

# HEAVY METAL ZONS SKINCHANGER

*"You have lost the trail? I can still smell our prey, for all he has hidden himself away. Follow me to battle, if you can keep up."*

The Skinchanger knows the secret of enchanting beast skins to take their form.

Play the Skinchanger if you want to:

- Transform into beasts & gain their traits.
- Generally be badass.

This side of the sheet is the introduction and getting started guide. The reverse tracks what you need in play and you'll write your selections there.

## MAKING YOUR SKINCHANGER

1. Pick your name.
2. Check out your ratings and special ability (on the other side of this page).
3. Go through your asset list and make any selections. The first option is a good default if you have trouble choosing.
4. Note down how you look and any history details you've come up with.
5. Introduce yourself to the other heroes and start your quest for glory.

## STARTING ASSETS

You have:

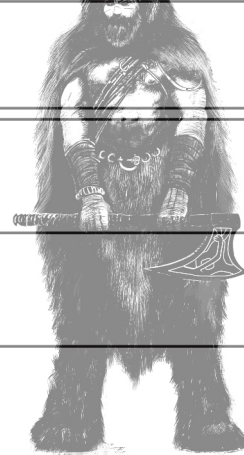
- Club, axe, spear, or sword (d10 strong attack)
- Beast hides (2 physical defence)
- Ritual finery (d6)
- Fiery liquor (d6 recovery)
- Sacred herb (6 uses ☐☐☐☐☐☐, each use restores d4 power)

Plus pick three animal forms you know:

- |                                       |                                    |
|---------------------------------------|------------------------------------|
| <input type="checkbox"/> Bear         | <input type="checkbox"/> Raven     |
| <input type="checkbox"/> Eagle        | <input type="checkbox"/> Sea lion  |
| <input type="checkbox"/> Fox          | <input type="checkbox"/> Shark     |
| <input type="checkbox"/> Bat          | <input type="checkbox"/> Snake     |
| <input type="checkbox"/> Goat         | <input type="checkbox"/> Tiger     |
| <input type="checkbox"/> Gorilla      | <input type="checkbox"/> Wolf      |
| <input type="checkbox"/> Honey badger | <input type="checkbox"/> Wolverine |
| <input type="checkbox"/> Leopard      | <input type="checkbox"/> _____     |
| <input type="checkbox"/> Lion         | <input type="checkbox"/> _____     |
| <input type="checkbox"/> Owl          | <input type="checkbox"/> _____     |



HEAVY METAL ZONS

NAME			LOOKS		BACKGROUND	
COOL	MAXIMUM d4	CURRENT d	POWER	MAXIMUM (ELDRITCH DIE SIZE) 6	CURRENT	
ELDRITCH	MAXIMUM d6	CURRENT d	ENERGY	MAXIMUM (FAST DIE SIZE) 6	CURRENT	
FAST	MAXIMUM d6	CURRENT d	HEALTH	MAXIMUM (STRONG DIE SIZE X 5) 40	CURRENT	
STRONG	MAXIMUM d8	CURRENT d				

SPECIAL ABILITY: BEAST FORMS

You know a ritual that allows you to assume the form of an animal.

Spend 1 **power** to transform into any creature if you know their form. Return to human form whenever you want.

As a beast, add d12 to all rolls that your form excels in, and d8 to others. Your actions and abilities are limited to what the form is capable of.

In human form, you may add a **cool** die to any **action rolls** if one of your animal forms excels at what you are doing.

You can learn a new form in the presence of an animal (or just its body). Spend 1 **power** and some time to enact your ritual and add the form to your list.

Your forms:

ASSETS

Weapon _____ d10 strong attack	MAXIMUM	CURRENT
Ritual finery d6	MAXIMUM	CURRENT
Fiery liquor d6 recovery	MAXIMUM	CURRENT
Sacred herb Restore d4 power, 6 uses □□□□□□	MAXIMUM	CURRENT
Beast hides 2 physical defence	MAXIMUM	CURRENT
	MAXIMUM	CURRENT
	MAXIMUM	CURRENT

IMPORTANT RULES

- **Seize the Edge** for 2 **energy** to take the next turn.
- **Take a turn** when you are at the Edge of the Pit.
- **Roll action** with a **rating** die and any **assets** that apply. Roll the dice and select the *highest* result.
- **Overdrive** an action for 1 **energy**. Roll your **cool** die and add it to your best die. May combine with **channeling**.
- **Channel** for 2 **power**. You may spend **power** one-for-one to add more **eldritch** dice. *Add together* your two best dice to get your result. May combine with **overdrive**.
- **Critical**: When any result die shows 8+, it's a **critical**. The victim **reduces** an **asset** twice or a **rating** once.
- **Defend** from an attack by totalling **defences**. Spend 1 **energy** to roll a rating die and include in your total. Prevent that much health loss. If **defence** exceeds **attack** result, make a counter attack.
- **Recover**. Pick one: Restore **health** by double a **strong** or **cool** roll, **power** by an **eldritch** roll, **energy** by a **fast** roll, or a **reduced** die or **asset** one step. You may use **recovery assets** in the roll.
- **Amp** or **Gain** an **asset**. Amp existing asset one level, or gain new basic asset.
- **After your action**, go to the bottom of the Pit.
- **Killed?:** Get a **final feat**. Then return as a **post-mortem** hero or make a new hero.