

HEAVY METAL ZONS CHAMPION

"I stand for my people, always victorious in battle."

The Champion is an elite warrior, with awesome weapon skills honed over many years.

Play the Champion if you want to:

- Be a weapon-master with unparalleled expertise.
- Have honour.
- Destroy evil foes without needing trickery.

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 CHAMPION

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)
- First aid kit (d8 recovery)
- Rare liquor (d4)

Plus pick one of these:

- ☐ Hand weapon: _____ (d8 physical attack), shield (1 physical defence), and heavy armour (2 physical defence)
- ☐ Huge weapon: _____ (d12 strong attack) and heavy armour (2 physical defence)
- ☐ Ranged weapon: _____ (d10 fast attack), light armour (1 physical defence), and camouflage kit (d6)



HEAVY METAL ZONS

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: ULTIMATE WARRIOR

Your combat training allows you to enhance attacks and defence.

After you make an attack on a foe, you may spend 1 **power** to inflict the resulting damage on up to three other foes within reach. If there is only one foe within reach, you instead double your attack result. Unworthy foe gangs count as a single foe for this ability.

If a foe attacks you, you may spend 1 **power** to double your defence.

ASSETS

Weapon _____ d6 physical attack	MAXIMUM	CURRENT
First aid kit d6 recovery	MAXIMUM	CURRENT
Rare liquor 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.