

HEAVY METAL ZONS

TROLLKILLER

"Yes, I've fought wyverns before. What markings does this one have? Ah, nasty. I can deal with it."

The Trollkiller is an monster hunter, expert at tracking and killing epic beasts of legend. Play the Trollkiller if you want to:

- Be the authority on monsters, especially taking them out.
- Track anyone and anything.
- Collect and craft monster parts.

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 TROLLKILLER

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:

- Machete (d6 physical attack)
- Monster lures (d4)

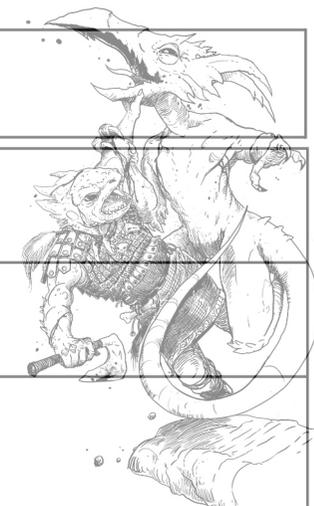
Plus pick one of these:

- Longbow (d10 fast attack), beast fang necklace (+2 maximum energy), and beast hides (1 physical defence)
- Epic spear (d10 strong attack) and dragonscale vest (2 universal defence)
- Blaster rifle (d12 fast attack), and ceramic armour (2 physical defence)
- Musket (d6 fast attack), rapier (d10 strong attack), and steel cuirass (1 physical defence)



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NAME		LOOKS		BACKGROUND	
COOL	MAXIMUM d6	CURRENT d	POWER	MAXIMUM (ELDRITCH DIE SIZE) 4	CURRENT
ELDRITCH	MAXIMUM d4	CURRENT d	ENERGY	MAXIMUM (FAST DIE SIZE) 6	CURRENT
FAST	MAXIMUM d6	CURRENT d	HEALTH	MAXIMUM (STRONG DIE SIZE X 5) 40	CURRENT
STRONG	MAXIMUM d8	CURRENT d			



SPECIAL ABILITY: MONSTER HUNTER

You never lose a trail you are following and know all about monsters and unnatural beasts. If you have a question about a strange beast, ask the quest player. They'll tell you what you've learned and how trustworthy the information is.

When you attack a foe, spend 1 **power** to find a weak spot. That foe can no longer use **defence assets** or rolls against you. This lasts until it dies.

When you kill a monster or unnatural beast you may carve it up for valuable parts. If you claim a **new asset**, then it is **amped** once for free. If you **amp** an **existing asset**, then **amp** it twice instead of once.

ASSETS

Machete d6 physical attack	MAXIMUM	CURRENT
Monster lures 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.