THE DISTURBANCE TIMELINE RPG CHARACTER SHEET

Unlimited levels, skills, attributes, no classes.

CHARACTER INFO

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

ATTRIBUTES / ARMOR CLASS & MOVEMENT / MODIFIERS

ATTRIBUTE	VALUE	MOD	MODIFIES	ARMOR & AC		LUCK	OTHER	TOTAL
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	ARMOR AC VALUE:	MELEE DAMAGE ROLL	*	_____	_____
CHARISMA (CH)	_____	_____	REACTION ROLLS	AC MODIFIERS TOTAL:	REACTION ROLL	*	_____	_____
BEAUTY (BE)	_____	_____	CRT. REACTION ROLLS	**TOTAL ARMOR CLASS:**	SKILL POINTS PER LEVEL	*	_____	_____
VISION (VS)	_____	_____	RANGED ATTACKS	METERS PER TURN (MPT) COMBAT MOVEMENT	THROWING DISTANCE	*	_____	_____
LUCK (LU)	_____	_____	EVERYTHING/LUCK MODIFIER IS HALVED AND ROUNDED DOWN	_____ MPT = AL + ALL MPT MODIFIERS	VEHICLE WEAPON ATTACK	*	_____	_____

PRIMARY WEAPON / SECOND PRIMARY / OFF-HAND WEAPON / SECOND OFF-HAND

PRIMARY WEAPON	SECOND PRIMARY	OFF-HAND WEAPON	SECOND OFF-HAND
NAME:	NAME:	NAME:	NAME:
DAMAGE: AMMO: ROF:	DAMAGE: AMMO: ROF:	DAMAGE: AMMO: ROF:	DAMAGE: AMMO: ROF:
MODIFIER:	MODIFIER:	MODIFIER:	MODIFIER:
MOD:	MOD:	MOD:	MOD:
MOD:	MOD:	MOD:	MOD:
MOD:	MOD:	MOD:	MOD:

SKILLS / INVENTORY

	BASE %	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:**	**VEHICLES DRIVEN:**	**CURRENT VEHICLE:**	**VEHICLES OWNED:**
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:

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