

HEAVY METAL ZONS BERSERKER

"The spirit of War is within me! Follow and break them! Crush them utterly!"

The Berserker is a warrior who channels their fury in combat into maximum violence.

Play the Berserker if you want to:

- Be a furious death machine in a fight.
- Have a little bit of a spiritual side.

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 BERSERKER

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:

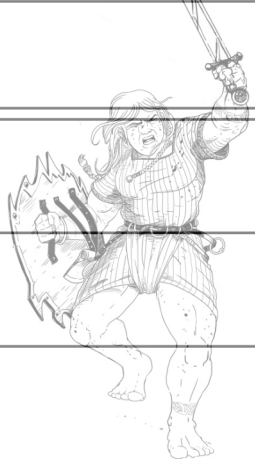
- Weapon: _____ (d6 physical attack)
- Sacred drugs (d6 recovery)
- Drums (d4)

Plus pick one of these:

- ☐ Huge weapon: _____ (d12 strong attack), backup weapon: _____ (d4 physical attack), and beastskins (1 physical defence)
- ☐ Paired weapons: _____ (d6 & d6 physical attack), and tattoos (+1 maximum power)
- ☐ Terrifying weapon: _____ (d10 strong attack) and ranged weapon: _____ (d8 fast attack)
- ☐ Sword, axe, or spear (d10 strong attack) and shield (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: BATTLE FURY

Spend 1 **power** to activate your battle rage for a fight.

All your dice now **explode**: if you roll the highest value on any die, roll it again and add the result to its total. Dice may explode unlimited times.

E.g.: My dice are a d8, d4 and a d6. I roll an 8, 1, and 6, so I re-roll the d8 and d6. This gets a 4 on the d8 and another 6 on the d6. The second d6 re-roll gets a 3. My final result is 8 + 4 = 12 for the d8 and 6 + 6 + 3 = 15 for the d6.

ASSETS

Weapon _____ d6 physical attack	MAXIMUM	CURRENT
Sacred drugs d6 recovery	MAXIMUM	CURRENT
Drums d4	MAXIMUM	CURRENT
	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.