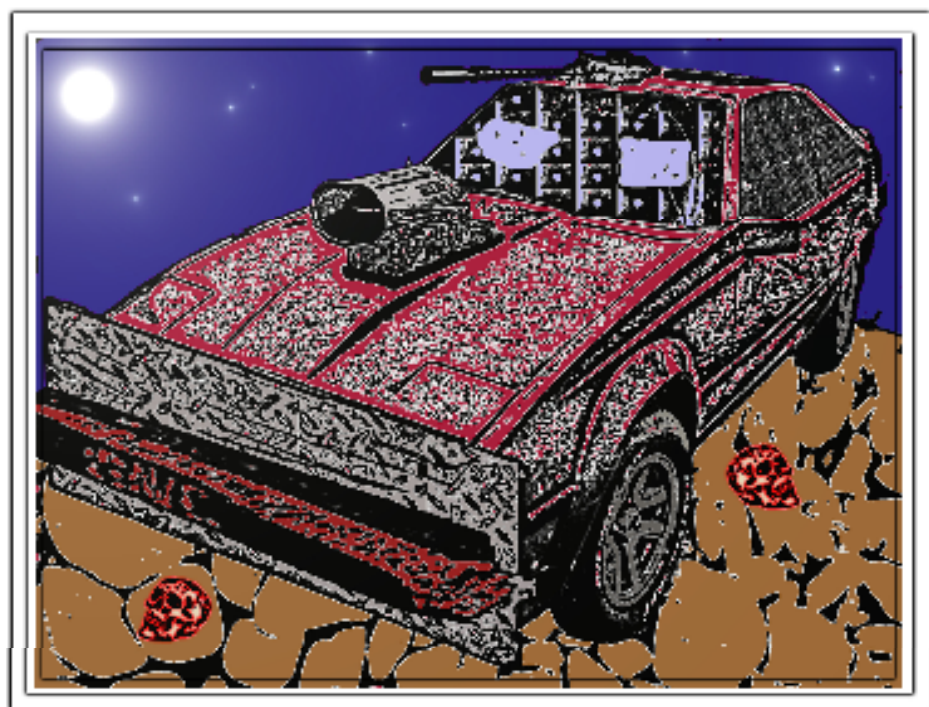


THE DISTURBANCE TIMELINE RPG

Unlimited levels, attributes, skills, no classes.

Post-apocalyptic Expansion



V. 1.33

**Jeremiah
Donaldson**

V. 1.33

Post-apocalyptic Expansion V. 1.33
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Version history-

- 1.1: Death Race, Falling Table, and Flat Tire Table.
- 1.3: New recipes for Doctor, Explosives, Herbal, and Weaponsmithing skills, The Headsplitter, The Reaper, Missed Explosives Diagram, and an Attribute Modifier Table to 70.
- 1.33: Graphics added for the Headsplitter and Reaper. Firebomb DAM reduced.

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INTRODUCTION

Welcome to the Post-apocalyptic Time Period expansion. This will remain a work in progress for some time as the other print books in the series are finished and each of their expansions are started. Once all three books and expansions are done, some time from now with one person working, they will be collected into a single volume. All extended mechanics will be carried over to the next print book if applicable.

Planned additions to this expansion:

- *More recipes.

- *More items, vehicles, and weapons.

- *More enemy NPCs and random encounter tables.

- *More detail on the named cities and items unique to them.

- *'Corpseville' details for a cannibal campaign.

Thank you for playing and don't let the cannibals bite.

Jerry

6.4.14

DEATH RACE

This is a side game that can be played with or without a game master for practice, experience, or to pass time. Characters can race each other, team up against others, or place bets on other contestants that the players race.

THE LOCATION

The oblong dirt track has been carved into an overgrown field. Trees, bushes, and rocks threaten anyone who ventures off course. The actual world location is wherever the characters are.

THE RULES

Starting positions are determined by each contestant or two-person team rolling D10 and lining up two by two in order of highest to lowest. These rolls are modified by Luck. Any number of teams or single drivers can be in a single heat and single driver races are full contact. A buzzer signals the start of the race when everyone is ready. Races end when only one team vehicle remains running or the first team/driver completes five laps. Characters cannot leave their vehicle or use heals during the fight or they will be disqualified and forfeit any bets. Characters cannot loot weapons, armor, or vehicles from contestants. They gain half the experience points they would for a normal kill. A driver only NPC will not race against a regular death race team. Contestants and spectators police themselves and will shoot, to kill, any trouble maker(s) who attack anyone outside a race. Anyone who starts trouble forfeits any bets they placed. Sybil Kerns owns the track and handles all the books along with her guards.

THE LOCATION

The track- The track is approximately a 275 meter, or .275 kilometer, oval. *Vehicle pieces scattered along the outside perimeter and infield speak of the number of races held here. The trees are scarred by thousands of bullets and explosions.*

Office- This is where Sybil and her guards stay during races. The building is made of unevenly laid cinder blocks with layers of sandbags protecting all but the south wall where the only steel door allows entry.

Starting line- All racers line up facing east and proceed counter-clockwise around the track.

Spectators circle- This is a 2.5 meter high armored circle with viewing slots for those inside to watch the race from. No one is required to use the circle, but neither is anyone allowed in the office.

THE PEOPLE

Death Race regulars- These are the people most likely to be at the track. Sybil does not have to be present for races to take place, but only weapons back up such bets.

Sybil Kerns: 250 HP, 31 AC, 6 MPT, shotgun 91%, automatic shotgun 2D10 DAM, 3 ROF, Dura Tuch vest, combat boots, leather gloves, tactical pants, XP value: 500.

Sybil's Guards x2: 130 HP, 24 AC, 7 MPT, unarmed 83%, spiked knuckles 2D10 DAM, 2 ROF, leather armor, fine boots, combat fatigues, XP value: 200 each.

Death Race teams- There are several teams that hang around waiting for someone looking to race. NPC team members have the same skills so they can take either seat during a race or be split for driver only races.

DAN AND MARV

This combo is lightly armed with pistols and will normally try to use their speed to finish the five laps as quick as possible rather than fight. Whoever is in the passenger seat will normally aim for tires to slow down the opposition.

Level 5: 50 HP, 0 AC, 6 MPT, driving 37%, pistol 57%, Jr. Killer D10 DAM, 1 ROF, XP value: 50 each. **Vehicle:** Unibike, 100 HP, 20 AC, 80% exposure, 130 kph top speed.

Level 20: 120 HP, 0 AC, 6 MPT, driving 58%, pistol 78%, Death Master 2D10 DAM, 1 ROF, XP value: 200 each. **Vehicle:** Unibike, 100 HP, 30 AC, 80% exposure, 145 kph top speed. Mods: Engine Intake 2, Vehicle Spikes 2.

Level 50: 225 HP, 0 AC, 6 MPT, driving 76%, pistol 101%, Death Master Pro 2D10 DAM, 2 ROF, XP value: 500 each. **Vehicle:** Unibike, 350 HP, 30 AC, 70% exposure, 145 kph top speed. Mods: Engine Intake 2, Vehicle Spikes 2, Vehicle Armor 2, Super Charger 2.

LONNIE AND DONNIE

These two brothers will use their size to knock smaller vehicles out of the race and shoot at the rest.

Level 5: 60 HP, 0 AC, 6 MPT, driving 57%, vehicle weapon 50%, front mounted machine gun 2D10 DAM, 3 R0F, XP value: 50 each. **Vehicle:** SUV, 800 HP, 0 AC, 30% exposure, 50 kph top speed.

Level 20: 140 HP, 0 AC, 6 MPT, driving 78%, vehicle weapon 60%, front mounted machine gun 2D10 DAM, 3 R0F, XP value: 200 each. **Vehicle:** SUV, 800 HP, 10 AC, 30% exposure, 65 kph top speed. Mods: Targeting System 2, Vehicle Spikes 2.

Level 50: 250 HP, 0 AC, 6 MPT, driving 96%, vehicle weapon 70%, front mounted heavy machine gun 2D10x2 DAM, 3 R0F, XP value: 500 each. **Vehicle:** SUV, 800 HP, 20 AC, 30% exposure, 65 kph top speed. Mods: Targeting System 4, Vehicle Spikes 4, Engine Intake 4.

NIKKI AND JENNY

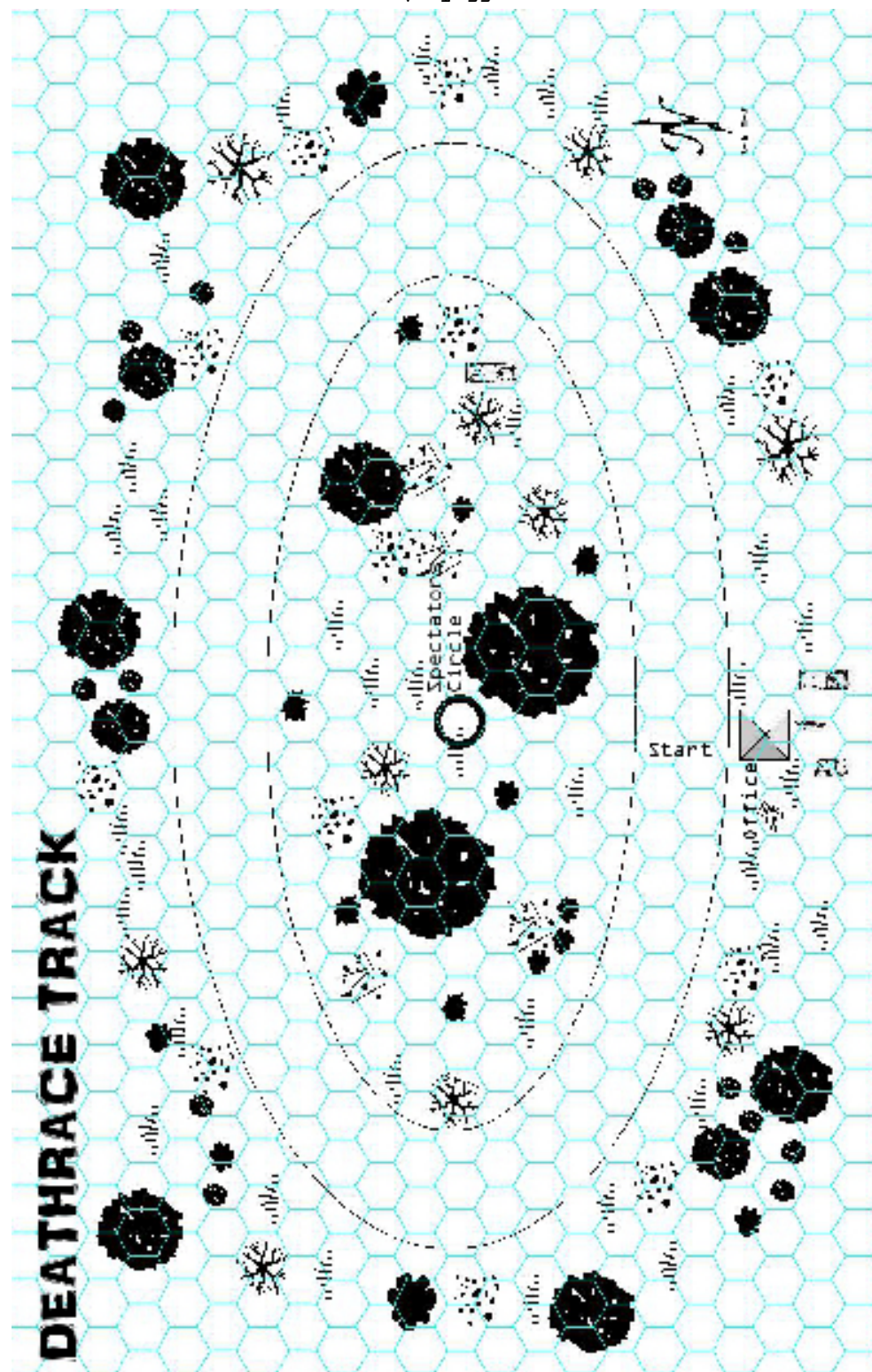
This lesbian couple are normally the toughest opponents hanging around. Their battle scarred Bulldog has a series of slashes on the side to tally their wins. Front and rear mounted weapons make them a terror on the track regardless of if they are in the lead or not.

Level 5: 70 HP, 0 AC, 6 MPT, driving 57%, vehicle weapon 50%, front and rear mounted machine guns 2D10 DAM each, 3 R0F each, XP value: 50 each. **Vehicle:** Bulldog, 3500 HP, 30 AC, 10% exposure, 45 kph top speed.

Level 20: 145 HP, 0 AC, 6 MPT, driving 78%, vehicle weapon 50%, front and rear mounted heavy machine guns 2D10x2 DAM each, 3 R0F each, XP value: 200 each. **Vehicle:** Bulldog, 3750 HP, 40 AC, 0% exposure, 35 kph top speed. Vehicle Armor 2, Vehicle Spikes 2, AP ammo (-10 DAM/+20 exposure).

Level 50: 270 HP, 0 AC, 6 MPT, driving 96%, vehicle weapon 60%, front and rear mounted heavy machine guns 2D10x2 DAM each, 3 R0F each, XP value: 500 each. **Vehicle:** Bulldog, 4300 HP, 50 AC, -20% exposure, 35 kph top speed. Vehicle Armor 4, Vehicle Spikes 4, Engine Intake 4, Targeting System 2, AP ammo (-10 DAM/+20 exposure).

Note: Vehicles with 0% or less adjusted exposure take all damage from successful hits.



ITEMS

WEAPONS

	KG	VALUE	DAM	AMMO	MODIFIER	ROF	#HANDS/ CREW
Melee-							
The Headsplitter	6	3	2D10x4	-	-15 to hit	1	2
The Reaper	4.2	5	2D10x4	-	-10 to hit, 2 meter range	1	2



The Headsplitter



The Reaper

RECIPES

These are general recipes that may or may not be used during initial character selection, depending on the game master.

DOCTOR

Resuscitate: Revives a character to -19 HP if they have been dead less than 5 minutes. Takes 3 combat turns. Modifier: -50.

Stitches 1: Closes bad wounds in one combat turn. Heals 2D10 HP. Requires: .1 spool of thread, 1 needle. Modifier: 0.

Stitches 2: Closes bad wounds in one combat turn. Heals 2D10x2 HP. Requires: .2 spool of thread, 1 needle. Modifier: -10.

Stitches 3: Closes bad wounds in one combat turn. Heals 2D10x4 HP. Requires: .3 spool of thread, 1 needle. Modifier: -20.

Stitches 4: Closes bad wounds in one combat turn. Heals 2D10x6 HP. Requires: .4 spool of thread, 1 needle. Modifier: -30.

Stitches 5: Closes bad wounds in one combat turn. Heals 2D10x8 HP. Requires: .5 spool of thread, 1 needle. Modifier: -40.

EXPLOSIVES

All explosives recipes take 10 minutes to attempt. Hand held explosive weapons do $\frac{1}{2}$ DAM to anyone within 1 meter of the target hit.

Firebomb 1: Makes a giant Molotov cocktail out of a fuel jug that does D10x10 DAM, weighs 1.1 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, .5 liter each of gasoline and diesel. Modifier: 0.

Firebomb 2: Makes a giant Molotov cocktail out of a fuel jug that does D10x15 DAM, weighs 1.5 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, .7 liter each of gasoline and diesel. Modifier: -10.

Firebomb 3: Makes a giant Molotov cocktail out of a fuel jug that does $D10 \times 20$ DAM, weighs 2.1 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, 1 liter each of gasoline and diesel. Modifier: -20.

Firebomb 4: Makes a giant Molotov cocktail out of a fuel jug that does $D10 \times 25$ DAM, weighs 3.1 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, 1.5 liter each of gasoline and diesel. Modifier: -30.

Firebomb 5: Makes a giant Molotov cocktail out of a fuel jug that does $D10 \times 30$ DAM, weighs 4.1 kg, and burns for half DAM for a second turn. Only 1 can be carried at a time. Merchants will not buy this dangerous contraption. Requires: small fuel jug, 2 rags, 2 liter each of gasoline and diesel. Modifier: -40.

HERBAL

Smoke of Life 1: An area of effect healing mixture. Those within 1 meter heal $2D10$ HP and those within 2 meters heal $D10$ HP. Not usable in combat. Requires: herb pipe, .01 kg each of Red Clover and Parsley. Modifier: 0.

Smoke of Life 2: An area of effect healing mixture. Those within 1 meter heal $2D10 \times 2$ HP and those within 2 meters heal $2D10$ HP. Not usable in combat. Requires: herb pipe, .02 kg each of Red Clover and Parsley. Modifier: -10.

Smoke of Life 3: An area of effect healing mixture. Those within 1 meter heal $2D10 \times 3$ HP and those within 2 meters heal $D10 \times 2$ HP. Not usable in combat. Requires: herb pipe, .03 kg each of Red Clover and Parsley. Modifier: -20.

Smoke of Life 4: An area of effect healing mixture. Those within 1 meter heal $2D10 \times 4$ HP and those within 2 meters heal $D10 \times 3$ HP. Not usable in combat. Requires: herb pipe, .04 kg each of Red Clover and Parsley. Modifier: -30.

Smoke of Life 5: An area of effect healing mixture. Those within 1 meter heal $2D10 \times 5$ HP and those within 2 meters heal $D10 \times 3$ HP. Not usable in combat. Requires: herb pipe, .05 kg each of Red Clover and Parsley. Modifier: -40.

WEAPONSMITHING

Recipes take 1 hour to attempt. Those for firearms require a gunsmith kit, and those for melee weapons require a welding/cutting torch.

Armor Penetration 1: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +5 to hit. Modifier: -20.

Armor Penetration 2: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +10 to hit. Modifier: -40.

Armor Penetration 3: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +15 to hit. Modifier: -60.

Armor Penetration 4: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +20 to hit. Modifier: -80.

Armor Penetration 5: Improve the efficiency of the impacting surface(s) of a melee or unarmed weapon. Gives weapon +25 to hit. Modifier: -100.

Melee Balance 1: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every 5th combat turn. Modifier: -30.

Melee Balance 2: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every 4th combat turn. Modifier: -40.

Melee Balance 3: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every 3rd combat turn. Modifier: -50.

Melee Balance 4: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every 2nd combat turn. Modifier: -60.

Melee Balance 5: Slightly reshape a melee or unarmed weapon for a combat advantage. Gives 1 extra R0F every combat turn. Modifier: -70.

Melee Damage 1: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10 and increases weight by .1 kg. Requires: .1 kg steel sheets. Modifier: 0.

Melee Damage 2: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10x2 and increases weight by .2 kg. Requires: .2 kg steel sheets. Modifier: -10.

Melee Damage 3: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10x3 and increases weight by .3 kg. Requires: .3 kg steel sheets. Modifier: -20.

Melee Damage 4: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10x4 and increases weight by .4 kg. Requires: .4 kg steel sheets. Modifier: -30.

Melee Damage 5: Increase a melee or unarmed weapon's weight for more damage. Increases DAM by D10x5 and increases weight by .5 kg. Requires: .5 kg steel sheets. Modifier: -40.

The Headsplitter: Makes a sturdy ball and chain that can be upgraded. Requires: chain, 2 kg of steel rods. Modifier: -10.

The Reaper: Makes a long handled, bladed weapon that can be upgraded. Requires: 4 kg of steel rods, machete. Modifier: -10.

EXTENDED MECHANICS

ATTRIBUTE MODIFIER TABLE

1: -5	23: +5	39: +13	55: +21
2: -4	24: +6	40: +14	56: +22
3: -3	25: +6	41: +14	57: +22
4: -2	26: +7	42: +15	58: +23
5: -1	27: +7	43: +15	59: +23
6-12: 0	28: +8	44: +16	60: +24
13: +1	29: +8	45: +16	61: +24
14: +1	30: +9	46: +17	62: +25
15: +2	31: +9	47: +17	63: +25
16: +2	32: +10	48: +18	64: +26
17: +3	33: +10	49: +18	65: +26
18: +3	34: +11	50: +19	66: +27
19: +4	35: +11	51: +19	67: +27
20: +4	36: +12	52: +20	68: +28
21: +4	37: +12	53: +20	69: +28
22: +5	38: +13	54: +21	70: +29

FALLING DAMAGE TABLE

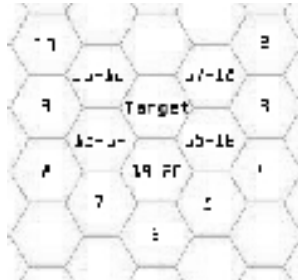
Seconds	Distance	Velocity	DAM
0.5	1.2 m	4.9 m/s	None
0.75	2.8 m	7.4 m/s	D10
1	4.9 m	9.8 m/s	2D10
1.5	11 m	14.7 m/s	2D10x2
2	19.6 m	19.6 m/s	2D10x6
2.5	30.7 m	24.5 m/s	2D10x10
3	44.1 m	29.4 m/s	2D10x15
4	78.5 m	39.2 m/s	2D10x20
5.5	148.3 m	53.9 m/s	2D10x30=max DAM

*Table is for uncontrolled falls. Characters making controlled jumps take half damage depending on checks required by the game master.

FLAT TIRE EFFECT TABLE

2-wheeled	4-wheeled, including quads	6+ wheels/large vehicles
1 flat: -20 driving checks, -10 top speed. 2 flats: -50 driving checks, -25 top speed.	1 flat: -10 driving checks, -5 top speed. 2 flats: -30 driving checks, -15 top speed. 3 flats: -60 driving checks, -30 top speed. 4 flats: -80 driving checks, -40 top speed.	1 front flat: -30 driving checks, -15 top speed. 2 front flats: -60 driving checks, -30 top speed. 1 rear flat: -5 driving checks 2 rear flats: -10 driving checks 3 rear flats: -20 driving checks, -10 top speed. 4+ rear flats: -50 driving checks, -25 top speed.

*6+ wheeled vehicle front and rear modifiers are cumulative. 1 front flat and 2 rear flats gives a penalty of -40 on driving checks and -15 top speed. Minimum top speed is 1 kph for any vehicle.

MISSED EXPLOSIVES DIAGRAM

*If a player's attack roll with an explosive weapon is a miss, but is within 20 of hitting, then they roll 2D10, modified by Luck, to see where the explosive lands in relation to their target. NPCs or characters at the hit location take full DAM and those around the location take normal explosive damage for the weapon.