

# Mistborn: The Metallic Arts

## Basic Metals

Metal	Allomantic ability	Feruchemical ability	Hemalurgic ability
Iron	Pulls on Nearby Sources of Metal	Stores Physical Weight	Steals Strength
Steel	Pushes on Nearby Sources of Metal	Stores Physical Speed	Steals Physical Allomancy
Tin	Increases Senses	Stores Senses	Steals Senses
Pewter	Increases Physical Abilities	Stores Physical Strength	Steals Physical Feruchemy
Zinc	Riots (Enflames) Emotions	Stores Mental Speed	Steals Emotional Fortitude
Brass	Soothes (Dampens) Emotions	Stores Warmth	Steals Cognitive Feruchemy
Copper	Hides Allomantic Pulses	Stores Memories	Steals Mental Fortitude, Memory, and Intelligence
Bronze	Allows One to Hear Allomantic Pulses	Stores Wakefulness	Steals Mental Allomancy

## Higher Metals

Metal	Allomantic ability	Feruchemical ability	Hemalurgic ability
Cadmium	Slows Down Time	Stores Breath	Steals Temporal Allomancy
Bendalloy	Speeds Up Time	Stores Energy	Steals Spiritual Feruchemy
Gold	Reveals Your Alternate Past Self	Stores Health	Steals Hybrid Feruchemy
Electrum	Reveals Your Own Future	Stores Determination	Steals Enhancement Allomancy
Chromium	Wipes Allomantic Reserves of Target	Stores Fortune	Might steal destiny
Nicrosil	Enhances Allomantic Burn of Target	Stores Investiture	Steals Investiture
Aluminum	Wipes Internal Allomantic Reserves	Stores Identity	Removes all powers
Duralumin	Quickly Burns any Burning Metals in Powerful Burst	Stores Connection	Steals Connection and Identity

from The Coppermind