

# HEAVY METAL ZONS WITCH

"A little dragon's blood, a little eye of newt. Drink up, now."

A brewer of potions and caster of spells.

Play a Witch if you want to:

- Help your allies with magic potions
- Attack your enemies with magic poisons
- Know better than everyone else

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 WITCH

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:

- Athame (d6 fast attack)
- Two potions from your brew potions list: \_\_\_\_\_ & \_\_\_\_\_
- Witchy clothes (d4 action).

Plus pick one of these:

- Sword or axe (d8 strong attack) and healing bag (d8 recovery)
- Grimoire (+3 maximum power) and wand (d6 eldritch attack)
- Familiar (d6, name: \_\_\_\_\_, description: \_\_\_\_\_) and safety charm (2 universal defence)

## POTIONS

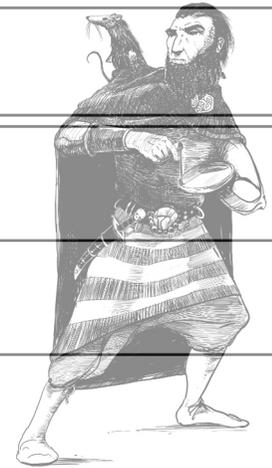
When you brew a potion, choose one of these:

- Blood Newt Broth: Fully restore a reduced rating.
- Blood of the Moon: Become a wolf until the next sunrise. (Versions for other animals also exist).
- Cloud Essence: For current verse, fly at running speed.
- Liquid Shadows: For current verse, the drinker becomes a shadow. They are immune to physical harm. Light causes d4 health damage per exposure.
- Dragon Venom: Paste that may be applied to a blade. Roll an extra d12 on the next attack you make with this weapon. The poison is used up by that attack.
- Electric Draught: Make an energy recovery roll with a fast die and a d12.
- Essence of Viper: If consumed, the victim loses d12 health at the start of each of their actions.
- Gods' Mead: User amps strong for the current verse.
- Hemlock: Kills the drinker over the next few hours.
- Iron-skin Lotion: Gain +1 physical defence for current verse.
- Lizard Essence: User amps fast for current verse.
- Quicksilver: Make a power recovery roll with an eldritch die and a d12.
- Raven Brew: User amps eldritch for the current verse.
- Restoring Leaf: Make a health recovery roll with a strong die plus d12.
- Shroom Tea: Gain +1 mystical defence for the current verse.
- Tiger Powder: User amps cool for the current verse.
- Withering Acid: Victim reduces a rating twice.



# HEAVY METAL ZONS

|          |               |              |        |                                     |         |
|----------|---------------|--------------|--------|-------------------------------------|---------|
| NAME     |               | LOOKS        |        | BACKGROUND                          |         |
| COOL     | MAXIMUM<br>d6 | CURRENT<br>d | POWER  | MAXIMUM (ELDRITCH DIE SIZE)<br>8    | CURRENT |
| ELDRITCH | MAXIMUM<br>d8 | CURRENT<br>d | ENERGY | MAXIMUM (FAST DIE SIZE)<br>4        | CURRENT |
| FAST     | MAXIMUM<br>d4 | CURRENT<br>d | HEALTH | MAXIMUM (STRONG DIE SIZE X 5)<br>30 | CURRENT |
| STRONG   | MAXIMUM<br>d6 | CURRENT<br>d |        |                                     |         |



## SPECIAL ABILITY: BREW POTION

Potions are magical spells in a form that can be drunk (or sometimes eaten or applied). Any character may quaff (or use) a potion they are carrying at any time, without using an action. You may share potions with your allies.

Spend an action and 1 power to brew a potion.

Your list of potion recipes is on the other side of this page.

## CURRENTLY BREWED POTIONS:

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## ASSETS

|                             |         |         |
|-----------------------------|---------|---------|
| Athame<br>d6 fast attack    | MAXIMUM | CURRENT |
| Witchy clothes<br>d4 action | 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.