ITEM COUNTERS FOR TERROR TOWN RPG



Decreases Dark Mayor's Armor by 1 At Power Portal, roll d6 under Keys found = minor victory



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1 shot/round only Shots = 3 Damage = D6+6



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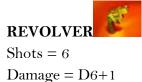
Decreases Armor by 2 Shots = 6Damage = D6+2



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Shots = 6Damage = D6+1





SHOTGUN Shots = 4Damage = D6+4



Decreases Armor by 2 Shots = 6Damage = D6+2



Shots = 6Damage = D6+1

REVOLVER

Shots = 6Damage = D6+1



SHOTGUN Shots = 4Damage = D6+4



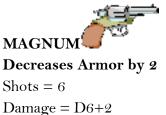
SHOTGUN Shots = 4Damage = D6+4



Restores 2d6 Life up to starting amount



MED KIT Restores 2d6 Life up to starting amount





Shots = 6Damage = D6+1



Shots = 6Damage = D6+1



SHOTGUN Shots = 4Damage = D6+4



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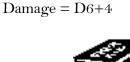


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Shots = 4

MED KIT **Restores 2d6 Life** up to starting amount



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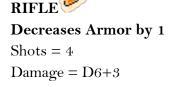


Shots = 8Damage = D6



Shots = 8 Damage = D6







Decreases Armor by 1 Shots = 4Damage = D6+3



Shots = 12Damage = D6+1



Shots = 12Damage = D6+1



Shots = 8Damage = D6



Shots = 8Damage = D6



Decreases Armor by 1 Shots = 4Damage = D6+3



Decreases Armor by 1 Shots = 4Damage = D6+3



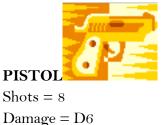
Shots = 12Damage = D6+1



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Shots = 8Damage = D6





Decreases Armor by 1 Shots = 4Damage = D6+3



Decreases Armor by 1 Shots = 4Damage = D6+3



Shots = 12Damage = D6+1



Shots = 12Damage = D6+1



MONSTER CHART FOR TERROR TOWN RPG

| Giant Tentacle Gigantic tentacle erupts violently from ground | | | | |
|---|---|----------|----------------|----------------------|
| | Chase: 12 | Armor: 0 | Life: 36 | Damage: 2D6+3 |
| Leech Cloud | Swarm of floating leeches that drain lifeforce upon contact | | | |
| | Chase: 10 | Armor: 5 | Life: 9 | Damage: 2D6+1 |
| Vampleweed | Vampiric metal tumbleweed made of bloodsucking barbwire | | | |
| | Chase: 9 | Armor: 3 | Life: 15 | Damage: D6+5 |
| Chompbox | Moving mailbox with a chomping maw of steel teeth | | | |
| | Chase: 6 | Armor: 4 | Life: 13 | Damage: D6+4 |
| Beekeeper | Skeleton in a beekeeper suit who exhales deadly smoke | | | |
| | Chase: 8 | Armor: 2 | Life: 16 | Damage: D6+1 |
| Drooler | Bloated, shambling corpse that drools and spits venomous black ichor | | | |
| | Chase: 7 | Armor: 1 | Life: 12 | Damage: D6 |
| Tall Sally | Female ghoul in a dress with elongated arms, long legs, and hideous claws | | | |
| | Chase: 9 | Armor: 2 | Life: 14 | Damage: D6+2 |
| Killboard | Walking billboard with an evil image that shoots death rays from its eyes | | | |
| | Chase: 6 | Armor: 1 | Life: 27 | Damage: D6+3 |
| Threetin | Demonic giant with an arm and a fist in place of a head and a neck | | | |
| | Chase: 8 | Armor: 3 | Life: 18 | Damage: D6+6 |
| Wormface | Grotesque slithering monstrosity with face full of wormy tentacles | | | |
| | Chase: 7 | Armor: 4 | Life: 21 | Damage: 2D6 |
| Dark Mayor | Fiend who sacrificed entire town's souls for diabolical power | | | |
| | Chase: 11 | Armor: 6 | Life: 24 | Damage: 2D6+2 |

The Terror Town RPG Counter Sheet was made by Ronald Pehr as an accessory to the game Terror Town RPG by Errin Famiglia