

# 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 on 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 "steampunk" 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

## 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, Divine, 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.

# 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 )

## 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.

## 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).

### 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:** 12+Brawn

**Strain Threshold:** 8+Willpower

**Starting XP:** 110

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

## 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.

Skaa Craftsman may be played in era 1.




**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.

## HALF SKAA (HALF NOBLE)

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 may be played in era 1.



**Wound Threshold:** 10+Brawn

**Strain Threshold:** 10+Willpower

**Starting XP:** 105

**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 Feruchemist (with your GM's approval), by being half-Terrisman, instead of half Noble.