HEAVY METAL AEONS
REVENGER

"Kill you? No. No, that would be far too quick. Far too simple."

You are dead, but still hunger to get revenge on all who wronged you in life.

As a walking corpse you are very hard to destroy, but your ratings are low and you cannot heal.

Play a Revenger if you want to:

- Dwell on the crimes committed against you, and brutally kill those who took part.
- Be an undead creature driven by hate.
- Be very hard to destroy.

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 REVENGER

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:

- List of those who wronged you (d6)
- Undead thews (1 universal defence)
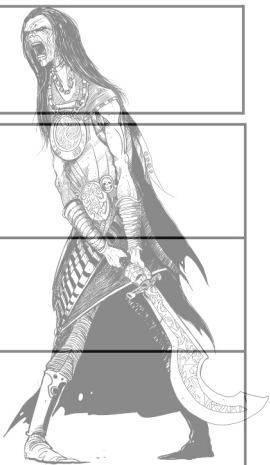- Blunt dagger (d4 physical attack)

Plus pick one of these:

- ☐ Ancestral sword (d12 strong attack), ragged mail (1 physical defence), and crumbling crossbow (d6 fast attack)
- ☐ Ancient poleaxe (d10 strong attack), rusted musket (d8 fast attack), and corroded breastplate (1 physical defence)
- ☐ Fell spear (d8 physical attack), Broken crown (d6), Throwing daggers (d6 fast attack)
- ☐ Antique revolver (d10 fast attack), weathered hunting knife (d10 strong attack)
- ☐ Melted blaster (d10 fast attack), Glitchy chainblade (d8 strong attack), Pitted ceramosuit (1 physical defence)

HEAVY METAL ICONS

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) 4	CURRENT
FAST	MAXIMUM d4	CURRENT d	HEALTH	MAXIMUM (STRONG DIE SIZE X 5) 80	CURRENT
STRONG	MAXIMUM d8	CURRENT d			

SPECIAL ABILITIES

BEST SERVED COLD

Spend 1 **power** to declare that a particular foe is on your list. You get free **overdrive** on any roll you make to attack or work against them. This lasts until they are dead. You may use this on an unworthy foe gang, who count as one foe for this ability.

REVENANT

You are already dead, and have the **revenant** post-mortem archetype applied. You may no longer recover your health (although it might be restored by magic).

If you are destroyed, you may not select **revenant** again. You may become a **ghost**, **lich,** or **cyborg**, but your body doesn't survive so you cannot become a **hollow** either.

ASSETS

	MAXIMUM	CURRENT
List of those who wronged you d6		
Blunted dagger d4 physical attack		
Undead thews 1 universal defence		

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.