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Mistborn allomancy chart

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Allomancy Chart and Explanation - Mistborn Series by Brandon Sanderson Brandon Sanderson's website for purchasing copies of this image is available. This poster displays the allomantic metals and their usages in the Mistborn series. It can be found at the Mistborn Archived post. Below is an Allomancy chart of the metals used throughout Brandon Ssanderson’s Mistborn series. Metal NameAlloyTypePush or PullMisting UserAllomancyFeruchemyHemalurgy IronSteelPhysicalPullLurcherPulls on nearby metalsStores physical weightSteals strengthSteelIronPhysicalPushCoinshotPushes on nearby metalsStores physical speedSteals physical allomancyTinPewterPhyscialPullTineyeIncreases sensesStores sensesSteals sensesPewterTinPhysicalPushThug or PewterarmIncreases physical abilitiesStores physical strengthSteals physical feruchemyZincBrassMentalPullRioterRiots emotionsStores mental speedSteals emotional fortitudeBrassZincMentalPushSootherSoothes emotionsStores warmthSteals cognitive feruchemyCopperBronzeMentalPullSmokerHides allomantic pulsesStores memoriesSteals mental fortitudeBronzeCopperMentalPushSeekerReveals allomantic pulsesStores wakefulnessSteals mental allomancyAtiumMalatiumTime-AffectingPullSee other people’s futuresStores ageSteals any powerMalatiumAtiumTime-AffectingPushSee other people’s pastsUnknownUnknownGoldElectrumTime-AffectingPullSee your own pastStores healthSteals hybrid feruchemyElectrumGoldTime-AffectingPushSee your own futureUnknownSteals enhancement allomancyAluminumDuraluminEnhancingPushDestroys allomantic reservesStores identityRemoves all powersDuraluminAluminumEnhancingPushEnhances next metal burnedStores connectionSteals connection & identity Allomancy is the practice of swallowing certain metals, which allows a Misting or Mistborn to draw on those powers later. The power surges through the users body, allowing them to enhance physical, mental, or spatial abilities. Pure metals yield the most effective results, while alloys require precise metal percentages for optimal performance. There are two metals for each ability – one that Pushes and one that Pulls. Alloys can be created with a single metal and an additional element, such as iron and carbon in steel. Mistborns possess the ability to use multiple metals, with their identities kept closely guarded as house secrets. It's said that Mistings are people who only have the power to do Allomancy with one of the eight basic metals. This special ability sometimes appears in Skaa, but only if they have noble blood close to their family tree. The closer and more recent this noble ancestry is, the higher chances a skaa has of being a Misting. You'd usually find just one Misting out of every ten thousand mixed-bred Skaa. Allomantics have hidden powers at first. These only come out after some big and intense event - something close to death that they rejected. As Kelsier says, "the philosophers say that a man can't command the metals until he has seen death and refused it" (1.286). When you use an Allomantic power, you burn away the metal associated with that power. It's best to get rid of any unused metals before bedtime so they don't cause harm if digested. Burning allomantic metals more intensely just means using them for a bigger boost, but it makes them run out faster. Perpetually flaring metals can be dangerous and does strange things to people. Some metals stretch your body, like tin and pewter, and flaring them too long can cause harm inside you. Allomancy is the practice of drawing powers from metals, Feruchemy is storing power in metals, and Hemalurgy means taking power from someone else's body using metals. Iron burns show blue lines pointing towards all kinds of metals if they're close enough to notice. All types of metals are shown with this, not just iron sources. A Misting who can burn iron is called a Lurcher. Steel lets you see and manipulate the metals around you. A person burning Steel sees translucent blue lines pointing to metal sources like iron does, but with the power to push other metals away from yourself instead of pulling them towards you. This trick is often used by Mistings or Mistborn to fly. They usually drop steel coins on the ground and then push off from them to jump into the sky, continuing this way to bounce along and cover long distances in a short time. Small denomination steel coins are best for this because they're so cheap but give you the power to jump as needed. When flying with Steel, it's safest to have three anchors (coins) to Push yourself off from. You can balance on just one anchor, but it's harder that way. Your own weight is helpful when steelpushing, giving you a kind of support in case of trouble. If you can use telekinetic force-like power, it depends on how heavy an object is compared to your weight. If it's heavier, you might be pulled towards it or vice versa. If weights are similar, you both move. Knowing this helps a lot when using metals like Steel and Iron, as they're very useful in giving abilities. People who can burn Steel are called Coinshots, while those skilled in burning Tin have enhanced senses. They can see further, smell more keenly, and their other senses become sharper, allowing them to pierce through mists at night. Those who can burn Pewter gain physical strength, durability, and dexterity. It also helps with balance, recovery from wounds, and quicker reactions. However, burning too much Pewter can lead to feeling fatigued afterward, a phenomenon known as Pewter drag. Burning Pewter should be varied for optimal use, as it can make you lose balance if used excessively. Burning Zinc allows you to influence another person's emotions, making them more intense. Burning Brass, on the other hand, calms someone's emotions, reducing their intensity. This skill is useful for Allomancers who want to manage a person's feelings without affecting their thoughts. Copper, when burned, hides your use of allomancy from others, creating a "coppercloud" around you that conceals your actions from Seekers (those burning Bronze to find out what someone else is doing). Vin's unique ability allows her to detect nearby allomancers by piercing copper clouds. This enables her to uncover those trying to conceal themselves from other Seekers. As a side effect, people burning copper are immune to emotional Allomancy. The metal doesn't produce an immediate effect on its user, unlike other metals, which makes it distinct. Copper is known as the internal Smoker metal, whereas Bronze is the internal Pushing metal, allowing one to sense nearby allomancy use. Each allomantic metal emits a unique signal when burned, recognizable to those with experience burning bronze. These signals are audible only to those with the ability to burn bronze and can be distinguished by skilled Seekers. Bronze allows for minute changes in opponents' Allomantic burnings to be recognized, enabling identification of the emotions intended to be influenced. It also detects flaring metals. Burning bronze is a common ability used by Steel Inquisitors to detect Mistings and Mistborn allomancers. Atium is a rare metal that collects inside geodes in caves. When burned, it allows its user to see moments into the future, represented by shadows moving ahead of people and objects. Atium enhances one's mind, making them nearly invincible when used correctly. The only way to defeat someone using Atium is to burn it yourself, effectively neutralizing any advantage. When two individuals are burning Atium simultaneously, their shadows appear as multiple shadows to the other person, rather than a single futuristic shadow. Atium is valued highly due to its rarity and is typically used by wealthy nobles. Burning it makes the metal more rare and valuable. Initially, Atium was considered the tenth and most powerful of the known Allomantic metals. Malatium, rumored to be the Eleventh metal, is an alloy of Atium. Its discovery by Kelsier remains a mystery, but it's believed to allow its user to see past or alternate versions of others. Even the Lord Ruler knew about Malatium, but its purpose remained unclear until its true nature was revealed. In the world of The Final Empire, certain metals hold extraordinary powers. Gold, for instance, allows Allomancers to glimpse alternative versions of themselves based on past events. Electrum, often referred to as "poor man's Atium," creates a cloud of possible future actions around the user, allowing them to counteract an opponent's use of Atium. Meanwhile, Duralumin serves as the allomantic alloy of aluminum with copper, granting explosive power to subsequent metal burns at the cost of depleting one's internal reserves. This complex system has its drawbacks: once an Allomancer knows the secrets of Duralumin, they must be prepared for the consequences of burning it. For example, Vin's use of Duralumin in The Well of Ascension amplifies her Tin, rendering her senses incredibly sensitive as she burns away all her metal reserves. ####