

Heavy Metal WIZARD SORCERORS

IN THE MAGICAL WORLD OF HEAVY METAL, LEGENDARY HARDCORE ROCKERS STRUGGLE AGAINST THE EVIL HORDES OF POP, SPELL AFTER SPELL, BATTLING SONG FOR SONG...

Use the table below to generate your Heavy Metal Wizard Sorcerer stage name and appearance.

Appearance: _____

Stage Name: _____

D66 APPEARANCE

STAGE NAMES

11 Cloak of feathers.	Joey Deathcloak
12 Black leather with zippers and chains.	Uncle Samhain
13 Neon lycra.	Jotunn Heimdall
14 Spiky shoulder pads.	Mary Wallclot
15 Ripped up black t-shirt.	Z
16 Eye shadow as black as your soul.	Annabelle Bundy
21 Velvety button-up shirt (mostly unbuttoned).	Meatfingers
22 Denim vest.	Dongle Chesterfield
23 Long, gray robes.	Giles Gorey
24 Hair bigger than your ego.	Odin Ravenstorm
25 Tats and dreads.	Lo-Kee
26 Mechanic's shirt.	Sux Sex Six
31 Bell-bottoms.	The Immolatuier
32 Old flannel.	Onzy Onzenburns
33 Long black trenchcoat.	Matt Hysteria
34 The most magnificent beard.	Elizabeth Blubber
35 Military fatigues.	Tod Uberbringer
36 Bonecrusher boots.	Trip Flametongue
41 Black and white facepaint.	Bob Robot
42 Shorts and chucks.	Bigrip Therdeye
43 Nun's habit.	Pamela Puss
44 Horrific mask.	Molly Slasher
45 Tight leather pants.	Randy Romero
46 Sparkly jacket.	Taylor Coldrush
51 Tasseled jumpsuit.	Vains
52 Leather bodice.	Muggle Kush
53 Fishnet stockings.	Kenny Carnivorous
54 High collar cape.	Djelic
55 The crow.	Hexen Traum
56 Naked and hairy.	Big Lushy
61 Covered in crosses.	Alex Dahmer
62 Covered in pentacles.	Freya Bloodthirst
63 Essentially a viking.	Max Monstruo
64 Essentially a demon.	Samuel Heel
65 Suit and tie.	Johnny Shatterscream
66 Prosthetic horns.	Damien Black

To each of the following **HOLY WORDS OF METAL**, assign a number between 1 and 4 so that they all add up to 25.

- _____ **Fire**
- _____ **Sword**
- _____ **Ice**
- _____ **Crown**
- _____ **Steel**
- _____ **Gold**
- _____ **Blood**
- _____ **Time**
- _____ **Space**
- _____ **Death**
- _____ **Dragon**
- _____ **Thunder**
- _____ **And some thirteenth word you made up!**

Every time your Rocker wants to cast a spell, string three Words in a phrase that sounds like the title of a metal song (“*I cast Blood of the Death Dragon!*”), add their scores and roll that many d6s. If you rolled at least a 6, the spell succeeds. In a conflict against other Rockers (or Popstars!), whoever rolls more 6s wins and gets to decide what happens.

The effect of the spell must be related to the three words used. The Master of Metal (the GM) can veto a spell that makes no sense (“uncool”).

If you roll three 6s, air-guitar and increase one Word's score by 1.



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