



mistborn

ROLEPLAYING IN THE FINAL EMPIRE



Based on the Novel Series by

BRANDON SANDERSON



www.crafty-games.com

Imagine a world, much like our own a few hundred years ago — a world of men, of cobblestone roads and horse drawn carriages, of majestic manor houses and sprawling plantations and massive cities packed with soldiers and citizens, beggars and noblemen, artisans and thieves.

But then imagine something has gone direly amiss. Thick black clouds blot out the sun, belched by titanic volcanoes that dot the horizon. Rather than rain, ash falls from the sky, always, every day... It stains the buildings, chokes the rivers, and blankets the land like a sea of stained snow. Imagine there are no flowers, no green grass or leafy trees — only stunted brown undergrowth struggling to reach the meager light of a dim red sky.

Imagine that at night, roiling clouds of impenetrable mist materialize to swirl and dance in the streets, shrouding the stars and shrouding mortal danger for those foolish enough to venture out into the dark. Mindless mistwraiths — horrific beings that devour the dead to make of them a mockery of life — hunt intrepid wanderers, while savage gangs of bandits and rebels plunder baggage trains and passersby for what little they carry.

Imagine a society so repressive that police and priest, state and church are one, and that your ruler is not just a man but a *god* who sees, knows, and controls all. Imagine his grip on the land's culture is so strong that he can stifle the march of technology, halt integration of the classes, and rule unopposed for a thousand years. Imagine that innovation, evolution, and ingenuity are replaced by duty, devotion, and above all, fealty.

Imagine a world where wealth is not measured in gold, or connections, or status, but in secrets — where everyone and everything conceals something else. Imagine those secrets are valuable not for the information they offer, but the power they wield — that they can become weapons to destroy, shields to protect, and treasure so coveted that others would kill to see them buried forever.

Imagine a power hidden in a select few can use metal to perform wondrous magic, letting them soar through the air, perform superhuman feats of strength and speed, and manipulate emotions. Then imagine being hunted for those powers, by creatures so brutal, so relentless that they'll stop at nothing to tear your very soul from your body.

Imagine living in such a world — and choosing to *fight against it*. You fight to shrug off the bonds of oppression, fear, and entropy that poison the land and divide the people. You fight opposition with all the power, all the money, and God himself on their side, and still you don't surrender. You fight to change the world, because if you can't change it, it's not worth saving.

This is the world of Mistborn.

BRANDON SANDERSON'S MISTBORN

The *Mistborn Adventure Game* is based on the best-selling series of epic fantasy novels by Brandon Sanderson, author of the final volumes of *The Wheel of Time*. The first volume of the original trilogy was released in 2006 and tells the story of Vin, a young skaa urchin with the incredible powers of a Mistborn, someone who can consume and “burn” metal to gain amazing magical abilities. Vin and her friends vow to take on the seemingly divine Lord Ruler and are swept up in a series of events that reshape the entire world. But that's just the beginning, as a whole new story is set to unfold in November 2011 with the release of the fourth Mistborn novel, *Alloy of Law*.

THE MISTBORN ADVENTURE GAME

The *Mistborn Adventure Game* centers on a Crew of rebels operating between the classes and among the shadows of Scadrial, the world featured in the *Mistborn* novels. These brave or foolhardy men and women may be former slave skaa, disenfranchised nobility, or travelers from the far-off Terris mountains. They may wield magic or have the clout to summon armies, stymie lords, or rouse the masses. They're brought together by a common cause that drives them, every day, to change the world.

This is what makes them Heroes.

THE STUFF OF HEROES

Heroes are created as the game is played: through casual conversation. Players answer a series of questions about their Crew and their Hero, and in most cases their answers become part of their character. Beyond a personal history, here's what makes up a Hero:

ATTRIBUTES (each ranging from 2 to 6 traditional six-sided dice)

Physique: Physical fitness and speed, including strength, agility, and endurance

Charm: Natural charisma and social skills, including appearance and ability to lead

Wits: Intelligence and insight, from wisdom to raw knowledge to resourcefulness

STANDINGS (each ranging from 2 to 10 traditional six-sided dice)

Resources: Wealth, privilege, and financial might

Influence: Political power, contacts, and ability to call in favors

Spirit: Fate, connection to the metaphysical, and ability to survive against the odds

TRAITS (each granting a bonus die with applicable rolls)

These are player-defined characteristics like Drive, Profession, Specialty, Feature, and Personality. They can also cover skills, knacks, quirks, relationships, and more.

POWERS (each with a rating used as dice, or determining its effects)

A few Heroes also have superhuman or metaphysical abilities, which can include:

Allomancy: Mistborn and Mistings can consume and burn metals for various effects.

Feruchemy: Feruchemists can store physical, mental, and emotional aspects of their being within "metalminds," and then tap them for dramatic boosts to the same aspects.

Hemalurgy: Certain characters drive metallic spikes used to slay Allomancers and Feruchemists into their bodies, gaining great power but also sometimes hearing voices, hallucinating, and even losing control of their actions.

Mimicry: Kandra can mimic the forms of those whose bones they consume.

Stunts can be learned for many Powers, enhancing them for a wide range of uses.

SAMPLE CHARACTERS

Four ready-to-play characters are provided on the last two pages of this Primer. These characters do not include certain rules from the full game, such as Destiny and Tragedy.

PLAYING THE GAME

The *Mistborn Adventure Game* focuses on character-oriented roleplay, with dice rolls reserved for risky maneuvers with high stakes. Even when danger's afoot and the bones come out, story remains the very heart of the action.

All rolls are made with a pool of 2 to 10 traditional six-sided dice. The Narrator chooses one Attribute, Standing, or a Power rating that most fits your action, and you...

...add 1 die for each Trait that applies.

...add 1 die if you have a helpful item, or subtract 1 die if you're missing a critical one.

...add 1 die for favorable conditions, or subtract 1 die for adverse conditions.

Again, you can only roll 2 to 10 dice. Each die above 10 grants a bonus Nudge, and each die below 2 worsens your Outcome by 1 (keep reading).

The Narrator assigns a **Difficulty** of 1 (simple) to 5 (near impossible) and you roll, immediately putting any 6's aside. If the numbers on two or more of your dice match, the highest number shown on any matching set is your **Result**.

- **If your Result equals or beats the Difficulty, the roll (and action) succeeds.**
- Otherwise, your roll (and the action) fails.

Optional: Subtract the Difficulty from your Result to obtain your **Outcome**, which may be positive or negative and defines how *well* you succeeded (positive) of how *badly* you failed (negative). The Narrator describes all Outcomes.

Contests: Sometimes an action is resisted by another character (in a chase, or during an arm wrestling match). In these cases, the highest numbered set wins (with ties broken by the highest number of Nudges, or continuing as a stalemate if Nudges are also tied).

COMPLICATIONS & NUDGES

For each point of negative Outcome, your Hero suffers a **Complication** (a Narrator-defined setback or problem). If your Outcome is -3 or worse, the Narrator may alternately apply a single Complication to your Hero and all Crewmates and allies in the area.

Each 6 you roll is a **Nudge** and may be used to barter with the Narrator to "nudge" your success (e.g. boost a jump's distance by a few feet per Nudge). If you roll 3 or more Nudges, you can forego bartering to instead "catch a Beat" (gain an action).

CONFLICTS

When characters fight (physically, socially, or mentally), they declare actions from lowest Wits to highest, gaining **Action Dice** as they go. Turns go from most Action Dice to least. When it's your turn, you may roll 2 or more dice to act, and any leftover dice become your **Defense Dice**. Your target may defend by rolling 2 or more Action or Defense Dice, and if his or her roll succeeds you must also beat the Result to inflict damage.

If you attack *and* succeed (scoring a match and beating any opposing Defense roll), one of the target's Resiliences (Health, Reputation, or Willpower) drops by 1 + any from gear + 1 per Nudge you apply. **When any Resilience drops to 0, the target is incapacitated** (unconscious at 0 Health, disgraced at 0 Reputation, or devastated at 0 Willpower).

BECK, FIXER & CREW LEADER

You're a merchant skaa, a go-between for nobles needing to hire laborers, with enough money for a nice suit, a fine hat, and a decent reputation. Though you'll never be a noble, you know how they think, what they want, and how they look down on you. Your parents trusted in the nobility but still died penniless, and you won't make the same mistake. You've secretly thrown in with thieves to ensure a better future for yourself and your children. You've worked too hard to let the whims of the nobility determine your fate.

Attributes: Physique 3, Charm 4, Wits 4

Standing: Resources 4, Influence 6, Spirit 3

Resilience: Health 7, Reputation 10, Willpower 7

Traits: Safeguard my family's future (Drive), Fixer (Profession), Well-connected (Specialty), Portly (Feature), Determined (Personality), Known as "upright citizen," Father figure to my Crew

Equipment: Dueling cane (+2 damage in melee combat), Horse & carriage, Pocketwatch



SAYNA, CONWOMAN & RIOTER

Your mother always said you and your little brother Sev have noble blood — maybe that's why you're both gifted with the Allomantic ability to alter people's emotions. Deep down though, you're a skaa who's very good at pretending you're not. You pass the time living as Lady Sabelle, daughter of a minor house from a distant city. It's a persona that creates inroads even Beck can't muster — and when it comes time to take down a mark, there's no better advantage.



Attributes: Physique 2, Charm 4 [5], Wits 3

Standing: Resources 3, Influence 4, Spirit 6

Resilience: Health 5, Reputation 8 [9], Willpower 9

Powers (Allomancy): Zinc 5. When burning Zinc, you may enflame the emotions of someone nearby. The Difficulty is based on how strongly they already feel the emotion you want to Riot (Difficulty 1 for strong emotions, Difficulty 5 for very faint ones). With success, add 1 die per point of positive Outcome to Charm and Influence Contests against that person for 1 hour.

Tug Emotion: When burning Zinc, your Charm and Reputation increase by 1 each, as noted in [brackets].

Zinc burns 20 minutes per charge.

Traits: Escape the life of a skaa (Drive), Conwoman (Profession), Disarming innuendo (Specialty), Noble bearing (Feature), Confident (Personality)

Equipment: Formal clothing, 2 Misting vials (each containing 3 charges of Zinc)



SEV, SOOTHER THIEF

Beggar, conman, drunkard, genius: you're many things but you're no fool. You've spent your life protecting your sister Sayna from the dangers of her ambitions — easily a full-time job — and it's made you cautious and sharpened your wit to a razor's edge. You prefer to leave others to the dangerous work and use your Allomantic gift to Soothe dangerous emotions as a way to keep your marks off-guard.

Attributes: Physique 4, Charm 3, Wits 6

Standing: Resources 2, Influence 4, Spirit 3

Resilience: Health 6, Reputation 7, Willpower 9

Powers (Allomancy): Brass 5. When burning Brass, you may suppress one or more emotions in someone nearby. The Difficulty is based on how strongly they feel the emotion you want to Soothe (Difficulty 1 is for faint emotions, Difficulty 5 for very strong ones). If you succeed, add 1 die per point of positive Outcome to Charm and Influence Contests against that person for 1 hour. Brass burns 20 minutes per charge.

Traits: Make the most of every opportunity (Drive), Thief (Profession), Always has a plan (Specialty), Witty repartee (Feature), Cautious (Personality)

Equipment: Steel dagger (+1 damage in melee combat; may be thrown), Misting vial (containing 3 charges of Brass)

THORROW, THUG BODYGUARD

You were raised in the skaa slums of Luthadel, and have a profitable knack for violence. You've spent your life within spear's reach of the nobility, always on the lookout for that day when you can strike a blow for the common skaa and show "your betters" that you're not afraid of them. Until then, you quietly aid your thieving crew as they chip away at the gilded walls of the Final Empire.

Attributes: Physique 6 [11], Charm 3, Wits 4

Standing: Resources 3, Influence 2, Spirit 4

Resilience: Health 9 [14], Reputation 5, Willpower 8

Powers (Allomancy): Pewter 5. When burning Pewter, your Physique and Health increase by 5 each to the [bracketed] values.

Denser Tissues: You take 1 less damage from physical attacks while burning Pewter.

Pewter burns 20 minutes per charge.

Traits: Make the nobility suffer (Drive), Bodyguard (Profession), Spear fighter (Specialty), Heavily scarred (Feature), Determined (Personality)

Equipment: Spear (+2 damage in melee combat; may be thrown), 2 Misting vials (each containing 3 charges of Pewter)

