

HEAVY METAL ZONS

PSYCHIC VETERAN

"Ain't nothing here to scare me. Nothin' even close to the hellscape I seen, deep in the corners of terrified minds."

The Psychic Veteran is a specialist in telepathic combat, a psychic operator with a dark past comprised of brutal mind-blasting violence.

Play the Psychic Veteran if you want to:

- Get inside your foes' minds and destroy their sense of self and reality.
- Have a bunch of weird gear.
- Be freaky.
- Use terrifying mind powers.

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 PSYCHIC VETERAN

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:

- Psy-solation suit (2 universal defence)
- Attunement crystals (d6 recovery)
- Heavy sedatives (d4)
- Psy-corps Veteran medal (d4).

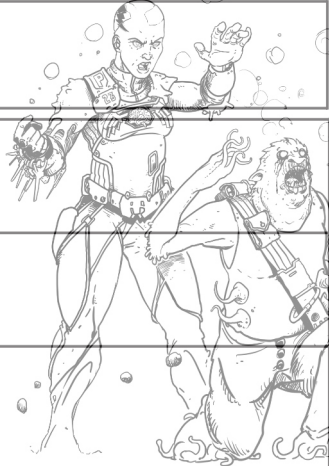
Plus pick one set:

- ☐ Psy-blade (d8 eldritch attack) and mind-amplifier (+2 maximum power)
- ☐ Psy-blaster (d10 eldritch attack) and crysweave vest (1 physical defence).
- ☐ Blaster (d8 fast attack), bio-knife (d6 eldritch attack), and psy-booster drugs (3 uses ☐☐☐, each use restores d4 power)



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NAME				LOOKS			BACKGROUND		
COOL	MAXIMUM d4	CURRENT d	POWER	MAXIMUM (ELDRITCH DIE SIZE) 8	CURRENT	Psychic			
ELDRITCH	MAXIMUM d8	CURRENT d	ENERGY	MAXIMUM (FAST DIE SIZE) 6	CURRENT				
FAST	MAXIMUM d6	CURRENT d	HEALTH	MAXIMUM (STRONG DIE SIZE X 5) 30	CURRENT				
STRONG	MAXIMUM d6	CURRENT d							



SPECIAL ABILITY: COMBAT TELEPATH

Spend 1 power to invoke any of these effects:

- Take control of an unworthy foe gang. You determine what their next action is.
- Trap a foe in mental prison. Move them to the bottom of the Pit.
- Make a mental assault (d12 eldritch attack). Roll with your eldritch. You may use other psychic attack assets as well.
- Create a force shield: give yourself or an ally a single use d10 defence die. You may also talk directly into the mind of anyone within 500m (this doesn't cost power).

ASSETS

Attunement crystals d6 recovery	MAXIMUM	CURRENT
Heavy sedatives d4	MAXIMUM	CURRENT
Psy-corps veteran's medal d4	MAXIMUM	CURRENT
Psy-solation suit 2 universal defence	MAXIMUM	CURRENT
	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.