware that your images should be sized appropriately for the content.



## BASIC EDITOR SHORTCUTS