

TERROR TOWN RPG

This game requires two six-sided dice, a pencil, and this character sheet. When both dice are rolled, they are added together.

ESCAPE: (Roll a die. Add 6 to the die roll for the amount of Escape the character begins with)

LIFE: (Roll both dice. Add 12 to the die roll for the amount of Life the character begins with)

The game takes place in a series of turns. The character begins the game in Our World trapped in Terror Town.

OUR WORLD The character spends the turn searching Terror Town for items. Roll both dice for what is found:

2= City Key- When fighting the Dark Mayor, decrease the Dark Mayor's Armor by 1 for each City Key the character has.

3= Crossbow- A weapon. Only 1 Shot per round may be used. Discard after all Shots are used. Shots:3 Damage:1 die + 6

4= Magnum- A weapon. Decrease a monster's Armor by 2 for the round used. Discard after all Shots are used. Shots:6 Damage:1 die + 8

5= Shotgun- A weapon. Discard after all Shots are used. Shots:4 Damage:1 die + 4

6= Revolver- A weapon. Discard after all Shots are used. Shots:6 Damage:1 die + 1

7= Med Kit- Roll both dice. Add the amount to the character's Life; Life cannot go above it's beginning value.

8= Pistol- A weapon. Discard after all Shots are used. Shots:8 Damage:1 die

9= Rifle- A weapon. Decrease a monster's Armor by 1 for the round used. Discard after all Shots are used. Shots:4 Damage:1 die + 3

10= Uzi- A weapon. Discard after all Shots are used. Shots:12 Damage:1 die + 1

11= Grenade- A weapon. Discard after the Shot is used. Shots:1 Damage:2 dice + 6

12= Power Portal- Roll a die. If the die roll is less than the amount of City Keys the character has, the game ends in minor victory.

After the item search is over, roll both dice. If the die roll is not 2, 7, or 12, the turn ends and the next turn begins in Our World. If the die roll is 2, 7, or 12, roll a die. If the die roll is 1, 2, 3, or 4, the turn ends and the next turn begins in Grey World. If the die roll is 5 or 6, the turn ends and the next turn begins in Dark World.

GREY WORLD Roll a die for how the character spends the turn in Terror Town. If the die roll is 1, 2, or 3, the character spends the turn searching for items. If the die roll is 4, 5, or 6, the character spends the turn fighting monsters. If the turn is spent searching for items, roll both dice for what is found as though in Our World, rerolling if 12 is rolled. If the turn is spent fighting monsters, roll both dice for what is fought as though in Dark World, rerolling if 12 is rolled.

After the item search or monster fight is over, roll both dice. If the die roll is not 2, 7, or 12, the turn ends and the next turn begins in Grey World. If the die roll is 2, 7, or 12, roll a die. If the die roll is 1, 2, or 3, the turn ends and the next turn begins in Our World. If the die roll is 4, 5, or 6, the turn ends and the next turn begins in Dark World.

DARK WORLD The character spends the turn fighting the monsters of Terror Town. Roll both dice for what is fought:

2= Giant Tentacle- A gigantic tentacle erupts violently from the ground. Chase:12 Armor:0 Life:36 Damage:2 dice + 3

3= Leech Cloud- A swarm of floating leeches that drain lifeforce upon contact. Chase:10 Armor:5 Life:9 Damage:2 dice + 1

4= Vampleweed- A vampiric metal tumbleweed made of bloodsucking barbwire. Chase:9 Armor:3 Life:15 Damage:1 die + 5

5= Chompbox- A moving mailbox with a chomping maw of steel teeth. Chase:6 Armor:4 Life:13 Damage:1 die + 4

6= Beekeeper- A skeleton in a beekeeper suit who exhales deadly smoke. Chase:8 Armor:2 Life:16 Damage:1 die + 1

7= Drooler- A bloated, shambling corpse that drools and spits venomous black ichor. Chase:7 Armor:1 Life:12 Damage:1 die

8= Tall Sally- A female ghoul in a dress with elongated arms, long legs, and hideous claws. Chase:9 Armor:2 Life:14 Damage:1 die + 2

9= Killboard- A walking billboard with an evil image that shoots death rays from it's eyes. Chase:6 Armor:1 Life:27 Damage:1 die + 3

10= Threettin- A demonic giant with an arm and a fist in place of a head and a neck. Chase:8 Armor:3 Life:18 Damage:1 die + 6

11= Wormface- A grotesque slithering monstrosity with a face full of wormy tentacles. Chase:7 Armor:4 Life:21 Damage:2 dice

12= Dark Mayor- The fiend who sacrificed an entire town's souls for diabolical power. Chase:11 Armor:6 Life:24 Damage:2 dice + 2

When fighting a monster, the fight takes place in a series of rounds. At the start of a round, the character decides to flee or fight.

If the character decides to flee, roll both dice. If the die roll is less than the character's Escape, the character succeeds in fleeing. If the die roll is equal to or greater than the character's Escape, the character fails to flee. Next, roll both dice again. If the die roll is less than the monster's Chase, the monster succeeds in chasing the character. If the die roll is equal to or greater than the monster's Chase, the monster fails to chase the character. Lastly, compare both results. If the character succeeds in fleeing and the monster fails to chase, the fight ends. If the character succeeds in fleeing and the monster succeeds in chasing, or the character fails to flee and the monster fails to chase, the round ends and a new round begins. If the character fails to flee and the monster succeeds in chasing, the round ends and a new round begins in which the character must fight the monster without having the option of fleeing until the next round.

If the character decides to fight (or must fight), choose a weapon the character has. If the character has no weapons, they use a Knife- Shots:1 Damage:3. The character may use as many Shots as the weapon has left (or a lesser amount) and must use at least 1 Shot. For each Shot the character uses, roll a die. For each die roll that is greater than the monster's Armor, the monster loses an amount of Life equal to the weapon's Damage. If the monster's Life is reduced to 0 or less, the fight ends; If the monster was the Dark Mayor, the game ends in major victory. If the monster's Life is not reduced to 0 or less, the character loses an amount of Life equal to the monster's Damage. If the character's Life is reduced to 0 or less, the game ends in defeat. If the character's Life is not reduced to 0 or less, the round ends and a new round begins. Whenever Damage occurs in a monster fight, it is rolled for separately each and every time it occurs.

After the monster fight is over, roll both dice. If the die roll is not 2, 7, or 12, the turn ends and the next turn begins in Dark World. If the die roll is 2, 7, or 12, roll a die. If the die roll is 1, 2, 3 or 4, the turn ends and the next turn begins in Grey World. If the die roll is 5 or 6, the turn ends and the next turn begins in Our World.