



COSMERE RPG *BETA v0.3*

The Cosmere is filled with daring heroes, vile villains, and the greatest magic intrinsically interwoven in the lives of those who live there. Each world imbued with its own magic, its own unlikely heroes, its own destiny. This system is a base system designed to fit into most of those worlds, with add-ons for the magic-systems and unique materials, flora, and fauna of specific worlds.

Here is some dry background and basic roleplaying concepts. If you'd like to skip directly to rules, hop on down to the next chapter ;)

BACKGROUND

This system is created to live epic (and not so epic) moments, adventures, and tales in the many worlds of the Cosmere.

I love the books by Brandon Sanderson. Their wonderful characters, creative fast-paced action, unique and imaginative worlds, and the way it all clicks together in a wonderful avalanche at the end of stories.

I also love playing tabletop roleplaying games. Gathering with your friends (or strangers) to share a story together. The wonderful adventures created by the game masters and the boundless imaginative chaos concocted by players.

This is my attempt at making a game capable of translating as much as possible of the Cosmere experience to a tabletop roleplaying game, trying to keep the style intact while making something which can emulate as many of the Cosmere worlds as possible.

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THE ROLEPLAYING GAME

There are many paradigms in tabletop roleplaying games. I designed this with the Traditional paradigm in mind: a Game Master (GM) prepares an adventure he or she thinks will be entertaining, with action, roleplaying, and story which he or

she runs for the players. The players, in turn, engage with this adventure through their characters. Then, the GM's story bends or breaks when in contact with the players, but whatever the case it evolves into something greater through the shared experience.

The system is light-weight and adaptable enough that it can work with most paradigms though, I think.

There are, however, some concepts we might have to keep consistent:

THE SCENE

A "scene" is analogous to a movie-scene. A tense conversation, a montage of cuts traveling through landscapes, a stand-down turned into a fight, for example. The Cosmere RPG uses scenes to track how resources change over time. As a GM, it might be helpful to practice "cutting" scenes by imagining you are somewhat of a movie director. A movie director who works with amazing lead actors he has no control over.

BASICS OF THE SYSTEM

This chapter describes the basic building blocks for how to play Cosmere RPG.

DIE SYSTEM

Whenever a character aims to accomplish something difficult or dramatic, the character's player rolls dice to determine whether the actions succeeds or not. It is recommended to only roll when the consequences of **both** success and failure are interesting or when the action is a difficult one.

The Cosmere RPG uses a die pool system consisting of six-sided (d6) dice. Ideally, you want three (or four) different colors of d6 to represent the sources of the dice.

When you attempt a task, you first need a tool to make the task possible. You could slap someone with the tool "your own hand", for instance. Then, you will **gather a pool of d6** by adding d6 equal to your **Attribute** most suited to the task plus the appropriate **Skill**, with possibly additional d6 depending on the quality of the **Tool** used to perform the task. Keep track of the source of the dice (Attribute, Skill, or Tool), preferably by having different colors for them.

Roll the pool. If you roll a 6, the task is considered a success. For every 6 rolled beyond the first, the degree of success will improve greatly. When rolling to notice things, each success beyond the first might allow you to notice an additional interesting thing, for instance.

For particularly difficult tasks, the game master (GM) might require you to **remove a number of dice from your pool before rolling**, in which case you only remove Skill dice. If you would remove more dice than there are Skill dice in the roll, for every additional die, introduce a "negative" die instead. Every 6 or 1 on a negative die cancels out a 6 on another die, which might turn a success into a failure. Although it is nice to have access to a fourth color of die for negative dice, you can use the same color as for Skill dice since they can never be in the same roll.

PUSHING THE ROLL

After having rolled the dice, you may choose to push yourself by rerolling all dice in the pool not already showing 1 or 6. Negative dice need not be rerolled.

After having pushed a roll, every 1 rolled will impart some form of consequence:

- **Attribute:** For each 1 rolled on a die from an Attribute, you **suffer 1 damage** to the associated health-pool.
- **Skill:** 1's rolled on dice from Skill have **no ill consequence!**
- **Tool:** Every 1 rolled on a Tool die will **negatively affect the quality of the tool**, most often by decreasing its quality by 1. Items used in a physical manner might break when they reach 0 quality.
- **Negative:** These dice are already bad enough, and no new penalty is applied.

TOOLS

For each roll, you must have a Tool, an approach, which makes the task possible. To attack someone at a distance, for instance, you need to be able to throw or shoot something all the way there.

Each Tool has a quality, which is how many dice it contributes when using it. Sometimes, when a Tool which normally has at least +1 quality no longer has no quality dice left, the Tool is rendered useless until repaired. Perhaps you snapped your sword with that heavy blow, for instance. The GM decides when this happens, but you can avoid such a consequence by suffering a Wit Damage (we'll cover this later).

A common Tool for many a task would be "my own hands" or "my own mind". Such innate Tools have a quality of 0 but can be used for many things.

Some Tools may be less than ideally suited for some tasks, in which case the GM may count its quality as less than its full number for the purpose of adding dice. A fine axe might be quality +2 for wood-cutting, but only +1 for people-cutting, for instance.

BONUSES AND PENALTIES

Whenever you gain a bonus or penalty to a roll, you do so in the form of Skill dice unless otherwise specified. Negative dice can be introduced from penalties just as from setting the difficulty of a roll.

Helping another character with an action grants a bonus of +1 if it makes sense and can grant higher bonuses if Wit is spent.

OPPOSED ROLLS

Sometimes, characters directly oppose each other, such as when one character strikes another who attempts to dodge.

In such a case, both characters should roll appropriate pools, with their successes canceling each other out. If neither character has any successes left after this, the aggressor has succeeded, if there is one, but with very limited and reduced effect.

CONDITIONS

Scene Conditions are special circumstances or truths affecting one or more aspects of the current scene. There are three categories of Conditions, and a particular Condition may belong to several of the categories:

- **Advantageous/Disadvantageous:** Such a Condition **grants a bonus or penalty** to the parties affected. An example could be "Vin suffers from her brother's demeaning voice (-2)" which would give a -2 penalty whenever Vin takes actions where this is applicable, in this case situations where she would consider herself unworthy or unconfident.
- **Restricting:** These Conditions place a restriction on one or more characters. It could be "Elend stays out of Straff's line of sight" (restricting Straff from seeing Elend) or "Vin has a big sword and is fighting Hammond who has no weapon" which means that Hammond will not be able to block Vin's attacks (but he could dodge them).
- **Neutral:** This is anything that is an unusual truth about the scene. Such as "the place is on fire".

The GM should consider the logic behind Conditions and how they develop. Some Conditions may be simple to get rid of (“hiding in the shadows” might disappear as soon as you step into the light or someone lights a torch, for instance), some might change or develop on their own (“the place is on fire” could result in all matters of different outcomes and escalate rather quickly), while others may be more lasting.

It is not necessary to spell out every single fact about a scene in the form of a Condition right away, but it might be helpful to formalize and quantify parts of a scene as Conditions as they become relevant or are directly interacted with.

Wit

Every character has 3 Wit, which represents your drive, ingenuity, and sometimes desperation. Use two-sided markers as Wit-tokens (distinguishing between active and spent states). **Active Wit can be spent by flipping the markers over to the spent side to gain boosts or bonuses in some situations.**

WAYS OF SPENDING Wit

If you have no other way of spending it, **you can always spend Wit to gain +1d6 per Wit spent to a roll or introduce a minor story element.** In a structured conflict you may spend 1 Wit to gain a Short Action. A minor story element is something along the lines of “well of course my character wouldn’t forget to bring a rope!” or “of course I’m close enough to participate in this conversation!”.

If there is a Condition affecting the scene that you could justifiably use to your advantage during an action, **you may spend 1 Wit to gain a greater bonus from a Condition or other positive circumstance.** You can only improve the bonus of a Condition once per round but may gain bonuses from many different Conditions to the same roll, spending 1 Wit for each. An example could include using the fact that “the room is on fire” (an otherwise neutral condition) to gain a +2 or +3 bonus to attacking an enemy as you corner him between you and the flames. The GM decides the extent of bonuses, but the standard increased bonus for a Condition which does not otherwise grant a bonus should be around +2.

POOLS OF Wit (THE THREE D’S)

On your character sheet, you should mark three zones large enough to keep the markers in: **Determination, Desperation, and Despair.**

Normally, at the start of each adventure or after each longer rest (like several uneventful days in a row) your Wit counters should be in the Determination pool with their active side up. Each Wit pool will recover Wit differently at the end of each scene.

- **Determination:** Whenever you get the chance to take a breather or longer pause in a scene, or you change to a new scene, flip a spent Wit in your Determination pool to its active side. During a structured conflict, this happens at the end of each round as your adrenaline gets pumping.
- **Desperation:** When Wit is moved from Determination to Desperation, flip it to its active side. **When you spend Wit in your Desperation pool, double its effect.** At the end of each scene, you can flip one spent Wit in your Desperation to its active side.

- **Despair:** When Wit is moved from Desperation to Despair, flip it to its spent side. Having Wit in your Despair pool makes you more vulnerable to negative consequences. At the end of each scene, you can move one Wit from your Despair to Desperation (without flipping it).

SETBACKS AND Wit DAMAGE

Whenever you suffer a setback or failure, the GM might allow you to lessen the consequences of failure by moving a Wit from Determination to Desperation or from Desperation to Despair (called Wit Damage).

Examples of consequences you can lessen include: when you are stabbed by a sword you could suffer some damage instead of being taken out of the scene (this is the most common way to suffer Wit Damage) or when you are climbing and lose your grip you could only slide down so you can try to climb again, rather than fall to your doom.

CHARACTER

There are five parts to a character: Attributes, Skills, Talents, Investiture, and Wit. We’ve already covered Wit.

ATTRIBUTES

This are the natural talents and abilities of your character. The Attributes are:

Might: Physical strength and resilience.

Coordination: Agility and manual dexterity.

Perception: Perceptiveness, empathy, and general awareness.

Cunning: Intelligence and quick thinking.

Spirit: Determination, presence, and force of personality.

Connection: Communication, assertion, and social guile.

Each attribute will have a value ranging from 1 and up.

Attribute Value	Meaning	Cost
1	Pathetic	-
2	Weak	2
3	Normal	3
4	Strong	4
5	Inhuman	5
6	God-like	6

Health

Your character has 3 pools of health, equal to sums of different Attributes: Physical (Might + Coordination), Cognitive (Perception + Cunning), and Spiritual (Spirit + Charisma). **As you suffer damage, reduce the current value of the appropriate pool. If a pool is lower than the value of an Attribute, temporarily reduce that Attribute to the current value of the pool for all purposes except determining maximum pool value.**

If a pool reaches 0, you are incapacitated in a way befitting the pool, and cannot act in any meaningful way except perhaps slowly sauntering away. Pools cannot have values below 0.

Improving Attributes

To increase an Attribute, you must spend XP according to the chart above. You may only increase an Attribute one step at a

time (so to increase your Might from 2 to 4, you need to increase it to 3 first).

SKILLS

These are your learned abilities. Areas of knowledge and things you've specifically trained towards. The Skills are:

Athletics: Manual labor and movement, such as heavy lifting, tumbling, dodging, or running.

Authority: Rhetoric, dominance, and leadership.

Endurance: Keeping yourself whole, sane, calm, and collected.

Legerdemain: Sleight of hand, lock-picking, pickpocketing.

Lore: Areas of theoretical knowledge. *Specialized.*

Medicine: Knowledge of surgery, herbs, and remedies, and how to apply them.

Melee: Skill with attacking and blocking in close quarters.

Provoke: Intimidation, mockery, bad-mouthing, and taunting.

Profession: Specific minor skills, such as painting, accounting, or craftsmanship. *Specialized.*

Resources: Your contacts and monetary resources.

Shooting: How good your aim is.

Stealth: Sneaking and hiding.

Socialize: Charming, pleasantries, smooth-talking, and other positive social interactions.

Vigilance: Awareness and skill in searching.

Skill Value	Meaning	Cost
0	Untrained	-
1	Acquainted	1
2	Novice	1
3	Journeyman	2
4	Master	3
5	Grandmaster	4
6	Best in field	5

Specialized Skills

Some Skills are marked as Specialized. When you develop such a Skill, you also gain a Talent specifying a specialization area (for free!). Your value in a specialized Skill counts as 0

for all areas not covered by the associated Talent. You can purchase more specialization Talents for the Skill for XP, and they all use the same base.

Improving Skills

You can improve a Skill by spending XP as decided by the table above. You may only increase a Skill one step at a time.

Uncommon/Unknown use of Skill

Sometimes, you may encounter a new and unique way to use a Skill which your character has no prior experience with. For instance, a character who grew up in a tribal society might gain possession of a firearm (a novel use of Shooting) or a person might snap as a Bronze Misting and suddenly be able to use Vigilance for magic powers. In such a case, you gain a -2 penalty to the Skill in question until your character has gotten the time to familiarize themselves with this novel usage. You may spend 1 Wit to ignore the penalty for any given roll.

TALENTS

Talents are special ways of using Skills or Tools in uncommon ways. Talents are described in a later chapter.

Acquiring Talents

You may spend 2 to 4 XP to acquire a new Talent, depending on its usefulness.

INVESTITURE

Some characters in the Cosmere have connections to the powers of magic imbued into the worlds. Each type of Investiture comes with its own rules, limitations, and cost in XP. They are described properly in the Investiture chapter as well as the setting-specific chapters.

CHARACTER CREATION

When making a new starter-character, follow these rules:

- 1) Assign base Attributes:
 - Set two Attributes to 2
 - Set three Attributes to 3
 - Set one Attribute to 4
- 2) Spend XP: You gain 20 additional XP to spend on Attributes, Skills, Talents, and Investiture. At least 5 of this XP should be spent on Skills.
- 3) Gain special equipment. Your character may start with 1 piece of rare equipment plus 1 more for every 2 Resources.

STRUCTURED CONFLICTS

Conflict is a big part of the Cosmere.

When a conflict erupts, each participant gains a place in initiative depending on the relevant Attribute of Coordination, Perception, or Connection. Place a marker for each character in a line, ranging from best Attribute to worst. **If two characters are tied, use an appropriate Skill as a tiebreaker.** If there is still a tie, the aggressor goes first.

All characters gain 1 Action to use during a Round and may spend Wit to gain a Short Action per Wit spent. From first position to last, each character can act during a Round.

At the end of each Round (after the last position in Initiative), each character may flip a Wit in their Determination to the Active side.

Surprise

If one or more parties in a conflict are taken by surprise by it (like in an ambush), those characters will not be able to use Wit during the first Round.

Acting in Conflicts

When your turn in Initiative comes up, you may take your Action for the round. By default, you only have one Action to use, but **you may spend Wit to gain Short Actions as well.** You may use your regular Action as a Short Action.

The order of Initiative may move around during a round, but no character may act more than once per round even if their turn would come up again.

- **Action Examples:** Attacking or setting up a Condition. You may exchange your main Action for a Short Action.
- **Short Action Examples:** Swift actions which most often do not require rolls but still have considerable effect. Examples include drawing a weapon, defending yourself, or moving to another part of the scene. When moving, you won't escape close combat with a group of enemies unless your side of the conflict would still have at least as many characters in close combat as they have after you have moved. Moving away from such a situation requires a Long Action to impose a condition describing your escape.

Attacking

When you attack someone, you roll the appropriate Attribute+Skill+Tool (often Might+Melee+Weapon). Your opponent may take a Short Action to defend himself if he has any to spare, in which case he also rolls an appropriate Attribute+Skill+Tool (often Coordination+Melee/Athletics+Weapon/own body) and subtract his successes from yours in an opposed roll. The defender may not use Wit to gain bonuses from conditions which have already been used to grant bonuses to your roll.

If you have any **successes** left, **you set your opponent's relevant health pool to 0 unless he mitigates the consequence by suffering a Wit Damage, and then you deal damage** to your opponent's appropriate health pool (even if he suffered Wit damage). **Your first success deals 1 damage, your second deals 2 damage, your**

third 3 damage, and so on. So, if you had 4 successes left you would deal a total of 10 damage (1+2+3+4)!

If your opponent wears any armor, he subtracts the armor total from the final damage dealt and rolls 1d6 per quality of the armor. Any 1 rolled reduces the quality of the armor by -1.

If your opponent suffers enough damage to bring a pool to 0, he is incapable of taking relevant actions associated with the empty pool for the rest of the scene and suffers a negative long-lasting consequence in the form of an injury. Roll a d6 for the severity of the consequence, adding +1 for each damage in excess of your opponent's health you inflicted and subtracting up to -3 by your own choice (choose before rolling). Examples of consequences include broken bones or injured self-esteem. Charts of example consequences for different severities can be found later.

Helping

If one of your allies takes an action you wish to help, and you have actions left, you may spend an action equal to the one you are aiding in to help (Action to help with an attack or a Short Action to help with defense). If you used your action to help, you cannot use it for something else the same Round.

If you help with an action, you grant a bonus of +1 to the character you are helping. You or the character you are helping may spend a Wit to increase the bonus.

Raising the Stakes

If you would have one or more health pools reduced to 0, **you may Raise the Stakes after having rolled for consequence.** If you choose to do so, set all your health pools currently at 0 to 1, and move 1 Wit from Despair to Desperation and flip it to its Active side. You may only Raise the Stakes once per conflict.

If one of your health-pools would be brought to 0 again this conflict, you will apply +2 to the following consequence roll.

Creating a Condition

Of course, attacking is far from the only viable option in a conflict. Even though it would be impossible to cover all crazy stunts players tend to pull with all-encompassing rules, creating or overcoming Conditions should work for most situations, and following are some guidelines for them. Ultimately, the GM will be the judge of how you handle things, however.

Advantage/Disadvantage

Generally, if you seek to grant some form of ongoing advantage to yourself in a scene, you can do so by describing the appropriate action and rolling some kind of check, **with the advantage of the Condition created granting +1 advantage with +1 further for every success.** An example could be "gaining the high ground in battle".

If you want to create an advantage for a group of people, or create a disadvantage for a person, it should on average be somewhat more difficult: halve the number of the condition (round up), but still apply a large bonus if someone uses a Wit to gain a bonus from the Condition. An example of creating a

disadvantage could be “throwing sand in your opponent’s eyes”.

If the Condition naturally has a pretty short duration, like “throw my enemy off-balance”, your GM could consider increasing the bonus/penalty by +2 in exchange for it only lasting for one roll.

Restriction

Restriction Conditions are pretty straight-forward. Roll an appropriate roll and see if you succeed. If the task at hand seems more difficult or easy, modify the dice accordingly.

You could combine Restriction and Advantage/Disadvantage Conditions in the same roll, in which case you simply apply the Restriction for succeeding, and then apply a bonus/penalty of 1 for every 2 successes. An example of such a Condition could be grappling someone to make sure they can’t get away (Restriction) while at the same time hindering their capacity to fight properly (Disadvantage).

Opposition

If it seems reasonable, the creation of a Condition should be able to be opposed with a Short Action from another party just like you can oppose attacks by defending. If Sazed tries to bash in a door, those on the other side might want to actively keep that from happening if they’re close enough.

Upkeep

Some Conditions should logically require continual effort in order to persist. Examples include keeping the Conditions “grappling” or “keeping my distance to my opponent”. In such a case, the GM can demand you spend 1 Short Action each

round for this purpose or that you follow some restrictions of your own, lest the benefits of the Condition be lost.

Countering a Condition

Just like you can create a Condition, you can negate one by describing how that is possible with the Tools at hand and succeeding on an appropriate roll. Sometimes, with some ingenuity or unexpected Tools, you might not even need a roll.

CONSEQUENCE CHART

When a health pool reaches 0, you will gain a random consequence with a severity of 1d6 + however more health you would lose (you can never have less than 0 health). **Roll the 1d6, add any bonuses, and pick a consequence** which feels appropriate together with the GM. Refrain from picking a consequence from a column you already have a consequence from.

Even though consequences have specific penalties associated with them, **opponents can always spend a Wit to gain a bonus to opposed rolls equal to the severity** of the consequence (the die roll), should the consequence logically be of aid to them.

At the end of each day, you can make a recovery roll for each consequence you have, which is a roll of an appropriate Attribute + Endurance + the quality of your body/mind/soul (normally 0). **On a success, reduce the severity (d6 number rolled) of the consequence by -3**, replacing the effects of the consequence with another from the same column. The consequences of rolling 10-12 grant permanent debilitations before automatically granting other consequences which can be healed from normally.

D6	Result examples		
1-3	<u>Minor Pain:</u> No longer recover Wit from Desperation at the end of scenes.	<u>Minor Injury:</u> -1 to specific type of action (using an arm or smooth-talking).	<u>Exhaustion:</u> At the end of the scene, roll a recovery roll with -1 [fail → 7, success → healed].
4-6	<u>Pain:</u> No longer recover Wit at the end of scenes.	<u>Injury:</u> -4 to specific type of action.	<u>Bleeding:</u> At the end of the scene, roll a recovery roll with -2 [fail → 10, success → 3].
7-9	<u>Agony:</u> You suffer -2 to all actions and no longer recover Wit.	<u>Major Injury:</u> -8 to specific type of action.	<u>Bleeding Out:</u> At the end of the scene, roll a recovery roll with -3 [fail → 13, success → 6].
10-12	<u>Suffering:</u> <i>Permanently</i> reduce your relevant Health pool maximum by -1. [instantly → 6 (no roll)]	<u>Amputation:</u> You <i>permanently</i> lose the ability to perform a specific type of action (such as losing one of your arms) [instantly → 6 (no roll)]	<u>Trauma:</u> Gain a <i>permanent</i> trauma. Specify a trigger for your trauma. Whenever you are exposed to the trigger you suffer 2 health damage and 2 Wit damage. [instantly → 6 (no roll)]
13+	After a brief moment for some choice last words, you die.		

PHYSICAL

The roll to recover from an injury which requires you to roll is Might+Endurance.

COGNITIVE

The roll to recover from an injury which requires you to roll is Cunning+Endurance.

SPIRITUAL

The roll to recover from an injury which requires you to roll is Spirit+Endurance.

Cracks in the Spirit-Web

Permanent consequences from Spiritual damage can sometimes be referred to in the rules as “cracks in the spirit-web”. Additionally, if your Spiritual Health maximum is ever lowered from any other source, you are considered to have one crack per -1 reduction you have.

For each crack in the spirit-web you have, you may reduce the severity of new Spiritual Consequences by -1 and gain +1 to your checks to recover from Spiritual injuries. Additionally, however, having your soul cracked open might have dire consequences.

HARDSHIP BREEDS HEROES

Whenever you suffer a permanent negative condition, also immediately gain 2 XP.

HEALING

Different Skills (with the right Tools) can help in the healing of Consequences.

HEALTH POOLS

Your health pools can regenerate in several ways.

After each scene in which a health pool ended at 0, regain 1 health to that health pool.

After each night of rest, fully recover all health pools.

Additionally, healing or counseling might help heal health pools. **If someone spends some minutes tending to your injuries and succeed on an appropriate roll, you regain 1 health per success.** A health pool can only be healed this way once per encounter in which you suffered damage to it.

CONSEQUENCES

Bed rest

If you are actively resting and doing little to nothing else, roll once every half day for recovery rather than once every day. For physical consequences this means bed rest, but for cognitive or spiritual consequences it might mean having some time alone in your cabin by a pretty lakeside or spending quality time with the people you love.

Skill+Tool

If you have the appropriate Tool to help and tend to a patient for at least half the healing time, you may substitute the Endurance of the patient for your appropriate Skill (Medicine for physical consequences) or give the patient +1, whichever is higher, as well as give the Tool dice of your Tool to the patient for the recovery roll.

TALENTS

Talents are small packages of unique or fun extra abilities to add to your character.

TYPES OF TALENTS

There are three types of Talents:

SPECIALIZATION TALENTS

When you pick such a Talent, select a specialized area of a Skill. Examples include “Swords” for the Melee Skill, “Running” for the Athletics Skill, or “Painting” for the Profession Skill. **When you use the Skill for this particular purpose, you gain a bonus of +1.**

Specialization-Skills only count their full value if you have a suitable specialization-Talents. No more than one such Talent may come into play during a single roll.

All Specialization Talents cost 2 XP each.

TOOL TALENTS

A Tool Talent grants you a completely new way to use a Tool or allows you to use a Tool in a way that would normally require rolling without doing so. An example of the first case would be Wade, who has a deep connection to hats as they help him get into character, and he can use hats as Tools for deception actions or use only a single hat as a tool for an entire disguise. An example of the second case would be Vin, who has learned to use her mistborn gifts to fly forward soaring high at great speeds as long as she has metals, using her mistborn gifts as a Tool for flight without needing to constantly roll not to fall to her death.

Such Talents cost 2 XP. However, if the roll avoided by the second form of Tool Talent is one which is often difficult, the GM might set the cost to 4 rather than 2 (Mistborn flight is not very difficult but flying as a Steel or Iron Misting is).

UNIQUE TALENTS

These Talents make some new rules or abilities for you to use. Unique Talents cost 2 XP unless otherwise specified.

TALENT EXAMPLES

Following are some examples of general Talents. In the Investiture chapter later are some Talents specific for the different types of Investiture.

Child of the Gutter (Tool)

As long as you're dressed appropriately, act submissively, and are in a situation where low-born people are allowed, no high-born will take any notice of you unless specifically prompted (removes rolls to stay undetected).

Desperate Struggle (Unique)

When you Raise the Stakes during a conflict, you may move one additional Wit from Despair to Desperation and flip it to its active side.

Hazekiller Training (Unique, Scadrial World Specific)

You have been trained specifically to fight Mistborn without any powers of your own. When fighting an opponent actively burning Pewter or Tin or when resisting the influence of Zinc or Brass, you may gain an additional bonus of +1 whenever you spend Wit. Additionally, you can be assumed to automatically avoid carrying metal objects, and the game master should warn you if you would pick any up so you can (un)secure them properly.

Instinctive Investiture (Unique)

You may use Investiture even when unconscious, albeit in very basic ways. An example would be burning pewter when you are unconscious to aid in your recovery.

Natural (Unique)

Things just come natural to you. You never suffer a penalty for using Skills in new or novel ways.

Survival Instinct (Unique)

Reduce any penalties you would receive from being taken by surprise or off guard to -1.

Wayne's Perfect Disguise (Tool)

You may use hats as Tools for deception and for creating entire disguises, with the quality of the Tool being proportional to how well the hat fits the role you seek to emulate.

EQUIPMENT

In the Cosmere RPG, the acquisition of equipment isn't really something that should drive a story unless it is something really rare, like a Shardblade. **Generally, you can be assumed to have access to stuff relevant to your character (like weapons and armor for a fighter or instruments for a performer) with a quality bonus of +1.**

Some items are pretty rare though, like daggers made from vulcanized glass or fabric dyed with Tears of Egdli. **When you create your character, you'll get a number of rare items based on your Resources Skill.** Now, equipment can be lost or destroyed, but between adventures your GM might allow you to find something new if this happens to your starting equipment.

As a general rule, a piece of equipment with a Tool quality of +2 is rare enough to be a something you should keep track of this way. Each setting has its own unique items with their own rules.

ARMOR

The quality of armor can help reduce physical damage. However, an armor also gives a penalty to rolls involving agility or resisting exhaustion from prolonged labor equal to the quality of its protection, unless otherwise specified. On most worlds, armor with quality 2 or more needs to be made of metal to grant this level of protection.

A piece of rare armor might impose a penalty 1 level less severe than its quality.

INVESTITURE

Investiture, sometimes known as Magic, suffuses each of the worlds but expresses itself in wildly different ways from world to world. Below, some of the different types of Investiture are described, with their titles also denoting which worlds they are from.

Unless specifically stated, Investiture and its use is not directly apparent. Sure, an allomancer burning pewter will be obviously supernaturally strong, but there will be no other visible or auditory evidence that magic is taking place.

SPHERES

The resources used for Investiture is tracked in a common unit called "Spheres". You should keep track of spheres belonging to different types of Investiture separately in a space on your character-sheet. **Although all systems use Spheres as a unit, this does not mean that one system's resource can be used to fuel another's Investiture.**

RESOURCES

Many sources of Investiture are hard to come by from a purely monetary perspective. Many sections for Investiture therefore have a sub-title with a Resources table explaining how you get a hold of any components needed. The rules for these tables are general, and you can mix and match between them (if you have Resources 2, you could take one rank 1 boon from Allomancy and one rank 1 boon from Knights Radiant for instance).

INVESTING THE INVESTED

If you try to directly apply investiture to a living creature or invested object or person (some-one/thing with magic in them), the number of spheres that object/person contains will give a penalty or directly subtract from the spheres you apply, whichever is more logical. Every sentient being counts as having 1 sphere for this purpose.

This rule only applies to directly infusing investiture in someone (like applying a Basic Lashing to someone, which puts the investiture in them and then applies an effect), not any effects wrought from investiture (such as affecting someone with emotional allomancy, which is you creating a connection through gained investiture inside yourself).

A target can choose to forego this rule if it is sentient, so it is OK and easy to apply a Basic Lashing to your friends.

SYSTEMS

The worlds of the Cosmere are suffused with very different Investiture, formed from a myriad of factors. The specific magic systems are described in the chapters that correspond to the different worlds.

SCADRIAL – ERA OF THE FINAL EMPIRE

SPoilERS?!

This chapter contains minor spoilers for Mistborn: Final Empire, up until the end of the description of *Allomancy*. *Feruchemy* contains heavy spoilers for Mistborn: Final Empire, and *Hemalurgy* and what comes after contains heavy spoilers for Mistborn: The Well of Ascension and Mistborn: The Hero of Ages.



SCADRIAL

EQUIPMENT & RESOURCES

Scadrial has a technology level reminiscent of the Victorian era, with the introduction of crossbows and basic mechanical apparatuses. Metallurgy is anachronistically advanced, however, and black powder is conspicuously absent and unheard of.

Obsidian Weapons

Weapons which cannot be affected by allomancy while still being terribly sharp. Such weapons have a quality of 2 but break completely if you roll any 1 on any Tool dice when pushing the roll.

True Body

A peculiar set of bones wrought of durable crystal. Any body with such bones would be a quality 1 Tool rather than quality 0.

INVESTITURE

In the following pages the different forms Investiture take on Scadrial can be found.

ALLOMANCY - SCADRIAL

Allomantic powers are carried through the blood of the noble houses of Scadrial. They lay dormant in people until they “snap” during situations of extreme stress, which is why it is common for nobles to regularly beat their children to within an inch of their lives when they enter puberty.

Allomancers gain invisible powers through ingesting certain metals to later “burn” them within themselves when needed, gaining power depending on the metal burned.

Allomancers come in two varieties: Mistborn and Misting. A Mistborn can burn any metal, and a Misting can burn just one, depending on what type of misting he is.

SNAPPING

You can snap to become a Misting or Mistborn by spending XP on acquiring the relevant Investiture power. Becoming a Misting with the power to burn one metal costs 4 XP. Becoming a Mistborn and having access to all metals costs 10 XP.

If you have already snapped as a Misting, you **cannot** snap as a Misting of another metal nor as a Mistborn later. People only ever snap once.

GAINING SPHERES – RESERVES OF METAL

The most common way of ingesting metal for later burning is by downing a vial with flakes of it suspended in alcohol. After downing a standard vial, which takes a Short Action in conflict, you gain 3 spheres of the metal. The metal will pass from your system in 24 hours if not burned before this. Most allomancers know to burn up remaining metals pretty soon after ingestion, as to avoid heavy metal poisoning.

If you ingest a vial when you already have 2 or 3 spheres of that metal in your system, you gain only 2 spheres from that

vial. If you already have 4 or 5 spheres, you only gain 1. If you have 6+, you gain no more spheres.

BURNING METAL

When you start burning a metal, mark a half-cross in one of your available spheres. Until you complete the cross, you gain the benefits of the metal. Most metals burn at a rate of 1 sphere per scene, meaning you must complete the cross at the end of the scene you started burning the sphere.

Flaring Metal

Sometimes, a metal’s description will state that you can “flare” it. When you flare a metal, immediately completely cross out a sphere.

ACQUIRING METALS

Metals pure enough and of the correct alloys to properly serve as Allomantic metals are often hard to come by. Depending on your Resources Skill, you can be assumed to have access to different amounts of metals during sessions. Once per session, if you have reasonable access to your resources, you can be assumed to be able to replenish your carried stores of metal so you have access to metals according to the following chart. If you play over a long time-period with a lot of downtime, the GM could judge that you can replenish several times.

Instead of gaining the benefit of a later resource level, you could take two of the previous level (and hence four of the level before that, etc.).

Resources	Meaning
1	Two vials of a single metal.
2	One Mistborn-vial (all metals).
3	One vial of a rare metal (such as gold).
4	-
5	-
6	One bead of atium.

LIST OF METALS

Pewter

An allomancer burning pewter has increased physical strength, speed, durability, balance, and enhanced ability to recover from injuries. A pewter Misting is known as a Thug or Pewterarm.



Burning: While burning pewter, you gain a +2 bonus to Might and a +1 bonus to Coordination. This increases your Physical health pool accordingly. When you stop burning pewter, return your maximum health pool value to its original value, but keep all damage (this means you might fall unconscious from stopping). You heal from damage and fatigue at twice the normal rate and may halve penalties from physical pain.

Flaring: If you push a Might or Coordination roll while burning pewter, the first 1 on any Attribute dice causes you to flare the metal rather than suffer damage.

As a Tool: Burning pewter may be used as a quality 1 Tool substitute for the “my own body” Tool. For the purposes of rolling 1s while pushing the roll, these Tool dice count as Attribute dice. Additionally, the burning pewter Tool allows you to jump further distances, fall from taller heights, and resist more extreme temperatures and pressures than normally considered possible.

Tin

An allomancer burning tin has greatly enhanced sensitivity of all five senses. A tin Misting is known as a Tineye.



Burning: While burning tin, you gain a +2 bonus to Perception when using your physical senses. This increases your Cognitive health pool accordingly. When you stop burning tin, return the maximum health pool value to its original value, but keep all damage (this means you might fall unconscious from stopping).

Flaring: If you push a Perception roll while burning tin, the first 1 on any Attribute dice causes you to flare the metal rather than suffer damage.

You may flare tin on purpose to snap yourself awake and clear your head. If you do so, you may immediately recover 1 Wit from Despair to Desperation or Desperation to Determination. You may only flare tin this way once per scene.

As a Tool: Burning tin may be used as a quality 1 Tool substitute for the “my own senses” Tool. For the purposes of rolling 1s while pushing the roll, these Tool dice count as Attribute dice. Additionally, the burning tin Tool allows you to see through the mists of Scadrial, as well as see in very dim light, and sense inputs normally too faint to be considered possible.

Steel

Steel allows an allomancer to push metals away from their center of self as well as sense nearby metal. A steel misting is known as a Coinshot.



Burning: When burning steel, you see faint lines of blue light extending from your center of self to the center of self of each nearby piece of metal, granting you the burning steel Tool.

Flaring: When you use the burning of steel as a Tool and roll any 1s on Tool dice while pushing the roll, you flare steel.

As a Tool: There are two main uses for burning steel as a Tool. Firstly, you can use it as an additional sense for seeing the centers of mass and relative amount of mass of nearby metal (but not the shape), in which case it is a quality 0 Tool.

Secondly, you can use it to “push” on the center of metals you can sense the first way, pushing directly away from your center. In this case, it is a quality 2 Tool, and you hold back with your own body weight. This means that if you push on something very light, like a coin, it will accelerate to a frightening speed. If you push on something with considerable weight behind it however, like pushing against a coin lying beneath you on the ground, it will be you sent flying.

Iron

Iron allows an allomancer to pull metals towards their center of self as well as sense nearby metal. An iron misting is known as a Lurcher.



Burning: When burning iron, you see faint lines of blue light extending from your center of self to the center of self of each nearby piece of metal, granting you the burning iron Tool.

Flaring: When you use the burning of iron as a Tool and roll any 1s on Tool dice while pushing the roll, you flare iron.

As a Tool: There are two main uses for burning iron as a Tool. Firstly, you can use it as an additional sense for centers

of mass and relative amount of mass of nearby metal (but not the shape, in which case it is a quality 0 Tool).

Secondly, you can use it to “pull” on the center of metals you can sense the first way, pulling directly towards your center. In this case, it is a quality 2 Tool, and you hold back with your own body weight. This means that if you pull on something very light, like a coin, it can accelerate to a frightening speed. If you pull on something with considerable weight behind it however, like pulling on the steel beams in the ceiling, it will be you sent flying.

Brass

Brass allows an allomancer to dampen the emotions of those around them. Emotional allomancy is not mind control but allows for great manipulation of someone’s emotions. A brass Misting is known as a Soother.



Burning: The burning of brass allows you to decrease the intensity of select emotions of those around you, either focusing on single targets you can perceive or blanketing an area, granting you access to the “brass-plated speech” and “subtle brass” Tools.

Flaring: If you roll one or more 1s on the Tool dice from brass while pushing the roll, you have flared the metal. If you flare Brass and fail, it is obvious to the target what you have done.

As a Tool: Burning brass can be used as two different types of Tools.

“Brass-plated speech” is a Tool which is the same as “your own arguments”, but the quality is 3 when you are trying to persuade or manipulate someone into abstaining from action, and 1 otherwise. You may lend this Tool to another character close by, in which case you still control the Tool dice and decide whether they are pushed or not, while the active character retains control of all other dice.

The “subtle brass” Tool is a quality 0 Tool that can be used when “brass-plated speech” would be a quality 3 Tool, and which does not require you to speak words or otherwise communicate so long as there is some small outward influence. An example could be soothing someone into calming down and showing his passive opponent mercy.

If you burn both Brass and Zinc for the same roll, exchange one of the Tool dice gained for a Skill die.

Zinc

Zinc allows an allomancer to enflame the emotions of those around them. Emotional allomancy is not mind control but allows for great manipulation of someone’s emotions. A zinc Misting is known as a Rioter.



Burning: The burning of zinc allows you to increase the intensity of select emotions of those around you, either focusing on single targets you can perceive or blanketing an area, granting you access to the “zinc-plated speech” and “subtle zinc” Tools.

Flaring: If you roll one or more 1s on the Tool dice from zinc while pushing the roll, you have flared the metal. If you flare Zinc and fail, it is obvious to the target what you have done.

As a Tool: Burning zinc can be used as two different types of Tools.

“Zinc-plated speech” is a Tool which is the same as “your own arguments”, but the quality is 3 when you are trying to persuade or manipulate someone into taking direct action, and 1 otherwise. You may lend this Tool to another character close by, in which case you still control the Tool dice and decide whether they are pushed or not, while the active character retains control of all other dice.

The “subtle zinc” Tool is a quality 0 Tool that can be used when “zinc-plated speech” would be a quality 3 Tool, and which does not require you to speak words or otherwise communicate so long as there is some small outward influence. An example could be rioting someone into attacking an irritatingly loud bar-patron.

If you burn both Brass and Zinc for the same roll, exchange one of the Tool dice for a Skill die.

Bronze

Bronze allows an allomancer to detect the presence of active Investiture being used nearby. A bronze Misting is known as a Seeker.



Burning: When burning bronze, you sense allomancy and other Investiture in a manner similar to drumbeats sounding in your ears, granting you the burning bronze Tool.

Flaring: When you use the burning of bronze as a Tool and roll any 1s on Tool dice while pushing, you flare bronze.

As a Tool: You can use the burning of bronze as a quality 2 Tool which allows you to detect investiture as if though you have a 6th sense. You can only detect Investiture when it is in active use, and some types are harder than others to detect. Generally, you will roll Perception+Vigilance+bronze for using this Tool (or the GM will roll for you in secret). While a success means you will have detected nearby Investiture, a greater number of successes will allow you to sense further or discern what particular abilities or metals are in use.

Copper

An allomancer burning copper exudes an aura which hides the use of Investiture from those burning bronze and frees the user from any emotional allomancy. A copper Misting is known as a Coppercloud or Smoker.



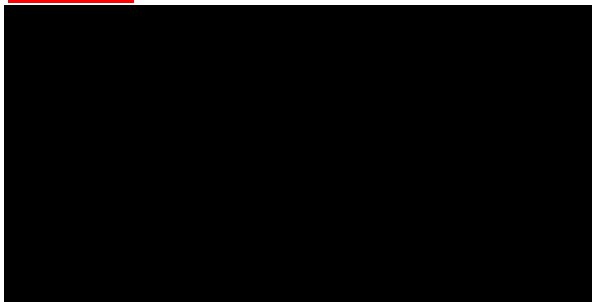
Burning: When burning copper, emotional allomancy cannot be used against you. Additionally, all Investiture in an area around you will be undetectable by the burning of bronze, and any who burn bronze within this area will not be able to detect anything with their abilities. Anyone who tries to detect you through non-allomancy means also gain a -1 penalty to their roll, as that feeling you get when another person is nearby is suppressed. Actually, burning copper protects against all kinds of investiture which seeks to directly affect you cognitively or spiritually and hides from all kinds of detection dependent on investiture.

Flaring: When you use the burning of copper as a Tool and roll any 1s on Tool dice while pushing, you flare copper.

As a Tool: While the effect which hides investiture automatically extends around you to those you wish, you need to use copper as a quality 1 Tool to extend the cognitive and spiritual shielding effects. This works like you being able to oppose rolls to affect your allies, which is a Short Action.

Additionally, diligent Seekers might attempt to divine your location or identity by sensing when and where their own abilities work over a longer period. In this case, you can use

the burning of copper as a quality 2 Tool to oppose the rolls made by the Seeker to divine your location.



Gold

Gold allows an allomancer to see a vision of a past self, or someone you could have been had you made different choices in the past. A gold Misting is known as an Augur.



Burning: Seeing your alternate past is somewhat emotionally stressful, so you suffer 1 Spiritual damage the first time you start burning gold in a scene. The image you see changes from time to time, depending on your current situation.

Flaring: -

As a Tool: -

Atium

An allomancer burning atium is able to see shadows of what transpires a few seconds in the future, and instinctively react accordingly.



Burning: When burning atium, you see shadows performing future actions all around you, and gain a bonus of +10 Skill dice to any roll in which this would be advantageous. If another person burns atium in your presence, his future shadow will split into a myriad of possibilities, as you are both constantly adapting to each other's futures, and you will not receive the bonus.

Flaring: Atium burns quickly and is thus flared at the end of every second Round of Conflict in which you used it.

As a Tool: -

Talent Examples

Catch! (Tool)

If you pull something with Iron Allomancy, you may catch it automatically so long as you have a hand free, even if the action is rushed or the original purpose was not to catch it. For instance, you could lurch a thrown dagger away from an ally and into your hand, in which case you would roll only for the defense of your ally, but not for the catching. Similarly, you could use this power to pull a sword out of your enemy's hands and catch it in your own, rolling only the contested check to see if your allomancy trumps the enemy's strength, and not for the difficult catching of an edge-first flying weapon.

Mistborn Flight (Tool)

When burning Steel and Iron and with access to metals to push/pull at, you can hurl yourself through the air as if flying without rolling. If you take this Talent for 4 XP rather than 2,

you can use it while burning only one of Steel or Iron (requiring appropriate metal to push/pull still though).

FERUCHEMY - SCADRIAL

SPOILERS FOR "MISTBORN – FINAL EMPIRE"

Feruchemical powers are carried through the blood of the oppressed Terris people of Scadrial. The gift of Feruchemy is kept well hidden by the very few who possess it, for fear of the Steel Inquisition.

Feruchemy allows you to "store" different attributes and concepts in different metals in the form of by normal means undetectable Investiture so that you can "tap" this power out later. An example metal is pewter, in which you can store your physical strength, spending time as weaker than normal, so you can later tap this strength to make you stronger than normal.

POWERS

If you have Feruchemical powers, it's because you're born with them. Having feruchemy is a talent that costs 10 XP, and you can only acquire it at character creation. If you are a feruchemist, you can store into all feruchemically compatible metals, storing different attributes in different metals as described below.

GAINING SPHERES – STORING

If you touch a metal object, you can store in that metal, temporarily lowering the attribute or ability associated with that metal and storing spheres in that object, and you can later tap the spheres you've stored to get a temporary boost in the attribute or ability stored. An object you've stored spheres in is referred to as a "metalmind". You cannot tap what another person has stored, and you cannot store in another person's metalmind.

Depending on the size of an object, you can store different numbers of spheres according to the following chart:

Object Size	Spheres
Earring	2
Coin or Ring	3
Armband	5
Sword	8

During a scene, you can declare you store in a metal object, in which case you receive the storing penalty for that metal for the duration you are storing, and if you store for the vast majority of a scene without tapping (meaning you started to store soon after the beginning of it and kept storing for at least two thirds of the scene) you can add one sphere to the object, turning it into a "metalmind" if it wasn't one already (the word metalmind just means metal containing feruchemical spheres of Investiture, and does not in any way change the appearance of the object).

Accelerated Store

You can also choose to store at an accelerated rate, in which case you can store 1 sphere if you concentrate on it for 2 consecutive turns, taking a Short Action each turn. Storing at this speed triples the penalty and causes 2 damage to an appropriate health pool after the second turn. This damage can be avoided if you immediately tap what you stored the very next turn.

TAPPING SPHERES

If you touch a metalmind you have stored spheres in, you may start tapping what you've stored in any given moment. When you start tapping from a metalmind for the first time in a scene, mark a half-cross in a sphere to signify this. In any given turn in the scene for as long as this sphere remains half-crossed, you may choose to get the bonuses associated with tapping from that metalmind. At the end of the scene, fully mark the sphere as spent.

Accelerated Tap

Whenever you have a turn in combat or take an action, you may choose to complete the cross of a currently half-crossed sphere early to add the bonus for tapping an additional time until the start of your next turn. Additionally, you may also or instead completely cross out an unused sphere to add double the bonus again. This way, if you both complete a half-cross and cross out a new sphere at the same time, you could gain quadruple the normal bonus for 1 round.

STORING IN DOWNTIME

Characters aren't completely passive in downtime, and it's assumed they go about their lives and handle less exciting, but still important, things, so downtime doesn't necessarily mean you can store into metalminds nonstop. After a longer period of downtime, you can be assumed to have stored enough in your metalminds so you have 2 spheres of each kind of metal stored, unless you already had more than that stored, in which case you remain at that level.

LIST OF METALS

Pewter

A pewter metalmind stores physical strength. Unlike pewter allomancy however, tapping strength from pewter makes you physically larger and more muscular, while storing it makes you thin and frail-looking.



Storing: When storing into a pewtermind, you receive a -1 penalty to your Might, which modifies your Physical Health pool accordingly.

Tapping: Gain +1 Might, which modifies your Physical Health pool accordingly. If you stop tapping Might, you restore your health pool maximum but keep all damage, meaning you could fall unconscious from it! If you accelerate the tapping of Might, you become excessively bulky, and gain a -1 penalty to Coordination for every +2 bonus of Might above +1 (so -1 Coordination if you gain +3 Might, -2 if you gain +5, and so on).

Tin

A tin metalmind stores sensitivity of senses. One metalmind can store one sense, and unlike allomantic tin it only strengthens the sense, and does not allow you to see through smoke and mists.



Storing: When storing into a tinmind, you receive a -1 penalty to Perception for the purposes of using the sense you are storing.

Tapping: Gain +1 Perception when using the sense you are tapping. If you accelerate the tapping of a sense above a +2 bonus, it becomes overly sensitive. In this case, for as long as you have the bonus, enemies may spend 1 Wit to gain a +2 bonus against you if they take an action in a way that causes

your enhanced sense to be overwhelmed (such as screaming while striking toward you while you tap too much hearing).

Steel

Steel is used to store physical speed, causing someone storing it to move sluggishly as if moving through liquid, and making someone tapping it appear to fast-forward through events.



Storing: Speed is particularly difficult to store. When storing it, you receive a penalty of -1 to all actions, resulting from the fact that while you are physically slower, you must also actively focus on storing speed. Additionally, you must store speed for 2 scenes to gain one sphere. If you've stored for one scene, write a note of it on your character-sheet until you've stored a full sphere. You cannot use half-stored spheres. You cannot accelerate the storing of speed.

Tapping: While tapping speed, you gain a +2 bonus to all actions where moving fast could be an advantage (such as all actions in physical combat), and the "your own body" Tool is considered to be +2 quality for actions which rely fully on speed, such as escaping a fight or running across the castle to save somebody. The tapping of speed only lasts for one round, rather than the whole scene, so it's recommended you accelerate it. If you accelerate the tapping of speed so much you end up crossing off at least 2 spheres in one round, you suffer 1 Physical damage from friction.

Iron

Iron is used to store physical mass without changing your volume, thereby modifying your density and making you lighter (storing) or heavier (tapping) while you look the same.



Storing: While storing mass into an ironmind, you are half as heavy as usual and receive a -2 penalty when resisting being tripped or moved against your will, and a -1 penalty to coordinated large-scale movement, such as running or dodging. Storing mass is easy: accelerating the storing does not cause damage. With accelerated storing, you weigh so little you can fall from any height without suffering damage.

Tapping: While tapping mass from an ironmind, you are 50% heavier, and receive a +2 bonus against being tripped or moved against your will, however you receive a -1 penalty to moving quickly or dodging. Tapping mass is easy, and you can cross off another whole sphere when accelerating tapping if you want (for a total of completing one cross and crossing off 2 new spheres, resulting in gaining the bonus 6 times).

Brass

A brass metalmind can store warmth.

Storing: While filling a brassmind, you become cool and receive a bonus of +2 towards resisting high temperatures, but a penalty of -2 towards resisting low temperatures.



Tapping: While drawing from a brassmind, you become hot and receive a bonus of +2 towards resisting low temperatures, but a penalty of -2 towards resisting high temperatures.

Zinc

A zinc metalmind is used to store mental speed, allowing you to think fast and reach conclusions quickly when tapping, but makes you kind of slow when storing.



Storing: When filling a zincmind, you are dullminded and slow, receiving a penalty of -1 to Cunning and initiative tasks, modifying your Cognitive Health pool accordingly.

Tapping: When tapping mental speed, you receive a +1 bonus to Cunning in situations where you are pressed for time in your conclusions, as well as to initiative rolls. Mental speed makes you think quicker, allowing you to explore more trains of thought, but if you already have lots of time to think it does not make you smarter.

Bronze

Bronze is used to store wakefulness: the ability to stay awake.



Storing: You store a bronzemind by becoming drowsy or sleeping when you aren't really tired enough to sleep normally. Staying awake when storing a bronzemind grants you a -3 penalty to all actions. You cannot accelerate the storing of wakefulness: if you try you immediately fall asleep and start storing normally! Storing into a bronzemind is the only type of storing you can do when sleeping.

Tapping: When tapping a bronzemind, you feel a lot less inclined to sleep, as if you just had a good night's rest. It's practically impossible to fall asleep while tapping wakefulness.

Copper

Copper is used to store memories. It is one of the most important metals to the Terris people, as it forms the core of the Keepers, a group of Terrismen dedicated to preserving knowledge. Memories stored in a coppermind do not degrade over time, making copperminds perfect collections for facts. Although a stored memory disappears from your own mind when it is stored, you will remember having stored it.



Copperminds follow different rules when it comes to storing and tapping and should not be kept track of in Spheres.

Storing: When you store a memory or collection of memories, it takes 1 Short Action to do. Write down a quick description of what you stored and where you stored it. An example could be "Seeing the secret schematics of Lord Venture's keep, stored in my copper earring." Such a memory takes up half a Sphere worth of space. Collections of memories, such as "The entire book on philosophical principles written by Elend" take up 1 or more Spheres. You should avoid playing as if though your character remembers the details of memories that are stored. For instance, in the case of Elend's book your character would not remember any passages or lines in it when the memory remains stored, but you will remember having read it.

Tapping: When you want to access a memory from a coppermind, it takes 1 Short Action to do so. If you want to grab a memory from a coppermind with 3 or more different types of memories, it will take 2 Short Actions instead. When recalling a memory from a coppermind, you do so with eidetic clarity, and the game master should treat your character as perfectly remembering every detail as if the memory was completely fresh. You have access to the memory until you decide to store it again. If a memory is kept out of a coppermind for more than a scene, or if it is tapped and re-stored often, it will start to naturally degrade as all normal memories do.

Aluminum

Spoilers

Gold

Gold is used to store health. A goldmind can be tapped both to heal at an accelerated rate or to heal from wounds that would normally be fatal, as well as become resistant to disease.

Storing: Health is hard to store without injuring yourself. When you start storing health, you suffer Physical damage equal to half your Physical Health pool as your body becomes sickly and frail. This damage cannot be recovered while storing health. Additionally, you suffer a -1 penalty to all recovery rolls where you stored health at any point during the recovery process. You must store health for 2 scenes to gain one sphere. If you've stored for one scene, write a note of it on your character-sheet until you've stored a full sphere. You cannot use half-stored spheres. Note that accelerating the storing of health would result in suffering damage equal to 150% of your Physical Health pool.

Tapping: Tapping Health grants a +1 bonus towards recovery rolls where you tapped gold for more than half the recovery period, and you recover +1 Physical Health when you start tapping it. If you accelerate the tapping of Health, you recover +2 Physical Health per multiple of gold tapping (which will be minimum 2 when accelerating), and you may immediately attempt a physical recovery roll for all injuries without chance for worsening the injuries, adding a Tool bonus equal to your multiple of gold tapping. If you were already tapping health when you received an immediately fatal or permanent injury, you may reactively accelerate the tapping and attempt a recovery roll. If you succeed, you instead receive the result -10 beneath it on the consequence table. If you recover from a permanent injury through the tapping of gold, the injury is no longer considered permanent (gold will reattach a severed limb without issue).

Atium

Atium is used to store youthfulness. When storing, you will spend time as older, and when tapping you will be younger. Only your physical form changes, not your memories or skills.

Storing: When storing youthfulness, you will be physically 10 to 20 years older. This could possibly award a bonus or penalty, depending on what age you become.

Tapping: When tapping youthfulness, you will be physically 10 to 20 years younger. This could possibly award a bonus or penalty, depending on what age you become.

Talent Examples

Ferring Skill with ____ (Unique)

Pick a feruchemical metal. When accelerating the storing in this metal, you may choose to increase the penalty to five-fold rather than three-fold (if your pools allow) to store a sphere after just one turn of storing. When accelerating the tapping in that metal, you may cross off one extra sphere to receive the bonus twice again until the end of the next round.

Light on Your Feet (Unique)

You suffer no penalty for storing in Iron. Once per scene, you may instead gain a bonus to any roll where you would normally gain the penalty, equal in size to the penalty you would gain.



KANDRA – SCADRIAL

SPOILERS FOR “MISTBORN – HERO OF AGES”

You are one of the Faceless Ones. The things the Skaa speak of prowling in the mist, the Mistwraiths, are real. Amalgamations of translucent ever-changing flesh haphazardly creating musculature over discarded bones while consuming unwary travelers. Mindless things.

Through the blessings of the Lord Ruler however, you have been granted sentience. Your kind serves the nobility of Scadrial in secret, using your shape-changing abilities to act as spies as you take over the lives of those whose bones you currently cling to. All for payment in Atium, as the First Generation decrees it.

BECOMING SENTIENT

If you are a kandra, you have been granted sentience by the First Generation on behest of the Lord Ruler.

If you want to play as one it costs 8 XP, and you must invest this at character creation. Rather than distributing your Attributes the regular way, you set one at 4, two at 3, and one at 2, and only set the Cognitive and Spiritual attributes. The Physical ones will be set by what bones you wear. You can be assumed to have found a pair of 3 Might 3 Coordination bones to start.

FIRST CONTRACT

Your sentience is not free. The first thing you learned from those who awakened you is the First Contract, a set of rules for all kandra to follow. Opposing the First Contract is punishable by death, or worse, loss of sentience. The First Contract includes:

- You may not murder humans.
- You shall respect the earlier generations of kandra.
- You are alive and have rights, such as the right to plead any legal case in front of the First Generation.
- You must safeguard the atium owned by kandra.
- New kandra may only be created at the behest of the First Generation.
- If the Lord Ruler commands it, all kandra must remove their blessings and return to non-sentience.
- If the mist should disappear or black mists should appear, you must immediately seek out the Lord Ruler and ask for instructions.
- You are encouraged to create contracts with humans. You must break a contract should it conflict with a rule of the First Contract. You should seek payment in atium.

POWERS OF SHAPESHIFTING

You have great control over your bodily tissue, being able to form muscles and organs as you please, although hair is difficult, if not impossible, to get right, and you need bones to form around and attach to. You need to consume about as much as a human but can eat through enveloping your prey before digesting them, and may reduce your caloric need through. You age extremely slowly and do not need to sleep.

Because of the great control you exude over your own shape and body, you gain a number of special abilities:

Basic Modifications: You may use “your own body” as a quality 2 Tool for disguising yourself, morphing your features at will. However, you do not get this bonus when disguising

yourself as someone specific rather than someone you invented.

Mimicry: If you consume the corpse of a person or animal over the course of a day, you can later perfectly replicate the soft tissue of that entity when wearing their bones. When you form a body this way, it becomes a quality 4 Tool for fooling others that you are that person/animal, and most won't think to question.

Musculature: You may choose the values of your Might and Coordination scores and can reassign them once per turn. One of these may exceed the corresponding attribute of the person whose bones you wear by +1 while the other cannot exceed that person's value. The process of reassigning these scores looks highly unnatural.

Lord of Bones: Keep track of the Health of your bones somewhere on your character sheet. Whenever you take as much or more physical damage as you have Might or remaining Physical Health, whichever is lowest, in a single attack, also damage your bones by 1 plus the amount of damage you took in excess of your Might. Whenever you push a Might or Coordination roll, every second damage suffered is to your bones rather than your Physical Health. You can never heal your Physical Health pool to greater than its maximum minus the damage to your bones. You cannot naturally heal bones nor heal physical conditions which affect your bones (such as bone-breaks).

Immortal: You halve any penalties from physical pain, rounding down. During your turn, you may heal as a Short Action, in which case you heal 1 physical damage and immediately heal one physical consequence by automatically passing its associated physical recovery roll. This healing only applies to injuries not related to the breaking or harming of your bones. You do not go unconscious from being at 0 physical health. You age extremely slowly.

BLESSINGS

What truly saves you from perpetual existence as a mindless mistwraith are your blessings: two metallic spikes hidden within your body which together grants you sentience, but causes a crack in your spirit-web (-1 Spiritual Health maximum).

In excess of this, your blessings also grant you another ability, depending on what kind of blessings they are (the spikes are always the same, it is the pair that grants a blessing).

When you create your character, choose one type of blessing from the list below:

Blessing of Awareness: You gain +1 to Perception for rolls reliant on physical senses.

Blessing of Potency: The Might of any body you form increases by +1, in excess of what your bones typically allow. This is not visually apparent. Additionally, you cannot tire.

Blessing of Presence: You never suffer penalties for discomfort, pain, or distraction, gain +1 to your Cognitive Health Pool, and gain a +2 bonus against effects influencing or debilitating your mind or memories.

Blessing of Stability: You gain +1 to your Spiritual Health Pool and gain a +2 bonus against effects influencing your emotional state, such as zinc or brass allomancy.

TALENT EXAMPLES

Anatomical Expert – Faces (Unique)

You do not need to consume the flesh of a person to be able to reconstruct them, and always get the quality 2 Tool for disguising yourself, even when disguising yourself as someone specific. However, reconstructing the features of a person you have not consumed in such a manner as to get the quality 4 Tool for disguise takes a full day, and of course still requires their bones.

Anatomical Expert – Muscles (Unique)

When you reform your muscles, you may choose for both of your Might and Coordination to be +1 higher than what your bones would allow.

HEMALURGY –

SCADRIAL

SPOILERS FOR “MISTBORN – HERO OF AGES”.



The Investiture of Ruin, Hemalurgy, is the horrible art of transferring abilities and traits through stealing them from the spiritweb of one person before splicing them into another, most often killing the donor in the messy process.

FORBIDDEN KNOWLEDGE

Hemalurgy is one of the most dangerous forms of Investiture, primarily because it does not require any inherent gift or trait to use, only knowledge and Intent. You must know (or guess) how to steal and splice a trait and you must intend to do so in the process.

If hemalurgy is used in your campaign, there will be a Skill called “Hemalurgy”. However, learning this skill is not as easy as practicing some simple sword-arts. It is an extremely difficult and obscure art which, unless you have ample of human test-subjects and a lot of time, will be very difficult to learn on your own. This skill is specialized.

So, if you want your character to know hemalurgy, you will have to pay 2 XP before you are allowed to increase your Hemalurgy Skill.

Whenever you raise your Hemalurgy skill, you gain a specialization Talent for it for free. Specializations of Hemalurgy are different sub-categories of what can be stolen at different skill levels according to the table under the Hemalurgic Art header. For instance, for Hemalurgy 1 you could be specialized in stealing physical strength, and for Hemalurgy 2 you could be specialized in stealing Allomancy.

A MESSY PROCESS

Hemalurgy is named after its connection to blood and metal.

To steal a trait, you must drive a metal spike of the appropriate alloy through the body of whoever you steal from, and it must come into contact with moving blood on its way through. Although it is possible to steal traits by driving it through different locations depending on the trait being stolen, the heart is always viable and favored by most hemalurgists.

To splice a trait into someone, you must drive a spike with a stolen trait into an appropriate location on the acceptor's

body, where it will remain. This act warps and twists the body and soul of the recipient to accommodate the change in physiology required for the body to stay alive with the spike as well as the change in spirit required to support the new trait.

A person which gains a trait or ability through hemalurgy gains 1 crack in their spirit-web (permanently lowers their Spiritual Health pool by -1) for each trait or ability gained.

Creating a hemalurgic spike requires intent and cannot happen by accident. Applying a spike can be done unknowingly.

Hemalurgic Decay

Whenever you steal something through hemalurgy, a small part of it is lost. If a spike spends time without contact to flowing blood or submerged in fresh blood between the moment of creation and application, the power within weakens further.

If a spike spends more than a few minutes without blood or spends more than a couple of months with blood but not applied, it halves the strength of whatever it applies. So, if you have a spike which grants +1 Might, you will now need two such spikes to gain the bonus.

If it spends more than a couple of months or years without blood and not applied, its strength becomes so weak it will grant almost no benefit at all and might not hold enough of a charge to initiate the changes required for a splice.

ACQUIRING METALS

Hemalurgy requires spikes of allomantically pure metal.

Resources	Meaning
1	A single metal spike.
2	2 spikes
3	1 spike of a rare metal.
4	-
5	-
6	An atium spike.

HEMALURGIC ART

Stealing a trait requires knowledge about which type of metal spike is needed as well as a well-defined intent, and successfully applying one requires that the spike be placed in an exact appropriate spot on the receiver's body.

Stealing

What kind of traits or attributes you know the intents and required metals to steal depends on your Hemalurgy Skill and associated Specializations according to the table below. You may still attempt to steal traits which you do not really know how to steal but doing so requires a successful Hemalurgy roll with a penalty equal to 5 times the difficulty of the trait. An atium spike can steal any attribute or trait. Count the Hemalurgy requirement as +1 higher if you are not stealing the trait through the heart.

You can never steal more than one attribute or trait with a single spike. Many types of Investiture are made up of a collection of different powers, mistborn powers for example are divided into the different metals, and you can't steal more than one misting ability with a single spike.

Traits with a requirement of 5 or above require a spike of a rare metal.

Attribute/Trait [Specialization examples]	Hemalurgy
---	-----------

Physical attributes [strength, dexterity, senses]	1
Singular aspects of Investiture (bronze allomancy, gold feruchemy, the Nahel bond) [allomancy, feruchemy, aon dor.]	2
Mental attributes or Basic Spiritual attributes [perception, focus, charisma]	3
Complex attributes or abilities [humanity, cognition]	4
Abstract Spiritual attributes (connection to a place or language, spiritual stability) [connection, spirit]	5

All attributes or traits are defined in contexts. Although only one trait can be stolen per spike, these spikes also confer the contexts of the stolen trait. "Strength" cannot be stolen without also conferring the traits people associate with it, such as "aggression" and sometimes "stupidity".

"Humanity" can be very different depending on how you approach your intent about it. You could define humanity in context of mental fortitude: "we are human because of our ability to persevere", or it could be in relation to our physical traits: "what sets humans apart is our physical dexterity and opposing thumbs".

Generally, contexts for things with requirement 4 or higher are neutral or positive as long as you actually have the skill level and appropriate specialization, but other contexts or rolling to steal can grant very disadvantageous contexts. You may increase the difficulty of a stealing by +3 to determine the context yourself.

The exemption to this rule is stealing traits conferred through Investiture. Those are always stolen alone without conferring any context.

Splicing

Applying a Hemalurgic spike is easy, as long as you know where the spike should be implanted on the recipient, which is a very difficult thing to discover.

When you attempt to apply a spike with an attribute or trait you do not have the skill and specialization for, you need to roll your Cunning+Hemalurgy with a penalty equal to the Hemalurgy requirement of stealing the attribute in question. If you use an atium spike, you gain a Tool bonus of +1. If you succeed, the spike is applied without physical harm to the recipient, the trait or ability is conferred, and the recipient suffers a crack in their spirit-web as explained above.

If you fail this roll, the spike does not take and acts just as if you had stabbed the recipient in the location with a normal metal spike. Ouch.

If you attempt to apply a spike with an attribute or trait you have successfully applied to another recipient before, seen being applied before, or been taught how to apply, no roll is required unless the recipient is struggling. Even people with no knowledge of Hemalurgy can apply spikes easily if taught how.

Specifics

Hemalurgy is a very free area, with light rules for what is possible. Ultimately, it is up to the players and Game Master together to determine what happens when different attributes or traits are conferred and what are the limits of these powers.

HEMALURGIC CONSTRUCTS

Here follows some examples of hemalurgic constructs and what kind of spikes, intent, and splicing is required to create them.

Koloss

4 iron spikes stealing physical strength (Hemalurgy requirement of 1). In reality, 2 spikes are enough, but koloss spikes are kept outside of blood before being conferred to the recipients and lose some of their potency.

The first pair (because of hemalurgic decay) of spikes confers +1 Might and makes the target more aggressive. The aggressiveness means that the recipient will receive penalties towards resisting being goaded into aggressive action. The second pair gives the same bonuses and penalties, but also causes the target to continue to grow in size indefinitely, split and burst their skin, and start losing intelligence quantified as a -1 penalty to Cunning while the need for aggression becomes almost unbearable, consuming the rest of their minds. The continued growth allows the character to spend XP to acquire extra Might by spending -1 less XP than usual. A full koloss without some substitute for their skin (such as the blue “skin” created by the Lord Ruler”) always suffer from a condition which places one Wit from their Determination to their Desperation pool at the start of each scene because of continued pain.

Kandra

Like koloss spikes, kandra spikes are kept outside of blood before being conferred, so 2 are required together to grant their benefit. These spikes are made to steal “humanity” with intents defining different contexts, resulting in different kinds of metals being required. These spikes grants the missing humanity required for a mistwraith to become human enough to be kandra, as well as some additional bonuses from context. See the “blessings” section under the “Kandra” header above for details on different spikes.

Steel Inquisitors

On the surface, Steel Inquisitors seem like simple hemalurgic constructs since they simply steal a collection of allomantic and sometimes feruchemical powers. However, with that many hemalurgic spikes the number of cracks to one’s spirit-web would be enough to outright kill any normal human, no matter how strong spiritually. The secret to creating a Steel Inquisitor is the “lynchpin spike”, a single spike which contains stolen spiritual stability to desperately hold their fraying souls together. This spike sets a Steel Inquisitor’s Spiritual Health maximum to that of the person whose spiritual stability was stolen - 1. However, a Steel Inquisitor should still keep track of how many cracks to their spirit-web they have, since all other effects of cracks are still present: the symptoms are treated, but not the underlying disease.

COMPOUNDING – SCADRIAL

SPOILERS FOR “MISTBORN – HERO OF AGES”.

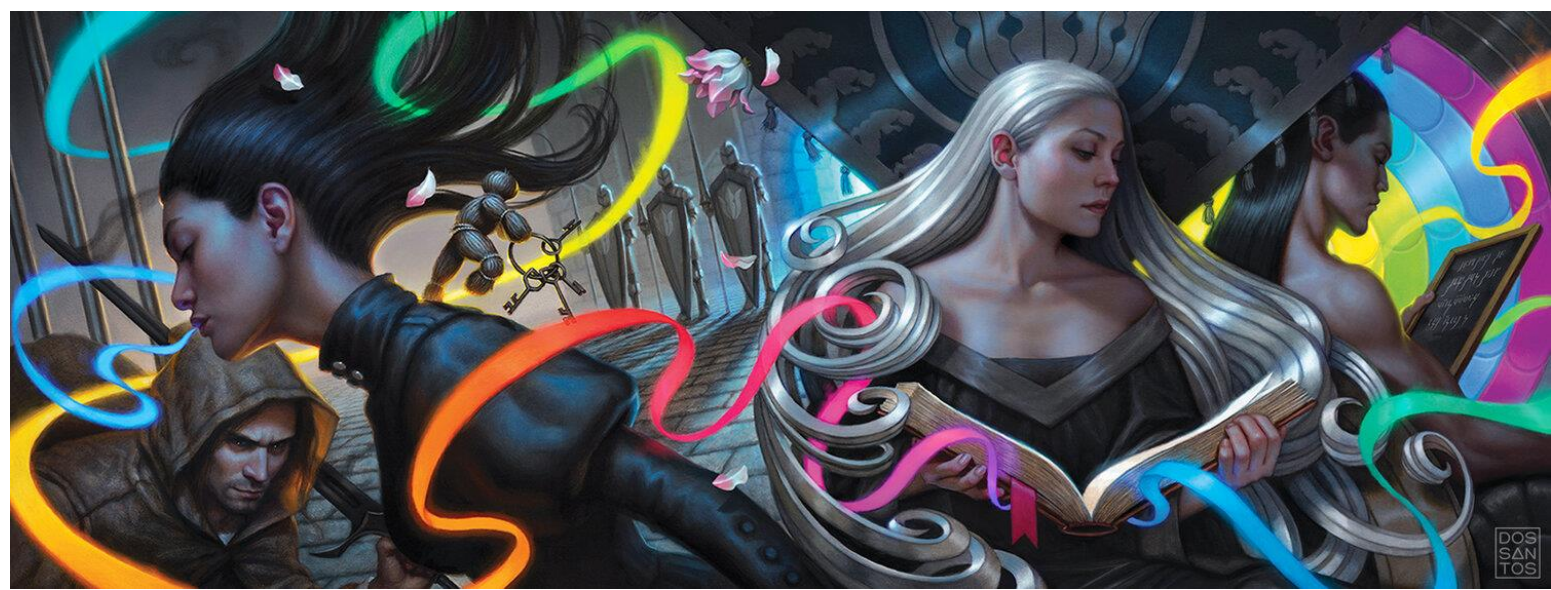
SAVANTISM – SCADRIAL

SPOILERS FOR “MISTBORN – HERO OF AGES”.

NALTHIS – WARBREAKER

SPoilERS?!

This chapter contains minor spoilers for Warbreaker up to and through the Breath part of the Investiture section. Everything after this is major spoilers for Warbreaker.



NALTHIS

EQUIPMENT & RESOURCES

Lifeless

Any Lifeless is rare to find (they are mostly outlawed for people to own), but you hold the command word for one of moderate skill. You can create your Lifeless as a starting character, but it can have no Skill higher than 2. Lifeless cannot use Investiture.

Scarf dyed with Egdli's Tears

The rare plant called Egdli's Tears produce the most vibrant colors ever imagined. Any such color will count as 5-fold when used for awakening, meaning you could awaken a lot of things with a singular scarf.

INVESTITURE

In the following pages the different forms Investiture take on Nalthis can be found.

BREATH - NALTHIS

Breath, also known as BioChromatic Breath to scholars, is a type of Investiture innate to every human born on Nalthis. Every Nalthian is born with one Breath, which they can willingly give to another or infuse into inanimate objects in the art of Awakening.

Holding many Breaths at once will start to affect a Nalthian and their surroundings: improving their senses and causing nearby colors to increase in saturation.

A Breathless Nalthian is referred to as a Drab and appears to dampen the colors of whatever they wear, as well as their own emotions and senses.

NALTHIANS

Being born a Nalthian means you hold one Breath and you can use Breath to Awaken items. The singular Breath of Investiture you are born with, and the capacity for Awakening, grants you minor boons over people from other worlds (see Heightenings below). As such, in a campaign with characters from many different worlds, being a Nalthian should be a Talent costing 2 XP that can only be acquired at character creation.

If you want to play a character who can make good use of Breaths, you might want to specialize your Resources towards acquiring Breaths if the campaign takes place somewhere where Breaths can be bought. Regardless, if you do not have enough Resources to purchase 1 Breath regularly, this does not mean you start the campaign without any Breaths.

GAINING SPHERES – ACQUIRING BREATHS

Breaths can be willingly given when in physical contact with the recipient, in which case *all* Breaths of the giver are transferred, contrary to Awakening, where only the needed amount are transferred.

Mark somewhere on your character sheet how many Breaths you currently hold.

Depending on where on Nalthis you are, acquiring Breaths can be as simple as purchasing them for (a lot of) money, they could be handed down along the family line, or holding more than 1 Breath could be outlawed altogether.

Under the Heightening header below is a chart describing roughly how many Breaths you can be assumed to have between any given adventure as long as you didn't lose too many of them, depending on your Resources skill and assuming the campaign takes place in or near a country like Hallandren on Nalthis. Other places might lower this number. Between every session, you will gain between zero to half the number of maximum Breaths your Resources can afford, until you possess maximum this number, depending on if your situation allows the purchasing of Breaths. Breaths you still have control over (such as those in Awakened objects still in your possession) count as being in your possession.

You will never lose Breaths between sessions.

A single Breath is roughly equivalent to 5 spheres of another type of investiture.

HEIGHTENINGS

Each Breath gathered increases a Nalthian's innate Investiture, senses, and understanding of the Cosmere at large. Additionally, the higher your Heightening the more vibrant and saturated the colors around you appear.

Resources	Heightening	Breaths
0-1	Drab	0
2		1
3	First	50
4	Second	200
5	Third	600
6	Fourth	1000
	Fifth	2000
	Sixth	3500
	Seventh	5000
	Eight	10000
	Ninth	20000
	Tenth	50000

Drab

When you give away all your Breath(s), something vital goes with it, and you become a "Drab", "Dull", or "Faded One". Only those who have held Breath(s) and then given them away will become a Drab, those from worlds other than Nalthis are not Drabs just because they do not have a Breath. A Drab lowers the maximum sizes of all their Health Pools by -1, gains a -1 penalty towards pleasant social interactions and noticing other living things, but everyone else gains a -1 penalty to noticing a Drab.

First

At the First Heightening, you can accurately judge the Heightening of those around you by their colorful halo. You gain a +1 bonus per Heightening toward resisting poisons and diseases and gain half this bonus rounded down as a bonus to recovery rolls.

Second

You gain perfect pitch. This grants a +1 bonus to your Skill in any music-associated roll but will not increase it to more than 4.

Third

You can instantly and instinctively determine exact shades of colors and their hue harmonics at a glance, granting you a +1

bonus to your Skill in any art-associated roll, not increasing the Skill beyond 4.

Fourth

You sense the very life force of those around you and gain a +1 bonus to detecting any living being that is not a Drab.

Fifth

You are immune to most natural toxins, diseases, and minor ailments (such as headaches). You no longer age.

Sixth

Decrease the experience required to increase your Awakening Skill to 1 by -1 total, but still record how much experience you've spent on it overall. This means you will immediately gain a Skill of 1 if you previously did not possess any Awakening Skill, and you will reach new levels of the Skill easier. If you go below this Heightening, your Skill might decrease.

Seventh

You can accurately sense how much investiture (how many Breaths for instance) items hold (if any). This is useful to gauge if objects have been Awakened.

Eight

Practically no one in the history of Nalthis has reached this Heightening, save perhaps the God-Kings of Hallandren. As long as you are at this Heightening, you can use the Command Break Talent, even if you don't have it.

Ninth

You could theoretically Awaken sentience in stone or metal. You can Awaken any object which your voice can reach, not only those you touch.

Tenth

Color around you bend and separate as if filtered through a prism. You can drain twice the color from items during Awakening (leaving them white rather than grey). If you have an Awakening Skill of at least 4, you can pass on Breaths and use Awakening without speech.

AWAKENING

Perhaps the most exciting prospect of holding many Breaths is using them for Awakening: using a combination of Breaths, color, and a command to animate objects.

Awakening an object requires you to be in physical contact with said object as well as a source of color, such as a colored napkin, and speaking a command, upon which a number of Breaths will be transferred from you to the object depending on the similarity of the object to a living form and the availability of color. The colors of living beings cannot be used. Color will be drained from the source, leaving it grey.

An Awakened object that is pliable will often shape itself into humanoid features as is fitting (fabric told to "grab things" might shape itself into a hand for instance).

If BioChromatic Breath is introduced to your campaign, there will be an additional Skill called Awakening, which determines how skilled a character is in this art, and what types of Awakening Commands they can use.

Basic Commands (0 Awakening Skill)

"My life to yours, my Breath become yours." This command will transfer all your Breaths to another living creature.

"Your Breath to mine." This command will reclaim any Breath *you* have stored in an item, ending any Awakening you have made. You cannot reclaim Breaths from living things, *nor from corpses*.

You can "Awaken" an object without proper commands to just store the Breaths in it. This is what will happen if you try to use a more complicated command and fail.

Simple Commands (1 Awakening Skill)

These are simple commands which are easy to visualize, like "untie yourself", "grab things", or "smack that guy". You can use these commands to Awaken pliable or hinged objects, such as fabrics, armors, or skeletal remains. An Awakened object acts immediately and continues following its command until destroyed or the Breath is reclaimed.

Objects Awakened this way that act independently will have 5 in any Attribute rolled, use your Awakening Skill for their Skills, and increase their Tool bonus to up to +3 depending on their suitability for the task (a rope will probably have total +3 to "hold things"). Awakened objects act at your initiative in a structured conflict. Awakened objects never Push the Roll, nor do they use Wit.

If you use an Awakened object to aid in an action you directly undertake, such as using an Awakened rope to scale a building, you simply gain the benefit of the really good Tool quality of up to +3 and the fact that many new things are probably possible with living tools. Of course, you can push such a roll.

The number of Breaths needed depends on how closely the awakened object resembles a living being. Experienced Awakeners often bring cloth cut into hand-like shapes or other human-like features for just this purpose:

Similarity to Living Shape	Breaths
Perfect (it's a corpse)	50
Close (suit of armor, voodoo doll)	100
Reminiscent (cloth cut like a hand)	150
Possible (material which could shape itself to be lifelike, like cloth or rope)	200
Inappropriate (balls or cubes)	300
Long time since the material was part of a living thing (ancient banners)	×2
Core of material has never been part of a living thing (rocks or steel contrary to cloth)	×50

Additionally, color of an area large enough to cover the awakened object is required to be drained from something you touch. Non-saturated color will be less efficient, and heavily saturated color or deep black will be twice as efficient. If you have too little color but have at least half the color that would be needed, twice the Breaths are required for the Awakening. If you have less color than this, you cannot Awaken the object. Normally, it's not that important to keep track of color in a game, since you could just draw from the brown of dirt or wood, etc., but it's good to keep in mind that grey caves are dangerous.

Intermediate Commands (2 Awakening Skill)

These commands require more advanced visualization, such as commanding a cloak to "protect me", which would require careful visualization of what the cloak should protect against and how it should do it. Other examples include "fetch keys" (what are keys?) or "find tunnels" (how to visualize tunnels?).

You may use Wit on behalf of your Awakened objects for any action executed directly after the Awakening.

Lifeless Command (3 Awakening Skill)

If you Awaken a corpse, you may make it a Lifeless. Such a creation will use the Attributes and Skills it had when it was alive, but its Skills will be lowered to your Awakening Skill and it will not gain an extra Tool bonus. Additionally, it will lose the ability to speak, any memories and sentience it once had will not be retained, and it will not care about any emotional trauma (it ignores most Spiritual damage and consequences). All its Health Pools are increased by +3. A Lifeless does not naturally recover Health. Lifeless have 1 Wit each, which they use to fulfill their command.

When you create a Lifeless, you may grant it a key-phrase rather than a command to execute. Any sentence containing this key-phrase will be interpreted as its command until a new such sentence is spoken. Take care! Anyone with the key-phrase will be obeyed, not only you! Human Lifeless with an at least semi-intact brain will be able to understand abstract commands. As a Short Action, you may instruct a Lifeless you have created to Push the Roll.

You may Awaken several similar items at the same time, as long as you give them all the same command.

Advanced Commands (4 Awakening Skill)

These are commands that take difficult visualization and might even be composed of several phrases. Examples include “Become as my legs and give them strength” or “Fight for me, as if you were me”. The former could have you use the Awakened item’s Attribute instead of your own, and the latter could animate an armor or corpse to fight using the same Talents as you.

Complex Commands (5 Awakening Skill)

These commands include terms that will need to be interpreted, such as “destroy evil”. Tread carefully however, since no visualization will be powerful enough to lend a proper definition of something so abstract as “evil”, and you might end up with some particularly violent object.

TALENT EXAMPLES

Command Break (Unique)

If in physical contact with an Awakened object, as a Long Action you can roll Spirit+Authority with a bonus equal to your current Heightening against a difficulty equal to the Awakening skill of whoever Awakened the object +1 per Heightening worth of Breaths the object contains. You suffer Spiritual damage equal to 2 + however much you failed this roll by but will not suffer a consequence roll for reaching 0. If you did not reach 0, you may break the command assigned to the Awakened object. In the case of Lifeless, you may instead choose to just break its current assignment, rather than its Awakening command (meaning it will obey new orders in the future).

Ichor-Alcohol (Unique)

You know the secret of preparing and using ichor-alcohol. Your Lifeless prepared with the liquid will regenerate Health like a living person would (but will still not heal from consequences naturally). For every 3 Health healed, you will need to prepare a new liter of ichor-alcohol, which can be done with relatively cheap materials but takes some time.

True Lifeless (Unique)

You know the command for creating true Lifeless using BioChromatic Breath! If you have an Awakening Skill of at least 3, creating a Lifeless costs you only 1 Breath.

RETURNED - NALTHIS

SPOILERS FOR “WARBREAKER”

On rare occasions shortly after a person on Nalthis dies, their body will glow brightly, heal all injuries, and they will wake up as a Returned with no memories of their previous life. Returned always become the very peak of physical excellence and beauty, but the truly remarkable thing about them is their Divine Breath, the single extremely powerful Breath they are reborn with which when used will heal any one person from any injury or malady, sacrificing the life of the Returned for good when used.

BECOMING RETURNED

Any Nalthian who dies on Nalthis may become a Returned, although most often it is people who died heroic deaths. When this happens, they wake up within a day with no recollection of their prior lives, they will increase their Strength and Coordination as +1 but may never again raise them with XP, they lose all Breaths they held, they gain the benefit of holding a single Divine Breath, and their appearance shifts towards what they subconsciously believe physical perfection to be.

However, this new life comes at a price. At the first day of every week, a Returned loses one of their held Breaths, as it is consumed to uphold their existence. If the only Breath they hold at this point is their Divine Breath, they die.

Becoming a Returned costs 10 XP. Remember that the character will have no recollection of their previous life.

ASPECTS OF THE RETURNED

Returned gain the following abilities.

Divine Breath

All Returned are reborn with a single Divine Breath. This Breath is roughly equivalent in power to 2000 regular Breaths and counts as this many Breaths for the purpose of figuring out which Heightening you achieve (see Heightenings under Breath – Nalthis).

If you ever lose your Divine Breath, you die permanently, and cannot return again. You can also just die like any other mortal from say excessive wounds.

You can give your Divine Breath to save another (in which case you die). If you do so, that person is completely healed from any and all injuries, diseases, or other wounds, be they physical or spiritual. In rules terms, all their Health Pools are returned to their maximum value, they lose all consequences from injuries, and lose all debilitations such as lacking an arm or suffering from a mental disease.

Attributes

Returned are particularly fast and strong. Upon returning, you gain +1 to two different Physical and/or Spiritual Attributes.

However, Returned are locked in this state, and can no longer improve their bodies by training, so can no longer raise these Attributes through XP.

Immortality

You no longer require food nor drink but may still partake of it. Additionally, because of the Fifth Heightening, you are also immune to diseases and do not age. However, children

Returned will age to adulthood in a couple of years before they stop aging.

Appearance

You will automatically change in appearance to closer resemble what you subconsciously believe is the perfect ideal. This change will be within reason, meaning you will not spout extra arms if you happen to be into stuff like that, but you could grow a couple feet in height and become more beautiful.

This change in appearance might vary slightly from moment to moment depending on very strong emotions. If you feel particularly angry and brave for instance, you might appear taller and more muscular.

Cost

On the eighth day after returning, you will start feeling sluggish and tired, and suffer a -2 penalty to all physical actions. At any point before the end of this day, you must consume one of your held Breaths. If you have no Breaths save your Divine Breath, this is consumed, and you die.

Consuming a Breath resets this timer starting from the previous day.

Visions

Many cultures speak of the Returned receiving visions through observing works of art. However, most Returned never experience such things...

Miscellaneous Effects

In addition to the effects stated above, being a Returned grants some minor boons. Children and animals will recognize your divinity and take a liking to you. From studying a work of art, you can automatically discern the intent of the artist, if there is one (even if it is an abstract work, you will know what it represents).

ROSHAR – STORMLIGHT ARCHIVE

SPoilERS?!

The *Roshar* and *Equipment & Resources* sections as well as the *Sharbearer* part of the Investiture section contain minor spoilers for *The Way of Kings*. The rest of the chapter, especially the parts that go into detail about the other types of Investiture of Roshar, contains heavy spoilers for *The Way of Kings*, *Words of Radiance*, *Oathbringer*, and *Rhythm of War*.





EQUIPMENT & RESOURCES

Half-shard

A tall diamond-shaped shield of considerable bulk, but reinforced by a fabrial powered by stormlight, this shield can withstand a single hit from a shardblade. This is a quality 1 shield. The gem in the shield can contain up to 4 spheres worth of stormlight. Whenever the shield would decrease its quality or be otherwise broken, it consumes 2 spheres worth of stormlight from its gem instead, if able. This makes it capable of blocking a shardblade.

Shardblade and Shardplate

These renowned pieces of equipment are more than just common items. Won in duels, inherited, or conquered through battle, being a sharbearer is much more than simply having another item in your possession. Rules for acquiring Shards at character creation are kept in the Investiture section, under “Sharbearer”.

Soulcaster

Wonderful and delicate fabrials with two rings, an armband, and several gemstones with intricate metalwork connecting them. Through these things, those trained in its use can “soulcast” any object into another material. Some Soulcasters can create any material, although most can only make a single kind of substance, such as stone, grain, or smoke.

A Soulcaster can contain 3 spheres worth of stormlight.

How to use it [REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]

Soulcasters are guarded jealously by the Vorin church and counts as 2 rare items if you want to start with one. If you want one that can create any material, it counts as 3 rare items.

INVESTITURE

In the following pages the different forms Investiture take on Nalthis can be found.

SHARDBEARER – ROSHAR

The ancient weapons once wielded by the legendary Knights Radiant before their betrayal of their oaths, Shardblades and Shardplate are the centerpiece of any Rosharan military, capable of turning the tide in any battle if used well.

SHARDBEARER

Shards are generally either inherited or won through battle, either by killing a sharbearer or defeating him in a duel with shards on stake. An ancient tradition on Rosher still often

honored, is that if you slay a sharbearer honorably in combat, the shards will be passed on to you.

Acquiring a Shardblade or Shardplate at character creation is so much more than just possessing some rare items, to they cost 4 XP each.

GAINING SPHERES – STORMLIGHT

Every five to ten days on Roshar, a highstorm sweeps from east to west. This catastrophically powerful storm surges forward with terrible speed, destroying everything fragile (like people) left out in the open. However, any true gemstones hit by the rains and lit by the lightning at the center of the storm will be infused with stormlight, a wispy glow emanating from within. Depending on the cut of the gemstone, the light will slowly leak out of it, and there will be too little to use when approximately ten days have passed.

Luckily, gemstones are common on Roshar, and small gemstones in glass spheres are used as the primary currency and main source of indoor lighting! However, quite a lot of stormlight is needed for things such as shardplate.

One “sphere” of stormlight is roughly equivalent to what would be contained in a diamond broom, one of the larger denominations of Rosharan money. Several smaller or less refined gemstones can be used in lieu of one diamond broom.

The following table shows roughly how many spheres worth of stormlight you can be assumed to have readily at hand on Roshar based on your Resources.

Resources	Meaning
1	3 spheres
2	As much as you can comfortably carry (10)
3	Enough for you to replenish what you can carry many times
4	Enough for you and a squadron to have the 3 advantage.
5	-
6	Enough for an army.

Shardplate can contain up to 5 spheres worth of stormlight and can be directly charged by being left out in the storm.

POWER OF SHARDS

Both shardblades and shardplate count as heavily Invested items.

Shardblade

A Shardblade is a magnificent shining metal weapon. Most are almost 6 feet long and a handspan in width but are much lighter to wield than any known metal. Such a sword can be bound to you, after which you can summon it in 10 heartbeats, making it appear as if it coalesced from mist, or you can dismiss it at will, making it disappear without a trace. In structured time, if you start to summon a shardblade on your turn it will appear on the start of your next turn. If you drop a shardblade while not intentionally focusing on keeping it summoned, it will disappear, meaning you will be forced to start summoning it again if you are disarmed.

The grandest ability of a Shardblades is its ability to cut anything while being indestructible itself. However, it does not cut living matter, it rather passes straight through and extinguishes the soul within, turning limbs dead and grey and burning out the eyes of those killed with it. A Shardblade is a quality 3 weapon which cannot be broken and cannot be blocked except by other Shardblades or heavily invested items

(or a Half-Shard), since anything used to block a Shardblade will simply be cut through.

If fighting in particularly close quarters, a Shardblade is not much use because of its great size.

Shardplate

Huge and ornamented full-body metal armors with no gaps between the plates and that enhances the strength of its wearer, the insides of a Shardplate contains almost perfectly cut gemstones. A Shardplate is nigh-impervious to damage and doesn't bend or buckle, but if struck hard enough, or by a Shardblade, individual plates of it will crack and shatter like glass. Cracked Shardplate leaks stormlight as it very slowly reforms.

A Shardplate can contain 5 spheres worth of stormlight, and you gain bonus Attribute dice to all Might rolls equal to half the number of spheres it currently holds, rounded down. This bonus counts as your Might being higher for purposes of things like how much you can carry. At the end of a scene in which you wore your Shardplate, it loses 1 sphere of stormlight. Unless the armor is in Pristine condition, when you push the roll on a Might roll and roll at least one 1 on Attribute dice, the armor loses 1 sphere worth of stormlight, but you suffer 1 less Might damage.

While the armor holds no stormlight, it's too heavy to move in unless you are extremely strong. As long as it contains any stormlight, it can be doffed quite quickly through mentally commanding clasps to release.

Shardplate works differently depending on how whole it is. Whenever your plate protects against at least 10 damage in one hit, it breaks one step (if it protects against 20 it breaks two steps). Shardplate can block damage normally considered un-blockable, like that of Shardblades, but if a shardplate ever absorbs all damage from a hit from something like that, it breaks at least one step regardless of how much that damage was. Whenever the plate breaks one step, it loses 1 sphere worth of stormlight.

A non-pristine shardplate recovers one step of damage per day by consuming 2 spheres worth of stormlight.

Pristine: The plate absorbs all physical damage you would suffer from physical wounds or attacks. The bonus dice to Might rolls are Skill dice rather than Attribute dice, and the armor does not lose stormlight when you push a Might roll and roll 1s.

Cracked: The armor seems to slowly leak stormlight, but still absorbs all physical damage you would suffer from attacks.

Damaged: One or two pieces have shattered completely. Rather than absorbing all damage, the shardplate works like a quality 6 armor which doesn't decrease in quality by rolling 1s, but every 1 rolled counts as 3 damage absorbed for the purposes of breaking. Opponents attacking you can spend 1 Wit to halve the armor number as they go for the shattered spots.

Splintered: So many pieces of plate have shattered that some gloves or boots might lose contact with the chest-piece, cutting off the supply of stormlight. The armor grants a -1 penalty to Might and Coordination rolls. Rather than absorbing all damage, the shardplate works like a quality 3 armor which doesn't decrease in quality by rolling 1s, but every 1 rolled counts as 3 damage absorbed for the purposes of breaking. Opponents attacking you can spend 1 Wit to ignore the armor number as they go for the weak spots.

Ruined: Only a couple of shards of the chest-piece remain. The plate no longer grants any kind of bonus until reformed to at least Splintered, which takes 5 times as long as usual and uses up 5 times the stormlight.

KNIGHTS RADIANT - ROSHAR

SPOILERS FOR "RHYTHM OF WAR"

Whenever a Desolation draws near on Roshar, the Knights Radiant will appear once more, as the sentient spren of shadesmar journey to the physical realm to bind themselves to mortal souls.

NAHEL BOND

Two things are required for forming the bond between sentient spren and human that will eventually grant the person the powers of a Knight Radiant. First, the spren must choose you. Different spren have different personalities, but the same kind of spren tends to seek out the same kind of people. Honor-spren tend to seek out those who feel the need to protect others, for example. Secondly, the human to be bound must have a crack in their spirit-web for the spren to fill. Simply put, they must be at least partially spiritually broken. Be it from depression, past trauma, addiction, or something else.

Once these prerequisites are met, you can swear your Ideals, the Immortal Words, and bind yourself to uphold the Oath of your order (which depends on the type of spren which has taken interest in you). As long as you uphold your oaths and ideals, you will benefit from Knight Radiant powers. You must swear Ideals in order. You can never bind more than 1 spren.

First Ideal

"Life before death, strength before weakness, journey before destination." This first ideal formalizes your bond to a spren and grants you basic access to the powers of a Knight Radiant as well as the two Surges specific to your order. You must pay 4 XP to swear the first ideal, in excess of fulfilling the basic prerequisites of a Nahel bond.

Alternatively, if you are a loyal companion to a Knight Radiant of at least the Third Ideal and your personality at least somewhat matches what a spren of his spren's kind would look for, you can swear your First Ideal as a squire of that knight without needing to meet any prerequisites by only spending 2 XP. In this case, you have no spren of your own and your powers will only work while within a couple of kilometers of that knight. Additionally, you can only progress to the second ideal if you meet the prerequisites of it and the first and pay +2 XP extra, at which point you bind your own spren proper. This spren could be from another order, which would change your Radiant powers to work as for that order.

After swearing the First Ideal, you can infuse yourself with up to 1 sphere of stormlight, can use the common powers of all radiants, and have access to the 2 Surges specified by your order. You can only infuse yourself with new stormlight when it is your turn to act.

Second Ideal

The second ideal is unique for each order of Knights Radiant, that is, for each type of sentient spren that can be bound. Swearing the second ideal costs 2 XP and requires you to have committed a significant part of your life to the ways associated with your order.

After swearing the Second Ideal, you can infuse yourself with up to 2 spheres of stormlight and gain access to the resonance power(s) of your radiant order.

Third Ideal

The third ideal is personal to you and your specific relationship to your order. To swear it, you must prove to both yourself, your spren, and the Stormfather that you are worthy, often in conjunction with lofty deeds or reflections on these. Swearing the third ideal costs 4 XP.

After swearing the Third Ideal, you can infuse yourself with up to 3 spheres of stormlight, gain the ability to take up to 5 Radiant squires, and can summon your spren as a Shardblade as a Short Action, ignoring the normal time taken for Shardblades to appear, or dismiss it whenever you choose. Your summoned blade can take the form of any weapon or tool, even a shield or a fork (although most spren protest to being used in mundane ways)!

Fourth Ideal

Similar to the third, this is a personal ideal further deepening your oath to your order in the name of Honor. Swearing the fourth ideal costs 4 XP.

After swearing the Fourth Ideal, you can infuse yourself with up to 4 spheres of stormlight, can now take up to 10 Radiant squires, and can summon a Shardplate to cover yourself or any other character whom your voice can reach by consuming up to 4 spheres worth of stormlight, which become the stormlight used by the armor. The armor will form as Ruined but immediately mend one step per sphere it was created with beyond the first (using 4 spheres creates a Cracked plate). Forming the plate requires a Short Action (not necessarily taken during your turn to act). You can dismiss the Shardplate whenever you choose, which returns the stormlight it contains to you. If you immediately form a new Shardplate, you can directly transfer the stormlight to it instead.

OATHS

The Ideals you speak as a Knight Radiant are oaths which allow the bond between you and spren. Thus, willingly breaking your oaths will have a negative impact on the bond and your powers. If you start ignoring or stop actively pursuing your oaths and ideals sworn as a Knight Radiant, your powers will first go back one ideal as the strength of the bond weakens. If you break a central tenet of your oaths, or neglect them over a longer period of time, this will lead to the ultimate death of your bound spren, sentencing them to live out existence as a “dead-eye” husk feeling nothing but pain and wandering shadesmar forever, as you lose all your powers.

If you ever pick up a dead Sharblade (one not belonging to a living Knight Radiant), you suffer a -2 penalty to all actions for as long as you hold the blade and you must succeed on a Cunning+Endurance roll or suffer 5 cognitive damage.

SPREN COMPANION

As a Knight Radiant, your soul is bound to that of a sentient spren. Most such spren can choose who can and cannot see them at any given moment. When they crossed to the physical realm, they lost almost all memories. As you progress in your ideals, your spren will slowly be restored to their true self.

If your spren leaves your presence for an extended period of time, it will have the same effects as you starting to oppose your oaths.

Most spren care deeply for their Knight Radiant, although the minds of some spren are pretty far from human so they might show it strangely (especially Highspren). Your spren is fiercely committed to the ideals you speak.

A sentient spren is its own character with severely limited influence over the physical realm. In shadesmar however, they can fully interact with their environment and be harmed. A spren cannot be invested, as technically they are made from investiture. Spren can heal like Knights Radiant can by absorbing stormlight directly from their surroundings. No physical consequence is permanent for a spren, even death!

GAINING SPHERES – STORMLIGHT

As a Knight Radiant, you can breathe in stormlight, draining it from nearby gemstones and infusing yourself. As the currency and main method of lighting on Roshar is gemstones in glass spheres (denoted spheres simply), this means there is ample of opportunity to collect it.

For how to gain access stormlight, see the “Gaining Spheres – Stormlight” sub-section under the “Shardbearer – Roshar” section.

When you breathe in stormlight, mark how many spheres of stormlight you are infused with on your character sheet. You may only do this during your turn to act but may breathe in as much stormlight as you can hold. At the end of the scene in which you gained these spheres, or if you engage in long conversations, this stormlight will leak out of you and you lose these spheres.

As long as you are infused with stormlight you have access to the Radiant Common Powers as well as your Surges.

Burning Stormlight

Some powers may instruct you to “burn” stormlight, which is the same as losing one sphere you are infused with. Unless otherwise specified.

Stormlight burns quickly: whenever you use a Knight Radiant power as a Tool and roll more 1s than 6s on Tool dice, if you did *not* push the roll you burn one sphere of stormlight.

Whenever you use a Knight Radiant power as a Tool and you push the roll, you must burn one sphere of stormlight per 1 rolled on Tool dice.

RADIANT COMMON POWERS

These powers are shared between all orders of Knights Radiant.

Self-Healing

When you are infused with stormlight, you may burn a sphere of stormlight to regain 2 Physical Health or immediately roll a recovery roll for any one physical consequence without the chance of it worsening. If any consequence has become permanent (such as the loss of a limb), this power ignores the permanence of that consequence and may still heal it, in which case it will heal to a condition that could worsen into it.

Energy

When infused with stormlight, you do not need to breathe, eat, drink, nor sleep.

SURGES

These are the Surges different orders of Knights Radiant can use. Every order has access to 2 Surges each.

While you have any spheres infused, you may use your Surges.

Some Surges allow you to affect areas or masses with them. In this case, unless otherwise specified the maximum area you can affect at once is roughly the size of a person. If you push a roll, the area you can affect becomes larger depending on your success with the roll, with some extreme cases being able to affect an entire battlefield.

Abrasion

This Surge manipulates the frictional forces between surfaces.



As a Tool: Abrasion allows you to increase or decrease the friction of surfaces you touch, and is an excellent Tool for moving very quickly, escaping from grapples, avoiding being cut, or ensuring only you can hold a specific item in your hands without it slipping. Abrasion as a Tool has a quality of 2.

If you create a condition that is independent of your continuing efforts by using Abrasion (such as making a foe so slick he can't stand), you must burn at least one sphere after rolling, but may burn more. Decrease the success of your roll in creating the condition to 3 per sphere burned. The condition lasts at most until the end of the scene, and before this you may cancel the effect by drawing the stormlight back into yourself if nearby, regaining the spheres burned for creating it.

Adhesion

The Surge of Adhesion binds things together, sometimes even on a spiritual level. This Surge is of Honor alone.



As a Tool: When using Adhesion as a Tool, you can cause items or surfaces you touch to glow with a stormlight that will adhere to anything that touches it with unbreakable strength. Very efficient for climbing by adhering handholds for yourself, sticking the boots of enemy soldiers to the ground, or attaching a bunch of people to each other. Adhesion does not increase the durability of stuff you apply it to, so people and objects may break free from breaking whatever they are stuck to. Adhesion as a Tool has a quality of 2.

If you create a condition that is independent of your continuing efforts by using Adhesion (such as making the floor of a hallway sticky so no one can get through without adhering to it), you must burn at least one sphere after rolling, but may burn more. Decrease the success of your roll in creating the condition to maximum 3 per sphere burned. The condition lasts at most until the end of the scene, and before this you may cancel the effect by drawing the stormlight back into yourself if nearby, regaining the spheres burned for creating it.

Cohesion

Through the Surge of Cohesion you can shape solid materials in any way you choose.



As a Tool: Through Cohesion, you can reshape any solid material you touch, moulding it to your will. This could be used to quickly dig holes through solid stone walls, bend swords with ease, trap peoples legs in the ground as it turns liquid in consistency for but a short moment, or even create and puppet stone golems. Cohesion as a Tool has a quality of 2.

If you are of the First Ideal, you can mold material with your hands or make it the consistency of wet mud. If at the Second

Ideal or further you can shape material by will with near perfect control.

Division

One of the most dangerous Surges, the Surge of Division holds power over raw destruction and decay.



As a Tool: Division can be used as a Tool for destruction, instantly burning, turning to dust, rotting, or otherwise harming things you touch in ways you choose (you could leave select parts intact, destroy with patterns, or ruin with impunity). If used to destroy, it has a quality of 2 and is capable of destroying practically anything save for heavily invested items, no matter how durable. Damage is decreased when used against invested objects, as if you were trying to invest them, but contrary to the normal rules there is no penalty towards regular humans. If an armor decreases damage from Division, the armor decreases its quality by how much damage it protected against as if you had used Division on the armor.

Storms and Destruction: Pouring stormlight into Division is particularly dangerous. Whenever you push a roll while using Division as a Tool, add +3 Tool dice rather than +2. Additionally, the destruction caused can crawl and transfer from surface to surface by touch if you will it, potentially destroying a larger area and all objects within. If you would burn more spheres of stormlight than you are infused with, you suffer damage as if hit by an attack with as many successes as the excess spheres of stormlight you would burn.

Gravitation

The Surge of Gravitation allows you to infuse stormlight into an item or person to change which direction gravity draws them towards, the infusion being visible by whisps of stormlight rising from the object.



As a Tool: When using Gravitation as a Tool, you can control how gravity affects objects you touch, including yourself. In excess of simply controlling in which direction things fall, you can control the strength of the gravity affecting things! This is useful for throwing people out of your way or forcing people to kneel, but most importantly, it allows you to fly. Gravitation as a Tool has a quality of 2.

If you create a condition that is independent of your continuing efforts by using Gravitation (such as making a person fly up and away for more than a turn), you must burn at least one sphere after rolling, but may burn more. Decrease the success of your roll in creating the condition to maximum 3 per sphere burned. The condition lasts at most until the end of the scene, and before this you may cancel the effect by drawing the stormlight back into yourself if nearby, regaining the spheres burned for creating it.

Illumination

The Surge of Illumination can create auditory and visual illusions so vibrant they are impossible to tell apart from reality.



As a Tool: Illumination allows you to create any kind of visual or auditory illusion you can imagine but requires a strong mental image as well as spiritual connection to what is created. You can easily create an illusion of your mother but will have to strain yourself to create the sounds of battle unless you are a soldier. Illusions are mobile and animate and can be attached to things or people so they can control the movements of the illusion. A common trick is attaching the

illusion of a person to yourself to change your appearance. Illusion as a Tool has a quality of 2.

If you create an illusion or condition that is independent of your continuing efforts (such as disguising a companion using it), you must burn at least one sphere, but may burn more. Decrease the quality of using the illusion as a Tool to 1 plus the number of spheres burned. Decrease the amount of successes on a create a condition roll to maximum 3 per sphere burned. Independent illusions can last a long time and will not disappear until after you dismiss them, or considerable downtime has passed. However, you may only keep as many independent illusions active as you have sworn Ideals. You may cancel an illusion at any time, regardless of distance to you, but if you are close you can regain the spheres burned for creating it. If an independent illusion would burn stormlight, it can only burn its own stormlight. An independent illusion does not gain bonus Tool dice when pushing the roll, nor can it burn stormlight if you do not push the roll.

Progression

Cultivation's own Surge, Progression can rapidly accelerate organic growth and healing.

As a Tool: Progression can be used as a Tool in two ways:

"Growth" allows you to speed up the natural growth of organic objects you touch, although it is so hard to use on sentient beings some argue it cannot be done at all on animals or people. You can make plants and seeds grow and mature at extreme rates, from seed to full tree in seconds, and even have some control over how they grow. Progression as a Tool for growth has a quality of 0.

"Regrowth" allows you to burn spheres to heal injuries in those you touch just as you can heal yourself with the self-healing basic Radiant power. You can heal dead people, as long as they passed a short while ago, which can bring them back to life. You cannot heal injuries more than a couple of months old.

Tension

Also known as the Surge of Soft Axial Interconnection, the Surge of Tension affects the stiffness of objects.

As a Tool: Through Tension, you can make items suddenly soft or extremely hard and sharp, without breaking them. This could be used to cushion your fall from a great height, make a piece of cloth into a deadly blade, harden robes into armor, or make a simple rope into an unbreakable binding. Tension as a Tool, or using the objects you've affected with Tension as suitable Tools, has a quality of 2.

If you create a condition or tool that is independent of your continuing efforts by using Tension (such binding a person in rope which you then stiffen or handing out hardened weapons), you must burn at least one sphere after rolling, but may burn more. The quality of a Tool handed out is 1 per sphere burned, to maximum 3. Decrease the success of your roll in creating a condition to maximum 3 per sphere burned. Conditions last at most until the end of the scene, and before this you may cancel the effect by drawing the stormlight back into yourself if nearby, regaining the spheres burned for creating it.

Transformation

By use of the Surge of Transformation, you can change objects into any material you can imagine, as long as you can convince the object to change.



As a Tool: Transformation can be used as a Tool in two ways:

"Perception" allows you to peer into shadesmar with a quality +0 Tool, and also happens automatically when you soulcast. This is useful for seeing the true forms of spren who otherwise wish to remain hidden.

"Soulcasting" is the art of transforming objects into an equivalent mass of any other material. When you use Transformation as a Tool for Soulcasting, choose an object or person you touch and roll Connection+Authority+Transformation with a Tool quality of 1.

Any of the following gives a -3 penalty each: Soulcasting from strong, ancient, or invested materials. Soulcasting into anything more complex than a simple substance. Soulcasting into a complex shape. Soulcasting a person. Remember that people can often be invested, which gives a further penalty.

Soulcasting from fickle or changing materials such as smoke or water may give a bonus of up to +1, while changing to a similar material (smoke to mist, for instance) will give a bonus of +1 as well.

If you succeed, the material changes to whatever you wished it to become and you burn a sphere of stormlight. The change is permanent. If more spheres than you are infused with would be burned through Transformation, you suffer 5 cognitive damage and are drawn into shadesmar without anything but the barest clothes on your back.

Transportation

The art of realmatic transition, the Surge of Transportation can allow Knights Radiant to travel between the physical and cognitive realm (shadesmar).



As a Tool: Transportation can be used as a Tool in two ways:

"Perception" allows you to see into shadesmar with a quality +0 Tool.

"Elsecalling" allows you to move yourself and your belongings from the physical realm into the cognitive realm by succeeding on a Cunning+Endurance+Transportation roll with a Tool quality of 1 and then burning 1 sphere. Pushing the roll allows you to transport more people with more successes. Transporting yourself from the cognitive into the physical realm requires the same roll and is only possible where the two realms are connected somehow. If the connection is strong, you might gain a bonus or not have to roll at all. Any burning of stormlight from rolling is drawn after the roll but before the effect, so you could run out of stormlight to pay for the last one that needs burning and fail the elsecalling that way.

ORDER OF DUSTBRINGERS

Dustbringers bind Ashspren and believe that a strong will is required to wield great power, especially destructive power, and their own ideals center around this control and responsibility.



Surges: Abrasion and Division. However, Dustbringers cannot use Division until they have sworn enough ideals.

Second Ideal: This ideal focuses on mastery over oneself, with control and restraint as main tenets. This Ideal allows you to use the Surge of Division.

Third Ideal: -

Fourth Ideal: -

Resonance

SO FAR NOT REVEALED IN THE BOOKS.

ORDER OF EDGEDANCERS

Those who bind Cultivationspren, the Edgedancers focus on remembering and advocating for ordinary people.



Surges: Abrasion and Progression

Second Ideal: “I will remember those who have been forgotten.”

Third Ideal: This ideal further focuses on how you specifically will keep the common man in mind. An example is “I will listen to those who have been ignored”.

Fourth Ideal: -

Resonance

SO FAR NOT REVEALED IN THE BOOKS.

ORDER OF ELSECALLERS

The Elsecallers bind Inkspren, and their order and ideals are based on self-improvement: to pursue and discover your own true potential. Inkspren value those who carefully consider their actions.



Surges: Transformation and Transportation

Second Ideal: -

Third Ideal: -

Fourth Ideal: -

Resonance

An Elsecaller of the Second Ideal always know exactly when and where they are, and as long as they are infused with stormlight they can never lose their way.

ORDER OF LIGHTWEAVERS

Lightweavers bind to Cryptics, Liespren, and their abilities make them excellent spies and infiltrators. Rather than swearing ideals to further their bond, they speak and acknowledge deep truths about themselves, things they normally lie even to themselves about.



Surges: Illumination and Transformation.

Truths: Lightweavers speak progressively more daunting truths about themselves rather than swear to ideals. Examples include “I am a bad king” or “My actions led to the death of my brother”. The truths need to be absolute, if your perception is that you caused your brother’s death, but deep

in your heart know it would have happened either way, then perhaps the opposite could be a great personal truth, depending on how often you told yourself your previous lie.

Resonance

Lightweavers can store memories in creative endeavors personal to them, which seems mundane to onlookers. You can only properly access an imbued memory when you have access to the media it is stored in (otherwise you have but a memory of a memory), but when you access memories stored this way you do so with perfect clarity as if you were still watching the scene unfold. An example would be Shallah, who can store a memory by drawing it. Without a drawing, she has trouble remembering what she even drew, but with the drawing at hand she can remember the smallest of details not even present in the drawing itself, but in the memory it describes. Another example could be someone who stores memories in tunes or melodies, who will need to hum a tune they invented for a memory to access it. Storing a memory requires some time and effort. Lightweavers have a strong connection to memories they’ve stored for the purposes of using the Illumination Surge.

ORDER OF SKYBREAKERS

The rigid Skybreakers bind the order centric Highspren. The Order of Skybreakers are fanatically devoted to moral codes and legal structures to ensure justice.



Surges: Division and Gravitation. However, Skybreakers cannot use Division until they have sworn enough ideals.

Legal practices: Skybreakers have bound themselves to laws they themselves have written, and do not recognize the First Ideal as one that should grant power. As such, the effects (and cost) of Ideals are shifted for Skybreakers (so you can become a squire by saying the Second Ideal, which costs and requires what other orders get at the First Ideal but otherwise grants the powers of the Second Ideal). However, swearing the First Ideal to them still marks you as a squire in their eyes, and you will henceforth be pardoned from any previous crimes and now be part of the Skybreaker legal structure.

Second Ideal (power of first): The Ideal of Justice is an oath to seek and administer justice. This ideal can only be sworn as a squire, as Skybreakers do not allow Radiants to start out binding spren.

Third Ideal (power of second): The Ideal of Dedication is an oath to dedicate yourself to a truth greater than yourself, most often a specific legal code of your choosing. After this oath, you are allowed to use the Surge of Division.

Fourth Ideal (power of third): The Ideal of Crusade requires you to swear to undertake a personal quest of justice and execute it to the satisfaction of your spren. You will not gain the power of the ideal (nor have to pay XP) until you have completed your quest.

Fifth Ideal (power of fourth): The Ideal of Law requires you to swear to personify law and truth. There is a disagreement among the order on whether this means that the Skybreaker swearing this oath can do anything they want, as they are an embodiment of the law, or if they need to not break or bend any law in any capacity ever to keep their oaths. Depending on the Skybreaker's perception of the Ideal, either interpretation could be valid.

Resonance

SO FAR NOT REVEALED IN THE BOOKS. In the meantime, you can use the opposite of the Windrunners' Resonance (repelling instead of attracting).

ORDER OF TRUTHWATCHERS

The Truthwatchers value the greater truths of the universe, and their oaths center around uncovering truths and making sure they are not improperly exploited. They bind Mistspren.



Surges: Illumination and Progression.

Second Ideal: -

Third Ideal: -

Fourth Ideal: -

Resonance

SO FAR NOT REVEALED IN THE BOOKS.

ORDER OF WILLSHAPERS

The Willshapers bind Lightspren, called Reachers, and value self-expression and personal freedom for all individuals above all else.



Surges: Cohesion and Transportation

Second Ideal: -

Third Ideal: -

Fourth Ideal: -

Resonance

SO FAR NOT REVEALED IN THE BOOKS.

ORDER OF WINDRUNNERS

Windrunners bind Honor-spren, and their ideals and oaths focus on protecting the innocent and defenseless.



Surges: Adhesion and Gravitation

Second Ideal: "I will protect those who cannot protect themselves."

Third Ideal: This oath focuses on the protection of others despite one's own shortcomings. An example is "I will protect even those I hate, so long as it is right".

Fourth Ideal: This oath is a personal acknowledgement that you cannot save everyone, but no matter what you vow to never stop trying.

Resonance

Windrunners can have 3 times as many squires as other orders, and gain a new way to use their Surges called the Reverse Lashing:

As a Tool: Reverse Lashing works like an additional Surge with allows you to make objects you touch attract other objects you define. This could be used to ensure that a particular shield attracts all arrows fired towards your squad or make it so the floor of a room will push every person in the room down prone. Reverse Lashing as a Tool has a quality of 2.

If you create a condition that is independent of your continuing efforts by using a Reverse Lashing (such as making a shield into an arrow-attractor for the rest of the scene), you must burn at least one sphere after rolling, but may burn more. Decrease the success of your roll in creating the condition to maximum 3 per sphere burned. The condition lasts at most until the end of the scene, and before this you may cancel the effect by drawing the stormlight back into yourself if nearby, regaining the spheres burned for creating it.

ORDER OF BONDSMITHS

There are only 3 spren on Roshar with the power to create a Bondsmith, and the power granted through the union is unlike all other Knight Radiant powers. Bondsmiths value unity and peace, bringing the other Knights Radiant together.



Surges: Adhesion and Tension

Second Ideal: "I will unite instead of divide. I will bring men together." Bondsmiths gain a new Resonance power with each ideal sworn after the first.

Third Ideal: The focus of this ideal is to devote yourself to become a better person over time, never stopping. Bondsmiths never gain the ability to summon their spren as a Shardblade. This ideal costs +6 XP more than for other Knights Radiant.

Fourth Ideal: -

Resonance

Spiritual Adhesion: After swearing the Second Ideal, a Bondsmith can forge a spiritual connection to anyone they touch which lasts while infused. This connection enables the Bondsmith to perfectly speak the language of the connected person.

Mending: After swearing the Second Ideal, a Bondsmith may mend an inanimate object up to the size of a person by burning one sphere of stormlight and touching the pieces of the object. For every sphere burned beyond the first, the maximum size of the object affected doubles. All pieces of a broken object must be present for the mending to work properly. If one leg of a broken chair is missing, the mended chair will also miss that leg.

Perpendicularity: After swearing the Third Ideal, a Bondsmith can open a Perpendicularity, merging all three realms, as a Long Action by spending 1 Wit. When the perpendicularity is open, you do not regain Wit and must spend another Wit at the end of each of your turns or close the perpendicularity. As long as it is open, people can pass between the realms, and the perpendicularity acts as a continuous source of stormlight as if you were in the very center of the highstorm, infusing all spheres and Knights Radiant in a large radius around with stormlight. For the first round it is open you can control its size.

Pacts: After swearing the Fourth Ideal, a Bondsmith can forge new oaths of Honor to bind the laws of the world by manipulating the spiritual connection between things, using their Bondsmith powers as a Tool with a quality bonus equal to spheres burned to forge new laws of reality bound by oaths. Many believe no person should have this kind of power. Especially not when Honor, who would limit it, is dead.