

# HEAVY METAL ZONS BEASTMASTER

*"I speak to the beasts, I know their languages. You will not escape me, and certainly not all of my friends."*

The Beastmaster can talk to and befriend animals of the wilds. They're at home in the outdoors and expert at survival, tracking, and hunting.

Play the Beastmaster if you want to:

- Have animal friends.
- Talk to beasts.
- Be a wilderness survivor.

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 BEASTMASTER

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)
- Lucky amulet (1 universal defence)
- Trapping kit (d4)
- Fancy hat (d4)

Plus pick one of these:

- ☐ Ranged weapon: \_\_\_\_\_ (d12 fast attack) and light armour (1 physical defence)
- ☐ Non-lethal weapon: \_\_\_\_\_ (d6 physical attack) and healing kit (d8 recovery)
- ☐ Hand weapon: \_\_\_\_\_ (d8 physical attack) and heavy armour (2 physical defence)



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



## SPECIAL ABILITY: LANGUAGE OF BEASTS

You can speak to animals and start with two animal friends. Include their dice in any appropriate roll. Some provide defence, which helps your regular defences.

Increase animal friend assets as a level up asset amp (boosting their die or defence). If their dice are reduced by a critical hit, they are injured. You may make a new animal friend with the gain an asset action, or by spending 1 power after you make friends with an animal during your quest. They start with one d4.

## ANIMAL FRIENDS

Name: _____ Species: _____	MAXIMUM d10	CURRENT
Name: _____ Species: _____ 1 physical defence	MAXIMUM d8	CURRENT
Name: _____ Species: _____	MAXIMUM	CURRENT

## ASSETS

Weapon _____ d6 physical attack	MAXIMUM	CURRENT
Fancy hat d4	MAXIMUM	CURRENT
Trapping kit d4	MAXIMUM	CURRENT
Lucky amulet 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.