

HEAVY METAL ZONS

SAPIENT WEAPON

"Give me souls and I will lend you my power – the power of an immortal spirit of war."

The Sapiient Weapon is a magical, living weapon. It has its own goals but is forced to make use of a wielder to get things done.

Play the Sapiient Weapon if you want to:

- Order around the idiot hero who wields you.
- Wield powerful magic & excel in combat.

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 SAPIENT WEAPON

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 a wielder (d6, 1 physical defence, and 30 health).

Give them a name _____ and description _____.

Plus pick your form:

- Sword. You have: razor-edge (d10 strong attack), riposte (d8 fast attack), parry (2 physical defence for you and wielder), and a fancy gem (d6).
- Hammer. You have: spiked head (d12 strong attack), shimmering aura (provides 3 universal defence for you and wielder).
- Bow. You have: heart-seeking arrows (d12 fast attack), mighty stave (d8 strong attack), and foresight of dangers (2 physical defence for you and wielder).
- Gun. You have: unerring bullets (d12 fast attack), hunter's instinct (d6), black powder runes (+2 maximum energy).
- Staff. You have: soul-drinker (d10 eldritch attack, critical restores 1 power), life warding (2 mystical defence for you and wielder), bronze-shod (d6 physical attack).

WIELDER

You rely on a person—your wielder—to carry out your will. When you make a roll, use both your dice and your wielder's. They are controlled by the quest player but generally do what you ask.

When you are attacked, the damage is divided evenly between you and your wielder.

If your wielder dies or gets broken, you need to find a new one. This can be another hero (if they dare), or you can select any dingus you find on the quest (use the **gain an asset** action: they begin with a d4 and 30 health).

You may improve your wielder by **amping an asset**—treat their dice and defences as your own assets. You may also use an **asset amp** to boost their maximum health by 5.



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NAME			LOOKS			BACKGROUND
COOL	MAXIMUM d4	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) 30	CURRENT	
STRONG	MAXIMUM d6	CURRENT d				



SPECIAL ABILITY: ANCIENT POWER

You are a weapon of magic, forged to destroy and conquer.

You may not recover with health potions or medical supplies: you need an enchanter or a blacksmith.

You can talk to anyone you like, and communicate telepathically with your wielder.

You may spend 1 **power** to:

- Heal your wielder to maximum health.
- Feast on suffering: after making an attack, **recover** as many **health** as your victim lost.
- Dominate your wielder and make them act against their will.

ASSETS

Wielder _____ d6, 1 physical defence, 30 health _____	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.