

HEAVY METAL ZONS WIZARD

"Using an Enochian fire channelling against me? There is a flaw in your formula, as you ought to know. It allows me to turn the spell against you... with just a gesture, like so. Goodbye."

The Wizard is a preeminent magician, having devoted years of study to mastery of the mystical arts.

Play the Wizard if you want to:

- Wield magic in a wide range of situations.
- Be a know it all.
- Blow stuff up.

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 WIZARD

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.β

STARTING ASSETS

You have:

- Familiar Spirit (d6 name: _____, type: _____)
- Healing potions (d6 recovery)
- Pipe & pipeweed (d4)

Plus pick one of these:

- Blasting rod (d10 eldritch attack) and warding amulets (2 universal defence)
- Fire staff (d8 eldritch attack), mystical shield (1 physical defence), and enchanted sword (d8 fast attack)
- Ice wand (d6 eldritch attack), runed mail (2 universal defence), and athame (d6 fast attack)



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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: MAGICAL PATHS

Choose three magical domains from:

- Air
- Beasts
- Blood
- Bone
- Curses
- Darkness
- Earth
- Fire
- Flora
- Healing
- Light
- Moon
- Sea
- Shadow
- Stars
- Storm
- Water
- _____
- _____

When you spend 2 power to channel and it's within one of your domains, add an eldritch die into your roll for free.

ASSETS

Familiar spirit. Name: _____ Type: _____ d6	MAXIMUM	CURRENT
Healing potions d6 recovery	MAXIMUM	CURRENT
Pipe & pipeweed d4	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.