# ACROSS A THOUSAND
# DEAD WORLDS
## COMBAT ENCOUNTER SHEET

NAME ▲

SITE ▲

ENEMY TYPE ▼     ATK ▶     DMG ▶
STR   DEX   CON   WIL   INT   CHA
WOUNDS ▶   DEFENSE ▶   ARMOR ▶
NUM ▲
01 INIT ▶ [ ] KNOCKED ▶ [ ] WOUNDS ▶
02 INIT ▶ [ ] KNOCKED ▶ [ ] WOUNDS ▶
03 INIT ▶ [ ] KNOCKED ▶ [ ] WOUNDS ▶
04 INIT ▶ [ ] KNOCKED ▶ [ ] WOUNDS ▶

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04 INIT ▶ [ ] KNOCKED ▶ [ ] WOUNDS ▶

## HIT LOCATION

| ROLL | LOCATION | DMG MOD |
|------|----------|---------|
| 1 | Feet | -1 |
| 2 | Legs | -1 |
| 3 | Waist | 0 |
| 4 | Hands | 0 |
| 5 | Arms | 0 |
| 6 | Torso | +1 |
| 7 | Back | +2 |
| 8 | Head | +3 |

D8 ▲

## BASIC COMBAT SEQUENCE ▼

1   Roll D10 for Initiative.
2   Roll D20 for Self and Target.
3   Add attack skill bonus and subtract target's defense stat if present. Then add +2 to the underlined attacking character's result.
4   Highest of the final result rolls for damage.
5   Roll D10 + weapon damage mod + hit location mod then subtract target's armor score for final damage score.
6   If final damage score is > target's CON they are knocked down. If target was already knocked down they take a wound.
*   A player character is dead when they recieve max wounds.

Enemy stat blocks (repeated 9 times):

**ENEMY TYPE ▼** _____ **ATK ▶** _____ **DMG ▶** _____

STR  DEX  CON  WIL  INT  CHA

WOUNDS ▶ ☐  DEFENSE ▶ ☐  ARMOR ▶ ☐

NUM ▲

| | INIT ▶ | KNOCKED ▶ | WOUNDS ▶ |
|---|---|---|---|
| 01 | [ ] | ☐ | ☐ ☐ ☐ ☐ |
| 02 | [ ] | ☐ | ☐ ☐ ☐ ☐ |
| 03 | [ ] | ☐ | ☐ ☐ ☐ ☐ |
| 04 | [ ] | ☐ | ☐ ☐ ☐ ☐ |

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D8 ▲

## BASIC COMBAT SEQUENCE ▼

1  Roll D10 for Initiative.
2  Roll D20 for Self and Target.
3  Add attack skill bonus and subtract target's defense stat if present. Then add +2 to the <u>attacking</u> character's result.
4  Highest of the final result rolls for damage.
5  Roll D10 + weapon damage mod + hit location mod then subtract target's armor score for final damage score.
6  If final damage score is > target's CON they are knocked down. If target was already knocked down they take a wound.
*  A player character is dead when they recieve max wounds.