



## The Disturbance Timeline RPG: Core Rules and Post-Apocalyptic Time Period (Paperback)

By Jeremiah Donaldson

Createspace, United States, 2014. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.The Disturbance Timeline RPG tabletop game system features: Unlimited attribute, level, and skill advancement. Skill and recipe system. Weapon, armor, and vehicle modifications. Compact Pocket RPG , requiring only this book, 2D10, character sheets, pencil, and maps to play. Recommended for players aged 17 and up. A century of change has transformed society. Airborne Ebola and panic killed 300 million from 2031-32, the Greenland ice sheet collapsed in 2080, and Erebus hit Antarctica in 2115, melting the ice cap. A nuclear war for resource control ended in 2126 with every country in the world devastated by environmental and man made horrors. Governments fell as the population plunged and survivors turned to a sustenance, scavenger, or cannibal lifestyle. Gold dust, gained through hard work or blood, becomes the only thing that will buy what a person needs. Unknown to those descending into it, this dark time will last 200 years and end in more war. The Post-apocalyptic Time Period is the first of three RPG settings that will utilize the same character sheet and build upon the world in...



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