HEAVY METAL ÆONS
ASTRONAUT

"Well, I may not know the name of this rock, but I'll help you fight for justice. Perhaps we can get my ship flying again, along the way."

The Astronaut is a castaway space adventurer, trying to figure out this planet they crashed on.

Play the Astronaut if you want to:

- Be a bit out of place.
- Have a bunch of high tech gadgets and weapons.
- Find a cause and jump right into fighting for it.

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 ASTRONAUT

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.
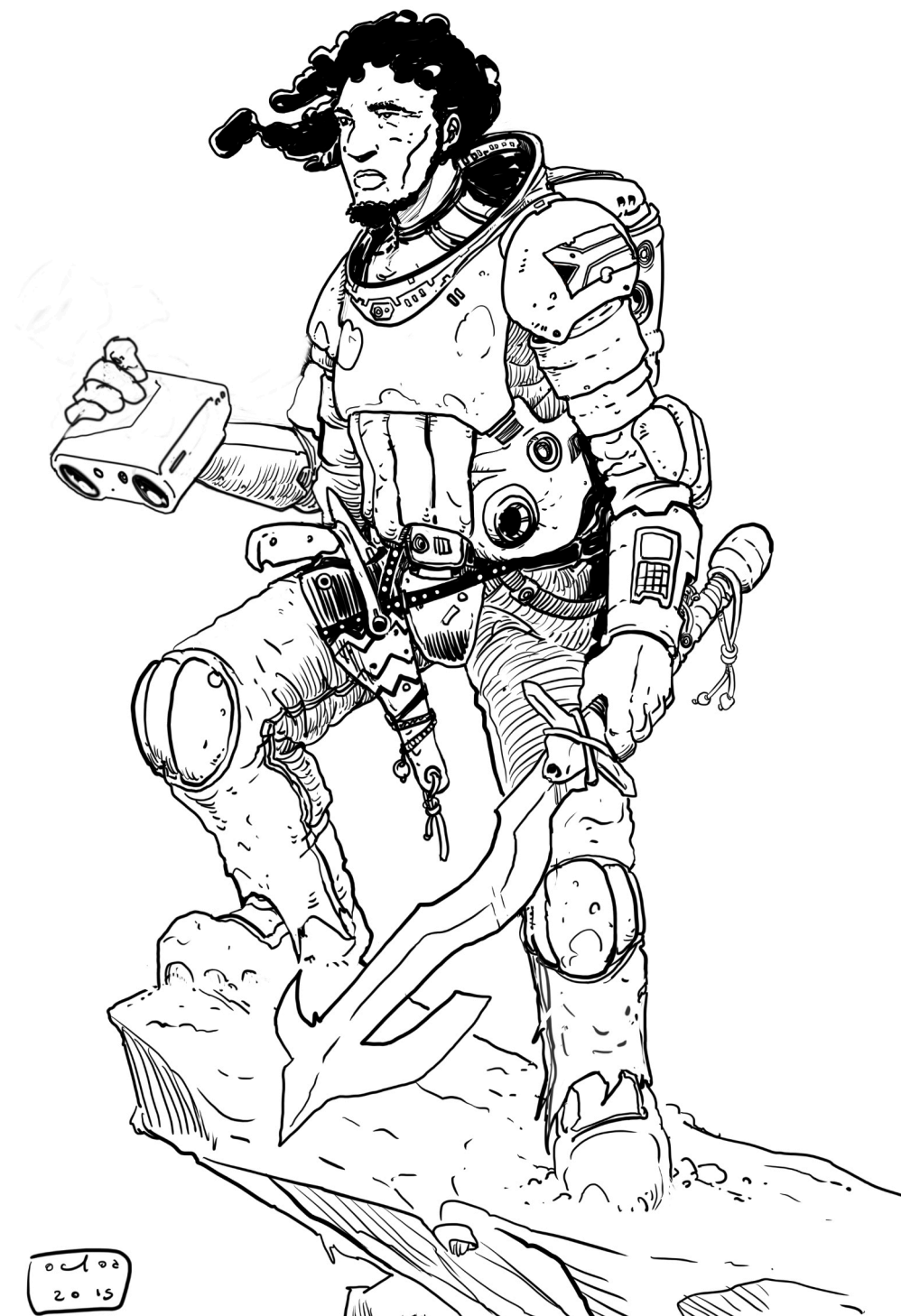5. Introduce yourself to the other heroes and start your quest for glory.

STARTING ASSETS

You have:

- Spacesuit (1 physical defence)
- Blaster (d6 fast attack)
- Autodoc (d8 recovery)
- Scanner (d4)
- Crashed starship (d4, can't fly–when you amp this asset you may declare it fixed instead of amping the die)
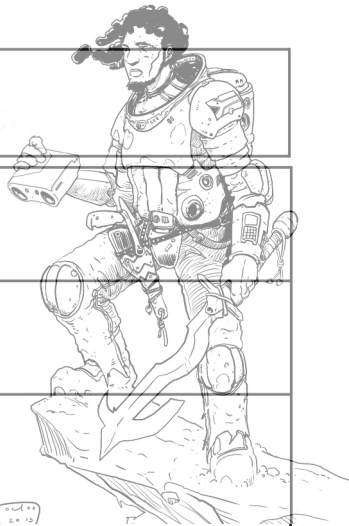
Plus pick one of these:

- ☐ Laser sword (d10 fast attack), Sassy robot sidekick (d6)
- ☐ Psy-blade (d10 eldritch attack), Spider-weave vest (2 physical defence)
- ☐ Legendary sword (d8 physical attack), Mystical amulet (d6)

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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) 8	CURRENT
FAST	MAXIMUM d8	CURRENT d	HEALTH	MAXIMUM (STRONG DIE SIZE X 5) 30	CURRENT
STRONG	MAXIMUM d6	CURRENT d			

STARTING SPECIALTY: GADGETS

Spend 1 **power** to reach into one of your pockets or pouches and grab a high tech gadget that does just what you need right now.

It gives you a single use d12.

ASSETS

Blaster d6 fast attack	MAXIMUM	CURRENT
Autodoc d8 recovery	MAXIMUM	CURRENT
Crashed starship d4, can't fly	MAXIMUM	CURRENT
Scanner d4	MAXIMUM	CURRENT
Spacesuit 1 physical defence	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.