HEAVY METAL AEONS
MYSTIC CAT

"Get me some food, then we can talk about cursing your enemy."
The Mystic Cat is a feline magician.
Play the Mystic Cat if you want to:

- Be a cat.
- Cast powerful spells.
- Take ownership of everything.

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 MYSTIC CAT

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:

- Hissed curse (d12 eldritch attack)
- Bite & claw (d10 fast attack)
- Arcane wardings (2 universal defence)
- Human slave/servant (d4)

HEAVY METAL ICONS

NAME			LOOKS		BACKGROUND	

COOL	MAXIMUM d6	CURRENT d	POWER	MAXIMUM (ELDRITCH DIE SIZE) 8	CURRENT	
ELDRITCH	MAXIMUM d8	CURRENT d	ENERGY	MAXIMUM (FAST DIE SIZE) 6	CURRENT	
FAST	MAXIMUM d6	CURRENT d	HEALTH	MAXIMUM (STRONG DIE SIZE X 5) 20	CURRENT	
STRONG	MAXIMUM d4	CURRENT d				
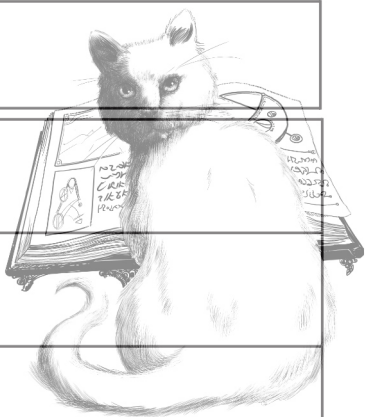
SPECIAL ABILITY

Feline Forms

You may transform yourself into a variety of cat bodies as needed. Spend 1 **power** to transform, and return to your regular form whenever you wish.

While in the feline form, you gain a free d10 in all areas that form excels in. For things the form is bad at, your best die is reduced one level.

Available forms:

- Ancestral: a huge sabre-toothed tiger
- Majestic: a lion or tiger.
- Aethereal: a ghost cat, able to walk the spirit world and other mystical paths.
- Feloid: cat-person form, for better dealing with humans. Ick.
- Any other cat-type form you want (if the group accepts it).

ASSETS

	MAXIMUM	CURRENT
Hissed curse d12 eldritch attack		
Bite & claw d10 fast attack		
Human slave/servant d4		
Arcane wardings 2 universal 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.