

HEAVY METAL ZONS

SPIRIT TALKER

"The spirits foretold our meeting, and that we would share a path for a while. Best to follow their directions."

The Spirit Talker knows the ways of the spirits. They can see them, communicate with them, bargain with them, and even command them at need.

Play the Spirit Talker if you want to:

- Wield freaky spirit magic.
- Hang out with spirits.
- Take a bunch of psychedelics.

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 SPIRIT TALKER

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:

- Sacred drugs (d6 recovery)
- Drum (d4)
- Spirit charms (d6)

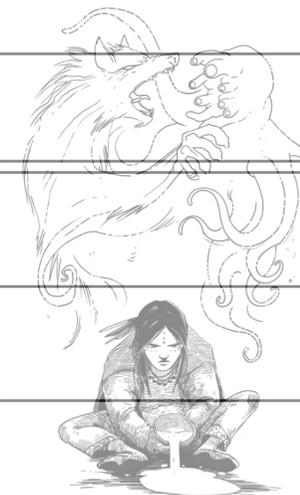
Plus pick one set:

- Sickle or hatchet (d8 physical attack), beaded vest (1 universal defence), beast-skin head-dress (d4)
- Spirit-blade (d10 eldritch attack), warding gems (2 mystical defence), flute (d4)
- Gnarled staff (d10 strong attack), spirit companion (d10, name: _____, appearance: _____)



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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) 6	CURRENT
FAST	MAXIMUM d6	CURRENT d	HEALTH	MAXIMUM (STRONG DIE SIZE X 5) 20	CURRENT
STRONG	MAXIMUM d4	CURRENT d			



SPECIAL ABILITY: SPIRIT TOUCHED

You can see and talk to spirits.

You may enter a spirit world by spending 1 **power** to enact a ritual with drugs and music.

You leave your body and walk with the spirits—they can tell you of far away places, distant times, secrets, or you can make a deal for spirit favour.

You may also walk in the spirit world to avoid physical dangers or difficulties (but of course other problems may appear there).

You may bring companions with you into the spirit world if they take part in the rites.

ASSETS

Sacred drugs d6 recovery	MAXIMUM	CURRENT
Musical instrument ----- d4	MAXIMUM	CURRENT
Spirit charms d6	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.