

THE DISTURBANCE TIMELINE RPG CHARACTER SHEET

Unlimited levels, skills, attributes and no classes.

CHARACTER INFO

NAME:	SEX:	AGE:	WT:	EYES:	RIGHT/LEFT HANDED
XP:	SKILL POINTS:	LEVEL:	HP: / MAX	HT:	HAIR:
					RADIATION: RADS

ATTRIBUTES

ARMOR

MODIFIERS

ATTRIBUTE	VALUE	MOD	MODIFIES	ARMOR		LUCK MOD	OTHER MODS	TOTAL MOD
BRAWN (BR)			MELEE DAM & THROWING DIS	HEAD: MODIFIER: MOD: AC:	COMBAT ORDER ROLL			
VIGOR (VI)			HP PER LEVEL	BODY: MODIFIER: MOD: AC:	CRI. COMBAT ROLL			
ALACRITY (AL)			AC & COMBAT ORDER	LEGS: MODIFIER: MOD: AC:	CRI. REACTION ROLL			
BALANCE (BA)			CRT COMBAT ROLLS	FEET: MODIFIER: MOD: AC:	CRI. SKILL ROLL			
LOGIC (LO)			SKILL PTS PER LEVEL	HANDS: MODIFIER: MOD: AC:	HP PER LEVEL			
WIT (WI)			CRT SKILL ROLLS		MELEE DAMAGE ROLL			
CHARISMA (CH)			REACTION ROLLS		REACTION ROLL			
BEAUTY (BE)			CRT. REACTION ROLLS		SKILL POINTS PER LEVEL			
VISION (VS)			RANGED ATTACKS		THROWING DISTANCE			
LUCK (LU)			EVERYTHING/LUCK MODIFIER IS HALVED AND ROUNDED DOWN		VEHICLE WEAPON ATTACK			

PRIMARY WEAPON

SECOND PRIMARY

OFF-HAND WEAPON

SECOND OFF-HAND

NAME:	AMMO:	ROF:	NAME:	AMMO:	ROF:	NAME:	AMMO:	ROF:	NAME:	AMMO:	ROF:
DAMAGE:			DAMAGE:			DAMAGE:			DAMAGE:		
MODIFIER:			MODIFIER:			MODIFIER:			MODIFIER:		
MOD:			MOD:			MOD:			MOD:		
MOD:			MOD:			MOD:			MOD:		

SKILLS

INVENTORY

	LUCK MOD	OTHER MODS	SKILL %	PACK: MAX KG:	TOTAL KG CARRIED:	GOLD DUST: GRAMS	VEHICLE STORAGE: KG
AMBIDEXTROUS							
ASSAULT RIFLE							
BOW							
DIRTY MOVE							
DODGE							
EXPLOSIVES							
MELEE WEAPONS							
PISTOL							
RIFLE							
SHOTGUN							
UNARMED							
DOCTOR TRAINING							
FIRST AID							
HERBAL LORE							
WOUND MITIGATION							
ARMOR CONSTRUCTION							
AMMO RELOADING							
DRIVING: MOTORBIKE 4-WHEELED VEHICLE LARGE VEHICLE MILITARY VEHICLE				RECIPES KNOWN		VEHICLE OWNED	VEHICLES DRIVEN:
ELECTRICAL						NAME:	TYPE:
INFLUENCE						AC: HP:	KMS PER FUEL UNIT:
LOCK PICK						DRIVING MODIFIER:	CARGO CAP:
MECHANICAL						EXPOSURE: %	MOD:
METALWORKING						TOP SPEED: KPH	MOD:
SCAVENGE						FUEL: MAX:	MOD:
TRADE						WEAPON 1: F/R	MOD:
WEAPONSMITHING						WEAPON 2: F/R	MOD: