HEAVY METAL ÆONS
SORCERER

"Fear me, for I command the powers of Hell itself! Bow before me miserable worms!"

The Sorcerer is a magician who has made pacts with infernal powers.

Play the Sorcerer if you want to:

- Tread the line between good and evil, or just jump right over into evil.
- Hang out with demons (what could go wrong?)
- Blast your enemies with hellfire.

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 SORCERER

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:

- Darkly enchanted robes (1 universal defence)
- Black grimoire (d4)
- Aqua regia–the demon liquor (d6 recovery)
- Athame (d6 fast attack)

Plus pick one set:

- ☐ Death wand (d8 eldritch attack) and cowering acolyte (d6)
- ☐ Hellsword (d8 strong attack) and demon-bound mail (1 universal defence)
- ☐ Wicked spear (d8 strong attack) and hellfire wand (d8 eldritch attack)

DEMON TYPES	RATINGS	DIALS	ASSETS
Brute	Cool d6, Eldritch d4 Fast d4, Strong d8	Power 2, Energy 4 Health 40	Hellsword (d8 strong attack) Hellmail (1 physical defence)
Cunning	Cool d6, Eldritch d4 Fast d8, Strong d4	Power 2, Energy 8 Health 20	Black dagger (d6 fast attack) Dodge (2 physical defence)
Arcane	Cool d6, Eldritch d8 Fast d4, Strong d4	Power 8, Energy 2 Health 20	Cast hellfire (10 eldritch attack)

HEAVY METAL ICONS

NAME			LOOKS		BACKGROUND	

COOL	MAXIMUM d6	CURRENT d	POWER	MAXIMUM (ELDRITCH DIE SIZE) 8	CURRENT
ELDRITCH	MAXIMUM d8	CURRENT d	ENERGY	MAXIMUM (FAST DIE SIZE) 4	CURRENT
FAST	MAXIMUM d4	CURRENT d	HEALTH	MAXIMUM (STRONG DIE SIZE X 5) 30	CURRENT
STRONG	MAXIMUM d6	CURRENT d			

SPECIAL ABILITY: DEMONOLOGIST

Spend 1 **power** to summon a demon from Hell, or compel a demon to follow a single order (interpreted literally). Demons are always hostile (although they might act otherwise to get one over on you).

Each time you start a new **verse**, each demon remaining under your orders costs you 1 **power** (if you cannot or will not pay then it is freed).

Demons are **worthy foes**. If one is directly following a mystical command you gave it, then you control it. Otherwise the quest player takes control (treating them as any other worthy foe).

When you summon a demon, choose a brute, cunning, or arcane demon. The ratings for these are on the other side of the page.

ASSETS

Black grimoire d4	MAXIMUM	CURRENT
Aqua regia d6 recovery	MAXIMUM	CURRENT
Athame d6 fast attack	MAXIMUM	CURRENT
Darkly enchanted robes 1 universal defence	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.