

# HEAVY METAL ZONS

## SKALD

"Fear the power of this riff!"

The Skald is a musician hero, with access to mystical music and secrets.

Play the Skald if you want to:

- Rock.
- Wield musical magic.
- Know secret lore.

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 SKALD

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.

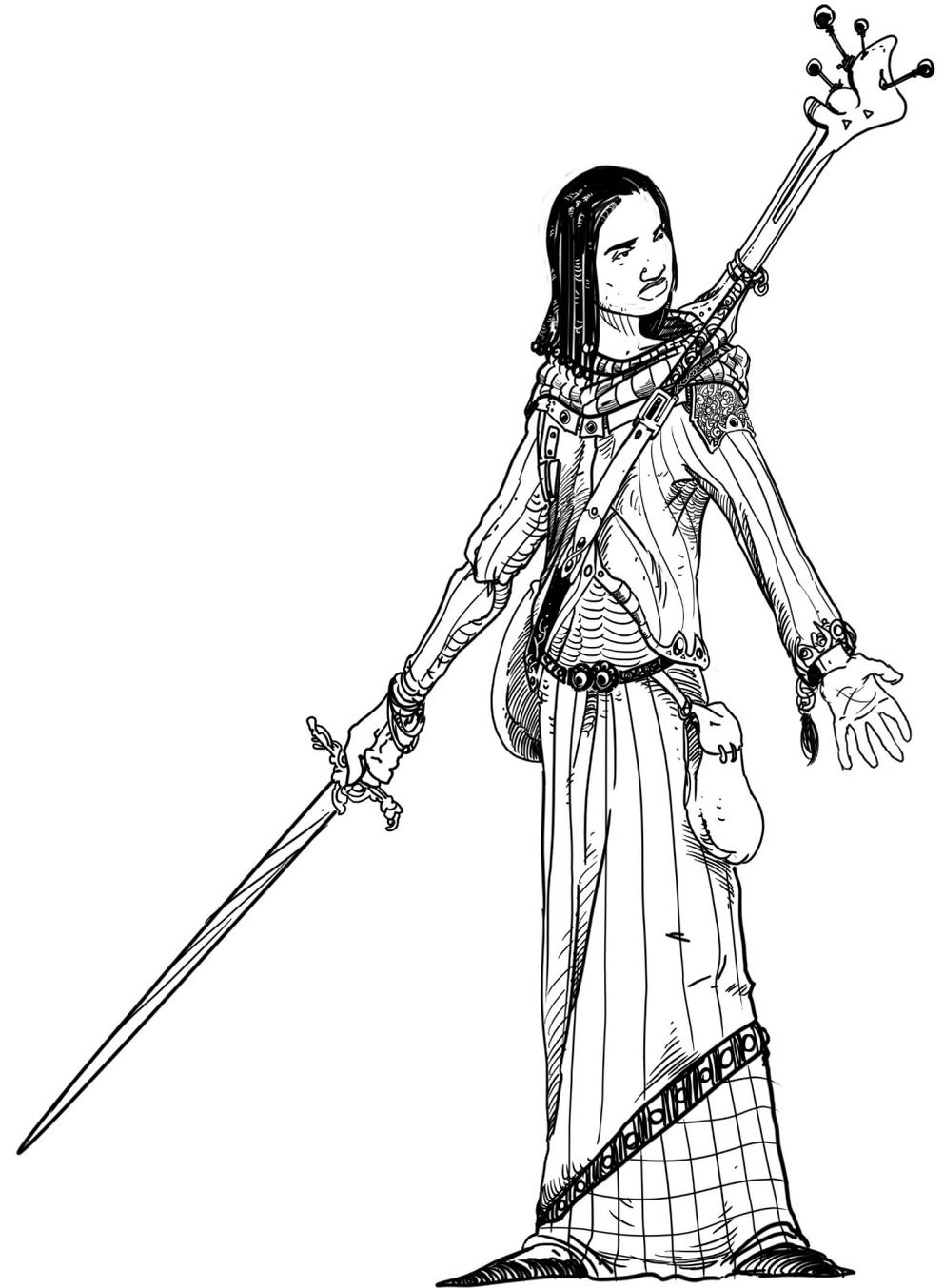
### STARTING ASSETS

You have:

- Musical instrument: \_\_\_\_\_ (d8)
- Weapon: \_\_\_\_\_ (d8 fast attack)
- Recreational drugs (d6)

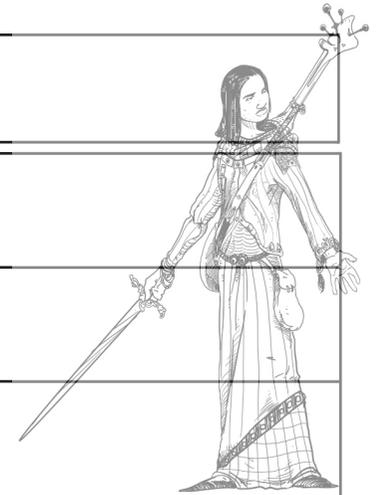
Plus pick two of these:

- Amplifier (+2 maximum energy)
- Roadie (d6). Name: \_\_\_\_\_
- Pyrotechnics (d6)
- Weapon: \_\_\_\_\_ (d6 physical attack)
- Stylish armour (2 physical defence)
- Musical instrument: \_\_\_\_\_ (d6)
- Bag of medicines (d6 recovery)
- Mystic amulet (1 universal defence)



# HEAVY METAL ZONS

NAME		LOOKS		BACKGROUND	
<b>COOL</b>	MAXIMUM d8	CURRENT d	<b>POWER</b>	MAXIMUM (ELDRITCH DIE SIZE) 6	CURRENT
<b>ELDRITCH</b>	MAXIMUM d6	CURRENT d	<b>ENERGY</b>	MAXIMUM (FAST DIE SIZE) 6	CURRENT
<b>FAST</b>	MAXIMUM d6	CURRENT d	<b>HEALTH</b>	MAXIMUM (STRONG DIE SIZE X 5) 20	CURRENT
<b>STRONG</b>	MAXIMUM d4	CURRENT d			



## SPECIAL ABILITIES

### MYSTICAL SONGS

Spend 1 **power** and use an **attack action** to make a Riff of Destruction attack with your musical instrument. Roll **cool** and the instrument's die. This counts as **channeling**, with no extra **power** cost, so add together the best two dice.

### ANCIENT SECRETS

If you need to know some lost or secret lore, ask the quest player: they'll tell you what you know about it, and how trustworthy the information is. If you want to know more, they will tell you where to find it.

## ASSETS

Musical instrument: d8	MAXIMUM	CURRENT
Weapon: d6 fast attack	MAXIMUM	CURRENT
Recreational drugs d6	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.