

THE TRANSFORMERS ROLE-PLAYING GAME

A FAN CREATION BY LOUIS HOEFER



FORWARD!

Here we go again... Now in its third version, the Transformers Role-Playing Game has a few more bugs worked out, and of course, another batch of type-o's corrected. Through additional play testing, we have clarified rules, altered the description of a few Skills, and added some features. Over all, this version is not a great deal different. Rule Changes? I know what you're thinking, and NO, we did not fix the range/movement system into the abstract form we all know it needs to be converted into. Still, for a free game you can't say you aren't getting your money's worth. Now, for you new players, a little about me (here's the part where most people stop reading the forward)...

Not yet a grizzled-veteran, I have done my fair-share of gaming. For the last 16 years I have either headed up gaming groups, played in them, or written adventures/games during the dry-spells in between (you know how hard it can be to find players). When I was 10, I created my very first role-playing game (*and you think some of the rules in this game are ludicrous!*). It was a product of necessity, because my parents wouldn't let me buy a real one for fear it would "make me crazy." (*Thanks a million Tom Hanks!*) Luckily, my adolescent-D&D knock-off game got me through till my parents changed their minds. Since then, I written 5 other systems (this one being the 4th). I have, also, kept busy writing my own personal stash of modules for a multitude of games played by my gaming group. Now-a-days I am a local fixture at my comic store (Castle Comics-Lafayette, IN) and at Purdue University's *Dungeons of Purdue* (a college gaming club). It was patrons of these two places that have had to endure my sickening fever for writing adventures and games (and they were wonderful play-testers I might add).

It is sad to admit that what you are about to read is the result of a 3 year process. Still, for a guy who was working 2 jobs, raising a wonderful baby daughter, remodeling a house, taking graduate classes, directing plays, coaching wrestling, writing a novel, and writing/GMing 30+ adventures, I think I did alright. When I began this, it was a pipe dream brought to life by the idea that the makers of Dungeons and Dragons were now owned by the toy group that produced the Transformers. I never thought that "Trans-Fan-Mania" would reach the height it has (otherwise I might have based it on a D20 system and given it a solid pitch to the Wizards of the Coast). Still, I'm delighted to see a resurgence in Transformer popularity. I feel that the old Transformer cartoons were some of the best material ever produced for adolescent entertainment. I hope that this game will provide adults and kids alike with hours of fun.

Designing the game, I hoped to produce a system for creating the rich and diverse characters found in the Transformers Universe-I feel I have accomplished this. If the design seems quirky, its because the pre-established material/setting was given precedence over the fluidity of play (have you ever really compared the Tech-Specs with each other- Ugh!). Still, The game really captures the feel of the cartoon, and has a character creation system that alone provides great entertainment. Although the game's rules work well, I can't help feeling that I could have made them better (*Damned that abstract system for speed and distance, if only I thought of it sooner!*). Still, as it rests, in the hands of a good GM, the game easily brings to life the adventures of the Transformers, creating nostalgia and excitement. So, I can't complain. Besides, the new "turn-of-the-century" role-playing game I am writing proves my skills at creating innovative rule-systems (interested publishers please contact me).

If you are a talented writer, I beg you to write your own episodes and distribute them on the web. If you have recommendations for this book, please contact me by Email, and allow me to make the adjustments (this way there will always be a single 'perfect copy' available online). For those of you who might claim I am stealing your property, I give my sincere apologies. However, the game-related concepts I am presenting here are purely my own; created out of years of thinking about what makes a good game, and meshing together different mechanics. As for the Transformer Universe, the characters and concepts involved with it, and the artwork here in, does not belong to me and is only presented here as part of this fan's enthusiasm for the work of many talented people. I hope that all who read this file will go out and support all the companies and individuals who created this stuff. Currently, many talented people are getting involved in the Transformer fiction, and making it richer by the moment. Hopefully, they are flattered by my inclusion of their work in this body of fandom. If not, I ask them to simply send me a letter (on company stationary) describing the items they would like removed and why, and I will comply out of respect.

Now that all this hullabaloo is out of the way, please enjoy this game with my deepest sincerity and let the heroism of your Transformer games inspire kindness in your everyday life.

Sincerely,



Louis Hofer

CHAPTER 1: MORE THAN MEETS THE EYE



Transformers...a world of

transforming robots in an unending struggle of good versus evil. Heroic Autobots face their archenemies, the Decepticons, as they battle for control of their home-world, Cybertron.

The Transformers Role-playing Game, is a game for 2 or more players, where one player acts as the Game Master (GM) and the others control characters.

WHAT DO I NEED?

All that is *needed* to play The Transformers Role-playing Game are the items in this box-set, a few pencils, some paper, and a whole lot of creativity. Still, you may want to purchase a few extra items to make the game run a little smoother.

One item that may help, is a calculator. Though most of the game uses very rudimentary math, in some areas (such as size scale adjustment) the players will need to multiply and divide with decimals. Extra polyhedral dice may also come in handy. The game will refer to the dice first by the number of die rolled, then by the number of sides on the die. Three 6-sided dice would be: 3D6. Two 10-sided dice would be 2D10. If the game calls for 1D2, or 1-2 the player should roll a 4-sided dice and count all evens as 2's and all odds as 1's. In many cases, several dice of the same type will have to be rolled, making it easier to have the extra dice, than to make several rolls with the same one. Game Masters (GM) might want to purchase some graph paper or poster board for making maps of the areas the players are traveling in the game. Some GMs like to purchase music to play in the background, setting the mood for the game. The soundtrack for Transformers: The Movie, is available at many record stores. Last, additional supplements will be available for the game. These modules and supplements will give the GM ready-to-play episodes (adventures), source information, and rules to add depth to the Transformer Universe.

HOW DO I PLAY?

A role-playing game is a very unusual style of game that combines the dice rolling of a board-game, the art of acting, the cleverness of problem solving, and the skill of story telling into one big ball

of ultra-fun wax (if wax can be considered fun, that is).

If you (or the other players) have not played a role-playing game before, you might want to ask around and see if you know some one who has. Then, see if you can sit in on a game (any game will do, you just want to get an idea for how the dynamics of role-playing work). While The Transformers Role-Playing Game is not a hard game to figure out, seeing a role-playing game in motion might help to give you a picture for the descriptions given in this book.

In a role-playing game, the Game Master creates a storyline in which the characters react and attempt feats, the success of which is determined by a die roll. The Game Master has planned the whole thing in advance. He knows: what the plot is, where the settings are (and has probably made maps), how the story can be 'completed', who the villains are (and their scores), and who will be there to help the players out if they need it. In this sort of adventure game, each story can be followed by another episode, offering hours of unending fun.

The players, they create their own Autobot characters to do battle with the evil forces of the Decepticons (controlled by the Game Master). When they complete episodes (adventures put together by the GM) they gain points to improve their characters or to build new Transformer Characters.

The following is a short scripted example of how one of these games might carry on. In it, Rob is the Game Master. He has created a plot/storyline for the characters to participate in. He has designed maps and created enemy forces in preparation for the game. Sue is playing a female Autobot shuttle called, Northstar. The Autobot tank, Rapid Strike, is being played by Joe. Last, Mike is playing Two Ton, an Autobot truck. Earlier in the game, the players learned they needed a special element known as 'Killithium' in order to stabilize the damaged power circuits of their base. Their leader assigned them on a mission to the Decepticon planet, Char, where this metal is in abundance. We pick up as they arrive...

Rob- You land inside the large ashen crater, not far off from where you intended, Northstar. The dull hues of the planet Charr fill your reactor-chips with despair.

Sue- I told you guys I would get us here!

Mike- *I'm not to keen on trespassing across Decepticon territory, even if we do need the Killithium.*

Joe- *'Killithium', I'll 'kill all of them', if those Decepti-bubs get in our way.*

Rob- *Here's the map of the landing area. Two Ton, you see what looks to be a cave formation at the crater's northern base.*

Mike- *Well, I think I've found a way to the planet core. Transform, Northstar, and we'll all go take a look.*

Rob- *After the long trip here, and with the transform, your Endurance level will be at a 3 Sue.*

Sue- *I'm beat Rapid Strike, you guys better take point.*

Joe- *I want to use my spotlight implement to light our way into the cave.*

Rob- *Who's going first?*

Mike- *Well Joe, your guy has the light, and Northstar's running out of Energon, maybe you ought to lead.*

Joe- *No problem.*

Rob- *As you breach the low serrated entrance of the cave, your spotlight hits something shiny up ahead.*

Joe- *What is it? I want a closer look.*

Rob- *Before you get a chance to come any closer, 3 bulky forms rush out from this East Passage. They look to be giant metal monsters, their jaws filled with silvery teeth. Roll initiative.*

Mike- *Sharkticons? What would the Quintessons be doing on Char? I rolled a 5, Rob.*

Sue- *I got a 5 too.*

Joe- *12, looks like I'm going last.*

Rob- *The Sharkticons beat all of you with a 3. The first two make a bounding leap towards Two Ton,*

trying to chew him to scrap. They have 2 acts, and will use them both to move and attack. What is your Evasive Modifier Mike?

Mike- *It's a 4. That means they'll need 9's or better!*

Rob- *The first Sharkticon rolls a 12, That's one hit. The other, rolls an 17. Ewe, both bites hit, that'll hurt. (Rob rolls damage). That's a total of 1 Endurance Point and 15 points of Life Spark.*

Mike- *Don't worry, I'm still in good shape, but it won't take many of those sort of attacks before I'm crying to go back to Cybertron.*

Rob- *The third Sharkticon transforms leaving him with one attack, which he uses to try to shoot-out Rapid Strike's spotlight. Joe, what's your E.M.?*

Joe- *I have an 8. Don't forget if they do hit, I've got 4 points of armor.*

Rob- *(rolling for the Sharkticon) ,12. Armor or not, that won't be enough to hit you. Mike and Sue you guys have the first actions.*

Sue- *I want to use my Nullray to knockout one of the Sharkticons biting Two Ton.*

Rob- *You need to roll a 13 or better.*

Sue- *A 14, I hit! (Rolling a 6 sided dice) That's 5 points of Endurance damage to him.*

Rob- *With a swift shot the lady Autobot shorts-out one of your attackers. It's your move, Mike.*

Mike- *How is the remaining Sharkticon biting me?*

Rob- *His teeth are lashed around your whole forearm.*

Mike- *Good! I pretty strong, I want to bash that arm up against a wall.*

Rob- *(Snickering) O.K.*

Sue- *No, Wait! We're in a cave, you'll cause a cave-in.*

Rob- To late Sue, he already said what he was doing. You need to roll a 10 to smash it.

Mike- I'm not sure if it's good or bad, but I got a 17.

Rob- Roll your major physical damage, and add a D4 for the cave wall.

Mike- It's a total of 11.

Rob- Not enough to put the Sharkticon out of commission, but he does let go as he falls to the ground. Suddenly, the wall and ceiling of this cave begin to rumble and crack. Joe it's your turn.

Joe- Let's get to firmer ground. I want to try to push past the other Sharkticon, and make my way down the passage. With my other actions I will fire behind me at him. I need a 13 or better right?

Rob- Yes.

Joe- I have 2 acts left. I'm using my plasma blaster and a fragment missile. I rolled a 16 for the gun, that's a hit. (Rolls) He takes 2 Endurance and 10 points of Life Spark. (Rolling) 13, The missile hits too! Let's see, (rolls) he takes another 7 points of Life Spark.

Rob- Between the vapor trail of your missile and the debris from the crumbling cave you see the Sharkticon explode into slag. You have made it farther down the cave, but fine fragments are still falling from the ceiling here. Everybody roll a new initiative.

Sue- I go on a 2.

Mike- 4.

Joe- Dang it, I got a 9.

Rob- The bad guys rolled an 8. Sue, you're first. What's your action?

Sue- Rapid Strike has the right Idea let's get out of here! I'll transform and fly full throttle down the tunnel.

Rob- markdown your Energon use, with your Speed you can make it out of this chamber in no time. But

you will have to make an Opposed Piloting Test at a Target Number of 18 to dodge the falling rocks.

Sue- I rolled a total of 20, that's 2 above. I made it!

Mike- Swell, I'm the only one left. I'll try to run to catch up with the others.

Rob- This cavern is deteriorating quickly. You need to increase your move: make a Courage Test to push your Speed, and burn some Energon. You'll, also, need to make an Opposed Skill Roll at an 18 to dodge the rocks.

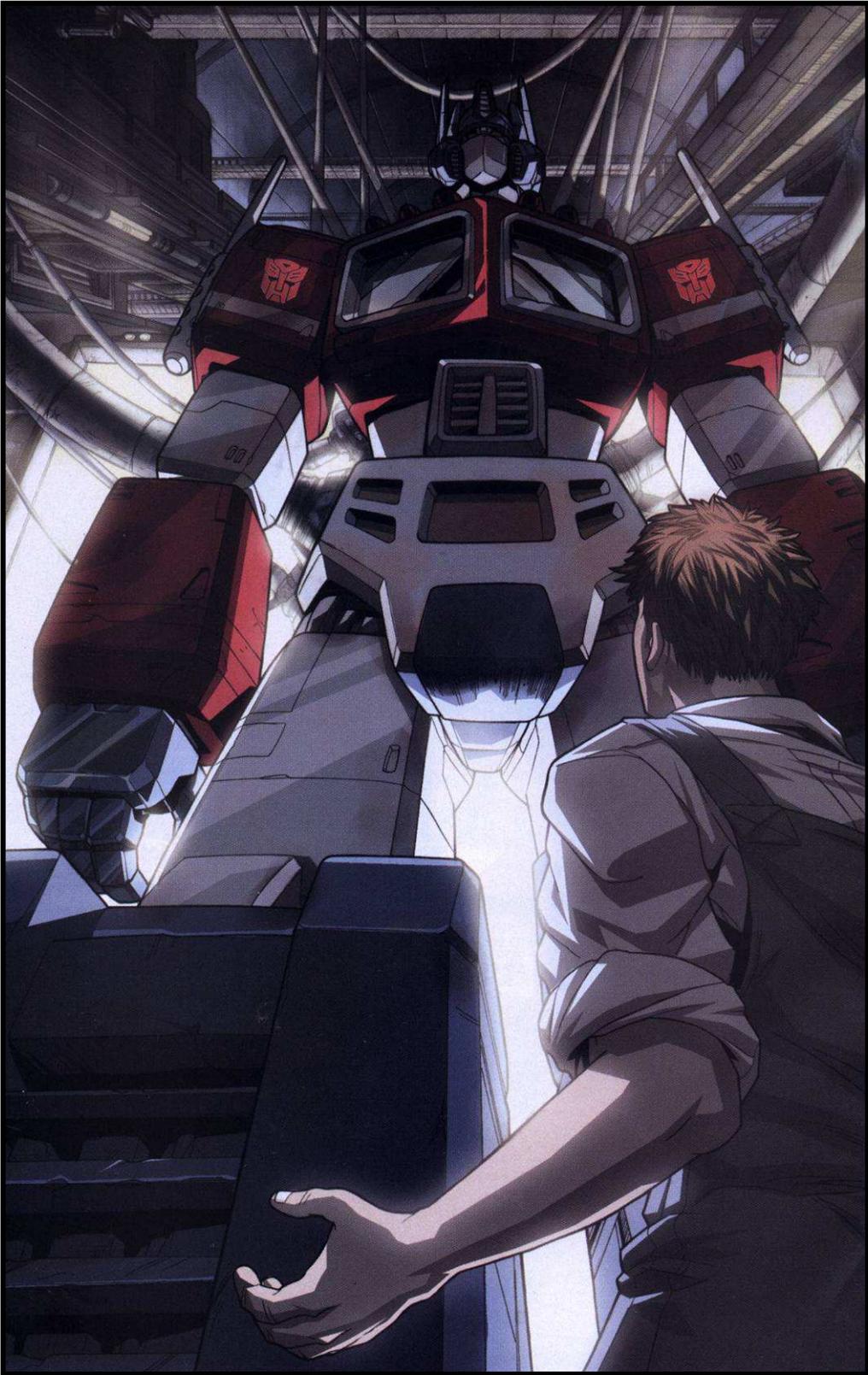
Mike- (After several rolls) I managed to increase my movement, but I didn't make the Skill Roll.

Rob- A large boulder glances you on your way out, just causing 5 points of damage. The Sharkticon trying to follow you wasn't so lucky, he finds himself beneath it...

As you can see, the game can put the players in innumerable situations where their characters have to use their wits and their firepower to get themselves out.

To understand the rules to come, you must first understand the basic components that make up a Transformer character. By seeing how a character is created, and learning the types of scores that exist in the game; learning the systems for combat, energy loss, and Attribute use will come a lot easier. It will be handy to have a Character Record Sheet (from inside the GM's Screen) in front of you while reading through this next section.

CHAPTER 2: CHARACTER CREATION, THE BASICS



So, you wanna' pretend to be a five-ton intelligent robot that changes into a 6 ounce cassette tape? Well, you're playing the right game!

Initially, there are two methods in any role-playing game to creating a character. One, you can roll up your scores and see what sort of character turns out. Or, two, you can come up with a character concept, and assign scores according to this ideal.

The Transformers Role-Playing Game is designed to cater more towards this last style of creation. Since it is a point-based system, it is easy to fashion a character into a preconceived design.

Either way, the first step in actually 'bringing the character to life', is generating a point total. To generate this number, each player rolls four twenty sided dice (4D20) and adds their results. This total will be the number of Episode Points (EP) the player has to create his character. The term 'Episode Point' will be discussed later in the section, "*To the Victors Go the Spoils.*"

ex. Mike rolls the 4 dice getting: 13, 4, 19, and 18. That's a total of 54. That means when he goes to design his character, he has 54 Episode Points (EP) to work with.

The player who will be the Game Master (GM) may set alternate rules for character creation. Oftentimes, GMs will allow the re-roll of any die that lands on a 5 or less. Another popular house rule is, to roll one extra dice, and throw out the lowest score.

From here, the players will split up the Episode Points among the eight Attributes (Strength, Endurance, Speed, Firepower, Rank, Courage, Intelligence, and Skill) and the four Macro-Attributes (Size Scale, Life Spark, Evasive Modifier, and Transform Modes). When recording numbers on the Character Record Sheet, always round .5's or higher up to the next whole number. Likewise, less than .5 is always rounded down (unless the rules state otherwise).

Because one of the primary goals of the game is to 'earn' points towards creating a newer and better Transformer, the initial character creation system does not provide enough points to create a really powerful, ultra-big character (such as Omega Supreme, or Metroplex). Instead, players start off with more-or-less average characters, having to rely

on their wits and teamwork to defeat their foes. Doing so, they will collect Episode Points, which will allow them to eventually build Autobots of a greater magnitude. (Read the section, '*To the Victor Goes The Spoils*' for more details).

ATTRIBUTES

All Attributes may have a value between 1 and 10 (1 being the minimum; 10 being the maximum). Scores higher than the maximum are shown on the Attribute charts for circumstances outside of player-character generation. In addition to their value, some scores are, also, affected by the Size Scale of the character. Because Size Scale can alter certain game values, players might want to read through that section in the Macro Attributes before assigning any of their points to the regular Attributes.

During the game, different actions will require the player to make 'Attribute Tests'. This is a roll on a twelve sided dice (1D12). The result of this roll will either be equal to or less than the Attribute Score and successful, or over the score meaning failure. So, an Attribute Score of 6 will succeed 50% of the time (which demonstrates a fairly large capacity in that particular area).

Another kind of roll sometimes used in conjunction with Attributes is called an Opposed Roll. Opposed Attribute Rolls happen when a character is facing off against an opponent, or a preset number determined by the Game Master (a Target Number). For Opposed Rolls, the two characters take their Attribute Score and add a 1D12 Bonus Die. If the bonus die rolls a 12, they keep that roll and get to roll again. Once both sides have added their Attribute Score to the bonus number, the outcomes are compared -whoever's total is higher wins. For this kind of situation, high Attribute Scores allow the player to start off with an upper hand.

Further, Attribute Scores each affect a different aspect of the game. Some combine together to create other types of scores; others determine the number of Skills, Weapons, and Aptitudes a character can have. With this in mind, it is important for a new player to understand the impact each Attribute has on the character before assigning points. Adjusting or changing a character's Attributes is only allowed during creation. Episode

Points earned later in the game can be used to change these scores, but it is extremely costly to do after creation. Also, keep in mind many of the Attributes' effects are modified by the character's Size Scale.

When recording information on the Character Record Sheet, always write down the modified statistics, as these will be more useful during play.

Chart 2.1 Strength:

Strength Score	Lifting max			
	Scale .1	Scale .25	Scale .5	Scale 1
1	50 lb	300 lb	600 lb	1000 lb
2	75 lb	400 lb	800 lb	1 ton
3	100 lb	600 lb	1000 lb	3 tons
4	200 lb	800 lb	1 ton	5 tons
5	300 lb	1000 lb	3 tons	10 tons
6	400 lb	1 ton	5 tons	25 tons
7	600 lb	3 tons	10 tons	50 tons
8	800 lb	5 tons	25 tons	100 tons
9	1000 lb	10 tons	50 tons	500 tons
10	1 ton	25 tons	100 tons	50 kilotons
11*	3 tons	50 tons	500 tons	100 kilotons
12*	5 tons	100 tons	1 kiloton	1 megaton
13*	10 tons	500 tons	50 kilotons	50 megatons

* These scores are beyond the character maximum.

STRENGTH

This is the first Attribute to appear on the Character Record Sheet. Strength describes the character's raw physical might and tough external make-up. The Strength Score will affect the amount of damage caused from a physical (unarmed) or melee attack (hand to hand). Strength, also, determines how much a character can lift, and it makes up a quarter of the character's initial Life Spark (explained later in this chapter).

Above is a chart showing the effects of different strength values. As you read the rest of this section, it will refer back to this chart, and the bold faced words in it.

Opposed Strength Rolls-

Opposed Rolls are described in more detail in Chapter 5, 'Getting Things Done'. Opposed Strength Rolls differ from other Opposed rolls because the Strength Score is first multiplied by the character's size-scale before being compared to the opponent's value.

Chart 2.2 Physical Damage Dice:

Strength	Scale .1	Scale .25	Scale .5	Scale 1
1	1pt/1D2/1D4	1D2/1D4/1D6	1D2/1D4/1D6	1D4/1D6/1D8
2	1pt/1D2/1D4	1D2/1D4/1D6	1D2/1D4/1D6	1D4/1D6/1D8
3	1D2/1D4/1D6	1D2/1D4/1D6	1D4/1D6/1D8	1D4/1D6/1D8
4	1D2/1D4/1D6	1D4/1D6/1D8	1D4/1D6/1D8	1D6/1D8/1D10
5	1D2/1D4/1D6	1D4/1D6/1D8	1D4/1D6/1D8	1D6/1D8/1D10
6	1D4/1D6/1D8	1D4/1D6/1D8	1D6/1D8/1D10	1D6/1D8/1D10
7	1D4/1D6/1D8	1D6/1D8/1D10	1D6/1D8/1D10	1D8/1D10/1D12
8	1D4/1D6/1D8	1D6/1D8/1D10	1D6/1D8/1D10	1D8/1D10/1D12
9	1D6/1D8/1D10	1D6/1D8/1D10	1D8/1D10/1D12	1D10/1D12/2D8
10	1D6/1D8/1D10	1D8/1D10/1D12	1D8/1D10/1D12	1D10/1D12/2D8
11*	1D6/1D8/1D10	1D8/1D10/1D12	1D10/1D12/2D8	1D12/2D8/1D20
12*	1D8/1D10/1D12	1D10/1D12/2D8	1D10/1D12/2D8	2D8/1D20/3D8
13*	1D8/1D10/1D12	1D10/1D12/2D8	1D12/2D8/1D20	1D20/3D10/2D20

* These scores are beyond the character maximum.

Lifting Max. -

This describes the maximum amount of weight the character can lift over his head without draining his Energon (see, 'When the Going Gets Tough'). These figures are all based on tons (2,000 pounds).

When a character lifts something close to this max, he must make a Strength Test to make sure his servos hold out (a roll on a 1D12 that succeeds if it's equal to or under the character's Strength Score).

The idea of 'lifting the weight over the character's head' is used to help give the GM an idea of the gross power potential of the character. In non-robot modes, this measure would convert to the weight of cargo (not volume) or pull a vehicle has.

When dealing with a character who is larger than Scale 1 (this is the standard scale as described later in this chapter) multiply the Size Scale by the amount on the chart (2.1) and that becomes the new max.

ex.1 Two Ton (Strength 6, Size Scale 1) can lift a 25 ton object, up over his own head with only a Strength Test. He can try to lift heavier objects, but it will cost him Endurance Points and he'll have to make some rolls (Described later in 'When the Going Gets Tough').

ex.2 Rapid Strike (Strength 5, Size Scale 2) can lift 20 tons over his head (10 x 2 = 20).

ex.3 Sound Bite (Strength 7, Size Scale .1) could only lift 600 lb. based on the chart.

The Chart at the bottom of this page shows the type of physical damage die used by each Size Scale and Strength Score. Physical damage is also

used when the characters are in melee combat. Characters using a melee weapon may add their minor physical damage die onto the damage of the weapon. **Physical Damage Dice**- Described more thoroughly in the section *'The Proving Grounds'*, we'll go over only the basics in this section. The first die code, represents a punch or minor attack. The second, is for a kick or medium grade attack. Last, we have the die code for an Ultra-Attack (a major strike, such as a body slam or throw).

When playing a character that is larger than the standard Size Scale (scale 1) you must adjust the damage their attacks do. To adjust for larger Size Scales, multiply the number before the "D" by the scale. This means 1D4 becomes a 3D4 for a scale 3 character. Notice that a punch for a Scale .1, Strength 1 character only does a point of damage. This amount is standard and doesn't have to be rolled.

ex.1 Mike chooses a Strength of 6 for his Transformer character, Two Ton. Since Two Ton will be a standard sized Transformer (Size Scale 1), his punch will do 1D6,

ex.2 If Joe's character, Rapid Strike, is Size Scale 2 and has a Strength of 5, then his punch would do 2D6 worth of damage.

ex.3 Sound Bite is an Autobot cassette tape with a Size Scale of .1 and a Strength of 7. This makes his punch good for 1D4.

ENDURANCE

As living machines, Transformers require a certain level of energy retention to remain functioning. This level is represented by their Endurance Score.

Endurance limits the number of transformations a character can make. It acts as a form of damage absorption. It can represent the amount of fuel the Transformer has in its non-robot mode, and it (like Strength) makes up one quarter of a character's initial Life Spark.

In the game, Endurance Tests are used to see if a character can continue to bear certain forms of torture (being stretched on a Quintesson Expander-Rack), or physical labor (digging through thick rubble after a cave-in)

On the Character Record Sheet, next to Endurance, there is a place for recording the Endurance Points a player spends. A player must

deduct an Endurance Point for all of the following things:

- Changing from one Transform Mode to the next. This replicates heat build up on the character's Trans-formation Cog.
- Whenever he/she is damaged from a die that rolled its maximum damage (except for unarmed combat).
- When the character 'Pushes' his abilities to perform an action (See *'When the Going Gets Tough'*).
- When using certain Skills, or Aptitudes.
- When the GM feels the character has expended a grave amount of Energon by his/her actions.

As you probably guessed, Endurance can be a fleeting thing. Luckily, a character always gains 1 Endurance Point back per hour (in 'game time'). If a character totally powers-down for a half-hour (explained more precisely in, *'When the Going Gets Tough'*), he/she will "awaken" with their full Endurance Points. Other methods of regenerating Endurance are available through the Aptitudes, and Skills sections of this book.

So, what happens when a character reaches 0 Endurance? Well, the player must make a Courage Test (allowing the brave warrior to stand and fight even though his circuits are faint), or be 'knocked un-conscious' for 1D20 rounds (after which, they awake with 1 Endurance Point). Once a character reaches zero Endurance and he/she makes the Courage Test, he/she can substitute Life Spark Points for Endurance Points. Be careful though, if a character runs out of Life Spark and Endurance, he is considered 'dead'.

ex. Two Ton has used all of his Endurance Points. Now that he's reached 0, he must roll his Courage or below on a 1D12. Let's say he makes it. Now, if he wants to use more energy (let's say to transform), he deducts the points from his Life Spark. If he goes an hour with out using any Endurance Points, he will regain his 1 Endurance Point, and will once again be using Endurance to expend energy.

Endurance helps to keep the game similar to the world the Transformers live in. A world, where de-activation occurs very rarely (except in feature-length animated movies that precede

the release of a new toy line). Instead, characters are knocked out long before they would die, and live to fight another day.

For GMs seeking a more graphic approach to the Transformers, Endurance can be disassociated with damage, and used only to track transformations and energy use.

Because he is Scale .1, he can only move 135 feet with each action. Using both actions he could move 270 feet.

Miles Per Hour-

An hour in game terms lasts 300 rounds (though the Game Master is not likely to have your character

Chart 2.3 Alternate Speeds:

Speed Score	# of Acts	Rolling		Swimming		Flying		#Space Flight (Mach/AU per hour)
		MPH	FPA	MPH	FPA	Mach/MPH	FPA	
1	1	25	480	10	190	150	2895	+M5
2	1	40	770	25	480	300	5790	M10
3	1	60	1155	40	770	500	9650	M50
4	1	75	1460	60	1155	M1/ 660	12735	M100
5	2	90	865	75	720	M2/ 1320	12735	1 AU's
6	2	100	965	90	865	M3/ 1980	19105	5 AU's
7	2	120	1155	100	965	M4/ 2640	25475	10 AU's
8	2	150	1445	120	1155	+M5/ 3300	31845	20 AU's
9	3	200	1285	150	965	M6/ 3960	25475	50 AU's
10	3	250	1605	200	1285	M7/ 4620	29720	100 AU's
11*	3	300	1930	250	1605	M8/ 5280	33965	1000 AU's
12*	4	450	2170	300	1445	M10/ 6600	31845	1 Million AU's
13*	4	600	2895	450	2170	M20/ 13200	63690	1 Billion AU's

* These scores are above the character maximum
 + This is the speed needed to leave Earth's orbit/atmosphere.
 # Vehicles with this movement are too fast to track per action.

play-out each round when he/she is traveling this kind of distance). Different forms of movement have different effects for the same Speed Score. A Transformer who can become both a motorboat and a car, would have three different movement rates: one for his robot's run, one for the motorboats 'swim', and one for the car's "Roll" (all movements, except for running, are purchased as Skills. Each mode of locomotion has its own place

SPEED

The maximum velocity a character can run, fly, swim, or roll is referred to as Speed. In the game, Speed also determines the number of actions a character can perform in 1 round (12 seconds of 'in-game-time'), and how hard he/she is to target (described under 'Evasive Modifier').

Charts (2.3 and 2.4) show the number of actions (Acts) a character gets per round and gives the movement rates for different locomotion at that speed.

of Acts-

Every round, during their initiative, each player may perform as many actions as his Speed allows. What constitutes an 'Act' is described later in Chapter 5, "Action Masters". When looking at the "Feet Per Action" on the Movement Charts, keep in mind that higher Speed Scores get more than one action. A player with one of these scores might have a shorter run in one action than a player at a lower score. Still, because they have more actions they would be able to go a greater total distance that round.

ex. Sound Bite has a Speed of 7, he may make 2 acts every round, during his initiative.

in the chart. Note that the only movement rate that is effected by a character's Size Scale is his/her running rate.

Movement Per Action (in Feet)

Each action the character has he/she may move a given number of feet (based on their locomotion mode). Charts 2.3 and 2.4 detail this movement for each mode. To determine how far a character can climb or jump in a mode use the following formulas: They can climb two times their height in one action (if they have a humanoid form). They can jump (horizontally) a number of feet equal to their height times the number of actions their Speed Score allots. Though this formula uses the number of actions, a horizontal jump only requires one action. For their vertical jump they can make a distance equal to half of their height vertically in one action. The GM may adjust these numbers based on the momentum a character has built up prior to the move.

The movements on chart 2.3 must be purchased as a Skill (see Chapter 3: "It's What's on the Inside That Counts"). Keep in mind these movements are the same for every character,

regardless of their size. The specifics of each movement are described below.

Roll-

This column refers to any movement across land using wheeled vehicles, or rolling machines. This movement is measured in miles per hour. During certain chase sequences, it may be important to know how many feet a character can roll per round. For this purpose, the chart breaks movements down into the number of feet a character can travel using one action.

Swim-

This movement includes any kind of water-based locomotion (above or below the water line), along with hovering vehicles. This movement is measured in miles per hour (non-nautical). While this form of movement is a bit slower than a wheeled vehicle, one must consider the friction of the water (when in a boat), and the inefficiency of air pressure (when in a hovercraft). As with land vehicles, the movement for one action is shown also. Because Transformers are heavy metal creatures, they can not swim without having an aquatic mode. Otherwise they would simply walk underneath the surface of the water (at $\frac{1}{4}$ their rate). If for some reason a Transformer could swim (or the GM needs to figure out a swim rate for a non-metal character, the rate would be equal to $\frac{1}{4}$ of that which is listed for each score).

speed of sound, or 660 miles per hour), while the miles per hour rating is given on the right. As an option (consult your Game Master), characters can consider more futuristic hovercrafts to be 'flying' as opposed to 'swimming'. This is to demonstrate alternatives from the modern-day use of air to create lift (i.e. magnetic pulse, rocket thrust, anti-gravitational devices, etc.).

Planes that can travel Mach 5 have the ability to leave Earth (though Space Flight must be purchased to do so consistently). A character who leaves the atmosphere without Space Flight capabilities will suffer extreme Endurance Point losses to simulate heat buildup upon take off and reentry.

Space Flight-

The ultimate freedom, this mode of transport allows characters to visit other worlds and return to their fellow Autobots on Cybertron. Space speeds are measured in Mach's, and AU's per hour. AU stands for Astronomical Unit, which is approximately the distance from Earth to the Sun (close to 93 million miles). Characters with just this ability, may only fly in an atmosphere as part of their 'launch'. To do otherwise, would cost a great deal of Endurance Points due to the wasted fuel and Energon.

Unlike the other modes of movement, this mode is on such a grand scale, that it is not worth the GM's time to calculate the 'Feet Per Action' that the character is traveling.

Chart 2.4 Running Movement MPH/FPA:

Speed Score	Scale .1		Scale .25		Scale .5		Scale 1		Scale 2		Scale 3		Scale 4		Scale 5	
	MPH	FPA	MPH	FPA	MPH	FPA	MPH	FPA	MPH	FPA	MPH	FPA	MPH	FPA	MPH	FPA
1	1	20	1	20	2	35	3	55	5	95	8	150	12	210	55	970
2	2	35	3	50	3	55	5	95	10	190	12	210	25	440	80	1410
3	4	70	5	90	6	105	10	190	20	380	25	440	35	615	100	1760
4	6	105	7	125	8	140	20	380	30	530	35	615	45	790	125	2200
5	8	70	10	90	12	105	30	290	40	380	45	395	55	485	175	1540
6	10	90	15	135	20	175	40	380	50	480	55	485	80	705	200	1760
7	15	135	20	175	30	265	50	480	75	720	80	705	100	880	220	1935
8	20	175	25	220	40	350	75	720	90	795	100	880	125	1100	250	2200
9	25	145	35	205	50	295	90	530	100	590	125	735	175	1025	275	160
10	40	235	50	295	75	440	100	590	150	880	175	1025	200	1175	300	1760
11*	50	295	75	440	80	470	150	880	175	1030	200	1175	220	1290	350	2055
12*	75	330	80	350	100	440	175	770	200	880	220	970	250	1100	400	1760
13*	100	440	110	485	150	660	200	880	220	970	250	1100	275	1210	500	2200

* These scores are above the character maximum

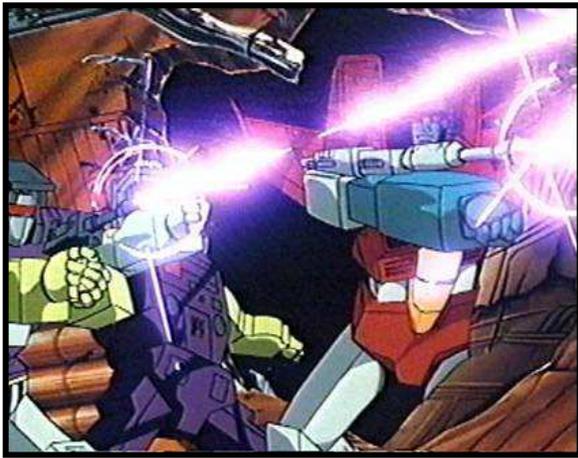
Fly-

From helicopters, to blimps, to jet airplanes, this column deals with objects of flight. The Mach ratings are given on the left (Mach is equal to the

Run-

This movement is used to measure any sort of appendage-based locomotion (legs, tentacles, quadrupeds, etc.). The running movement chart is

also used for characters with the ability of non-powered flight (see the Skill in Chapter 3). Running is the only movement that is affected by a character's scale, because of this Opposed Speed Rolls might become complicated when dealing with running characters. Also, characters moving by different means (flying verses rolling for example) cannot be directly compared without modifiers. Opposed Rolls are described in more detail in Chapter 5, *'Getting Things Done'*. When comparing running values, Size-Scale must be taken into consideration before comparing the values (GM's might assign a bonus to the larger character's total based on how much larger he/she is).



FIREPOWER

Firepower demonstrates the character's offensive abilities. The number is translated into Fire Power Points (FPP) the player may use to add weapons to the character's different modes. The higher a character's Firepower is, the more weapons, or heavier weapons they will be able to carry. All weapons purchased with Firepower Points are assumed to be hand held, unless the player purchases them otherwise (this costs additional FPP because it "frees-up" the character's hands during combat).

Another function of the Firepower Attribute comes into play during combat. Whenever a character rolls a 1 on the ranged combat roll, their weapon is considered to have malfunctioned (either ran out of ammo, or suffered a misfire). Before the player can use the weapon again, they must successfully make a Firepower Test. This roll simulates their ability to clear the problem, or re-power the weapon. The player may attempt this roll

as often as they have actions to do so, but they may not use the weapon until the test is passed.

The weapon list and FPP costs are presented later in Chapter 4, *'The Weapons Guide.'* The use of weapons, and combat in general, is described in Chapter 6, *'The Proving Grounds.'*

RANK

All Autobots fall into a sort of cosmic chain of command. One of the biggest parts of being an Autobot is serving your fellow robots. While it may not seem important for a role-playing game (where characters take charge out of their player's instincts), rank has several important functions in The Transformers Role-playing Game.

First, and foremost, it acts as a decision maker for the Game Master. If a group of characters are squabbling about what to do, the Game Master should take the highest-ranking character's idea as the final decision.

For characters, the Rank Score is used as a 'bonus' when receiving Episode Points (The higher your Rank, the more EP you will receive after each game). At the end of each episode, add your character's Rank Score onto your total EP reward.

ex. If Mike's character, Two Ton, has a Rank of 5, he gets to add 5 to all the Episode Points he earns. So if he wins 4 points during one game, he actually gets 9 to save for improving his character, or building the next one.

All feats involving leadership and charisma require a Rank Test (or Opposed Rank Test). For example, if a player wanted to rally some Insecticons into revolting against the Decepticon, he/she would need to make an Opposed Rank Test (Opposed Attribute Rolls are discussed in Chapters 3 & 5, *'It's What's on the Inside That Counts'* and *'Getting Things Done'*). This roll has a base number equal to the player's Rank Score; so as you can see, the higher the Rank the more likely they will be able to influence their enemies.

Further, if the GM is using the Matrix of Leadership (described in Chapter 7, *"Cybertronian Costumes & Lore"*), only the highest-ranking Autobot can benefit from its powers.

Last, the Rank Score is added in as one forth of the character's Life Spark.

COURAGE

Where would a game of heroic robots be without the Attribute Courage? This score measures the determination and bravery of a Transformer.

Courage plays a big role in keeping a character going. Remember, any time the character reaches zero Endurance Points, he must make a Courage Test to remain conscious. This Attribute Test is also used when the character is attempting something very dangerous. For example, if a character wanted to walk across a thin beam, far up between the towers of Cybertron, he/she would need to make a Courage Test.

With Strength, Endurance, and Rank, Courage makes up the last quarter of the Character's base Life Spark (after all, it's easier to be courageous when you have a few extra Life Points to spare).



INTELLIGENCE

An Attribute held in high regards by the Autobots, Intelligence dictates how cunning, perceptive, and knowledgeable a character can be.

Intelligence Tests are used in the game for a variety of mental/perceptual challenges. It helps characters to: find hidden items, understand strange alien languages, work with higher technology, and just figure things out in general. (When players are having trouble getting to the next step in an episode, they may roll this to get clues from the GM).

Other effects of Intelligence are Aptitude Points. A character's Aptitudes (Learned Abilities) are purchased with points derived from his/her Intelligence Score. (See Chapter 3, *It's What's on the Inside That Counts*). The higher a character's Intelligence, the more Aptitudes he/she can have, and the better he/she will be at them.

SKILL

Whenever a player wishes to perform an action that requires a great deal of talent, balance, dexterity, or reflex he/she will need to make an Opposed Skill Test. Skill is the generic term for character's ability to perform all these things.

Where as Intelligence measures what a character had learned how to do, Skill measures what sorts of talents and added features a character has innately. Just as the Intelligence Score is converted to buy Aptitudes, the Skill Score is transferred into points for purchasing Skills (see *It's What's on the Inside That Counts*).

Skills are things that the character can do outside of what is normal. An example of this is Mirage's ability to turn invisible, or Hound's ability to make holograms.

By Components, we are talking about hardware that allows a character to do something that was already within the game's limits, such as adding Space Flight onto one of his/her modes of transformation. In the cartoons, the Stunticons' anti-gravity fields allow them to easily perform stunts that are near impossible in a regular car. That would be an example of a component.

Finally, Implements are used to refer to any piece of equipment that is built in to the transformer (non-weapon). Hoist's crane would be an example of this.

As the character's Skill Score increases, the more of these sorts of items he/she can have and the more powerful they can be.

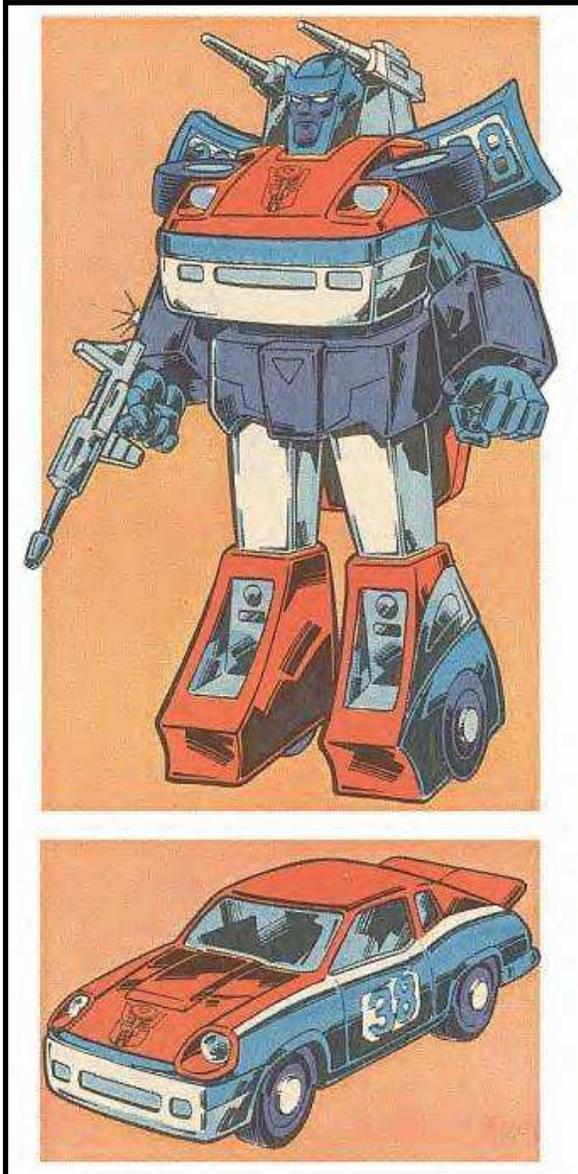
MACRO-ATTRIBUTES

There are four Macro-Attributes that, just like regular Attributes, may be affected by the expenditure of your starting Episode Points. The Macro-Attributes are both affected by and have effects on the regular Attributes.

TRANSFORM MODES

This list is at the top on back of the Character Record Sheet. It keeps track of the different forms a character can change into, and the Skills that go with each one (such as: movement type, size difference, and so on).

The base character (without purchasing any Transform Modes) has only one mode (robot, vehicle, animal, etc.). With just this free mode, a character cannot transform. He/she is like the old



Cybertronian robots -simple one-form workers created to perform a range of tasks. While this may seem somewhat ironic (a Transformer that can't transform), it is intended to allow a wider variety of characters.

Also, by starting with a character that can't transform, a GM could begin his storyline in a time before that innovation was developed (Before the 'Great War'). Characters could then eventually be 'upgraded' once they've earned enough Episode Points to 'buy' their new modes.

To be able to transform, a player must spend 10 Episode Points per 'mode' other than the robot form.

ex.1 Two Ton can change into a truck, it cost him 10 Episode Points for this ability.

ex.2 Switch Back is a triple changer (he has 3 modes including his robot form). He can be a robot, an airplane, and a van. To have this ability costs him 20 Episode Points (10 for the airplane and 10 for the van).

Players may create characters with as many transform modes as they like (providing they have the points to pay for them).

Every time a character changes from one mode to the next: it counts as an Act, and requires them to spend 1 Endurance point (this includes Gestalts).

ex. If Two Ton changes from his robot mode to his Truck mode, that counts as his action for that round (he only has one Act per round). He, also, has to deduct one Endurance Point from his total. A few rounds later he changes back into his robot mode. This also costs 1 action, and 1 Endurance Point.

Last, each mode will have different Weapons, Skills, Components, and Implements available to it (see: Chapter 3- 'It's What's on the Inside That Counts', and Chapter 4- 'The Weapons Guide'). In general, when a weapon is purchased it is considered available in all modes, unless it was purchased with limited mode availability. This is not true, however, for Skills, Components, and Implements. These items may be used by a character, only when the character is in the mode they were purchased for.

Gestalts-

A side from becoming different types of animals and vehicles, some Transformers can become part of a larger item or robot. This will be referred to as being a Gestalt. Gestalts come in several forms, modes and sizes. In the classic cartoon we see teams, such as the Technobots, who form together as a giant robot. A Gestalt could, also, be like the Decepticons: Spectro, Spy Glass, and Viewfinder. Together, these three transform into a camera.

To form a Gestalt, each player in the Gestalt must pay at least 10 Episode Points to have the ability to change into their piece (leg, arm, body, whatever). The 'payments' for the modes are then totaled up as the Gestalt's starting EP. The players

may put in more than 10 EP, but they should all pay nearly equal amounts (this will prevent one player feeling like they have more "ownership" of the Gestalt than the others). The Gestalt is then created like a normal starting character, with a few exceptions -Life Spark and Endurance Points.

Gestalts do not have Life Sparks of their own. Instead, when the Gestalt suffers damage, the points are taken off of the individual character's totals (this should be done either according to where he/she was hit, on a volunteer basis, or in a random fashion). If, at any point, a member of the Gestalt loses all his/her Life Spark, the Gestalt must disassemble.

While the Gestalt's Endurance Points are tabulated off of its own Endurance Score, any Endurance costs for transforming into and out of the mode are taken by the members (each one paying the price of their transformation). All other Endurance expenditures come from the Gestalt's total. Like other Transformers, a Gestalt may regain

Endurance points as time passes (one pre hour), or may regain its full amount whenever all of its members have shutdown for at least a half-hour. Note, all members must partake in the shutdown for the Gestalt to recharge (though they do not have to do it in their Gestalt mode or even simultaneously).

Once formed, a Gestalt acts off of his/her own Endurance. If the Gestalt's Endurance Points reach Zero, he/she must make a Courage Test or disassemble. Like regular characters, the Gestalt can opt to use a successful Courage Test to exchange the team members' Life Sparks for Endurance Points (see *'When the Going Gets Tough'*).

"Can a Gestalt partially-form without all it's team members?" The answer is, "Not unless your GM allows this." If nothing else, the Gestalt should bear severe penalties to all rolls while in this condition.

"Can a Gestalt use the Skills, Aptitudes, Weapons, Implements, or Components of its team members?" No. All of these things must be purchased separately for the Gestalt. It is recommended (for continuity's sake) that the Gestalt's Skills and equipment be based on the characters that make him/her up.

"Does a Gestalt's Size Scale automatically change?" No. A Gestalt must pay for the increase in size (or decrease in size as in the case of the

Decepticon Camera) just like other starting characters.

"Who gets to control the Gestalt?" It is suggested that the players involved share control, but if all else fails, the member with the highest Rank Score gets to be the controller.

"How are a Gestalt's scores recorded?"

Though a standard Character Record Sheet will do fine, there is a special Gestalt form included with this box set. This form is modified to detail the members that make him/her up. It is, also, different in the fact that, it has no box for Life Spark.

Chart 2.5 Size Scale:

Size Scale	Height	Weight	EP Cost	EP Rebate
.1	up to 8'	up to 1 ton	-	+30
.25	8'-10'	500lbs-3 tons	-	+20
.5	10'-12'	1-6 tons	-	+10
1	12'-15'	1-50 tons	-	-
2	15'-30'	10-100 tons	-10	-
3	30'-60'	20-500 tons	-20	-
4	60'-500'	30+ tons	-30	-
5	500'+	1 megaton +	*	*

** This size is not available to players, it can approach planet sized.*

SIZE SCALE

Size Scale demonstrates how large (or small) the character is. Unless special Skills are purchased (see *'It's what's on the Inside That Counts'*), a character is considered to be that same size (in volume) when he/she transforms. The Size Scale of a character affects his/her Attributes in many ways. It changes the damage die and lifting max of Strength (see Strength). It determines the running rate for Speed. It determines what types of weapons may be carried. It determines what sort of cargo the character can hold in vehicle form. The character's base Life Spark is multiplied by it. Last, it effects the character's Evasive Modifier (discussed below) for being hit in combat.

As you can see, it is a very important Marco-Attribute. That is why it costs 10 Episode Points to go up each level, and why it gives you 10 extra points each time you go down one level. Altogether, there are 7 Size Scales available to a player character.

What the Sizes Mean-

The Transformer line of toys offered a variety of sizes, which were translated into the comics and cartoons. For the sake of the game version, the basic Transformer is nearly 15 foot tall and would weigh over 3 tons. This size covers most of the

Autobot cars (Ironhide, Inferno, Smoke Screen, Hound, etc.) and the Decepticon jets (Star Scream, Sky Warp, Ram Jet, Blitzwing). For game purposes this will be called the Standard Size, or Size Scale 1. All starting characters begin at this level.

For 10 EP, a character can be moved to the next level, Size Scale 2. This scale represents a slightly larger robot (Optimus Prime, Soundwave, Megatron, Blaster, etc.). These robots stand at least 15 foot tall, and weigh nearly 20 tons.

20 points will increase the character to Size Scale 3. These robots are over 30 foot tall and can weigh near the 40 ton mark (like Jet Fire, Shockwave, and many of the Gestalt robots).

At 30 points, a character can reach Size Scale 4 (the largest available to players). This size can be between 60 to 500 foot tall and weigh over 50 tons. This simulates the really big hitters (like Metroplex, Tripticon, Fortress Maximus, etc.)

In the reverse, a player can make a character smaller than Size Scale 1. Every time the character moves down the scale level, he/she receives 10 points to plug back into his/her Attributes.

Size Scale .5 represents a character between 10 and 12 foot tall and weighing only a few tons. In the cartoon this would be smaller Gestalt robots (like Bonecrusher, Long hall, Swindle, First Aid, Slingshot, etc.).

Dropping to the next size scale gives the player 20 EP back. This is Size Scale .25; it simulates just larger than a human size and weight. The Autobot mini-cars are an example for this category (Bumblebee, Cliffjumper, Cosmos, etc.).

The smallest scale is .1. A player creating a character that is .1 scale gets a total of 30 points back. This would be human size or less. The Autobot and Decepticon tapes fit into this category (Eject, Ravage, Frenzy, Ratbat, Steel Jaw, etc.)

Some of the 'micro'-cars are depicted in this scale in the comics.



LIFE SPARK

This Macro-Attribute is the vitality of a Transformer. Every time the character takes damage, he/she will lose some of his/her Life Spark. Once they reach zero Life Spark, they become deactivated. Every round following deactivation the player loses 1 Endurance Point. This simulates Energon seeping away from the character's battered circuit boards. Once a Transformer reaches 0 Life Spark and 0 Endurance Points, they are destroyed. However, the Endurance loss suffered during deactivation may be stabilized. Stabilization may occur in two ways. First, the player whose character is deactivated could make a successful Endurance Test (One chance per round). Second, another character may spend 1 full round attending to the fallen comrade, after which he/she rolls a Intelligence Test (or applicable Aptitude). If the Test was successful, they have found away to stop the Endurance drain. If not, they may try again in the next round. Either way, a stabilized character is still considered deactivated, he/she may not perform any actions of their own. Only after being repaired (with a Target Number equal to their original Life Spark total) can the character take any action (see "Repairing Things Using Aptitudes" in Chapter 3).

Again, whenever a character reaches 0 Life Spark and 0 Endurance Points they are destroyed (irreparable). It takes something of an Artifactual nature to bring a destroyed-character back 'on-line'. Normally, it is impossible, and what's left of their metal shell would be placed in the Autobot Mausoleum.

Life Spark is made up of a composite of scores and Attributes. To calculate Life Spark, first, add the character's Strength, Endurance, Rank, and Courage. Next, multiply that number by the character's Size Scale (with a minimum result of 1). Last, add an additional 20 points of base Life Spark for all Transformers and 10 points for all 'organic' beings (including those that are 'binary bound' to a Transformer). If the player wishes, he/she may use their EP to increase their Life Spark. It costs 2 EP to raise Life Spark by 1 point. (2 EP = 1 point of Life Spark). No player character may have a Life Spark total over 500 points.

ex.1 Two Ton is a standard sized Transformer with the following stats: Strength 6, Endurance 5, Speed 4, Firepower 5, Rank 5, Courage 6, Intelligence 3, and Skill 6. He can transform into a truck (which costs him 10 points). He had a total

of 55 EP and he has spent 50 of them. When figuring his Life Spark Mike takes his Strength, Endurance, Rank, and Courage and adds them together (6 + 5 + 5 + 6 = 22). Then he multiplies it by Two Ton's Size Scale (22 x 1 = 22). Next, he adds the base of 20, giving him 42 (22 + 20 = 42). He may then use 4 of his remaining points to raise this total (to 34) or work them back into his Attributes (which might change his Life Spark anyway).

ex.2 Rapid Strike is a Size Scale 2 Transformer with: Strength 5, Endurance 10, Courage 4, and Rank 2. This adds up to 21 (5 + 10 + 4 + 2 = 21), but with his Size Scale multiplier, this becomes a 42. Next, he adds in his 20 point base for a total Life Spark of 62. If he had any remaining EP, he could then add onto this score.

ex.3 Sound Bite's Strength, Endurance, Rank, and Courage add up to 17 (7 + 4 + 2 + 4). He is Size Scale .1, so he starts with a Life Spark of 2 (17 x .1 = 1.7 ~ 2). Again, since he is a Transformer, he gets a base of 20, making his starting total 22. Luckily, he has 20 points of EP left. He will definitely want to put them into Life Spark, giving him a final score of 22.

The Life Spark box of a Character Record Sheet will have to spaces: one labeled 'T', and one labeled 'R'. The first is for the character's 'Total' Life Spark. The second is for the player to keep track of how many points of Life Spark the character has 'Remaining'.

target or a sitting duck. The Evasive Modifier is a number added to an opponent's To-Hit-Roll that alters the chances of him/her hitting.

To figure out your character's Evasive Modifier (EM) look at Chart 2.6. Basically, Evasive Modifier is the character's Speed Score, plus or minus one for each change in size scale from Scale 1 (with some exceptions for the larger scaled Transformers). This number (though it can be altered additionally by certain Skills, Aptitudes, Components, and Implements), is then added to the difficulty to hit. One important note, is that, an Evasive Modifier can never have a value greater than 10 (except for non-player characters or situation created by Aptitudes, Skills, or GM consideration). This is the player's maximum score (anything above this just becomes a 10).

Talked about in more detail in the sections 'The Proving Grounds,' and 'Heavy Metal Wars,' combat is simple. A player needs to roll a 5 or higher on 1d20 to land a physical attack. To land a ranged attack they would need an 8 or better (also on a 1D20). These numbers, however, are altered by adding the target's EM (making it harder to hit the character).

A character that is standing prone, or unaware of the attacker does not get the benefit of his/her EM. Under these circumstances, the opponent has only to roll above the base to-hit numbers.

ex.1 Some Decepticons are firing at Two

Ton. he has a Speed of 4 and a Size Scale of 1. Therefore, his Evasive Modifier is 4. Instead of needing the base 8 to hit, they now need a 12 or better to land a shot on him.

ex.2 The same group is firing on Rapid Strike (Speed 4,

Size Scale 2). He has an EM of 3. They will need 11's or better to hit.

ex.3 Sound Bite was, also, mixed into the battle (Speed 7, Size Scale .1). His EM is 10. That

Chart 2.6 Evasive Modifiers:

Speed Score	Size .1	Size .25	Size .5	Size 1	Size 2	Size 3	Size 4
0	3	2	1	0	-1	-2	-3
1	4	3	2	1	1	0	0
2	5	4	3	2	1	1	0
3	6	5	4	3	2	1	1
4	7	6	5	4	3	2	1
5	8	7	6	5	4	3	2
6	9	8	7	6	5	4	3
7	10	9	8	7	6	5	4
8	10	10	9	8	7	6	5
9	10	10	10	9	8	7	6
10	10	10	10	10	9	8	7
11*	11	10	10	10	10	9	8
12*	12	11	10	10	10	10	9
13*	12	12	12	12	10	10	10

* These scores are above the character maximum.

EVASIVE MODIFIER

When combat takes place, the swiftness of a character and his/her size can make them a hard

means the Decepticons need an 18 or better to hit him.

LEFT OVER POINTS

From this point forward, it is possible for players to have leftover points after purchasing their Attributes, Aptitudes, Skills, or Weapons. Whenever a player has points left over, they should convert them (one for one) into 'Episode Points' and record them on the back of their character sheet. After the player has gone through the initial character creation process, these points can be used like regular EPs to make further improvements (see, "*To the Victor Goes the Spoils*"). Otherwise, a player might choose to save them up (adding them to those that will be gained during play) and build a new character later on.

CHARACTERISTICS

It seems like your done designing your character (at least as far as scores go), yet what about those other boxes? Well, the boxes dealing with Skills, Components, Implements, Aptitudes, and Weapons are dealt with in the following chapters. As for the characteristics listed toward the upper-right-hand corner of the sheet, this can be filled in however the player desires. These descriptive qualities are referred to as, 'Characteristics'

NAME

What's in a name? Well, in the Transformer Universe, a name usually reflects the robot's attitude, function, or (most often) what he can change into. The title 'Prime' is usually given to the leaders of the Autobots. Similarly, many Decepticons have dubbed themselves 'Megatron' in honor of their ancient leader. A Transformer's name should be catchy and clever. This makes finding a name, one of the most brain-racking parts of creating a character.

FUNCTION

This box describes what position or job the character fills within the ranks of his Autobot companions. Positions include (but are definitely not limited to): Scouts, Ground Assault Specialists, Maintenance Crewmen, Group Leaders, Surgeons, Engineers, Search and Rescue, Security, Saboteur, Air Force, Espionage, Transport, Fueller, Warrior, Gunner, Scientist, Chemist, Tactical Advisor, etc.

Any function imaginable can go in this space, yet it might be wise to consult your fellow players to make sure the group is well-rounded in this area. A team works best to meet the challenges present in each episode when it is composed of characters with differing functions.

GROUP

Some characters are part of a smaller group, usually having to do with their theme. Most Gestalts are considered to be a 'Group'. In the toys, cartoons, and comic books, each side had several groups working within it. These included: The Dinobots, The Constructicons, The Combatacons, The Insecticons, The Headmasters, The Triple Changers, The Fuzors, The Transmetals, etc.

Of coarse, some robots are just plain old Decepticons and Autobots.

QUOTES AND CAPSULES

One of the novel things that Hasbro introduced in its Transformer line, were the thin strips on the back of the package known as 'Tech Specs.' These strips listed all of the basic Attributes described above but also gave a quote and description of the character.

The quotes tended to be everyday witticisms tweaked to sound a little more Cybertronian. The quote would help sum up the character's attitude and personality. When creating a quote for your character, you should focus on this same objective. Many books full of quotes are available at your library and local bookstore. Also, some magazines (such as *Reader's Digest*) publish monthly sections quoting contemporary people.

The Capsule, on the other hand, went into detail about the character's psychology and abilities. Filling out this section of the Character Record Sheet will help you get a feel for how to play your Transformer. The little personality glitches that underlie each character (when acted out) help make role-playing an interesting and entertaining experience.

Flaws-

Sometimes a capsule will describe certain weaknesses held by character. These weakness may be physical, psychological, or ethical in nature. Like other parts of the Transformers Role-Playing Game, the flaw system is highly individualized between the GM and the players. The GM should decide how

'debilitating' the Flaw is and assign bonus EP accordingly. Recommended ranges are: 5-20 for physical flaws, 1-15 for psychological flaws, and 1-10 for ethical flaws. EP's gained from flaws can be spent one of two ways. First, during creation they may be spent to increase Life Spark, Size Scale, or add a Transform Mode. Secondly, the points may be saved and placed in the character's left over pool after creation. Then, players can spend them just like the EPs they gain each episode (see Chapter 5, "To the Victor Goes the Spoils").

An example of a Physical Flaw would be the Stunticon, Breakdown. Breakdown has a leaky fuel pump which can result in a stall whenever he is pushing his Speed. In game terms, the GM would decide an appropriately dramatic moment to have him make a Speed Test. If he was successful he could move right along. If he failed, he would be stalled for a round unable to act. This isn't too horrible of a flaw, so the GM might award the player 10 EP's.

When creating Psychological Flaws a good model would be the Aerialbot, Silverbolt. Silverbolt has an immense fear of heights (a phobia). Whenever Silverbolt gets more than 300 ft. off the ground, he must make an Courage Roll, or begin to fall to the ground with a -4 to all actions. This flaw could be deadly, and being a Aerialbot it would come into play often. A suggest value for this flaw is 17 EP's.

The last category of flaws is Ethical Flaws. This doesn't describe something wrong with the character, as much as it shows the character to have a code of ethics or philosophy that is quite different from the mainstream. How far-out these ideas are, and how much they impose on what the character will do in the game will determine the worth. The Protectobot, First Aid (or Groove in the toy line) makes a fine illustration for this flaw. First Aid has a code of ethics against war. He does not like to fight, and does not see the war with the Decepticons as being a valid way to change things. Because he will fight if attacked, this limitation is not that debilitating, and might be worth only 4 EP's.

The value of a Flaw should be solely determined by the player and the GM (with the GM having primacy). Flaws are only worth EP's if they pose an additional weakness to the character. A character with a Speed Score of 1 does not get to claim 'slowness' as a Flaw. All flaws should be described in the 'Capsule' section.

HEIGHT AND WEIGHT

Though, your character's Size Scale can give you a ballpark figure of how big he/she is, it is important to pick an approximate height and weight. This will help you relate to the surroundings the Game Master describes. Additionally, it gives the GM an idea of what sort-of things are possible, and what would be impossible. Most important, the height of a character can be useful in figuring out the character's 'Reach'. Reach is used in combat for determining the range of a Physical Attack (an attack without a gun).

SEX

Though Transformers do not have a physical dichotomy that categorizes one robot as a female and the other a male, they do seem to be designed to represent the two sexes. A player needs to select whether his/her Transformer has the personality and design of a male or female.



AGE

Last, the character record sheet has a box for you to record your character's age. Since Transformers are 'active' for millions of years, the character's age should be recorded in a subjective manner. One of the following categories should do well to express a character's age: Newly Activated (for robots who were just built), Young (for robots who have only been around a few millennia), Middle-Aged (for those who have seen a good part of Transformer history), and Old (for those robots who have seen it all). Age is a nonessential stat. It has no effect on character creation, or the Skills a character has. Still, it is an important factor in how a character will act when role-played by the player.

OTHER TYPES OF CHARACTERS

While this game is only specifically designed to emulate Transformer characters, some players might want to 'mix-it-up a bit' by playing humans, aliens, or god-knows what. Whether or not this is allowed is strictly up to the Game Master. The GM should consider what limits, advantages, and disadvantages each type of character would have. Some species might gain certain Skills or Aptitudes for free (Similar to how all Decepticons receive the Flight Skill for free). Below are the suggested advantages and limitations for playing a human.

Playing Humans/Humanoids-

All human characters automatically start with one Skill Dice of the Repair Systems Ability, and gain all the defensive properties (against energy attacks) listed under the Biomechanical Shell Skill. No human can have a Strength, Speed, or Firepower Score above 8 (unless aided by cybernetic implants/suits). Humans receive a base of 10 Life Spark instead of the 20 that Transformers get. However, they receive the Repair System Skill for free. The maximum Life Spark a human is allowed to have is 30. All humans are considered Size Scale .1, and because of their agile structure, they gain an additional +1 to their Evasive Modifier (up to the max of 10). Humans may not have any innate extraordinary Skills, nor can they have weapons 'integrated' (unless there have been modifications to the weapon or the human). They can, however, purchase Skills and weapons as equipment. Unlike Transformer characters, who carry very little around with them, a humanoid character might travel with a selection of personal gear to aid them in their fight against the Decepticons.

Humans have and use Endurance Points similar to Transformers. The main exception being they must donate Endurance Points (temporary or otherwise) to their equipment. This should be played in a way that it simulates ammo use or battery life. Additionally, humans do not have to worry about "transforming" Endurance costs (since they can't transform). This of course is not the case for humans in exosuits or binary-bound armor (these should be purchased as if they were part of the

human). Since they can't "shutdown", humans must "rest" for a half-hour to regain their Endurance Points. Resting for a human can be defined as taking "minimal" action. Sleeping, napping, or eating are preferred. Should a human have integrated technology (such as a binary-bond), the Endurance for the technology should be combined with the organism's Endurance in one pool. These type of characters use Endurance as per the normal rules.

Death occurs the same for humans as for Transformers. First they must be dropped to 0 Life Spark, then they begin to lose Endurance. Once both Life Spark and Endurance are extinguished, they are considered dead.



CHAPTER 3: IT'S WHAT'S ON THE INSIDE THAT COUNTS.

YES, THAT THOUGHT HAD OCCURRED TO US, TOO. IT IS NOT OUR DESIRE TO BE A DESTRUCTIVE INFLUENCE AND WE AUTOBOTS ARE COMMITTED TO HIDING OUR PRESENCE AS MUCH AS POSSIBLE!

UNFORTUNATELY, I CANNOT SPEAK FOR THE DECEPTICONS.

AH, HERE IS OUR REPAIR BAY, THE PRIVATE KINGDOM OF CHIEF MEDICAL OFFICER RATCHET!

I NEVER SEEM TO RUN SHORT OF PATIENTS -- JUST SPARE PARTS!

JAZZ!

WHAT'S THE GOOD WORD, G.B.? HOW'S OUR PARTNERSHIP WORKING OUT?

YOU LOST AN ENTIRE ARM IN BATTLE -- HOW CAN YOU JUST SIT THERE AND--

HEY, DON'T BLOW A FUSE! SURE WE GET HURT, BUT WE CAN ADJUST OUR SENSORY CIRCUITRY, REWIRE IT TO SHUT OFF THE PAIN! THEN, A FEW TURNS OF A HYPO-SCREWDRIVER AND DOC RATCHET HAS US RUNNING LIKE WE'RE FRESH OFF THE ASSEMBLY LINE!

CHECK OUT THIS NEW ARM! LIKE THEY SAY ON EARTH, "WE TAKE A LICKING, BUT KEEP ON TICKING!"

YES, BUT...

... WHAT ABOUT HIM?

POOR OL' SUNSTREAKER -- DOC'S NOT SURE IF HE'LL EVER BE OPERATIONAL AGAIN.

JUST LIKE EARTHLY WARS, OURS TOO HAS ITS CASUALTIES-- AND THE RIGHT SIDE DOESN'T ALWAYS WIN!

THAT IS WHY WE SOUGHT YOUR HELP... TOGETHER, AUTOBOT AND HUMAN, WE CAN STOP THE DECEPTICONS AND SPARE YOUR WORLD THE HORROR OF THEIR RULE.

... UM, HUFFER, WHAT EXACTLY ARE YOU DOING?

I'VE NEARLY FIXED THE TRANS-DIMENSIONAL RADIOWAVE SCRAMBLER, PROWL!

FOR THE FIRST TIME IN FOUR MILLION YEARS WE'LL BE ABLE TO CONTACT OUR BELOVED CYBERTRON WITH IT... AND WE'LL BE ABLE TO TALK TO HOME! SEE HOW IT GLEAMS IN THE HOLO-PROJECTION!

OVER HERE IN OUR COMMUNICATIONS CENTER, CONSTRUCTION ENGINEER HUFFER IS RIGHT NOW REBUILDING OUR ULTRA-FREQUENCY MONITORING, ER...

6

All things aside, the size and ferocity of a Transformer can be inept when facing a group of smaller but better skilled individuals. Consider the awesome role of Bumblebee in the cartoons and comics. Though small and not well suited for combat, Bumblebee continuously aided the Autobots in their struggle to thwart the Decepticons' plans. This chapter is dedicated to listing and explaining all the Aptitudes, and Skills that you may purchase based on you character's Intelligence and Skill.

Chart 3.1: Intelligence & Aptitude

Intelligence Score	# of Aptitude Points	Max Number of Aptitudes
1	7	2
2	9	3
3	12	5
4	12	6
5	17	7
6	22	7
7	22	8
8	27	8
9	35	10
10	40	15
11*	55	20
12*	80	25
13*	100	40

* These scores are beyond the character maximum
 † This is the highest possible character rating

APTITUDES

Like people, all Transformers have certain areas of expertise. Certain characters will have hobbies, interests, or understandings that will come in handy from one episode to the next. These sort of knowledge-based proficiencies are called Aptitudes.

When designing a character, take the Character's Intelligence Score and reference Chart 3.1 above. This chart gives the number of 'Aptitude Points' for each Intelligence Score. These are the points that are used to buy and rate the character's Aptitudes. The bold headings of the chart are explained below.

Intelligence Score-

This is the score that you have assigned your Transformer. The higher the score, the more points the character will have to purchase Aptitudes.

of Aptitude Points-

This column tells you how many points you get for each score.

Max Number of Aptitudes-

Less intelligent characters, do not have the capacity to hold a lot of functional programming. Therefore, a player's Intelligence determines just how many Aptitudes they can have. This number is fixed, and cannot be overcome until the character's Intelligence is raised.

APTITUDE FORMAT

Below (Chart 3.2) is a full list of Aptitudes designed to help players reference them quickly. Following the list, are the actual descriptions and levels for each Aptitude.

An Aptitude costs 2 Aptitude Points for each level (level 1 costs 2, level 2 costs 4, and level 3 costs 6). The levels demonstrate different capabilities/ uses of the Aptitude. When a character buys a level, he/she is considered to have the uses listed under all lower levels. So if a character buys level 3 Chemistry, they are considered to have the capabilities listed under levels 1 and 2. Because levels demonstrate mastery of the subject area, certain tasks become automatic as characters gain Aptitude levels. At level 2, Any task requiring a Target Number of 10 or less can be preformed automatically (under normal conditions and with unlimited time/resources) At level 3 a similar task requiring a Target Number of 15 or less may be completed without a roll.

Once an Aptitude level is purchased, a rating must be assigned to it. All rating costs are equal to their value (a rating of 4 costs 4 Aptitude Points). No starting character should have a rating of more than double their Intelligence (with 10 being the maximum). The GM might make some exceptions, but this is a general rule of thumb.

ex. Two Ton has an Intelligence of 3. This gives him 12 points to buy Aptitudes with (His maximum number of Aptitudes is 5). This means he could buy Investigation/ Deduction at Level 2 with a rating of 4, and still get Espionage at Level 1 with a rating of 2 (4 + 4 + 2 + 2 = 12). Though these ratings are very low, Two Ton wasn't that bright to begin with. In fact, the highest rating he should start with would be a 6 (double his Intelligence). After

creation, with a few Episode Points, Mike can raise Two Ton's ratings.

All Aptitude points not-spent, are converted (one for one) into Episode Points to be used at a later date (again, see "To the Victors Go the Spoils").

APTITUDE USE

For a character to use the benefits listed under his/her Aptitude he/she must make an Opposed Roll against a Target Number set by the GM. This roll consists of the Aptitude Rating added to its base Attribute score then added to a 1D12 Bonus Die. If the number this generates is higher than the Target Number assigned to the task, the character has succeeded. Keep in mind when assigning ratings that, the more important the Aptitude is to the character, the higher its rating should be. Most Aptitudes are based-off of the Intelligence Score. Others (as noted in their write-ups) are based-off of other Attributes. Whichever is the case, use that Attribute as a base when making a roll.

ex. Two Ton wants to use his Investigation/Deduction (level 2, rating 4) to see if he can determine anything about the enemy that broke into his base. Since his only clues are a few scratches the Target Number has been set at 14. He rolls a 1D12. Let's say he gets an 8. This makes his total 15 (3 + 4 + 8 = 15). The GM might tell him that the scratches on the floor indicate the perpetrator had a tough metal tail. If he got below a 14, he wouldn't be able to determine anything.

If an Aptitude calls for an Opposed Roll, the character and the opponent both add their Intelligence Scores (or other designated Attribute) to all of their applicable Aptitude Ratings. Then, they roll a 1D12 and add it to their total. If the character's total is higher, the character succeeds. If it is equal to or lower than the opponent's, the character fails. Either way, the instigator would be using an action to perform the Aptitude. The roll for the opposition, however, only counts as an action if a physical task was involved. This is all described later in Chapter 5.

ex. Swindle, a Combaticon Jeep, is trying to convince a new Autobot that Megatron is just misunderstood, and not a 'bad guy'. Swindle has an

Intelligence of 9 and Con Jobs at a rating of 7. His prey, Slug Bug has an Intelligence of 4 and History/Lore at a rating of 6. After Swindle makes his plea, the two roll a 1D12 bonus. Swindle gets a 4, Slug bug gets a 6. Then, we add up the bonuses, their Intelligences, and the applicable Aptitudes. In this case, Slug Bug chose Cybertron as a focus for his history Aptitude. Since Megatron's reign of terror is well documented in Cybertron's history, this knowledge could affect the situation.) Swindle's total is 20 (9 + 7 + 4 = 20). Slug Bug's total is 16 (4 + 6 + 6 = 16). In this instance, Slug Bug would put aside all caution and believe that Megatron might be the victim of a vicious character assassination. Further, since this was not a physical task, making the roll did not count as one of Slug Bug's actions for this round.

In some instances a character/opponent will have several applicable Aptitudes. In other cases, a character/ opponent may have none. In the former case, he/she gets the benefit of all of the Aptitudes. In the later case, he/she must simply rely on their Attribute Score and the Bonus Die. (Opposed Rolls are later discussed in Chapter 5, 'Getting Things Done').

Repairing Things Using Aptitudes

Some Aptitudes allow the character to repair damage done to devices, Transformers, or even biological beings. The difficulty to make these repairs (or "medical procedures" in the case of humans) is based on the damage done to the device. Basically the Target Number for the repair is equal to the amount of Life Spark the object has lost. This Target Number is divided by the number of hours the Character has spent using their Aptitude. For example, if First Aid (an Autobot Ambulance) spends 2 hours using his Medicine Aptitude on a poor human that suffered 15 points of damage, his Target Number for using the Aptitude would be 8 (15 divided by 2 = 7.5 which rounds to 8). The amount that is repaired is based on the individual Aptitudes level (see their descriptions below).

Effect Values

Some Aptitudes allow the creation of effects equal to a specific number of Episode Points. This means that the player may come up with a device that mimics an Attribute, Aptitude, or Skill that could be purchased with that amount of EP,

after creation (see 'To the Victors Go the Spoils'). The Target Number for creating these items is equal to the EP points they generate divided by the number of full days the character has worked on the project. Thus building a 50 EP hovercraft over a 5 day period has a Target Number of 10. This Target Number may be modified by the Size Scale of the device being built, the materials and tools that are available, and many other factors (stress, help, planning, etc.). If the player fails the Opposed Roll, the project is unsuccessful, and the materials used and time spent are almost always wasted (the GM may rule differently in some circumstances). As a side note, Aptitudes that reduce creation time are taken into consideration after the Target Number is set for the creation (so they do not act as penalties to the creator).

Chart 3.2: Aptitude List

Acrobatics	Investigation/ Deduction
Architecture	Linguistics
Astrogration/Navigation	Medicine
Bartering	Photographic- Memory
Bureaucracy	Piloting: Air
Charisma	Piloting: Ground
Communications	Piloting: Space
Computer Operations	Piloting: Water
Con Jobs	Repairs: Transformers
Cultures	Repairs: Vehicles
Demolitions	Repairs: Weapons
Engineering: Bio-Mechanics	Research
Engineering: Chemical	Science: Astronomy
Engineering: Electrical	Science: Biology
Engineering: Mechanical	Science: Geology
Engineering: Theoretical	Security
Espionage	Survival
Fast Calculator	Tactics
Hiding	Tracking
History/Lore	
Intimidation	

APTITUDE DESCRIPTIONS

Acrobatics-

Is an Aptitude based on a character's Skill Attribute. It represents the training a Transformer has done in the area of balance, dexterity, and coordination. Many types of maneuvers are included in this Aptitude.

LEVEL 1:

At the first level, a character can perform jumps of great magnitude. They may now add their Speed Score to their height before figuring the distance of a horizontal jump. For vertical ones, the distance becomes equal to their full height (instead of $\frac{1}{2}$).

They may also, add their rating to any attempts to balance.

LEVEL 2:

At this level a character may jump (after a full action of movement) up to twice their height vertically. Additionally, they may perform flips and rolls that give them a chance to avoid being knocked back/down during combat. To succeed they must make a successful Skill Test and default their next action.

LEVEL 3:

The character automatically avoids being knocked back/down (unless they desire to be) with a roll (this does not cost them their next action). Additionally, they may use this Aptitude to try to escape from bounds or fit into tight places.

Architecture-

This is the knowledge of building structures, and general construction. A character versed in Architecture can be of great help when creating bases, dams, huge pieces of equipment, and other large-scale items. When constructing an item, the character must have materials and spend an adequate amount of time constructing the site (both are subject to the GM's opinion).

LEVEL 1:

Level 1 allows a character to build/repair simple structures (up to 50 EP in effect value). Plus, after scrutinizing a blueprint, they can have a general knowledge of how a structure might be put together (An Opposed Roll vs. the GM's Target Number will allow them to know any one fact about a place)

LEVEL 2:

A bot (in this order of expertise) is able to build structures of a complex nature (up to 100 EP in effect value). Further they may identify all the working parts of a structure upon thorough inspection with a single roll. After examining a blueprint of a structure, the character can determine (with a successful roll) any flaws or weaknesses in a structure.

LEVEL 3:

At this point, the character is only limited by time and materials when it comes to what-sort of building he/she can construct (limitless effect value). By simply looking at a structure, the player may make a roll to determine weaknesses in the design.



Astrogation/ Navigation

A character with this Aptitude knows how to plot courses over long voyages. They are familiar with certain areas, and can determine the best route to get them there.

LEVEL 1:

The character knows all about their usual solar system, and most of the major features within it. With a successful roll they can plot a path to any destination within this limit. For navigating on the surface of a familiar planet, this level is all that is needed.

LEVEL 2:

At this point, the character's authority covers the entire galaxy in which he/she is located. On planets, characters may use this skill to find short cuts and little known routes to and from their destinations. They may, also, navigate the surface of an unfamiliar planet with Target Numbers based on how alien the world is.

LEVEL 3:

Level 3 allows the Transformer to know the complete cosmos, including the major features and many of the planets that fill it. The character can demonstrate knowledge on a universal scale by making an Opposed Roll with the Target Number assigned by the GM for the rarity of the information being sought (after all, no one can know the entire universe). Characters may now navigate the surface of any planet with a standard roll.

Bartering-

A skill for wheelers-and-dealers, Bartering allows a character to find what he/she wants and get it at the best deal possible.

LEVEL 1:

The character knows where to find common items, and may talk the seller down 10% with an Opposed Roll. It can, also, be used to talk someone into

helping them out (if what the player needs them to do doesn't endanger their life) given that, he/she can make it worth the time and efforts of the other character.

LEVEL 2

The Character can find rare items, sold only within certain professions now. He/she can make an Opposed Roll to gain 25% off the asking price of common items. The bot has made enough former deals at this level to be owed one simple favor per episode. When the player runs into a character they wish to get the favor from, they simply ask the GM if they can use their 'owed' favor on the character in question. Of course, to protect the plot the GM has final say over who owes this favor, and what they are willing to do to pay it back.

LEVEL 3

The character may be able to find ultra-rare, one of a kind items (but not artifactual), and purchase common items for 50% off (with roll). They are so good at putting together deals, they can talk others into providing services for them with little more than a promise of returning the favor, or a small amount of monetary exchange. A character with this magnitude of bartering can claim 2 favors per episode, or one favor of a dramatic nature (favors are still ruled by the GM).

Bureaucracy-

This covers the ability to know and understand a chain of order/command and manipulate it. This Aptitude is based on the Rank Attribute.

LEVEL 1:

They would know and understand the basics of their own bureaucracies (that which surrounds them, or dominates their original home) here. In addition, they may make an Opposed Roll to try to understand other forms of bureaucracy.

LEVEL 2:

A character would know about and understand all bureaucracies on their planet of origin or operation. He/she has such a grip on the workings of the Bureaucracy, he/she can use it to be granted a special allowance, gain a certain resource, or even become a part of it (all situations would require intense role-playing and Target Numbers based on the nature of what the character is seeking).

LEVEL 3:

This allows a fundamental understanding of all types of bureaucracies throughout the universe.

Rolling this Aptitude can allow the character to create political alliances, set-up bureaucracies against individuals or other governing bodies, or simply use the systems as a means to their own ends (again, each attempt would require a lot of researching, role-playing, and modified rolls).

Charisma-

The Charisma Aptitude is based-off of the character's Rank Attribute. When trying to persuade others to do something, or instill faith and hope in a crowd of listeners, it is important to have charisma. Charisma is a type of charm that combines the character's personality, looks, and speaking ability into one category.

LEVEL 1:

He/she is able to slightly influence another's opinions with an Opposed Roll. Also, they may have one follower (of a lesser Rank than themselves) who looks to them for guidance.

LEVEL 2:

The character is able to greatly influence the opinions of several others. With a successful roll the character can help another character momentarily overcome a Psychological or Ethical Flaw. As another benefit, they can attract a crowd (if possible) at will.

LEVEL 3:

The character is highly likable, even to the point of instilling mercy in their enemies. After giving a speech (lasting 5 rounds or more), the character may influence the rolls of the listeners by the amount the player made his/her Opposed Roll by (if they made the roll by 2 points it could be +2 or -2 depending on whether they wanted to encourage or discourage the listeners). The effects last for a number of rounds equal to the Transformer's Aptitude Rank (this time limit begins once the listeners have engaged in the activity the character described). So if your total Charisma roll was 15 and the Target Number was 11, the +4/-4 lasts for 5 rounds. An audience member can only benefit from the effects of one speech at a time. If a new speech is given before they encounter the situation described in a previous one, the previous one simply has no effect. Also, a character can now have a follower (of lesser Rank) that is willing to die for him/her.

Communications-

The ability to create, secure, interpret, or intercept transmitted messages is called Communications.

LEVEL 1:

The character may send out and receive messages while on the same planet as the recipient. The player may also determine where a message is originating from by making an Opposed Roll (verses the sender).

LEVEL 2:

This covers communications across solar systems. The character may also attempt to scramble his communication (an opponent must make an Opposed Roll to unscramble it), or unscramble an incoming message. A Transformer of this magnitude can create simple communication devices (reaching across a planet) using spare parts, or common materials.

LEVEL 3:

Now, the character can send/receive messages throughout the universe. A message scrambled with this level of Aptitude allows the sender to add their Skill Attribute into to the Opposed Roll as well as their Intelligence Attribute. The character can now build complex communication devices (spanning solar systems and even galaxies) with simple parts, or discarded electrical equipment.



Computer Operations-

This is the ability to understand and manipulate computers and similar electronic mediums.

LEVEL 1:

The character can operate and program his/her own personal system and those identical to it. Attempts can be made on other systems with the GM placing modifiers on the roll. He/she can develop a number of programs on these machines equal to half of their rating.

LEVEL 2:

All computers using similar basic-coding to the character's can now be manipulated (all computers using 'binary' language for example). With materials, the Transformer can build simple computers that may perform a number of tasks/programs equal to their rating. The character's knowledge of computer systems allows him/her to use the computer to aide with many other Aptitudes (adding their Computer rating to the Opposed Roll mix). A character with this level may use computer analysis and design along with other Aptitudes to boost the effect values produced. When used in conjunction with a Aptitude that creates an effect value, the player may add the Computer Operations Rating to the effect value. (So a character with A rating of 5 in Computer Operations, who used it before using Level 1 Chemical Engineering would have an effect value of 20 to work with). To do this, the character must have access to the proper computer equipment and programs, and succeed in their Aptitude Roll.

LEVEL 3:

The character can quickly figure-out all types of computers and is able to build (given he/she has parts) a complex computer (or data system) similar to those found in his technology level (these machines can be programmed to do an infinite number of tasks). Computer aided design with this gumption adds three times the character's rating to the effect value when successful.

Con Jobs-

By using their wit, some props, and a few well-placed lies a character can talk others into just about anything with this Aptitude.

LEVEL 1:

As long as he/she has some props (forged documents, fake identification, models, gimmick devices, etc.) and has planned in advance, the character may make an Opposed Roll to con others. All material used in the con must be referenced in advance for accuracy.

LEVEL 2:

At this level, the character can con without props or planning, but he/she suffers modifiers when speaking about areas he/she does not understand or has not researched. (The character should either have Aptitudes related to the material they are using for the con, or have spoken to a character who does). At this magnitude a character can begin to create false documents and forge other non-coded

materials (with modifiers based on the type of forgery involved)

LEVEL 3:

The character can say pretty much anything he/she wants and still sound convincing. Almost all cons can now be made with a normal Opposed Roll. The character receives a bonus when conning characters with lower Intelligence Scores, as well. The bonus is equal to the difference in Intelligence Scores. Here a character can even forge many coded devices/IDs.

Cultures-

To know and understand how a society works puts one at a great diplomatic advantage. Using cultures, a character has the ability to second guess how a society will react to certain events, and how to influence this reaction.

LEVEL 1:

The character is knowledgeable about all the cultures on one planet of his/her choice. A character can use their understanding to try to manipulate cultures they come in contact with for their own benefit. A player may declare 2 cultures within which the character is liked, or looked up in.

LEVEL 2:

Here, the character can master the cultures of several worlds. Their cultural affluence becomes synergistic to Aptitudes such as Bartering, Bureaucracy, Charisma, History/Lore, Investigation, and Research -just to name a few. When combined with these Aptitudes in the selected cultures, the player may perform actions that are usually a level higher than their current Aptitude level. Level 2 allows the Character to gain influence as a icon of one particular culture. While in this culture the character may re-roll (once) all failed rolls dealing with cultural interaction and call on the people for minor favors and special privileges.

LEVEL 3:

Having a broad understanding of how different cultures function, a character on this level can generalize their skills to try to understand any culture in the universe. The character will, likewise, know the basic cultural legends and lores of 10 planets of his/her choice. By this level, the character is seen as one of the cultural elite in their selected culture. The people of this culture will go to extremes to help and aid the character (while in their midst).

Demolitions-

The art of destruction, a character with this, is skilled in knowing how to bring a structure (any non-sentient large object: man-made, natural, or otherwise) to the ground. When using this skill, a failed roll results in the structure (or the devices being used to collapse the structure) causing half damage to the character and any surrounding characters.

LEVEL 1:

The character may create and defuse simple demolition devices. When creating a device, he/she must have the needed materials and ample time for preparation (he/she cannot create an arsenal of bombs to use consistently as weapons). The bomb can cause up to 1D10 in damage (but smaller bombs can be created: 1D4, 1D6, 1D8, etc.). To determine the radius of the explosion multiply the damage by 5 feet, all objects in this radius are hit with this explosion.

Alternately, after studying a structure (any large non-sentient object) for 1 hour, the character can find a 'breaking point' that will cause part or all of the structure to "fail" once that portion has been 'removed'. When this point is attacked under the character's guidance, the structure receives 1.5 times the usual damage done (20 points becomes 30 points, etc.).

LEVEL 2:

He/she may now create or diffuse devices triggered by remote detonators, laser trip wires and by other complicated manners. Demolition devices at this level can do up to 1D20 in damage (x10 foot for radius). The character may, at this level of experience, add an extra failsafe onto an explosive which requires an additional success to deactivate. When destroying a structure, a character can make an additional roll to force the structure to collapse in on itself (without damaging or effecting the surroundings). Again, the character can find the 'weak' point of a structure, this time after studying it for only 10 rounds.

LEVEL 3:

He/she may attempt to create or deactivate the most complex of devices (nuclear detonators or worse). Here, a character can create devices that may cause up to 5D10 points of damage, with a radius equal to 10 feet per point of damage. As another bonus, the player may make an extra roll during development to create specific explosive effects (explode only in one direction, incinerate all evidence of the explosive, etc.). Last, the character may

place up to 2 fail safes on the device (3 rolls to disarm). At this point, the 'weakness' of a structure may be determined after 5 rounds. After its discovery, all damage dealt to the structure under the command of the character is doubled.



Engineering: Biomechanical-

A needed skill in the era of the Beast Wars and Pretenders, this allows the character to understand and manipulate organisms made partially out of organic material and partially out of cybernetic structures. If a new biomechanical Transformer is being built with the aide of a character with this skill, the builder may make a Aptitude Roll to add up to their level's effect value onto the character's starting EP.

LEVEL 1:

The Transformer may repair or create bio-mechanical things with 1D4 Life Sparks, or simulating up to 10 EP's of effects. In addition to this, the character would be able to understand the basic workings and components of such organisms.

LEVEL 2:

With their added knowledge, he/she can repair/create tools/organisms with 1D8 Life Sparks or up to 15 EP's of effects.

LEVEL 3:

Now, the character can fix/build up to 1D10 Life Sparks or 25 EP's into organisms or tools. The character is, also, well versed in this science both in theory and applications.

Engineering: Chemical-

The use and creation of chemical compounds, sums up the abilities for this Aptitude.

Level 1:

The character can identify most chemical reactants, and knows their properties. He/she may create a

chemical compound or mixture with an effect value of 15 EP's

LEVEL 2:

Here, the character knows how to extract certain chemicals from common sources. The effect value of a chemical creation can be up to 20 EP's here.

LEVEL 3:

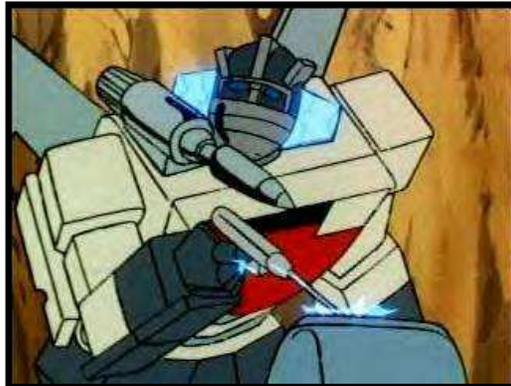
With a successful test, a character can nullify/reverse the properties and effects of other chemicals. They may, also, create a solution causing up to 75 EP's worth of effects.

Engineering: Electrical-

This is the ability to understand, build, repair, and design electrical and cybernetic creations. For the sake of this game, Transformers can fit into this category (Though Repairs: Transformers is a better Aptitude for this sort of knowledge) If a new Transformer is being built with the aide of this Aptitude, the builder may make a roll to add their Aptitude's EP effect value onto the character's starting EP.

LEVEL 1:

The character may repair or create electrical devices with 1D6 Life Sparks, or simulating 10 EP's of effects. In addition to this, the character would be able to understand the basic



workings and components of such items.

LEVEL 2:

At this level, he/she can repair or create electronics with 1D10 Life Sparks or up to 15 EP's of effects.

LEVEL 3:

Now, the character can fix/build up to 1D12 Life Sparks or 35 EP's in electrical systems. The character is, also, well versed in this science both in theory and applications.

Engineering: Mechanical-

This is the ability to understand, build, repair, and design machinery. For the sake of this game, all vehicles (but not Transformers) fit into this category.

LEVEL 1:

The character may repair or create a tool or machine with 1D8 Life Sparks, or simulating 20 EP's of

effects. In addition to this, the character would be able to understand the basic workings and components of such machines.

LEVEL 2:

A Transformer can repair/create tools/machines with 1D12 Life Sparks or up to 50 EP's of effects.

LEVEL 3:

Now, the character can fix/build up to 1D20 Life Sparks or 120 EP's into machines or tools. Mechanics of this degree are experts at assessing problems within a broken system, and identifying the make, model, track record, and origin of any given mechanical part.

Engineering: Theoretical-

Many things in the universe verge on being uncomprehensible. This Aptitude shows a life devotion to the study of the laws of the universe. It provides an understanding of how things can be possible given certain theoretical situations.

Characters can use this to build devices to produce these sorts of effects (though the more complex the effect, the more it requires immense amounts of materials, and time to create). Some effects listed for this Aptitude are strictly under the control of the GM. Players should be warned that 'messing' with the laws of the universe can have disastrous consequences, and there is a price to be paid for such meddling.

LEVEL 1:

With the help of other Skills, and Aptitudes, the Character can devise ways to temporarily defy the laws of gravity, motion, or friction (for a number of rounds equal to their rating). To do this the character must, first, successfully build a medium for creating this power (a machine, an alteration in another Transformer, a chemical, a hyper-phase sound wave, etc.). Another benefit is that the character can attempt to understand some advanced technology, using their 'open minded' approach.

LEVEL 2:

The character (with great resources) can alter the properties of size and density on certain items. At this level the effects of the distortion can last a number of rounds equal to the character's rating times 10 (A rating of 5 would make it last 50 rounds). The character now can try to understand all advanced technologies.

LEVEL 3:

Laws of time, phase, and dimension can now be temporarily distorted. The distortions created by the character can now last up to 1 hour for every point in his/her rating (though the GM should limit the players use of these distortions so they do not become to common place).

Espionage-

In a battle between two warring factions, sometimes the most important weapon is information about your enemy. This skill shows how adept the character is at infiltrating an area without getting caught, setting up interceptive devices, or creating 'barriers' so such devices can't be used.

LEVEL 1:

With a successful Opposed Roll and the right equipment, the character can move into a minimal security area without being noticed or otherwise detected. The character can determine the most probable location of a needed file or information, after infiltrating the outside security. They may create video and audio bugs able to pick up a whisper at 10 foot with an effective broadcast range of 1 mile. The player makes a Aptitude Roll when planting these bugs. The result of the roll becomes the Target Number for another individual to discover the bugs. Last, the character can detect such bugs (planted by an opponent) by making an Aptitude Roll in opposition to their roll for placement.

LEVEL 2:

The character can attempt to access secure computers and data-units remotely (replacing Communications/ Computer Operations Rolls) and hack into needed files (with Opposed Rolls). A player's bug may now broadcast up to 10 miles away. Now, not only can the player detect bugs with a roll, but he/she may make the same sort of roll to determine if there has been a breach of security in a particular area. The character's stealth now allows them to make a roll to enter areas of medium security (with a few guards and/or minor video surveillance) without being detected.

LEVEL 3:

A master of the art of spying, this character is able to enter even the most secured areas and not get caught. Their ability to locate and retrieve pertinent information is uncanny, and they will often know the location of what they are seeking even before they enter an area. A bug made by the character can now broadcast distances of up to 100

miles. A character can now build "spyware" or other espionage-centered gadgetry with up to 20 EP's of effects.

Fast Calculator-

This is the ability to process, sort and manipulate information in minimal time.

LEVEL 1:

The character can do complex math operations in their head within 5 rounds. This includes figuring out things like trajectory, velocity, distance, intersections of vectors, etc. Using these calculations may reduce modifiers for situations requiring the assessment of variables as the GM sees fit.

LEVEL 2:

The character can do all the above but within 2 rounds instead of 5. With the proper Aptitudes, the character can, also, formulate plans, designs, and blueprints in half the time it would take a regular Transformer. Characters using this Aptitude in conjunction with an Aptitude that produces an effect value may act as if they have spent an extra day working on the object (this will lower the needed Target Number).

LEVEL 3:

The character can do almost any level of data-based problem solving within a single round. Given several minutes (based on the complexity of what is being undertaken) the character can substitute for the functions of a computer in their ability to analyze data, compute formulas, and produce precise designs (adding there rating for this Aptitude to the effect value of other Aptitudes).

Hiding-

Always a good skill when you're out numbered, this allows a Transformer to know what sort of surroundings are ideal for laying low, or how to make him/herself less detectable in a given environment. While 'camouflaged' a character may increase his/her Evasive Modifier above 10. This Aptitude can also be used for hiding an object the player doesn't wish for others to find.

LEVEL 1:

The player may select 2 environments in which the character knows how to hide. Examples would be: deserts, jungles, plains, streets, indoors, etc. If given time to prepare, a character can try to camouflage him/herself for a specific environment.

Viewers must make an Opposed Roll to spot them.

LEVEL 2:

The character now knows how to hide in all types of environments. Bots camouflaged to fit their surroundings receive a +1 Evasive Modifier if they are successful. A character with this level of Hiding Aptitude can attempt to move without being detected in any way (using an opposed roll).

LEVEL 3:

When camouflaged at level 3, the character receives a +2 Evasive Modifier (While in the specified environment). Last, this level allows a character to think in reverse and determine the best locations an enemy or object may be hid (with Target Numbers placed by the GM).

History/Lore-

Knowing the past often helps a character understand a present situation. Often, legends and folktales of an area can lead to great discoveries or help defeat a local enemy. With this Aptitude, a character has access to just this sort of knowledge.

LEVEL 1:

At this beginning stage, the character will be able to know detailed information about the history and lore of one world (usually his world of origin or operation). From this information, the character might know the location of historic sites, the deciding factors in historic battles, and possibly even the last known vicinity of ancient artifacts.

LEVEL 2:

Here, the scope of the character's knowledge can cover the entire star system, or 3 planets of the player's choice.

LEVEL 3:

A character at this level, is a history enthusiast. He/She has acquired historical facts and legends about a vast number of planets. The player may select 5 planets of which he/she is most familiar, and may make a roll anytime he/she encounters a new planet. If the die roll is successful, the character is able to recall the history of the planet (unless otherwise stated by the GM). If the roll fails, the planet's past is unfamiliar to the character.

Intimidation-

An art using fear to persuade, intimidation is not a tactic used often by the Autobots. This skill is often used to scare off others, interrogate a prisoner, or bully a coward into doing a simple task. Because intimidation requires one to be cool, callous,

and fearless it is based off of the Courage Attribute.

LEVEL 1:

The character may make an Opposed Roll to intimidate an opponent only when he/she is of a larger Size Scale, and has a greater Strength Score or Firepower Score.

LEVEL 2:

As a character becomes better at Intimidation, they need only be bigger or have higher Strength/Firepower scores than the opposition, not both. Those intimidated by a character of this level will be fearful enough to perform requested actions as long as they are being watched by the character.

LEVEL 3:

The character needs no advantage over his/her opponent anymore. Using their superior wit, they are able to concoct a situation to which their opponent responds with fear. Even when the intimidator has left the sight of his/her victim, the victim will be conscientious of the fears that were presented, and will carryout what was asked of them. A character may now opt to use their Intimidation Rating instead of their Rank Score when making commands or struggling with authorities.



Investigation/Deduction-

A skill used by the slyest of Transformers, this often helps the player find a crucial link in the GM's storyline.

LEVEL 1:

After examining clues from a scene (and making a roll) characters at this level can figure out what sort of event occurred (usually vague details), what was involved (items stolen, number of perpetrators, etc.), and when the event took place.

LEVEL 2:

The questions that can be answered with this amount of Aptitude are: how the crime/event took place

(sequence and method), and why it might of taken place (motive).

LEVEL 3:

This level takes more time to perform than the other two. A character with this level but a low rating might have to spend a few hours searching and reviewing the data before they can make a conclusion. Still, at this level, the character will be able to pick up clues that will help them figure out specifically who was involved, and where they might have come from (approach) and gone to (getaway).

Linguistics-

This skill is used to understand and communicate with people of different cultures and origins.

LEVEL 1:

Starting off, the character is able to communicate in 3 languages of choice.

LEVEL 2:

Now the character knows 5 languages and is able to make basic sense out of the languages he/she has listened to (for over 24 hours) if he/she makes the Opposed Roll (the Target Number is based of the rarity of the language)

LEVEL 3:

At this magnitude, a Transaformer is well known for his/her translating skills. They have studied phonology across many races and can try to make perfect sense out of a particular language on first examination. Their skills are such that they can even apply lingual concepts into deciphering codes and other patterns (with GM assigned Target Numbers, of course).

Medicine-

Though virtually useless back on Cybertron, this Aptitude provides the character with the ability to perform medical care on the many organic and biomechanical beings that inhabit the universe. The Target Number for this Aptitude is based on the amount of Life Spark the organism has lost.

LEVEL 1:

The Transformer can perform simple first-aid, giving 1D4 Life Sparks back to a living being. They have general knowledge of how a biological organism's systems work, and what factors affect it.

LEVEL 2:

Having a little more knowledge, he/she can now go into surgery restoring 2D6 Life Sparks to a living

creature. Also, they may attempt to cure basic diseases in certain beings.

LEVEL 3:

A master physician, the Transformer can now give back 2D10 Life Sparks with an operation. They may apply their knowledge to Biomechanical beings healing them 1D6 Life Sparks. Being on the cutting edge of medical science, they may also attempt to reverse certain debilitating conditions, or create inoculations against some diseases or poisons.

Photographic Memory-

This is the unique ability to permanently and accurately commit the details of a situation to a Transformer's memory core.

LEVEL 1:

He/she may access facts and situations he has declared (previously) to have committed to memory. This will allow him/her to make continuous Intelligence checks as he/she thinks through the details searching for clues/ideas.

LEVEL 2:

The character may access any event in the game (with GM's permission) in his memory, to recall facts and search out certain details. He/she may use this Aptitude in conjunction with any information/detail based task.

LEVEL 3:

At this level, the character's capacity to remember is amazing. The character may store entire encyclopedias worth of information, the program lines for a complex computer program, the information form a large database, etc. Once per episode they can imitate one Aptitude they have previously seen preformed. When using it, they act as if they had the Aptitude with a rating equal to their photographic memory rating and a level of 1 (this is not considered Defaulting as described in Chapter 5).

Piloting: Air-

This is a skill used when attempting to fly (either in a transform mode, or at the helm of a ship) inside the atmosphere of a planet. All Transformers who have the Flight Ability, receive 5 Aptitude points to use in this category. Opposed Piloting Rolls use Skill as their base.

LEVEL 1:

At level 1, the character can make basic piloting maneuvers without any dice rolling. This includes going from one place to another. If the character

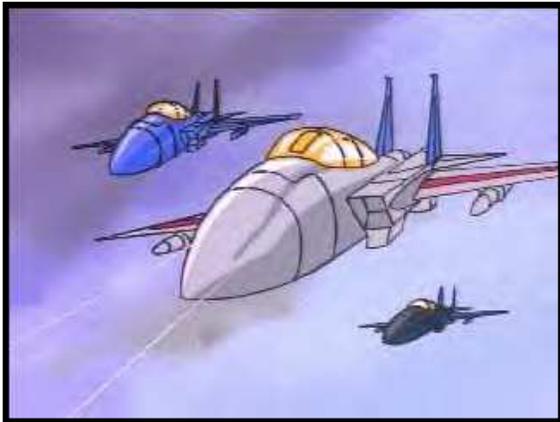
wishes to do any sort of complex flight pattern, or perform a stunt (such as a barrel roll), he/she must make an Opposed Roll versus the GM's Target Number.

LEVEL 2:

Here, the characters are a little more experienced at flying. They can perform stunts during combat to give them either a +1 to their next attack, or make their Evasive Modifier 1 higher for the remainder of the round (till turn 1 of the next round).

LEVEL 3:

Masters of the air, level 3 characters can actually increase their Speed (1 point higher) by meeting a Target Number of 20. This lasts for a number of rounds equal to their rating.



Piloting: Ground-

This is a skill used when attempting to drive/gallop (either in a transform mode, or at the helm of a vehicle) along the surface of a planet. All Transformers who have the Roll Ability, receive 5 Aptitude points to use in this category. Opposed Piloting Rolls use Skill as their base.

LEVEL 1:

At level 1, the character can make basic piloting maneuvers without any dice rolling. This includes going from one place to another. If the character wishes to do any sort of complex turn, breaking, or drive over exotic terrain (any stunt), he/she must make a test with penalty modifiers.

LEVEL 2:

The characters now are a little more experienced. They can perform stunts during combat to give them either a +1 to their next attack, or make their Evasive Modifier 1 higher for the remainder of the round (till turn 1 of the next round).

LEVEL 3:

Masters of the land, level 3 characters can actually increase their Speed (1 point higher) by meeting a Target Number of 20. This lasts for a number of rounds equal to their rating.

Piloting: Space-

This is a skill used when attempting to fly (either in a transform mode, or at the helm of a ship) outside the atmosphere of a planet. All Transformers who have the Space Flight Ability, receive 5 Aptitude points to use in this category. Opposed Piloting Rolls use Skill as their base.

LEVEL 1:

At level 1, the character can make basic piloting maneuvers without any dice rolling. This includes going from one place to another. (If the character wishes to do any sort of intense maneuver (flying through an asteroid belt, coming to a quick stop, flying around the edge of a black hole, etc.) he/she must make a test with penalty modifiers.

LEVEL 2:

The characters at this level are hardened cosmonauts. They can perform stunts during combat to give them either a +1 to their next attack, or make their Evasive Modifier 1 higher for the remainder of the round (till turn 1 of the next round).

LEVEL 3:

Real space jockeys, level 3 characters can actually increase their Speed (1 point higher), if they slingshot around a planet's gravitational pull and make an Opposed Roll versus a Target Number of 20. Failing this attempt will leave the character crashing through the planet's atmosphere. Succeeding leaves them traveling at that Speed until they choose to slow down, or come in contact with another object.

Piloting: Water-

This is a skill used when attempting to float/swim (either in a transform mode, or at the helm of a vehicle) across/under the surface of a liquid. All Transformers who have the Swim/hover Ability, receive 5 Aptitude points to use in this category. Opposed Piloting Rolls use Skill as their base.

LEVEL 1:

At level 1, the character can make basic piloting maneuvers without any dice rolling. This includes going from one place to another. If the character wishes to do any sort of complex turn, breaking, or skimming across a slight obstruction (any stunt), he/she must make a test with penalty modifiers.

LEVEL 2:

The characters at this level are a experience seaman. They can perform stunts during combat to give them either a +1 to their next attack, or make their Evasive Modifier 1 higher for the remainder of the round (till turn 1 of the next round).

LEVEL 3:

Masters of the sea, level 3 characters can actually increase their Speed (1 point higher) by meeting a Target Number of 20. This lasts for a number of rounds equal to their rating.

Repairs: Transformers-

With the eternal struggle between good and evil that plagues the Autobots, damage occurs often. This makes a repair specialist an important addition to the Autobot team. The repairs made with this Aptitude can only be attempted once on each wound (unless otherwise stated). This means that if a character is damaged and repaired, he/she can't be repaired again until more damage is done (even if the first repair did not take them to their full Life Spark). The Target Number for this Aptitude is based on the amount of Life Spark the Transformer has lost. A Transformer with this skill is not adept at making new robots, but instead able to reverse-engineer them back together. Due to this fact, this Aptitude provides no EP bonus when trying to construct a new Transformer. However, if a character with this knowledge is helping, the GM should reduce the time it takes to complete the creation by 1/3. This reduction does not effect the Target Numbers established for other characters using Aptitudes. In other words, their Target Numbers (which go down the longer they work on something) are determined before the time is reduced.

LEVEL 1:

Given a little time (at least 5 minutes per point restored) a character with a level 1 understanding can repair a still functioning Transformer for 1D10 Life Sparks.

LEVEL 2:

With in the same time restrictions, a character with this level of knowledge can repair 1D20 points of Life Spark.

LEVEL 3:

Now, the character is a little quicker. All repairs can be made in 1 minute per point restored. Another bonus is that a repair attempt can be made each day (even if no new damage has occurred). The

character can now repair up to 3D20 points of Life Spark in one session. Last, given a week and the proper tools/facilities, they can bring any functioning Transformer to full Life Spark (without need for rolling).



Repairs: Vehicles-

When traveling in large groups, long distances, or transporting lots of cargo Transformers often rely on the use of non-transforming vehicles (often shuttles, or rolling carriers). These 'beasts of burden' break down from time to time calling for repairs. A character with the Repairs: Vehicle Aptitude is knowledgeable about such things. They can repair damage to a star ship (or other vehicle) even when it has been totally scrapped. This includes restoring Life Spark points, and bringing systems back on line. (For more information on the use of vehicles see Chapter 6: *'Inanimate Objects'*). The Target Number for this Aptitude is based on the amount of Life Spark the vehicle has lost. This skill cannot be used on Transformers, even in their alternate modes.

LEVEL 1:

The character can make attempts to bring systems back on-line using some odds and ends in the way of parts and a little ingenuity. Success restores one major function or two minor functions to the vehicle. This sort of repair takes between 10 minutes to several days (depending on the system and the type of damage it incurred). Only one try can be made for each system per character. A successful repair adds 1D20 Life Spark back to the vehicle (though a minimum of 10 minutes per point must be spent).

LEVEL 2:

The character can repair up to 2d20 points of Life Spark (spending 5 minutes per restored point). Further, the mechanic can now make adjustments to the vehicle to improve its Speed or Strength Score by 1. Only one such improvement can ever be made per vehicle and they cannot be made on other Transformers (only inanimate vehicles). Repairs at this level can restore three minor and two major functions to the vehicle.

LEVEL 3:

The repair is upped to 10D20 on this level (still taking 5 minutes per point). The character may now attempt to restore a function twice (but only after spending an additional ten to fifteen minutes for the second restoration attempt). Last, the character can increase the vehicle's Evasive Modifier by 1 (up to 10), or boost its total Life Spark by 1D10. These improvements are equivalent to the level 2 improvements (only one of the four can ever be made to an individual vehicle, and they cannot be made to Transformers). Last, 3 major or 4 minor functions can be restored to a vehicle by a level 3 mechanic.

Repairs: Weapons-

Under the GM's rules section, there are rules for damaging inanimate objects (Chapter 6: *Inanimate Objects*). So, what if a weapon is damaged? How can it be fixed? Well, a character with the Repairs: Weapons Aptitude has the ability to rebuild damaged and destroyed weapons. The Target Number for this Aptitude is equal to the greatest amount of damage the weapon can cause (+5 for any weapon with an "*" after its damage). The weapons repaired by the Transformer can be of any Scale or damages. Repair: Weapons is an Aptitude that is based off of the Firepower Attribute.

LEVEL 1:

Starting out, a character can do no more than get a weapon functioning again (which could be a real blessing when they're in a tight spot). A successful repair results in the weapon functioning at $\frac{1}{2}$ its damage capacity (roll normal damage and divide by 2, rounding down) As an additional benefit, the character can try to identify any type of weapon and its damage capacity upon sight.

LEVEL 2:

A character with this skill can bring a weapon back up to its full potential with a repair. The character can also identify, what sort of weapons were used (and damage class) by the destruction they have left (bullet holes, photon phase markings, etc). Likewise, a character may determine what kind of conditions or boundaries would cancel out a given weapon's damage (though it might take other Aptitudes to construct these circumstances).

LEVEL 3:

The character is not only able to repair weapons, but at this level they may create weapons. To create a weapon, they must have all the necessary parts and ample time to construct them (GM's call). The Target Number is equal to the maximum damage the

weapon could cause. However, this number is NOT lowered by the amount of time the character spends working on the weapon. Weapons may be designed to have secondary effects or special effects by the addition of a second Opposed Roll (The GM should cautiously assign the Target Number based on the advantage the effect gives). Created weapons are flimsy at best (easily destroyed), and designed to be used only temporarily (only for 1 episode).

Research-

Research refers to the ability to find needed bits of information. A character with this skill knows where to go when trying to find out all sorts of data. The time it takes to locate information is solely up to the GM. It may take several leads and quite a bit of traveling to find some extraordinary information.

LEVEL 1:

The character is able to find out any information that is known by someone of the general public. They may use this info to help devise plans, understand motives, or deal with certain events.

LEVEL 2:

The things that can be researched with this measure of understanding are complex in nature, and common only to specified groups of the public. Some examples are: scientific knowledge, government operations, religious traditions, etc. Their resources allow them to synergize this Aptitude with any other 'prepared' Aptitude (whose use is planned in advanced and takes a sustained amount of time to perform) performed by themselves or their associates.

LEVEL 3:

The character can locate facts known by only a few select individuals. This includes rare information, located in sources that might be artifactual or thought lost. At this level, a character can also mimic one other Aptitude per episode (all at first level and with a rating equal to their Research rating) with just a day of uninterrupted study and a successful roll. The mimicked Aptitude may only be used for the course of one episode (each new episode requires more research and a new roll).

Science: Astronomy-

The study of stars and star systems, a practitioner of this science knows a great deal about the elements of space.

LEVEL 1:

At first level, the character can make rolls to identify basic astronomic bodies, and their properties. Thus, they would know their effects on things such as space-travel, planetary orbit, energy emission, etc.

LEVEL 2:

One level up gives the character the ability to identify and functionalize all space anomalies. These include astronomical events and situations that seldom take place, or have only been theorized. Now, a character may use this Aptitude instead of the Astrogation Aptitude while in a single solar system of their designation.

LEVEL 3:

Now the character can use the function of these heavenly bodies to do things such as: increase or decrease the Speed of a spacecraft (up to 2 points of Speed), collect energy, change the traits of a planetoid, or other cosmic manipulations. These attempts are (as always) subject to the GM's approval, and require the equipment, preparation, and celestial body dependent on the desired function.

Science: Biology-

The knowledge of living things is an important trait for those Transformers marooned on a planet like Earth. This Aptitude deals with just such an understanding.

LEVEL 1:

A character of this magnitude can identify species of life (their habits, physiology, and functions) across a single planet (usually the planet of origin or operation). For characters playing in a Beast Wars, biomechanical setting, this skill can give insight to an enemy's abilities and psychology.

LEVEL 2:

The character can identify the life forms within the entire star system, or 3 individual planets of the player's choice. When dealing with life forms they understand, players may gain a bonus to all Courage or Rank rolls equal to their rating in this Aptitude (adding the rating to any Opposed rolls). This is based off the idea that they know and understand what the creatures typical habits are, as well as the creature's natural fears.

LEVEL 3:

The character's scope has increased such that he/she can try to roughly identify any life form throughout the universe as being similar to something they have studied. They can alter simple organisms such as bacteria and protozoa, and even

influence more complex creatures through gene therapies and recombinant DNA. The character may, additionally, give emergency care to any living creature returning 1D4 Life Sparks (as per the repair rules).

Science: Geology-

This is an Aptitude dealing with the knowledge of land formation and composition. A character learned in these ways, knows where to find certain features, understands weather patterns, and can identify different ores and minerals along with their uses.

LEVEL 1:

The character can identify any geology related phenomenon within the scope of one planet. This includes knowing the names, uses and typical locations for the feature in question.

LEVEL 2:

At the second level, a character has a basic understanding of all geological systems and can attempt to know such information on planets all over the universe.

LEVEL 3:

The character may now apply their knowledge of geological function to create effects worth 15 EP's. Also, they may convert certain ores/fossils to fuel containing Endurance Points. The Target Number to perform this conversion is equal to 5 times the number of Endurance Points it yields. This number is NOT lowered by the amount of time taken to use the Aptitude.

Security-

Knowing how to secure an area and maintain its defense falls to those who have an Aptitude in Security. Reversely, this Aptitude can be used to figure out the components of a security system and 'disarm' all the devices in place. Basically, anything that can be done at a given level, can be undone by the same Aptitude at the same level (with an Opposed Roll).

LEVEL 1:

At first level, the character can use his Aptitude to thwart (by means of an Opposed Roll) any deceitful attempts including: cons, computer hacking, espionage, hiding, etc. After studying security plans for a day, the character may be able to identify weak points in the security net.

LEVEL 2:

The Transformer can use his/her knowledge to set monitoring devices, traps, or alarms. For a perpetrator to sneak past these snares they must make an Opposed Roll. The player can use an effect value of 20 or less to create the traps (give them damage, entrapment, etc.)

LEVEL 3:

Characters with level 3 ability can set up remote defense stations (1 station for every 2 rating points). Each station has one action per round, and can only obey simple commands (up to 3 lines of orders at one time). Each station can have up to an effect value of 40 (used for giving the station weapons, Skills, or Aptitudes to aide in security). Constructing the stations may take a great deal of time and will require ample materials (servos, optical sensors, etc.) to allow it to serve its functions. The Target Number for creating a station is equal to the effect value used + 5 points. These stations are considered to be immobile (Speed Score 0), and may be of any Size Scale allowed by the weapons and other equipment they are outfitted with. Alternately, a character may simply design a trap of up to 40 points in effect.



Survival-

A mixture of all the sciences, the Survival Aptitude gives a character basic knowledge of different surroundings and how to live in them for a short period of time.

LEVEL 1:

Level 1 allows a character is only prepared for the climates of a single world. In these climates, the character will know how to create a device for signaling rescue, and where to seek shelter. Level one provides a character with a permanent sense of direction when on their world of expertise.

LEVEL 2:

The character can survive in just about any climate throughout the known galaxies. If running low on energy or food, the character can devise a method of getting the bare nutrients needed (returning 1-2 Endurance Points). The Target Number for doing this is 15.

LEVEL 3:

Not only can the character survive climates, but also, situations, such as sudden exposure to a vacuum, nuclear winter, energy flux, and many others. While the character might still suffer major effects in these situations, if he/she takes immediate action, the effects will be reduced possibly buying them time (the specifics are left up to the GM). A survivalist of this magnitude also has a sense of how to repair him/herself and others like him/her. This sort of first aid will restore 1D4 Life Sparks to similar beings.

Tactics-

Knowing how to best use your resources when in battle is important. Knowing what resources are involved in a battle is essential. A character with this Aptitude can think through an on coming situation and deduce what the best approach is.

LEVEL 1:

With an hour of planning, a character may use (or tell others what to do so they may use) the Aptitudes of Hiding, and Intimidation at the start of a major battle (used at the same rating as the character's Tactics, but at level 1). Also, a successful roll will allow them to recognize the strength/number of an opposing force and resources on their own side they may not have thought of (revealed by the GM).

LEVEL 2:

The character can use it to identify the known advantages of an opposing force, and their possible plans of attack (again revealed by the GM). Once during each major battle (a battle consisting of 5 or more combatants on each side) a player can use this Aptitude to 'take-control' of one opponent's actions. The player may decide what the opponent will do for this entire round (as long as it does not put the opponent in immediate jeopardy, conflict directly with the enemy objective, or directly harm someone on the opponent's side). If the enemies are using tactics, the character must make Opposing Rolls for these benefits.

LEVEL 3:

With a roll, the character can try to reveal weaknesses in their opponent's plans, or the actual forces themselves. The GM should assign a bonus reflecting the nature of this discovery. On the first round of any battle, a character with level 3 tactics may make an Aptitude Roll verses a Target Number of 20. If successful, they (or one of their followers) may seize initiative a number of times equal to the Aptitude rating. During this use, the character who

has seized initiative may perform all of their actions before any other combatant is allowed to go. If the enemies are using tactics, the character must make Opposing Rolls for these benefits.

Tracking-

To catch a someone, you have to find them first. Characters who choose this Aptitude are adept at reading the tale-tale signs left behind by movement.

LEVEL 1:

The character may follow tracks that are less than 4 hours old up to 5 miles in distance.

LEVEL 2:

The tracks can be up to a day old and run for up to 10 miles at this level. With it, the bot could figure out the number of individuals he/she is following, and their approximate size.

LEVEL 3:

No trail is too stale or too long for a character with this level of Aptitude. On top of everything else, the character can examine the ground for extra information about their quarry (discarded bullet shells showing how they're armed, Energon traces showing how badly they're wounded, a strange stager showing that they are carrying something heavy, etc.)

OTHER APTITUDES

To tailor a game more towards a specific setting, a GM might want to introduce other Aptitudes. When doing this, it is important to make sure they are based on the Character's knowledge or perception, not on physical ability. Things that directly change physical abilities are better suited as part of the *Skills*.

Chart 3.3: Skill Points

Skill Score	# of Skill Points	Max # of Skills
1	5	2
2	6	3
3	7	3
4	8	3
5	8	4
6	10	4
7	12	5
8	12	6
9	13	7
10	15	9
11*	20	12
12*	30	18
13*	50	25

* These scores are beyond the character maximum

SKILLS

After figuring out what Intelligence-based Aptitudes a character will have, the next step is to assign what Skills each mode will have. These are all purchased based on the Character's Skill Score.

of Skill Points-

To begin, the Skill Score is converted into 'Skill Points' for each mode the Transformer has (based on the above chart-3.3).

ex. Switch Back, the triple changer, has three modes (robot, airplane, and van). His Skill Score is 6, so he has 10 Skill Points to purchase Skills for his robot mode, 10 more for his airplane mode, and 10 more for his van mode.

Each Skill has a cost. This is the number of Skill Points you must subtract to 'put' it into that mode. A character cannot use a Skill unless he is in the mode for which it was purchased. Just because a Transformer has flight in jet mode, doesn't mean he can fly as a robot. Likewise, even though he/she has armor in tank mode, he/she may reveal his/her 'vulnerable' side when they transform. As stated in Chapter 2, A Gestalt mode does not receive the Skills of its members, instead it has Skills based off of its own Skill Score. Therefore, there are no Skill Points given for a Transformer's 'Gestalt mode'.

If a player wishes to place additional limitations on the way their Skill works, the GM might want to consider lowering the Skill Point cost. Game Masters should be warned only to reduce the cost if the Skill is significantly impaired by the new limitation. Also, only a few points to any one skill cost should ever be deducted.

All unspent Skill Points are converted (one for one) into Episode Points for the player to use later on. Why do some Skills cost more than what a starting character could possibly afford? These items can be added to a character as they obtain EP's (an up-grade, if you will). These tend to be the ultra-powerful options. Some powers' costs vary based on what sort of effect they have.

Once you have figured-up how many Skill Points you have to spend for each mode, you can begin selecting the features.

Max # of Skills-

Each Transformer is created with a limited number of "Power-Chip Rectifiers." Power-Chip Rectifiers are the micro-circuit boards that give the Transformer the use of Skills. Each unit is responsible for the use/ endowment of one such Skill. The maximum number of Power-Chip Rectifiers a Transformer can possess is predetermined by his/her Skill Score. This means that, no matter how many EP's a character has, they may never have more Skills (per mode) than their Skill Score's max. In the write-ups below each 'open' rectifier is referred to as a Skill slot.

ex. TwoTon has a Skill Score of 6. This means he may never have more than 4 Skills in any one mode. In his case he may have 4 Skills in robot mode, and 4 Skills in his truck mode. No matter how many EP's he has to spend, Two Ton can never gain

Chart 3.4: Skill List

Air Attack	Induction
Antigravity Projector	Liquid Attack
Armor	Machine Dominance
Attribute Boost	Macro Vision
Attribute Decrease	Magnetism
Attribute Differential	Magnetic Field Projection
Big Guns	Martial Combat Master
Binary Bonded	Material Creation
Biomechanical Shell	Micro Vision
Burrowing	Mind Control, Greater
Cargo Capacity	Mind Control, Lesser
Chameleon Effects	Mode Superiority
Combat Oriented	Modularity
Danger Sensors	No Movement
Deactivation	Obfuscation
Deflection	Probes
Desolidify	Prodigy
Drones/Clones	Pretender Technology
Duality	Quantum Space-
Earthen Attack	Manipulator
Electronic Jamming	Quick Change
Elusiveness	Rapid Assault
Energon Cube Creation	Recording Capabilities
Energy Attack	Reflection
Energy Siphon	Reinforced Structure
Entrapment	Repair System
Equipment, Inh-Damaging	Resistance
Equipment, Inh-Normal	Resurgence
Extension	Roll
Extra Action	Senses, Extra
Fire Attack	Simple Change
First Aid Implements	Sonic Attack
Flight	Sonic Manipulation
Flight, Non-Powered	Special Physical Attack
Flight, Space	Swim
Force Field	Targeting System
Gravity Well Creation	Telekinetic Field
Hologram	Teleportation
Hover	Thought Transmission
Ice Attack	Transmetal Shell
Invisibility	Trilithium Converter

extra Skills once he has filled these four slots.

TYPES OF SKILLS

Many of the first generation (G1)

Transformers seemed to have certain 'talent chips' that gave them special powers. These abilities were on the cutting edge of technology, and extremely out of the ordinary. (Powers like: holograms, invisibility, flight in their robot mode, teleportation, etc.). These powers will be referred to as "abilities".

Some Transformers have special devices built in that give them the capability to bend the rules of reality (instead of stepping outside of them such as an ability). These devices would use anti-gravity to allow them to do stunts that weren't normally possible, shoot out oil slicks, Drill deep into the Earth's core, etc. These devices will be called "components".

Last, as robots, characters often have extra equipment built right into their frames. Often times a Transformer can replace his hand with a welding torch, or shoot out a probe that relays information to him/her. These sorts of items will be called "implements". Some robots also wield weapons that create special effects. These weapons should be purchased as an implement using the character's Skill Points.

USING OPPOSED ROLLS

Some Skills require the user to make an Opposed Roll vs. a target's Attribute. These rolls are much like any other; take the character's Skill Score and add to it the result on the Skill Dice (Skill Dice are listed for each skill, those that do not have a Skill Die listed use the standard 1D12 Bonus Die when being used against another character). Compare this total to the total of the opponent's Attribute and the 1D12 Bonus (or verses their Skill Score and Skill Dice, if applicable). Like the Bonus Die, Skill Dice may be re-rolled each time they land on their max. So, even a 1D4 Skill Die may yield a bonus of 10 if the player rolled two 4's before a final roll landing on 2. Opposed Rolls only count as actions for the target when involving physical activity (using Strength, Dexterity, Endurance, or sometimes Skill).

ex. Sound Bite (an Autobot cassette) has the Sonic Attack Ability. He may use this to create an ear-piercing high-frequency noise. When doing this, others must make an Opposed Courage Roll vs. his Skill (4) and a bonus equal to the ability's Skill

Die (1D4) to be able to make actions. So let's see how this might play out. Supposed Sound Bite rolls a 3 for the bonus, this mean his Skill base is 7 (4 + 3 = 7). His target (a Decepticon Jet) has a Courage Score of 3. For the opposed roll, the Decepticon also gets to add the standard 1D12 for Opposed Rolls. If he were to roll a 3, his total would be 6, and he would be paralyzed by Sound Bite's sonic attack for this round. If he were to roll a 4 or better, he would bravely endure the numbing racket and be able to carry on normally this round. As long as his Endurance holds out, Sound Bite may continue with (or retry) his Sonic Attack. Likewise, each round the Jet gets a chance to 'overcome' the attack. Because this Opposed Roll is based on Courage (a non-physical Attribute), the roll is always a 'free-action' for the Jet, but takes one action per round for Sound Bite.

To the right, is a list of the Skills; their description, durations/range, and their cost (in both EP's and Skill Points). Some of these items require the player to select a specific manifestation of the Skill. This means the player must describe the details of where it comes from, how it's created, how it looks, and/or how it works.

DURATION

There are three durations listed in the skill write-ups below. Unless the descriptions say otherwise, use the following rules to determine the duration of the skill.

"Permanent" describes a skill that is always present when the Transformer is in that mode (it requires no extra-actions to use). Sometimes a player must perform an action to get the benefit of one of these Skills (like using a weapon they purchased with the Skill, "Combat Oriented", or moving with a Skill like "Flight"), but the power does not require an action just to turn it on.

Skills that require one action per round when used are considered to be of the "Activation" duration. Each round the skill is being used, the player must devote one action to it.

Finally, Skills that must only be activated at the beginning of their use (but have an Endurance cost for the rounds they're used) are labeled, "Limited Only by Endurance." These Skills require only one action to initiate.

MAXIMUM SKILL DICE

To create a more level playing field, a player may never obtain more Skill Dice (dice used as bonuses or damage for Skills) than their Skill Score. (So, a Transformer with a Skill Score of 5 could only purchase 5D4 in Air Attack). This is to keep players from pouring all their points into one Skill, or upgrading their Skill each episode until it is 'god-like'.

SKILL LIST:

AIR ATTACK

COST: 3 per 1D6 damage/Skill Die
DURATION: Activation
RANGE: 5' per cost point

DESCRIPTION: With this ability, the Transformer is able to create powerful gusts of wind, air, or similar gas. This attack must be directed as any other ranged attack (a ranged combat roll must be made), however, the character can affect 1 opponent per damage die without having to use extra actions. Thus a character with 4D6 may do this damage to 4 targets if he/she can make the combat rolls. Not only does the force of this attack (and debris swept up in it) cause damage to the opponent but the opponent must make an Opposed Strength Roll vs. the player's Skill (and the total of the damage die) to advance in the direction of the blast. Optionally, the player may choose to create the wind gust without doing any damage to the target. In this case; count the damage dice for the Opposed Roll only (do not apply them to the target's Life Spark). Using this ability costs the player one Endurance Point per attack.

ANTI-GRAVITY PROJECTOR

COST: 3
DURATION: Permanent

DESCRIPTION: This device allows a character to 'bend' the laws of gravity while performing a stunt maneuver. This could be as simple as ramping off of level ground, or as complex as driving up/along a near vertical surface. When using this power the character must make a Piloting Aptitude Test.

ARMOR

COST: 3 per 1 point of protection
DURATION: Permanent

DESCRIPTION: Armor deflects certain levels of damage from effecting the vital internal components of the Transformer. When attacked, all damage up to the amount of the armor is negated. (If a hit does 7 points of damage and a character has 5 points of armor, he/she only takes 2 points of damage). A character with armor still takes full Endurance damage, regardless of his armor total. As a limitation, a character can never have a higher number in their armor Skill than he/she has in his/her Life Spark.

ATTRIBUTE BOOST

COST: 3 per 1 point increase
DURATION: Limited only by Endurance

DESCRIPTION: When used, this ability allows a Transformer to temporarily raise the chosen Attribute Score by the purchased

amount. The increased score will have all associated effects, though Life Spark, Aptitudes, Skills, and Weapons cannot be affected by this change. Using this ability costs one Endurance Point per 5 rounds. The player must spend one action for each time the power is 'initiated' or 'disengaged.' When the character buys this ability, he/she must specify which Attribute is affected.

ATTRIBUTE DECREASE

COST: 3 per 1 point decrease
DURATION: Limited only by Endurance
RANGE: 5' per cost point

DESCRIPTION: This Skill allows the character to "dampen" an opponent's Attribute, making them weaker, clumsier, slower, or even less intelligent for a small amount of time. When purchased, a player must designate whether this Skill requires a ranged or physical combat roll to initiate. If successful, the player makes an Opposed Skill Roll versus the targeted Attribute. If successful the Attribute is decreased up to the set amount of this power. The decrease affects all rolls, but will not change preset things such as the number of Skills, Aptitudes, Weapons, or the target's Life Spark (Life Spark may be chosen as a "targeted Attribute", though it would take a major Skill rating to be able to affect it). Using this Skill costs 1 Endurance Point (per Attribute) for every 5 rounds (per target). This Skill may be bought multiple times to affect several Attributes but will only count as a single Skill towards the character's maximum.

ATTRIBUTE DIFFERENTIAL

COST: 7 per 1 point increase
DURATION: Permanent while in "equipped" mode

DESCRIPTION: When purchased, this component changes one selected Attribute Score for the character while they are in the transform mode for which it was purchased. The player must specify at creation which Attribute is affected. If purchased multiple times, the player may have more than one Attribute Shift. This shift happens the instant the player transforms into the equipped mode and does not cost any additional Endurance Points. Players will want to write down any additional effects the change might cause for that mode (such as increases in movement, weight capacity, etc.). This change may effect Evasive Modifier, but will not effect Life Spark, Aptitude Points, Skill Points, or Weapons.

BIG GUNS

COST: 3, 7, 10
DURATION: Permanent

DESCRIPTION: When a character buys this, he/she is considered to have the ability/design enhancements to carry a gun that is normally beyond their scale capabilities. A good example would be a tank-style character, who has a weapon of massive fire power even though, they, themselves, are relatively 'small.' For 3 points a character can use a weapon 1 scale larger than they are. For 7 points it becomes 2 scales larger, and at 10 it can be 3 scales larger. This larger weapon can only be used in the mode this Skill was purchased for (unless purchased for each of the Transformer's modes). Weapons bought with this Skill do not receive the 'Mode Availability' modifier. Though each weapon must be paid for separately with this Skill, multiple purchases only count as one Skill Slot.

BINARY BONDED

COST: 10 (+1 per 3 EP points)
DURATION: Permanent

DESCRIPTION: This was a popular modification introduced after the Transformers crashed on the planet, Nebulos. This component describes a process where an organic being is integrated into the Transformer's structure. In robot mode he/she may become the robot's head, weapon, sidekick, etc. In vehicle mode, the being may become the pilot, motor, passenger, etc.

The advantage to this Skill, it that it allows a player to control more than one character at a time. When purchased, the player gains 20 EP points to design a being to be the bonded partner (+3 more for each additional Skill Point). This being starts out 2 Size Scales smaller than the base character (minimum of .1) and automatically has the transform mode for the bond. The bonded partner starts with no Skill Points for the bonded mode, however, Skill Points may be taken from any other mode and 'donated' to this one to give it accessible Skills. The bonded character will have all the advantages and disadvantages of the organic being its based off of, but may surpass the normal physical limitations due to the biomechanical nature of their binary bonded suit. Likewise, the suit can be designed to give them integrated weapons, and Skills normally not found in that character type.

When in the bonded mode, the characters may act off of either persona's scores as long as it makes sense. A Targetmaster, for example, could use his/her Firepower Score when clearing a weapon malfunction, while a Headmaster could not. The GM should consider what scores could be taken from which persona when combined. A general rule of thumb is that the physical scores (Strength, Speed, and Endurance) should come from the base member. The number of actions per round always comes from the base member, either character can use one of these actions to perform their own Aptitudes, Skills, or make an attack (using the base members physical abilities). If the bonded partner has purchased Skills for the combined mode, these Skills may affect the entire form. For example, if a Powermaster has the Attribute Differential Skill in the bound mode, they can make it so that this increases the combined form's Speed.

Endurance and Life Spark damage should be taken from the member most affected by the attack, or randomly assigned. Should either member be destroyed or knocked unconscious, the two would separate, possibly transforming into a different mode. The specific result would depend on what type of bond was taking place (A Targetmaster could easily suffer the lose of their bonded partner without having to transform, where as a Headmaster would be in trouble). If the base robot was destroyed, the bonded partner could be kept by the player as a separate character. If the bonded partner is destroyed, the player would erase this Skill from the base robots sheet, giving him/her back a Skill slot, but not the points that were invested in the Skill. Transforming into (and out of) the binary bonded mode costs an Endurance Point for both counterparts. This Skill can only be purchased once and cannot be added to. Instead, both characters must be improved by spending the EP they gain as a team (purchasing improvements in the regular fashion).

Alternately, binary bonded characters could be created using the same rules as gestalts (GM's option).

BIOMECHANICAL SHELL

COST: 5
DURATION: Permanent

DESCRIPTION: A technical innovation first introduced with a series of Transformers called the Pretenders, this component is a synthetic flesh coating. In all regards this fleshy shell appears to be living. Underneath the surface, however, the flesh-shell is

interfaced with the mechanical components of the Robot. This component was found to be useful during the Beast Wars, where it served as a barrier from harmful Energon fluxes. When in a mode that implores this component, the character is unaffected by magnetic fields and natural energy pulses (including damage from the Energy Siphon power). On top of the protection this component offers, it also, gives the robot a life-like appearance (an Intelligence Test with a -4 penalty to notice). The only draw back to this, is that a player would not have the use of any of their “unnatural weapons” in this mode. Usually, a character’s weapons are fireable in all modes. With this ability; however, the player can only use his/her natural attacks when in the biomech mode (a lion’s claws for example). The exceptions are weapons that are “disconnected” from the Transformer and are able to be operated by that particular mode (a gorilla could carry a pistol for example).

BURROWING

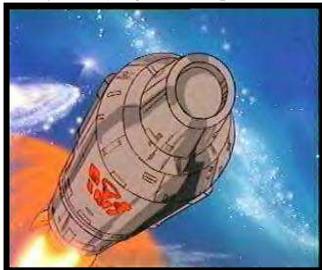
COST: 3 per 1D4 **DURATION:**
Activation

DESCRIPTION: With this power, the character can attempt to drill/dig through surfaces creating tunnels. To do this, the character must make a Skill Test (the GM will set the Target Number for the toughness of the material being drilled). If the roll is successful the character may move underground at ½ his/her running rate (even if this would not be their normal movement type). A character with this ability uses his/her Skill Roll in place of any Piloting Aptitude rolls.

CARGO CAPACITY

COST: 3 **DURATION:**
Permanent

DESCRIPTION: Most Transformers are considered to have some room for cargo, but this is normally limited to something of human size and weight (Size Scale .1). After buying this component, a character can carry any cargo that would seem reasonable based on his/her Size Scale and design. Thus a Scale 1 Transformer may be able to carry 10 cubic feet worth of material, while a Size Scale 4 Transformer might be able to carry 1000 cubic feet.



CHAMELEON EFFECTS

COST: 5 (per +1) **DURATION:**
Activation

DESCRIPTION: This is the ability for a Transformer to control his/her color at will, making them able to blend in to their surroundings. After spending an action (and one Endurance Point) to do this, a character gains a +1 to their Hide Aptitude (or defaulted roll), and Evasive Modifier for every 5 points of cost. Should they move out of their ‘matching’ surrounding (or have their ability otherwise negated). They lose all effects and must ‘reactivate’ the Skill to gain any further benefit. Certain forms of detection might negate these effects.

COMBAT ORIENTED

COST: 2 will **DURATION:**
yield 1 Firepower Permanent
Point

DESCRIPTION: This feature represents the character being outfitted with implements of a combat nature, instead of skill-ware. For every 2 points of purchase cost, the player gains an extra point of ‘firepower’ to use for purchasing a weapon. Basically, it is a way for characters to trade a Skill for extra weaponry. Weapons purchased with this ability do not count toward the maximum listed on the Weapons Chart (4.1), instead, these weapons are ‘undisclosed’ (taken outside this Maximum). A character with this ability may have a number of undisclosed weapons equal to their Firepower Score or Skill Score (which ever is smaller). When purchasing undisclosed weapons after creation, the points must be paid through this Skill (costing 4 EP per Firepower Point) but may be improved (after having the weapon for a full episode) using regular Firepower Points. This ability does count as a Skill toward the character’s maximum number of Skills for their mode. Weapons purchased with this Ability may be used in all modes unless the limitation ‘Mode Availability’ was taken on the weapon.

DANGER SENSORS

COST: 10 **DURATION:**
Activation

DESCRIPTION: This ability allows characters to ‘sense’ when something is awry. When a player uses this ability near a trap, ambush, or danger of any kind, their sensors send them an alert (the GM tells the player the severity of danger their sensors are reporting). To use this, a player must specifically state he/she is activating his/her danger sensors then make a successful Skill Test. Certain jamming devices and energy fields will give false readings to a player’s sensors regardless of the roll (GMs option).

DEACTIVATION

COST: 5 **DURATION:** See
Below

DESCRIPTION: This programmed ability allows the Transformer to switch his/her body into a special ‘Deactivated Stasis’. In this stasis, all non-evasive examinations will give the tester the impression the character’s Spark has left them. However, on a micro-electric level, the character has a single relay circuit still functioning waiting for a certain amount of time to pass before it reactivates the other systems. When using this ability, the player must indicate the specific amount of time they wish to set the reactivation for. A character must have at least one Life Spark left before he/she performs this. Once activated, no internal means can be used to reactivate the character; he/she must wait for their preset time to pass. Only by opening the character up and testing his/her internal boards can it be determined that they are not really dead. Even then, the examiner must make an Opposed Electrical Engineering, or Repairs:Transformers Roll against the player’s Skill Score. A character who deactivates themselves, does not gain back any Endurance for the amount of time that they were feigning death. As a secondary bonus, a player with this score automatically stabilizes when deactivated by normal means. They cannot, however, come out of this deactivation without being repaired. This ability can be used in any mode regardless of the mode it was purchased for.

DEFLECTION

COST: 10 per ID4 Skill Die
DURATION: Activation

DESCRIPTION: Some Transformers are equipped with reflecting coatings that protect them from some forms of attack. Players who want to give their characters the ability to 'shrug-off' certain attacks should take the Deflection Skill. When purchased, a player needs to choose whether the deflection works for physical damage (bullets, mortars, etc.) or energy damage (lasers, explosions, electricity). From then on, whenever the character is stuck by that designated damage type, he/she may make an Opposed Skill Roll against the total value of the damage. If they succeed, the damage is deflected in a harmless direction (to direct it back in a specified area requires the 'Reflection' Skill). If the player fails the Opposed Roll, they take the full damage as normal. Using the Deflection Skill counts as an action, therefore, the character must have an action left in the round they are using it. This Skill costs one Endurance Point per use.

DESOLIDIFY

COST: 7
DURATION: Limited only by Endurance

DESCRIPTION: Characters with this ability may shift their mass into an energy-like state, allowing them to pass through many physical objects. In this state, the character cannot be harmed by most physical or ranged attacks. The exceptions are: weapons that do strictly Endurance damage, weapons that use or are made of plasma, or weapons comprised of materials selected by the player (See below). In this state, a character cannot make an attack, save for those that can be made on them. While desolidified a player is visible (though somewhat translucent). When a player purchases this ability, they must select 2 limiting materials. These materials should be general in nature, and common in frequency (Granite, Steel, Copper, Styrofoam, Rubber, etc.). This limitation is meant to help the GM create challenges, which cannot always be avoided by the player. This power costs one Endurance Point per 5 rounds to use.

DRONES / CLONES

COST: 15 for 1 (x2 clones/drones per use for every 10 points) (+1 per 2 additional EPs)
DURATION: See below.
RANGE: 1 mile per 15 cost points

DESCRIPTION: Some Transformers have the extremely unique ability to produce copies of themselves or an underling. A controlled underling is called a 'drone', while a copy of the character is called a 'clone'. It is unclear how Transformer creates these followers. Most drones are mass-produced by Transformers during their 'spare time' (similar to the ones shown on early Cybertron and in the Beast-Machines continuity). Clones are often created when a Transformer makes a phase disruption creating a loop through time (basically borrowing himself/herself from an earlier point in time). Both clones and drones are relatively weak compared to their 'master'. The nature of the drone (being built quickly out of scrap) accounts for this, while the choral energy stress on the molecules of a clone account for its vulnerability. In playing terms, all clones and drones are constructed out of 50% (rounded up) of the character's starting EP. This means, a character with a starting EP of 55 would get 28 EPs to build each drone. A clone can never have an ability that is not held by its master type. Neither a clone nor a drone may possess more

Intelligence than their creator, nor may they have the ability to create clones/drones of their own. To build a drone, the character must have access to parts and materials. Drones take 1 hour each to produce and last for duration of 24 hours of "active" time). Clones take 1 round per 10 EP to produce and last for a duration of 1 hour per 10 points of cost. Both drones and clones cost 3 Endurance Points to produce (Though the number produced is doubled for every 10 points of cost). For each additional Skill Point spent, the clone or drone may start with 2 extra EPs up to the total starting EP of their creator. The destruction of a clone or drone does not affect its creator. Likewise, drones and clones may continue to function even after their creators are destroyed. This ability may have a tremendous impact on the game. GMs may wish to restrict its use or apply certain penalties when a character loses a clone or a drone.

DUALITY

COST: 10 per additional object
DURATION: Permanent

DESCRIPTION: Certain rare Transformers are able to split into multiple objects when entering a Transform mode. These objects act independently, but have the full intellect and awareness of the base Transformer. A couple examples of this situation might be Omega Supreme's rocket and tank mode, or Sky Lynx's lynx and avian mode. This concept is different from gestalts because the personality, Attributes, and Aptitudes remain constant from one mode to the next. Once Duality is purchased for a mode, a character is considered to become 2 separate objects when entering the mode (for 10 more points they may become 3, etc.). These objects start with the exact same Attribute Scores, Aptitudes, and Transform modes as the initial character. The components are all considered to be the same Size Scale as the initial character, unless the player wishes to reduce their size. When a dual component is reduced in size, it does not gain any EP bonus, but does receive the higher Evasive Modifier. Additionally, the smaller component is allowed to use and be outfitted with weapons up to the Size Scale of the initial character. The initial character's weapons, Life Spark, and remaining Skill Points/slots are divided between the two objects during creation. During play, the player must divide the character's actions and Endurance Points each round as he/she sees fit. For example, a character who's Speed gives him/her 2 actions per round may have each object take an action, or one of the objects take 2. If a component of the character runs out of Endurance Points, all of the components (individually) must make the Courage Test to avoid shutting down for 1D20 rounds. The individual objects have abilities based on the Character's Attributes, and on the Skills each object was given at creation. So if the base character has a Speed of 8 than its car component might have a Roll Skill that lets it go 150 mph and a boat component that's Swim Skill lets it travel at 120 mph. Keep in mind that for each object to have a particular Skill, that Skill must be purchased separately (costing the Skill Points and the slots). Duality, itself, is the exception. It takes up only 1 of the initial Skill slots that are divided among the character's objects (i.e. it only needs to be purchased once for all the objects to have this benefit). Transforming into and out of this mode requires only one Endurance Point regardless of how many objects the character divides into. Skills that affect all the character's modes (such as Deactivation, Modularity, and Prodigy) can be used by all of the components he/she changes into. Should one of the character's objects be destroyed, the other objects automatically lose 50% of their remaining Life Spark. The character may still transform into his/her alternate modes (as long as at least 1 object is still active) but must first have all their components within reach of one another. So if one of their components is deactivated, the other components would have to move within reach of it (since it can't move anymore) for the character to transform into the other mode.

When changing modes, the character retains the sum of all the damage done to his/her components. Likewise, if he/she was damaged prior to changing into the component mode, the components start off missing a total amount of Life Spark equal to that suffered in the unified form. The division of this damage should be based on what seems reasonable (which components would have been closest to the injury location, etc.) or assigned randomly. A character with Duality may help him/herself in a way that takes advantage of the combined action rules, and other "team" oriented activities.

EARTHEN ATTACK

COST: 3 per 1D6 damage/Skill Die
DURATION: Activation
RANGE: 5' per cost point

DESCRIPTION: With this ability, the Transformer is able to create fissures, rockslides, minor tremors, or sinkholes due to their sophisticated control over the ground. The player must come up with a way in which the power manifests itself (the character has large pile-drivers built-in, or has some sort of seismic ray). The tremors and rockslides can cause damage to those in the path, while the sinkholes and fissures can break through structures and hold individuals in place. The tremors and rockslides can target 1 individual per die of damage but like other ranged attacks the player must make a combat roll to hit these targets (counting as a single action). To smash through walls and barriers, the player must make a Skill Test, if the roll is successful (possibly with some modifiers added by the GM for the materials toughness), the material cracks. When attempting to trap the target in a sinkhole or crevice, the creator must make a combat roll to 'target' their opponent. If successful, the opponent must make an Opposed Strength Roll vs. the character's Skill + a bonus generated with the damage die. Unlike Air attacks only one aspect of this power may be used at a time. The player must decide between doing damage or subduing the opponent (he/she may not do both in one action). Using this attack costs the player one Endurance Point per attack.

ELECTRONIC JAMMING CAPABILITIES

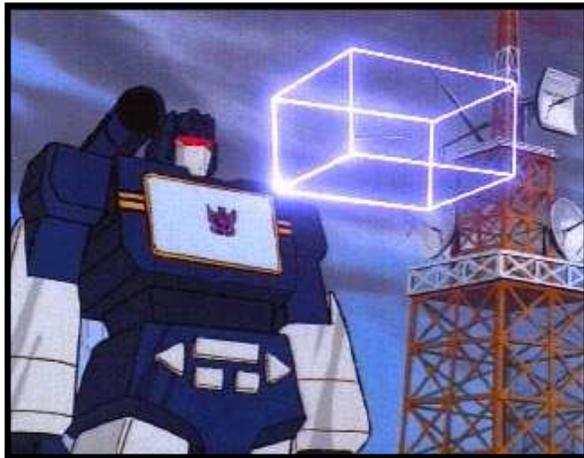
COST: 7 for each 1D4 rounds of jamming.
DURATION: Activation
RANGE: 5' per cost point

DESCRIPTION: Manifested in a variety of ways (electro-jammers, EMP pulse, decelerator rays, etc.), this gives the player the ability to reduce one opponent's actions. To do this he/she must first make a ranged or physical combat roll (based on its manifestation). If they are successful they target loses half of its regular actions (if it only has one action per round, it is reduced to one action every other round). All numbers are rounded down (3 actions become 1 action). Once the target is hit, there is little they can do to reverse the effects (other than waiting it out). A character with the right Aptitudes may be able to free themselves or another from these effects, but typically the time it would take would last longer than the period the character would be jammed. A single target may not be jammed more than once per battle (their circuits have temporarily prepared themselves to reroute incase of future hits). To use this power costs the player 1 Endurance point per attack.

ELUSIVENESS

COST: 4 per 1 EM increase
DURATION: Permanent

DESCRIPTION: This ability gives the Transformer a magnified reflex, allowing them to twist, move past, or dodge incoming attacks. For every 4 points spent the character's Evasive Modifier gains an additional point (still to a maximum of 10). With this ability, it is important to remember that the modified EM only takes effect when in the mode for which the ability was purchased.



ENERGON CUBE CREATION

COST: 2
DURATION: Activation

DESCRIPTION: A strange ability, but one even held by the infamous Decepticon, Soundwave. A player with this, has the components necessary to process energy into the form of semi-stable cubes. To do this a player may either transfer his/her own energy into cubes (minimum of -1 Endurance Point per cube), or be hooked up to flowing power source which he/she uses to fill each cube. When using an external supply to produce the Energon, the character may create a number of cubes per round equal to their Endurance Score (each cube contains 1-10 Endurance Points worth of energy). Energon Cubes can then be used to re-power other Transformers, or run machinery or vehicles (again each cube is worth 1 point of Endurance). If a character also has the 'Energy Siphon' ability, they may opt to turn the drained energy into cubes (each point drained may produce 1 cube)

ENERGY ATTACK

COST: 3-10 per 1D6 damage/Skill Die
DURATION: Activation
RANGE: 5' per cost point

DESCRIPTION: With this ability, the Transformer is able to create powerful fluxes of a specific kind of energy (determined at creation). The attack blisters the foe, scrambling circuits and possibly stalling them in a wave of dispersing power. This Skill can be manifested as either a physical attack (energy that surrounds the limbs of a character, or a ranged attack with energy flowing from the character (the choice must be made at creation). As with other ranged attacks, the character must roll successfully to hit their target with this ability (a ranged combat roll must be made). Once a target is struck, not only do they take damage from the force of this attack, but they may also suffer effects from the type of energy being

used. For example, if the character is throwing electricity, the GM might call for an Opposed Roll versus the opponent's Endurance. If the opponent fails, the GM may rule that they lose 1 Skill for a number of rounds equal to the damage roll. This Skill is highly customizable, with the specific effects of the energies assigned by the player and the GM together. All effects should be based off of an Opposed Roll of some type (often using the player's Skill and the total of the damage die). The possibilities are really numerous, and thus the cost of the Skill is negotiated with its effects. As a rule of thumb, the GM should never allow the effects to mimic a pre-existing Skill, especially the more costly ones. Using this ability costs the player one Endurance Point per attack.

ENERGY SIPHON

COST: 12 per 1D4 points of Endurance
DURATION: Activation
RANGE: 5' per 10 cost points

DESCRIPTION: This allows a player to make an attack that directly drains his/her opponent's Endurance Points, thus simulating a drain of Energon from the target. For every 12 points the character has in this they absorb 1D4 Endurance Points. There are two configurations for this power (again only one can be selected at creation), one absorbs energy from weapon damage, and the other pulls it from the opponent him/herself. The weapon absorption type requires the player to make a Skill Test each time they are hit by an energy weapon (this counts as one of their actions, and they must have an action left in the round to do it). If successful, they may roll their Skill Die and subtract its total from the damage done. Any damage left over is dealt as normal. The character can only absorb an amount equal to the Skill Die roll or the damage roll, whichever is lower. For the type of Energy Siphon that targets an opponent directly, the manifestation of this power must be declared. It could be energy absorbing circuits which activated on contact, thus requiring a physical-combat roll. Alternately, it could be an Energon absorbing beam that requires a ranged-combat roll. The victim loses the points in the same manner as if they were taken from damage. If the target does not have the points to give, then they are reduced to 0, and the character receives only what energy they did have. Players with either type of this Skill may use it to temporarily have more Endurance Points, but only up to twice their starting amount. These points should be noted special, for they can be used at the player's discretion (allowing them to save them up for later in the episode). These points are lost when they are used (they cannot be regained by shutting down or any other method). These temporary points are automatically forfeited at the end of each episode, and the character begins the next episode with just their regular amount. This power may be linked to other Skills as a power base (like Energon Cube Creation, or other powers requiring Endurance Points to keep them active).

ENTRAPMENT

COST: 2 per 1D6 Skill Die
DURATION: Activation
RANGE: 10' per cost point

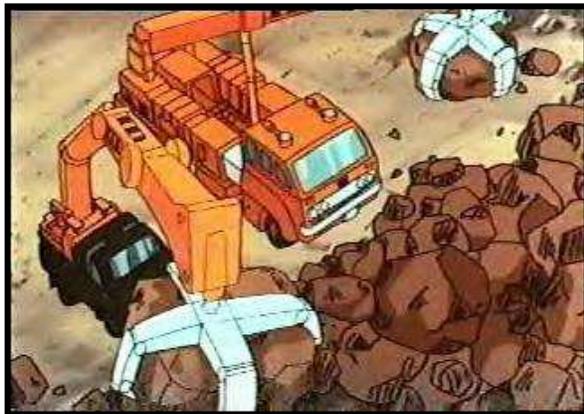
DESCRIPTION: This ability includes all attacks that have the effect of snaring or subduing an opponent. When selected, the player must decide whether the manifestation is a ranged attack, or a physical attack (each having their own particular combat roll). Examples of physical attacks could be large steel tentacles, or a giant claw. Examples of ranged attacks could be a projectile netting, or energy cage. After hitting the target, the player adds his/her Skill Dice to their Skill Score. The victim must then make an

Opposed Strength Roll (or Skill Roll based on the GM's ruling) vs. this value to break free. Once captured, the victim may not make any other physical actions other than trying to break the hold. The entrapping device is considered to have a Life Spark equal to the total of the Skill Score + the Skill Dice, or 1/4 of the character's Life Spark (whichever is higher). If these points are depleted, the entrapment is nullified (and can't be used again during that encounter).

EQUIPMENT, INHERENT-DAMAGING

COST: 3 per 1D6 damage/Skill Die
DURATION: Activation
RANGE: Reach or 2' per cost point

DESCRIPTION: These built-in devices have the ability to be used as weapons or otherwise deal damage to objects or persons. A typical example of this demonstrated in the cartoon are the saw blades and blowtorches that emerge from the forearms of some transformers on occasions. Though these devices are meant to be used as tools, they can become makeshift weapons when in the moment of need. When a character is attempting to use one of these tools to penetrate a barrier or cut through an object, they must make a Strength Roll (plus their damage roll) with modifiers based on the toughness of the material. As with normal equipment these implements may be stowed out of sight if the player wishes. It takes one action to turn these tools on. Once activated, the character can use the item in combat. As a physical attack, he/she adds the equipment's damage to his/her Minor Physical Damage Dice. If the equipment is 'ranged' in nature, they may make a standard ranged combat roll and use the equipment's damage as the result. No matter how many pieces of damaging equipment the player has purchased this Skill only counts as one slot.



EQUIPMENT, INHERENT-NORMAL

COST: 1-7 (assigned by GM)
DURATION: Activation (or assigned by GM)
RANGE: (assigned by GM)

DESCRIPTION: Inherent Equipment refers to tools and devices constructed into the Transformer's body that can be used to perform non-combat related tasks. A good example of one of these implements would be Hoist's crane. This lifting and grappling mechanism couldn't really be used for combat (tools that could be used in combat are considered 'damaging'), although Hoist could be designed with the Entangle Ability using the crane's line and hook as its manifestation. This category of implements covers such a wide range of items, that the player and GM really have to do a

lot of give and take when coming up with the equipment's uses and cost. A character may never have equipment that produces an effect equivalent to that of another Skill. At the player's option, his/her equipment may be stowed out of sight. Often Transformers have equipment that comes out of their forearm, replacing a hand. Purchasing this Skill allows players to place multiple pieces of equipment on their character (paying the Skill Points for each piece but only taking up one Skill slot).

EXTENSION

COST: 15 (+1 per 3 EP points) **DURATION:** Permanent

DESCRIPTION: Some Transformers are designed with anonymous modules who act as extensions of the larger robot's conscious. It is not uncommon for the larger 'city' robots to have smaller robots who are always sentient as care takers of the city. The extensions are integrated into the master robot's logic circuits in such a way that they act as-if they are the same being (with just slightly different personalities). In fact the connection is so acute, any Endurance damage taken by either unit, is felt by the other (basically all Endurance damage is applied to each member of the extension).

In certain modes, the extension may become 'combined' with the Transformer (giving the united character full access to all Aptitudes and Skills). When Life Spark damage is dealt to the combined mode, which counterpart takes the damage is determined either by the location of the hit, the selection of the GM, or a random die roll.

One character can have several 'extensions' but each extension is effected by the other 'members' of the base robot's conscious. For example, when a character consists of 3 entities (a base robot and two extensions) Endurance damage to any one of the three is taken from all of them. Whenever one extension is destroyed, or knocked unconscious, the remaining members must make a Courage Test to remain active. If they fail this roll, they suffer unconsciousness for 1D20 rounds. When an extension is destroyed the base robot may take that Skill of his/her character sheet, opening up a Skill slot, but forfeiting all the Skill Points they had invested. Should the base robot be destroyed, the extensions automatically cease to function. If one of the members falls under mind-control (or other mental attacks), the main unit must make the same Opposed Roll, at half their normal base, or suffer the same fate.

For the base cost of 15 Skill Points; the extension starts with 20 episode points for their design. This character starts at a 2 Size Scales smaller than the base robot (minimum .1). If the extension combines with the base during a mode, it automatically has this transform mode (Though this mode starts with no Skill Points, of its own. However, Skill Points may be taken from any other mode and 'donated' to this one to give it accessible Skills). For each additional Skill Point spent, the Extension gains 5 more starting EP's. After settling his/her starting EP; Attributes, Macro Attributes, Characteristics, Aptitudes, Skills and weapons are selected just like normal creation. A character and his/her extensions automatically receive abilities equal to 'Thought Transmission' (described below) with one another. Transforming into (and out of) a combined mode costs an Endurance Point for all members.

Unlike most Skills, this ability is effective for any mode the character may be in (though if in a combined mode with the extension, the player may not receive much benefit). To create a character with more than one extension, this Skill must be purchased more than once (taking up more than one Skill slot).

EXTRA ACTION

COST: 7 points per action **DURATION:** Permanent

DESCRIPTION: This ability could have many manifestations such as a character having extra-limbs, to a character who is exceptionally coordinated. Either way, they receive the extra action during their turn once per round (when in the mode with this Skill). The action takes place simultaneously with one of the character's 'true actions'. A player may never have more than double their 'true actions'

FIRE ATTACK

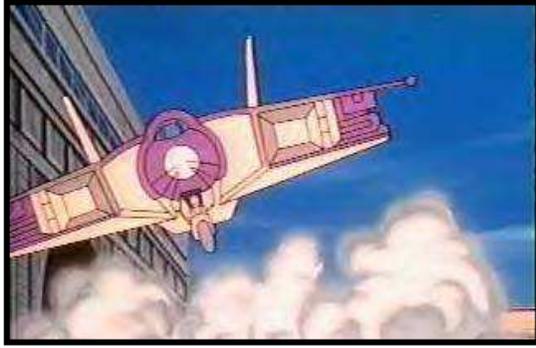
COST: 5 per 1D8 damage/Skill Die **DURATION:** Activation
RANGE: 5' per cost point

DESCRIPTION: Purchasing this enables the Transformer to spray a stream of napalm, create fire barricades, or coat part him/herself with fire. Like other element-based attacks, the player must specify how the power is manifested and which type of combat roll will be used (physical or ranged, not both). When hitting a target with a napalm stream or a body part covered in flame the target takes 1D8 damage for every 5 points in the ability. If it fits with how the character's power is manifested, the character can produce a barricade of fire (perhaps by laying a line of fuel and igniting it). This wall will last for 2 rounds for every die of damage it can do. The wall can be up to 50 cubic feet for every die of damage. Those crossing through or directly above the flame must first make a Courage Test, even if successful they still take the damage of the fire. If a player chooses the power to be manifested in a way that it merely coats their character (allowing them to do only physical combat), their character is considered to be resistant to fire (but not other heat related energy sources, i.e. plasma, lava, explosions, etc). Making fire attacks, or barriers cost the player one Endurance Point per attack

FIRST AID IMPLEMENTS

COST: 5 per 1D6 of Skill Die **DURATION:** Activation

DESCRIPTION: While this Skill can manifest its self in many forms, each must be specific to a particular source of injury (fire damage, water damage, electrical damage, plasma damage, etc). When a Transformer receives damage from this particular source, the character may dispense First Aid to the victim using their implement. To clarify, look at the Autobot Hero, Inferno. Inferno is equipped with a "rescue foam" that aids those who have taken damage from fire. This foam would be useless for treating laser damage, but should a fellow Autobot be caught in a blaze, it could easily counteract some damage. It is important for the player to establish the nature and manifestation of their implement before game-play starts. When using it, the implement reduces the damage done to Life Sparks or Endurance by a number of points equal to a roll of the Skill Die (though it may only raise them back to their original totals). It takes a full round and costs one Endurance Point to use this implement. On top of this, the character may only use the implement once on each injury (whether or not it has brought the victim back up to full Life Spark). Last, once a character has reached 0 Life Spark, they can not be "healed" by this means.



FLIGHT

COST: 2 **DURATION:**
Permanent

DESCRIPTION: This gives the character the ability to move through the air. All Decepticons automatically have this power in robot mode at no cost, and without counting towards their maximum number of Skills (or Aptitudes). Purchasing this power automatically gives the player 5 Aptitude Points for their Piloting Aptitude. This bonus is only for the first purchase of this Ability. Purchasing the Ability for multiple modes does not add additional Aptitude Points. The speed at which the character flies, is determined by their Speed Score. Though a character with this ability and a high Speed Score could achieve escape velocity, they would lose quite a few Endurance Points for doing so (GM's discretion). This is to simulate the extreme pressure on their structure (which was not designed for leaving orbit) as they burn through the atmosphere. A suggested rate of Endurance Point loss would be 1 point per 5 rounds out of the atmosphere (or 1 point per minute). In most cases, the Flight ability only allows for travel in a forward direction (GMs may rule otherwise).

FLIGHT, NON-POWERED

COST: 1(+1 per **DURATION:**
speed increase) Permanent

DESCRIPTION: By the flapping of wings, the lift of trapped gasses, or wind-swept gliding a character with this Skill can move through the air. The downside to this particular version of Flight is that the speed at which a character moves is based on his/her running rate (Chart 2.4). Players who want to design faster-flying characters might be advised to take the full version of the Flight Skill. However, for every additional Skill Point the player puts into this Skill, the character may increase their flying rate by one column to the right (as if they were one Scale larger). Purchasing this power automatically gives the player 5 Aptitude Points for their Piloting Aptitude. This bonus is only for the first purchase of this Ability. Purchasing the Ability for multiple modes does not add additional Aptitude Points. Unlike regular Flight, the Non-Powered version allows characters to travel in various patterns (not just straight forward).

FLIGHT, SPACE

COST: 3 **DURATION:**
Permanent

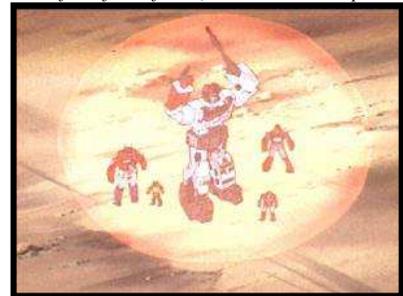
DESCRIPTION: This gives the character the ability to move through space. Purchasing this power automatically gives the player 5 Aptitude Points for their Piloting Aptitude the first time it is purchased (but not for additional modes). While a character with this ability can launch through atmospheres, they endure a massive Endurance drain if they attempt to 'fly' inside an atmosphere. This

loss mimics the extra fuel and energy it takes to fly through a gas filled area versus a space-like vacuum. The degree of Endurance Point loss is left up to the GM, but it is suggested to be about 1 point per 5 rounds of flight (1 per minute). The speed of their flight is determined by their Speed Score, it is important for the GM to grasp how astronomical some of the speeds are for this category. With such numbers, it is often better to play things by ear, than try to make exact calculations.

FORCE FIELD

COST: 10 per 15 **DURATION:**
points of armor Limited only by
(+5 to protect Endurance
against
environments) **RADIUS:** Equal to
the user's height +
5' (for each +10 this
size can be doubled)

DESCRIPTION: This component allows the robot to project a glowing barrier of energy that blocks all but the deadliest of attacks. Using the force field drains a point of Endurance per 5 rounds. The force field is considered to be shaped like a sphere or hemisphere with a radius equal to the Transformer's height (+ five foot). When the force field is activated, all damage from physical or ranged attacks is absorbed by the field (up to its armor rating). This includes both incoming and outgoing attacks. If the radius is big enough, others may take refuge inside the player's field, with his/her cooperation. A player may create the field in such a way as to exclude an individual that would normally be in its radius, but he/she may not create it so as only part of a body or item is enclosed (all or none). In addition, the player may project the field around someone else (within the radius) and not him/herself. To determine combat when a character has a force field up, first make the combat roll. If the roll is a hit, roll the damage. If the damage is less than or equal to the armor, the force field worked and the impact is absorbed. If the damage is greater than the force field the target takes whatever surpasses the total of the armor. (Ex. A blast does 23 points of damage, so 3 would hit the target behind the field). Endurance damage is always negated unless its value also surpasses the armor value of the force field (the amount it surpasses is the Endurance damage). For 5 extra points, the field can be constructed to maintain a constant environment on the inside. This would not allow gasses, vacuums, temperatures or liquids to affect those inside.



GRAVITY WELL CREATION

COST: 10 (+5 **DURATION:**
for each Limited only by
additional Skill Endurance
Die) (See below) **RANGE:** 3' per cost
point
RADIUS: 4'-2'-1'
(per 1 point of cost)

DESCRIPTION: With this highly advanced component, a Transformer can create a gravity well that literally draws all matter towards it. Theoretically, at extreme levels this power could be

used to create an anomaly such as a black hole. The way the power works is, the player decides where he/she would like to project the gravity well, and how large the outermost radius will be (the inner radius will be proportionate). To place it, they must make a ranged combat roll. If the roll is missed, the well appears in a random spot determined by the scatter chart (see Chapter 6). Once created, the well consists of 3 levels of pull. The weakest pull is the outermost radius. At this distance all things in the field must make an Opposed Strength Roll vs. 1D8 (with an additional 1D8 for every 5 points spent above the cost). On this roll, the target gets both their Strength and their Bonus Die to use against the Target Number generated by the 1D8. If the roll is made the target may leave the well. If it is failed, the well pulls the target into the next level (the middle radius). The middle radius has a score equal to the outer radius plus 1D10 (with an additional 1D10 for every 5 extra cost points). A target in this area must make an Opposed Strength Roll versus the total of the two numbers to move back out to the outer ring. If the roll is failed the target is pulled farther into the well, landing in the center radius. If it is succeeded, the target must contend with the outermost ring again to be able to leave its grasp. The center of the well is very powerful, with a pull equal to the first two rolls plus an additional 1D12 (plus a 1D12 for every 5 extra points of cost). A target must make an Opposed Strength Roll vs. the total of all these rolls to pull themselves out to the middle ring. If they fail this roll they are held, helpless in this center (only able to do nonphysical actions, or continue to struggle to leave the well). The movement from one radius to the next (and its corresponding Opposed Roll) takes one round of time (regardless of the number of actions or Speed of the character). A character using this power is not immune to it and may be sucked into their own well (though they may deactivate it when desired). Powering the well costs the user an Endurance Point every minute (5 rounds).

HOLOGRAM

COST: 5 per 1D6 Skill Die(+5 for sound)
DURATION: Activation

AREA OF EFFECT:
5 cubic feet for every point of cost

DESCRIPTION: In war, deception can be a great tool and a character with this ability can become a master at deceiving. When using a hologram, the player must describe what appearance he/she wishes to project. The effect is only limited in that, it cannot be larger than 5 times the cost value in cubic feet (players made add additional cost point into this power to increase their size capabilities). For an additional 5 points, the player can also project sound from the hologram. If a player wishes to give the hologram motion, he/she must spend one action per rounding concentrating on the image. To determine if the hologram has fooled an onlooker, have the viewer make an Opposed Intelligence Roll vs. the total of character's Skill Score and Skill Dice. When an entire crowd of individuals is being 'deceived', it might be easier for the GM to roll one Opposed Roll (based of the most intelligent onlooker) with a +1 bonus for every 10 people in the crowd (rounded up). A hologram can be projected at a range of 100' per cost point, but line of sight must be maintained.. This power costs one Endurance Point per minute (5 rounds) to use.

HOVER

COST: 3
DURATION: Permanent

DESCRIPTION: This gives the character the ability to move across solid and liquid surfaces. Purchasing this power automatically gives the player 5 Aptitude Points for their Piloting Aptitude (water). This gift is given only the first time the Ability is bought.

Typically, characters with this mode of locomotion move with the same speed and finesse of a water vehicle. The hover ability allows characters to ascend up to two times their height in feet above the surface. Hovering characters cannot pass barriers or geological features that raise above their altitude range (unless anti-gravity components are involved). Also, some surfaces could be tricky or even detrimental to cross over (lava, sand, very low viscosity liquids, etc.). As a note, if the design of the character requires faster speeds or higher altitudes, the flight ability might simulate the 'design' more faithfully than hover.

ICE ATTACK

COST: 4 per 1D6 damage/Skill Die
DURATION: Activation
RANGE: 5' per cost point

DESCRIPTION: Using nitrogen-like chemicals or special electro-chemical processes, some Transformers are able to produce jets of quick-freezing liquids, which can be used for offensive and defensive purposes. If manifested as a physical attack, those Skill uses physical combat rolls. For ice attacks that are delivered by streams of freezing chemicals/energies this Skill would use ranged combat rolls (the specific type of attack must be selected during purchase). When hit, not only does the target take the dice in damage, but they are also held in a frozen mass until they can make a successful Opposed Strength Roll. This roll is in opposition to the character's Skill Score + a bonus equal to the total of the damage die. Alternately, a character with this ability can create barriers of ice. This barrier can stretch a total of 50 square feet per Skill Die. When the barrier is created, have the player roll the damage die. This number multiplied by 5 is the total damage the wall can absorb before breaking (its 'Life Spark' per say). Whether or not damage is done to it, the wall will totally melt in a number of minutes (5 rounds) equal to the cost of the power. Each use of this power costs the player one Endurance point.

INDUCTION

COST: 7 per Skill, Weapon, or Ability
DURATION: Activated
RANGE: 2' per cost point, per Skill

DESCRIPTION: As they say, "It's better to give, than receive," and this is the power to do just that. With this ability, a character can take Skills, Weapons, or even Endurance Points they possess and induce them into another character. Whatever item the player would like his/her character to be able to induce must be selected when this Skill is first purchased, and must be available in that mode. When purchased, the player needs to specify what conditions have to be present for the Induction to work (Does the companion have to be touching the character?, Does the character have to make a Ranged Combat roll? Does it only work on Transformers? Does it work on humans? etc.) How a Skill is gifted to the individual should be discussed thoroughly with the GM (so that its effects in the story can be consistent). Obviously certain Skills and abilities may not seem to work with this power (Cargo Capacity, Duality, etc.). For every 7 points spent, one of the character's abilities can be made eligible for Induction. When a companion is induced with this ability, the character inducing it cannot use it (though he/she can stop the induction at will). Each round, the inducer must use one action to maintain the induction. Even if the inducer is "lending" multiple abilities, this power only requires one action per round to maintain. A character who has purchased the ability to induce multiple abilities may do so to a single character or to separate characters, whichever they prefer. If the induced ability requires an action to use, it must be activated by the

recipient, yet all Endurance Point costs are paid by the character inducing the ability. All rolls for the induced ability are made by the recipient and based off his/her Scores. Weapons being induced must be with in one Size Scale of the recipient (or smaller) to be used. To induce Endurance Points, the lending character makes a deduction of points from their reserve (in any amount up to the full Endurance Point total) and adds it to the recipient's total. If the player tries to induce an unwilling target, they must succeed at an Opposed Skill Roll vs. the Opponent's Rank. This Skill is commonly found in 'Powermaster' Transformers

INVISIBILITY

COST: 10 (+5 to mask: sonic, heat, or radar signatures)
DURATION: Limited only by Endurance

DESCRIPTION: This ability renders the character invisible to the naked eye/video eye. The only means of detecting a Transform with this power activated, is by radar, heat register, or sonic detection. Still, even these methods can be countered by some versions of invisibility (+5 for each one). While active, opponents must roll a 19 or better to hit the character (for both physical and ranged combat). If given a reason to believe an invisible character might be present, an Opponent may make an Opposed Intelligence Roll vs. the character's Skill Score. If successful, the Opponent has figured out the location of the character and he/she gains merely an additional +1 EM (on their normal EM) for being invisible. If the roll fails, the attacker must still get a 19 or better to land an attack. This power costs one Endurance Point per minute (5 rounds) to use.

LIQUID ATTACK

COST: 3 per 1D6 damage/Skill Die
DURATION: Activation
RANGE: 10' per cost point

DESCRIPTION: With the use of high-pressure pumps or molecular influencers, a Character can use water (or similar liquids) as a weapon. With this power the player can blast enemies with dense sprays, or create tides/whirlpools while in a liquid environment. The high- pressure water spray is considered a ranged attack (a ranged combat roll must be made), if it hits it does the purchased dice worth of damage. In addition, the target may not continue toward the player until they make an Opposed Strength Roll vs. the player's Skill (plus the total on the damage dice). If the character is in a liquid environment (out at sea, in an oil vat, etc.) he/she may create whirl pools or waves to hold back enemies without doing damage (with the same Opposed Roll described above -the damage dice are used for the bonus number only). Last, this ability can be used to put out fires and short out non-protected machinery (Transformers are considered watertight). To do this, the player would roll his or her Skill dice, add the result to their Skill Score, and compare the total to a Target Number set by the GM for the strength of the blaze. Each attach/use of this ability costs one Endurance Point.

MACHINE DOMINANCE

COST: 7 per 1D4 of Skill Die
DURATION: Activation
RANGE: 1' per cost point

DESCRIPTION: This Ability gives the character the power to control non-sentient machines of a particular order. The types of machines a character can control could be based on their function,

or their design. To use this power, the player first states what he/she wants the machine to do. This command should be a single order that the machine is capable of doing. Examples would be: telling a plane to take-off, a computer to download information, or a robotic saw to 'shut down'. Next, the Game Master selects a Target Number based on the machine the player is trying to control. This difficulty should take into consideration the complexity of the device, the familiarity the character has with the device, and any security measures or defensive programs the device might have installed. This difficulty should start at a base of 8 and increase with the above factors. If the player makes a Skill Role plus his/her Skill Dice and it is at or above the Target Number, he/she can successfully give the command to the machine. If he/she rolls below the Target Number on their initial roll, they cannot control the device in question (no further attempts may be made on that particular device). If they fail on a subsequent roll, the device simply cannot perform that task at that time. It takes one action and costs one Endurance Point for every command given to the device (successful or not). This power cannot be used on Transformers, or any other machine with natural or artificial intelligence.



MACRO VISION

COST: 2,5
DURATION: Activation

DESCRIPTION: Some Transformer's video sensors are equipped with long range magnifiers that boost the distance over which the robot can see. This component (dubbed macro-vision) can have two forms. The first costs 2 points and allows the character to see something up to 5 miles away as if it was right in front of him/her. The second version (costing 5), takes a more telescopic tone. While still useful for scouting the ground, players with this version may, also, look out into space and see objects as small as moons orbiting around neighboring planets.

MAGNETISM

COST: 4 per point of Strength
DURATION: Limited only by Endurance
RANGE: 5' per point of Strength

DESCRIPTION: With the right components, a character can project a magnetic field from themselves, either attracting or repelling all ferrous materials in its bounds. When activating this power, the player must declare whether the "pole" is positive (repelling materials) or negative (drawing in the materials). Once activated, the power has a Strength Score equal to one-fourth of its cost (with a Size Scale equal to the character's). This score is used similarly to how the character's regular Strength Score is used. When just attempting to magnetically pick up an object (or push it away) the player makes a test using their power's score. When

trying to pull an item out of an opponent's hand (or hold a metal opponent at bay) he/she should use the score in an Opposed Strength Roll. As an added bonus, a player maintaining a positive magnetic field may repel all metal bullets, slugs, etc. with a successful Attribute Test (using the power's Strength). If successful, the metal projectiles are considered to have been 'pushed' off to the sides. Using this power costs one Endurance Point per round.

MAGNETIC FIELD PROJECTION

COST: 4 per point of Strength
DURATION: Limited only by Endurance
RANGE: 5' per cost point.
RADIUS: 5' per point of Strength

DESCRIPTION: This ability is very similar to magnetism; though, instead of being the origin of the magnetic field, the character can project the field onto any near by ferrous material (within the range). To do this, counts as an action, and requires a ranged combat roll (if a miss occurs, consult the scatter diagram in Chapter 6). Once projected, the field has a Strength equal to ¼ of its cost value. The field can be projected with a positive "pole", or a negative "pole". Positive fields will repel items, while negative fields attract them. Any opponent made of metal or similar ferrous material passing within the radius of the field must make an Opposed Strength Roll vs. the Strength Score of the Power (this power is considered to be the same Size Scale as the user) plus the standard Bonus Die. If they are successful, they may continue to move, if unsuccessful, they are pushed away or pulled toward the point (depending on which type of field was created). Once a target is drawn into a negative field they may not make any physical movements without first succeeding in an Opposed Strength Roll. If an opponent fails a roll against a positive field, they must simply go around it. Ferrous slugs and projectiles cannot go through a positive field created with this power. Each round the power is active it drains one Endurance point from the user. The character creating the field is not immune to its push/pull but may shut it down at will.



MARTIAL COMBAT MASTER

COST: 7 per scale increase
DURATION: Permanent

DESCRIPTION: When all else fails, brute force sometimes determines the outcome of a war. Characters with this Skill are experts at directing their physical attacks. They can make an attack as devastating as those made by a Transformer much larger than

themselves. This Skill is almost essential for the smaller Size Scales, so that they may do damage should they get into a hand to hand contest. For every 7 points of cost, the player may increase his character's physical Damage dice as if they were a Size Scale larger. This means that a Size Scale 1, Strength 4 Transformer (who has purchased one such increase) would now do 2D4 with a punch. See chart 2.2 to determine how this will affect each character. If purchased by a Scale 4 Transformer, add the number of increases to the character's size scale before multiplying it with the damage die. This means that a Scale 4 robot (with a Strength of 8) would do 6D8 with a minor attack if he/she had bought 2 increases. Other than this pseudo-scale increase, all rules for physical combat remain the same. The player's new 'scale' is considered for such items as knocking an opponent back, but not for being knocked back or things like crash damage. (see "Chapter 6: The Proving Grounds"). Likewise, the increased minor damage is applied when using melee combat. As normal, this Skill can only be used in the mode it is purchased in.

MATERIAL CREATION

COST: 3-10 per 10 cubic feet
DURATION: Activation

DESCRIPTION: Like Mixmaster's ability to create chemicals spontaneously, some Transformers have the ability to manifest certain materials. At creation, the player must choose what specific type of material the character can manifest. Then, he/she should consult with his/her GM to determine the Skill Cost. Being able to create a simple material would cost a mere 3 points. Being able to manifest complex or valuable materials would cost towards the 10 point range. Like other portions of this game, this Skill is largely up to the Game Master to regulate and appraise. It takes a full round for the character to create the material (in an amount based on their Skill Cost). A player can spend as many rounds as he/she likes creating material, but the character must either consume some type of raw energy/material before each creation, or spend two of their own Endurance points per use. The player and the GM should agree upon the amount of raw energy/material a player needs to consume.

MICRO VISION

COST: 3
DURATION: Activation

DESCRIPTION: Built with this component, a character can see cellular structures, even sub-atomic molecules with their video sensors. While the component gives them the ability to see these scientifically significant structures, the character would still need to have Aptitudes in an appropriate science to understand what they are seeing or how to manipulate these microscopic structures.

MIND CONTROL, GREATER

COST: 15 per 1D6 of Skill Die
DURATION: Activation (See below)
RANGE: 10' per cost point.

DESCRIPTION: Almost villainous in its use, greater mind control allows a player to use telepathic-like powers to control the actions of those around him/her. To use this power, the player must be able to see his/her target and the target must be within the player's range. Once in range and sight, the player makes an Opposed Roll (with a base equal to his/her Skill plus the total of the Skill Dice) vs. the target's Intelligence. If the player is successful, the target falls under the immediate control of the player. If they fail, they may not

attempt to control that target again for another 24 hrs. A character under mind control may attempt to break free (by another Opposed Roll) every 24 hours, or each time they are forced to do something drastically against their nature. While under the player's control, the target cannot be commanded to leave the range, or they will become free of the player's power (and not susceptible to it again for a period of 24 hrs.). It costs the player one action for each mind they are controlling (per round). When a target under the control of a player is destroyed, the player takes the Skill Die of his/her own power in damage (this goes directly to Life Spark with no possible defense). If the controlling player is destroyed or "knocked unconscious" the target is immediately freed from their power. While initiating this power does not require any combat rolls, it does count as an action.

MIND CONTROL, LESSER

COST: 10 per 1D6 of Skill Die
DURATION: Activation (See below)
RANGE: 1 mile per Skill Die.

DESCRIPTION: The lesser mind control is set a part from its more powerful companion because it requires the use of an external device to work. The device is typically some kind of cerebral implant (like the Cerebro-Shells used by the Insecticon, Bombshell). These implants can be fired at a target (with a ranged combat roll), or placed on the target (by a successful physical or ranged combat roll depending on the player's design) before the power can be activated. Once the implant is placed on the target, the target must make an Opposed Intelligence Roll vs. the player's Skill Score plus a bonus number (created by the power's Skill Dice). If the target fails this roll, they are put under the control of the player. Controlling opponents counts as one action per round, per opponent. The opponent may make a new Opposed Roll every hour, or when forced to do something drastically against their nature. If the opponent is successful, at any time, the opponent is free from the power and cannot be affected by it for a period of 24 hrs. If the controlling character is destroyed or "Knocked Unconscious" the target is free from their command. If a cerebral implant is destroyed (while in operation), the character and the opponent take Life Spark damage equal to a roll of the power's Skill Dice (this is automatic and does not apply to armor, etc.). After this, however, the opponent is free from the control of the character (and cannot be affected for 24 hrs.). An implant can only be removed (without causing damage) by the character who put it there or an individual with the right Aptitudes (Mechanical or Biomechanical Engineering, Repair:Transformers, or Security) Any character trying to use their Aptitude to remove the implant does so against the user's Skill Score + their Skill Dice. The range on this power represents the maximum distance at which a target can be controlled. Past this distance, the target falls into a catatonic state (until the player approaches, an hour elapses, or the implant is removed). If the manifestation of the power calls for a ranged combat roll, the distance (range) the implant can be shot is based on one of the character's weapons (thus the weapon must be operational for this Skill to be used).

MODE SUPERIORITY

COST: 2 for 1 additional Skill Point in alternate mode
DURATION: Permanent

DESCRIPTION: Some Transformers have one mode whose Skills far out weigh all their other modes. By purchasing this ability, a player can shift Skill Points from one mode to another permanently

(though the maximum number of Skills remains the same for both modes). This ability comes in handy during creation, when a player's design leaves one mode requiring very few Skill Points, while the other mode could use some of the surplus. For every two Skill Points a player plugs into this Skill, he/she may add 1 extra Skill Point to an alternate mode. Again, this Skill does not effect the Maximum number of Skills for either mode (though it does count as a Skill for the mode it was purchased from).

MODULARITY

COST: 7
DURATION: Activation

DESCRIPTION: Bizarre, yes, but a feature, common among the Junkions, modularity allows the player to fall-apart instead of being destroyed. Unlike other Skills, this ability is available in all the modes of a Transformer who possesses it (hence its cost). To use this, the player must receive damage but still have at least 1 point of Life Spark left. With this blow, the character may choose to fall into pieces, looking as if he/she has been destroyed. What possible benefit could this bring? Well, damaged modular characters can be easily pieced back together. Modular characters can be repaired at 1/2 the usual Target Number due to their innovative design. Thus, by sacrificing their last Life Spark points, they might live to fight another day. Optionally, a character with this ability can willingly disconnect limbs should they be stuck or damaged (however, they must find someone with the fore-mentioned Aptitudes to get them reattached). If a player takes damage without having a single Life Spark left, they are considered truly destroyed –beyond being repaired, or reconstructed. This ability can be used at any time (it does not count as an action), but it must be used prior to loss of the player's last Life Spark.

NO MOVEMENT

COST: +5 Skill Points (see below)
DURATION: Permanent

DESCRIPTION: Of course this is not truly a Skill, but more so a lack of a Skill. Characters who have no way of moving in a particular mode may take this Skill (not counting towards the total number of Skills for a mode) in order to gain 5 additional Skill Points. When in a mode that cannot move, the character's EM is based off of a Speed of 0 and their Size Scale. Characters with the "no movement" Skill may not purchase any movement type listed as having a permanent duration for their mode, nor may they take the running movement usually granted for free. Immobile characters may be moved via other characters, activated Skills (teleportation, magnetism, telekinetic fields, etc.), or other story related situations. This Skill can obviously only be taken once per mode.

OBFUSCATION

COST: 3 per 1D6 Skill Die
DURATION: Limited only by Endurance
VOLUME: up to 10 ft cubed per Skill Die

DESCRIPTION: The word "obfuscation" means to muddle, obscure, or confuse. In game terms, it can simulate anything from the creation of smoke clouds and oil streaks to "white noise generators" and "computer fire walls." Being such a broad category of effects, this Skill requires players to determine the specific manifestation of it when it is purchased. The manifestation should be based around what sort of senses, Attributes, Aptitudes, or Skills the obfuscation affects. For example, the Autobot Smoke Screen has two manifestations of this power. One, he can create

thick black smoke that obscures vision (opponents must make Opposed Intelligence Roll to find their way). The other, he can create oil slicks that send his opponents sliding off the road (in this case, the Opposed Roll is against the Opponent's Piloting Aptitude). While both of these powers can be used in different manners, they would always be in opposition to the same Attributes/Aptitudes. The user of this power bases their Opposed Roll off of their Skill Score plus a number generated by the Skill Dice. If the character succeeds on this roll, the opponent automatically fails at whatever task they are doing (as long as it is appropriate) and must spend one round "righting" themselves. Unlike other powers, when a character uses their obfuscation they can choose how many Endurance Points they would like to spend on it (minimum of 1). For each point spent, the obfuscation "lingers" an equal number of rounds (3 Endurance Point = 3 rounds). Multiple opponents can be effected by the same obfuscation (though in some cases the GM may give a bonus to opponents that have become aware of the danger before entering into it).

PRETENDER TECHNOLOGY

COST: 25 (+1 per 1 additional EP)
DURATION: Permanent
RANGE: 1 mile per 10 cost points

DESCRIPTION: One of the more bizarre designs in Transformer Technology, the Pretenders started off as robots hidden inside fleshy shells. The inner robots were able to separate from these skill-boosting shells which would then reseal and fight beside them, doubling their forces. Their shells, while not sentient, could perform tasks independent of the inner robot. They were sort-of like 'Extensions', only instead of having their own personality they simply ran off the minds of the inner robot. When combined with the inner robot, it provided the robot an array of abilities it did not have on its own (usually defensive in nature). This is why Pretender technology was typically integrated with Skills such as: Quantum Space Manipulation, Bio-Mechanics, Armor, Repair Systems, Resistance, and many others.

The big advantage for players controlling a Pretender character is that, it effectively allows a player to control 2 characters under some circumstances. When purchased, the player constructs the shell using 50% of his/her character's starting EP (rounded up). So a character that rolled a total of 27 EP to start, would have a base of 14 for making a Pretender Shell (+1 more for each additional Skill Point spent). The shell starts out at the same Size Scale as the character, but can be made larger or smaller as desired (though he robot must be able to fit within this size to unite with it). The shell automatically has a form similar to the mode for which it was purchased. If purchased for a robot mode, the shell



will be a shape that concurs with that form (humanoid typically). If purchased for a vehicle mode, the shell will be vehicular in shape. For the character to unite with his/her shell he/she must be in the mode for which the shell was bought. Using the EP, the player should give the Shell Attributes and such via regular character design. One limitation with Pretender Technology is that the shell can never possess an Attribute total (the eight Attribute Scores added up) greater than its inner robot. Further, the shell may not possess any Aptitude ratings or levels not present in the inner robot (after all, it is really just an extension of the robot's personality). Pretender shells may be outfitted with different Skills and weapons than the inner robot -which is, in fact, the point. When locked in the shell, the character may use the best scores of the two characters for Attributes (except Speed, see below). He/she may use Skills from either component (the robot or the shell). Last, The inner robot is protected by the shell. All damage is dealt first to the shell, and is only applied to the inner robot once the shell is out of Endurance Points or Life Spark (depending on what kind of damage is being done). Should the shell be destroyed (reach 0 Life Spark), the inner robot must make a Courage Test or suffer stasis lock (unconsciousness) for 1D20 rounds.

There are a few limitations to being "locked in". First, the Speed (and thus the number of actions per round) is based off the slowest component (be it the shell or the robot). Second, none of the inner robot's integrated weapons may be used by the combined form. Also, attacks that successfully affect the mental abilities of either component (such as Mind Control, etc.) automatically affect the other. The inner robot cannot transform until he/she has left the shell. Leaving the shell and entering it is treated similarly to transformation but does not cost an Endurance Point (though it does take an action to do). Last, neither the shell nor the robot can regain Endurance Points (by shutting down or waiting an hour) unless they are united together.

When separated, the shell and the robot act off their own scores, and actions per round. They receive an ability similar to Thought Transmission (listed below) for 1 mile per 10 full points of cost. If the shell gets out side of this distance it ceases to function (until brought within range again). The two can work together gaining the appropriate bonuses for doing so. If the shell is destroyed, the player can have it reconstructed through the use of EP and/or characters using the Engineering: Biomechanical Aptitude. The Target Number for this repair is based off the Skill Points invested

This Skill may be bought more than once to allow the character to join with a shell in multiple modes (if the shell could transform for example). If this is the case, each purchase gives the shell a 'free' transform mode similar to the mode it was purchased for, but no further EP bonus. This design allows the shell to transform without the inner robot having to separate from it. If so desired, a player may design a character with multiple shells instead of a transforming one. In this case, the shells are purchased separately and designed separately (as described above). The Pretender Technology Skill may be purchased as part of a shell's Skills (thus giving it a shell that covers it, ala the 'Ultra Pretender' toy line). In a case like this, the two outer-most layers are the only ones that can utilize the sharing of Skills and ability scores. Once the outer most shell is discarded or destroyed, the next two layers interact for these benefits.

Alternately, Pretender characters could be created using the same rules as gestalts (GM's option).

PROBES

COST: 2 base (*See below for additional costs)
DURATION: See Below
RANGE: The probe must stay within 10

rounds of distance
based off its Speed
& movement type

DESCRIPTION: Probes are non-sentient, programmed machines designed to record certain types of data. Data collection can be just about anything: audio, video, tensile strength, barometric readings, electrical readings, biological readings, atmospheric data, etc. Each type of data is considered separate and must be purchased individually (explained below). When purchasing this implement the player should have a solid idea of what the character's probe is and how it functions. First, all probes have a base cost of 2. For this base price, the probe is considered to have 5 Life Sparks (multiplied by its Size Scale, minimum of 1), one type of data collection, one type of movement, a Speed Score of 2, and be 2 Size Scales smaller than the character (with a minimum of .1). A probe's Evasive Modifier is figured based on its Scale and Speed like usual. From this point out, each "modification" on this base design costs individual points. Two Life Sparks can be added for each additional Skill Point. For every supplementary data collection category the cost goes up by 1 point. If the player wishes the probe to have multiple types of locomotion (flying, burrowing, rolling, etc.) he/she must pay 2 points extra for each transportation mode. The Speed Score of the probe can be increased 1 point for every point added on. For every 5 points the probe can be increased a Size Scale (making the probe smaller is free, but does affect the starting Life Spark). All information retrieved by the probe is kept internally, unless the player spends 2 points to have an "open link" between the character and the probe (otherwise the probe must return to the character for him/her to see what it has found). For every 2 points added, the probe can be immune to one type of harsh environment (such as extreme heat, cold, radiation, high pressure, etc.). Last, for 2 points the probe may be able to collect small samples of materials (as determined by the GM and Player during creation). Before launching a probe, the player must specify what its predetermined path will be, and what its objective will be ("My probe will move across the next three rooms taking video of their contents and then come back.") If a probe is forced to stray from its path, it will likely shut down or become hopelessly lost. Probes have no Intelligence of their own, and therefore cannot make judgements or changes in course based of enemy activity (though their programming is enough to work their way around dangerous terrain, and other normal features). A player is considered to have multiple probes, but each launch costs the player 1/3 of their usual Endurance Points (A character who usually has with 6 EPs would have to spend 2 to "launch" their probe, even if they are currently down to 3 EPs –rounded down, minimum of 1). It takes one action to launch a probe. Once launched, a probe acts off its own actions.

PRODIGY

COST: 2 will
yield 1 Aptitude
Point

DURATION:
Permanent

DESCRIPTION: Transformers with this ability, have an innate affinity for knowledge. Basically, the space normally used for their "Power Chip Rectifier" has been filled with extra functional-ware, giving them a greater number of Aptitudes. Players are basically replacing a Skill with Aptitudes. For every 2 points spent, a character gains 1 Aptitude Point to help purchase an Aptitude. Purchasing an Aptitude(s) in this manner does not count toward the character's maximum number of Aptitudes. Instead, these Aptitudes count as free slots. A character with this ability may have a number of these free slots equal to their Intelligence Score or Skill Score (which ever is smaller). Aptitudes purchase for these free slots must be paid for through this Skill (costing 4 EP per Aptitude Point after creation) but may be improved (after having the Aptitude for a full episode) using the usual method for improving Aptitudes (2 EP for 1 Aptitude Point). Purchasing Prodigy does count as a Skill towards

a character's maximum number of Skills. The Aptitudes bought through this method can be used in every mode (unlike most Skills).

QUANTUM SPACE MANIPULATOR

COST: 3 per
change in size
scale

DURATION: See
Below

DESCRIPTION: On the cutting edge of first generation technology (and held almost entirely by the Decepticons), a "Quantum Space Manipulator" takes advantage of the empty space filling most particles and actually compacts a unit of matter, shrinking it in size (weight is also some-how effected). Reversely, the manipulator could be used to expand the size of an object. These units directly affect the Size Scale of a Transformer for a particular mode. When transforming into that mode, the player may choose whether he/she would like to stay their regular Size Scale, or take advantage of their "Quantum Space Manipulation" abilities and become larger or smaller (based on their manifestation of the power). When purchasing the power, the player must decide what scale they want to become. They then pay for each change of level (changing from a Size Scale 1 to Size Scale 4 costs 9 points because it is 3 levels of difference). This is the only scale they can change into, aside from their standard scale (they cannot shrink/grow half-way, etc.). To give an example of this power the Decepticon, Astrotrain, can change into a Size Scale 1 shuttle (his regular size), or on occasion will become a Size Scale 4 shuttle (capable of transporting the other Decepticons through space). The Size Scale change does not affect Life Spark, though it does affect Strength, Running Speed, and the Evasive Modifier. Weapons are affected, in that, only weapons appropriate to the Transformer's current Size Scale can be used. Furthermore weapons may be purchased for Scales that are larger, but may only be used while in it. Using this ability costs the player an extra Endurance Point (the transformation would cost a total of 2 points: one for the size change, one for the mode change). This power must be activated, but does not require any additional actions as long as the player remains in a consistent scale.

QUICK CHANGE

COST: 5

DURATION: See
Below

DESCRIPTION: Some Transformers have such simple designs, or such radically advanced transformation mechanisms that they can shift modes within a "cycle of a photoreceptor". This type of Skill has been implemented in many different Transformers such as the Battlechargers, Throttlebots, and Jumpstarters. Once per round, a character with this Skill may transform into or out of the equipped mode without spending an action (though it still requires an Endurance Point). Should the player decide to make further transformations during the round, they would each count as an action. Often, this Skill is found in conjunction with the Skill "Simple Change".

RAPID ASSAULT

COST: 5

DURATION:
Permanent (See
below)

DESCRIPTION: This ability is usually programmed into military-oriented robots. It allows a Transformer several deadly options when in combat. First, with the expenditure of three Endurance Point, a character may re-roll all misses (once) for the entire round (this is to simulate a quick barrage of attacks directed all over the target zone, players must declare the use of this ability before they make their combat rolls). Second, with the drain of 2 Endurance Points, a player may fire all the Transformer's weapons in one action (although only a single target may be declared). When using

this attack, the character may not use their weapons for the rest of their turn (though they may perform other actions). Last, (costing a single Endurance Point) a player may automatically seize initiative during a combat round (acting first). If more than one character is using this ability they would go in the order of their Speed Score. While this ability does cost Endurance to use; using it, in-and-of-itself, is not considered an action. The attacks made would take action, however.



RECORDING CAPABILITIES

COST: 2 per input type
DURATION: Activation
RANGE: See below

DESCRIPTION: An important component in the arena of espionage, this allows the character to digitally copy one specified type of input. For example: audio, video, or binary feed (computer transactions). Each additional input requires an additional purchase (though, regardless of the number of inputs purchased, Recording Capabilities only counts as one Skill). These recordings are nearly flawless; and can be broken down, studied, modified, and replayed by any character with this component. Recordings based on sound have a range of 200 ft per point. Recordings based on sight have a range of 500 ft per cost point. Recordings based on electrical inputs have a range of 10 ft per cost point. Recordings using radio or other similar waves have a range of 1 mile per cost point. An example of this Skill and its many uses, would be the work of the evil Decepticon, Soundwave.

REFLECTION

COST: 15 per 1D4 Skill Die
DURATION: Activation
RANGE: 1' per cost point

DESCRIPTION: Similar to the Deflection Skill, Reflection allows the player to redirect an attack made on them back at the target or any other direction they choose. When purchased, a player needs to choose whether the reflection works for physical damage (bullets, mortars, etc.) or energy damage (lasers, explosions, electricity). From then on, whenever the character is stuck by that designated damage type, he/she may make an Opposed Skill Roll against the total value of the damage. If they succeed, they then make a free combat roll (either physical or ranged based on the original attack), this roll is not effected by any personal modifiers the reflecting character may have. If they hit successfully, the selected target is struck for the same amount of damage as was originally rolled. If the player fails the Opposed Roll, they take the full damage as normal. Using the Reflection Skill counts as an action, therefore, the character must have an action left in the round they are using it. This Skill costs one Endurance Point per use.

REINFORCED STRUCTURE

COST: 6 (+3 for each additional "R-level")
DURATION: Permanent

DESCRIPTION: The Transformer cartoons and comics are filled with tremendous crashes. Transformers often use their alternate moods to ram and collide with one another, in the heat of battle. Under the games usual rules, both parties involved in a collision take some form of damage. Purchasing this component allows the character to receive no damage when colliding with a non-reinforced character or structure. Yet, what if two reinforced characters have a collision? Or, what if a reinforced character crashes into a reinforced structure like a bank vault? Well, under this circumstance they would take damage as normal, unless they purchased extra levels of reinforcement (termed "R-Levels"). If one of the two objects/individuals is a least 1 R-level higher, he/she/it takes no damage. Any character or item with an R-Level of 3 or higher is immune to Knockback. For game purposes, individuals without this component have an R-Level of 0.

REPAIR SYSTEM

COST: 7 (per 1D4 Life Spark)
DURATION: Permanent

DESCRIPTION: Organic beings (especially humans) have body systems that repair and replace damaged cells. Unfortunately, most Transformers are not this lucky. Their damage is permanent unless it is fixed by a technician. However, some Transformers were designed with a component called a Repair System. A Repair System kicks in after a Transformer has left battle (or any other dangerous situation) and sends out hundreds of nano-machines to reconnect and repair the damaged parts. For the purpose of this game, when a character with this component leaves battle (at least 5 rounds later), they receive 1D4 (per 7 points of cost) of their Life Spark back as a result of the nano-machines' work. The amount they get back can never be more than their starting total. Another restriction is that, this component will only function so long as the character has at least 1 Endurance Point left. All humans are considered to have 1D4 of this Skill free (the GM may rule other organics to have this ability as well).

RESISTANCE

COST: 7
DURATION: Permanent

DESCRIPTION: A character with this component cannot be harmed by one particular type of energy, material, element, or force. The player must designate how this is manifested and what item they are resistant towards. This is most likely do to the properties of the material they were made out of, or a special coating that has been applied to their surface. This ability does not work against extreme versions of the element. For example, resistance to fire may not protect against being exposed to lava or a nuclear reaction. Optionally, the GM might reduce the damage done by the extremes because the player has this ability. It is suggested that players not be allowed to take resistance to lasers in general, but instead to specific types of lasers (photons, heat rays, light cannons, etc.), otherwise a large portion of the available weapons might not be effective against them.

RESURGENCE

COST: 5(per 1D4 Endur)
DURATION: Activated

DESCRIPTION: Some Transformers are fitted with reactor cells that continue to produce excess energy even while the character is

fully activated. These bots can use an action to shunt this extra energy, refilling Endurance Point pools without having to shutdown. To use this Skill, a player simply takes an action to make a Skill Test. If successful, the character's Endurance Points are raised by 1D4 for every 5 Skill Points put into the cost. This Skill will allow a character's Endurance Points to reach back up to their normal maximum, but not give them any temporary points. This Skill may be used as often as the character has actions to attempt it.

ROLL

COST: 2 **DURATION:**
Permanent

DESCRIPTION: This gives the character the ability to drive over land, including most terrains. The first purchase of this power automatically gives the player 5 Aptitude Points for their Piloting Aptitude. (subsequent purchases do not yield any bonus Aptitude Points). The speed at which the character moves, is determined by their Speed Score. Making difficult movements, and traveling over extreme terrain requires the use of a piloting Aptitude. Usually this movement does not allow a character to go directly side to side (only in a forwards or backwards direction).

SENSES, EXTRA-

COST: 3-5 per sense **DURATION:**
Activation

DESCRIPTION: Sensory components -such as radar, infrared, and sonar- are often installed in the most observant of Transformers. These sorts of devices allow the character to pick up on hidden and "cloaked" objects. Other sensory devices may allow for "X-ray" vision or other odd, clairvoyant-like perceptions. Ultimately the details, costs, Skills, and restrictions on these sensors are left up to the GM and Player's discretion. As a suggestion, senses that allow a player to look beyond/through obstructing barriers should have a range equal to 100' per point of cost.

SIMPLE CHANGE

COST: 5 **DURATION:**
Permanent

DESCRIPTION: Found in such innovative transform designs as the Battlechargers, Throttlebots, and Jumpstarters, this Skill allows a character to shift modes without Endurance cost. This is largely due to a series of springs and compression bars that have been engineered into the character to make Transformation less energy dependent. Specifically, a character can transform into this mode without spending the usual Endurance Point for the change. This Skill does not reduce the cost of transforming out of the mode (unless the next mode also has this Skill). Endurance expenditure may still be necessary, if he/she is changing into a mode with quantum space manipulation or other such effects. Any substance that may affect a Transformer's ability to change will not be as potent to a character with "simple change" (they would receive modifiers for any such rolls, etc.).

SONIC ATTACK

COST: 3 per 1D6 damage/Skill Die **DURATION:**
Activation
RANGE: 5' per cost point

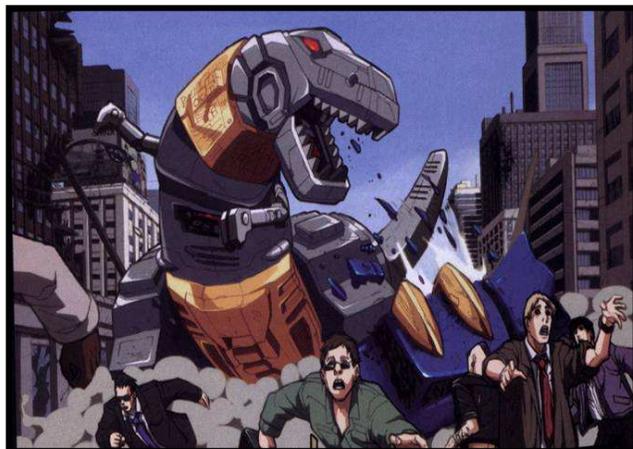
DESCRIPTION: With this ability, the Transformer is able to create powerful sonic waves. The waves are strong enough to damage targets, break through barriers, and leave listeners paralyzed in high-pitched chaos. As with other ranged attacks, the character

must roll successfully to hit their target with this ability (a ranged combat roll must be made). Once a target is struck, not only do they take damage from the force of this attack, but they, also, must make an Opposed Courage Roll vs. the player's Skill (and the total of the damage die), or be stunned by the frequency of the waves (lose 1 Action). Further, this ability may be used to break through certain obstacles. These barriers must be made of a brittle substance for this assault to work (glass, crystal, ceramic, etc.). To do this, the player makes a Skill Test, if the roll is successful (possibly with some modifiers added by the GM for the materials toughness), the material cracks. Using this ability costs the player one Endurance Point per attack.

SONIC MANIPULATION

COST: 5 **DURATION:**
Limited only by Endurance
RANGE: Self, or 3' per cost point
RADIUS: up to 4' per cost point

DESCRIPTION: This component gives the user the ability to either cancel out all sound waves in an area, or to create a mass of sound waves above which nothing can be heard. Which it does is up to the player's design (though one or the other must be selected). Canceling out all noise creates a area of silence, which can be used to enhance a character's stealth. The noise bombardment version of this component, can be used to create a diversion, or make it difficult for an individual in the area to do any activity that requires a high amount of concentration/focus (GM should assign penalties). Both versions make sound-based communication between individuals in the area impossible. Another option that has to be selected is whether the effects are centered around the character (thus as he/she moves the radius moves with them), or if the effect is produced in a specific location (requiring a base Ranged Combat Roll to hit). Whichever is selected, the player may choose to decrease the radius of the effect (by increments of 2') before he/she activates the power. When activated the power requires one Endurance Point per round to keep up. No more than one area can be affected at a time with this power, and the player is able to be affected by the power in the same manner as his/her targets.



SPECIAL PHYSICAL ATTACK

COST: 3 per 1D6 damage/Skill Die **DURATION:**
Activation
RANGE: Reach

DESCRIPTION: Found mostly in Transformers with a beast mode, this ability covers everything from a bull's horns, to a scorpion's tail. Whenever a Transformer has been designed with a special type of physical attack they should have this Skill. When purchased, the GM and player must decide whether the attack would be considered a Minor Physical Attack, Medium Physical or an Ultra Physical Attack (see Chart 2.2 and Chapter 6 for details). Whichever type of attack is selected, add the damage dice from this Ability to the regular damage dice for that attack (see Chart 2.2). Selecting which type of attack it is, will also determine which rules govern its use (if it is an Ultra Attack, it can only be used once per round and takes one action just to set up, etc.). It is important to note that this ability does not replace the character's regular physical attack, it is in addition to it. Thus, a player with a Ultra Special Attack, could choose to do just a normal Ultra Attack, if he/she so desired.

SWIM

COST: 2 **DURATION:**
Permanent

DESCRIPTION: This gives the character the ability to float across liquids. Purchasing this power automatically gives the player 5 Aptitude Points for their Piloting Aptitude. These points are only given for the first purchase. The player doesn't gain any extra points for buying this Ability in a second or third mode. The speed at which the character moves, is determined by their Speed Score. Making difficult movements, and traveling over incredibly rough waters requires the use of a piloting Aptitude. Usually this movement does not allow a character to go directly side to side (only in a forwards or backwards direction).

TARGETING SYSTEM

COST: 10, 20 **DURATION:**
Permanent

DESCRIPTION: With the help of an advanced targeting system, a character becomes much more effective in battle. The base version of this component (with a cost of 10 points) changes the Target Numbers for character's combat rolls from a 5 and 8 (for physical and ranged) to a 4 and 6. As usual, the Evasive Modifier is added on to these base Target Numbers. For 20 points, the numbers drop to a 3 and 4 (for physical and ranged respectively). This Skill can only be accessed in the mode it was purchased for.

TELEKINETIC FIELD

COST: 4 per
point of Strength **DURATION:**
Limited only by
Endurance
RANGE: 5' per
point of Strength

DESCRIPTION: This ability can be used to lift and move objects without making physical contact with them. For each point of Strength the power has, the cost goes up by 4. This Strength Score is used for all tests of the power. The scale of the power is always considered to be equal to the character's scale. Before an item can be moved, the player must make a ranged combat roll to get it "in their field." When a character wishes to pick something up that is close to his/her power's max, they must make a Strength Test based on the power's score. When using this field to make intricate moves with the object, the player must make a Skill Test. If the power is used to push or pull on an opponent, the opponent gets to make an Opposed Strength Roll vs. the power. If they fail, the power may move them effectively. Lastly, this power can be used in conjunction with a character's physical Strength (provided they have more than one action, and are touching the item). Doing this adds the two Strength Scores together for rolls, or adds their lifting maxes

together to determine a lifting limit. Players can alter the initial range of this Skill adding 5' for each additional Skill Point they put into it (beyond those necessary for the Strength Score). This power costs one Endurance Point per round to use.

TELEPORTATION

COST: 5 **DURATION:**
Activation
RANGE: 10' per
point of cost

DESCRIPTION: This ability allows the character to move instantly to another location (the character may take up to 1/2 their own weight with them). Basically, the character dematerializes and reappears in an alternate space. The places a character can teleport, are limited only by the character's sight (he/she has to have the location in sight, or have previously seen the area) and the power's range. To accomplish this move, the player must make a Skill Test. Failure means they re-materialize in a random area selected by the GM (most likely one that isn't very favorable). Success places the character in their target area just in time for their next action. A teleporting character may bring with them up to 1000 lbs of material (multiplied by their Size Scale). Any more than this amount will simply fall to the ground as the character moves. This weight may include animate or inanimate objects. A character's normal weapons and items (assigned during creation, etc.) do not count toward this limit. This power counts as an action to use, and costs the user one point of Endurance for each use.

THOUGHT TRANSMISSION

COST: 3,7 **DURATION:**
Activation
RANGE: 1 mile per
point of cost (+10
pts for unlimited)

DESCRIPTION: This component uses certain high frequency waves to transmit and receive coded messages between Transformers. This process works without any audible sound, or other outward indication. Because the wave signature of these components are so unique, it is unlikely that the transmission could even be picked up by specialized equipment without a lot of trial and error.

For 3 points of cost, a player can make these transmissions either to other Transformers who have this component, or to a group of pre-selected characters (up to one character per cost point). Which version the player chooses must be selected when the power is purchased, this is a either-or situation (but not both).

For 7 points of cost, a player may broadcast his/her ideas to any other Transformer they desire (or any machine capable of receiving 'wave' input).

Using this component counts as an action, but costs no Endurance. For 10 additional points, the transmission can be made across any distances. Even with this purchase, GM's should consider the time it takes for the thought to reach the intended character.

TRANSMETAL SHELL

COST: 10 **DURATION:**
Permanent

DESCRIPTION: Though this component has not yet been successfully replicated by either Autobot, or Decepticon technology, it remains a useful and highly sought after "upgrade". The creation of the "Transmetal Shell" occurred during the Beast Wars when an alien device released a massive unknown energy wave.

The wave turned biomechanical shells into a unique form of “living-metal.” This metal retained the properties of the biomechanical shell, in that, it protected against fluxes of energy (including the Energy Siphon power), but it also allowed the use of “technology” (advanced weapons, alternate movement modes, etc.) while in their beast mode. This “living metal”, also, holds the ability to repair itself (similar to a human body). Characters with this component gain 2 Endurance Points back every hour (instead of 1), plus 1 Life Spark (up to their max). Though in the current timeline of the Transformers, no one knows how to create this component, it is possible that in the future (or perhaps even buried currently in the depths of Cybertron) such technology would be available.



TRILITHIUM CONVERTER

COST: 7 per 1D4
Energon gain

DURATION:
Activation

DESCRIPTION: Because the availability of Energon has always been a limiting factor, some of the first generation Transformers were fitted with devices, such as the Trilithium Converter. This device allowed robots designed for long-range scouting and exploration (namely the Insecticons) to be able to pull Energon directly out of raw carbon based sources. This means the Transformer could “ingest” plants, animals, even some metals, and stones and break them down into usable Energon. After taking in substances for a full minute (5 rounds) a player would roll the dice for this power. The die total would be the amount of Endurance Points the character has “pulled” out of the material. They may temporarily store up to twice their usual max in Endurance Points. The points beyond their max are not replenished by natural means (shutting down, etc.). If not used by the end of an episode, the temporary points are lost (the character starts the next episode at their regular total). During their “eating” period, the character may not perform any other actions or else they forfeit this gain. Whether or not a material is suitable for the conversion is sheerly up to the GM, though carbon is one of the most abundant elements found throughout the universe. As a side note, it is suspected that the planet destroying monster, Unicron, was built with one of the most advanced forms of this component.

CHAPTER 4: THE WEAPONS GUIDE



Since the Great War, weapons have been important and useful tools in the fight for Cybertron's freedom. The Transformer Universe is filled with a great diversity of weapons to match its diversity of characters and transform-modes. The number of different types of weapons described in the comics, cartoons, and toy lines easily reaches the thousands; so what is presented in this chapter is just a handful to get you started. In fact, it is recommended that the GM read through the weapon list and allow players to create their own style of weaponry (with stats based off the pre-generated ones) to match their unique characters.

WEAPONS CHART

The chart below is used to figure out a character's starting Firepower Points, and their general weapon arrangement.

Chart 4.1: Weapons Chart

Firepower Score	# of FPP	Max # of Weapons
1	4	1
2	6	1
3	8	2
4	10	2
5	12	3
6	14	3
7	16	4
8	18	4
9	20	6
10	25	8
11*	35	15
12*	50	25
13*	75	50

* These scores are beyond the character

of FPP-

When first created, a character's weapons are purchased with Firepower Points (FPP). These points are derived from the character's Attribute using the chart above. All unspent FPP are converted (one for one) into Episode Points to be used later in the game.

Max # of Weapons-

It takes a considerable amount of firepower to fuel the blasts for a large number of weapons. Therefore, a character's Firepower Score limits the number of weapons a character can carry/use at any given time. This max applies only to the character's "permanent weapons." If during the game the

character picks up and uses an alternate weapon, this is allowed. Still, the character may not keep the weapon (past the episode) unless he/she purchases it as one of his/her character's available weapons. Not all weapons must be selected during the creation process. Many players will prefer to purchase just a few medium grade weapons instead of trying to fill up the character's "slots" with many smaller, weaker weapons. Once a character has added a weapon, it remains with them as long as they are "activated" (even if the weapon is lost during an episode, they will begin the next episode with an exact replacement unless the GM says otherwise). Some characters may carry more than their max due to certain Skill purchases.

TYPES OF WEAPONS

There are three types of weapons being described below: Ranged Weapons, Melee Weapons, and Special Weapons.

Ranged weapons are considered to fire some form of projectile (lasers, slugs, force beams, etc.). These guns use the ranged combat rolls. All shots must be within their "effective range" to hit the target. When a 1 is rolled on the combat dice, the weapon is considered to have jammed, or ran out of energy. To correct this problem, the player must make a successful Firepower Test (counting as an action). This rule is meant to simulate the surreal combat sequences presented in the comics and cartoons, where ammo never seems to be a true limiting factor until a dramatic moment. Without a successful Firepower Test, the weapon is virtually useless.

Melee weapons include any weapon that is swung or struck at the opponent. Unlike ranged weapons, these instruments never become jammed or "out of ammo." In fact, the only draw back to melee weapons is that they can only be used in very close range, and they tend to do less damage (though they still do Endurance damage unlike unarmed attacks). When looking at the melee weapon damage, keep in mind that this damage is in combination with the damage for the character's minor physical attack (this concept is described later in Chapter 6). This means that a character with a 1D6 minor attack, could use a 1D4 magna-mace to do up to 10 points of damage (and up to 2 Endurance damage).

The special weapon class covers all of the oddball weapons that have effects outside of the

usual damage. A simple example of this class of weapon would be the Null-Ray. The Null-Ray does damage directly to an Opponent's Endurance Points (thus making them very effective at knocking an opponent out). Special weapons may be ranged or melee in nature. Whichever they are, they fit into this class for all rules not specifically commented on in their write-ups.

to the cost of a weapon before those that reduce its cost.

Range-

The number given in the range box is the weapon's effective range. Effective range gives you the greatest distance the weapon can be fired while engaged in combat. This limit is imposed because combat between Transformers is so intense and fast

paced, that the characters don't have time to steady a long range shot like they could if they were at target practice.

Outside of combat, the weapon's maximum range is twice its effective range (with some exceptions). A weapon can be fired at its maximum range (two times the range given in the description) only when the target is standing still, and is unaware of the character's presence. Even with these conditions, the difficulty to hit the target is

Chart 4.2: Weapons List

Scale .1	Friction Rifle	Ion Pulse Rifle	Impact Wave Generator
Electric Taser	Laser Rifle	Laser Cannon	Light Cannon
Flamer	Mortar Cannon	Lightning Thrower	Magnetic Rail Gun
Ion Rifle	Nega Gun	Medium Grade Explosive	Mortar Turret
Laser Pistol	Neutron Rifle	Missiles	Plasma Blaster
Machine Gun	Particle Beam Rifle	Napalm	Scale 3
Mortar Launcher	Photon Pistol	Nega Cannon	Ballistic Missile
Small Explosive	Scatter Blaster	Null Ray	Cyclone Gun
Small Melee Weapons	Thermal Beam Projector	Photon Rifle	Giant-Sized Blunt-Melee Weapon
Scale .25	Torque Rifle	Plasma Pistol	Giant-Sized Edged-Melee Weapon
Acetylene Pistol	Vaporator	Plasma Sphere Shooter	Weapon
Electric Overload Gun	Scale 1	Rocket-Dart Rifle	Gamma Ray Blaster
Heavy Machine Gun	Acid-Pellet Gun	Sustained Fire Slag-Thrower	High-Explosive
Laser Blasters	A/D/S/W Cannon	Thrower	Multiple Missile-System
Missiles	Blunt Melee Weapons	Scale 2	Fusion Cannon
Proton Dart Rifle	Bombardment Crossbow	Atom-Smasher Cannon	Particle Beam Cannon
Subsonic Cannon	Cluster Bombs	Concussion Blaster-Cannon	Solar Energy Beam Rifle
Standard Melee Weapons	Disintegration Ray	Disrupter Beam Rifle	Stress Fracture-Cannon
Scale .5	Edged Melee Weapons	Electro Scrambler	Scale 4
Blunt Melee Weapons	Electric Shock Blaster	Energ Weapons	Antimatter Projector
Concussion Blaster Rifle	Electrostatic Discharge-Rifle	Fusion Gun	MASER Cannon
Disrupter Ray	Grenade Launcher	High Energy Laser Cannon	Nuclear Weapons
Edged Melee Weapons	Gyro Gun		X-Ray Laser Cannon

THE WRITE-UPS

Below are the write-ups for the weapons.

The write-ups are broken down into groupings based on their minimum scale requirements. Each write-up has 5 sections.

Scale Min. -

The scale minimum section tells you what scale a character has to be to use the weapon. Larger characters may carry smaller scale weapons, but not vice versa (without the proper Skills, Components, and Implements).

FPP Cost-

The cost section tells you what the base FPP cost is for each weapon. The cost may be modified by the weapon's placement and integration (See below). The words 'total cost' refer to the weapon's price after changes due to placement and integration. To simplify things, always perform operations that add

increased by 2 (up to a 20). Some weapons (like rifles) have larger ranges than others.

Melee weapons can only be used on targets standing near the player (within "reach"), exact range limits on these are left to the discretion of the GM and player (the character's height plus the weapon's length is the suggested range).

Radius-

Some weapons create damage in a radius. The first distance measures the center of the hit, and corresponds to the first damage listing. Each radius after that measures farther out from the center and corresponds to next damage rating. If radius effect weapon misses, the GM should consult the scatter diagram in Chapter 6. Players may use a radius of effect weapon to target an area near their opponent instead of the opponent him/herself. Doing so reduces gives them a -3 modifier to the ranged combat roll, but automatically reduces the damage of

the weapon by $\frac{1}{2}$ (for smaller characters this is converted to "Knockback", but larger characters simple are unaffected).

Thrown Weapons-

If a weapon can be thrown, the effective range becomes 50 times the character's Strength Score and Size Scale in feet (50 ft. x Strength x Scale = Effective Range).

Damage-

The damage section tells the number and type of die used for the weapon's damage. Whenever a character rolls the highest number on a damage die, he/she inflicts 1 point of Endurance damage in addition to their regular wounds. Because some weapons do multiple dies of damage (4D4 for example), players may do more than 1 point of Endurance damage (in this case up to 4 points, one for each die). Some damage sections will be starred. This means, that the damage is applied in a special way. For these write-ups it is necessary to read the weapon's description to get the full details on its damage.

Description-

The last section on the write-up, is the weapon's description. The description describes what sort of energy the weapon uses and may go into more detail on certain parts of the write-up (like range or damage, etc.). The weapons description may become important when trying to circumvent different types of Skills, Components, and Implements.

FPP TOTAL COST MODIFIERS

The total cost of a weapon maybe altered by the following factors, but all weapons have a minimum cost of 1 point regardless of any modifiers.

Activated-

This disadvantage requires a character to spend one action "activating" his/her weapon before being able to use it the first time in a battle. This might resemble a weapon morphing from some part of the character's extremity, having to be pulled from a inner compartment, or just simply being "powered-up." On top of using up one of the character's actions, activating a weapon cost the character an Endurance Point. Weapons hampered by this modifier can be purchased with -3 FPP to their cost (minimum of 1 FPP).

Armor Piercing-

At an additional 6 points of cost, any physical weapon (be it melee or slug-style projectile) can be made "armor-piercing." This style of weapon surpasses any armor purchased in the Skill section. The general effect is that the damage is done as it would be, had the target not had any armor. Again, this option can only be taken on physical weapons (not lasers, plasma spheres, etc.).

Combination-

Some weapons in the Transformer Universe are designed to have multiple functions (laser rifle/grenade launcher). This dual-purpose feature is called a "combination." Any two weapons can be combined. When a weapon is combined, a player must spend one action switching it to the mode they wish to use (and one action to switch it back). If either weapon in the combination rolls a jam/ammo shortage, the entire weapon is debunked until a Firepower Test is made (unless it was a combination of a ranged and melee weapon). The advantage to combining weapons is that each weapon cost drops by 2 FPP (with a minimum cost of 1 FPP). Only two weapons can be placed into a single combination and both weapons count toward the character's maximum number of weapons.

Extended Range-

By paying twice the final cost of a weapon (after mode availability has been accounted for), a player may double its usual range (both in and out of combat). This modification covers adjustments done to a weapon to give it better trajectory, and longer range. Players may only add this modification to a weapon once (you cannot 'double' a doubled range).

Integration-

When using their weapons, a player may only use a number of weapons equal to his/her number of "hands"; that is, unless the weapons are integrated. An integrated weapon, is a weapon that is attached or built into the character in such a way as to free-up their hands (a design popular among the Decepticon jets). An integrated weapon never has to be "drawn", nor is it likely to be knocked away in combat. Each character receives one free "integration" per Size Scale (though they are not required to use it). This means that Scale 2 Transformers receive 2 free integrations, while

scales less than 1 do not receive free integrations. Extra integrated-weapons may be purchased for +2 FPP. Weapons that are combined or linked on top of being integrated, cost 2 extra FPP for EACH weapon involved (even if placed in a "free" integration). Any weapon built into a vehicle (so as not to be easily removable) must be purchased with the "integrated" modifier. A weapon that is integrated may still be detached, disconnected, or taken away by opponents as the GM sees fit. At the player's desire, an integrated weapon may, also, be integrated in one mode, but 'loose' in another.

Linked Fire-

Similar to the combination feature, this option is actually an advantage. When purchasing any two standard weapons with equivalent ranges, a player may choose to link them. Linked weapons count as a single device but fill up two of the player's weapon "slots". After being purchased, the weapons function as a single entity. One ranged combat roll is made; if a hit is scored, both damages are rolled. If a 1 is rolled, both weapons are out of order (and one Firepower Test must be made to clear them). Over all, this is a way to increase the damage of a single attack. To add linked fire to weapons, their initial cost is multiplied by 1.5 (each). No more than two weapons can ever be linked by a player. Once "linked", a weapon can never be "unlinked". Since 'linked' weapons already behave similar to 'combined' weapons, no 'linked' weapon can be given the 'combined' weapon modifier. Lastly, any special effect produced by a weapon (cumulative bonuses to damage, extra Endurance damage, knockdowns, etc.) is not affected by the linking, even if linked with the same weapon type (simply use the effect once per shot). Weapons that cause only Endurance damage CANNOT be linked.

Missile Options-

Aside from the armor-piercing option above, missiles may be given the following options at an additional cost:

For 2 points, the missile can be heat-seeking, which cancels out any non-speed/size based Evasive Modifiers (ignoring lighting, cover, camouflage, Skills, etc.). These missiles can still be tricked in the usual ways (decoy flare, heat dampers, etc.).

At a cost of 4 points, the missiles can have "smart-bomb" technology. Smart bomb technology allows a missile that has missed its target to continue to track the target; re-rolling the combat roll each round. After 4 rounds in this chase, the missile's fuel is considered spent, and it becomes inactive, dropping to the ground (disarmed). Due to intensity of each missile's computer directed feed, only one smart-missile can be "active" at a time (from a given launcher). A character must spend an action firing the missile at the target, but the combat rolls that proceed the first miss are considered free actions for the character. Using one action, the player may switch this option off, turning his missiles into regular projectiles (they then function like normal). Switching the system off while a missile is in flight causes the missile to fall to the ground unarmed.

Mode Availability-

Some Transformers only have access to certain weapons in certain modes (tanks tend to be a good example). Weapons that are placed in this fashion still count toward the player's maximum number of weapons; yet they can be purchased at a reduced FPP cost. A weapon that can only be used in one mode may be purchased at 50% of its total cost (rounded up). A weapon that can be used in a few modes but not all (for Triple changers, etc.) may be purchased at 75% of its total cost (rounded up). A character must have multiple modes to take advantage of this modifier (characters with only one mode may not take this limitation)

WEAPONS LIST

ELECTRIC TASER

SCALE MIN: .1 **FPP COST:** 4
RANGE: 20' **DAMAGE:** 1D2*

DESCRIPTION: *The electric taser is great for temporarily putting a target out of commission. The damage done by this device goes straight to the target's Endurance. Low powered robots stand a chance of being knocked out with even a single hit from this tiny weapon.*

FLAMER

SCALE MIN: .1 **FPP COST:** 2
RANGE: 50' **DAMAGE:** 1D2*

DESCRIPTION: *Napalm has been a weapon of war for thousands of years. This weapon shoots and ignites a stream of nitroglycerin-gel. This powerful burst of flame automatically draws out 2 points of Endurance from oxygen breathing life-forms because it literally burns away the air. On top of this, when using this weapon around*

flammable substances, the player may take advantage of the “instantaneous combustion” rule (explained in Chapter 6).

ION RIFLE

SCALE MIN: .1 **FPP COST:** 3
RANGE: 250' **DAMAGE:** 1D4

DESCRIPTION: Though shorter-range than a laser, this dense beam of ionized energy has just as effective heat emission with better penetration.

LASER PISTOL

SCALE MIN: .1 **FPP COST:** 1
RANGE: 75' **DAMAGE:** 1D2

DESCRIPTION: A standard weapon of the future; these devices emit a dense red-hot pulse of light singeing even some of the toughest metal.

MACHINE GUN

SCALE MIN: .1 **FPP COST:** 2
RANGE: 150' **DAMAGE:** 1D4

DESCRIPTION: The machine gun is an old Earth standard. While not very damaging (to a Transformer) at this scale, they have been known to jam a transforming cog from time to time.

MORTAR LAUNCHER

SCALE MIN: .1 **FPP COST:** 2
RANGE: 100' **DAMAGE:** 1D4

DESCRIPTION: A tight-barreled assault weapon, the mortar launcher fires magnetically-propelled incinerary mortars, known for their ability to turn metal into slag, one hit at a time.

SMALL EXPLOSIVE

SCALE MIN: .1 **FPP COST:** 3
RADIUS: 5'-10'-15' **DAMAGE:** 1D6/
1D4/1D2

DESCRIPTION: A small explosive may include anything from a grenade to a stick of dynamite. When a character purchases this weapon they should clarify on what type of explosive they are using (incase it becomes important during game play). The explosive may be dropped or thrown. For the explosive to land at its destination the player must make a ranged combat roll. If the roll is missed, the placement of the explosive is determined by the “scatter diagram” given in Chapter 6. When the explosion occurs, there are three rings of damage. The first ring is almost dead center of the explosion (5'); this causes the most damage (1D4). The next ring stretches from that point out to 10' doing 1D2 points of damage. Anyone caught between this area and 15' out receives but a single point of damage. On top of this, when using this weapon around flammable substances, the player may take advantage of the “instantaneous combustion” rule (explained in Chapter 6).

SMALL MELEE WEAPONS

SCALE MIN: .1 **FPP COST:** 1
RANGE: reach **DAMAGE:** 1D2

DESCRIPTION: At this size scale all regular melee weapons have about the same damage effect. While this damage might not seem all that great, it does effectively double some character's physical damage.

ACETYLENE PISTOL

SCALE MIN: .25 **FPP COST:** 4
RANGE: 5"/100' **DAMAGE:** 1D12*/
1D4

DESCRIPTION: Not much more than a high temperature heat beam, this weapon is truly effective against metal. When used within a few inches of a metal surface, its damage rating becomes a 1D12, otherwise it can create a beam of solid blue heat over 100' long for 1D4 points of damage.

ELECTRON OVERLOAD GUN

SCALE MIN: .25 **FPP COST:** 5
RANGE: 150' **DAMAGE:** 1D4*

DESCRIPTION: Actually ionizing the air between it and its target, this weapon ejects a high-powered high-frequency blast of electricity. This weapon is special in the way that it causes Endurance damage. If the damage rolled is greater than the target's remaining Endurance Points, the target is “shorted out” (unable to act for 1D4 rounds), after which they reactivate with 1 Endurance Point. If the damage is not higher, (even if a 4 was rolled) no Endurance damage is done. An electron overload gun deals damage to Life Spark in the usual fashion. This weapon can only be used against non-biological life forms (nor can it pass through organic barriers).

HEAVY MACHINE GUN

SCALE MIN: .25 **FPP COST:** 4
RANGE: 300' **DAMAGE:** 2D4

DESCRIPTION: Much higher caliber than the .1 scale version, this heavy weapon (by human perspective) has a 2 die damage. This damage can cause sudden Energon loss as the target is riveted with slugs of metal.



LASER BLASTER

SCALE MIN: .25 **FPP COST:** 3
RANGE: 400' **DAMAGE:** 1D6

DESCRIPTION: An upgrade (in power and spectrum type) from the smaller laser blaster, this weapon works, for all practical purposes, the same way.

MISSILES

SCALE MIN: .25 **FPP COST:** 5
RANGE: 300' **DAMAGE:**
RADIUS: 5'-10'-15' 1D8/1D6/1D4

DESCRIPTION: Coming in a wide variety of types and functions (air-to-land, side-winders, fragment, high-explosive), these weapons have very similar statistics. When a character fires a missile and misses, the GM should consult the scatter diagram to determine where the missile exploded (shown in Chapter 6). On top of this, when using this weapon around flammable substances, the player may take advantage of the "instantaneous combustion" rule (explained in Chapter 6).

PROTON DART RIFLE

SCALE MIN: .25 **FPP COST:** 4
RANGE: 900' **DAMAGE:** 1D8

DESCRIPTION: Firing miniature proton-charged darts, this gun is known for its use among assassin-drones. The darts hit, releasing a tremendous spasm of energy in a pinpointed area. The firing of the dart and the discharge of its energy are nearly-silent, making it a great weapon for secret forces.

SUBSONIC CANNON

SCALE MIN: .25 **FPP COST:** 3
RANGE: 250' **DAMAGE:** 1D6

DESCRIPTION: The sonic cannon fires quick bursts of 300-decibel sound waves, capable of blowing small objects 10' into the air.

STANDARD MELEE WEAPONS

SCALE MIN: .25 **FPP COST:** 2
RANGE: reach **DAMAGE:** 1D4

DESCRIPTION: At this size scale all regular melee weapons have about the same damage effect.

BLUNT MELEE WEAPONS

SCALE MIN: .5 **FPP COST:** 1
RANGE: reach **DAMAGE:** 1D4

DESCRIPTION: Weapons such as clubs, war hammers, and flails are covered by this category. Usually, the larger versions of these weapons are integrated with high-tech features such as: shock fields, micro-vibrators, concussion chambers, etc. These "added features" help explain the greater damage variation, and help give the weapon a more "futuristic" feel.

CONCUSSION BLASTER RIFLE

SCALE MIN: .5 **FPP COST:** 6
RANGE: 350' **DAMAGE:** 1D12

DESCRIPTION: A concussion blaster throws explosive capsules of energy that explode on impact.

DISRUPTER RAY

SCALE MIN: .5 **FPP COST:** 6
RANGE: 150' **DAMAGE:** 1-3*

DESCRIPTION: This ray sends out energy dampening waves that can short out a Transformer's energy reserves. The weapon does not do any "real" damage (Life Spark) to the target instead, it is applied directly to the target's Endurance Points. A 1D6 damage

die is rolled. A roll of 1-3, is subtracted from the target's Endurance Points. A roll of 4-6, results in no damage what-so-ever.

EDGED MELEE WEAPONS

SCALE MIN: .5 **FPP COST:** 3
RANGE: reach **DAMAGE:** 1D6

DESCRIPTION: Weapons such as swords, spears, and axes are covered by this category. Usually, the larger versions of these weapons are integrated with high-tech features such as: laser edges, micro-vibrators, concussion chambers, etc. These "added features" help explain the greater damage variation, and help give the weapon a more "futuristic" feel.

FRICTION RIFLE

SCALE MIN: .5 **FPP COST:** 5
RANGE: 300' **DAMAGE:** 1D10

DESCRIPTION: Also known as a molecular acceleration beam, this weapon uses the targets own molecules to do damage. Essentially the beam adds to the kinetic energy of the target sending molecules off as "free radicals."

LASER RIFLE

SCALE MIN: .5 **FPP COST:** 4
RANGE: 500' **DAMAGE:** 1D8

DESCRIPTION: Maintaining the density of the scale .25 laser blaster, this rifle shoots a much wider beam. While this weapon is still very compact, the energy load required for its operation makes it unsuitable for most smaller scale robots.

MORTAR CANNON

SCALE MIN: .5 **FPP COST:** 4
RANGE: 400' **DAMAGE:** 1D8

DESCRIPTION: A larger version of the Mortar Launcher. It, also, fires magnetically-propelled incinerary mortars, known for their ability to melt through the toughest armored walls.

NEGA GUN

SCALE MIN: .5 **FPP COST:** 4
RANGE: 200' **DAMAGE:** 1D8*

DESCRIPTION: The nega gun actually changes the polarity of sub atomic structures destroying the bonds that hold molecules together. When an object is destroyed with this weapon, it instantly crumbles to a fine dust (no deactivation state).

NEUTRON RIFLE

SCALE MIN: .5 **FPP COST:** 6
RANGE: 400' **DAMAGE:** 2D6

DESCRIPTION: This weapon shoots packets of neutrons at 200 rounds per second, a frequency that often shorts out defenses and scores through plating like a high-powered sandblaster.

PARTICLE BEAM RIFLE

SCALE MIN: .5 **FPP COST:** 6
RANGE: 2000' **DAMAGE:** 1D12

DESCRIPTION: This weapon uses a devastating beam of accelerated sub-atomic particles to deal massive damage to its target.

PHOTON PISTOL

SCALE MIN: .5 **FPP COST:** 8
RANGE: 800' **DAMAGE:** 3D4

DESCRIPTION: Using a low-emission photon beam, this is, perhaps, one of the most accurate weapons developed by Cybertronian Technology. It gives up overall power feed for long-range exactness. It is perfect for those who like to keep their targets at a distance.

SCATTER BLASTER

SCALE MIN: .5 **FPP COST:** 6
RANGE: 250' **DAMAGE:** 3D4

DESCRIPTION: The Cybertron equivalent of a shotgun, this weapon blasters forth a volley of explosive balls meant to quickly take down an opponent without killing them outright.

THERMAL BEAM PROJECTOR

SCALE MIN: .5 **FPP COST:** 5
RANGE: 1200' **DAMAGE:** 1D10

DESCRIPTION: Similar in effect to a laser, this weapon bypasses the use of dense light, but instead uses a salvo of mixed amplitude heat waves. The waves work off the principle of convection allowing them a greater penetration through even the most miniscule opening in armor.

TORQUE RIFLE

SCALE MIN: .5 **FPP COST:** 7
RANGE: 380' **DAMAGE:** 1D10*

DESCRIPTION: A torque rifle exerts a beam of 80,000 psi of rotational force, using this instant pressure to drill into the target. Any target hit by this weapon must make a Skill Test to stay standing (free action).

VAPORATOR

SCALE MIN: .5 **FPP COST:** 5
RANGE: 100' **DAMAGE:** 1D4*

DESCRIPTION: Vaporators shoot mists of corrosive oxidizing chemicals. These chemicals cause damage to the target by eating through its external coverings a little at a time. Each time a single target is struck during combat, after the first, the chemicals do an additional point of damage (+1). This simulates the mist eating farther and farther into the Transformer. This effect lasts only for that combat encounter (a target that was struck in a previous combat experience begins by taking the base 1D4 in the new combat encounter.) No matter how many times the target has been hit, the bonus number cannot be greater than +10. This weapon does no Endurance damage.

ACID-PELLET GUN

SCALE MIN: 1 **FPP COST:** 30
RANGE: 180' **DAMAGE:** 1D4*

DESCRIPTION: The acid-pellets propelled from this gun explode on their target eating it way. When the damage is rolled, the first time, the result not only goes against the target's Life Spark, but it is used to determine how many rounds the acid's residue will remain active (3 points of damage on the first roll, results in 3 more rounds of residue damage). For every round the residue is active, the player re-rolls the damage die applying it to the target's Life Spark. Thus, this weapon has the potential to do up to 16 points of

damage with one hit. No matter how many hits the target takes, the residue will only cause 1D4 damage per round (though the number of rounds it remains active may increase). Once struck, the opponent has no way of stopping the residue damage, short of diving into water or making some-sort of Chemistry Aptitude Test (with the proper supplies). In addition, when this weapon is used against targets with armor, the armor score is only applied to the first round of damage. Further, this hole in the target's armor may be exploited by other attacks with a 'Called Shot' (+2 to EM). This weapon does not take away any Endurance Points from the target, it deals only Life Spark Damage.

AIR/DUST/SOUND/WATER CANNON

SCALE MIN: 1 **FPP COST:** 6
RANGE: 650 **DAMAGE:** 2D6

DESCRIPTION: Though similar in the amount of damage and range, these three weapons vary in the type of "matter" they use as their base. Water cannons shoot ultra high-pressure streams of water capable of cutting through most metal. The dust cannon acts as an super-pressurized version of a sand blaster, scouring the enemy with a dense beam of small, rough particles. Air compressor cannons eject a tightly compressed pocket of air that hits its target like a giant invisible fist. Last, sonic cannons have virtually the same effect as the air ones, but they use high frequency sound waves to produce it.

BLUNT MELEE WEAPONS

SCALE MIN: 1 **FPP COST:** 3
RANGE: reach **DAMAGE:** 1D6

DESCRIPTION: Weapons such as clubs, war hammers, and flails are covered by this category. Usually, the larger versions of these weapons are integrated with high-tech features such as: shock fields, micro-vibrators, concussion chambers, etc. These "added features" help explain the greater damage variation, and help give the weapon a more "futuristic" feel.

BOMBARDMENT CROSSBOW

SCALE MIN: 1 **FPP COST:** 5
RANGE: 500' **DAMAGE:** 1D10

DESCRIPTION: An old favorite back on Cybertron, this version of a crossbow is wonderfully mechanized (having a clip of bolts similar to an Earth rifle), and highly accurate. The bolts, themselves, are packed with a minor explosive (and shrapnel).

CLUSTER BOMBS

SCALE MIN: 1 **FPP COST:** 12
RADIUS: 25' **DAMAGE:** 5D4

DESCRIPTION: Though they must be dropped from above the target (still requiring a ranged combat roll) these air-strike weapons can level a building or scrap entire groups of enemy robots. Essentially, a cluster bomb is a packet of thousands of smaller explosives that disperse once the bomb gets within a few feet of its target. On top of this, when using this weapon around flammable substances, the player may take advantage of the "instantaneous combustion" rule (explained in Chapter 6).

DISINTEGRATOR RAY

SCALE MIN: 1 **FPP COST:** 9
RANGE: 800' **DAMAGE:** 2D8*

DESCRIPTION: A very powerful weapon, this ray is known for its ability to totally annihilate targets (leaving less than cinderling

fragments where they once stood). A character 'deactivated' by this weapon is automatically considered 'destroyed'.

EDGED MELEE WEAPONS

SCALE MIN: 1 **FPP COST:** 4
RANGE: reach **DAMAGE:** 1D8

DESCRIPTION: Weapons such as swords, spears, and axes are covered by this category. Usually, the larger versions of these weapons are integrated with high-tech features such as: laser edges, micro-vibrators, concussion chambers, etc. These "added features" help explain the greater damage variation, and help give the weapon a more "futuristic" feel.

ELECTRON SHOCK BLASTER

SCALE MIN: 1 **FPP COST:** 5
RANGE: 750' **DAMAGE:** 1D12

DESCRIPTION: This weapon projects an electric stream nearing 20,000 volts of energy.

ELECTROSTATIC DISCHARGE RIFLE

SCALE MIN: 1 **FPP COST:** 10
RANGE: 400' **DAMAGE:** 1D12*

DESCRIPTION: Electrostatic discharge rifles shoot a barrage of static energy that disperses itself upon the target making its damage wide spread. Anytime a 10 or greater is rolled on the damage die, the die may be re-rolled, as the current of energy continues to flow across the opponent.

GRENADE LAUNCHER

SCALE MIN: 1 **FPP COST:** 8
RANGE: 980' **DAMAGE:** 3D4/2D4/1D4
RADIUS: 10'-20'-30'

DESCRIPTION: Comparable to missiles, grenade launchers have shorter range, but a larger radius of explosion. As with most explosives, misses are placed based on the scatter diagram. When using this weapon around flammable substances, the player may take advantage of the "instantaneous combustion" rule (explained in Chapter 6).

GYRO GUN

SCALE MIN: 1 **FPP COST:** 8
RANGE: 350' **DAMAGE:** 2D8*

DESCRIPTION: This weapon's beam works on a frequency that specifically overloads a Transformer's gyro mechanism (it does no damage to organic beings, nor can it pass through organic barriers). The overload causes 2D8 worth of damage to their internal mechanisms. Further, any target hit by this weapon must make a Skill test to remain standing (not counting toward their actions).

ION PULSE RIFLE

SCALE MIN: 1 **FPP COST:** 8
RANGE: 650' **DAMAGE:** 4D4

DESCRIPTION: Not too much different from the regular ion rifle, this version has a wider beam, and sports a .02 second recoil, sending several pulses of ionic energy in each blast.

LASER BLASTER

SCALE MIN: 1 **FPP COST:** 5
RANGE: 1000' **DAMAGE:** 1D10

DESCRIPTION: This laser weapon shoots a pulsating wider burst of dense heat energy. The extended size of this gun's barrel gives it the added distance not seen in the smaller scale laser components.

LIGHTNING THROWER

SCALE MIN: 1 **FPP COST:** 8
RANGE: 800' **DAMAGE:** 2D8

DESCRIPTION: Though somewhat large and awkward to most Transformers, a lightning thrower packs a very solid punch. The thrower dissipates a high-amperage charge of electricity looking like a slivery bolt of lightning.

MEDIUM-GRADE EXPLOSIVE

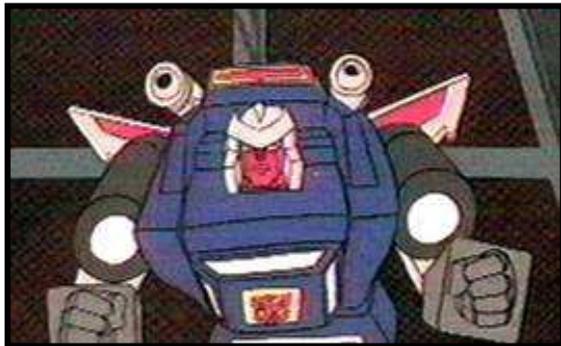
SCALE MIN: 1 **FPP COST:** 10
RADIUS: 10'-30'-50' **DAMAGE:** 4D4/3D4/1D4

DESCRIPTION: This grade of explosive is quite a bit more powerful than the smaller one. This grade includes explosives powerful enough to be used for demolition purposes. Throwing explosives requires a ranged combat roll. Misses are placed by the scatter diagram.

MISSILES

SCALE MIN: 1 **FPP COST:** 8
RANGE: 3000' **DAMAGE:** 3D4/2D4/1D4
RADIUS: 5'-15'-30'

DESCRIPTION: Usually carrying a heavier weight of explosive than the .25 scale version, these projectile explosives can take down whole groups of enemies in a single advance. When a character fires a missile and misses, the GM should consult the scatter diagram to determine where the missile exploded (shown in Chapter 6). On top of this, when using this weapon around flammable substances, the player may take advantage of the "instantaneous combustion" rule (explained in Chapter 6).



NAPALM

SCALE MIN: 1 **FPP COST:** 8
RANGE: 240' **DAMAGE:** 2D8*

DESCRIPTION: This powerful burst of flame automatically draws out 4 points of Endurance from oxygen breathing life forms because it literally burns away the air. As expected, this weapon can take

advantage of the “instantaneous combustion” rule (explained in Chapter 6) when used near flammable items.

NEGA CANNON

SCALE MIN: 1 **FPP COST:** 20
RANGE: 500' **DAMAGE:** 2D10*

DESCRIPTION: The cannon version of this weapon works similar to the gun, save for it shoots a blast twice as large and three times as dense. Like the smaller version, when an object is destroyed with this weapon, it instantly crumbles to a fine dust.

NULL RAY

SCALE MIN: 1 **FPP COST:** 12
RANGE: 450' **DAMAGE:** 1D6*

DESCRIPTION: The damage of a null ray goes straight to the target's Endurance Points. While this weapon can do no long-term harm, it is very effective at subduing the enemy.

PHOTON RIFLE

SCALE MIN: 1 **FPP COST:** 7
RANGE: 4500' **DAMAGE:** 1D12

DESCRIPTION: This low-emission laser is perhaps one of the most accurate weapons developed by Cybertronian Technology. It gives up overall power feed for long-range exactness. During the great wars it became an important infantry weapon, allowing the out-matched Autobots to fight from a safe distance.

PLASMA PISTOL

SCALE MIN: 1 **FPP COST:** 9
RANGE: 570' **DAMAGE:** 3D6

DESCRIPTION: Using atomically charged plasma gas, this weapon manifests fierce hailstorm of energy.

PLASMA SPHERE SHOOTER

SCALE MIN: 1 **FPP COST:** 10
RANGE: 400' **DAMAGE:** 1D20

DESCRIPTION: This weapon releases carbon emulsified spheres of plasma that erupt burning their atomic energies across whatever is struck. All together, it is not a precise, nor accurate weapon; but a good trade-off for those seeking brute destruction.

ROCKET-DART RIFLE

SCALE MIN: 1 **FPP COST:** 8
RANGE: 5000' **DAMAGE:** 2D8

DESCRIPTION: This firearm discharges a self-propelled mortar with a near-armor piercing velocity. Though the dart, itself, is small, it has been know to hit with such impact as to travel completely through a Transformer.

SUSTAINED FIRE SLAG-THROWER

SCALE MIN: 1 **FPP COST:** 11
RANGE: 500' **DAMAGE:** 5D4

DESCRIPTION: Similar to a military grade high-caliber machine gun, this weapon shoots foot-long metal slugs at a rate of 200 slugs per minute. This weapon is extremely effective at tearing up a Transformer's joints and jamming hiss/her transforming sequence (as simulated by the loss of Endurance Points).

ATOM-SMASHER CANNON

SCALE MIN: 2 **FPP COST:** 15
RANGE: 500' **DAMAGE:** 5D6

DESCRIPTION: This weapon shoots a convex beam of radical protons that can shred the densest of materials.

CONCUSSION BLASTER CANNON

SCALE MIN: 2 **FPP COST:** 12
RANGE: 900' **DAMAGE:** 2D12

DESCRIPTION: A concussion blaster cannon throws mortar-sized capsules of volatile gas, which ignite on impact doubling the projectile's kinetic force.

DISRUPTER BEAM RIFLE

SCALE MIN: 2 **FPP COST:** 12
RANGE: 520' **DAMAGE:** 2-8*

DESCRIPTION: This weapon sends out energy dampening waves that can short out a Transformer's energy reserves. The weapon does not do any Life Spark damage to the target instead, it is applied directly to the target's Endurance Points. A 2D8 damage die is rolled. A roll totaling 2-8, is subtracted from the target's Endurance Points. A roll totaling 7-16, results in no damage whatsoever.

ELECTRO SCRAMBLER

SCALE MIN: 2 **FPP COST:** 12
RANGE: 1200' **DAMAGE:** 4D6

DESCRIPTION: Creating a bombardment of electromagnetic waves, this weapon disrupts circuitry, and overloads capacitors. This devices is harmless to biological life forms (or beings protected by organic barriers).

ENERGO WEAPONS

SCALE MIN: 2 **FPP COST:** 15
RANGE: reach **DAMAGE:** x2*

DESCRIPTION: Wielded by the Dinobots and other fierce fighters in the galaxy, this melee weapon is enveloped in a special reactant-energy that changes kinetic energy into raw cutting force. In game terms, the physical damage die of the user is rolled then multiplied by two. Due to the build up time of the energo-energy, this weapon can only be used once per round. GM's be warned! In the wrong hands this can be a very overpowering weapon.

FUSION GUN

SCALE MIN: 2 **FPP COST:** 10
RANGE: 1200' **DAMAGE:** 1D20*

DESCRIPTION: Fusion cannons are known for their ability to wreak havoc in the throws of battle. Powered by almost any source available, the fusion gun converts matter into raw energy unleashing this explosive transfer on its unfortunate target. Because of its design and adaptation to almost any energy source, a fusion gun ignores any 1's rolled on the combat die; it can never jam or be out of ammo.

HIGH ENERGY LASER RIFLE

SCALE MIN: 2 **FPP COST:** 12
RANGE: 3000' **DAMAGE:** 4D6

DESCRIPTION: The next upgrade from the standard laser cannon, this device shoots intermittent beams causing three times the damage of a single cannon.



IMPACT WAVE GENERATOR

SCALE MIN: 2 **FPP COST:** 11
RANGE: 640' **DAMAGE:** 2D10
RADIUS: 15'

DESCRIPTION: The impact wave generator creates a wave of vibro-power rings that affect an entire 15' area. The power envelops near-by targets with a concussive-force equal to a head on collision with a car.

LIGHT CANNON

SCALE MIN: 2 **FPP COST:** 10
RANGE: 6000' **DAMAGE:** 2D10

DESCRIPTION: Less dense than a laser this bazooka-shaped device bombards its target with intense beams of ultraviolet light.

MAGNETIC RAIL GUN

SCALE MIN: 2 **FPP COST:** 15
RANGE: 800' **DAMAGE:** 2D8*

DESCRIPTION: This gun dispenses magnetized titanium spikes. The spikes are blasted out at such high velocities they've been known to strike through enemies in one clean pass and impact those behind them. When a player successfully hits with this weapon, they get to make an additional ranged attack roll for every opponent behind the initial target. Each new hit incurs a new damage roll. Once a ranged combat roll is failed, the "rail" is considered "dead" and the attack is over. Should a friendly target be behind the opponent it is possible he/she will also be victim to the "rail." The magnetism of the rails do the equivalent of cauterizing the Transformer's damaged circuits. Therefore, no Endurance damage can be done by this weapon.

MORTAR TURRET

SCALE MIN: 2 **FPP COST:** 8
RANGE: 3000' **DAMAGE:** 1D20

DESCRIPTION: No more than a difference of caliber from the mortar cannon, this weapon is common among the larger Transformers as it provides great defensive power at a reasonable cost.

PLASMA BLASTER

SCALE MIN: 2 **FPP COST:** 25
RANGE: 800' **DAMAGE:** 3D12

DESCRIPTION: Releasing a charge of anti-matter with each shot, this weapon is known to be extremely deadly to its victims. Because of the high reactivity of anti-matter, this weapon always uses the rules for "instantaneous combustion".

BALLISTIC MISSILE

SCALE MIN: 3 **FPP COST:** 20
RANGE: 30 miles **DAMAGE:** 2D10
RADIUS: 1000'

DESCRIPTION: Typically employed on enemy vehicles or bases, these missiles are designed with a proportionate blast radius, intended to create wide spread damage. A ballistic missile lands 2 rounds after it is fired. On top of this, when using this weapon around flammable substances, the player may take advantage of the "instantaneous combustion" rule (explained in Chapter 6).

CYCLONE GUN

SCALE MIN: 3 **FPP COST:** 12
RANGE: 800' **DAMAGE:** 3D8*

DESCRIPTION: Called a cyclone gun because it creates a swirling beam of eradiated particles, this weapon literally twists and burns its way through the objects it comes in contact with. Any target hit by this gun must make a Skill Test or be thrown 15' in the opposite direction.

GIANT-SIZED BLUNT MELEE WEAPONS

SCALE MIN: 3 **FPP COST:** 6
RANGE: reach **DAMAGE:** 1D12

DESCRIPTION: Though they are designed with many integrated effects, and come in various forms, at Size Scale 3, all blunt weapons do about the same damage. This category includes things like: maces, flails, clubs, and staffs.



GIANT-SIZED EDGED MELEE WEAPONS

SCALE MIN: 3 **FPP COST:** 8
RANGE: reach **DAMAGE:** 2D8

DESCRIPTION: Though they are designed with many integrated effects, and come in various forms, at Size Scale 3, all edge

weapons do about the same damage. This category includes everything from swords and axes, to spears and fighting claws.

GAMMA RAY BLASTER

SCALE MIN: 3 **FPP COST:** 18
RANGE: 2500' **DAMAGE:** 3D12

DESCRIPTION: Best known as the weapon of Shockwave -few Transformers have tasted its bite and lived to tell. Because Gamma rays are considered high-energy explosives, any use of this style of weapon may create an "instantaneous combustion"(Chapter 6). There is an ongoing debate among Decepticons over who's blast is more deadly: Megatron's Fusion Cannon, or Shockwave's Gamma Ray Blaster. Though, no Decepticon ever wishes to know for sure.

HIGH-EXPLOSIVE

SCALE MIN: 3 **FPP COST:** 18
RADIUS: 50'-
100'-300' **DAMAGE:**
4D8/3D8/1D8

DESCRIPTION: These types of explosives are held primarily by Earth's military personnel, and present a threat to the environment in which they are unleashed. An explosive of this nature can level entire towns. While useful for demolitions, due to its radius of effect, this weapon make a poor combat choice (and one not well liked by the Autobots). Of course, the "instantaneous combustion" rule comes into effect when using this explosive (explained in Chapter 6).

MULTIPLE MISSILE SYSTEM

SCALE MIN: 3 **FPP COST:** 14
RANGE: 10000' **DAMAGE:**
RADIUS: 15'-20'-
30' 4D6/3D6/1D6

DESCRIPTION: Firing a salvo of missiles linked on a single target this system is incorporated into the larger Transformers as a means to quickly take down smaller troops. When using this weapon around flammable substances, the player may take advantage of the "instantaneous combustion" rule (explained in Chapter 6).

FUSION CANNON

SCALE MIN: 3 **FPP COST:** 28
RANGE: 2850' **DAMAGE:** 5D10*

DESCRIPTION: Using an antimatter reaction chamber to fuel its charge, this is one of the most powerful weapons known on Cybertron. The infamous Megatron has used this weapon to execute many of the first generation Transformers in a single shot. Its only draw back is, that its reactor chamber has to recharge between blasts, making it so that only one shot can be fired in a single round (though Megatron has gotten around this by creating a trans-dimensional linkup with a black hole).

PARTICLE BEAM CANNON

SCALE MIN: 3 **FPP COST:** 10
RANGE: 3000' **DAMAGE:** 2D12

DESCRIPTION: This weapon uses a devastating beam of accelerated sub-atomic particles to deal massive damage to its target.

SOLAR ENERGY BEAM RIFLE

SCALE MIN: 3 **FPP COST:** 16
RANGE: 3000' **DAMAGE:** 4D8

DESCRIPTION: Pulling its energy from near-by stars, this rifle shoots a laser beam whose heat is comparable to a thermal- nuclear explosion. Paired with this raw energy, the weapon is also known for its precision.

STRESS FRACTURE CANNON

SCALE MIN: 3 **FPP COST:** 18
RANGE: 750' **DAMAGE:** 3D10*

DESCRIPTION: This cannon shoots a vibro-beam that locates and overloads natural fracture lines within a target. The result can range from the weakening of an outer shell, to tearing the opponent asunder. Each use of this weapon against a target during a single combat encounter increases its damage by +1, up to +20.

ANTIMATTER PROJECTOR

SCALE MIN: 4 **FPP COST:** 22
RANGE: 1160' **DAMAGE:** 4D12

DESCRIPTION: This weapon unleashes minute packets of antimatter that literally cancel out the particles of whatever they come in contact with.

DESTRUCTO BEAM BATTERY

SCALE MIN: 4 **FPP COST:** 14
RANGE: 800' **DAMAGE:** 1D12*

DESCRIPTION: A short-circuiting device, the destructo beam battery floods its target with various energy waves, causing energy-based items to temporarily lose their functions. In game terms, the beam causes normal damage unless it rolls a 12. On a roll of 12 it takes away one function of the object hit (see the rules for hitting inanimate objects). If the target was a character, the player may choose to either disable one weapon or one Skill held by the character, as long as it is energy-based. Skills that are considered energy based are those which must be "activated" or that require an Endurance Point to use. The Skills, weapons, and functions nullified by this weapon return as soon as the target is repaired (even when not repaired to full capacity).

MASER CANNON

SCALE MIN: 4 **FPP COST:** 20
RANGE: 3000' **DAMAGE:** 7D6

DESCRIPTION: The word MASER stands for: Microwave Amplification by Stimulated Emission of Radiation. A MASER cannon uses this method to produce a powerful invisible beam (though not invisible to those that can see into the infrared spectrum). MASER beams are known for their ability to instantly melt targets (organic or otherwise) from the inside out.

NUCLEAR WEAPONS

SCALE MIN: 4 **FPP COST:** 50
RANGE: 800 miles **DAMAGE:** 10D20
RADIUS: 20 miles

DESCRIPTION: Even in the age of Cybertron, nuclear devices remain the most destructive large-scale assault weapons. Fallout from using these devices continues to bombard the area for one week per point of damage. This fallout causes 1D4 points of damage per hour to all organic beings who enter the drop zone.

Though the weapon is usually used as a missile, the character has the option of manifesting the weapon as a bomb.

X-RAY LASER CANNON

SCALE MIN: 4 **FPP COST:** 18

RANGE: 30000' **DAMAGE:** 2D20

DESCRIPTION: *This is not the same X-rays as used in hospitals, but instead, a yet to be identified radioactive wave. The wave works as a much more efficient weapon than the standard laser, with tremendous range and incredible damage.*



CHAPTER 5: GETTING THINGS DONE



So, you're a half-hour into things and all you've done is finish up your character. Is the rest of this game that time consuming? The answer is- NO. Once a player has set up the character (and the GM has prepared a well-thought episode), the game is fast paced, and easy to play.

In this chapter, you will learn the rules for using a character's Skills outside of combat. It is intentionally entitled, "Getting Things Done" because, a good Transformers' adventure will put a larger burden on the characters' cunning and skill-use than on battles and firepower. Therefore, the non-combat skills are what are generally used to accomplish things of great magnitude (though combat is an important and fun part of the game). In the next chapter, "Heavy Metal Wars," we will discuss the rules and options involved in combat.



THE MEASURE OF A MAN

When a player wishes to use their character's Skills, Aptitudes, or Attributes, the rules require them to make a roll to see if these actions were performed successfully. There are two types of rolls that may be required: Tests, or Opposed Rolls.

The major difference between the use of the two rolls, is what they measure. Tests measure the character's internal-ability to know, do, use, or accomplish something. Tests are almost exclusively reserved for using Attributes. If the question is whether the character is better than an opponent, or a preset difficulty (a Target Number), then an Opposed Roll is made.

Both rolls are important in the game. Still, the game's focus shouldn't be lost in the mad-cat rolling of dice. Both the player and the GM are warned to save the die-rolling for when the outcome may have a dramatic story effect. If, for example, a player wishes to complete a simple task, or spend a

long period of time to construct a simple device, the GM is advised to just say that it is so. These sort of actions only become significant if they are essential to the resolution of a conflict or plot.

MAKING A TEST

When a player wishes to see if they have the ability to do something with his/her Attributes, he/she must roll a 1D12. If the result is equal or lower than their Attribute Score, (or Aptitude/Skill Rating, if applicable) the task is within their ability (it's successful). If the roll is above their ability, the player fails and is unable to accomplish what they would like.

ex. Sound Bite (the Autobot cassette) has been trapped in a cave in and wants to try to pull the heavy boulders away from the mouth of the cave. Sound Bite has a Strength Score of 7. The boulders are within Sound Bite's lifting abilities, but they're heavy enough to give him some trouble; so a Strength Test is needed. Sound Bite would roll a 1D12, let's say he rolled a 6. In this case 6 is within his Strength Score, so he would have successfully moved the large rocks. If he had rolled an 8 or higher, he would find himself too strained to move the boulders. He would then have to figure some other way out of the jam.

MAKING OPPOSED ROLLS

When one character is competing against the talents of another character (or a Target Number), they're in "opposition." This calls for an Opposed Roll. An Opposed Roll is created by taking the characters' scores (plus any bonuses due to circumstances) and modifying them by a roll of their Bonus Dice (1D12) or Skill Dice (given by the characters' Skills). Once the result of the roll is added, and the total is compared to that of the opponent. Whoever is higher has succeeded. If there is a tie, the character who initiated the roll loses (though the GM may come up with an alternate effect). Both Bonus Dies and Skill Dice are re-rolled any time they land on their maximum amount. This gives hope to characters with lower scores, and adds to the situational randomness of the game.

Initiating an Opposed Roll always counts as an action. The character that is in opposition must spend an action only if the contest is physical in nature (Opposed Rolls dealing with mental features is a free action for the opponent). At the opponent's

option he/she may choose to fail their Opposed Roll, and not have it count as an action even if it was physical (however, this may put them in a situation where their actions are limited -being held down by the enemy for example). The action that is lost is always the player's first available action (whether it occurs in the same round in which the opponent initiated the test, or the round afterwards).

Strength Scores are always multiplied by Size Scale when being compared in an Opposed Roll. This way, when a Scale 1 Strength 10 Transformer meets up with a Scale 4 Strength 5 Transformer, they can't wipe up the floor with them.

Opposed Speed Rolls require adjustment based on the types of movements involved, or Size Scale when dealing with running.

ex. Let's alter a few things about Sound Bite's former dilemma. Instead of being trapped in the cave by a few boulders, he is now cut off from the exit by a reactivated drone robot. Sound Bite wants to try to slide past the drone before it can grab him, this is a feat of the Skill Attribute. Taking one action, Sound Bite makes an Opposed Skill Roll versus the drone. Sound Bite's Skill is a 4. He rolled a 7 on the 1D12. This gives him a total of 11 (4 + 7 = 11). The old Cybertronian Drone is a bit rusty and only has a Skill Score of 2. Unfortunately, the GM rolls a 9 (on the 1D12) for the drone. The drone's total becomes an 11 (2 + 9 = 11). Because Sound Bite tied the drone, and he was the one that initiated the Opposed Roll, he fails and finds himself in the steel grip of the ancient robot. Looks like he'll have to figure out some other way out of this mess. Luckily, blocking his mad dash took up the drone's only action for this round (since it was a physical action).

Next, Sound Bite will use his Sonic Attack Skill to try and get the drone to let go of him while it covers its audio-ports. Sound Bite has a Skill Score of 4, and has 3D4 Skill Dice in Sonic Attack. After rolling these dice and adding them to his Skill Score, Sound Bite winds up with a 9. According to the write-up, the drone uses its Courage Attribute to oppose the effects of the Sonic Attack. Its Courage is 7, and it rolls a 5 on the 1D12 Bonus Die. This just isn't working! Sound Bite's Sonic Attack Skill fails. Since Courage is non-physical, the Drone still has all of its actions this round. It begins to crush poor Sound Bite.

The following round, Sound Bite gets an idea. Knowing the old drones were all run off of

remote radio waves, he decides to use his built-in communication equipment and his Aptitude in Communication (Level 2, Rating 5) to try and scramble the incoming orders. In a case like this, Sound Bite gets his Intelligence Score plus his Aptitude Rating and the 1D12 modifier die. Sound Bite's Intelligence is a 6, and he rolls 12 on the Bonus Die then gets to re-roll for another 3. His grand total is 26 (6 + 5 + 15 = 26). The drone may oppose this tactic by using his Intelligence to operate off the last set of commands he was given. His Intelligence is a meager 3, and he has no applicable Aptitudes. This score plus his 1D12 (which landed on a 2) only brings him to a 5; Sound Bite has this one in the bag. While the drone goes haywire searching for his command link, Sound Bite slips out the cave entrance. Note, in this case Sound Bite had to spend an action to do the "scrambling"; where as, the drone's attempt to operate off his former commands was a "free action."

Chart 5.1 Opposing Target Numbers:

Description	Number	Examples
Not Likely	32+	Creating something that is unprecedented, identifying something only found on a handful of planets.
Difficult	24-31	Finding your way to a place without any guidance, or prior knowledge, building a several story tall structure.
Hard	18-23	Doing complex equations, fixing structural damage
Average	14-17	Identifying common chemicals/animals/plants/minerals, Using everyday technology for simple purposes
Easy	10-13	Surviving in a resource-abundant environment, knowing how to bandage an organism's wound.
Simple	6-9	Traveling using a map, knowing something that is often learned in a middle school.
Most Likely	4-5	Figuring out basic computations, repairing cosmetic damage.

TARGET "NUMBER" MASTERS

Sometimes, for the sake of the Game Master's design, characters will need to make an Opposed Roll against a preset number, or Target Number. Other times, the Game Master might need to get a feel of just how well the character has used their ability. In either case, an Opposed Roll using the Target Number Chart (5.1) could be helpful.

Making a roll in this fashion is exactly the same as any other Opposed Roll. The only difference is that instead of making rolls to find out the opposing value, you simply use the Target Number.

If the character's total (including their Attribute, any applicable Aptitudes, and the Bonus Die/Skill Dice) is equal to or higher than the Target Number, they have succeeded. (This is slightly different than regular opposed rolls. When opposing another character, the player must have a higher total than the opposition to be successful). Chart 5.1 gives some basic Target Numbers to help the GM determine difficulties. Keep in mind that while some numbers might seem impossible for certain characters to reach, getting "re-rolls" on the Bonus Die (or Skill Dice) may still make it possible.

COMBINED ACTIONS

Times will come, when players try to work together to accomplish a task. This situation may result in a 'Combined Action'.

A Combined Action occurs when two or more characters are working toward the same end, with similar Aptitudes/Skills or Aptitudes/Skills that compliment one another and can be used simultaneously. An example could be two characters using their Architecture Aptitudes to design a base. Likewise, it could be one character designing a base with his/her Architecture, while the other helps him/her using their Level 3 Security Aptitude to design the remote defenses of the base. What would not be included would be one character designing the base while the other builds it (these are not simultaneous actions).

In the long run, the GM should make a decision as to whether or not characters would be able to combine their efforts in this manner based on the situation and the Aptitudes/Skills.

When characters use a Combined Action, they each take their highest (applicable) score and add them together for the base. Next, they each roll a Bonus Die (or their Skill Dice), and add on the highest roll to the base. This total is then compared to the Target Number assigned by the GM. If it is equal to or greater than the Target Number, the players have been successful.

The number of characters that can work together in this way is really limited by the task. The GM is advised to keep the, "Too many cooks spoil the pot" -mentality. He/She may even increase the base Target Number for each person in the group (After all organizing and controlling a taskforce can be quite challenging). There are many actions that would be more difficult, and more time consuming if

there were a significant number of people trying to help. For example, if several characters were trying to repair the same item, the GM might add 5 to the Target Number for each person working on the task. Even with this difficulty, working in a group would still have an advantage (this penalty might not even counterbalance the Skills added by the extra workers). Tasks of Strength (which can be preformed using Combined Actions), are limited by the number of characters that can physically touch the item.



ex. Bone Crusher and Scrapper are attempting to demolish a building using their Demolition Aptitudes. Instead of figuring the damage up, the Game Master decides to keep it simple and just give the two a Target Number for

destroying the building. The GM rules that the Target Number for flattening the building is 22. Since the two Constructicons are working together, they will be using a Combined Action. To see if they're successful, they take the highest applicable score from each character. For Bonecrusher, it would be his Aptitude Rating of 10. For Scrapper, it would be his Intelligence of 8. These two numbers are added together (18). Next, they each roll a Bonus Die. Bonecrusher rolls a 4. Scrapper rolls a 7. Since 7 is the highest of these rolls it would be added to their total. Their final Combined Action score was 25, 3 more than the Target Number (22) the GM assigned for the building. Needless to say, another one bites the dust...

DEFAULTING APTITUDES

There will come times in the game when a player wishes to use an Aptitude that they don't have. So how can this be resolved? Some Aptitudes may be used in a manner called "Defaulting." The GM should restrict which Aptitudes may be used in this manner. Generally, Aptitudes that would require great skill or high levels of education are not considered for "defaulting."

To default an Aptitude, a player uses his/her Intelligence Score as if it were his/her Aptitude rating. The player adds this to the usual Bonus Die (1D12), but must make a Target Number that is 5 points higher than what is usually needed. Defaulted Aptitudes are always considered to be at Level 1.

If a player is initiating an Opposed Roll using a Defaulted Aptitude against an opponent, the opponent automatically gains a +5 modifier. This modifier is in addition to the opponent's applicable Aptitude ratings, Intelligence Score, and bonus roll (1D12).



USING EFFECT VALUES

Some Aptitudes have effect values. These values represent the EP a player with the Aptitude can use to build devices or create effects.

Basically a player should use these EP to purchase an Attribute, Aptitude, Skill, or Weapon that has the effect they are trying to create. When spending these EP they should use the cost of "up grading" described in the section, "To the Victor Goes the Spoils." The only difference being with Attributes. Instead of costing 40 EP's per point, when created by effects, Attributes cost 2 EP's per point. So, the cost of causing an effect that mimics an Attribute is equal to double the Attribute's Score. When creating/using equipment that mimics Skills, Components, and Implements a character does not have to "pay" the Endurance cost.

Players may add their Attribute Scores (or applicable Skills) to an Opposed Roll while using an invention, only if the way they use it can have a serious impact on how effective it is. In general, any invention that mimics an Aptitude cannot receive

these sort of "bonuses" from a character (because it is the invention, itself, that has the knowledge/know-how) not the character.

In some cases the size-scale of the invention may come into question (for example: when it mimics an Attribute). Characters may make their inventions any size scale they want, but the scale will limit how mobile the invention is, and how easy it is to hit in combat (see the inanimate objects table in Chapter 6). Each invention has a Life Spark equal to the EP spent on it times its Scale Value (with a minimum of 1 Life Spark). So a device that is scale two and cost 6 EPs to make would have 12 Life Sparks. GMs should take the scale value of an invention into account when determining how long it would take to construct. Large devices will take much longer to build and use up a greater amount of raw material. Also, the Target Numbers for building larger devices might be higher.

Last, inventions do not last forever (in most cases). Just like other things in the Transformers Role-Playing Game, inventions aren't meant to be stock-piled game after game. When a character builds an invention in one episode, it is consider to be "use up" by the next episode. effect values spent on creating new characters are, of course, the exception to this rule.

In general, the Target Number for creating a device is equal to the total effect value divided by the number of full days the character has worked on the device. Anything that would reduce the construction time of an object should be taken into account after the Target Number for the creation has been set. A character's Aptitude level may allow him or her to automatically succeed at a Target Number. At level 2 characters auto-succeed on a 10 or less. At level 3 they succeed on 15 or less.

ex.1 Preceptor, an Autobot microscope, has the Aptitude, Engineering: Chemical, at Level 3 (with a rating of 7). According to its description, at Level 3, Preceptor can make chemicals with up to 75 EPs in effects.

During one session, Preceptor decides he wants to make a Chemical that will make things very slippery and cause any pursuing Decepticons to fall when it's dumped on the ground. This effect mimics the Ability called Obfuscation. Obfuscation costs a new character 3 Skill Points per 1D4 of Skill Die. This means 1D4 costs 6 points of effect value. This is because effect costs are equal to the cost for

upgrading, and it costs 2 EP to add 1 point to a Skill. It would usually cost 1 Endurance Point per round, but since the Skill is coming from a chemical, the Endurance price is ignored. Preceptor decides to spend 18 EP's for its effect value. That would give the chemical 3D4 in Skill Dice. Preceptor spends a few rounds in his lab getting the concoction together, then makes an Aptitude Roll (Target Number = 18). When the chemical is used, whoever "spills" it may also add in their Skill Score to the Skill Die for the total opposed roll (this takes into account their skill at using the chemical).

Ex.2 Now let's say Preceptor wants to use this same Aptitude to make an expanding foam that could lift an object off the ground. With a successful Opposed Roll (Target Number = 20), the foam could be given a Strength Score of 10 (At a cost of 20 EPs). If the foam expanded to Size Scale 1, it would be able to lift 50 kilotons (quite impressive). Since how it is used cannot affect the amount it could lift, the GM would probably not allow the user any benefit from their Attribute scores.

ex.3 A few episodes later, Preceptor decides to create a chemical that explodes. This would mimic a Medium-Grade Explosive (Size Scale 1) on the weapons list. This device would take 20 EPs worth of effect to make. A successful roll (Target Number = 20) would allow him to make this explosive mixture that would do 4D4 to those in its blast radius. Using this explosive would require a combat roll from the user (most likely a ranged attack for hurling the mixture toward the opponent).

Ex. 4 For the last example, we will have Preceptor use his Aptitude in Engineering: Chemical to mimic another Aptitude. By a wild stretch of the imagination, Preceptor decides to invent a chemical coating that actually changes color to match its surroundings. This would mimic the Hiding Aptitude. Because he wants it to work in all environments, he needs the level 2 version. To make sure it's effective he will give it a rating of 8. This Aptitude would cost a new character 10 Aptitude Points, but it will cost 20 EP of effect value. This is because effect costs are equal to the cost for upgrading, and it costs 2 EP to add 1 point to an Aptitude. Once again, Preceptor makes a successful check (wow, are those dice loaded or what?). Now, when this coating is applied to a character they use the coating's rating of 8 for

their Opposed Rolls. If successful, they are hid, and have an extra +1 Evasive Modifier just as if they had the Aptitude. Unlike some of the other uses, when an invention mimics an Aptitude, a player may not add any of his/her Attribute Scores or Skills to its effectiveness (Opposed Rolls, etc.).

WHEN THE GOING GETS TOUGH

Often in role-playing games, characters find themselves in very dangerous situations without a lot of points to "gamble" on. This section covers the rules that may help players facing a tough situation.

PUSHING IT

Sometimes a character's best just isn't good enough. What can you do during these times? Well on these occasions, the character may attempt to "push" their abilities, allowing him/her to perform an action that would normally be one score higher than their range (as listed on the Attribute charts). Only Attributes can be pushed, and only one Attribute may be pushed at a time. Skill Points and Aptitude Points are not effected by any changes in pushed Attributes.

When a character wishes to push their score, they must pass a Courage Test. If successful they may increase any one Attribute by one point (temporarily). What's the trade-off? Each round that the player maintains this increase, costs him/her 1D4 of their remaining Endurance Points. This attrition is paid due to the exertion on the Transformer as he/she searches the depths of their processors for the energy/ability to perform the task.

Once an Attribute is pushed, a player may maintain it each round without making new rolls, so long as he/she can spend the Endurance to maintain it. If during one of the rounds the 1D4 Endurance cost exceeds the character's remaining points, the character falls unconscious at the beginning of their next action. Performing the 'pushed action' counts as an action, but making the initial Courage Roll is considered a free action.

SHUTDOWN OR MELT DOWN

It should have become obvious by this point in your reading that Endurance is the Life-Blood of a Transformer (with Life Spark being the veins). It seems harsh, when so many actions cost Endurance Points, and most characters have so few. Keep in mind, that every hour of "game time" the characters

regain an Endurance Point (up to their natural starting amount).

If you run out of Endurance Points you can always make a Courage Test to start using Life Spark instead. Still, this can become a fast road to destruction.

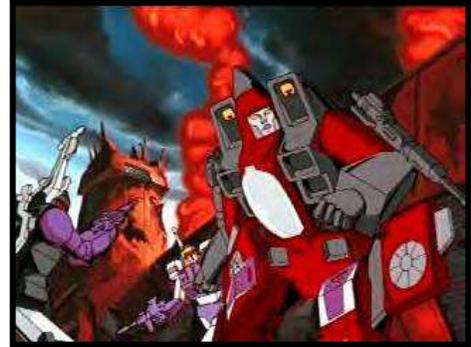
One option players have (given they are not in immediate danger) is to power-down for a half-hour (150 rounds). Doing this replenishes their Energon reserves placing them at full Endurance Points. During the half-hour, the character can do nothing (though, they are aware of their surroundings, but unable to interact with them, or study them without breaking the shutdown). The character can power-up at any time (taking 1 action), but they only receive points back for the full half-hour (fractions of points will not be awarded, even if the character completed the majority of the timeframe).

The third option to staying at a regular power level (described in, *"To the Victor Goes the Spoils"*), is to purchase temporary Endurance Points with the Episode Points (EP) a character receives for each successfully completed adventure. Once a player uses/looses a temporary Endurance Point, it is gone for good (though it can be replaced by spending another EP before the next game. A player may stock pile as many temporary Endurance Points as he/she likes. They, however, are not regained by shutting down, nor any other means described in the rules. These points are purely disposable. For more information on purchasing temporary Endurance Points read below.

ENERGON MAKES THE WORLD GO ROUND

The Game Master should not constrict the use of Endurance Points to just combat, skill use, and transforming. Because the Transformer Role-Playing Game can cover such a broad range of ideas and story arcs, there are literally hundreds of things that could challenge a player's Endurance. One prime example is long-distance voyages. The Transformer cartoon was earmarked with episodes where Omega Supreme (an Autobot Rocket) flew Optimus and the crew to Cybertron then disappeared for the rest of the episode while he "shut-down to conserve energy." Aside from travel, incredible feats of physique, large internal-calculations, spending long hours creating/constructing things, and long continuous bursts of weapon fire are also actions that may

require the expenditure of Endurance Points. When it comes to these types of actions, the GM should decide on fair and reasonable Endurance costs (on a per-case basis). GMs are warned that starting characters tend to always be in the need for Endurance (since they haven't had a chance to purchase temporary points) and cutting players a break early in the game keeps them interested and optimistic.



ACTION MASTERS

Even in a make-believe world of giant transforming robots, a character can't do everything they want in a 12 second round, but they can try! Each round a player can choose to perform a number of actions based on their Speed Score (see the Chart 2.2). An action is described as any of the following:

- Making one attack
- Making a Test (when physical in nature)
- Initiating an Opposed Roll
- Responding to an Opposed Roll (when physical in nature)
- Using an Aptitude, or Skill
- Making a Full-Movement
- Making a Free Action and Regular Action
- Making 2 Free Actions
- Examining, Reading, or Searching
- Picking Something Up/Getting Something
- Transforming
- Powering Up/Down
- Making a Firepower Test to Clear a Jam or Reload
- Using an Object
- Changing the Direction, Position, or Speed of a Vehicle (including themselves)

There are many other tasks that may be considered an action by the GM; still the above should be used as a base estimate.

FREE ACTIONS

Some things require so little time, that they may be done without using an action. These tasks are called "free actions." A player may perform one free action with each action his/her character takes. A player can only take a single free action for each of their regular actions. Using two free actions together (making a sub-movement then an observation for example) counts as a regular action. Free actions may include the following things:

Speaking to Others-

A player may freely make comments to and warn others as he/she performs other actions. This rule does not include giving important (lengthy) tactical information, explaining complicated details, or any other labored type of speech.

Observing the Surroundings-

Taking in basic sight, smell, and sound is a free action. Actively seeking this kind of input is not. The difference is whether the action is active or passive. A player may ask what an enemy is doing, and getting the GM's response is a free action. Yet, if the same character tells the GM he/she wants to keep an eye on the enemy, it becomes an action. These rules are not intended to make this a game of semantics, as always the GM is reminded to use his/her best judgement. Another way to distinguish between a free observation and a non-free, is the level of detail the player is seeking. Anything more than obvious glaring details, would be missed by a player making a free observation.

Making a Sub-Movement-

Defined as a movement equal to the character's height. This move can be made in conjunction with any other action. This concept is explained in full below.

Making Nonphysical Tests-

When required by the GM, a player may make an Intelligence, Rank, or Courage Test without using one of their actions.

Nonphysical Opposition-

When the player must make a nonphysical Opposed Roll that they did not initiate, they may do so as a

free action. Physical rolls require the player to take an action struggling against their opponent (unless they want to just yield to their opponent's might), thus they are not free.

Yielding to Physical Opposition-

A character may choose to fail a physical Opposed Roll in order not to spend his/her action. This makes their opponent's attempt automatically succeed.



FULL MOVEMENT VS. SUB-MOVEMENT

The distances listed on Charts 2.3 and 2.4 are considered "Full Movements." To move this distance requires the character to use an entire action (though they may make as many full movements as they have actions in a round). When taking a Full Movement, a player does not have to proceed with the full distance listed; they may move any increment up to that amount. Also, a player may choose to make the movement in parts. If a player decided to take an action and move 300 ft. (before gawking, consider the size of a Transformer's stride) they might, first, move 50 feet to close with an enemy. Next, they might charge another 100 to plant an explosive. Last they might retreat 150 feet back to wait for the explosion. In this example, the character has made 3 actions. One action, was the attack against the enemy. One was planting the explosive, and the combined movement of 300 feet made up the third action. As you can see, how or when the distance is covered is inconsequential, when a full movement is made.

In the heat of combat, it is often necessary for a character to make slight movements in order to address new targets, or get a clear shot. For these sort of short movements, the game allows a free action called a "sub-movement." A sub-movement can be up to the character's height in distance. This rule of measurement is meant to approximate the character's stride. A movement of this nature can be made without spending an action on a full movement. These strides are considered to be simple maneuvers and do not cover things like climbing, cautious movements, moving through harsh terrain, or moving over obstacles.

Jumping and climbing are considered full movements, regardless of the distance covered. In

one action, a player can climb two times their height in feet, Jump their height times their number of actions (based on Speed Score) in length, or jump half their height vertically (this may be altered by Aptitudes, Skills, Components, or Implements).

To simplify things, even in vehicle mode a Sub-Movement is considered to be the character's height. This keeps the game from bogging down into deceleration rates and other statistics used for more detailed simulations. Instead, the game is meant to be simple and fast-playing.



MAKING TRACKS

Much of what a player can do in robot mode has been laid out. Still, there is more than meets the eye to any Transformer. What about that other mode? What can you do as a car, or plane, or large mechanical rhino? This section of the chapter outlines the rules for a Transformer's vehicular mode.

HOW'S MY DRIVING?

All players are considered to have basic proficiency with their alternative modes. Simply driving or flying isn't complex enough for them to make any rolls. However, whenever a player would like to perform some sort of difficult maneuver, they must rely on their Piloting Aptitude.

When a player is in their alternate mode, the GM should consider what sort of maneuvers and actions would prove to be difficult for that particular vehicle. These alternate modes of travel might be far different from the character's robot mode and doing simple things (like moving sideways) might be impossible. Differences in character design should be looked at as well. For example, a sports car might not have a problem rounding a quick bend, while a semi or fire truck could stand a chance of rolling over. For this reason, it is left up to the GM's wisdom as to when a player must make a Piloting

Aptitude Test. Conditions that are likely to require a test are:

- Making a very sharp turn.
- Traveling on hazardous terrain.
- Instantly reversing your direction.
- Maneuvering between two close objects.
- Making a "jump" of any kind.
- Going across varying terrain.
- Making your way past moving objects/on-coming traffic.
- Sudden stops.
- Increasing "Speed" in a vehicle (level 3 only)

As you can see there are many instances that are likely to result in a piloting test. If a player makes a piloting roll they have completed the movement successfully. If they fail the GM creates an appropriate consequence. The consequence could be anything from having the vehicle "stall for a round" to a total "crash and burn." This result should be based on the danger involved in the maneuver, the environment around the player, and the amount the player failed the roll by. Most important, the result should fit with the drama of the episode (you wouldn't want the player to go up in flames while using a drive-thru).

Of special note, is the anti-gravity projector component. This component is best known for its use by the Stunticons. It allows vehicles to "bend" the laws of gravity, with only the standard piloting test. Players with this feature may do things like drive on near-vertical surfaces, drive across uneven ground, or any other nearly impossible stunt. Other ideas of "bending" the law of gravity are: for planes to make unnatural turns in mid-air, cars and boats to make jumps without the aid of ramps, or perhaps for a helicopter to fly completely upside down. Remember, this game is based on toys and comics, just about anything goes.

HITTING THINGS

When a player collides with an object (be it another character or a piece of scenery) damage occurs. Sometimes this damages goes to the player, sometimes the object, but most of the time it goes to both.

When determining damage from a crash, there are three things you must compare: Speed Scores, Size Scales, and R-levels.



"R" stands for reinforcement. The more reinforced an object is, the less likely it will take crash damage. A standard character has an R-level of 0. Whenever a crash occurs between objects with differing R-levels, the object with the highest R-level takes no damage. If the factors are equal, both objects take damage.

Speed Scores are significant because, the "Relative" Speed Score of each object is added to the damage of the crash. The term "Relative" Speed is used because characters who have not made a full-move prior to the crash (or are otherwise standing still) are considered to have a Speed Score of 0. If in the character's last round before the crash they had made any full-movements (spent an action to move), they are given the benefit of their usual Speed Score.

Size Scale becomes important in a crash because the largest Scale object will take half damage in a crash. This makes sense because the more mass an object has, the more force it can absorb in a collision. As with R-levels, equal Size Scales result in full damage to both objects.

Chart 5.3 Hitting Inanimate Objects:

Description	R-level	Life Spark (Multiply by Size Scale)
Flimsy Wood, Average Plastic, Glass, Crystal	-1	10
Standard Metal, Thick Wood, Hard Plastics, Small Bricks	0	20
Large Trees, Concrete, Reinforced Metal, Iron, Boulders	1	40
Huge Rocks, Army Tank Plating, Ultra-Advanced Metals	2	70
Cybertronian Tank Plating, Diamonds, Other Rare Metals from Cybertron	3	100
Hardest Substance in Existence, the Ground	4	1000

Crash Damage-

Damage from any crash can be figured as follows. Look at the crash damage chart. Find the Size Scales for the objects involved in the crash. Roll the damage die and add them together. Then, add the Speed Scores for each moving object onto the damage. This amount is the total damage of the crash to each object. The object with the highest Size Scale takes only half this amount (rounded up). If one object has a higher R-level it takes no damage.

The R-levels of several substances are given below. These factors can be used when players crash into inanimate objects. The ratings given are for single layers only (about 6 inches thick). These substances can be layered or integrated with one another to

provide greater R-levels. For an estimate of an object's Life Spark, multiply the number given for the material by its Size Scale.

Chart 5.2 Crash Damage:

Size Scale	Crash Damage
.1	1D6
.25	1D8
.5	1D10
1	1D12
2	2D8
3	1D20
4	2D20
*5	5D10 to 10D100

** These objects can be up to planet-sized.*

Crash Options-

Two options exist to players involved in a crash. First, they may choose to lower their relative Speed Rating (down to 0). This could aid them by reducing the amount of damage the crash causes. In game terms it would simulate the character making a hard brake as they approach the collision. So a character with a Speed of 8 that hits a wall for what would have been 23 points of damage could reduce it to 15 points instead. This option must be called out before the crash damage is rolled.

The second option allows them to absorb as much (or as little) damage as they like with their Endurance Points. So, a crash that would do 18 points of Life Spark; could be reduced to 15 by using 3 Endurance Points. Conversely, the character could bear the entire 18 points on their Life Spark if they desired.

ex.1 Let's go over a couple crash scenarios. Two Ton, is an Autobot truck known for his durability. During combat, he sees the Stunticon, Dead End, with his back turned firing at some other Autobots. In this case Dead End is not

moving, and has a relative Speed Score of 0. TwoTon decides to take advantage of this and uses his action to move to Dead End and ram him from the back.

Intentionally ramming another character requires a physical combat roll, let's say he makes it. The damage for the crash can be figured in the following way: Since Two Ton is Size Scale 1, the damage starts with a roll of a 1D12 (we'll say he gets a 10). Next we add Dead End's crash damage onto the total. He is Size Scale .5, a damage of 1D10 (we'll say he gets a 4). So far, the damage is 14. Last we add their Speed Scores on. Two Ton has a Speed of 4. Dead End wasn't moving, so his score counts as 0. The total damage is 18 points of Life Spark ($10 + 4 + 4 = 18$). Dead End would take all 18, but (because he was larger) TwoTon would only suffer 9 points.

Now let's change the scenario. For instance, what if it were Scale 1 Motormaster instead of Dead End? What if he had made a full movement that round? In this case, Motormaster would get the benefit of his full Speed Score (5). If everything had occurred in the same manner the new damage would be 23 ($10 + 4 + 4 + 5 = 23$). Even though Two Ton initiated the collision, Motormaster is of the same Size Scale; thus, both characters take the same amount of damage (23 points). (leaving Two Ton on the verge of deactivation).

ex.2 For the next example, we will say Two Ton has failed a Piloting Aptitude Test and is crashing into a brick wall (R-level of 0). His crash damage would still be 1D12 based on his size. We'll say he rolled a 5. The wall is also a Scale 1 object: its damage die is also 1D12. Let's say it rolls an 8. Now we add in the Speeds. Two Ton's speed is 4. The brick wall is immobile so its score is 0. The crash damage totals up at 17 ($5 + 8 + 4 = 17$). Once again the Size Scales are equal so both take the 17 points of damage.

What if he had hit an iron wall instead of the brick one? Well, all the numbers would be the same, only this time, because the wall has a higher R-level than Two Ton, it would not take any damage (he would still take the 17).

TO THE VICTOR GO THE SPOILS

One of the striking differences between the Transformer Role-Playing Game and other RPG's is the goal of Transformers. In other games, players

earn points to improve their characters and continue that character's adventuring career. The main goal in Transformers, however, is the story line- the unending battle between good and evil. This story is eased along, not by the individual skills of one Transformer, but by the skills of many Autobots, each having their own day in the sun. For this reason, the game is set up to encourage players to spend their points creating new Transformers, not turning their old characters in to "all powerful titans."

Still, the cartoon did emphasize the role of certain characters more than others (Bumblebee, Optimus, Ultra Magnus, Cheetor, etc.), and sometimes a player will come up with a character they just love to play. For these purposes, it is also possible to improve and develop an older character.

GAINING EPISODE POINTS

After each episode, the characters will receive Episode Points based on their actions during the game. The Game Master assigns these points in a subjective manner based on his/her opinion of how the character was used by the player, and how well the player role-played. Though the GM can set up his/her own standards for rewarding players, Chart 5.3 shows the suggested rewards for different types of actions.

The EP rewards listed in the chart above can be stacked on top of one another. For example, if a player comes up with a clever plan using one of his/her character's talents in a unique way to defeat

Chart 5.4 EP Rewards:

Action	EP Reward
Rescuing/Aiding Other Characters	5
Figuring Out Important Plot Points	3
Using the Character's Talents in a Unique Way	3
Defeating an Inferior Enemy	2
Defeating an Equal Enemy	5
Defeating a Superior Enemy	10
Demonstrating Good Leadership Qualities	3
Coming up with a Clever Plan	5
Defeating an Enemy without Using Violence	3
Saving Innocent Life forms	3
Risking the Character's Life	15
Being Otherwise Courageous	10
Finishing an Episode Successfully	5
The Character was Role Played Well	5

an equal enemy without using violence and finish the episode, he/she would earn 21 EP's. This is the total of the rewards for the five criterion they preformed. They got 5 for the plan, 3 for the use of their talents, 5 for defeating an equal enemy, 3 for not using violence, and 5 for finishing the game. The player's Rank Score would, also, be added on to this total.

These reward amounts are adjustable. Sometimes a player deserves more for an act than what is listed. Sometimes, they deserve less. In the end, the gratuity rests in the hands of the GM.

IMPROVING A CHARACTER

Between adventures, players can use EP's for one of two things: improving their characters, or building new Transformers. Some GM's may allow EP's to be spent during the game if the plot allows these-sort of upgrades and creations, but generally this is not allowed.

When using EP's to give new features to a preexisting character, there are seven basic things that can be "upgraded": Attributes, Transform Modes, Life Spark, Endurance Points, Aptitudes, Skills, and Weapons.

Improving Attributes-

A player may increase one of his/her character's Attributes by one point for every 40 points of EP they spend. As you can see it is extremely costly to raise these scores after creation. Even when they are raised, they have no effect on the following items: Life Spark, Aptitude Points, Skill Points, or Firepower Points. They do affect the number of Aptitudes, Skills, and Weapons a character may have. Last, no score can be raised above a 10.

Adding a Transform Mode-

Whether the character has under gone special 'adaptations', has 'had a mode he/she just hasn't used in the previous episodes', or has been majorly overhauled from being a single mode robot to a Transformer, there are times a player will want to add a transform mode. Adding one mode costs 50 points and gives the character the number of Skill Points listed for their current Skill Score on Chart 3.3.

Improving Life Spark-

A player may add a point of Life Spark to their character at a cost of 2 Episode Points. It is

important to note, that these increases are permanent, and will affect any statistics based off of Life Spark. No player character may have a Life Spark total over 300 points.

Improving Endurance Points-

No Attribute can be raised past a score of 10 after creation. But Endurance Points (the main benefit of the Attribute Endurance) can be raised (temporarily) above 10.

Endurance Points (though not the score itself) may be increase temporarily by spending 1 EP for 1 Endurance Point. These points are only temporary, and are not regained once they are spent (unlike the character's usual points that are regained every hour, or by shutting down). The temporary points can be used at the players discretion (thus it might be important to note how many of a character's Endurance Points are 'temporary'). This allows characters to save them back until their 'natural' points are all used up, and they can't stop to 'recharge'. The points are kept until they are used (even if they last more than one game session). If a player ends an episode with one temporary point left, he/she begins the next episode with that point still available.

Though this is certainly not the most efficient way of spending EP, it is a nice outlet for points when the character has maxed-out other areas of improvement. It can be a very wise action to save back a few Endurance Points in this manner for when the character is in need later in the game.

Upgrading Aptitudes-

A player may purchase new Aptitudes or improve old ones at the price of 2 EP for 1 Aptitude Point. The points are spent in the same manner as before. They can be used to increase the Aptitude's rating, or level. Keep in mind a character can only have so many Aptitudes (based on their Intelligence), after they have reached this number, only the ratings and levels of the Aptitudes they have can be increased. The maximum Aptitude Rating listed in Chapter 3 is for starting characters only. Ratings may be improved past this number once players have completed their first episode. For more information on spending Aptitude points look in Chapter 3.

Upgrading Skills-

A player may improve or add Skills through the use of Episode Points. For every 2 EP the player spends,

they receive 1 Skill Point. The Skill Points are then used as they were in creation, to purchase or increase the effects of the character's Skills, Components, and Implements. When buying new Skills, the player must decide what mode the Skill is available in. It is also important to remember that the maximum number of Skills in any one mode is determined by the player's Skill Score (see Chapter 3). Once this maximum has been reached, the player may not add any new Skills in that mode.

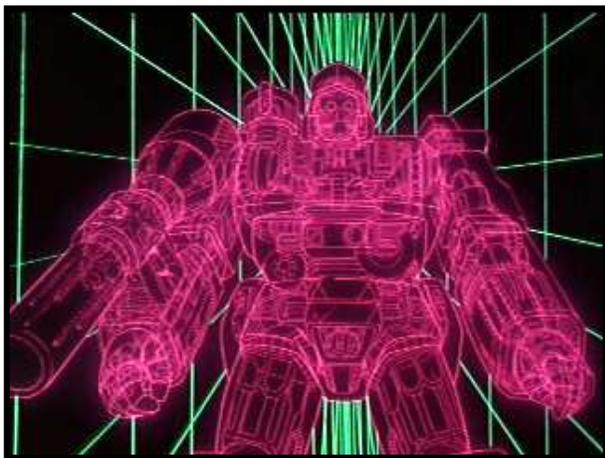
Upgrading Weapons-

Two EP may be converted to 1 Firepower Point (FPP) for the purpose of improving, or adding weapons to a character. These points may be spent to buy new weapons (at the listed cost) in that character's scale range, or add special features to weapons that the character already owns (as listed in the modifier section in Chapter 4). Once a character has reached their maximum number of weapons, no more weapons may be added. For this reason it is important to think ahead when making weapon purchases.

Special Cases-

Players may want to upgrade a Gestalt form. This is allowed, however, since the Gestalt doesn't earn EPs, the EPs must come from the members. When upgrading a Gestalt, each member must pay an equal amount of EP for the upgrade (even if the total sum is a little more than the up grade would normally cost).

Players with binary-bound characters can use their EP to upgrade either member of the character (as per regular rules). The EPs act as a pool from which either member can draw.



BUILDING A NEW CHARACTER

Though this game tries to be faithful to all forms of Transformer fiction, it adheres closest to the cartoon, because of the cartoon's widespread appeal. In the nineteen eighties, the Transformer's cartoon was criticized as being a half-hour long commercial for toys. In this tradition, the game is designed to have the players introduce new characters every couple of episodes. There are many things that can affect the building and "activation" of a new Transformer. These are discussed below.

Using EP to Create New Transformers-

The first character a player makes has a starting EP based on a die roll. From that point forward, a player is expected to build new Transformers using the EP their character earns. These points are used as if they were the outcome of that starting roll. Each step of the process (other than getting the EP total) is exactly the same as it was for that first character. Unless the GM requires the use of a Creation Matrix, Vector Sigma, or Personality Components; this is all that is required to create a new Transformer.

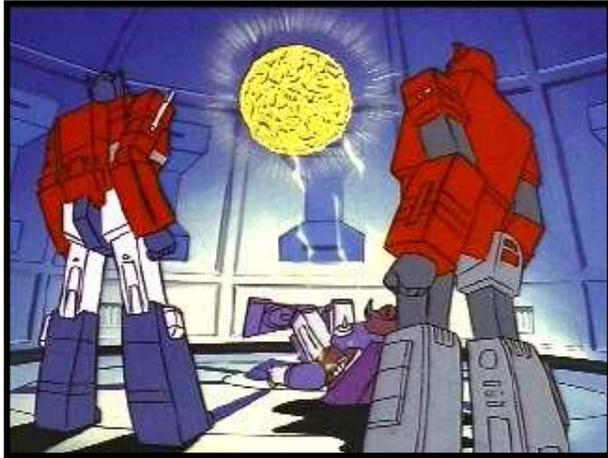
Using the Creation Matrix-

Some GM's might require the use of the Creation Matrix to give a Transformer life. The Creation Matrix is fully described in Chapter 7, "*Dictionary of Items and Lore.*" Basically, it was a program used in the comics that was responsible for giving the Transformers their "personalities." Without using this program, a Transformer was no more than a robot that would obey direct programs. GM's might require players to go through an adventure where they locate and recover this "artifact" before allowing them to create new characters. As a bonus, any character created with this program receives 20 additional Episode Points to use during creation.

Going to Vector Sigma-

Another item described in the items and lore section, Vector Sigma was the heart and computer brain of Cybertron. It was responsible for programming the very first Transformers, giving them independent thought. At the GM's request, players may have to take their new Transformers to Vector Sigma to be instilled with personalities (as with the Aerialbots). To access Vector Sigma, the players may need a key (depending on the time period or continuity of the game), finding this key could be

an adventure just in itself. If players use Vector Sigma to instill personalities, the character being created receives 20 additional EP's for their creation.



Using Personality Components/Old Sparks-

The energy structure that permanently holds the character's personality is called a "Personality Component". This device is almost like a Transformer's soul (In the future, Transformers also referred to these as 'Sparks'). Old Cybertronian Law forbade the destruction of a Transformer's Personality Component, so Transformers found guilty of high crimes would often have their bodies destroyed, and their Personality Components placed in permanent lock-up. Megatron was also known for placing the components of those who failed to serve him in a detention center. Unfortunately, there are very few Personality Components worthy of becoming Autobots in either of these places. If, somehow, the players were to run across a usable Personality Component, they could add 10 EP to the starting pool for the Transformer they are creating. Installing a 'Spark' into an inanimate body sometimes has drastic effects on its physical nature (the Spark seems to almost 'shape' its new body into an appropriate form.

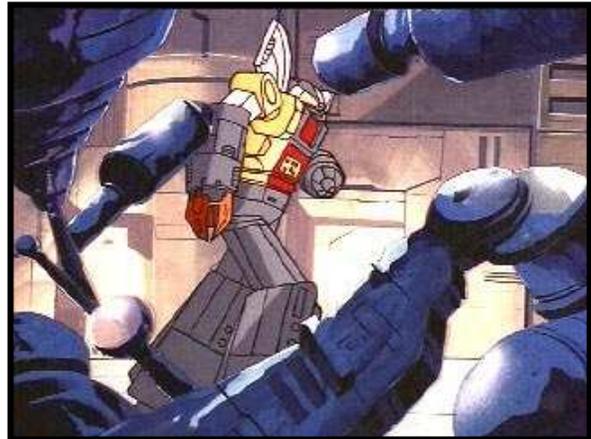
Stasis Pods and Lost Ships-

Though they offer no bonuses to the character's starting EP, finding lost ships (like that which the Insecticons were found in), or Stasis Pods (common in the Beast Wars Series) are easy ways to introduce new characters without losing continuity. As with the other listings, finding these items, and protecting them from the Decepticons can provide an episode all by themselves.

Using Aptitudes When Building Transformers-

Many players will give their starting heroes an Aptitude in the engineering, or the repair of different types of Transformers. This will come in handy when that starting character earns enough EP's to create a new robot. At that point the character may begin construction. Their creation receives all the EP benefits listed under the Aptitude's description (on top of those that were earned). The construction of the Transformer takes 30 minutes per point of EP being used (in most cases a day or more). This time can be reduced if more than one Transformer is using their Engineering Aptitude (divide the total time by the number of engineers), or cut by 1/3 if a character with repair is helping.

ex. Toe Tag, an Autobot Hearse, is using his Mechanical Engineering Aptitude to build a new Autobot car. The character has earned 60 EPs throughout the game sessions, so the car begins with 60 EPs. With Toe Tag's Aptitude (level 2), the starting total is increased to 70 EP. Based on this cost, it will take Toe Tag 35 hours (almost 2 days) to complete this project (70 x 30 = 2100 min. = 35 hours). If the Autobot, First Aid, helps him with his Repair skill, the time would be reduced to 24 hours.



Using Scrap Parts-

Often times, the conclusion to an episode in the cartoon series would involve the quick construction of a new form of Autobot. While these kinds of endings can become rather dull if used to often in the game, it might be a neat way to introduce new characters on occasion. When the players must scramble during an episode to make their new characters, it is suggested that the GM give the

players as much EP benefit as he/she can without breaking the rules of the game. One way to "add" EP to a creation, is to use scrap parts. Scrap parts can be used in the creation or repair of any Transformer, vehicle, or device. The standard bonus for using scrap parts is 5 EP for general scrap, or 10 EP for scrap that is similar to the item being constructed. For example, using old computer parts to build a force shield generator would only be worth 5 EP. If a player were to use the broken shells of the old Cybertronian robot drones as a base for a new Transformer, they would get 10 EP. The GM should limit how and how often players may use scrap. Some players will try to use it every time they go to build something regardless of how applicable the scrap parts are to the invention.

WHAT HAPPENS BETWEEN SHOWS

GMs will notice that characters tend to "stockpile" items they find and build during a gaming session (an episode). If let go, the game's ambiance can quickly change from that of Transformers, to one similar to other role-playing games where the overall object is to amass a personal fortune or stockpile rare items. Transformers should always be about the struggle between good and evil. It is a story about characters and their own personal abilities, not the fancy gizmos they carry around with them. It is therefore suggested, that players lose all items/improvements that they have not "paid" for with personal EP between adventures. This change over is standard fair for the comics and cartoons. How often does an Autobot use a telephone pole as a makeshift weapon in one episode; then appearing in the next cartoon still carrying it around because it gives him/her bonuses to damage? The characters of the cartoons and the comics are not concerned about "increasing their damage", they're worried about figuring out how to defeat the next evil plot, or dealing with their own conflicting feelings about a particular situation. A good summary of this whole notion is: "Use the rules to play Transformers, don't play Transformers to use the rules." To keep the feeling true to the Transformer Universe, the GM is encouraged to remove all items that weren't "paid" for between the adventures.

GMs might also want to use the time between adventures as a transition for changes in the setting that he/she is creating. This method is

used all the time in comics and cartoons. As the cartoon starts we will hear about actions or events that took place before the episode ever started.



CHAPTER 6: HEAVY METAL WARS



PREPARE FOR OBLIVION,
OPTIMUS PRIME!

FRUSTRATED, I'M UNABLE TO DECIPHER THE EVENTS OF THE PAST FEW CYCLES. IT'S ALL BECOME A BLUR. WHO OR WHAT SUMMONED US HERE, AND HOW WAS MEGATRON SO QUICKLY ABLE TO GAIN THE ADVANTAGE ON US?

As a summit to most of the Transformer episodes, there is usually a great battle between the forces of good and evil. One massive brawl, the outcome of which will determine if Decepticon's can make their cruel plan a success.

Combat is the icing on the cake of role-playing. Without other activities (the cake) players would quickly get sick of just combat (the icing). Still, a good scene or two of combat mixed in with an interesting story, well thought out traps, and puzzles punctuates the game perfectly.

In this chapter, you will find the rules on how to play out various kinds of combat. You will learn about melee attacks, unarmed attacks, and ranged attacks, and how to deal damage to inanimate objects.

COUNTDOWN TO EXTINCTION

Not everything the players do in the Transformers Role-playing Game is so critical that the GM must keep track of the time and the number of actions a player gets. Combat, however, is important in this regard.

A combat situation instantly puts the game into "rounds." That is, the number of things a player may do in one round is limited by their Speed Score, and the (game) time is monitored in increments of 12 seconds. One round is comprised of 12 seconds (also called "turns"). When starting "rounds," the players (and the GM) roll 1D12. These rolls are called initiative. The result is the order they go in, starting at turn 1 and moving up to turn 12. A player with more than one action (due to their Speed) may have their actions spread across these 12 turns (rolling a separate initiative die for each action), or may take their various actions simultaneously on the same turn. Any ties (between characters and enemies) are settled by Speed Scores (who ever has the highest score may choose when they act). The GM may choose to roll a single die and have all his/her characters act on that turn (using all their actions simultaneously). As an option, the GM may roll separately for the important non-player characters (NPCs). This would especially be appropriate for major villains and important battles. Once one round is finished, the next begins with a new initiative roll.

Certain factors can affect initiative. For example, if the character has particular Components,

Implements, or Skills his/her initiative may be affected. There are four other situations that can affect a character's turn:

Surprise-

Whenever a character is unaware of his/her attackers, they automatically have an initiative of 12 (if a whole group is surprised, they go on 12 in the order of their Speed Scores, taking all actions simultaneously).

Waiting-

A character may wait to perform an action (and only 1 action) later than their normal initiative. To do this they roll their initiative, once that initiative comes, they may choose to "wait" their turn. Once a turn is being "waited," the character may perform the action on any remaining turn of the round they like, provided they are still functioning when the time comes. Turns can be waited all the way into a new round. That is, instead of rolling initiative, the character waiting their turn can go at any point in the new turn (but they forfeit making any other actions that turn). When a character is "waiting", they may not do anything else, including moving. Performing any other action(s) (other than the one being held) forfeits the 'waited turn', and the character simply loses the action. After performing a "wait," a character enters into the next round of combat with a new initiative roll, as usual.

Advantages-

The GM may declare that one group of characters has an "advantage" over another. Examples of advantages range from having "higher ground," to having the opponent "out-numbered." This type of initiative modification should only be given under extreme conditions, or where it would be pertinent to the plot of the episode. Because of the varying situations that can be considered "advantageous," the modifier is also varying. It is suggested that an advantage gives the character a -1 to -5 to their initiative (no initiative can be lower than 1 or higher than 12).

Being Held-

A character being held captive, may only act on turn number 12 and will always go after characters not being held. This includes characters that are being held by bonds, energy fields, forces of nature, extreme gravity, weights, or other characters.

THE PROVING GROUNDS

When it is the player's initiative, they must decide what they would like to do. They can make as many actions as their Speed allows. These actions can be anything they desire as long as they fit into the constraints described under Chapter 5, "Action Masters." This section of the book deals with one specific type of action, an attack.

There are two types of attack actions a player may make: Physical Combat or Ranged Combat. Each type of combat is governed in a similar but separate way. The following sections describe the two forms of combat.



BASIC PHYSICAL COMBAT

Though heavily armed, Transformers seem to have a certain passion for the use of brute force, verses heavy firepower. If you watch the cartoons or read the comics, you will see that 70% of the time, the Transformers will engage each other in punching, kicking and throwing matches. There's simply nothing more beautiful than seeing two four-ton robots smashing away at one another in a heated brawl. This section will explain how Physical Combat works, and the maneuvers a player may perform when using it.

To make a physical attack (including brawling, melee, or any sort of attempt to grab or touch a target) a player must be within a distance equal to their height from the opponent. This proximity is called "reach" when referring to ranges. All physical attacks must be made at a range of reach (or less). Using large/long melee weapons could increase a character's reach, but it is assumed combatants move somewhat while fighting, and thus

exact distance from a target is not a big factor. If this range is obtained (and it is the player's initiative) the player rolls a physical attack roll (1D20). To succeed they must roll equal to or higher than the target's Evasive Modifier +5. This means that if the target has an EM of 10, they need 15+. If the Target's EM is 1 they need 6+. If the player rolls below this limit, they have missed and may go ahead with their next action (if they have one left), or the combat continues with the next character's turn. If they have rolled successfully, they have struck their opponent. After hitting, the next step is to determine damage.

Physical combat rolls may result in two types of damage: Unarmed Damage, or Melee Damage.

Unarmed Damage-

Based on a character's Strength Score and Size Scale, the character has a specific set of "Physical Damage Dice." This can be found on table 2.2. Any character over Size Scale 1 simply multiplies the number of die they roll by their Size Scale (a 1D6 becomes a 3D6 for Scale 3 characters). Unarmed damage never causes the target to lose any Endurance Points. Instead the damage is done straight to Life Spark. This may seem deadly, but it should be much harder to deplete a character's Life Spark than to knock them out by zapping their Endurance Points. Besides, almost all the deadly battles represented in the cartoons and comics were long brutal slug-fests, were the losers were literally beaten into scrap.

There are three types of damage dice: Minor, Medium, and Ultra.

Minor Damage is the result of a simple punch or similar bash. Each round, a player may make as many minor-damage attacks as they have actions. Minor damage is also added onto to the damage caused by melee weapons (described below).

Medium Damage represents a larger assault; like a kick, double fisted swipe, or body block. A player may only make one medium-damage attack per round.

Ultra-Damage is a category that represents extreme physical punishment. These moves tend to mimic those used in professional wrestling, such as body throws, pile-drivers, and neck twists. Alternatively, ultra damage could occur when a player performs a medium-damage attack on an opponent being held, or in some other type of

disposition. Only one ultra-damage attack can be made a round, even then it must be set-up by one action (thus for some characters it might take two rounds to complete). The set up requires an Opposed Roll between the character and his/her opponent. This roll might be based on Speed, Strength, or Skill depending on the nature of the Ultra-attack. For example, if a character wanted to body slam an opponent, they would have to make a Physical combat roll to grab them (one action), then an Opposed Strength Roll to toss them to the ground (causing their Ultra-Damage and taking a second action) If players are working as a team they may double-team a target to accomplish an ultra-damage attack together. Doing this, one of them would set the target up, while the other would strike the target for the ultra-damage (one action apiece). This, of course, only works with certain types of maneuvers. In a situation like this, the character who merely set the opponent up for the attack, may still make an ultra-damage attack of his/her own.



Melee Damage-

The damage done by a melee attack, is equal to the weapon's damage dice plus the character's minor damage dice. This means that a Size Scale 1 transformer with a Strength of 5 using a Scale 1 edged melee weapon would do 1D4 + 1D8 damage.

With as much damage as a Transformer's unarmed attacks can do, many people question why a character would want to use a puny melee weapon that only adds an additional 1D4 or so (depending on the weapon). Well, aside from this extra damage, a player using a melee weapon now inflicts Endurance Damage with his/her attacks. Just like damage from ranged weapons, any time a die rolls its maximum for a melee attack, the opponent loses 1 Endurance Point.

This goes for the die of the weapon's damage and for the player's minor physical attack damage (which is added to this damage).

BASIC RANGED COMBAT

Ranged combat is carried out in a somewhat similar manner as physical. When rolling to make a ranged attack, the player must roll equal to or greater than their target's Evasive Modifier +8 on a 1D20.

All ranged attacks must be made within the range restrictions of the weapon. The range listed on a weapon is considered the 'effective range'.

Effective range is the maximum distance a weapon can be fired (accurately) while in combat. Outside of combat (when shooting at an unaware, stationary target), this range is doubled (considered the maximum range). Any attacks made outside of effective range (in combat) or maximum range (outside of combat) automatically miss their target.

When a character is trying to throw an item (or weapon) use the following formula to determine the effective range: 50 ft. x Strength Score x Size Scale. This means a scale 2 Strength 4 character can throw an object 400 ft (which isn't that unreasonable given the character's size). Just like with ranged weapons, a character's throwing distance doubles outside of combat (when throwing at an unaware stationary target).

Ranged Damage-

All ranged damage comes directly from the weapon being used. Once a player rolls successfully on their attack roll, they simply roll the weapon's damage and apply it to their target. Unless stated otherwise in the weapon's write up, all ranged weapons can inflict Endurance Damage.

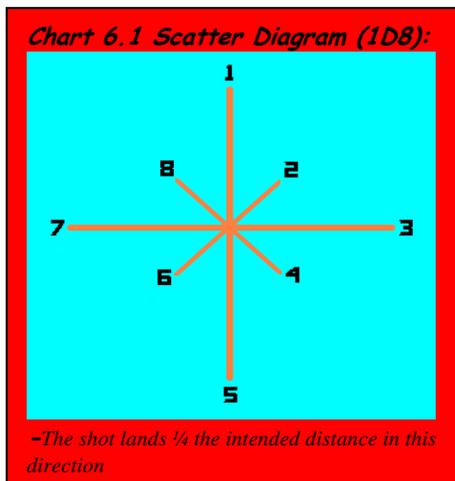
A target loses Endurance Points anytime an armed damage die rolls its maximum. So a weapon that does 1D12 has a chance of doing 1 point of Endurance damage (if it rolls a 12). Likewise, a weapon that does 2D6 has a chance of doing 2 points of Endurance damage (If the player rolls two 6's).

Missing-

Under most circumstances when a character misses, their blast is considered to just trail off causing no harm to those around it. There are, however, a few circumstances where missed shots can cause problems for those in the area of attack.

First, if the target was engaged in melee at the time the shot was fired, a missed attack could result in damage to those they were fighting with. Basically, if the ranged attack was 8+, but not high enough to hit the target's Evasive Modifier, it is automatically considered to have hit an incidental target (such as the hero who was engaged in physical combat with the foe). Damage to an incidental target is rolled in the same manner as it would have been if the shot had hit. These rules apply only when the intended target is engaged in hand to hand combat with the incidental target.

The other instance where a miss could have complications, would be in the use of a radius of damage weapon (such as bombs, grenades and other explosives). When a player has missed with one of these weapons, the GM should have the shot land $\frac{1}{4}$ of the distance to the target in a direction determined by the scatter diagram. The diagram portrays the target as its center. A 1D8 is rolled to see which direction the $\frac{1}{4}$ is added onto.



For example: if a player threw a grenade 11 feet towards an enemy but missed, the grenade would land 3 feet off course (round as needed). To determine which direction it landed, the player would roll a D8. IF they rolled a 7, the grenade would land 3 feet to the left side of the target.

For bombs that are dropped from above the target, use the elevation from which the bomb was dropped as the distance to the target. In this case, a bomb dropped on a target from 200 feet above, would land 50 feet from the target in the randomly generated direction. As you might guess, a misplaced bomb can turn deadly to anyone near the target site.

This Scatter System can make a shot too long or too short. It is entirely possible for a radius of effect weapon to damage its target, even if it missed. Likewise, it is possible for the device to go off too close to the thrower, damaging them.

Other cases might exist where missing a target could be bad. Case in point, when there are reactive items in the environment, when there are precious items next to the target, or when the target has taken someone hostage (see modifiers) These cases should be ruled by the GM based on his/her design for the episode.

GO WITH THE FLOW

When someone is struck by the punch of a 4 ton robot, or blasted by waves of antimatter plasma, they tend to lose their footing. That is, they are knocked back from where they were originally standing, or knocked down to the ground completely.

Knockback-

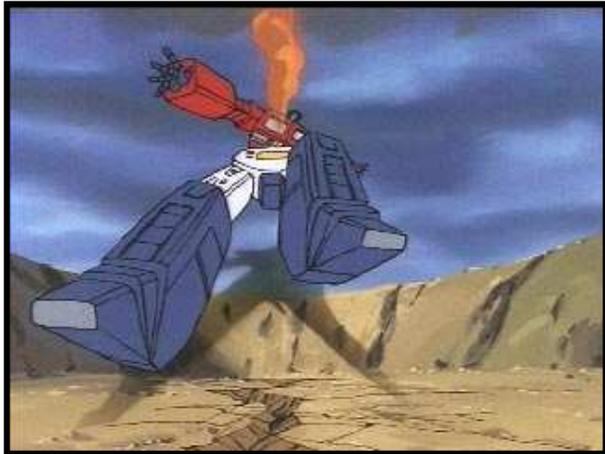
In the game, a player (or NPC) may cause their target to be knocked back from an attack they have made. This process requires several things. First, they must declare before they roll the attack, that they are attempting to do 'Knockback'. Second, the attacking character must either be a Size Scale larger than their target (if the attack is physical), or be using a weapon that is a Size Scale bigger than the target. Last, they must hit with their attack and have rolled enough on the damage dice to take Life Spark from the target (in other words the amount on the damage die must surpass any of the target's defenses, such as armor, etc.).

When a player has satisfied all conditions, he/she may deduct any amount they wish from the damage of the attack (up to its full value) and exchange these points of damage for Knockback. In doing so, the target is knocked directly back 10 feet for each point deducted. Deducting points from the damage roll to create Knockback has no effect on Endurance Points lost from the attack. Some characters or items may be immune to Knockback due to Aptitudes, Skills, Components, or Implements. These characters suffer the modified damage of the attack but are not moved or further affected by it.

If it there is a hazard in the path behind them (pit, heavy machinery, etc.) they suffer its effects. If they cannot travel the full distance of the Knockback do to a barrier, they collide with the barrier taking damage. The damage is figured as per

the crash rules in Chapter 5. One minor difference is that, their relative Speed would be equal to the number of 'points' (not feet) they have left to travel. This Speed can surpass the usual maximum of 10, and it cannot be lowered by the victim (unlike in normal crash).

Knockback can be avoided with the use of certain Skills or Aptitudes. If a character is purposely ramming (crashing into) a target and they satisfy all the requirements mentioned above (they are at least Size Scale larger), they may cause Knockback with the ram (the damage taken by the target is used to trade for the Knockback distance).



ex.1 Megatron blasts away at the Autobot tank, Warpath. Megatron has declared he is doing Knockback. His Fusion Cannon is several scales larger than Warpath, and his damage is 32 (enough to do 28 points of Life Spark to Warpath who's Armor is 4). If Megatron had any dice that rolled their max, he would automatically take away some of Warpath's Endurance Points (regardless of the Knockback)

Megatron decides to cause 8 points of damage and use the rest as Knockback. That means the remaining 20 points get converted to 200 feet of Knockback (WOW!). Needless to say, Warpath finds himself half a football field back from where the battle took place.

ex.2 Lets go with the exact same set up, with the exact same damage results as above. This time, however, there is a wall 30 foot behind Warpath.

The wall is Scale 1 (Warpath is scale .25) and made of bricks (R-level = 0). Warpath hits this wall with 17 points of damage left to travel. When we go to figure crash damage, we have 1D8 for Warpath's Size Scale (we'll say we rolled a 5), 1D12 for the wall's Scale (we'll say it was a 3), 17 points from Warpath's relative Speed (what was left in damage points), and 0 from the wall's Speed (stationary). Under normal circumstances, Warpath would take 25 points of damage from this collision and the wall would take 13 (1/2 of 25 since it is a larger Scale). But, Warpath (being a tank), has a R-level of 2, (which is better than the wall's), the wall takes its damage but he takes none. All Megatron has done, is 8 points of Life Spark, and caused Warpath to have to use a movement action to get back into the battle.

ex.3 Here we'll look at something entirely new. Let's say Omega Supreme (a Size Scale 4 Autobot) is in physical combat with the Insecticon, Shrapnel (Size Scale 1). Omega Supreme has set up an ultra physical attack, and is getting ready to do a body throw on the insect. He declares it will be a Knockback attack. He makes his attack roll and rolls 8D8 for damage. The result is 41 points of damage (3 dice rolled their max, but because this is a physical attack, Shrapnel loses no Endurance).

Omega Supreme decides to place 4 points in Knockback, and do 37 points of damage. This means that Shrapnel's near-lifeless body lands 40 foot away from Omega.

ex.4 What if Omega only chose to do 4 points of damage and turn the other 37 into knock back? Well, Shrapnel would land 370 foot away. What if there was a wall you ask? (Boy, what did Shrapnel ever do to you?) Well, lets say there is a Scale 1 brick wall (R-level = 0) 100 foot behind Shrapnel. That means there is 27 points of Knockback left. Shrapnel is Size Scale 1 (1D12), and the wall is scale 1 (1D12). They have equal R-levels, but the wall is not moving while Shrapnel has a relative Speed of 27 (from the Knockback). If we roll the damage from the 2D12's, and get a 6 and a 9, the total crash damage would be 42 (27 + 6 + 9 = 42). Both Shrapnel and the wall would take 42 points of damage since they are of equal scale.



Knockdown-

Knockdown is an automatic result of losing half (or more) of a character's remaining Life Spark in one hit. When this occurs (usually after an attack), the character falls prone to the ground and must spend an action to get back up.

Because Knockdown is figured off of the character's current Life Spark, it gets easier and easier to be knocked down as a character takes damage. A character who suffers a loss of at least half of their Life Spark in a Knockback, will also be knocked down. Certain Skills and Aptitudes may protect a character against Knockdown.

Additionally, Characters who make Physical Combat rolls may opt to forego the damage they would cause, and instead attempt to Knockdown their target. To do this they must make an Opposed Roll (Strength or Skill) verses the target's Strength or Skill. If successful, the target falls to the ground and must spend an action getting up (though they take no damage from the attack). If unsuccessful, the character's attack simply had no effect.

OPTIMAL SITUATION

The Transformers Role-Playing Game's combat system is meant to be simple and quick.

There will be circumstances where players will try to use the environment of the episode to their advantage; or where the situation would give a character an obvious benefit. These cases would call for the use of a 'Combat Modifier'. A list of modifiers appears in the chart (6.2) and are followed by descriptions of situations that yield these bonuses/penalties. The

Chart 6.2 Combat EM Modifiers

Description	Modifier
Major Disadvantage	+4
Not Likely	+3
Difficult	+2
Hard	+1
Simple	-1
Easy	-2
Most Likely	-3
Superb Advantage	-4

bonuses or penalties are usually placed on a character's Evasive Modifier.

Major Disadvantage-

The worst of the combat penalties, this category covers severe conditions. The character's attempts in this situation should be nearly hopeless. A couple of examples of 'Major Disadvantages' would be: not being able to see the target, attacking a target with, at least, 95% of their body behind cover, being completely disoriented, not being able to move freely, or having more than one lesser penalty (as long as it adds up to 4).

Not Likely-

Not likely includes situations where: the attacker is partially disoriented, has lost some ability to move freely, the target is obscured by heavy fog or darkness, or attacks against a target whose body is 75% behind cover. Further, any character with two lesser penalties would be placed in this class (as long as they add up to 3).

Difficult-

Difficult is the middle of the road as far as penalties go. This modifier includes: attacking while being held, attacking from an odd vantage point, firing at a target who is 50% behind cover, performing an action while in peril (falling, being melted, etc), attacking a target that is slightly obscured (light fog, moonlight), or trying to shoot a specific part of a target (this penalty may be greater depending on the size of the area to be shot). As always, two smaller penalties may create a Difficult Modifier (as long as they add up to 2).

Hard-

This modifier shows only a slight disadvantage. Often times this will be caused by: slight environmental factors (snow, rain, mist), the target having minor cover (25- 50%), the attacker having just suffered a tremendous blow, the attacker having just regain 'orientation', the target being in a close group of non-targets (but not bad enough to need a called shot), or fighting while scared (failing a Courage Test under certain conditions).

Simple-

This is a bonus given to players when conditions make it more likely for them to succeed. The +1 modifier is given to a player for: having a minor tactical

advantage (higher ground, an open area, etc.), attacking an enemy that is unaware but moving, performing a recently practiced maneuver.

Easy-

These conditions yield the Easy Modifier: attacking a target that is limited in their movement (coming down a tight passage, etc.), having a major tactical advantage (attack from overhead, surprising a target), double-teaming a target in a physical attack, or using a ranged attack point blank.

Most Likely-

Yet a better advantage, these situations include: Attacking a target that is blind/totally disoriented, attacking a target that is being held by another, or making a combined attack on a target with others.

Superb Advantage-

When winning is just a matter of showing up, they players have a 'Superb advantage'. This modifier is rarely used in the game but may include: Attacking an immobilized target, making a combined physical attack on a single target with 5 or more individuals, using an attack with a radius of effect at point blank, or combinations of other minor advantages.

WHEN TO USE MODIFIERS

Though the descriptions cover many circumstances, modifiers aren't meant to be used all that often. When a GM uses the modifiers to often, combat will be slowed, and the simplicity of the attack rolls will be lost. The GM should use the modifiers only when they characters or NPC's are counting on them. That is, when a situation has been constructed explicitly for the purpose of exploiting the modifier.

Some modifiers (like those for being blind or in peril) should be applied each time the situation arises. They are the exceptions.

PRIME TARGET

Sometimes a player will want to be very specific as to where they aim a blast. The situation could be that the Decepticon is holding a hostage, or they've found a weak point in the guardian robot's armor. This type of narrowed attack will be known as a 'Called Shot'. Called shots range in their difficulty, and their effect.

The effect of a Called Shot is up to the GM. In most cases, giving a bonus to the damage (perhaps

and extra damage die) is reasonable. In some cases, a Called Shot could completely deactivate the foe. In others, the Called Shot might have an effect such as knocking a device out of the hands of an enemy, or blasting a lever to the 'off' position to escape a 'laser cage'. Each instance should be dealt with as a unique instance by the GM.

The difficulty of a Called Shot is -2 to the player's attack roll. This penalty may be greater if the area is quite small or well protected. In addition, if the effect of the shot is going to be crucial, then the GM should consider raising this penalty.



COVER

As the Combat Modifier section noted, in some battles, characters can hide behind forms of cover. A character can take 'cover' behind anything, so long as it is big enough (it has to cover at least 25% of their body), and can stand the impact of the attack (items like glass, water, or paper would usually make for poor cover).

If an attack misses the target (with the penalty modifier), but would have hit without this modifier, the damage is absorbed by the cover (see the rules for damaging inanimate objects in the next section). If the attack wouldn't have hit, even without the modifiers, then the cover was not struck (at least not the part of it being used by the target).

If, using the rules for inanimate objects, the cover has lost all Life Sparks, the Target may be freely attacked as if the cover wasn't there (in game terms it has been shot to pieces).

INANIMATE OBJECTS

There will be times in the game where the target of an attack is something other than another Transformer. Perhaps players are trying to destroy

a large Decepticon Transport. Maybe they need to blast their way into a fortified building. In any case, combat against inanimate objects takes place in much the same way as any other type of combat.

When attacking an inanimate object, players roll initiative as normal, and go on their turn. Inanimate objects that are being controlled by others (such as vehicle or gun batteries), act on the controller's turn. If for some reason an inanimate object is acting on its own (has artificial intelligence, is motion sensitive, etc.), the GM would roll an initiative dice for it just like any other character.

Evasive modifiers for inanimate objects are figured based on the object's Speed, and its Size Scale (see Chart 2.6). If an object is not moving, its Speed Score is considered to be 0. If an object is being moved by another being, figure its Evasive Modifier using the mover's Speed and the object's Scale (The GM should keep in mind that larger scale objects will decrease the relative Speed Scores of those carrying them). After finding the object's Evasive Modifier, add it to the base attack number (8 for ranged Combat, 5 for Physical), this is the number the player needs to roll (or above) on a 1D20 to hit the object. Anything less than this number is a miss.

If the attack hits, damage is done, again, much the same as regular combat. Just like with characters, there are certain factors that can affect the damage on an inanimate object. Some of the more important factors include: R-level, Armor, Resistance, Life Spark, Knockback, and Instantaneous Combustion.

R-level

Already covered on the section on crashing, this rating represents how 'reinforced' an object is. Another frame of understanding R-levels might be to see them as, how 'unmovable' or 'dense' an object is. Viewing it in this mind helps distinguish it from the concept of Armor. R-levels come into play when dealing with crash scenarios, when dealing with two opposing forces, or any questions concerning momentum.

Armor-

If R-level designates how 'immobile' or 'dense' an object is, Armor shows how damage resistant something is. While this might be due to the object's density, it is more often because the object has been designed to absorb damage through the use of special materials, padding, or protective barrier.

Armor ratings are usually given to items that have had some external modifications for the purpose of protecting them. Where as, the R-level tends to be a natural quality of the item.

Some items have a 'natural' Armor Rating. These tend to be materials that are used for armoring other objects (Reactive-Ceramic, Flak Plating, Kevlar, etc.).

The Armor Rating works similarly to the Skill of the same name. The number is subtracted from all incoming damage before it is applied to the Life Spark of the object. Certain weapons and moods of attack may circumvent this protection (Armor Piercing attacks, etc.).

Resistance-

Also similar to the Skill of the same name, this quality makes it so that particular types of attack cannot damage the object. This might entail a reflective coating that protects against lasers, or a fibrous-ceramic that can't be damaged by heat.

Whatever type of damage the object is resistant to, may not cause it harm. If an object is resistant to sound waves, a player can blast his/her ultrasonic beam gun at it all day and not cause the slightest crack. Still, massive forms of the damage may have some effect (the example of lava causing damage to something with heat-resistance was used before). Even in this case, the

Chart 6.4 Characteristics of Inanimate Objects:

Object	Armor	R-level	Life Spark	Resistance
*Brick/Stone	5	0-3	20-70	Most heat
*Cloth	0	-1	5	None
*Glass	0	-1	3	Electrical attacks
*Light Metal	0	0	20	None
*Medium Metal	4	0	30	None
*Heavy Metal	10	1	40	Edged Weapons
*Advanced Metal	15-30	2-3	70-100	Edged Weapons/ Most heat
*Thick Wood	0	0	15	Electrical Attack
*Armored Plating	10	2	70	Simple Projectiles
Cars	0	0	25	None
Small Buildings	5	1	150	None
Vault Doors	15	3	150	Most heat, Explosives, Simple projectiles
Computers	0	0	12	None

*Multiply the number of Life Spark by the object's Size Scale

GM might want to give some protection to the object.

Life Spark-

Chart 6.3 Functional Damage (roll 1D10):

Roll	Damage Type
1	No functions lost.
2	One minor function lost.
3	One function damaged, -3 to use.
4	One major function lost.
5	Two minor functions lost.
6	Two major functions lost.
7	All functions disabled for the next turn.
8	One function disabled for the next turn.
9	Structure weakened, -2 more Life Sparks.
10	No functions lost.

Like characters, all objects have a certain number of Life Sparks. These points simulate how well the object is holding together. When an object loses all of its Life Spark, it is in ruins (has crumbled to debris).

Objects that have working parts (such as electronic/mechanical devices and vehicles) may suffer effects from even losing part of their Life Spark. It is possible to destroy an object's functionality long before its structure gives way.

Each time an object with working parts (excluding characters, NPC's, and objects deemed 'special' by the GM) loses 50% of its remaining Life Spark, roll on the Functional Damage Chart (6.3). Apply the results to the object. Minor functions are considered to be ones that do not defeat the main purpose of the object. Major functions would be those that do inhibit the main use of the item. If a 2 or 5 is rolled, but the object has no minor functions to take away, it loses major functions in their place. If an object has lost all of its major functions and a 4 or 6 is rolled, it would lose minor functions in their place.

Once an object has lost all of its functions there is no need to roll on this chart (just subtract damage from its Life Spark till it is demolished). If an object loses all of its Life Spark before it loses all of its functions, the remaining functions are destroyed with the last Life Spark.



Endurance Damage and Inanimate Objects-

Inanimate objects are usually unaffected by weapons that cause Endurance damage only. However, a GM may make the rule that electrical or other energy-based devices may lose functions if hit by such a weapon. Usually the weapon would have to roll its maximum Endurance damage before the object would lose any function. Certain devices, important to the plot of an episode, might be immune even under these circumstances. Again, these special rules would apply only to weapons that do purely Endurance damage (tasers, null rays, disruptor beams, etc.).

Knockback-

As with characters, objects may be dealt Knockback with an attack. The procedure for doing this is exactly the same.

The player must declare the Knockback at the start of the attack. They must be, at least, one Size Scale larger than the item, and the item must be able to be knocked back (the GM may rule, due to certain properties of an object, it cannot be knocked back by a character). They must hit with the attack and do enough damage to cause the loss of Life Spark to the item. The player may then transfer the damage (up to the total amount) into 'Knockback'. To do this, select the amount of damage being transferred and times it by 10. This is the distance (in feet) the object travels backwards. For more information on Knockback, read, "Go With the Flow", earlier in this section.

Knockback on inanimate objects can be further complicated by their Armor, R-level, and Size Scale.

ex.1 Sludge, the Dinobot warrior, wants to kick a large rock. The rock is Size Scale .5, with an R-level of 1, and 20 Life Spark. Sludge's kick does 1D12 worth of damage. Given that he makes his combat roll, he can send the rock flying 120 feet (if he rolls high on the damage and converts it all into Knockback).

ex.2 Sludge is now going to try to kick the same rock into a Constructicon foe. The Scale .5 Constructicon, Bonecrusher, is 30 feet away and is standing still (relative speed = 0). He has an R-Level of 1. Sludge would have to roll to make the kick on the rock, then roll again (as a free action) to see if

he can make a ranged attack on Bonecrusher with the rock. (As an option, the GM might just have him make the Ranged Attack Roll, since hitting the rock is pretty much a given).

If he hits, Sludge would roll damage. What luck! He makes the same awesome damage roll (12). Because of the distance it traveled, the rock would hit the Constructicon with a relative Speed of 9 ($120 - 30 = 90$, $90/10 = 9$).

At this point it becomes crash damage. The rock and Bonecrusher are both Size Scale .5, the crash damage would be $2D10 + 9$ (for the Speed).



Instantaneous Combustion-

Certain things in the game environment are extremely reactive to the actions of the characters. While many of these 'reactions' should be prescribed by the GM for the episode, one standard reaction is called, "Instantaneous Combustion."

Instantaneous Combustion occurs when highly flammable items come in contact with certain weapons, or are hit by 'maximum damage'. These items might be weapon stores, gas tanks, high pressure containers, or anything else that would be reactive to heat.

Items that are combustible can be set off intentionally, or by accident. Many weapons are identified as causing instantaneous combustion in their write-ups (Napalm, Missiles, Gamma Ray Guns, etc.). Any time one of these weapons is fired at a combustible item, the item will explode causing damage based on its size and content. Likewise, regular weapons have a chance of causing the same result if they destroy the item (or its container) by depleting its Life Spark, or if the player hits it and rolls a damage die at its maximum. (Any roll that would have taken away an Endurance Point, would also

cause instantaneous combustion). Chart 6.5 lists some basic damage and blast radiuses for common items deemed, 'Flammable'.

Chart 6.5 Flammable Items:

Item	*Damage	Radius
Fuel	1D6/1D4/1D2	5'-10'-15'
Gunpowder	1D6/1D4/1D2	1'-5'-10'
High Pressure Tanks	1D8/1D4/1D2	1'-5'-10'
Energon Cubes	1D8/1D4	1'-5'
Nitroglycerine	4D4/3D4/1D4	10'-20'-30'
Plastic Explosives	4D6/3D4/2D4	5'-10'-20'
Plasma Reactors	4D8/3D8/1D8	20'-40'-50'
High-Energy Transistors/Capacitors	1D6/1D4/1D2	1'-3'-5'

*Adjust based on size and quantity.

Vehicles-

Like other inanimate objects, the vehicles characters use do not have as complex a write-up as the players themselves. Vehicles are given scores for their Strength (representing their 'horsepower'), Endurance (for vehicles that have limited fuel, or special "Skills" that require Endurance to use), Speed (based on their locomotion type), Armor, R-level, Life Sparks, and Size Scale.

The vehicle's Evasive Modifier is usually figured off of the Size Scale and the Speed using the same chart as the character's use.

A vehicle's Endurance score is read as "Temporary Endurance Points." Once a vehicle has lost all of its Endurance Points, it can no longer use Skills or equipment that require energy. The amount of Endurance Points a vehicle uses to move from one location to another is always up to the GM, but should reflect the size, speed, and efficiency of the vehicle along with the length of the trip. GM's should note that vehicles with differing movement types will lose energy at different rates (i.e. A land vehicle might spend one Endurance Point to travel 50 miles, while a space shuttle might lose 1 point traveling 50 AU's).

Because vehicles are pieced together using Effect Values, they are not restricted by the same limits (set by Attribute Scores or otherwise) as characters must face. For example, a vehicle may be armed with any weapons desired regardless of its Scale, or Firepower score. All vehicle weapons are considered to be integrated, unless otherwise stated.

Some, more complex, vehicles will have scores for Firepower (to represent controlled weapon systems), Aptitudes, or Skills. Though an

inanimate object may possess these-sort of enhancements, it usually takes a player at the control of the item to use them. When a vehicle possesses



a Skill or Aptitude, the base Attribute used is usually that of the person controlling the vehicle (or accessing that part of the vehicle's equipment). A vehicle with a controlled weapon system (possessing a Firepower Score) can be ordered to fire on targets bearing a certain look or in a certain quadrant. The attacks made by the ship take one of the vehicle's actions per weapon fired, but do not require actions from the crew once the targets have been selected. These attacks are made using the standard combat rules, though Target Numbers could differ if the ship is equipped with a targeting system (as per the Skill of that name).

Vehicles move/act off of the controller's (pilot's) initiative. The vehicle can do a number of maneuvers based on its Speed Score (basically it has a set number of actions just like a player). The number of maneuvers may be reduced if the ships computer systems are bogged down operating weapons or other special devices. If the pilot has fewer actions than the vehicle's Speed grants it, the vehicle continues in the last direction it was headed (unless stopped) for the remaining actions. If the pilot has more actions than the vehicle, they must spend their surplus actions doing something other than maneuvering the ship. Items attached to the vehicle, such as guns or computers, can be used freely by those aboard the craft, as long as they have actions (and on their turns).

Vehicles take damage just like other inanimate objects, including losing functions. Character's inside a vehicle when it is destroyed automatically take the same damage as the last attack, plus any cursory damage from the exploding fuel/equipment on their vehicle.

While inside a vehicle, a character should be granted cover based on the shape and design of the vehicle (see the section on 'Cover' above).

OTHER DAMAGE

As they battle from episode to episode, characters will find danger not only in the form of Decepticon Villains, but also from everyday surroundings. These dangers, and the rules for encountering them, are listed below.

Falling-

Whenever a Transformer falls from a distance greater than twice their own height they take damage.

This damage is figure as 'Crash Damage' (see Chapter 5). The character is considered to have a Speed Score of $5 \times$ the number of height increments the Transformer is falling. Thus a character who is 15' and falls 45', would be crashing at a Speed of 15 (45' is 3 increments, $3 \times 5 = 15$). Unlike characters, this 'crash Speed' can exceed 10, but can never exceed a Speed Score of 50 (this is 'terminal velocity').

The ground will always be considered the same Size Scale as the Transformer, with an R-level of 4 (because it can't be moved as easily as a barrier or obstacle).

As a side note, a player with flight can intentionally crash into the ground or other obstacles by accelerating toward them. If this is the case, use their Speed Score for the damage.

Fire-

Fires of different types and sizes make for a variety of damage in the Transformer Universe. All Transformers are designed to withstand normal household fires for up to 10 rounds without damage. Past this point, they take 1D4 for the heat build up each round.

Larger fires, oil fires, and plasma fires may cause much greater damage per round. These cases should be assign by the GM.

Extreme Cold-

All Transformers are able to function in temperatures well below freezing, however in an extreme cold environment they begin to suffer the

loss of Endurance Points, (and Life Spark when they run out or become unconscious).

At -50 degrees Celsius, a Transformer begins to lose 1 Endurance Point each round he/she is exposed. With some engineering, a Transformer could be temporarily 'winterized' such that the exposure would not drain his/her Energon (or at least slow it down).

Biological or Biomechanical characters take this 'damage' in weather that is 20 below or lower. They too can avoid this damage by taking the proper precautions (dressing for it, etc.).



Massive Pressure Change-

Even mechanisms such as the Transformers can be affected by a sudden change in pressure. Any massive and sudden change in pressure (such as a spaceship's airlocks being blown) will cause some damage to the unprotected characters inside. The standard damage is 1D4 for totally mechanical beings, and 1D8 for biological or biomechanical beings.

Players are given the option to absorb some or all of this damage with their Endurance Points. With special equipment or a decompression process, Transformers can avoid this type of damage (though Biological beings cannot survive unprotected in



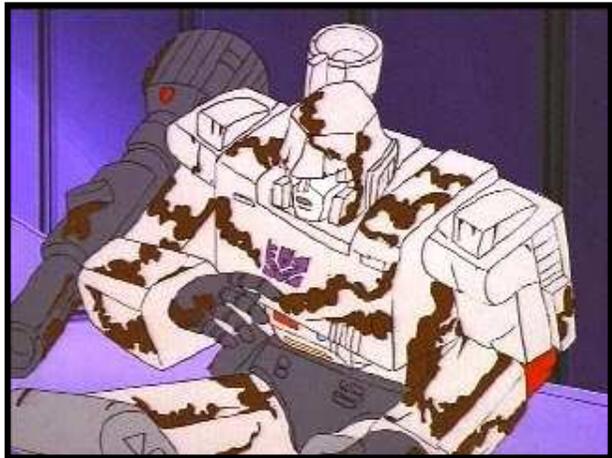
environments with extreme pressure differences regardless of being 'depressurized'). Biological or Biomechanical Characters who are unprotected against extreme pressure receive 1D8 of damage for each round of exposure

'Suffocation'-

Any being with a biological or biomechanical nature must have oxygen (or some life-giving gas) to survive. Going without this substance for certain periods of time causes them to suffocate.

Suffocation occurs when the character has gone without 'air' for a number of rounds greater than their Endurance Score.

At this point, they lose $\frac{1}{2}$ of their remaining Life Sparks per round (until they reach 1, after



Toxins-

Polluted, or unrefined forms of Energon, along with programming viruses may cause trouble to a Transformer's systems. When encountering these dangers, a Character must make an Endurance Test. If they succeed, they may only take half-damage, or no damage at all (depending on the severity of the toxin). If they fail, they will be fully effected by the substance.

Some toxins may cause continuous damage over a certain period of time. For example, a poisoned energy source might cause a Character to take 1D6 every half-hour (150 rounds). Under these circumstances, the player should be allowed to make a new Endurance Test before each damage roll. GM's might establish penalties for each subsequent roll, if the player fails one. For example, perhaps the player gets an additional -1 penalty to his/her Endurance Test each time he/she fails (eventually making it impossible to succeed).

Toxins may cause effects other than loss of Life Spark. In the Transformer continuity, many toxins have been shown (Cosmic Rust, Hate Spores, and Scraplet Infestations to name a few). Toxins can effect the way a Transformer thinks. They can lower their Attributes. They can effect Skills and Aptitudes. They can even inhibit transformation.

Biological characters, biomechanical, or those who have humans binary bound to them are of special note, because they face an even broader range of toxins such as diseases and poisons.

As is the case quite frequently, the GM should be the judge of the effects of a toxin, and under what conditions it can be avoided. (which they are dead). Getting air will, of course, stop this loss.

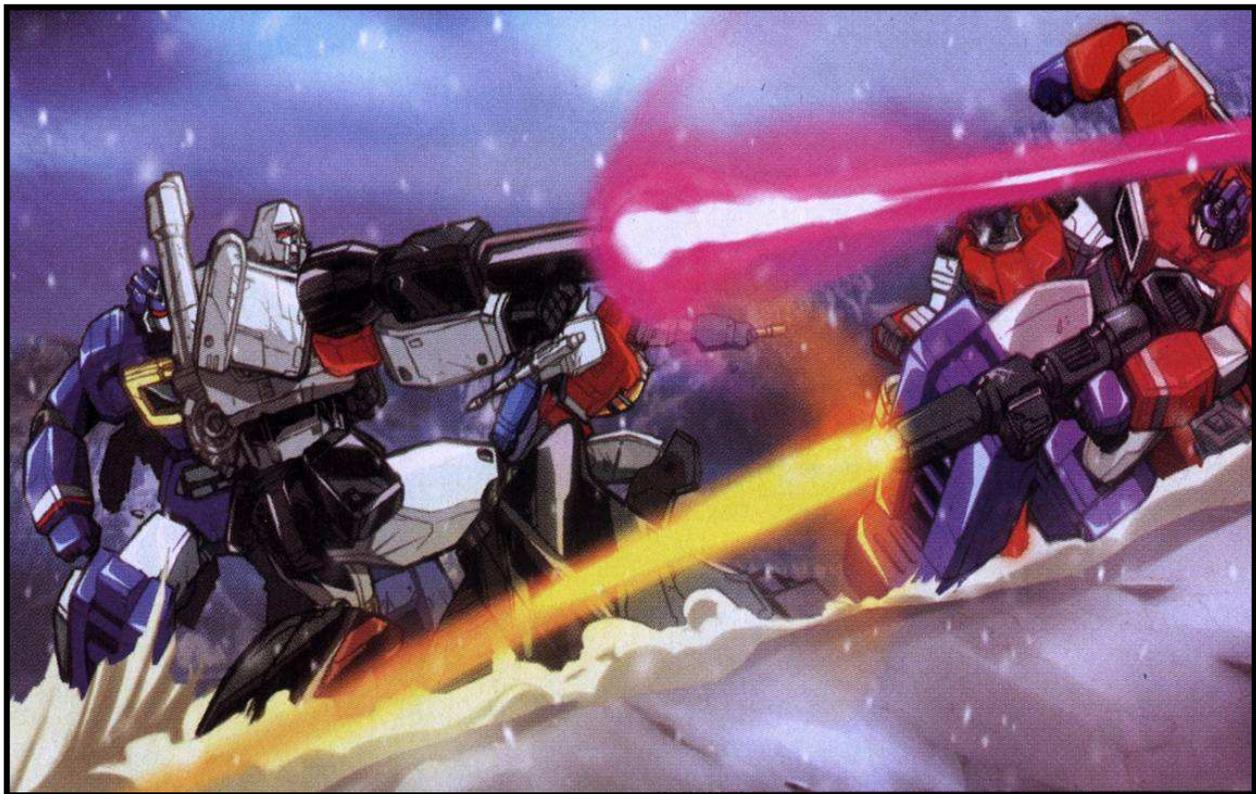
Specialized equipment may prevent suffocation. GM's may rule that some biomechanical forms do not require 'air' and thus cannot suffocate.

Electronic Disturbances-

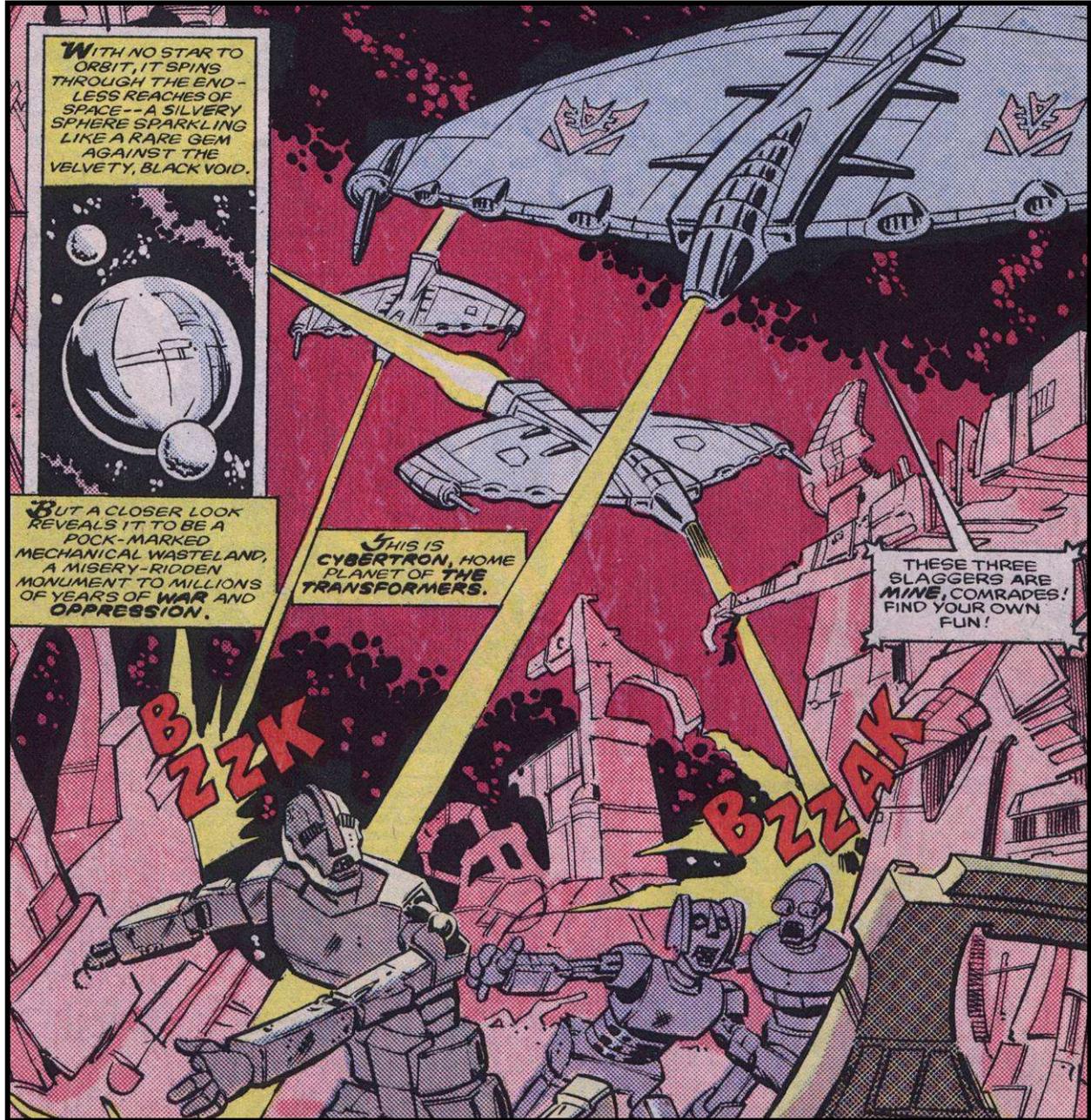
Some forms of energy waves, or natural forces cause electrical disturbances in mechanisms. A few noted examples in the Transformer Universe include: electromagnetic waves, circuit scramblers, anti-electrons, unstable Energon sources, raw plasma energy, static fields, and Karlonian Crystals.

These disturbances may do anything from depleting the character's Endurance Points, causing damage, taking away a certain number of their actions, jamming their transform mode, or causing them to perform a random action out of their control.

The GM is encouraged to be creative with the effects of electronic disturbances. Many times these disturbances were the driving force to a plot in the cartoons and comics. So when placed into an episode they should be dealt with thoughtfully and designed in an imaginative way.



CHAPTER 7: CYBERTRONIAN CUSTOMS AND LORE



This chapter is designed to give the players and GM a basic over view of the Transformer setting. In it, you'll find a brief (and speculative) history of the Transformers, along with information on many of the important events, characters, traditions, and items that exist in their continuity.

When reading this section, keep in mind that the Transformers are a product of several toy lines (with stories and backgrounds written by the manufactures), a series of comics, Four American cartoon shows (many foreign ones as well), and a movie. These sources of Transformer fiction all have diverse ideas about where the Transformers come from, and who they are. While many common threads exist between the sources, they cannot be perfectly reconciled even by the most talented of writers.

What this game will try to do, is use the Generation One Cartoons as a primary source (since they are the farthest reaching of the media-types), and fit in information from the other sources when possible. When it comes to making your own episodes, GM's are encouraged to use the backgrounds and time frames of their own favorite Transformer source (be it comics, toys, or other-generation cartoons).

With the introduction of the cartoon, *Beast Wars*, the Transformer Universe has expanded its known timeline from the far-reaching Future, to the past (before the G1 Transformers were 'activated'). Repercussions from this show have set up and changed the Transformer continuity, leading into the *Beast-Machines*, and *Robots in Disguise* cartoons. When and where a GM sets up his/her campaign will have a major impact on what the players will be doing, and what sort of transform modes they might possess. Keep this in mind as you examine the timeline below.

FOREVER IS A LONG TIME COMING

In this section we will take a whirl-wind tour of Transformer history. Game Masters should read this information with a bit of reserve. What is presented here is only a suggestion as to what has happened in the Transformer Continuity. Obviously with 4 cartoons and several comic book series not everything is going to match coherently into this timeline. Besides, just like human history, what has occurred in the Transformer world, when it occurred, and how it occurred is subject to debate

based on the views of different Transformers. Most importantly, the origin of the Transformers, themselves, has been presented in a variety of ways. This is much like humankind's understanding of its own origin, different Humans claim different reasons and scenarios for how we came to be.

TRANSFORMER TIMELINE

In the Beginning (Cartoon)-

Primacon, an alien scientist with a knack for not seeing the potential problems his inventions can cause creates Unicron. Unicron is a self-sufficient 'living' organism of metal, capable of taking in raw materials to power itself, and grow large/stronger. It was the ultimate in design and power efficiency. Unfortunately, Unicron turned on Primacon and devoured his home world for its energy/resources. Then proceeded through the universe eating planet after planet, and growing in energy.

While this was going on, across the galaxy there existed a planet of metal known as, Cybertron. It is unclear in the annals of Cybertron whether or not the Quintessons actually created Cybertron, or rather just usurped it for their own benefit. The Quints, themselves, lay claim that they built Cybertron as a manufacturing plant for their 'robots'. Still, much of Cybertron's structure and the Transformer's own latent sentience suggests that the Quintessons might not be the Transformer's creators. Perhaps, they just stumbled upon the planet, conquered it, and used its plasma forges and computer core to build robots of their own specifications.

What is clear, is that for a large period of its existence, Cybertron was dominated by the Quints. The Quints seemed to have their own society, a society ruled by a council of 'five-faced' Quintessons. The society had all the basic functions of any society: rules, laws, order, crime, punishment, monetary exchange. It was a society, that was affluent in the universe, supplying many species with robot workers and soldiers. They used the planet to produce two types of robots. Consumer/household robots (stamped with a bright orange face logo), and military war machines (stamped with a deep-purple face logo). At some point (seemingly early on) the robots they designed grew to think for themselves and revolt against their 'makers'. It is theorized that the Transformer's ability to 'think for themselves' was due to 'hidden' programming

installed by the intelligent super-computer Vector Sigma.

11,000,000 BC-

Not too long after this latent ability to "think for themselves" emerged, the Transformers began to turn on the Quintessons (who were ruthless and vile in their ways). At first, there were only pockets of resistance, but soon the uprising became organized. This struggle for independence is often referred to as, the 'Great Slave Revolt', though the battles that ensued may have had their own names. The revolt was led by a slave named A-3 (later to be known as Alpha Trion). An older model, and well versed in science and invention, he created a device known as 'The Coda Remote'. Disguising it as his 'slave symbol' (the Autobot patch), it was a device that could deactivate non-sentient robots. At this point in time, the Quints had realized their mistake in letting their robots become too intelligent and developed a force of large 'Dark Guardian' robots to keep the other robots in line. These massive robots held enough firepower to clear out whole pockets of resistance with just a few strikes. Because these destructive behemoths ran off the simple commands of the Quintesson Council, little could be done to stop them prior to the invention of the Coda Remote. In fact, it played such a pivotal role in the Slave Revolt, that later (in the year 2006) the Quints would use a time portal to accost A-3 and try to keep the Coda Remote from being used (though the Autobots would foil this attempt).

By the end of the of the Slave Revolt, the Quintessons grew desperate and escaped Cybertron, leaving it to regroup and recover else where in the universe (but always intending to comeback and reclaim what was once theirs). The ease in which they decided to leave Cybertron, also, suggests that



it may not have been theirs to begin with...

10,000,000 BC-

Without the Quintessons to deal with, Peace reigned for many years on Cybertron. The robot factories were Transformed into living quarters and cultural centers, the dark guardians were redesigned and made into a fantastic security force. This great era of advancement, culture, and peace came to be known as, The Golden Age of Cybertron. For the longest time both factions of robots (the military Decepticons and the consumer-centered Autobots) were at peace, but alas it would not last.

9,000,000 BC-

Less than a million years after the Slave Revolt new war was brewing (there were most likely smaller wars or conflicts in between this time, for there is reference to many important conflicts in Transformer history). The leadership of Cybertron was in question. The Decepticons became arrogant of their own might, thinking the Autobots to be weak by their nature. A leader emerged from the Decepticons promising them glory and rightful ownership of Cybertron if they followed him in a coup against the current leaders of the planet. Thus began the First Cybertronian Civil War.

The leader's name was Megatron. He was ruthless in his desire to gain power over the planet, but this meant his troops would need great sums of energy. So the first targets of this rebellion were the Energon depots located across Cybertron. The Decepticons used some new innovations in this attack. They used the element of surprise by making transformable drones that could be moved into battle. Further, they possessed technology that allowed them to fly, something that intrigued and amazed the Autobots at first.

Early on in this war, a power warehouse worker, Orion Pax, was near-fatally damaged in a Decepticon raid. Luckily, he was delivered (by the Aerialbots when they were sent back in time) to Alpha Trion, who was able to repair Orion, giving him a new body and new Skills. Orion Pax became Optimus Prime, and was one of the first Autobots with the power to transform. His girlfriend, Ariel, then was also rebuilt into Elita-1.

The Civil War had changed things. It became an eternal struggle, and the later battles became part of what would be known as The Great War. This war raged on for millennia, and the

firepower used in it either decimated or consumed every bit of Energon Cybertron had to offer. The Plasma Chamber in the heart of the planet (once thought to be infinite) was dwindling. The Autobots survived these fights largely due to a secret weapon. At some point in history (long before the Great War) the Autobots had created a mantle through which they could pass down their collective wisdom from generation to generation. This mantle was called, The Matrix of Leadership, and each Autobot leader placed it within themselves. Hooked into their Life Spark, they could access the wisdom of all the previous leaders. When they died, the leader would download part of their own 'spark' into the Matrix, so their wisdom could be accessed by the next bearer. The Matrix made its way to the Autobot Optimus Prime, and would rest in him as he led what was left of the Autobots against the Decepticon forces.

4,000,000 BC-

The once vibrant Cybertron became a landscape of dull, battered, energy-less metal. The Great War was at its height, and the Decepticons had all but defeated the Autobots (As a side note, Transformer history refers to four Great Wars, which one was the war between the Decepticons and Autobots is debatable). The Autobots' tactics had changed from head-on battles to covert gorilla tactics. Still, technology was advancing on both sides with new power rectifier programs and transform modes. Yet, without the power to continue to produce these devices, the war would end soon. It is not documented how many Autobot and Decepticon scout parties left Cybertron looking for new Energon sources, but Transformers are (in the future) discovered in other parts of the universe suggesting that there might have been several ships that left Cybertron prior to the voyage of the Ark.

The Ark was a massive (long-range) scout ship built in secret by the Autobots as they decided to make an extensive search for Energon. It was crewed by some of the top Autobot leaders including Optimus Prime (who then was carrying the Matrix). The Decepticons learned of the Ark just moments before its launch, and attacked the launch site. The ship got off the ground amid the attack, but the Decepticons launched a raiding party to follow it, led by Megatron, himself.

The ships neared an asteroid field, as the faster Decepticon attack vessel closed with the Ark. The Decepticons engaged the Ark with their ship's

weapons, damaging it badly. Then, they blasted a hole in its hull and boarded.

Between the damage done by the Decepticon ship, the asteroid field, and the internal battle, the Ark began to malfunction, and crashed on a near-by planet, damaging all those aboard it to the point that they were in stasis.



1984 AD-

For the next four million years, the history of Cybertron is vague. With the absence of these Decepticons and Autobots, the war began to dwindle on Cybertron. Shockwave took command of the Decepticons, while the aging Alpha Trion continued to lead the Autobots. The Autobots, few in number, changed tactics aiming to just survive in hiding more than anything. Perhaps, there was a mass-exodus from Cybertron by Autobots and Decepticons who couldn't deal with the power crisis. The planet's future looked bleak, the power remnants left, could barely keep individual structures running, let alone whole cities.

Yet, the Ark and its occupants weren't out of the picture yet. The Autobot and Decepticon ships had crashed on Earth. Over several Millennia the Ark sat imbedded into the base of Mt. St. Hilary, a dormant volcano. In 1984 seismic activity brought the Ark's computer, Teletran-1, back on line.

The computer saw that the Transformers aboard the Ark were non-functioning, and used its probes to repair them. In this process, it also used data it had collected to alter the Transformers' modes to look like vehicles and items from Earth. Megatron saw the raw energy potential of the Earth and began his campaign to extract its Energon and send it back to Cybertron. Meanwhile, the Autobots pledged to help out the people of Earth and defend

their planet against the intentions of the Decepticons.

Amid one of the Decepticon raids on an off-coast oil rig, the Autobots met up with a group of humans who befriended them. This group included Spike and 'Sparkplug' Witwicky, who would be come long-time friends of the Autobots. The Decepticons created a space bridge, allowing them to Transport themselves back to Cybertron (with their Energon). The Autobots fought gallantly on Earth defeating many of Megatron's plans, but in the end, the Energon transported via the space bridge to Shockwave and his minions on Cybertron gave the Decepticons ultimate control of the planet. Furthermore, in an earlier attempt to bring Cybertron closer to Earth (using advanced technology) the planet was brought within Earth's solar system. This meant that the war between Transforms would now be a permanent fixture among humanity.

2005 AD-

The Decepticons clearly had the upper hand by 2005. Both the Decepticons and the Autobots had been joined by other members who had been out in space during their previous battles. Megatron was ruler of Cybertron, and would soon use his resources to gain control of the Earth. The Autobots had built stations on the small moons that orbited Cybertron, as they planned an attack to regain control of their home world. Back on Earth, they had erected a defensive city simply called, Autobot City. There, they waited patiently for the command to attack the Decepticons. The command would come far too late. The Decepticons overtook an Autobot supply vessel headed for Autobot City. Under its cover, Megatron and his minions came in too close for most of its defenses to be effective. A major battle ensued.

When the dust settled the Autobots were victorious, and the defeated Decepticons fled into the depth of space. The consequences of this squirmish were severe. The death toll included many of the original Transformers (those that crash landed on Earth). Optimus Prime, in a glorious fight with Megatron, was mortally wounded. He passed the Matrix on to Ultra Magnus, who would later lose it to the Decepticons. Megatron and several of the heavily damaged Decepticons were tossed out into space to lighten the load. It was there that they were found by Unicron.

Unicron had traveled the span of the Universe devouring planet after planet, yet it knew the power of the Autobot Matrix could destroy it. Unicron came upon the drifting bodies of the Decepticons and rebuilt them in return for their aid in capturing the Matrix. Megatron became Galvatron, the others were changed into Cyclonus, Scourge and a group of similar soldiers known as, "The Sweeps".

Galvatron captured the Matrix, but then turned on Unicron when it went to devour Cybertron (it was able to take out the two moons before it was stopped). The Autobots joined the battle. Hot Rod defeated Galvatron and used the Matrix to disrupt Unicron's internal systems. With help from the others, Unicron was destroyed. Taking the Matrix, Hot Rod became Rodimus Prime, the new leader of the Autobots.



2008 AD-

War continued between the Transformers. The Autobots held onto Cybertron, while the Decepticons were banished to a wasteland of a planet called, Charr. A new menace now faced the Transformers, their old masters (the Quintessons) had come back into the picture with a desire to conquer Cybertron and Earth. This menace, along with sporadic attacks by the Decepticons continued for years. During a research mission, some human astronauts found Optimus Prime's body and brought him back to Earth, along with a sample of strange red spores. The spores turned out to be extremely dangerous. They created a plague that made those who encountered them (human and robot alike) rabid with hate and rage. Again the Matrix would be the only hope. Rodimus Prime escaped from the clutches of infected Autobots and Decepticons and managed to

retrieve some metal that was impervious to the spores.

Before he became infected, himself, he made sure Optimus was rebuilt, and Optimus Prime once again rose to lead the Autobots. Once, covered in protective metal, he retrieved the Matrix from the infected Rodimus. The wisdom of the Matrix explained that this plague had struck Cybertron before, and that only through Matrix's power could it be stopped. Prime then set its power free, and it restored the universe to normal, ridding it of the plague (though this might not be the true end of the 'Hate Spores').

2010 AD-

Apparently, the Decepticons had gained little ground over the last few years. In a desperate attempt to sabotage Cybertron's Plasma Chamber, a stray bolt of energy caused an Autobot shuttle to rocket through space crashing on the planet Nebulos. They were followed by the Decepticons who wanted the Key to the Plasma Chamber.

Nebulos was inhabited by the Nebulans. The Nebulans had a two-tier society. The rulers, called the Hive, were gangly, atrophied beings who had a rare ability to control machines with their minds. They had built an army of machines that forced the other Nebulans to do all the work on the planet. The Autobots met up with the worker Nebulans and joined forces with them. They developed 'Headmaster' suits allowing the Nebulans to merge with the Transformers. Later, the Decepticons would do the same with the members of the Hive, and also form 'Targetmasters' (which the Autobots would later copy). The leader of the Hive, Lord Zarak, created a giant headmaster menace out of the Hive's headquarters. Meanwhile, Spike created Fortress Maximus (an Autobot super-robot) out of what was left of an abandoned Hive city.

The Autobots and Decepticons once again faced off, this time with the addition of the Headmasters and Targetmasters. In the last instant, Galvatron's plan to cause the sun to explode backfired, and the huge solar flare of the sun, was absorbed (through some quick engineering) by Cybertron and created a new Golden Age for the planet (filling it with abundant energy). For a long time the Autobots held control of Cybertron in this glorious state.

2200 AD-

In the future of Cybertron (or perhaps in a parallel dimension) the Transformers have a largely peaceful society. It seems for efficiency, the newer Transformers are much smaller than the older models. In this continuity, the Autobots are known as the Maximals and the Decepticons are called Predacons.

A shuttle was launched from Cybertron on the mission to seek out and explore the known universe. It was piloted by a main crew of four, with



other Maximals placed in stasis aboard the ship to help perform 'on-planet' duties. As the ship took off, its mission orders were suddenly redirected. The Predacons (led by a Predacon calling himself Megatron) have stolen an important artifact called the Golden Disk. It seems the disk contained information about energy sources throughout time and space. The Predacons used the disk along with a 'transwarp' to get away in their spaceship (called Darkside). The Maximal craft (called Axalon) was ordered to stop them before they initiate the transwarp device, but instead, they were transported with the Predacons through space and time.

They crashed on what turned out to be Earth just at the dawn of its creation (or perhaps it is the Earth of an alternate dimension). The landscape is cluttered with dangerous amounts of energy that can actually short out a Transformer if they are exposed too long. The ship was able to bio-engineer a new type of outer shell for the Transformers, creating a living coating to protect them from the unstable energy. It designed their new modes after the beasts that inhabit this primordial land. The members of the crew that had been put in stasis had been ejected during the crash. The Predacons and Maximals spent a great deal of time fighting to gain access to these stasis pods, and revive the new Transformer initiating them into their own 'tribe'. This era of fighting is known as, 'The Beast Wars'.

Eventually, the Transformers were menaced by a group of unrevealed aliens dubbed the 'Metalhunters' (the Quints?), who had been keeping tabs on Earth's development. Optimus Primal sacrificed himself to destroy an alien weapon meant

to put an end to Earth. The explosion of this device created a strange effect, making some of the Transformers change into what was called, Transmetal. A sort of living metal, that could endure the energy flux just the same as the biomechanical shells could.

Later, they would come across the Ark (long before its inhabitants would awake). The Maximals then spent a great deal of time protecting this historical find from the Predacons (who wished to take the original Optimus Prime out of the picture).

Eventually, the Decepticons recovered the old Decepticon warship, The Nemesis, and tried to use it to destroy the Maximals and get off world. The Maximals, however, defeated this plan, and sent the Nemesis crashing back to Earth. Meanwhile, they used the transwarp drive they salvaged off of the Nemesis to pilot their own shuttle back to Cybertron.



In the Future?-

When the Maximals arrived back on Cybertron they found the planet had undergone some massive changes. Some how, Megatron has beat them back and claims to be the victor of the Beast Wars.

He has defeated all other Transformers on Cybertron and collected their 'Life Sparks' into a giant retaining cell. Now, he runs the planet with absolute authority, commanding a small group of generals and a massive army of assorted drones. Now, his force calls itself the 'Vehicons'.

The Maximals find that Cybertron is undergoing a transformation, and turning (or returning?) into an organic planet. They allow a sentient computer called, The Oracle, to modify them into part-beast, part-machines.

The Maximals fight the Vehicons mostly to survive and keep their sparks. Later, in an ultimate battle, Megatron and Optimus Primal are destroyed (though Optimus's spark flies off to be retained in the Matrix), and the planet Cybertron becomes an organic paradise.

In the Beginning (Comic Book)-

The demigod Primus created the TF's with the intention that they would all be righteous and obedient. However, his creations quickly became divided between the generally good (Autobots) and

evil (Decepticons), apparently because of some kind of natural yin-yang balance. According to the current supreme Decepticon leader, the Liege Maximo, "When the first named Prime was created, so was the Liege Maximo. And from the Liege Maximo came the Decepticons and all their subsequent generations. Evil...is infinite!"

According to Optimus Prime, as the original TF's reproduced (through a process similar to cell division), Primus's goodness became more and more diffuse in succeeding generations, and TF's were arising who had none of "the essential purity of our creator's vision." Thus, as civil war broke out, a sort of genetic fail-safe mechanism kicked in, wiping out every TF's memory of how to reproduce. The only other way to create more TF's was to use the Creation Matrix, a device which contained the life essence of Primus.

4,000,000 BC-

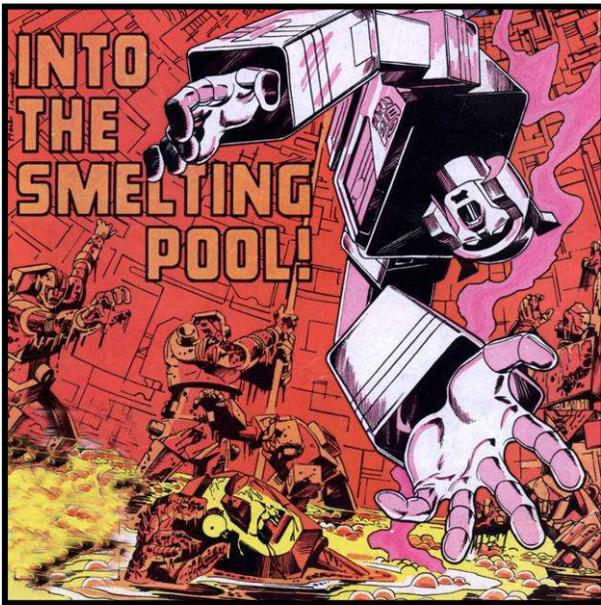
Megatron led the Decepticons in battle, and the cataclysmic forces his war unleashed pushed Cybertron out of its orbit around Alpha Centauri. As the planet careened through space, it was pulled toward Sol. In Cybertron's path was the asteroid belt between Jupiter and Mars; if the asteroids weren't cleared out of the way, the global damage would be enormous. Thus, around 4 million years BC, Autobot leader Optimus Prime led a team to do just that in a spacecraft called the Ark. After clearing the way for their planet, they were attacked by Megatron, who boarded their ship with an attack force. The Decepticons would have won, had Prime not plunged the Ark into the Earth's surface.

On Cybertron, Prime and Megatron were mourned, but the war continued. The Decepticons eventually discovered how to reproduce, and the new TF's they created were very powerful and completely devoid of morality. With each new-generation TF that was created, there also appeared a strange by-product, a dark, cloudy mass that coalesced other such masses and floated off into space, apparently harmless for the moment.

Meanwhile, the second-generation Decepticons laid waste to the Autobot forces, but they were dissatisfied with the wasteland that Cybertron had become, so they left in search of new challenges. Many of the older Decepticons (perhaps all of them) remained on Cybertron and maintained control for millions of years.

1984 AD-

On Earth, the damaged Ark lay untouched beneath a volcano for four million years, but in 1984 a small eruption jogged its systems and caused its computer to reactivate. The ship repaired its passengers, Autobot and Decepticon alike, and thus the war spread on Earth. Megatron established contact with Cybertron, and Lord Straxus, governor of the province of Polyhex, organized the construction of the first space bridge, an interplanetary transportation device. Megatron planned to use it to ship energy from the resource-laden Earth to the barren Cybertron, but his plans never fully succeeded.



2010 AD-

At this time, the Cybertronian Autobots were mainly fighting in underground resistance movements. Their command centers were secret Autobases hidden in Decepticon territory. Optimus Prime and his companions were regarded as heroes (perhaps legends) by the present-day freedom fighters, and news of their survival was welcomed joyously. However, global communication must have been inefficient, for that encouraging news never reached some 'Bots, such as Fortress Maximus and his small army. If Fort Max had heard about it, perhaps he never would have reached the despair that led him to leave Cybertron. Perhaps he and his companions never would have journeyed to the peaceful planet Nebulos, where they hoped to avoid the TF war. Then Scorponok and his minions wouldn't have

followed them, and the disease of war would have passed over that world.

But that's not what happened. The TF civil war did spread to Nebulos, and some of the humanoid residents joined the conflict by binary-bonding to TF hosts, becoming the Headmasters and Targetmasters. When an Autobot distress call to Cybertron from Earth was intercepted by the Nebulos-based TF's, Fort Max and his troops decided to travel to Earth. They were hoping that Scorponok and his Decepticons would follow, thus sparing Nebulos of further carnage. The plan worked, and the Nebulans were able to repair their shattered world. In order to prevent TF's from inhabiting Nebulos again, they contaminated the planet's fuel supply.

When Fort Max and Scorponok arrived on Earth, they soon encountered their Terran-based counterparts, and there were leadership troubles on both sides. While Autobot Commander Grimlock settled the problem by challenging Fort Max to a duel, all of the Decepticons engaged in a full-scale battle amongst themselves. Starscream used the confusion to sneak off in search of the powerful Underbase. When he absorbed a bit of its energy, he became ultra-powerful, and he set off to conquer Earth. He had become a menace to all TF's, so the quibbling factions put aside their differences to stop him. This was a rare moment of Autobot-Decepticon cooperation that ended with Starscream's destruction. When the war resumed, each side now had a clear leader.

On Cybertron, the energy crisis was becoming critical, and some TF's downsized their bodies, becoming roughly the size of humans in order to conserve fuel. These tiny robots were known as Micromasters (even though they were not "Masters" in the same sense as the humanoid Nebulans).

The next major development in the war occurred when TF's battling in the heart of Cybertron accidentally woke their creator, Primus. His awakening alerted his arch nemesis, the demigod Unicron, as to his location. Prime knew that the chaos-bringer could be defeated by the Matrix, but it had fallen into the hands of the Decepticon Lord Thunderwing. By merging with it as the Primes had, Thunderwing turned the Matrix to evil, and he used its power to attack the Autobots on board the space

borne Ark. That battle ended in Thunderwing's defeat, but he and the Matrix were not destroyed--they were merely left tumbling aimlessly through space. Apparently, Prime either didn't know that the Matrix wasn't destroyed, or he didn't consider it worth the bother to recover.



Without the Matrix to rely on, the Autobots searched for other ways to fight the coming menace. Optimus sought to unite all TF's, going so far as to surrender to Scorponok on Earth in an effort to begin peace talks. Scorp eventually put his ego aside and agreed to help, but at that moment Shockwave, Starscream, and a small band of discontented Decepticons attacked the Decep base in an attempt to assassinate Scorponok. A battle ensued, but it soon came to a close with Scorponok clearly in power. Then, suddenly, all of the TF's on Earth were transported by Primus to Cybertron, where they fought Unicron in a battle that destroyed Primus himself (along with Scorponok and many other TF's). Thunderwing and the tainted Matrix reappeared, but even it couldn't defeat Unicron. However, when Optimus touched the Matrix, its evil was purged, and the full force of Primus's life essence was unleashed. The result was the destruction of both Unicron and the Matrix (and Optimus, in the explosion).

For a short time, all TF's were united, but Cybertron began to show signs of massive global deterioration. In the absence of Primus, it was theorized, the planet was falling apart. Their true natures showing through, the Decepticons sabotaged the Autobots' spacecraft and, under Bludgeon's command, sought out to conquer other worlds. Grimlock found replacement ships and led the Autobots in pursuit. Meanwhile, on Cybertron, HiQ (Optimus's Powermaster partner), G.B. Blackrock,

and his superhero team (the NeoKnights) found the Last Autobot, a guardian whom Primus had created to control the changes that Cybertron would undergo in his absence. Not only did the Last Autobot successfully guide Cybertron's re-creation, but he also re-made HiQ into a new version of Optimus Prime. Then they all went to the planet Klo, where the Bludgeon's forces were slaughtering Grimlock's troops. The Last Autobot began resurrecting the dead Autobots, and the renewed armada was able to defeat the Decepticons. Bludgeon swore to exile his army in shame.

The Autobots returned to the re-created Cybertron (although it's not known how the planet was changed), and peace existed for few years. However, Bludgeon was building his forces by attacking far-off civilizations and stealing their technology. He also constructed an army of new Decepticons, but he needed the Matrix to bring them to life. For some reason, Prime still had the Matrix (there are many theories about this), so Bludgeon used his giant starship, the WarWorld, to decimate Earth. He knew that Prime would return and defend the planet, so all he had to do was wait. During that waiting period, though, Megatron returned and destroyed Bludgeon, reassuming command.

Prime, meanwhile, was occupied with other concerns. The second-generation Decepticons had returned from deep space, where they had been re-making planets in Cybertron's image. They considered the older TF's to be inferior and small-minded, insects who could either join them or suffer the same fate as any other life forms. Jhiaxus, their Liege Centuro (sort of a field commander), became obsessed with hunting Prime down. Thus, when Prime learned about Bludgeon's attacks on Earth, he saw it as an opportunity to warn the Decepticons about the threat Jhiaxus posed to all TF's.

However, Megatron easily beat Prime in battle, and he took the Matrix while ignoring Prime's pleas and warnings. Megs gave life to Bludgeon's army, but even they were unable to beat Jhiaxus's forces. After a battle that nearly killed him, Megatron returned to Earth and allied himself with Prime. Jhiaxus also came to Earth and attacked them. In the midst of the battle, suddenly there appeared the Swarm--that nebulous by-product of the second-generation Decepticons' creation. It had

been wandering the galaxy, searching for the TF's, and destroying metal as it went along. When it got to Earth, it began feasting on all TF's, new and old, and the entire race nearly fell. Even Jhiaxus was destroyed. However, Prime was able to reclaim the Matrix, and when the Swarm devoured him, the power of the Matrix flowed through it. It was transformed into a force of life, with a new purpose (although it's not known what that purpose was). Prime was re-created, and he remained the leader of the Autobot-Decepticon alliance. Meanwhile, in a sector of space known as the "outer fringes," in a strange complex called the Hub, the Liege Maximo, supreme leader of the Decepticons, showed little grief over Jhiaxus's defeat. He also expressed his confidence in his forces, claiming that the day of reckoning would yet come for Prime and his "ridiculous" alliance.

(Comic book Write Up by Matt Kuphaldt)

REVELATIONS

Aside from a general timeline, a GM might want to know about specific objects, locations, or characters in the Transformer Universe. That's the point of this section. Depending on the approach the GM takes (as far as setting goes) this section could serve to be very helpful in planning out adventures, or become nothing more than a springboard for the Game Master to develop his own concepts.



DICTIONARY OF ITEMS AND LORE

Below are a handful of entries describing the important items and Artifacts found in the Transformer Universe.

The Alien Disk-

First seen in the Beast Wars animated series, this disk was brought down to 'primordial' Earth by the Aliens hailed as the 'Metalhunters'. The full-properties of this disk may have never been discovered, but at least on a surface-level, the disk contained markings that indicated where the Alien constructions were located on the planet. It also helped reveal the alien's massive weapon of destruction, a moon sized explosive device. Perhaps, it would also give rise to what the alien's experiments were all about (the aliens had been conducting a wave of experiments on primordial Earth which the Transformers 'corrupted'), or to who the aliens were.

All and all, the subject of the Alien Disk was never fully explored in the animated show. It is interesting that the disk was roughly the same shape and size as the Golden Disk (See below) that the Predacons stole from Cybertron. Perhaps the Golden Disk was originally an alien map, or perhaps the aliens have had contact with Cybertron technology (perhaps both disks were created by the Quintessons).

- **The Alien Disk is an artifact that may only be significant to those playing in the Beast Wars setting. Still, GM's will find the disk to be a limitless plot device. The markings of where the alien sites were on Earth included one site that was never 'explored' by the Transformers on the TV show. What was left at this site? Game Masters playing in other settings might have the players (or an NPC) uncover this disk many millennium after the Beast Wars. The information on it could prove to be valuable to someone of that time period, giving them the location of the lost Alien Construction, or the designs for the Alien Eradication Device. Many possibilities are abounding.**

Alpha Trion's Workshop-

Amid the ruin of the northern gateway, not far from where the ports use to be, sits a rustic work chamber filled with every tool imaginable. Alpha Trion is, in many ways, considered the father of the modern-day Autobots. Back when he was known as A3 he led the Slave Revolt using his invention to shut down the Quintessons' enforcer robots. It was he that rebuilt Optimus Prime into his generation one configuration. He designed new configurations giving

the Autobots the abilities and savvy they needed to win the war against the Decepticons.

Because he was a first generation Transformer (a 'child' of Vector Sigma), Alpha Trion has had years to accumulate all the items and machinery that fills his workshop. The shop is a trove of technological equipment with everything a Transformer would need to completely remake him/herself. The only trick is finding the item (Alpha Trion was a real 'packrat').

After the Great War caused its devastation on Cybertron, Alpha Trion concealed his shop, isolated it physically and electronically from intruders. Though the Decepticons found it and ransacked it in their quest for the key to Vector Sigma, the shop was left still intact. What became of the shop after Alpha Trion was assimilated into Vector Sigma is left to the imagination. It can be assumed, with the Autobots respect and commemoration, that the workshop was once again sealed up with all of its wonders inside.

- Whenever the players need a spare part, or a special mechanism, there is always a good chance it can be found in Alpha Trion's workshop. The GM should make finding the shop and getting through its security measures part of the fun. Along with the limitless variety of tools and gizmos Alpha Trion kept, players are sure to find one or two artifacts that were left to his safe keeping (or perhaps just lost among his clutter).

The Ark-

Near the Summit of the Great War on Cybertron, things were bleak for the Autobots. Their planet was dying and they were in drastic need for new energy sources. Optimus Prime and his crew were selected to use the Autobots only long-range shuttle (perhaps they had others, but it was the last one left on Cybertron) to search the galaxy for Energon. Shortly after blast off, the Decepticons launched their own shuttle (named, Nemesis), and caught up with the Autobots as they entered an asteroid field. Most of the Decepticons left their ship and forced their way onto the Ark. A large battle ensued and the two ships crash-landed on Earth nearly 4 million years BC. The crash deactivated the robots, and the ark was buried beneath the base of a volcano (Mt. St. Hilary) in Oregon. In 1984, the volcano jarred the computer aboard the Ark back on line. The

computer, Teletran-1, analyzed the Earth technology and reactivated/redesigned the Transformers (both Autobots and Decepticons) to make them blend in.

The Autobots used the Ark as their base for a long time. Later, they would construct Autobot City as a new headquarters on Earth. The Autobots then abandoned the Ark for Autobot city after it was damaged in an attack by the Decepticon super-robot, Trypticon.

A neat plot twist in the Beast Wars series had the Maximals and Predacons stumbling upon the remains of the Ark. The Predacons, led by a reconstructed Ravage (quite different than his Generation One appearance) went to destroy Optimus Prime and ensure the Decepticon Victory. Luckily, the Maximals were able to repair Prime and return his Spark, leaving things so that the Time-Space-Continuum would be undamaged.

- Transformer history does not explain what happened to the Ark after the attack by Trypticon. It is not likely the ark was entirely destroyed by this attack, seeing as it had survived many previous Decepticon attacks as well as the fall from space. Perhaps it was restored to working order, perhaps the Decepticons did destroy it. Its fate is left to the GM. If uncovered in an alternate timeline, the Ark may contain untold items that could be useful to the players. Things like Engrams, Personality Components, old Autobot bodies (scrap parts), Teletran-1, or the matrix of Creation are just a few possibilities.



Autobot City-

By 2005 the Decepticons had become successful in taking over Cybertron, but Earth was still in peril of being exploited for Energy. The Autobots thought it wise to make a defensive city from which they could

protect Earth's resources and plan their campaign to take back Cybertron. The city was named Autobot City. It housed the majority of the Autobot presence on Earth. Like their base at the ark, Autobot city was outfitted with a supercomputer, it was named Teletran 2 (See below). The perimeter of the city had the ability to 'transform' into a more defensive mode, while the heart of the city was an entity in and of itself, Metroplex. Metroplex was the Autobots latest super-robot brought 'on-line' shortly after their defeat of Unicron. Metroplex could serve as a base in the center of the city, or transform into a huge robot to guard the city personally.

Eventually, Tripticon (Metroplex's opposite number on the Decepticon force) destroyed the Ark leaving Autobot City as the Autobots' sole headquarters on Earth.

- What became of Autobot City after the end of the Great war and the new Golden Age on Cybertron is not recorded in the annals of Transformer history. Should the players be stationed in or travel to the city, the Game Master will want to construct his/her own maps. Features that should be included are: a large, domed communications tower, a landing strip, a steel drawbridge that crosses a massive canyon to the city's main entrance, the docking port for Metroplex's structures, and a main command center. The city is fitted with armored walls that spring up for protection, and large energy propellers and plasma blaster arrays.

The Autobot Mausoleum-

After the battle against Unicron, the Autobots experienced a few months of Peace. With Cybertron returned to their control, they turned their efforts to honoring all the Autobots who had fallen in battle during the Great War. A tremendous mausoleum was constructed out of steel for the fallen comrades. Each robot's hull was placed in their own section of the mausoleum along with several cultural pieces honoring the dead. At the front hatch of the mausoleum the Autobots erected a giant curtain of vibrant energy call the 'Veil of Remembrance'. The fully constructed mausoleum was launched into space where it would eternally travel the cosmos.

Later, the Quintessons took the body of Optimus Prime from the crypt and reprogrammed it under their control. They placed the body back into

the vessel and plotted a scheme to get the Autobots to find their leader 'very much alive'. Unfortunately, the Mausoleum was torn asunder after this encounter when it drifted too close to a red sun. While under their control, Optimus was given the Matrix and led the Autobots into a Quintesson trap. Luckily, the Autobots figured out the plot and with help from Optimus' indomitable Autobot programming, got the Matrix back and defeated the Quints.

- A number of Generation One Autobots found their place in the Mausoleum. In fact, only a few of the first 2 waves of Autobots survived the battle against Unicron. Depending on the era the campaign takes place in, the Autobot Mausoleum could make an interesting setting for part of an episode. Having all the creepiness of a graveyard, yet containing a treasure trove of historic artifacts. If the game takes place in an era after the mausoleum's destruction, parts of it and its contents could still be orbiting around the massive red star.

The Autobot Records Asteroid-

During their use of Cybertron as a manufacturing base, the Quintessons kept extensive records of the robots they produced and each model's abilities and specifications. All of these records were later kept on a distant asteroid called, 'The Autobot Records Asteroid'.

On this large rotating rock sat a tremendous hall of informational data banks. The title of this location was somewhat betraying, for the records kept here did include some of the Decepticons whom the Quints also created (although being military models, many of their schematics were classified and not placed within this general cache). The hall of records could be accessed by anyone who knew its location. Many of the EDC members (Earth Defense Command) knew of its whereabouts, and used its information to 'study' the Transformers.

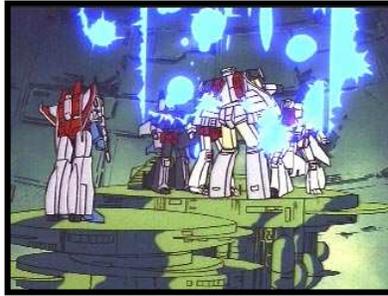
The record's asteroid (and most of the data it contained) was unfortunately destroyed by Cyclonus in an attempt to kill some of the Autobots who were on it.

- The Records Asteroid can provide a nice location for characters needing to do research (prior to its destruction). It could also lend a plausible reason for how the

players' enemies know their 'weaknesses' or 'abilities'. For that reason, many of the Decepticons had gone to the hall for the explicit purpose of destroying their own files.

The Chronosphere-

At the height of Cybertronian Science, a device for time travel was theorized and developed. This device, called the Chronosphere, could send a group of



Transformers into the past and retract them again from it. Unfortunately the immense amount of energy (nearly 1,000 Energon units) it required to operate prohibited the Transformers from ever using the device (until years later when it would be activated by Megatron for his own scheme).

Eventually it was left in rubble after an Autobot-Decepticon battle. Later, the Maximals would use this technology as a base for creating a 'Transwarp' (See below).

- The Chronosphere can be used by GMs as a means to change timelines or create alternate timelines for a campaign. Yet again, it can create a nice episode using time travel. The difficulty to repair and operate the device is purely up to the GM's discretion. It does require massive energy to activate (1,000 Energon Units, or 1,000 Endurance Points). Once activated it can send a group of Transformers back in time (though traveling to far back may leave them out of the time stream). The device can be set to automatically retrieve the individuals after a set amount of time in the past, or the operator can manually bring the travelers back.

The Coda Remote-

Only Alpha Trion could have been skilled enough to craft such a device as the Coda Remote. In a time when Cybertron was ruled by the Quintessons, and their might was enforced by the mighty Dark Guardian Robots, the



The Crystal City of Cybertron-

Transformers could gain little toward their independence. Seeing the mistake they had made in giving the Transformers 'free-thought' the Quintessons kept their enforcers (the Dark Guardians) under tight control, having them run off direct commands. Alpha Trion had created a device in secret, disguising it as his slave symbol (the Autobot Sign). It was a remote that could interrupt the programming of the Dark Guardians. The revolting Transformers used it to shut down the Quints' only defense and drive them off the planet.

- What became of the Coda Remote after the Slave Revolt is not known. Perhaps it remained on the chest of Alpha Trion. In short, its power allows the user to shut down any non-thinking computer-mechanism. This does not include other Transformers (for they have Sparks that determine their actions, not predetermined programming). Similar technology might be used to actually gain control of non-thinking robots, but whether this was developed is unknown.

The Court of the Ancients-

On the western hemisphere of Cybertron sits a parade ground of giant statues celebrating the great heroes and rulers of Cybertronian history. At the end of this long strip sits a raised dais where the living rulers could dispatch commands to their followers. The whole strip served as a 'runway' for vessels leaving on/returning from important voyages.

Though it was not used in any formal capacity for several millennia, the Court of Ancients is shown still intact at Starscream's coronation in "Transformers: The Movie."

Few places hold as much legend and lore on Cybertron as the court. Some Autobots and Decepticons believe the Court of the Ancients to be haunted or cursed. Others believe stories about it containing some lost Transformer artifact of a powerful nature.

- Other than being a large strip flanked by giant statues, there is little established about the Court of Ancients. Game Masters may find this area of Cybertron a fun place to stage an episode of mystery or political intrigue.

During the Golden Age of Cybertron, the Transformers erected a fantastic walled-city made out of a translucent gem-like material. The city was a haven for art and culture. It held within it, museums, archives, data-libraries, and monuments to the past.

At the beginning of the Great War, the main passage to this city was guarded by Omega Supreme. He was a transforming robot made from a similar design to that of the great guardian robots. He was given this responsibility because he was the toughest and most defensive of all Transformer designs (at the time). Unfortunately, the Constructicons (who were once some of his best friends) were brain-washed by the evil Decepticons. They tricked him into leaving his post, and the Decepticons leveled the city, burying all of the knowledge and artifacts it held. Needless to say, Omega Supreme never recovered from the guilt of having left his post.

- In relation to game play, the site of the Ruby City might make for an interesting search and recovery operation, or characters playing in the Golden Age of Cybertron might need to travel to the city to find certain information, or foil the heist of a priceless historical piece.

The Crystal of Power-

This artifact was found on Earth by Decepticons tracking down energy traces in the Peruvian Jungle. There, in the ruins of a temple they found a large green crystal absorbing the geo-energy from a column of fire (coming out of a well that connects to the Earth's core). The crystal seemed to have lots of myths and legends behind it, known by the villagers near-by. The Decepticons used the crystal (which had accumulated a great amount of energy over the years) to power a large cannon, meant to wreak destruction on anyone who would oppose them. Luckily, Skyfire (with the help of other Autobots) destroyed the cannon and Wheeljack was able to devise a cap that would seal off the huge column of fire pouring forth from the temple's well.

- The Crystal of Power may not be of use to the players depending on which era they are playing. However, it (and the ancient civilization that used it) might make an interesting subject for a Beast Wars era episode. Also, it is possible that a similar crystal may exist in other ruins (or one could be fashioned to absorb the geo-

energy that still rests under Wheeljack's covering).

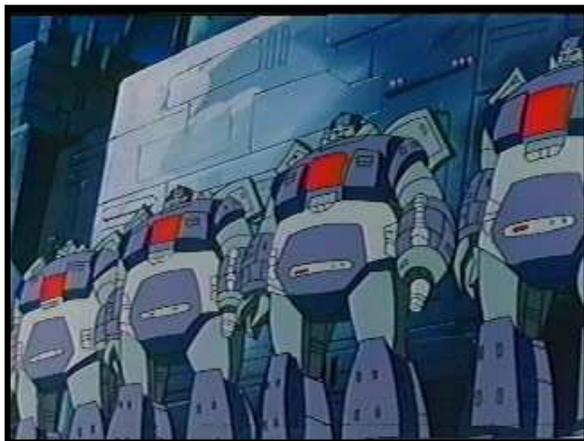
Cybertonium-

As carbon forms the basic building blocks of Earth life, Cybertonium seems to be an abundant and necessary element for life on Cybertron. This green element is an essential base material for all Transformer circuits and electrical mechanisms.

The element becomes particularly important due to the fact that under certain frequencies of solar radiation, it can actually decay, though this process takes a long time (millions of years). Once enough of this base element has decayed, Transformers begin to develop glitches in their systems, and will eventually stop functioning. Luckily, this element is widely available on Cybertron (as it makes up 70% of its core) and other techno-planets like Cybertron.

This element can be mixed with a plasma-energy input for reintroduction into a Transformer's system.

- The Cybertonian element can be a premise for the departure of certain characters, or play a part in the plot of an episode. More so, this element may have other properties making it valuable to one group or another (possibly making the Transformers targets for those who want to get their hands on the element). Further, what the Cybertonium decays into (and what its properties are in this state) also leaves room for a creative GM to go wild.



Dark Guardian Robots-

These near-mindless enforcers were the pawns of the Quintessons when they ruled Cybertron. Their massive size, thick armor, and tremendous firepower

kept the rebel Transformers in check for a long time. Because they had seen what free-will could cause robots to do, the Quints designed the Dark Guardians to be run off of mission commands.

With these mechanical monstrosities as their foot soldiers the Quint's rule went unopposed. It wasn't until a young rebel by the name A3 (Alpha Trion) came up with a device that interrupted their mission plans that the Quint's lost control of the planet. This device, called the Coda Remote (see above), wiped out a Guardian's primary directives causing it to shutdown (and sometimes fall to the ground limp).

After the Quintessons left Cybertron, the Transformers used the Dark Guardians' designs to build sentry robots that could protect their cities (they simply called them Guardian Robots). Because the Dark Guardians weren't designed with a large enough space for a 'personality bank', the Guardian robots could only be fashioned with crude intelligence (which was heightened by security-specific programming).

One of the last robots to be built off of the basic Guardian scheme was the super-robot Omega Supreme. Omega severed the Autobots well in their war against the Decepticons. Though he was not much of an improvement intellectually over his forerunners, he was fitted with an alternate form allowing him to change into a rocket and defense tank.

Unfortunately, robots of this scale require lost of Energon. By the middle of the Great War, most of the Guardians had been deactivated or obliterated. It is a wonder Omega Supreme was still around by the time those on the Ark had been reactivated.

- Both the Dark Guardians and the Guardians have similar stats. All starred (*) items refer only to Guardian Robots.

<u>Guardian/Dark Guardian Robots</u>		
Str: 9	Rank: 1	EM: 1
Endur: 8	Cour: 7	FPA: 615
Speed: 3	Int: 1/*3	Size: 4
Fire: 10	Skill: 7	Acts: 1
Endpts: ~20	Life Spark: 120 (-15)	H/W: 100/2kilotons
Weapons:		
- Plasma Blaster (3D12) (800') (Integrated into arm)		
- Claw (Edged Melee Weapon) (2D8 + 4D10m) (Reach) (Integrated into arm, Combined with Particle Beam Cannon)		
- Particle Beam Cannon (2D12) (2000') (Integrated into arm, Combined with Claw)		
Modes:		
- Robot (35 MPH, 615 FPA) (Armor, Entrapment, Rapid Assault, Reinforced Structure)		
Aptitudes and Skills:		

- Security** (R=4) (L=1)
- ***Tracking** (R=4) (L=1)
- Armor** (-15 to all damage)
- Entrapment** ('Magnetic-Net Bombs' 2D6, 60')
- Rapid Assault** (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
- Reinforced Structure** (R-Level=2)

Decontamination Field-

An old, but prevalent science for the Transformers, Decontamination fields help repair damage done to their systems and get rid of most glitches that can occur with taking damage.

A decontamination field is usually set up inside a chamber, though portable projection device are also available. When the Transformer enter the field, it polarizes all of his/her circuits and begins retracing them burning them free of dust and scratches.

Obviously a decontamination field is not able to repair physical damage to a Transformer's exo-structure or internal mechanisms, thus it is no substitute for a good technician. Still, Decon Fields are very handy for quick fixes, or just getting that one 'bug' that won't seem to go away.

- **Players using Decontamination Fields for a full 5 rounds receive 1D6 Life Spark and 1D10 Endurance Points back from their wounds (not to exceed their starting max). The fields can only be used once for each set of injuries. A player cannot use the device twice for injuries he/she suffered in the same combat encounter, but can use it once after each combat encounter they receive damage in. A Decontamination chamber can operate a number of times based on its power source (which could be potentially limitless). Portable field generators tend to have only enough energy to operate 5 times. Decontamination Fields do not work on Transmetal alloys and actually cause damage to such structures (equal to 1D6 Life Spark and 1D10 Endurance Points).**

Earth Defense Command (EDC)-

Sometime after the Decepticons relocated to Cybertron, human military organizations wished to join with the Autobots in defending Earth from space-borne threats. Together with the Autobots, they formed the Earth Defense Command. A group dedicated to protecting human interests from invaders such as the Quintessons and Decepticons.

The governments of Earth helped the Autobots with resources they needed to build Autobot City. In return, the Autobots used their technology to design and build space stations and defensive vehicles (spacecrafts and land rovers) for the EDC.

The EDC accepts members of every race. Each officer wears a uniform consisting of a white and blue spacesuit. The highest ranking officer of the command is a young flying ace named Marissa Faireborne. Marissa, the daughter of an exploration shuttle pilot, leads the EDC with stern tack and quick thinking. Spike and his wife Carlie also belong to this organization, but seem to work in a diplomatic capacity. The Autobots are also charter members of this force. Quick response communicators allow them to aid the EDC as soon as Sky Lynx (or their own shuttles) can get them to the scene.

With the help of the Autobots the EDC erected stations and landing bays all across the galaxy. The major stations include Earth Station, the Warp Station (located near the Plutonian Warp Gate, it was destroyed by Galvatron), the Mars Station, and a station near the planet Goo (that was later destroyed).

- The EDC can play the part of the 'damsel in distress' or can come to the aid of the players should the GM need it. It also makes a quick way of introducing possible threats quickly in each episode. What became of the EDC after the return of Cybertron's Golden Age is not written.

Energon-

The Transformers call energy altered into a universal state, Energon. Their technology has advanced so, that this state of energy is used by almost everything they build that needs power, including themselves. Energon can be made from almost any type of energy, fuel, or reaction making it widely available on many planets. One draw back to using energy in the form of Energon is that Energon can become highly unstable. A small spark or heavy impact can set off unstable Energon causing it to explode.



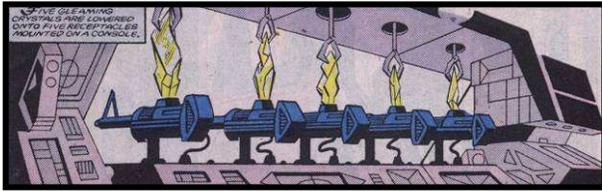
Energon Cubes are the units used to move and store Energon. The cubes can come in many shapes and sizes, but they all consist of a 'hard-energy' housing that holds the glowing Energon inside. Aside from cubes, Energon has been fashioned into rods, crystals, and disks by various groups of Transformers.

- "Energon makes the robotic world go-round," and thus plays an important part in many of the Decepticon's plots. In game terms one 'unit' of Energon (cube, rod, etc.) can hold between 1 to 10 Endurance Points.

Engrams-

As demonstrated in the comics, the Autobots were able to use 'engram' technology to copy the Personality Components (or Life Sparks) of a Transformer and store the copy in a crystal shaft for later use. This Technology was used to send copies of some Autobots (who were sure to die in the war on Cybertron) on the Ark. Later, prime had bodies built and transferred the personalities from the Engrams to the new bodies (re-creating Autobots like: Tracks, Inferno, and Hoist). This technology is a lot like cloning, and there is an inherent chance that the original 'Spark' may be damaged during the copying process. Unlike Personality Components, characters made from Engrams do not have a 'module' in which their Sparks rest (some Transformers claim they do not even have 'true' Sparks). Instead, the information on the Engram Crystal is permanently written on a massive data chip inside the Transformer. Destroying a Transformer built off an Engram leaves no chance for their 'resurrection' (even with objects of an artifactual nature).

- Like Personality Components, Engrams give a new character 10 bonus EP to be constructed with. As stated above, players are not 'The Real McCoy'. In certain time frames they may be treated differently from Transformers with Sparks. Also, they do not have the option to transfer their sparks into new bodies. Having an Engram made of character's Spark has a 1 in 4 chance (rolling a 1 on a 1D4) of damaging the original. The damage from this procedure consists of the loss of a total of 5 points from the following Attributes: Endurance, Intelligence, Skill, Courage, or Rank. The GM should decide



which Attributes the points come from (taking some from each, or any combination yielding 5 points). This loss may effect other parts of the Transformer (making him/her lose Skills, Aptitudes, or Life Spark). Engrams can be a fun way for a GM to bring back villains the players previously defeated (though doing this too much could become frustrating). Game Masters can, also, use Engrams of known personalities (Megatron, Soundwave, Optimus, etc.) to introduce them into a timeline in which they may not have normally fit.

Exosuits-

Designed by Spark Witwicky, exosuits give humans (and similar beings) the added strength and mobility of a robot frame.

Exosuits are composed of three parts: leg structures, chest and arm structures, and a domed helmet that allows a human to work in inhospitable environments (Space, Underwater, gas filled rooms, etc.)

Eventually, exosuit technology would be improved in the creation of binary bonding suits such as Headmasters, Targetmasters, and Powermasters.

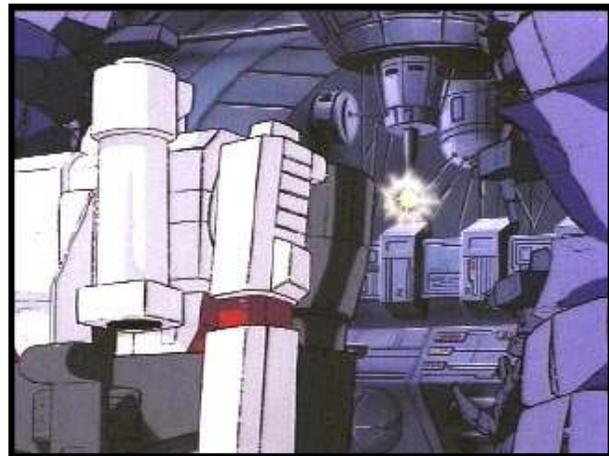
- The type of Exosuit designed by Spike has the following benefits to a human character:

Exosuit		
Str: 10	Rank: wearer's	EM: wearer's/7
Endur: 5	Cour: wearer's	FPA: wearer's/ *115
Speed: wearer's/3	Int: wearer's	Size: .1
Fire: 4	Skill: wearer's	Acts: wear's/ 2
Endpts: 5	*Life Spark: 20	H/W: 7' / 800 lb
Weapons:		
-2 Flamers (1D2) (50') (Integrated into arms)		
-Fists (Small Melee Weapons) (1D2 +m) (Reach) (Integrated)		
-Electric Taser (1D2-Endurance) (20') (Integrated into arm)		
Modes:		
-Robot (wearer's movement) (Life Spark, wearer's Skills)		
-'Go-Kart' (60 MPH, 1155 FPA once per round) (Life Spark, Roll)		
Aptitudes and Skills:		
-*Roll (Movement can only be used once per round, not for each action of the wearer)		
-*Life Spark (All damage is done to the suit's Life Spark until it is destroyed, then damage goes to wearer, the suit may lose functions as per the rules for inanimate objects)		

The Golden Disk-

The Golden Disk was stolen from the vaults of Cybertron by the Predacons who wished to use it to find energy sources. With the information on the disk (and some help from their Transwarp Drive) the Predacons dragged the maximal ship, Axalon, back into the prehistory of Earth. By its markings (and some script notes from the episode) the disk may be a human artifact (the disk of information and human culture sent out with the Voyager Probe). Like many items in the Transformer Universe, the true origin of this artifact is sketchy at best. It does seem that it is roughly the same size, shape, and design as the Alien Disk (perhaps the aliens had come in contact with the Golden Disk and were using the same method to communicate back). The disk contains several Energon source locations, and is perhaps a map of 'transwarp' pathways (which doesn't necessarily agree with its origin as the Voyager Disk).

- Games taking place within the Beast Wars time frame will have the Golden Disk as an item of ransom between the warring parties. In most timelines it can be used as a map of energy sources, or temporal/dimensional loops through which the Autobots can chase the Decepticons. What mysteries lie on the disk (other than energy sources) are up to the GM's imagination.



The Heart of Cybertron-

This Artifact was first introduced in the cartoon episode, "Microbots". The exact origin of this star-shaped crystal is unknown (though the pre-generated episode included in this box set puts together one possibility). How it fell into the Decepticon's hands is also a mystery. One thing that is known, is that it was used to power the Generation One Decepticon

ship (Nemesis) to Earth where it crashed (somewhere in South America) and was uncovered millions of years later by archeologists.

The Heart of Cybertron's properties are, also, well-documented. It is a massive power-booster. Able to maximize any power source ran through it. When Megatron placed the Heart of Cybertron in his own power chamber, he became a one man army. He was able to summon enough energy to shut down a high-intensity Autobot force field, and if the Autobots hadn't dislodged the device, the Ark might have been melted to slag. The Autobot victory actually saved Megatron's life for the crystal had become unstable in his body (obviously it was designed for more larger capacity devices like planets and starships), and blew up a few minutes after the Autobots got to safety.

- *Though it self-destructed, The Heart of Cybertron can still be an important artifact for all eras of play. One must consider who made the device? Were there others like it made? What was its original function? Which Decepticons originally stole it? Can the design of the crystal be replicated? Did the crystal really explode, or did it just release an alpha charge of unstable energy? If it didn't explode, is it still orbiting in space? All these questions can be expanded into adventures for a Game Master with a creative flair. Should the players acquire the heart of Cybertron during their adventures, it can be used to quadruple to output of any device it is placed in (though placing it in a smaller device can cause it to 'overload').*

Iacon-

Before the majority of the Autobots left Cybertron to search for Energon, they had built a secret base on Cybertron. It was a fortified compound in which they could build their spacecraft (the Ark) without being detected by the Decepticons. This base was called 'Iacon'.

Iacon was cyndrilic in shape, topped with a retractable transparent dome. For more than a decade it was home to the Autobot resistance. It was a training ground and a research center.

After (more accurately, during) the launch of the Ark, Iacon was discovered and raided by the Decepticons. The Ark made it off OK, but many of the Autobots who stayed on Cybertron were slayed

in the invasion. Those who survived began to fight gorilla-warfare. They hid in catacombs and used secret methods of communication. Iacon, left as a burned out shell, stood as a sobering testament to the Autobot spirit of self-sacrifice and bravery.

- *After the Great War, the Autobots rebuilt Iacon as Cybertron's capitol city. It remained so for decades. It is rumored that one band of Autobots, seeing the carnage of the Decepticon raiding party (and left with no way to escape) downloaded their Personality Components into the databanks deep within Iacon. They hoped one day to be recovered and installed into new bodies.*

The Matrix of Creation-

The Creation Matrix was an idea present in the comics suggesting how Transformers are made. It was believed to be an actual piece of Primus the good god who created all the Transformers and the planet Cybertron. This bit of Primus' power reveals itself as a program, a program used to create life within metallic machines. Usually this program is found 'imprinted' onto a circuit, or into the mind of a Transformer. It granted its user (it was not as 'picky' as the Matrix of Leadership and could be used by anyone, even humans) the ability to instill life in inanimate machines (making them into new Transformers). It became a critical item in the Autobot Decepticon war, as it was the only source for new troops.

The comic used the Creation matrix several times to introduce new waves of both Autobots and Decepticons. It was lost for a period of time, floating through space. Then, it showed up unexpectedly back in the hands of Optimus (perhaps an off-camera episode could explain how it was retrieved). Like the Matrix of Leadership it is known to have bizarre, unexplainable powers (it was used in the comics to defeat both Unicron, and another threat called 'The Swarm') and to have the ability to change the character that uses it (after all, it is a piece of the 'god' primus')

- *The most important game-based feature of the Creation Matrix is its bonus to the EP of a newly created character. Any character constructed with the aid of this Matrix receives 20 extra EPs to start out with. Though it is a program, The Matrix of*

Creation can never be copied or duplicated (outside of the Game Master's intentions). It is, simply, far too advanced (as far as programs go) for such a feat. With some hard Computer Ops Tests (verses a Target Number of 18 or better) the Matrix can be passed from one memory chip to another (or from Transformer to Transformer). It is even possible to pass it across empty space via magnetic pulses (though the GM must decide how, in game terms, this can be accomplished)

The Matrix of Leadership-

The Matrix of Leadership was a concept introduced in the theatrical movie. Prior to the movie there was no mention of the Matrix in the cartoons. It seems there are many theories on the Matrix.

One, it could be that it has existed ever since the Autobots first became 'sentient'. It was created, perhaps, as a vessel for all the wisdom the Autobots had accumulated. This vessel was passed down from generation to generation to the wisest of the Autobots. In this theory, the Matrix actually 'consumes' a part of the 'spark' of those who 'hold' it. While carrying the Matrix inside, a Transformer experiences changes to their own make up, often resulting in a different physical appearance. They tend to grow in both power and leadership.

Another possible theory is that it could be some form of extension from Vector Sigma (See below). The rationale behind this idea is that we find that Alpha Trion's wisdom is in the Matrix, and we know he was 'assimilated' into Vector Sigma earlier in the cartoon series. Perhaps in a subsequent trip to Cybertron, Vector Sigma created the Matrix in order to give the Autobots more direct access to its wealth of knowledge and powers. The changes caused by the Matrix might be affected directly from Vector Sigma (seeing as it has the ability to create Transformers).

Last, the Beast Machines series explained that the matrix is a sort of 'here-after' for Transformer's Sparks, and that Sparks come and go from the Matrix as new Autobots are created (the Decepticons refer to their creating grounds as 'the pit'). This theory seems to conjunct with the Vector Sigma Theory since Vector Sigma seems to be able to endow Transformers with personality Sparks.

Aside from what its true nature is, the Matrix of Leadership is known to have some

extraordinary powers. The sheer amount of wisdom it contains can manifest itself as useful energy, capable of combating or even destroying elements of evil in the universe. It should be noted that using the power of the Matrix in these ways puts a considerable drain on the wisdom it contains.



- In game terms, for a character to use the Matrix of Leadership, they must have a Rank Score of at 10, and an Intelligence Score of 8 or better. (some times to put in motion a larger-scale plan, it will allow itself to be donned by less-worthy Transformers). Upon inserting the Matrix, the Character automatically gains 20 extra Episode Points to add into their character's abilities/Attributes (these points are spent just like beginning EP, and have effects similar to beginning points). When making these adjustments, a player might wish to use a new character form, so that the 'non-Matrix' version of the character can be used later if the Matrix is lost. The Matrix of Leadership will not bond with another Transformer unless its rightful heir is deactivated (as usual the Matrix has its own wisdom on these things and may do so if it fits into a larger plan). All changes brought about by the Matrix (on a character) are immediately cancelled when the Matrix is removed. Last, by making a Courage Test (with a Target Number of 17), the user of the Matrix can tap into its wisdom and converse with those who have wielded it in the past. Making this voyage is extremely hard on a Transformer's mental relays, and will cause them to lose 2 Endurance Points. However, consulting the Matrix allows the*

players to have (one time) access to almost every kind of Aptitude, all performed with an Intelligence Score of 11. However, large uses of the Matrix's powers drains it of this ability (after the Hate Plague was defeated the wisdom of all the past Autobots was gone from the Matrix). Though it has never been tested, the Matrix appears to be indestructible.

The Nemesis-

The Nemesis was the flagship of the Decepticon battle fleet. It was outfitted with a wide array of weapons and powered by the Heart of Cybertron. The Decepticons used this gunship to try and take out the Autobots who fled Cybertron on the Ark.

While in an asteroid field, the Decepticons used boarding tubes to enter the Ark, a massive battle ensued. While the two sides battled, the two ships were pulled down to Earth. The crash landing deactivated everyone involved.

The Nemesis crashed into the Ocean, with a small crew of Decepticons (like Ram Jet, Thrust, and other 'Seekers'). Before its crash, some Decepticons were jettisoned in the escape pods. One escape pod landed in the 'Demon Swamp' and reformatted its occupants into the Insecticons.

In the Beast Wars series, the Predacons found the craft and had plans to use it to get back to Cybertron. Amid flight it was damaged by Optimus and it crashed somewhere in South America. Millions of years later it would be found there by archeologists (as shown in the G1 episode, "Microbots")

The Nemesis held a wealth of weapons and devices. Powered by the Heart of Cybertron it could use several devices that would have individually drained the power reserves of a normal ship. A small sampling of its weapons include massive null rays, tractor beams, force fields, energy-siphoning cast lines, and massive X-ray blasters.

- *The Nemesis was never fully used by the Decepticons. By the time they found it, they had already established a base in the underwater ruins of another ship. The Nemesis may hold other Decepticons (ones that were too damaged to be reactivated by Megatron, or too deceitful). It may hold any number of Cybertronian devices the GM wishes to introduce as plot devices. It*

might also be able to be repaired once again as a means off of the planet Earth.

Oracle-

When the Maximals return to Cybertron during the "Beast Machines" series, they find it rather different from when they left. Not only is Megatron in control, but the planet seems to be producing certain organic items (flowers, plants, trees) here and there. While running from Megatron's Vehicon army, the Maximals happen upon an ancient machine called Oracle.

Oracle gave riddled prophecies to Optimus. Its prophecies included the revelation that Cybertron was once an organic planet, and that the Matrix was calling for it to return to such a state.

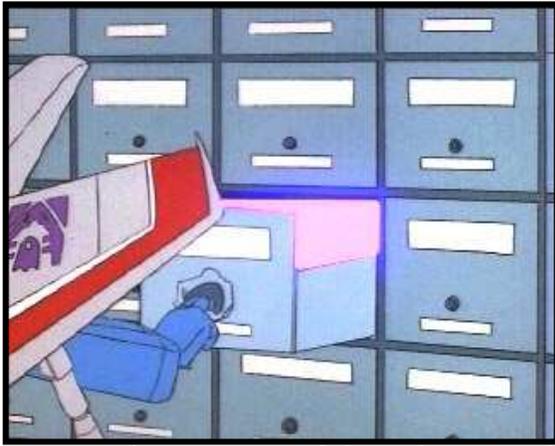
When Oracle was made and what its function is, are not clear. The oracle computer/machine seemed to be very deep in Cybertron, and well hidden from discovery (including holographic flames to turn back those who seek it. It does seem that Oracle is linked to both Vector Sigma and the Matrix, because of its extensive knowledge of each. Further, the Oracle has the ability to 'reformat' a Transformer into a new form by merging with them (momentarily), this is a trait that is associated with both the Matrix and Vector Sigma.

All and all, it seems the Oracle's biggest goal is to return Cybertron back into the organic planet it once was. Why it has this goal, and who created it, was never divulged.

- *The Oracle can be a guiding device that helps the players discover what they need to do, or warns them of upcoming danger. It could be used in any era (seeing as its source is unknown). As with many of the other Cybertronian artifacts, finding the Oracle is a difficult and possibly dangerous task, worthy of an episode in and of itself.*

Personality Components/Spark-

The energy module that holds a Transformers personality and free will is called their Personality Component. The life force inside this component is called their Spark. This device is constructed of pure energy, and for many years on Cybertron it was forbidden for any Transformer to destroy another robot's Spark. Instead, the components of 'evil doers' were stored in a detention center (later, Megatron took over this area of Cybertron, and used



it to store the components of those who betrayed him, or didn't meet his expectations).

Where the Spark comes from is up to debate. The Autobots talk about the great forge from which their sparks were forged. This seems to refer to the Plasma Energy Chamber, but it is also known that Vector Sigma and the Matrix have the ability to inscribe personalities into lifeless Transformers. Perhaps all Sparks do come from the Plasma Chamber, and Vector Sigma and the Matrix are just devices that feed off of, or control, its power.

The power module (shaped like a small glowing box) that holds the Spark can be removed from a Transformer's body and placed in a new construction (though they don't always survive this process). Also, it has been demonstrated that a Spark (outside the module) can travel from one body to another. In Generation one continuity, Starscream, the Decepticon jet, had a Spark that was indestructible (many years later Cybertronian scientists would try to duplicate his Spark making 'Protoform X'). After his body was destroyed by Galvatron, Starscream's Spark came back (like a ghost) and took possession of other Transformers (trying to cut a deal with Unicron for a new body). In the Beast Wars series, the Spark of Optimus Prime is transferred (via the Matrix) to Optimus Primal changing him into 'Optimal Optimus' (the Spark was later returned). In the Beast Machines series, Megatron has defeated all the Transformers on Cybertron, and has stored their Sparks to twist into his own creations. At the end of the series, the Sparks are freed and return to the Matrix.

So, it seems the basic premises of a Spark (or Personality Component) is like our idea of a Soul, Spirit, or Ghost.

- There are several sources of Personality Components the players may use to instill their new characters with 'life'. It is also possible (but unlikely) to create 'crude' sparks through technology. To do this, a character needs to have Aptitudes in: Electrical Engineering, Theoretical Engineering, and Repairs: Transformers. They will need an advanced lab, and a wealth of tools. Any character who's Spark is created in this way cannot have an Intelligence Score above 7 (like the Dinobots). Should the players find an old Personality Component and wish to use it on a new creation, they get 10 EPs to do so. Some players may wish to take advantage of the fact that Sparks can be transferred into new bodies, and use their EP to continuously build their character a newer and better form. To keep this from happening often, there is a 1 in 4 chance (a roll of 1 on a 1D4) any time a Spark is transferred that it will 'not take' and be lost into the void of time and space. GM's may further restrict the transfer of Sparks, and may rule that transferring a Spark does not yield the +10 EP that using an old personality component does.

Plasma Energy Chamber, Cybertron's-

Twelve levels below generator C on Cybertron rests two very important mechanisms, Vector Sigma, and the Plasma Energy Chamber. The Plasma Energy Chamber is an ancient, domed power-centrifuge, designed to keep Cybertron and all its inhabitants 'going'. It is unclear who really built the chamber. The comics portray it as actually being the god Primus at rest. In the cartoon, the Quintessons lay claim to the creation of Cybertron (though they are known to 'usurp' things for their own use). Regardless of its origins, the chamber has undergone many fluxuations throughout the Transformer timeline.

Some time during the Great War, its energy levels were depleted, so much so, that only pockets of Cybertron still had energy. During the Autobots rule, some anti-electrons were used to give the chamber a boost, but did not yield the massive power surge the planet needed. After the introduction of the 'Headmasters', a giant blast of energy meant to destroy Earth was diverted into this Chamber

refueling it and bringing about a second 'Golden Age'. In the Beast Machine's continuity the chamber is a source of conversion between organic matter and 'metals'. It is also said to be the source of a Transformer's Spark (though the Creation Matrix and Vector Sigma are also capable of creating 'Sparks'). In fact, it is called 'The Plasma Forge' by the Autobots, and 'The Pit' by the Decepticons. The starting episode included with this box set, *The History Lesson*, conjectures that another Cybertronian Artifact, 'The Heart of Cybertron' may have been meant to work within the Chamber to ensure its power would be limitless.

Because both Vector Sigma and the Plasma Chamber are located inside the depth of Cybertron, it is likely they have some sort of symbiotic relationship. Perhaps it is the combination of the Plasma Chamber's energy with Vector Sigma's programming that allows the creation of new Sparks.

- Depending on what setting the game is played in, the Plasma Chamber may be an abundant source of Energon, or a near-barren reactor. Because it is considered the forge from which all Sparks came, GMs might grant players an EP bonus (~ 20 EP) when using its power to create new Transformers (though using the chamber without the control of Vector Sigma is a near-impossible action, regardless of the user's Aptitude Rating/Level). Getting to the depths of Cybertron should be a very perilous journey. Cybertron's core is defended by still-active drones, who's old construction makes them rugged and incredibly strong (not to mention they tend to stand guard in great numbers). Further, the chambers below Cybertron's surface are menaced by all sorts of legendary beasts and horrors left over from the time the Quintessons ruled the planet. Even if players could make it to the Chamber, it, in and of itself, is extremely dangerous. The Chamber (when the forge is open) becomes littered by random forks of plasma-energy. Even the slightest 'zap' of this energy can cause the greatest of Transformers to blow a diode.

Power Chip Rectifier-

The incredible abilities that many Transformers possess are granted to them via a specially designed

microcircuit called the 'Power Chip Rectifier'. These devices are composed of advanced technology that works with the Transformer's structure to manifest the different abilities they have. Some of these effects can be manifested in any Transformer who possesses the chip. During one battle with Prime the Decepticon leader, Megatron, had power chips from each of his comrades placed in him, giving him a selection of their abilities to use against his opponent.

How and where these chips are manufactured is not known. It is possible that these chips are programmed by Vector Sigma, itself, in a process that's not easily duplicated by typical technology. Interestingly, in the animated shows of the Transformers it seemed that the newer Transformers did not possess the amazing 'super-powers' that the older Transformers possessed. Instead, the newer Transformers had abilities that were of a technological, or mechanical nature (especially in the Beast Wars and Beast Machines story lines).

- The Power Chip Rectifier is the seat of all the 'extraordinary' Skills, components, and implements a Transformer possesses. If removed from an unconscious robot, he/she would awake without the use of their former Skills. Creating a new Power Chip Rectifier is a near impossible task for a Transformer technician (with a Target Number ranging from 30-60 depending on the ability it would grant). A technician trying to attempt this would need to have a wide range of equipment and all of the Aptitudes that applied to the Skill, along with Repairs: Transformers, and Electrical Engineering. Transferring preexisting chips is a little easier, requiring massive amounts of specialized equipment and a Repair: Transformers roll at a Target Number of 26. Though during the game, new Transformers may be made with 'extraordinary' Skills, the Game Master may ask that the players devise a way to construct, find, or get help creating the Power Rectifier Chips before the new characters have access to their powers.

Primacon-

A vastly intelligent and possibly immortal (in the sense of longevity) scientist, Primacon has been known to let his inventions get the best of him.

For a variety of reasons (but mostly pride) Primacon became obsessed with destroying the technological planet of Cybertron. Primacon is more than a genius in regards to his ability to design, invent, and build technology. However, Primacon is quite short-sighted in his drive to make his inventions a reality.

Primacon built the planet devouring menace, Unicron to destroy Cybertron, without realizing the danger he would present to the universe. Later, he made a second agent named Tormetron (this time an energy being). Thankfully, his assistant saw the damage Tormetron was doing and contacted the Autobots. In a sprawling struggle, the last 'active' Autobots, Grimlock, was able to reach Primacon and get him to reverse Tormetron's programming and have it give back the energy it took from all over the galaxy.

After seeing the courage of the 'primitive' Transformers, Primacon swore to never build another agent again.

- Primacon can make for an interesting 3rd party in any episode. He can be a wonderful aide to either side for creating 'ultimate weapons' or 'quick solutions'. With a little time, tools, and research Primacon can create or fix just about anything (and often won't think twice about doing so even if the outcome can be used for evil).



Protoforms-

Throughout the ages, Transformer technology has been able to easily rearrange a Transformer's body to meet new forms when needed. For instance, when the Generation One Transformers came to Earth in their Cybertronian forms, Teletran-1 (See below) was bale to easily convert their bodies to match Earth vehicles.

In the future, the Transforms took this a step further. They were able to build a substructure that held the Transformer's vital

chips, then surround this structure with a sort of 'liquid metal'. This 'metal' was infused with thousands of nano-machines capable of reformatting it into a new body when the time came. A Transformer in this 'inactive' state, could then be loaded into a Stasis Pod (See below) for long journeys through space. It seems that one drawback to the Protoform technology is that they can be easily influenced in this state to work towards the means of those who activate them.

Used to bolster the plot, Protoforms were first introduced in the Beast Wars continuity. During the Beast Wars, the Predacons and Maximals raced to recover the Protoforms who had been dispersed across the surface of Primordial Earth.

- Protoforms (and the stasis pods they come in) provide no direct bonus to creating a new character, but they do offer an explanation for the existence of a character when trips to Vector Sigma are not possible. For Game Masters they offer opportunities to introduce new threats, or cause battles between the Autobots and Decepticons. Since they were jettisoned in bulk from the Maximal ship when it crash landed in the past, it is entirely likely characters in the Generation One continuity might unearth some pods that were never activated.

Recharging Chamber/Unit-

Truly a life-saving technology, these energy-guzzling chambers are designed to give the Transformers a quick boost after battle. In general, the recharge units are large, transparent housings big enough to fit a Transformer inside. Inside, the robots are attached to monitoring links, and power transfer diodes. They are also flanked by computer-driven armatures capable of executing minor repairs. Within just a few moments, the Transformer can emerge replenished in energy and in better operating condition.

The main draw back to these devices (and the point that keeps them from being relied on too heavily) is that they require massive amounts of energy to complete this short process. On top of the energy expenses, it takes a rather sophisticated computer (Like Teletran) to run the unit's repair functions. For these reasons, most repairs and recharges are handled manually by the Autobot or Decepticon mechanics.

- Should the players have access to, or come across one of these devices, they can use it to gain their full Endurance Points back along with 2D12 Life Spark (up to their max). Using the devices takes 10 rounds, and requires 15 Endurance points from an external source. If not directed by a technologically advanced computer with Aptitudes in repair, the device CANNOT give back any Life Spark to the user (though Endurance can still be restored).

The Space Bridge-

As the war on Cybertron progressed, fuel for spacecrafts became scarce. This along with the fact that space travel is hazardous and lengthy, led the Decepticons to begin theorizing other means of inter-planetary travel. Still, it wasn't till long after the Ark had crashed on Earth that Shockwave and the rest of the surviving Cybertronian Decepticons were able to plot a method that worked. The process is called 'Bridging' and the device need to accomplish this travel is called a 'Space Bridge'.

The Space Bridge consists of two receptacles. One of the receptacles converts matter into a para-dimensional beam which is blasted through a quasi-space corridor. In this corridor, the beam travels much faster than light. The second receptacle is waiting at the end of this corridor where the matter is reverted back to its original state. The calculation to send material back and forth are astronomical. In addition the further away the two points are (in relative terms) the more precise the location of the receptacles must be. For example, when first used, Cybertron was in another galaxy from Earth. Because of this, the bridge could only be opened at select times and in select locations on Earth (the Cybertron receptacle was a permanent structure). The reason for this has to do with the rotation and orbit of both planets throughout the quasi-space pathways. When Cybertron was brought closer to Earth (using a large scale version of the Space Bridge technology), the Earth receptacle could be established nearly anywhere and used almost at any time. Due to their relative proximity, the two planets were nearly always within the same quasi-space pathway.

Though far more efficient than running a shuttle back and forth to Cybertron, the Space Bridge does require a great deal of energy to operate (30 cubes per transfer). Also, the size of

the Space Bridge limits the volume of matter that can be transferred at one time. Last, bulk material transferred from one location to another requires some guidance, or it may stray from the corridor and be lost in a quasi-space pocket.

The comics portrayed the Space Bridge a little different. First, the bridge was originally designed by a neutral robot on Cybertron called Spanner. The Decepticons forced Spanner to build a working model, then they actually fused him into the bridge (making him a part of it). The Space Bridge in the comic looked like an actual bridge. Travelers going from one side would end up on another planet (Cybertron) by the time they reached the other side. It was as if the bridge was surrounded by some sort of dimensional anomaly.



- Space Bridges can make travel between planets possible when none of the players have the Skill for Space Flight. Space Bridge malfunctions can be a source for exciting adventures in unusual locations. One malfunction caused the Transformers to wind up on a world of giant aliens in the cartoon episode, "Child's Play."

Stasis Chamber/Pod-

Used with Protoform technology (see above) a Stasis Chamber or Stasis Pod repairs and maintains a Protoform in optimal condition.

Stasis Pods are quite a bit smaller and less bulky than a Stasis Chamber. This is largely due to the fact that they serve a different function. Stasis Pods are a Transformer equivalent of a cryogenic freeze chamber. The Protoform inside the pod is kept in a perfect state of suspended animation. Usually these pods are kept aboard spacecraft, some times functioning as escape vessels. When a Stasis Pod is activated, its sensory equipment scans the area and feeds the information to the Protoform so that it will arrange itself in an optimal configuration. For example, In the Beast Wars series, the Stasis Pods constructed the protoforms to have Biomechanical Shells (protecting them from the rapid energy flux), and transform into

the shape of the terrestrial animals. After being activated, a Stasis Pod cannot be 'reused'. To be reformatted (back into a protoform or into a new form) the Transformer would need a Stasis Chamber.

The function of a Stasis Chamber is to rebuild or reform a Transformer. Should a Transformer take on major damage, he/she would need to enter the Stasis Chamber where they would be converted (momentarily) into their Protoform and repaired by the chamber's systems. If the chamber had a plentiful energy supply, it could be made to entirely reformat its occupant either back into a Protoform (to be placed in a pod) or into a new configuration.

- Both Stasis Pods and Stasis Chambers are relatively new technologies (circa the Beast Wars era). Still, the 'time travel' premise of Beast Wars could make it so that this technology could be discovered and reverse-engineered long before its time. While in a Stasis Pod, a character does not suffer any of the effects of the environment around them, nor do they age or consume any energy (though the pod itself runs off of a limited supply battery giving it just enough Energon to reformat the occupant once when activated). A Stasis Chamber (when used by a Transformer with Protoform technology) will repair 10 Life Sparks and 10 Endurance Points each hour a character uses it. (up to their starting max). Should the players have enough energy (and the Game Master allow it), a character could totally remake him/herself with the Stasis Chamber. The process takes a full day (a little slower than the pod), at the end of which the character would emerge with all-new modes and abilities (though his/her Attributes, and Aptitudes would remain the same).

Teletran 1/Teletran 2

While the Decepticon shuttle Nemesis held advanced weaponry, the Autobot Ark held something even more important, Teletran 1. Teletran 1 was a supercomputer built by the Autobots and integrated into the Ark's ship-wide systems. Teletran 1, was not fully sentient, but had advanced abilities and analytical logic that allowed it to repair and 'redress' the Transformers when it was reactivated in 1984.

It was shown to be skilled in communications, repairs, design, and sensory analysis. Teletran 1 served as a security net for the Ark when the Autobots used it as a base. It even had a direct link to the Dinobots, whom it could activate for defense. Its sensory abilities, along with a remote satellite called Sky-spy, allowed it to monitor Earth as well as distant planets like Cybertron.

It is assumed that Teletran 1 was damaged beyond repair in Tripticon's attack on the Ark. When the Autobots built their new base, Autobot City, they fashioned a second computer with all the capabilities of the first. This computer was called Teletran 2. Teletran 2 was protected from the fate of its predecessor by the Autobot super-robot Metroplex. Metroplex was a transforming base that sat at the center of Autobot City, a perfect match for the destructive Tripticon. What happened to Teletran 2 after the Autobots restored power to Cybertron (and left Earth) is left to speculation.

- Supercomputers can be useful tools for smaller campaigns where the players do not possess all the Skills and Aptitudes they could need. A computer like Teletran 1/2 can help the players investigate situations and communicate with teammates far away. A supercomputer allows the GM to get players involved in an episode right from the get-go by reporting on suspicious Decepticon activities. Players in a non-Generation One campaign may seek out the Teletrons for their own purposes, or may have to recover them from the hands of their enemies. Both Teletran 1 and Teletran 2 have the same stats (listed below). All items with '*' are only programmed on Teletran 1.

<u>Teletran 1/Teletran 2</u>		
Str: 0	Rank: 0	EM: -1
Endur: 10	Cour: 0	FPA: 0
Speed: 0	Int: 7	Size: 2
Fire: 0	Skill: 10	Acts: 2*
Endpts: 100	Life Spark: 70	H/W: 15' x 20' /10 tons
Weapons:		
-same as system in which it is integrated		
Modes:		
-Computer (No Movement) (Listed below)		
Aptitudes and Skills:		
-*Astrogation/Navigation (R=3) (L=2)		
-Communications (R=6) (L=2)		
-Computer Ops (R=5) (L=1)		
-Engineering: Chemical (R=3) (L=1)		
-Engineering: Electrical (R=5) (L=1)		

- Fast Calculator (R=7) (L=3)
- Deduction (R=5) (L=2)
- Linguistics (R=3) (L=2)
- *Piloting: Space (R=5) (L=2)
- Repairs: Transformers (R=7) (L=2)
- Research (R=4) (L=2)
- *Science: Astronomy (R=3) (L=2)
- Science: Geology (R=5) (L=2)
- Security (R=7) (L=1)
- Danger Sensors (Used to sense problems and severity, Skill Test to Activate)
- Inherent Equipment (Communication equip, repair and analysis equip, sensors)
- Extra Action (+2 acts)
- Probes ("Sky-spy" up to 15 points of cost)
- Recording Capabilities (Sight 3,000', Sound 1200', and Electrical Activity 60')
- Extra Senses (Infrared, and X ray, both up to 1000' seismic, and energy flux up to 10 miles)
- Thought Transmission (Unlimited range to anything with specialized relay)



Transforming Cog-

The actual mechanical widget that allows a Transformer to alter his/her form is called a Transforming Cog. In most Transformers this device is just one among thousands of high-tech components buried in their internal systems. For larger Transformers (Scale 3 and higher) the cog can be an Achilles' heel. Metroplex and Tripticon both suffered from having their Transforming Cogs stolen by infiltrators. Without a cog, both were left permanently in their city modes. Fortunately, most Transformers are small enough, that they would have to be almost completely disassembled before their Transforming Cogs could be removed.

Transforming Cogs can be jammed by certain high levels of unstable energy (including Energon). Under exposure to this type of energy, a Transformer begins erratically changing from one mode to the next, unable to perform any other action. Only by shielding their circuits or escaping the area can this malfunction be avoided.

- Theft of a super-robot's Transforming Cog can make a nice plot for an episode, it is also a good way for Game Masters to keep players from bringing in Heavy Artillery in an episode designed for smaller characters. When characters are affected by unstable energy fields, they must make a Courage Test to do anything but continue transforming. This test must be made successfully each round the character remains in the field. The transformation caused by the unstable energy does not cost Endurance Points, but may eventually cause Life Spark damage (due to heat build up on the Transforming Cog).

Trans-matter Drives-

Similar in outcome to Quantum Space Manipulation, a trans-matter drive is based off the theory that the majority of any molecular object is comprised of non-essential particles and the space that separates such particles. For reduction, the device takes matter and extrapolates it down, shifting much of its mass and volume into pocket dimensions. These pocket dimensions (which are created temporarily by the high energy omega waves of the device) hold so many non-essential particles of the object, it appears to actually shrink. Reversely, the device can make items larger by extracting 'non-essential particles' from pocket dimensions to add to the mass and volume of an object (the space within the object's atoms is also somewhat elongated). Unlike quantum space manipulation (which also deals with size change), trans-matter effects last only temporarily. The more mass/volume that is created or absorbed in the process, the sooner the object will begin to shift back to normal size and density.

Both properties of the trans-matter drive are primarily used for repairs. The use of this technology comes with a price, as opening and creating the pocket dimensions requires enormous amounts of energy. For this purpose, the devices are rarely used for anything that could be handled by a micro-welder or better.

- As demonstrated in the cartoon episode "Microbots", Trans-matter drives can spawn fantastic voyages, and be used in plot development. However, allowing the players to use the device whenever they desire could have the GM facing Scale 4 characters at the beginning of each battle.

Thus, it is recommended that the GM set parameters for the device's use that would discourage the players from using it on whim. One obvious blockade is to require massive Energon for each use. The GM might also dictate that certain abilities and weapons cannot function at the altered scale.

Transorganics-

At one point in Cybertronian History, the Quintessons experimented with combining living organisms with machines (far before the Pretenders or Beast Wars ever came into existence). These techno-organic creatures were called Transorganics. They were ferocious. Their ability to devastate their surroundings and fight without fear of self harm made them terrible adversaries. Unfortunately for the Quintessons, they were near-mindless and unable to be controlled. The Quints were able to trick the Transorganics into following them down into the deepest caves of Cybertron (below all the constructed catacombs). There in the depths of the planet they were imprisoned.

Later, the Quints believed they could have the Decepticons free the Transorganics and use their unyielding brutality to do away with all of the Transformers. This was witnessed in the G1 episode, "Dweller in the Depths." Luckily, one of the Transorganics, an energy-eating 'grub', destroyed the others, and was launched into space by the Autobots.

It is assumed that the five (or so) Transorganics released by the Decepticons were all that remained of the creatures. Yet, it seems this would be quite a low number of subjects for an experiment of this nature. Perhaps there are still a few 'dwellers' down amongst the caverns of Cybertron, waiting for luckless passer-bys.

- The Transorganic technology has been seen in many configurations and with varying levels of success throughout Transformer history. This particular breed of Transorganics is incredibly horrific in their appearance and actions. The small band of Transorganics released by the Quintessons' plan were enough to single-handedly take out the Decepticons. Below are stats for the energy-grub, they could be used as a gage for the creation of other Transorganics:

<u>Transorganic Grub</u>		
Str: 8	Rank: 4	EM: 1
Endur: 10	Cour: 10	FPA: 440
Speed: 3	Int: 2	Size: 3
Fire: 7	Skill: 10	Acts: 1/2*
Endpts: ~30	Life Spark: 275	H/W: 20' x 70' /50 tons
Weapons:		
-3 Tendrils Teeth (Edged Melee Weapon) (2D8 + 3D8m) (Reach) (integrated into tendrils and mouth)		
-2 High Energy Laser Cannons (4D6) (3000') (integrated into tendrils)		
Modes:		
- Transorganic Grub (25 MPH, 440 FPA) (Listed below)		
Aptitudes and Skills:		
- Hiding (R=7) (L=1)		
- Survival (R=6) (L=3)		
- Tracking (R=5) (L=1)		
- Burrowing (Strength vs. Material, 13 MPH, 220 FPA)		
- Extra Action (+1 act)		
- Transorganic Structure (Not effected by energy pulses, heals 1D4 Life Spark every 5 rounds)		
- Earthen Attack (3D6, r=50', 1 Endur per use)		
- Energy Siphon (5D4 worth of Endur, ranged, r=25')		
- Resistance (unharmed by heat and electrical energy)		
- Extra Senses (Ground movement, 2 mile range)		

Transwarp Drive-

In the future, Predacon scientists were able to invent technology that allowed vessels to travel through space and time. This mechanism, called a Transwarp Drive, was highly experimental. In theory it folded the make-up of time and space allowing great distances to be traveled in moments, or even travel between time periods.

The renegade Predacons led by Megatron II used one of these devices after stealing the Golden Disk to try and escape from the Maximal ship (Axalon). Their fate demonstrates how dangerous and difficult these devices can be. Their ship (Darkside) was transported into a random time stream, and the Maximal craft was pulled in behind them. This is why Transwarp technology is so closely guarded by the Tri-Predicus Council (the ruling body of the Predacons). It is most likely that the drive used by Megatron II was either stolen or built in secret.

- Transwarp Drives make another viable plot device for starting alternate timeline campaigns. These devices are extremely dangerous in game terms, though, as they can easily foil a GM's best laid plans. With a Transwarp Drive, characters from the past could be brought back to the future, or characters from the future could enter a campaign that runs in the past. With some

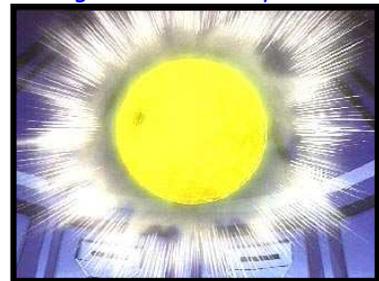
stern regulations (charging EPs for each use, requiring difficult Theoretical Engineering rolls for each use, etc.) Game Masters can allow the players to use these devices and create a flavor of 'fantastic-adventure' for his/her campaign. In this style of campaign, players rush to the ends of the Universe in one episode, then move through time in the next, all to foil certain dark plans. Another take would be having the Predacon's drive be the only one that was functional. In this situation Maximals might be sent to Earth to dig-up and repair its remains (with renegade Predacons on their heels all the way).

Vector Sigma-

Deep within the planet Cybertron's sub-chambers rests a supercomputer of great magnitude. This computer, known as Vector Sigma, has existed since the early days of Cybertron. Its sole function seems to be programming the personalities into the Transformers (giving them a 'Spark'). Vector Sigma may have other functions (it's quite possibly ran all of the major workings of Cybertron during the Golden Years).

Vector Sigma is shaped like a large radiant globe floating amongst wireless relays and system conduits. Though Vector Sigma is sentient, it seems to be somewhat impartial, performing tasks for whoever has a 'user key'. There are probably several user keys in existence, but the master key, the one that was perhaps fashioned by Vector Sigma's creator, holds special properties. The key is capable of converting carbon based items to metallic material. This property is only present when the key is relatively close to a solar power source (within 2 AU's). Why it has this property and how it works is beyond the Transformers own knowledge. Perhaps this key was used to create the raw material of Cybertron (which was then put to form by Vector Sigma). The other user keys exist within the first generation of Transformers built by Vector Sigma ('The Children of Sigma' as they are called). When they use their keys to uplink to Vector Sigma, they do so forfeiting their own spark (it is transferred into the computer). Alpha Trion did this in a heroic attempt to help the Autobots construct the Aerialbots. Later, the Aerialbot leader, Silverbolt, destroyed the master key to keep Megatron from turning Earth into a second Cybertron.

- Within the game, there are many opportunities to use Vector Sigma as a plot device. First, using Vector Sigma to instill a 'Spark' into a newly built Transformer gives the player 20 extra EPs for the design of this robot. Second, Vector Sigma is a powerhouse of computation and knowledge. In fact, Vector Sigma is on-par with the Matrix of Leadership when it comes to knowledge and wisdom (after all many of its 'children' have been up-linked into it). It could very well be that Vector Sigma and the Matrix are some how connected (two separate facets of the same device). There are many problems that could necessitate the need to journey to Vector Sigma for the players, but doing so won't be easy. First, they'll need a key (depending on what era they play in, the master key might be destroyed). Next, they will have to travel through all the dangers that lie under Cybertron to get there. Last, even if they make it to the main chamber of Vector Sigma, it is surrounded by powerful drones, meant to guard it from anyone not possessing a key. Getting past these won't be easy.
- The Key to Vector Sigma (when within 2 AU's of a solar energy source) can change 20 foot squared of carbon-based material into metal each round. The user only needs to aim it at the items and press a button (possibly requiring a ranged combat roll). The technology it was created with is far past the comprehension of the players, and it can not be duplicated by any means.
- Vector Sigma is a legendary artifact and should not be tampered with by the players easily. The stats that follow only give a rough idea of Vector Sigma's power, there are surely many things Vector Sigma is capable of that are not listed.



<u>Vector Sigma</u>		
Str: 1	Rank: 13	EM: 5
Endur: 13	Cour: 10	FPA: 480

Speed: 2 **Int:** 13 **Size:** .25
Fire: 1 **Skill:** 13 **Acts:** 1/2*
Endpts: 100 **Life Spark:** 85 **H/W:** 5' radius / 4 tons

Weapons:

-**Energy Tendrils** (4D10) (50') (Integrated, 360 degree fire ark)

Modes:

-**Supercomputer** (25 MPH, 480 FPA –cannot leave 200' radius of the central manifold) (Listed below)

Aptitudes and Skills:

-**All Aptitudes** (R=10, L=3)

-**Prodigy**

-***Precognition** (Vector Sigma has the ability to compute all possible outcomes of a given situation and determine which is most probable. Doing this takes 1 round per day of outcomes).

-**Transmetal Shell** (+2 Endurance Points per hour, +1 Life Spark, not effected by energy flux)

-**Hover** (Up to 10' off surface)

-**Deactivation** ('Power down' with at least 1 Life Spark, auto-stabilize)

-**Extra Action** (+1 act)

-**Extra Senses** (There are few sensory capabilities Vector Sigma does not possess)

-**Thought Transmission** (Unlimited Range, to any Transformer)

-***Create Spark** (Vector sigma has the ability to instill a Spark into a non-living Transformer)

-***Retain Spark** (Vector Sigma can draw a Spark out of a Transformer and store it in itself)

PLANETS

Transformer adventures lend themselves to a variety of inter-planetary missions. In this section, you will find just a few of the many locations and planets found throughout Transformer continuity. Unless indicated in the description, the size measurement is the diameter of the planet.

Antilla

Size: 4,740 Miles **Location:** Outer Edge of the Andromeda Galaxy

Terrain: Harsh **Inhabitants:** Small (low tech) Rocky Chasms Autobot Colony

Description: Antilla is home to such a small colony of Autobots (early fleers of the Great War) it is almost unmentionable, except that it is circled by a small band of red asteroids that have the unique ability of causing rapid corrosion on most metals.

The corrosive rocks were discovered by Astrotrain (a G1 Decepticon), and used to start a plague of what came to be known as 'Cosmic Rust'. The rust contaminated all the metal it came in contact with until a solution mixed by Preceptor halted its progress. Antilla was also home to a power device dubbed, 'The Lightning Bug'. Perhaps some sort of defensive weapon, the Lightning Bug was used by the Decepticons to try and take over Earth. Their plan

was, of course, thwarted and the device was destroyed.



Charr

Size: 10,614 Miles **Location:** Middle Rim of the Milky Way Galaxy

Terrain: Barren rocks and dried riverbeds **Inhabitants:** Various Alien Predators

Description: After their defeat and vanquishing from Cybertron (in 2005), the remaining Decepticons took refuge on the distant planet Charr.

Though its surface appears bare and inhospitable, Charr's many underground caverns provide just enough moisture and relief from the heat to be home to a number of animals (most of which are vicious scavengers).

Charr is home to several rare mineral and ore deposits. Also, the Decepticons have assembled a surface structure comprised of several buildings, communication towers, and gun batteries. Also of note, Charr is home to the transforming Decepticon base, Tripticon.



Cybertron

Size: 8,230 Miles **Location:** Near Alpha Centauri/ Earth's Solar System

Terrain: Metallic Cityscape **Inhabitants:** Transformers (Once Inhabited by the Quintessons)

Description: Cybertron was once a thriving land inhabited (only?) by wildlife. Its organic landscape was rich with resources and energy. At some point in its history, this would change. Soon, the Quintessons would come to hold the planet. Perhaps during their rule, Cybertron was changed into a massive production facility. A factory that produced the two types of Transformers, Autobots and Decepticons. During this time, the metal city-structure that covered Cybertron's surface, extended towards its very core, leaving only a few thousand miles of caverns and rock below. Keep in mind that, like many Earth cities, Cybertron's structure has been built up over its existence. Each new construction was laid over the ruins (or substructure) of the previous composition. This has left the planet such that, the deeper one travels into Cybertron, they encounter older and older dwellings. Passage through some of these ruined and hazardous subunits has been made easier through the use of a cybertronic mass-transit system. This system of magnetically sealed tubes carries passengers (inside a shuttle car) through a series of pipelines and pivoting junctions to the more traveled destinations of the planet's substructure.

The whole planet of Cybertron is controlled by the super computer Vector Sigma. It is powered by a plasma energy chamber (that once was nearly depleted of Energon, but was once again revived by a

solar flare of Earth's sun).

Cybertron has drifted through Space for many billions of years. For many years it was set in orbit of the star, Alpha Centauri. Then, by use of a giant Space Bridge, it was moved into the Earth's Solar System (presumably near Saturn).

Cybertron's under-structure is filled with the secrets of its past and many dangerous relics left over from the days the Quintessons ruled.

Earth

Size: 7,926 miles **Location:** Milky Way Galaxy

Terrain: Varying **Inhabitants:** Humans

Description: Earth has always been a pivotal planet for the Transformers. Compared to many of the planets across the Universe, it holds vastly abundant energy resources.

During the Beast Wars, Earth was a raw planet filled with unstable Energon Crystals. It was home to many animal forms, and watched over by a race of aliens who were conducting some sort of experiment on it.

Later, in the eighties, when the G1 Transformers awoke, the Earth was rampant with development. The Humans that inhabited it were growing ever wiser in their use of technology. Some of their ideas and creations rival that of Cybertron technology.

By 2010, high-technology had become common place on Earth. The humans had allied themselves with the Transformers. With the use of Cybertron technology they were able to travel across the galaxy and meet other alien races. The EDC (Earth Defense Command) was formed as a joint Human-Autobot organization. Established to protect the Earth (and its solar system) against threats from outer space, it involved the placement of a defense post outside Earth's orbit.

By the Beast Wars and Beast Machines eras, Earth and the Cybertronians seemed to be separated. Little has changed about Cybertron, suggesting that the Autobot's allegiance to humanity was either, no longer needed or perhaps discontinued by one or the other party.

EDC Bases

Size: 2-8 miles **Location:** Throughout Milky Way Galaxy

Terrain: Metal-Plated Space Stations **Inhabitants:** Humans, Autobots, and Ambassadors from other worlds.

Description: The EDC was established after the Decepticons were driven to the planet Charr (~2006). It prides itself as Earth's foremost line of protection against threats from other planets. With help and technology from the Autobots, the EDC has constructed a handful of stations and outposts throughout the galaxy. These small stations provide advanced warnings of oncoming attacks, as well as creating safe havens for humans traveling in the distant reaches of 'Earth Space'.

Though each base is constructed for a different purpose, all EDC structures are designed to house officers, hold EDC response vehicles, and provide enough firepower to ward-off minor attacks.

A sample of the existing EDC base locations include: Earth's orbit, the surface of Mars, near the warp gate of Pluto (later destroyed), and outside the planet Goo (later destroyed). These are just a few of the locations, many others exist, and those that were destroyed are sure to be replaced quickly.

The bases' construction includes heavy external armor, and several gun/missile ports for fending off attacks. All vessels coming within EDC sanctioned space must be cleared by the base's control tower or they will be treated as if they were hostile. Only EDC crafts, or ships seeking sanctuary are allowed to land at EDC bases without having prearranged flight plans. All EDC bases are equipped to handle Autobot occupancy (with space for them to 'live' and supplies for them to make repairs/recharge).

Goo

Size: 1350 Miles **Location:** Inner Spiral of the Milky Way Galaxy

Terrain: Sticky Slime-Like Swamps **Inhabitants:** Non-Sentient Waist-Management Machines

Description: Goo is the epitome of the word: wasteland. Very small in scale, the entire planet is covered with swamps of sticky entangling slime (hence the name). It is home to a galaxy-wide trash dump. Across its surface, hundreds of machine

drones, take apart the refuge and break it down into pieces that can be dissolved by the planet's toxic sludge. Needless to say, only specially coated vehicles can operate on its surface. Even getting near the surface is dangerous. Gasses given off under the surface of the Goo sometimes explode upwards entrapping vehicles and pulling them down to their doom. Few organics want to get that close anyhow, due to the noxious smells given off by the dissolving trash.

Outside of its orbit, an EDC base monitors all drop-offs and acts as a frontier station for human explorers (later, a alien with a cannon powered by 'death crystals' attacked the base and destroyed it outright).

The Planet 'Junk'

Size: 3,608 Miles **Location:** Just off of the Inner Spiral of the Milky Way

Terrain: Silt-Loam Covered by Boundless Debris **Inhabitants:** Junkions (Modular Transforming Robots)

Description: Perhaps once the garbage schooners of Cybertron, the Junkions have no record of their origin. They live amid the piles and piles of refuse that covers their planet's surface. They are somewhat xenophobic, with fears that someday a race will come and take back all the 'treasure' they have collected.

The Junkions have been pilfering lost ships, debris fields and other sources of trash for eons now. They have a very rough appraisal system, and do distinguish between valued garbage, and everyday flotsam. Because they fear outsiders (and the discovery of their 'treasure'-covered planet), the Junkions have had little 'real' exposure to the outside universe. They, however, feel well versed in outside culture, for they find delight in watching and listening to any stray broadcasts that come across their planet's airwaves. When dealing with outsiders, (or trying to impress each other) the Junkions talk 'TV'. That is, they use familiar slogans, imitations, and catch phrases to get their point across.

The surface of Junk does not have any visible water sources (apart from the moisture that collects on the heaps). Also, traveling the refuse without a Junkion guide can be quite dangerous (with sinkholes and 'garbage avalanches'). Still, if a character is

looking for an old part, or a rare item the planet Junk can hold a lot of promise for them.

Lythos

Size: 4,490 Miles **Location:** Outer Most Edge of the Milky Way Galaxy

Terrain: Metallic Cityscape, Lava Channels **Inhabitants:** Transformer-Like Sentient Robots.

Description: Though it was destroyed by Unicron in 2005, Lythos was once a safe haven for research, culture and arts. The Sentient robots of Lythos (Lytheans), hold the utmost regard for all intellectual pursuits. Violence of any kind is rare on Lythos. Instead, most disputes are settled by public debates or a test of the individual's knowledge on the matter.

One draw back to the Lythean culture, is that often time is wasted in unnecessary planning, or deliberation over how to solve certain problems. Lytheans are mostly thinkers, and only get around to the 'doing' when they have settled in their mind that they have the best approach.

Just as Lytheans are much like Transformers, Lythos is quite a bit like Cybertron. Built on a foundation of cragging rocks and lava streams, Lythos is a conglomeration of steel city-platforms all connected by bridges and docks. These platforms cover more than 80% of the planet, leaving only the bright red lava veins to glow against their metallic surface.



their giant enforcing machines to 'do away with them'. For this reason, the Nebulans were first distrusting of the Autobots when they crash landed on their planet (around 2010). One attack from the Decepticons soon changed their mind. Together with the Transformers, the Nebulans designed 'Headmaster' and 'Targetmaster' exosuits. Thus, some rebels from the working class joined the Autobots, and the Hive joined the Decepticons. The grand ruler of Nebulos, Lord Zarak, created his own robot body, Scorponok. Meanwhile, Spike used the remains of the old Hive city (back before they had developed 'machine dominating' powers) and built Fortress Maximus.

After these Nebulans left Nebulos with their Transformer allies, the rest of the working class was free. Mind you, a contingent of drone machines still operates throughout Nebulos' wilderness. Any humanoid caught by these machines will be 'dealt with' as a rebel.



Nebulos

Size: 6,320 Miles **Location:** Middle rim of Andromeda Galaxy

Terrain: varying **Inhabitants:** Green skinned humanoids (Nebulans)

Description: The Nebulans live in a society with two casts. In one cast are the workers, who construct shelters and harvest food and power. In the other cast are the rulers, who have the innate ability to control machines with their minds. The ruling cast has used their ability to force the workers into a form of slavery. They live underground in a mechanized city. They call themselves, 'The Hive'.

When the workers get out of line, the rulers use

Quintessa

Size: 1,200 x 700 Miles

Terrain: Odd mix of Slightly-Organic and Technological Construction

Location: Within a Small Rift of the Inner Spiral of the Milky Way

Inhabitants: Various Robotic Wildlife, and (of course) Quintessons

Description: After fleeing Cybertron during the Slave Revolts, many of the Quintessons headed into the center of the galaxy. There, they constructed a very odd world, some-what elongated and flat (using a type of artificial-gravity). The world is guarded against trespassers by legions of Sharkticons. All organisms landing on Quintessa are tried (automatically) for espionage. Ironically, whether they are found guilty or not, they are subject by a high-council man to perish in the 'pit of doom' (a deep pit filled with two things: water and Sharkticons).

Quintessa, in some ways, is artistically beautiful. Its construction includes spirals, circles, and curving landscape. The Quints designed it complete with lakes and lots of artificial (and usually deadly) wildlife.



The Quintessons have a class based society with numerous ranks that are only known within the culture. The biggest distinction noticed by outsiders, is that the ruling council consist only of the Five faced variety of Quints. The 'bulbous' - headed Quints seemed to be cast into science roles, while the Quintessons with a large dorsal lobe tend to be placed within the warrior class.

Quintessons rarely betray each other. They will always work for the good of the Quintesson race, unless their own life is in danger. In this respect, Quintessons are largely cowards. They will use their technology and psychological warfare to stay well ahead of their foes.

The asteroid field outside Quintessa's orbit is home to the Quintesson Armada. Their fleet includes fifteen war ships, a dozen transports, and hundreds of small (-unmanned) infantry ships.

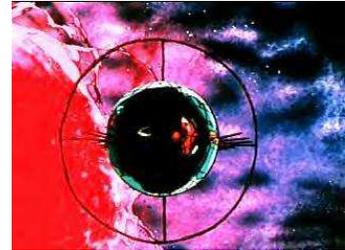
While Quintessa appears to have no defense against invasion, this fleet can drop rather quickly on any invading force, turning their plans to fodder.

Unicron

Size: 4,000 miles
Terrain: robotic construction with exterior 'propulsion rings'

Location: Mobile
Inhabitants: Internal systems and defense mechanisms.

Description: A creation of the warped scientist, Primacon, Unicron was one of his 'master strokes'. Unicron seems to have an underlying program that drives him to dislike the Transformers, and seek their ruination (perhaps a result of his creator's inferiority complex).



Unicron ultimately got out of Primacon's control and began devouring planets in his thirst for power. The abilities and design of Unicron far surpass any of the mechanisms created by the rest of the 'sentient' universe. Many cultures have struggled to rid the universe of his menace. Some (like the Transformers) have temporarily delayed his destructive path. Others fell short of finding anything effective and were destroyed in his wake.

One thing is for sure, Unicron seems to have some form of latent immortality. Even when his physical form is totally destroyed, Unicron remains 'watchful' waiting to assume a new form, or join together the remains of his old one.

The only known weakness of Unicron is the wisdom of the Matrix, a device he could 'sense' and a device he sought to destroy. Externally, his armored surface penetrates over a mile deep, making it unlikely for him to be 'damaged' significantly. On the inside Unicron is a maze of system pathways, energy conversion chambers, repair systems, and defense mechanisms. As the Autobots discovered when they entered this might beast, his internal defenses have an acute awareness of everything going on, and they are merciless to any 'foreign' materials.

After the Battle of 2005, the Autobots destroyed

Unicron's body, deactivating his processing core. For years, his disconnected head floated outside of Cybertronian space, reminding those on the surface of the horrors once faced by their predecessors. More than once, Unicron has been reactivated and has sought to gain a new body. Yet, the Autobots have thwarted all these attempts. It is unknown what happened to Unicron's head after the New Golden Age (Galvatron had moved Cybertron closer to Earth's sun, leaving the head somewhere in space). Below is a suggested write-up for Unicron. GM's should keep in mind that Unicron is a technological wonder (nightmare), and thus does not adhere to the same rules of creation the players must follow.

-Reinforced Structure (R-Level 3)

-Repair Systems (While Unicron has Life Spark, his internal repair systems repair 20D20 5 minutes after he has left battle)

-Terrestrial Attack (Unicron's massive horn-like mandibles can rake away large sections of a planet. When a successful melee attack is made against a planet, he may take in 10D20 square miles of its surface as material to be processed. Creatures in this area must make an opposed Strength Roll vs. DN 13 each round they are in the sector or be sucked up and 'processed' in his Trilithium Converter.

-Thought Transmission (Unicron can project his thoughts to any creature he has 'reformatted')

-Trilithium Converter (Massive Scale, 10D4 Endurance Points)



Unicron

Str: 10 **Rank:** 10 **EM:** 0
Endur: 8 **Cour:** 8 **FPA:** 1760
Speed: 6 **Int:** 8 **Size:** 5
Fire: 12 **Skill:** 11 **Acts:** 2
Endpts: ~100 **Life Spark:** 1000 (-20) **H/W:** Planet-sized

Weapons:

- Particle Fragmentation Beam** (4D20) (1000 miles) (Integrated into intake-orifice, Planet mode only. When destroyed, an item is rendered into very small pieces)
- Laser Arrays** (3D10 + 4D6) (3000') (Integrated into energy ring in planet mode, and mouth in robot mode, High Energy Laser Cannon and Solar Energy Beam Fire Linked)
- Impact Wave Generators** (4D10) (640') (Integrated into chest and planet surface, 2 Fire Linked)
- 8 Light Cannons** (2D10) (6000') (Integrated into finger tips, Robot mode only)

Modes:

- Robot** (200 MPH, 1760 FPA) (Armor, Immortality, Repair System, Thought Transmission, Flight, Reformation, Reinforced Structure)
- Planet** (5 AU's) (Armor, Thought Transmission, Space Flight, Trilithium Converter, Repair System, Terrestrial Attack, Reformation, Reinforced Structure)

Aptitudes and Skills:

- Astrogration/Navigation** (R=5) (L=3)
- Demolitions** (R=10) (L=3)
- Engineering: All** (R=6) (L=3)
- Intimidation** (R=10) (L=3)
- Piloting: Space** (R=5) (L=2)
- Repairs: All** (R=5) (L=3)
- Science: All** (R=6) (L=2)
- Survival** (R=4) (L=1)
- Tracking** (R=4) (L=1)
- Armor** (-20 to all damage)
- Immortality** (Regardless of the damage done to Unicron, he remains in a state similar to the power 'deactivation', and may still think and take in information)
- Flight** (Mach 3 ~1980 MPH, 19105 FPA)
- Space Flight**
- Reformation** (After an opposed Intelligence Roll against an opponent, Unicron can reformat them into a new mechanical form with 20 additional EPs. This power takes 10 rounds to use, and Unicron cannot make any other actions while it is preformed)

CHARACTERS

Below is a listing of character stats for a few of the 'better-known' Transformers. When reading these write-ups, please keep in mind that the scores and capsules are taken from the Hasbro Toy Line Techspecs. Since the original techspecs were written without direct consistency between characters, scores, and descriptions, you will find many of the write-ups say one thing in the capsule portion, but show another in the actual game statistics. For the sake of consistency, the Game Master should give precedence to the game information. Furthermore, it was not prudent to list all the many weapon types available in the Transformer Universe. As you will see when reading these descriptions, many of the establish characters carry weapons that are not available on the weapon chart. However, these 'new' weapons were created using pre-existing weapons as a template (often basing them off of a weapon of a similar name/design).

Last, by comparison these character will generally be better skilled than the average player character. Keep in mind many of these characters were supposed to have been in existence for thousands of years (going through thousands of episodes). It is only natural they would possess better stats and more Aptitudes than a starting character. Some established characters even have Skills that are not available to players. This is mostly because the particular Skill is supposed to be one of a kind, or would be too powerful and upset the balance of the game.

Characters chosen for this section were chosen based on their importance to the Cartoon, their design qualities, or placed in because their stats had been written for previous play-testing.

G1 Autobots

Optimus Prime-

Function: Commander Group: Autobot
"Freedom is the right of all sentient beings."

Optimus Prime is the largest, strongest and wisest of all Autobots. Feels his role is the protection of all life, including Earth-life. -Fights unceasingly to defeat the Decepticons.

Splits into three autonomous modules: 1) Optimus Prime... the brain center known as the

Commander; 2) Roller, the Autobot scout car... a spy who operates up to 1200 miles away; and 3) Autobot Headquarters... the combat deck equipped with a versatile mechanic/artillery robot. Injury to one module is felt by the other two.



Optimus Prime

Str: 10	Rank: 10	EM: 7
Endur: 10	Cour: 10	FPA: 795
Speed: 8	Int: 10	Size: 2
Fire: 8	Skill: 10	Acts: 2
Endpts: ~50	Life Spark: 120	H/W: 17'/20 tons

Weapons:

- High Energy Laser Rifle** (4D6) (3000') (Robot only)
- EnergO Axe** (4D10) (Reach) (Robot only, Integrated into wrist socket)

Modes:

- Robot** (90 MPH, 795 FPA) (Equipment-Normal, Equipment-Damaging, Extension-Roller, Extension-Base, Modularity, Reinforced Structure)
- Semi-truck** (150 MPH, 1445 FPA) (Cargo Capacity, Equipment-Normal, Reinforced Structure, Roll)

Aptitudes and Skills:

- Astrogration/Navigation** (R=6) (L=2)
- Bureaucracy** (R=8) (L=2)
- Charisma** (R=8) (L=3)
- Computer Operations** (R=4) (L=2)
- History/Lore** (R=6) (L=1)
- Investigation/Deduction** (R=7) (L=2)
- Piloting: Ground** (R=10) (L=2)
- Repairs: Weapons** (R=4) (L=2)
- Security** (R=5) (L=1)
- Survival** (R=6) (L=2)
- Tactics** (R=8) (L=3)
- Cargo Capacity** (1500 cubic feet)
- Equipment-Normal** (Multiple repair devices, and winches)
- Equipment-Damaging** (Blow torch 4D4)
- Extension-Roller** (See below)
- Extension-Base** (See below)
- Modularity** (At 1 Spark may fall apart, and be reassembled later)
- Reinforced Structure** (R-Level 3)
- Roll**

Roller (Extension of Optimus Prime)

Str: 3	Rank: 10	EM: 8
Endur: 5	Cour: 6	FPA: 1155

Speed: 7	Int: 5	Size: .25
Fire: 1	Skill: 2	Acts: 2
Endpts: ~10	Life Spark: 26	H/W: 8' long/2 tons
Weapons:		
- Laser Blaster (1D6) (400') (Integrated)		
Modes:		
- 6-Wheel Scout Car (120 MPH, 1155 FPA) (Equipment-Normal, Roll, Recording Capabilities)		
Aptitudes and Skills:		
- Astrogation/Navigation (R=6) (L=2)		
- Espionage (R=5) (L=1)		
- Piloting: Ground (R=10) (L=2)		
- Security (R=5) (L=1)		
- Survival (R=6) (L=2)		
- Tracking (R=4) (L=1)		
- Equipment-Normal (Grasping arms, and refueling devices)		
- Roll		
- Recording Capabilities (Video-1000' and Audio 400')		

Autobot Base (Extension of Optimus Prime)		
Str: 5	Rank: 10	EM: 1
Endur: 3	Cour: 5	FPA: 480
Speed: 1	Int: 3	Size: 1
Fire: 5	Skill: 5	Acts: 1
Endpts: ~10	Life Spark: 43	H/W: 16' long/12 tons
Weapons:		
- 2 'Buzz-bomb' Missile Launchers (3D4/2D4/1D4) (3000'-5/15/30') (Integrated)		
- Photon Laser (1D12) (4500') (Integrated)		
- Double Barreled Pom-Pom Cannon (2D20) (3000') (2 Linked, Integrated)		
Modes:		
- Tractor Trailer (As Optimus')		
- Base and Repair Pod (25 MPH, 480 FPA) (Big Guns, Equipment-Normal, Roll, Extra Senses)		
Aptitudes and Skills:		
- Communications (R=4) (L=2)		
- Piloting Ground (R=4) (L=1)		
- Repairs: Transformers (R=6) (L=2)		
- Big Guns (Pom-Pom Cannon)		
- Equipment-Normal (Grasping arms, and repair devices)		
- Roll		
- Extra Senses (20 mile radar scope)		

Wheeljack-

Function: Mechanical Engineer Group: Autobot
 "Never do what your enemy expects you to do."

Wheeljack is the mad scientist of the Autobots. Always inventing new weapons and gadgets. Most adept at driving while in care mode. Likes to show off his stunts. Flying range of 800 miles using solid-fuel rockets in arms. Shoots magnetic inducer, shrapnel-needle, and gyro-inhibitor shells from his shoulder cannons. He is his own worst enemy. Often injured while experimenting with new weapons.

Wheeljack		
Str: 7	Rank: 8	EM: 7
Endur: 5	Cour: 9	FPA: 480

Speed: 7	Int: 7	Size: 1
Fire: 7	Skill: 10	Acts: 2
Endpts: ~100	Life Spark: 49	H/W: 13'5 tons
Weapons:		
+ Shrapnel-Needle Cannon (2D8) (5000') (Combined, Integrated, Robot only)		
+ Gyro-Inhibitor Cannon (2D8, Skill Test to stay standing) (350') (Combined, Integrated, Robot only)		
Modes:		
- Robot (50 MPH, 480 FPA) (Deactivation, Equipment-Normal, Equipment-Damaging, First Aid Implements, Magnetic Field Projector, Extra Senses)		
- Race Car (120 MPH, 1155 FPA) (Deactivation, Flight, Magnetic Field Projector, Roll, Extra Senses, Swim)		
Aptitudes and Skills:		
- Computer Operations (R=6) (L=2)		
- Engineering: Electrical (R=7) (L=3)		
- Engineering: Mechanical (R=7) (L=2)		
- Engineering: Theoretical (R=4) (L=1)		
- Piloting: Air (R=4) (L=1)		
- Piloting: Ground (R=6) (L=2)		
- Piloting: Water (R=4) (L=1)		
- Repairs: Transformers (R=8) (L=3)		
- Deactivation ('Power down' with at least 1 Life Spark, auto-stabilize)		
- Flight (Mach 4 ~2640 MPH, 25475 FPA)		
- Equipment-Normal (Repair tools, circuit welders)		
- Equipment-Damaging (Cutting torch, 1D6)		
- First Aid Implements (Electric Overload Stabilizer, 1D6)		
- Magnetic Field Projector (Strength = 6, 30', Positive or Negative Fields)		
- Roll		
- Extra Senses (Internal circuit scanner, 5' range)		
- Swim (100 MPH, 965 FPA)		

Bumblebee-

Function: Espionage Group: Autobot
 "The least likely can be the most dangerous."

Small, eager, and brave, Bumblebee acts as a messenger and spy. Due to his small size, he dares to go where others can't and won't. He idolizes the bigger Autobots, especially Optimus Prime and Prowl, and strives to be accepted.

He is the most energy efficient and has the best vision of all the Autobots. He can go underwater for reconnaissance and salvage missions. Although physically the weakest Autobot, his stealth more than compensates for this inadequacy.

Bumblebee		
Str: 2	Rank: 7	EM: 7
Endur: 7	Cour: 10	FPA: 125
Speed: 4	Int: 8	Size: .25
Fire: 2	Skill: 7	Acts: 1
Endpts: ~15	Life Spark: 27	H/W: 10'2 tons
Weapons:		
- X-ray Laser Pistol (1D6) (400') (Integrated)		
Modes:		
- Robot (7 MPH, 125 FPA) (Elusiveness, Energon Cube Creation, Equipment-Normal, Macro Vision)		
- Volkswagen Bug (75 MPH, 1460 FPA) (Elusiveness, Macro		

Vision,

Roll, Swim)

Aptitudes and Skills:

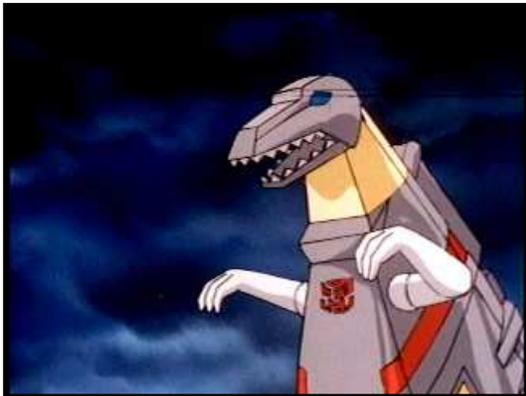
- Charisma (R=6) (L=2)
- Computer Operations (R=8) (L=1)
- Espionage (R=6) (L=3)
- Hiding (R=4) (L=2)
- Investigation/Deduction (R=4) (L=1)
- Piloting: Ground (R=5) (L=2)
- Piloting: Water (R=4) (L=1)
- Elusiveness (+1 to EM, already figured in)
- Energon Cube Creation (7 cubes per round)
- Equipment-Normal (Grappling devices, scientific collection tools)
- Macro Vision (Up to telescopic distances)
- Roll
- Swim (Underwater-60 MPH, 1155 FPA)

Grimlock-

Function: Dinobot Commander Group: Dinobot
"Among the winners, there is no room for the weak."

Most fearsome and powerful Dinobot. Although dedicated to the Autobot cause, resents authority. Cold merciless, but a valiant warrior. Has contempt for the weak, including all humans. Great strength, uses jaws to break almost anything in two. Carries energo sword and galaxial rocket launcher in Dinobot mode.

Other than arrogance and lack of speed, has no real weakness.



Grimlock

Str: 10	Rank: 9	EM: 2
Endur: 10	Cour: 10	FPA: 380
Speed: 3	Int: 7	Size: 2
Fire: 8	Skill: 10	Acts: 1
Endpts: ~20	Life Spark: 98 (-3)	H/W: 16' / 60 tons

Weapons:

- Energo Sword (4D10) (Reach) (Converts to inside of tail in Dino-mode)
- Galaxial Rocket Launcher (3D4/2D4/1D4) (3000'-5/15/30') (Robot only)
- Steel Jaws (1D8 +2D10m) (Reach) (Integrated into mouth, Dino-mode only)
- Twin Plasma Pistol (6D6) (570') (Integrated into mouth in dino mode)

Modes:

- Robot (20 MPH, 380 FPA) (Armor, Flight, Mode Superiority, Reinforced Structure)
- Tyrannosaurus Rex (20 MPH, 380 FPA) (Armor, Earthen Attack, Reinforced Structure, Resistance-Fire, Resistance-Lava, Resistance-Crushing Blows, Trilithium Converter)

Aptitudes and Skills:

- Demolitions (R=7) (L=3)
- Intimidation (R=7) (L=2)
- Piloting: Air (R=4) (L=1)
- Survival (R=6) (L=3)
- Tracking (R=8) (L=3)
- Armor (-3 to all damage)
- Mode Superiority (Dino-mode)
- Reinforced Structure (R-Level 2)
- Earthen Attack (3D6, 45', Leg Stomp)
- Flight (Dinobot 150 MPH, 2895 FPA)
- Resistance-Fire
- Resistance-Lava
- Resistance-Crushing Blow (Blunt Crushing force is ineffective)
- Trilithium Converter (Eat for 5 rounds for 2D4 Endur.)

Swoop-

Function: Dinobot Bombardier Group: Dinobot
"Fear can hit targets unreachable to bullets."

Enjoys watching enemies scatter before him as he dives down from the sky... considers spreading fear his greatest weapon. This Dinobot's kind, good-natured side disguised by his horrifying form... even his comrades shy away. Flies at 250 mph... air-to-air missile launcher under each wing fires missiles equivalent of 5000 lbs. TNT, 8 mile range. As robot, uses launchers and 4000 degrees Celsius thermal sword. Fragile wings vulnerable to enemy firepower.

Swoop

Str: 6	Rank: 5	EM: 7
Endur: 9	Cour: 7	FPA: 720
Speed: 8	Int: 6	Size: 2
Fire: 7	Skill: 7	Acts: 2
Endpts: ~10	Life Spark: 74	H/W: 12'/20 tons

Weapons:

- Thermal Sword (1D8 +2D6m) (Reach) (Robot mode only)
- Claws (1D6 +2D6m) (Reach) (Integrated, Dino-mode only)
- Lightning Thrower (2D8) (800') (Integrated into mouth in dino-mode)
- Twin Air to Air Missile Launcher (6D4/4D4/2D4) (3000'-5/15/30') (Linked, Integrated)

Modes:

- Robot (75 MPH, 720 FPA) (Combat Oriented, Flight, Mode Superiority, Targeting System)
- Pterodactyl (75 MPH, 720 FPA) (Non-powered Flight, Macro Vision, Sonic Attack, Targeting System, Trilithium Converter)

Aptitudes and Skills:

- Acrobatics (R=6) (L=1)
- Astrogation/Navigation (R=4) (L=1)
- Demolitions (R=6) (L=1)
- Intimidation (R=7) (L=2)
- Piloting: Air (R=10) (L=2)
- Combat Oriented
- Flight (Dinobot 150 MPH, 2895 FPA)

- Flight Non-Powered**
- Macro Vision** (20 mile range)
- Mode Superiority** (Dino-mode)
- Sonic Attack** (2D6, 30', target must make Opposed Cour. Test or lose 1 action)
- Targeting System** (Base of 4 for Physical, 6 for Ranged)
- Trilithium Converter** (Eat for 5 rounds for 2D4 Endur.)



Sludge-

Function: Jungle Warrior, Demo Group: Dinobot
 "Stomp your enemy, crush him under your feet."

Likes to make presence known -- a footstep can be heard and felt in a 3-mile radius. Gentle and shy, but terrifying and unstoppable in battle. Like other Dinobots, dislikes Optimus. Can exert 40,000 psi via feet -- enough to shatter a bridge. Immense strength and endurance. Adept at fighting in water, swamp, and jungle. Slow, not too clever -- often victim of the calamities he causes.

<u>Sludge</u>		
Str: 9	Rank: 4	EM: 1
Endur: 10	Cour: 9	FPA: 190
Speed: 2	Int: 3	Size: 2
Fire: 7	Skill: 5	Acts: 1
Endpts: ~15	Life Spark: 84 (-3)	H/W: 15' / 80 tons
Weapons:		
- Energio Sword (4D10) (Reach) (Robot mode only)		
- Magnetic Slug Launcher (2D8, For every hit may roll to hit target behind first target) (800') (Robot only)		
- Steel Jaws (1D8 +2D10m) (Reach) (Integrated into mouth, Dino-mode only)		
- Laser Rifle (1D8) (500') (Integrated into mouth in dino mode)		
Modes:		
- Robot (10 MPH, 190 FPA) (Armor, Flight, Mode Superiority, Resistance-Sludge)		
- Brontosaurus (10 MPH, 190 FPA) (Armor, Earthen Attack, Resistance-Sludge, Trilithium Converter)		
Aptitudes and Skills:		
- Demolitions (R=10) (L=3)		
- Piloting: Air (R=2) (L=1)		
- Survival (R=8) (L=2)		
- Tracking (R=5) (L=2)		
- Armor (-3 to all damage)		
- Earthen Attack (5D6, 75', Leg Stomp)		
- Flight (Dinobot 150 MPH, 2895 FPA)		

- Mode Superiority** (Dino-mode)
- Resistance-Sludge** (Negative modifiers/effects due to water, muck, or mud are not applied to Sludge)
- Trilithium Converter** (Eat for 5 rounds for 2D4 Endur.)

Slag-

Function: Dinobot Flamethrower Group: Dinobot
 "I have no need for friends, even less for enemies."

Slag is enormously strong, disruptive, and just plain mean-spirited and often brawls with his comrades... which is why they seldom help him when he's in trouble. Despite his nasty, rash personality, he does share their dislike for authority. His mouth shoots 3000 degrees Celsius flames up to 80 feet and he enjoys melting enemies into pools of liquid metal. He isn't too bright and likes shattering brick buildings with his head, he also uses an electron blaster in Dinobot mode.

<u>Slag</u>		
Str: 9	Rank: 4	EM: 2
Endur: 9	Cour: 7	FPA: 380
Speed: 3	Int: 4	Size: 2
Fire: 8	Skill: 7	Acts: 1
Endpts: ~10	Life Spark: 78 (-4)	H/W: 12' / 40 tons
Weapons:		
- Energio Sword (4D10) (Reach) (Robot mode only)		
- Flame Thrower (3D12) (800') (Integrated into mouth, Dino-mode only)		
- Blister-bomb Launcher (3D4/2D4/1D4) (3000'-5/15/30') (Integrated)		
- Electron Blaster (1D12) (750') (Robot mode only)		
Modes:		
- Robot (20 MPH, 380 FPA) (Armor, Flight, Mode Superiority, Reinforced Structure, Resistance-Heat)		
- Triceratops (20 MPH, 380 FPA) (Armor, Resistance-Heat, Reinforced Structure, Special Physical Attack, Trilithium Converter)		
Aptitudes and Skills:		
- Demolitions (R=7) (L=2)		
- Intimidation (R=4) (L=2)		
- Piloting: Air (R=2) (L=1)		
- Repairs: Weapons (R=4) (L=1)		
- Tactics (R=2) (L=1)		
- Armor (-4 to all damage)		
- Flight (Dinobot 150 MPH, 2895 FPA)		
- Mode Superiority (Dino-mode)		
- Reinforced Structure (R-Level 2)		
- Resistance-Heat (Not affected by heat and fire based damage)		
- Special Physical Attack (Goring ~ultra attack, 4D6 +4D8m)		
- Trilithium Converter (Eat for 5 rounds for 2D4 Endur.)		



Snarl-

Function: Desert Warrior Group: Dinobot
 "Only in war is there happiness."

An unhappy loner of few words and fewer opinions. Finds joy only in battle. Hates his Dinobot form, longs to return to Cybertron. Large golden plates on spinal assembly are solar collectors... strength increases tenfold in sunlight. Tail can shatter 20 foot concrete cube. Armored hide resists most missiles. Vulnerable to nighttime attacks due to his weaker state. Slow... uncooperative nature hinders others from helping him.

<u>Snarl</u>		
Str: 9	Rank: 4	EM: 2
Endur: 9	Cour: 8	FPA: 380
Speed: 3	Int: 6	Size: 2
Fire: 1	Skill: 4	Acts: 1
Endpts: ~10	Life Spark: 80 (-10)	H/W: 13' / 50 tons
Weapons:		
-Energ Sword (4D10) (Reach) (Robot mode only)		
-Barbed Tail (1D6 +2D10) (Reach) (Dino-mode only)		
-Missile Launcher (3D4/2D4/1D4) (3000' -5/15/30') (Integrated)		
-Laser Rifle (1D8) (1000') (Extended range, Integrated into tail in dino-mode)		
Modes:		
-Robot (20 MPH, 380 FPA) (Armor, Combat Oriented, Flight)		
-Stegosaurus (20 MPH, 380 FPA) (Armor, Attribute Boost, Trilithium Converter)		
Aptitudes and Skills:		
-Demolitions (R=4) (L=2)		
-Piloting: Air (R=7) (L=1)		
-Repairs: Vehicles (R=5) (L=2)		
-Survival (R=8) (L=1)		
-Armor (-10 to all damage)		
-Attribute Boost (Strength =11 in dino-mode, while in sunlight, no Endur cost)		
-Combat Oriented		
-Flight (Dinobot 150 MPH, 2895 FPA)		
-Trilithium Converter (Eat for 5 rounds for 2D4 Endur.)		

Silverbolt-

Function: Aerialbot Leader Group: Aerialbot

"Don't look down, look straight ahead."

Scared of heights. Brave, grimly determined warrior, but he struggles to maintain that image in order to hide his phobia. Selected by Optimus Prime to command so he'd be too busy worrying about others to worry about himself.

In jet mode, speed of Mach 1.9, range 4500 miles. Carries electrostatic battery that releases bolt of up to 150,000 volts through his nose cone. Uses electrostatic discharger rifle in robot mode. Combines with other Aerialbots to form "Superion".

<u>Silverbolt (1-2)</u>		
Str: 6	Rank: 8	EM: 9
Endur: 8	Cour: 8	FPA: 530
Speed: 9	Int: 8	Size: 1
Fire: 8	Skill: 5	Acts: 3
Endpts: ~10	Life Spark: 50	H/W: 14' / 13 tons
Weapons:		
-Double Barrel Electrostatic Discharge Rifle (2D12, >10 means a re-roll of damage) (400') (2 Linked, Integrated into Jet's nose cone)		
Modes:		
-Robot (90 MPH, 530 FPA) (Flight, Macro Vision)		
-Super-Sonic Concord (Mach 6 ~3960 MPH, 25475 FPA) (Flight, Space Flight, Sonic Attack)		
-Aerialbot Gestalt (Superion) (1D6) (1-2)		
80Aptitudes and Skills:		
-Acrobatics (R=4) (L=1)		
-Astrogation/Navigation (R=6) (L=2)		
-Charisma (R=6) (L=1)		
-Piloting: Air (R=5) (L=2)		
-Science: Astronomy (R=3) (L=1)		
-Tactics (R=6) (L=2)		
-Flight		
-Macro Vision (20 mile range)		
-Space Flight (50 AUs Per Hour)		
-Sonic Attack (2D6, 30', target must make Opposed Cour. Test or lose 1 action)		

Air Raid-

Function: Warrior Group: Aerialbot
 "If you look first, you may not leap."

Prefers streaking into a cluster of Decepticons to shooting at them from long range... says, " that always sparks their wires a bit." Tactically, most fearless Aerialbot ... just wants to have fun. Flies At Mach 2.5, range 1500 miles. Carries air-to-air heat seeking missiles, uses torque rifle whose beam applies 80,000 psi of rotational force. With fellow Aerialbots forms "Superion".

<u>Air Raid (3)</u>		
Str: 5	Rank: 5	EM: 10
Endur: 7	Cour: 10	FPA: 295
Speed: 9	Int: 7	Size: .5
Fire: 8	Skill: 7	Acts: 3

Endpts: ~7 Life Spark: 33 H/W: 11' 5 tons

Weapons:

- Torque Rifle** (1D10, Skill Test to stay stand standing) (380') (Integrated into Jet's nose cone)
- Air to Air Missiles** (1D8/1D6/1D4) (300'-5/10/15') (Integrated)

Modes:

- Robot** (50 MPH, 295 FPA) (Flight, Rapid Assault, Extra Senses)
- Jet Fighter** (Mach 6 ~3960 MPH, 25475 FPA) (Flight, Rapid Assault, Extra Senses)
- Aerialbot Gestalt** (Superion) (1D6) (3)

Aptitudes and Skills:

- Bartering** (R=5) (L=1)
- Astrogation/Navigation** (R=4) (L=2)
- Piloting: Air** (R=8) (L=3)
- Intimidation** (R=3) (L=1)
- Flight**
- Rapid Assault** (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
- Extra Senses** (5 mile radar scope)

Fireflight-

Function: Reconnaissance Group: Aerialbot
"When I'm flying, no enemy is safe -- nor friend"

If Aerialbots needed pilots' licenses, he'd never have gotten his...a hazard in the skies. Doesn't pay attention to where he's going since he's too busy marveling at scenery. Flies at Mach 2.0, range 1,000 miles. Carries flammable "fire-fog" missiles, uses photon displacer gun that affects sight by distorting light waves. With fellow Aerialbots forms "Superion".

Fireflight (4)

Str: 7 Rank: 6 EM: 9
Endur: 8 Cour: 9 FPA: 350
Speed: 8 Int: 5 Size: .5
Fire: 7 Skill: 3 Acts: 2
Endpts: ~8 Life Spark: 35 H/W: 11' 6 tons

Weapons:

- Photon Pistol** (3D4) (800') (Integrated into Jet's fuselage)
- Fire-fog Missiles** (3D4/2D4/1D4) (3000'-5/15/30') (Integrated)

Modes:

- Robot** (40 MPH, 350 FPA) (Big Guns, Fire Attack, Flight)
- Jet Bomber** (Mach 5 ~3300 MPH, 31845 FPA) (Big Guns, Fire Attack, Flight)
- Aerialbot Gestalt** (Superion) (1D6) (4)

Aptitudes and Skills:

- Computer Operations** (R=3) (L=1)
- Demolitions** (R=8) (L=1)
- Piloting: Air** (R=4) (L=1)
- Espionage** (R=5) (L=2)
- Investigation/Deduction** (R=6) (L=1)
- Big Guns** (Fire-fog Missiles)
- Fire Attack** (Napalm blockades -2D8, 50', 100 ft² barrier)
- Flight**

Skydive-

Function: Air War Strategist Group: Aerialbot
"Only by studying the past can we win the present."

Would rather read about jet fighters than be one... fascinated by the science of aerial warfare. Can, within the limits of his design, duplicate the flying motion of anything he sees... maybe the most skilled flyer of all Transformers. Flies at Mach 2.6, range 1400 miles. Carries laser guided missiles, uses nega-gun that crumbles objects by breaking molecular bonds. Prone to mid-air stalls. With fellow Aerialbots forms "Superion".

Skydive (5)

Str: 4 Rank: 7 EM: 10
Endur: 4 Cour: 7 FPA: 295
Speed: 9 Int: 10 Size: .5
Fire: 8 Skill: 10 Acts: 3
Endpts: ~4 Life Spark: 31 H/W: 11' 5 tons

Weapons:

- Nega Gun** (1D8, Objects destroyed are rendered to dust) (200') (Integrated into Jet's nose cone)
- Laser-Guided Missiles** (1D8/1D6/1D4) (300'-5/10/15') (Integrated, 'Heat-seeking')

Modes:

- Robot** (50 MPH, 295 FPA) (Flight, Prodigy, Resistance-Falling Damage, Extra Senses)
- Jet Fighter** (Mach 6 ~3960 MPH, 25475 FPA) (Antigravity Projector, Flight, Prodigy, Resistance-Falling Damage, Extra Senses)
- Aerialbot Gestalt** (Superion) (1D6) (5)

Aptitudes and Skills:

- Acrobatics** (R=3) (L=1)
- Astrogation/Navigation** (R=7), (L=1)
- Charisma** (R=5) (L=1)
- Cultures** (R=4) (L=2)
- Engineering: Mechanical** (R=6) (L=1)
- History** (R=6) (L=2)
- Piloting: Air** (R=10) (L=3)
- Research** (R=7) (L=2)
- Tactics** (R=6) (L=2)
- Anti-Gravity Projector** (May 'bend' the laws of gravity)
- Flight**
- Prodigy**
- Resistance-Falling Damage** (Built to survive 'rough' landings)
- Extra Senses** (10 mile heat scope)

Slingshot-

Function: Ground Troop Support Group: Aerialbot
"I'm even better than *I* think."

He won't ever win a Mr. Popularity contest -- incessant braggart, takes credit for exploits of other Autobots. Optimus Prime is supportive since he's hard-working and loyal, but he secretly lacks self-confidence. Vertical-take-off-and-landing aircraft, flies at Mach 1.6, range: 800 miles, extremely maneuverable. Sharpshooter --has twin mortar cannons as jet, neutron rifle as robot. With fellow Aerialbots forms "Superion".

Slingshot (6)

Str: 6 Rank: 5 EM: 9

Daring and committed to her troops. Elita-1 has all the nerve and war savvy of her counterpart Optimus Prime.

After the departure of the Ark, Elita-1 was left as the leader of the guerilla movement on Cybertron. Together with the other Female Autobots, she pilfers the energy and supplies they need from the Decepticon headquarters. She has a strong enemy in Shockwave. He constantly seeks to dismember her, knowing that her leadership is what holds the Cybertronian resistance together in this age without hope. Known to only her and Alpha Trion, Elita-1 holds the ability to stop time. Though this power could be amazingly useful against the Decepticons, it threatens her life with each activation.



<u>Elita-1</u>		
Str: 7	Rank: 9	EM: 6
Endur: 8	Cour: 10	FPA: 380
Speed: 6	Int: 8	Size: 1
Fire: 5	Skill: 8	Acts: 2
Endpts: ~12	Life Spark: 54	H/W: 14'/3.5 tons
Weapons:		
- Bombardment Crossbow (1D10) (500') (Armor Piercing)		
- Rocket-Dart Rifle (2D8) (5000')		
- Blunt Melee Weapon (1D6 + 1D8m) (Reach)		
Modes:		
- Robot (40 MPH, 380 FPA) (Equipment, Trans-Time Negation)		
- Car (100 MPH, 865 FPA) (Roll, Hover, Reinforced Structure)		
Aptitudes and Skills:		
- Tactics (R=7) (L=2)		
- Engineering: Electrical (R=4) (L=1)		
- Computer Operations (R=7) (L=1)		
- Security (R=4) (L=1)		
- Piloting: Ground (R=7) (L=2)		
- Espionage (R=6) (L=2)		
- Hiding (R=4) (L=2)		
- Roll		
- Hover (90 MPH, 786520 FPA)		
- Equipment-Normal (A selection of security tools)		
- Reinforced Structure (R-Level 2)		
- Trans-Time Negation (Elita-1 can 'freeze' time for herself and 3 selected individuals, using this Skill costs her 40 Life		

Spark, and last a number of rounds equal to her remaining Endurance Points, costs 5 Endurance)

Rodimus Prime-

Function: Protector Group: Autobot
 "Experience is the benchmark of maturity."

A vanguard for the Autobot ranks. Possesses acute military prowess. Speaks with the savvy of seasoned veteran. Expert tactician with exceptional maneuverability in battle. Can be hot-headed at times. Has a tendency to act first and ask questions later. In robot mode, carries a photon eliminator that shoots high voltage electricity. Range: 500 miles. Speed: 200 mph. Sole purpose is to protect all life. His only weakness is his compassion for other living creatures.

<u>Rodimus Prime</u>		
Str: 10	Rank: 10	EM: 10*
Endur: 10	Cour: 10	FPA: 590
Speed: 9	Int: 10	Size: 2
Fire: 9	Skill: 10	Acts: 2
Endpts: ~50	Life Spark: 100 (-3)	H/W: 15'/12 tons
Weapons:		
- Photon Eliminator (2D8) (800') (Robot only)		
- Double Mortar Turret (2D20) (3000) (Integrated, 2 Linked, Robot only, Transforms out of cargo compartment)		
Modes:		
- Robot (100 MPH, 590 FPA) (Armor, Elusiveness, Equipment-Normal, Equipment-Damaging, Macro Vision)		
- Futuristic Travel Vehicle (200 MPH, 1285 FPA) (Armor, Cargo Capacity, Elusiveness, Reinforced Structure, Roll)		
Aptitudes and Skills:		
- Astrogration/Navigation (R=6) (L=3)		
- Bureaucracy (R=5) (L=3)		
- Charisma (R=7) (L=2)		
- Communications (R=6) (L=1)		
- Computer Operations (R=7) (L=2)		
- History/Lore (R=6) (L=3)		
- Investigation/Deduction (R=7) (L=2)		
- Piloting: Ground (R=10) (L=3)		
- Security (R=6) (L=1)		
- Survival (R=8) (L=2)		
- Tactics (R=7) (L=3)		
- Armor (-3 to all Dmg)		
- Cargo Capacity (100 cubic foot)		
- Elusiveness (+2 to EM)		
- Equipment-Normal (Towing grapple and tire traction spikes)		
- Equipment-Damaging (Retractable buzz-saw 3D6)		
- Macro Vision (20 mile range)		
- Reinforced Structure (R-Level 1)		
- Roll		

Ultra Magnus-

Function: City Commander Group: Autobot
 "Consistency is victory."

Ultra Magnus is all soldier. Most comfortable when carrying out Optimus Prime's

orders. Possesses magnificent fighting skills, courage, and a gift for battlefield improvisation. Uncomfortable in the mantle of leadership, but presents strong profile as a commander. Carries missile launchers capable of hitting a target 30 miles away. Resolute, fair, and courageous beyond reproach. Ever ready to sacrifice himself for the good of men and mission.



Sky Lynx-

Function: Lieutenant Commander Group: Autobot
 "The best achievements are worth repeating"

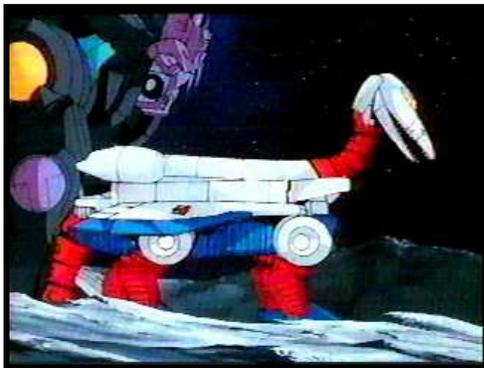
A powerful fighter. Self-centered and boastful. Fearless, daring, believes himself to be superior to many of his fellow Autobots. Shell-resistant and steel-reinforced hull can withstand enemy bombardment and extreme temperature variations. Possesses solar powered auxiliary engines. Acetylene blaster inside cockpit shoots 3000 degree Celsius flames. As space shuttle, has interplanetary travel capabilities -- maximum speed 30,000 mph, range 40,000,000 miles.

<u>Ultra Magnus</u>		
Str: 9	Rank: 8	EM: 5
Endur: 8	Cour: 9	FPA: 480
Speed: 6	Int: 9	Size: 2
Fire: 6	Skill: 8	Acts: 2
Endpts: ~25	Life Spark: 88	H/W: 20'/28 tons
Weapons:		
- Concussion Blaster Cannon (2D12) (900') (Robot only)		
- 2 Missile Launchers (3D4/2D4/1D4) (3000'-5/15/30') (Integrated into shoulder/side mounts)		
Modes:		
- Robot (50 MPH, 480 FPA) (Equipment-Normal, Extension-Hovercraft, Modularity, Reinforced Structure)		
- Futuristic Car-Carrier (100 MPH, 965 FPA) (Cargo Capacity, Equipment-Normal, Reinforced Structure, Roll)		
Aptitudes and Skills:		
- Astrogation/Navigation (R=6) (L=2)		
- Bureaucracy (R=5) (L=2)		
- Charisma (R=8) (L=2)		
- Communications (R=6) (L=2)		
- Computer Operations (R=6) (L=2)		
- Investigation/Deduction (R=8) (L=2)		
- Piloting: Ground (R=6) (L=1)		
- Repairs: Vehicles (R=5) (L=1)		
- Security (R=8) (L=3)		
- Tactics (R=6) (L=2)		
- Cargo Capacity (2000+ Cubic Feet)		
- Equipment-Normal (Winches, equipment braces, loading ramps)		
- Extension-Hovercraft (See below)		
- Modularity (At 1 Spark may fall apart, and be reassembled later)		
- Reinforced Structure (R-Level 2)		
- Roll		

<u>Hovercraft (Extension of Ultra Magnus)</u>		
Str: 2	Rank: 3	EM: 10
Endur: 5	Cour: 6	FPA: 720
Speed: 5	Int: 3	Size: .25
Fire: 1	Skill: 2	Acts: 2
Endpts: ~10	Life Spark: 24	H/W: 7' long/2 tons
Weapons:		
- Twin Ion Rifle (2D4) (250') (Integrated, 2 Linked)		
Modes:		
- Hovercraft (75 MPH, 720 FPA) (Hover, Recording Capabilities, Extra Senses)		
- Breast Plate (As Ultra Magnus)		
Aptitudes and Skills:		
- Astrogation/Navigation (R=6) (L=2)		
- Piloting: 'Water' (R=10) (L=2)		
- Tracking (R=7) (L=1)		
- Hover		
- Recording Capabilities (Video-1000' and Audio 400')		
- Extra Senses (2 mile radar scope)		

<u>Sky Lynx</u>		
Str: 10	Rank: 9	EM: 9
Endur: 10	Cour: 10	FPA: 880
Speed: 10	Int: 8	Size: 2
Fire: 7	Skill: 8	Acts: 3
Endpts: ~20	Life Spark: 98	H/W: 30'/ 23 tons
Weapons:		
- Acetylene Blaster (1D20) (1200') (Integrated, Sky Lynx and Avian modes only)		
- Laser Enhanced Beak (1D6 +2D10m) (Reach) (Integrated, Sky Lynx and Avian modes only)		
- Claws (1D8 +2D10m) (Reach) (Integrated, Sky Lynx and Lynx mode only)		
- Talons (1D6 +2D10m) (Reach) (Integrated, Avian mode only)		
- Laser Cannon (1D10) (1000') (Integrated into tail for Avian and Sky Lynx mode)		
Modes:		
- Sky Lynx (150 MPH, 880 FPA) (Equipment-Normal, Non-powered Flight, Mode Superiority, Resistance-Heat, Special Physical Attack)		
+ Avian/Lynx (150 MPH, 880 FPA) (Life Spark 40) (Duality, Flight Non-Powered, Prodigy)		
+ Lynx/Avian (150 MPH, 880 FPA) (Life Spark 58) (Combat Oriented, Extra Senses, Special Physical Attack)		
^ Shuttle/Treadbase (100 AU's) (Life Spark 40)(Cargo Capacity, Duality, Space Flight, Resistance-Heat)		
^ Treadbase/Shuttle (250 MPH, 1605 FPA) (Life Spark 58) (Equipment-Normal, Roll)		
Aptitudes and Skills:		
- Astrogation/Navigation (R=8) (L=3)		

- Charisma (R=4) (L=2)
- Communications (R=6) (L=2)
- Computer Operations (R=5) (L=1)
- Cultures (R=5) (L=2)
- Investigation/Deduction (R=5) (L=1)
- Photographic Memory (R=4) (L=1)
- Piloting: Air (R=7) (L=3)
- Piloting: Ground (R=3) (L=1)
- Piloting: Space (R=7) (L=3)
- Science: Astronomy (R=4) (L=2)
- Security (R=8) (L=2)
- Tactics (R=5) (L=2)
- Cargo Capacity (1,000 cubic foot)
- Combat Oriented
- Duality (Avian/Lynx and Shuttle/Treadbase same Attributes/
Aptitudes, split actions, Skills, weapons and Life Spark)
- Equipment-Normal (Interplanetary communications array, shuttle
to treadbase locking device)
- Flight Non-Powered
- Space Flight
- Mode Superiority (Avian/Lynx mode)
- Prodigy
- Resistance-Heat (Shielding protects against incredible amounts of
heat)
- Roll
- Extra Senses (Scent detection, 1 mile range)
- Special Physical Attack (Bite, ~minor attack, 3D6 +1D10m)



Fortress Maximus-

Function: Headmaster Leader Group: Headmaster
"Prepare for war, but strive for peace."

Valiant, courageous, a warrior without peer... but peace is his most fervent wish. Fights only out of necessity; believes all violence is ultimately pointless and counterproductive. Transforms to battle station and city modes. Armed with twin laser-guided mortars on legs, heat-seeking dual laser blasters, and fusion-powered photon rifle. Has communications, detection, and repair equipment. Controls two armored vehicles, Gasket and Grommet, which combine to form Cog. Head transforms to semi-autonomous Cerebros, who is binary-bonded to the Nebulan leader, Spike.

Fortress Maximus

Str: 10	Rank: 10	EM: 8
Endur: 9	Cour: 10	FPA: 1175
Speed: 10	Int: 10	Size: 4
Fire: 10	Skill: 9	Acts: 3
Endpts: ~25	Life Spark: 176 (-5)	H/W: 200' / 85 kilotons

Weapons:

- 2 Twin 'Force Cannon' Mortars (2D20) (3000') (Integrated into
shins, 2 Linked)
- Duel Laser Blaster (8D6) (3000') (Integrated into Fortress,
2 Linked)
- 2 Graviton Lasers (4D6) (3000') (Integrated behind fists)
- 2 Ionic Blasters (4D4) (650') (Integrated into forearms)
- 2 Plasma Busters (3D12) (800') (Integrated into waist)
- Double Laser Array (2D8) (500') (Integrated into left leg, 2
Linked)
- Photon Rifle (1D12) (4500') (Integrated into tower of fortress)

Modes:

- Robot (200 MPH, 1175 FPA) (Armor, Combat Oriented, Binary-
Bonded, Extension-Gasket, Extension-Grommet,
Reinforced Structure)
- Futuristic Fortress/Base (100 AU's) (Armor, Cargo Capacity,
Space Flight, Reinforced Structure, Extra Senses)
- Mobile Armored Repair Bay (250 MPH, 1605 FPA) (Armor,
Cargo Capacity, Material Creation, Reinforced Structure,
Roll, Extra Senses)

Aptitudes and Skills:

- Architecture (R=8) (L=2)
- Astrogation/Navigation (R=5) (L=2)
- Charisma (R=7) (L=3)
- Communications (R=5) (L=3)
- Computer Operations (R=7) (L=2)
- Piloting: Ground (R=5) (L=1)
- Piloting: Space (R=5) (L=3)
- Research (R=5) (L=1)
- Repairs: Transformers (R=5) (L=1)
- Repairs: Vehicles (R=5) (L=1)
- Repairs: Weapons (R=6) (L=2)
- Tactics (R=7) (L=2)
- Armor (-5)
- Binary-Bonded (W/ Cerebros)
- Cargo Capacity (Has enormous capacity as city-sized fortress)
- Combat Oriented
- Extension-Gasket (See below)
- Extension-Grommet (See below)
- Material Creation (Metal for spare parts)
- Space Flight
- Reinforced Structure (R-Level 2)
- Roll
- Extra Senses (50 mile radar tracker)

Gasket (Extension of Fortress Maximus) (1-3)

Str: 2	Rank: 2	EM: 9
Endur: 4	Cour: 5	FPA: 1445
Speed: 7	Int: 2	Size: .25
Fire: 5	Skill: 4	Acts: 2
Endpts: ~10	Life Spark: 23	H/W: 7' / 1.5 tons

Weapons:

- 2 Laser Blasters (1D6) (400') (Integrated on top of cab)

Modes:

- Assault Vehicle (120 MPH, 1155 FPA) (Equipment-Normal,
Roll)
- Gestalt (Cog) (1D6) (1-3)

Aptitudes and Skills:

- Piloting: Ground (R=7) (L=2)
- Repairs: Transformers (R=3) (L=3)
- Repairs: Vehicles (R=4) (L=1)

-**Equipment-Normal** (Manipulation arms and repair tools)
-**Roll**

Grommet (Extension of Fortress Maximus) (4-6)

Str: 8 **Rank:** 2 **EM:** 4
Endur: 9 **Cour:** 5 **FPA:** 770
Speed: 2 **Int:** 2 **Size:** .25
Fire: 3 **Skill:** 5 **Acts:** 1
Endpts: ~10 **Life Spark:** 26 **H/W:** 10'/3.5 tons

Weapons:

-**Laser Rifle** (1D8) (500') (Integrated)

Modes:

-**Armored Vehicle** (40 MPH, 770 FPA) (Armor, Equipment-Normal, Reinforced Structure, Roll)

-**Gestalt** (Cog) (1D6) (4-6)

Aptitudes and Skills:

-**Piloting: Ground** (R=4) (L=1)

-**Demolitions** (R=5) (L=1)

-**Medicine** (R=6) (L=1)

-**Armored** (-3)

-**Equipment-Normal** (Manipulation arms and medical tools)

-**Reinforced Structure** (R-Level 1)

-**Roll**

Cog (Gasket and Grommet Gestalt)

Str: 5 **Rank:** 2 **EM:** 6
Endur: 5 **Cour:** 5 **FPA:** 105
Speed: 5 **Int:** 5 **Size:** .5
Fire: 3 **Skill:** 5 **Acts:** 2
Endpts: ~10 **Life Spark:** (members') **H/W:** 12'/5 tons

Weapons:

-**Laser Rifle** (1D8) (500')

Modes:

-**Robot** (12 MPH, 105 FPA) (Energon Cube Creation, Equipment-Normal, Equipment-Damaging, First Aid Implements)

Aptitudes and Skills:

-**Architecture** (R=4) (L=2)

-**Engineering: Mechanical** (R=4) (L=2)

-**Hiding** (R=4) (L=2)

-**Medicine** (R=6) (L=1)

-**Repairs: Transformers** (R=3) (L=3)

-**Repairs: Vehicles** (R=4) (L=1)

-**Energon Cube Creation** (5 cubes per round, -1 Endur per cube to fill)

-**Equipment-Normal** (Repair tools)

-**Equipment-Damaging** (Rivet gun 1D6)

-**First Aid Implements** (1D6)

Cerebros

Str: 7 **Rank:** 8 **EM:** 6
Endur: 7 **Cour:** 7 **FPA:** 380
Speed: 6 **Int:** 9 **Size:** 1
Fire: 1 **Skill:** 5 **Acts:** 2
Endpts: ~10 **Life Spark:** 49 **H/W:** 12'/4 tons

Weapons:

-**Laser Rifle** (1D8) (500')

Modes:

-**Robot** (10 MPH, 190 FPA) (Binary Bonded, Danger Sensors, Modularity, Thought Transmission)

-**Head** (Bonded to Fortress Maximus)

Aptitudes and Skills:

-**Computer Operations** (R=7) (L=2)

-**Cultures** (R=8) (L=3)

-**Engineering: Theoretical** (R=5) (L=2)

-**Fast Calculator** (R=5) (L=2)

-**Investigation/Deduction** (R=5) (L=3)

-**Linguistics** (R=4) (L=3)

-**Photographic Memory** (R=8) (L=2)

-**Research** (R=8) (L=2)

-**Science: Astronomy** (R=7) (L=2)

-**Science: Biology** (R=3) (L=2)

-**Science: Geology** (R=6) (L=2)

-**Binary Bonded** (W/ Spike)

-**Danger Sensors** (Skill Test to Activate)

-**Modularity** (At 1 Spark may fall apart, and be reassembled later)

-**Thought Transmission** (3 mile range to Fortress Maximus, Spike, and Cog)

Spike (in Headmaster Armor)

Str: 10 **Rank:** 9 **EM:** 9*
Endur: 5 **Cour:** 10 **FPA:** 70
Speed: 5 **Int:** 9 **Size:** .1
Fire: 3 **Skill:** 10 **Acts:** 2
Endpts: ~10 **Life Spark:** 13 (-5) **H/W:** 6' 10"/750 lb

Weapons:

-**2 Laser Pistols** (1D2) (75') (Integrated into arms)

Modes:

-**Headmaster Armor** (8 MPH, 70 FPA) (Armor, Macro Vision, Micro Vision, Prodigy)

-**Head** (Bonded to Cerebros)

Aptitudes and Skills:

-**Acrobatics** (R=5) (L=1)

-**Charisma** (R=10) (L=3)

-**Computer Operations** (R=7) (L=2)

-**Cultures** (R=6) (L=2)

-**Engineering: Electrical** (R=7) (L=2)

-**Engineering: Mechanical** (R=7) (L=2)

-**Hiding** (R=8) (L=1)

-**Investigation/Deduction** (R=6) (L=3)

-**Medicine** (R=7) (L=1)

-**Piloting: Air** (R=5) (L=1)

-**Piloting: Ground** (R=7) (L=1)

-**Piloting: Space** (R=5) (L=1)

-**Repairs: Transformers** (R=7) (L=1)

-**Repairs: Vehicles** (R=8) (L=2)

-**Research** (R=9) (L=3)

-**Science: Astronomy** (R=5) (L=1)

-**Science: Biology** (R=5) (L=1)

-**Science: Geology** (R=5) (L=1)

-**Survival** (R=7) (L=2)

-**Tactics** (R=5) (L=2)

-**Armor** (-5 to Dmg)

-**Macro Vision** (20 mile range)

-**Micro Vision**

-**Prodigy**

-***Human** (Heals 1D4 Life Spark after battles, gains +1 to EM, and has energy defense similar to Biomechanical Shell)

Landmine-

Function: Asteroid Miner Group: Autobot Pretender

"The greatest treasures are found in the darkest places!"

A hard-working hothead. Always concerned with getting the job done right. Outer shell constructed of high density Cybertronic alloy, impervious to most armaments. Outside his shell, transforms into all-terrain, exploration vehicle. Mining activities facilitated by electromagnetic,

sonic, thermal, chemical and radiation scanners. Armed with laser saber and astro blaster that shoots concentrated bursts of incendiary explosives.

<u>Landmine (Inner Robot)</u>		
Str: 8	Rank: 6	EM: 6
Endur: 5	Cour: 4	FPA: 380
Speed: 6	Int: 8	Size: 1
Fire: 10	Skill: 6	Acts: 2
Endpts: ~10	Life Spark: 43	H/W: 13'3 tons
Weapons:		
- Astro Blaster (6D4) (500') (2 Linked, Integrated in vehicle mode, Extended range)		
- Laser Saber (1D8 + 1D8m) (Reach) (Armor piercing, Robot only)		
Modes:		
- Robot (40 MPH, 380 FPA) (Pretender Technology, Reinforced Structure, Extra Senses)		
- Futuristic ATV (100 MPH, 965 FPA) (Magnetism, Reinforced Structure, Roll, Extra Senses)		
Aptitudes and Skills:		
- Astrogration/Navigation (R=5) (L=2)		
- Bartering (R=4) (L=1)		
- Communications (R=3) (L=1)		
- Demolitions (R=8) (L=2)		
- Piloting: Ground (R=6) (L=1)		
- Repairs: Vehicles (R=5) (L=1)		
- Science: Geology (R=10) (L=3)		
- Antigravity Projector (Allows for near-impossible stunts)		
- Magnetism (Str: 2, 10' Range, Str. Test to repel metal projectiles)		
- Pretender Technology (See below, takes one action to enter/exit, 3 mile range, 40 EP)		
- Reinforced Structure (R-Level 2)		
- Roll		
- Extra Senses (Radiation, chemical, electromagnetic, thermal, and sonic sensors 2000')		

<u>Landmine (Pretender Shell)</u>		
Str: 4	Rank: 6	EM: 3/6
Endur: 7	Cour: 5	FPA: 190/70
Speed: 3	Int: 4	Size: 1/1.1
Fire: 3	Skill: 8	Acts: 1
Endpts: ~10	Life Spark: 22 (-6)	H/W: ~6'2", 300 lbs
Weapons:		
- Mini Astro Blaster (1D4) (300') (Extended range, Scale .1 only)		
- Mini Laser Saber (1D2 + 1D2m) (Reach) (Scale .1 only)		
Modes:		
- Scale .1 Shell (4 MPH, 70 FPA) (Armor, Biomechanical Shell, Quantum Space Manipulator, Resistance-Vacuum)		
- Scale 1 Shell (10 MPH, 190 FPA) (Armor, Biomechanical Shell, Quantum Space Manipulator, Resistance-Vacuum)		
Aptitudes and Skills:		
- Demolitions (R=2) (L=1)		
- Repairs: Vehicles (R=2) (L=1)		
- Science: Geology (R=2) (L=1)		
- Armor (-6 to all damage)		
- Biomechanical Shell (Protected from magnetic fields and energy pulses)		
- Quantum Space Manipulator (Size Scale 1 or .1, uses inner robot's weapons when Scale 1)		
- Resistance-Vacuum (Biomechanical Shell is protected by space armor)		

G1 Decepticons

Megatron-

Function: Leader Group: Decepticon
 "Peace through tyranny."

Megatron combines brute strength, military cunning, ruthlessness and terror. Aches to return to Cybertron to conquest after destroying all Autobots on Earth. Plans to possess all of Earth's resources. Incredibly powerful and intelligent. Fires nuclear-charged fusion cannon. Can link up interdimensionally to a black hole and draw antimatter from it for use as a weapon. No known weakness.

<u>Megatron</u>		
Str: 10	Rank: 10	EM: 3
Endur: 8	Cour: 9	FPA: 530
Speed: 4	Int: 10	Size: 2
Fire: 10	Skill: 9	Acts: 1/2*
Endpts: ~40	Life Spark: 100	H/W: 15'/15 tons (-6)
Weapons:		
- Particle Beam Cannon (2D12) (2000') (Integrated into robot's chest, and into gun barrel, 2 Linked)		
- Energol Flail (4D10) (Reach) (Robot only, Integrated into wrist socket)		
- Fusion Cannon (5D10) (5700') (Integrated into gun/arm as scope, may make multiple shots due to link with black hole, Extended range)		
- High Energy Laser Cannon Tripod (4D6) (3000') (Integrated into barrel of gun, forms tripod when in robot mode)		
- Disrupter Beam Unit (2D8, 2-8 is taken off Endur, 9-16 no effect, can be integrated into either mode)		
Modes:		
- Robot (30 MPH, 530 FPA) (Armor, Big Guns, Extra Action, *Flight, Prodigy, Rapid Assault, Targeting System)		
- Pistol (60 MPH, 1155 FPA) (Armor, Extra Action, Hover, Quantum Space Manipulator, Rapid Assault, Targeting System)		
Aptitudes and Skills:		
- Acrobatics (R=6) (L=1)		
- Astrogration/Navigation (R=8) (L=2)		
- Bartering (R=4) (L=2)		
- Bureaucracy (R=10) (L=3)		
- Charisma (R=8) (L=2)		
- Computer Operations (R=7) (L=2)		
- Con Jobs (R=8) (L=1)		
- Demolitions (R=4) (L=2)		
- Engineering: Theoretical (R=5) (L=1)		
- Investigation/Deduction (R=8) (L=2)		
- Intimidation (R=9) (L=3)		
- Piloting: Air (R=6) (L=2)		
- Piloting: 'Water' (R=6) (L=1)		
- Repairs: Transformers (R=4) (L=1)		
- Repairs: Weapons (R=6) (L=2)		
- Research (R=6) (L=2)		
- Security (R=6) (L=2)		
- Survival (R=4) (L=1)		
- Tactics (R=5) (L=2)		
- Armor (-6 to all damage)		
- Big Guns (Fusion Cannon)		

- Extra Action** (+1 act)
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Hover**
- Prodigy**
- Quantum Space Manipulator** (Size Scale .1 or .25 in Pistol Mode)
- Rapid Assault** (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
- Targeting System** (3 Physical Attack, 4 Ranged Attack)



Starscream-

Function: Air Commander Group: Decept.
 "Conquest is made of the ashes of one's enemies."

Seeks to replace Megatron as leader. Ruthless, cold-blooded, cruel... considers himself the most sophisticated and handsome of Decepticons. Believes Decepticons should rely more on guile and speed rather than brute force to defeat Autobots. Fastest flyer of group, can reach Mach 2.8 and an altitude of 52 miles. Shoots cluster bombs and null-rays which disrupts the flow of electricity. Very good at what he does, but sometimes overrates himself.

<u>Starscream</u>		
Str: 7	Rank: 5	EM: 9
Endur: 7	Cour: 8	FPA: 530
Speed: 9	Int: 7	Size: 1
Fire: 7	Skill: 7	Acts: 3
Endpts: ~15	Life Spark: 47	H/W: 14'/7 tons
Weapons:		
-Cluster Bombs (5D4) (25' radius) (Jet Only)		
+2 Ion Pulse Rifles (4D4) (1300') (Combined, Extended range, Integrated into arms)		
+2 Null Rays (1D6 Endur) (900') (Combined, Extended range, Integrated into arms)		
Modes:		
-Robot (90 MPH, 530 FPA) (Combat Oriented, Energon Cube Creation, *Flight, Modularity, Extra Senses)		
-Jet (Mach 6 ~3960 MPH, 25475 FPA) (Cargo Capacity, Flight, Indestructible Spark, Extra Senses)		
Aptitudes and Skills:		
-Astrogation/Navigation (R=8) (L=1)		
-Bartering (R=7) (L=2)		

- Con Jobs** (R=5) (L=2)
- Engineering: Electrical** (R=5) (L=1)
- Piloting: Air** (R=7) (L=3)
- Cargo Capacity** (10 cubic feet)
- Combat Oriented**
- Energon Cube Creation** (7 cubes per round, -1 Endur per cube to fill)
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Indestructible Spark** (Starscream has a mutant Spark, that cannot be destroyed by any known means. With his physical body destroyed, his Spark forms a wraith-like energy cloud allowing him to move, observe, and try to dominate the world around him)
- Modularity** (At 1 Spark may fall apart, and be reassembled later)
- Extra Senses** (Radar 3 miles and night vision 2000')

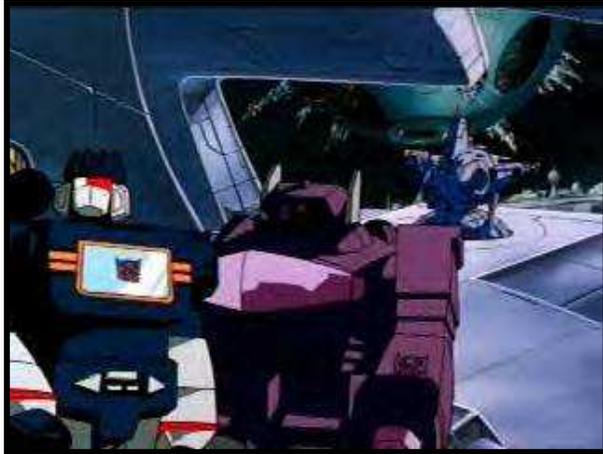
Shockwave-

Function: Military Operations Commander
 Group: Decepticon
 "Clarity of thought before rashness of action."

Cold, brutal, scientific approach to war. Seeks to overthrow Megatron as leader of Decepticons because he believes logic says he would be better. As laser gun, can emit lethal beams of energy from anywhere on the electromagnetic spectrum: gamma rays, X-rays, visible light, infrared rays, radio waves, etc.. Flies in laser gun or robot mode. High fuel use, but can be powered by nuclear sources. Often confounded by initiative, emotional thinking.

<u>Shockwave</u>		
Str: 9	Rank: 9	EM: 5
Endur: 7	Cour: 9	FPA: 705
Speed: 7	Int: 10	Size: 3
Fire: 9	Skill: 9	Acts: 2
Endpts: ~15	Life Spark: 122	H/W: 38'/15 tons
Weapons:		
-+Gamma Ray Blaster (3D12) (2500') (Integrated in hand, and Combined)		
-+Light Cannon (2D10) (6000') (Integrated in hand and Combined)		
-^Disrupter Beam (2D8, 2-8 Endur 9-16 no dmg) (520') (Integrated into chest, Combined)		
-^Null Ray (1D6, Endur) (900') (Integrated into chest, Combined, Extended range)		
Modes:		
-Robot (80 MPH, 705 FPA) (Danger Sensors, *Flight, Prodigy, Reinforced Structure, Extra Senses, Targeting System)		
-Lazer Gun (Mach 4, 25475 FPA) (Entrapment, Flight, Reinforced Structure, Extra Senses, Targeting System)		
Aptitudes and Skills:		
-Bureaucracy (R=7) (L=3)		
-Computer Operations (R=9) (L=3)		
-Communications (R=9) (L=3)		
-Engineering: Theoretical (R=7) (L=2)		
-Fast Calculator (R=8) (L=3)		
-Hiding (R=4) (L=1)		
-Photographic Memory (R=7) (L=2)		
-Piloting: Air (R=4) (L=1)		
-Security (R=7) (L=2)		
-Tactics (R=7) (L=3)		

- Danger Sensors** (Skill Test to Activate)
- Entrapment** (Neutron Barrier 3D6, 60')
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Prodigy**
- Reinforced Structure** (R-Level 1)
- Targeting System** (4 Physical Attack, 6 Ranged Attack)
- Extra Senses** (X-ray vision, and infrared vision 300' each)



Sentry Bots-

Function: Guardian Drones Group: Decepticon

The Sentry Bots are small, simple-minded drones designed by the Decepticons to hold the perimeter of their territory on Cybertron. The higher functioning ones bear a slight resemblance to Shockwave (though they are miniaturized, have a tread-base, and float), who coordinates their security measures. The Sentry Bots have only basic Intelligence and have a history of being outwitted by the Autobot resistance time and time again (even the Dinobots outwitted one group of sentries).

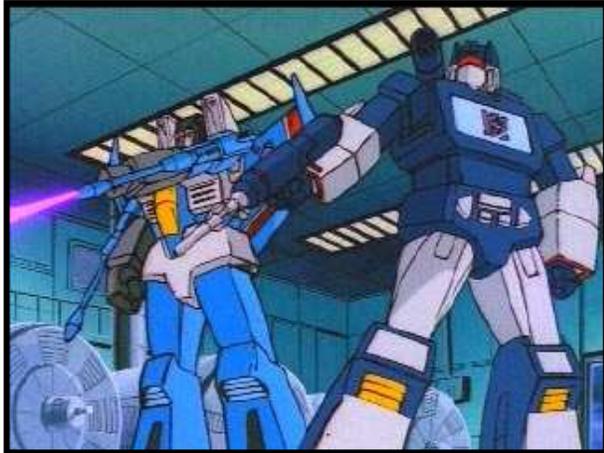
<u>Sentry Bot</u>		
Str: 2	Rank: 1	EM: 5
Endur: 4	Cour: 6	FPA: 770
Speed: 3	Int: 2	Size: .25
Fire: 3	Skill: 2	Acts: 1
Endpts: ~4	Life Spark: 23	H/W: 8'2.5 tons
Weapons:		
- Laser Blaster (2D6) (400'') (2 Linked, Integrated)		
- Small Explosive (1D4/1D2/1pt) (5/10/15')		
Modes:		
- Robot (40 MPH, 770 FPA) (Hover, Roll, Thought Transmission)		
Aptitudes and Skills:		
- Espionage (R=3) (L=1)		
- Piloting: Air (R=5) (L=1)		
- Tracking (R=4) (L=1)		
- Hover (40 MPH, 770 FPA)		
- Roll		
- Thought Transmission (To Computer, 3 Mile Range)		

Soundwave-

Function: Communications Group: Decept.
 "Cries and screams are music to my ears."

It is said Soundwave can hear a fly sneeze. Uses anything he hears for blackmail to advance his status. Opportunist. Despised by all other Decepticons. Sensors can detect even lowest energy radio transmissions. Able to read minds by monitoring electrical brain impulses. Acts as radio link for others. Locates and identifies Autobots, then informs Decepticons. Carries a concussion blaster gun. Often target of retaliation by his comrades.

<u>Soundwave</u>		
Str: 8	Rank: 8	EM: 1/3*
Endur: 6	Cour: 5	FPA: 190
Speed: 2	Int: 9	Size: 2
Fire: 6	Skill: 10	Acts: 1
Endpts: ~10	Life Spark: 74	H/W: 15' / 10 tons
Weapons:		
- Concussion Blaster Cannon (2D12) (900') (Integrated into Shoulder, Robot only)		
- Magnetic Rail Gun (2D8, may roll for additional hits behind target) (Robot only)		
Modes:		
- Robot (10 MPH, 190 FPA) (Cargo Capacity, Danger Sensors, Energon Cube Creation, *Flight, Machine Dominance, Extra Senses, Sonic Attack, Sonic Manipulation, Thought Transmission)		
- Tape Recorder (No Movement) (Equipment-Normal, Machine Dominance, Quantum Space Manipulator, Recording Capabilities, Extra Senses, Sonic Manipulation, Thought Transmission)		
Aptitudes and Skills:		
- Computer Operations (R=7) (L=2)		
- Communications (R=10) (L=3)		
- Engineering: Electrical (R=4) (L=2)		
- Espionage (R=7) (L=3)		
- Fast Calculator (R=6) (L=2)		
- Hiding (R=9) (L=2)		
- Investigation/Deduction (R=7) (L=2)		
- Linguistics (R=4) (L=2)		
- Photographic Memory (R=10) (L=3)		
- Piloting: Air (R=4) (L=1)		
- Security (R=5) (L=1)		
- Cargo Capacity (Can store all Decepticon tapes within torso deck)		
- Danger Sensors (Skill Test to Activate)		
- Energon Cube Creation (6 cubes per round, -1 Endur per cube to fill)		
- Extra Senses (Sonigraphic relays 12 mile range)		
- Equipment-Normal (Sound equipment, broad-banned broadcasting and receiving devices)		
- Flight (*Decepticon 150 MPH, 2895 FPA)		
- Machine Dominance (2D4 vs. base Target Number of 8, 14', 1 Endur per command)		
- Quantum Space Manipulator (Tape Recorder is Size Scale .1)		
- Recording Capabilities (Audio 2,000', Data 100')		
-- Sonic Attack (5D6, 75', target must make Opposed Cour. Test or lose 1 action)		
- Sonic Manipulation (White Noise Generator, Self, 40' radius)		
- Thought Transmission (10 mile range to Decepticon tapes)		



Ravage-

Function: Saboteur Group: Decept. Tape
 "Today's Autobots are tomorrow's scrap metal."

Ravage operates best alone. A creature of the night. Craftiest of all Decepticons. Adept at devising deadly new strategies. Remains aloof from others, but his deeds command their respect. Can virtually escape detection -- emits an electromagnetic emission shield, has soundless walk, disappears in subdued light or shadow. Carries 2 powerful heat-seeking missiles. Light-sensitive. Can be blinded.

<u>Ravage</u>		
Str: 5	Rank: 7	EM: 8/6*
Endur: 6	Cour: 4	FPA: 70
Speed: 5	Int: 8	Size: .1
Fire: 7	Skill: 10	Acts: 2
Endpts: ~10	Life Spark: 33	H/W: 5'/1000 lbs.
<u>Weapons:</u>		
+2 Heat-Seeking Missiles (3D4/2D4/1D4) (3000'-5/15/30') (Panther mode only, Heat seeking, Integrated, Combined)		
+2 Proton Bombs (2D4/2D2/2pt) (5/10/15') (Panther mode only Each composed of 2 linked explosives, Integrated, Combined)		
- Teeth (1D8 + 1D2m) (Reach) (Panther mode only, Integrated into mouth)		
<u>Modes:</u>		
- Panther (8 MPH, 70 FPA) (Big Guns, Big Guns, Chameleon Effects, Elusiveness, Invisibility, Recording Capabilities, Extra Senses)		
- Cassette Tape (No Movement) (Elusiveness, Entrapment, Mode Superiority, Recording Capabilities, Thought Transmission)		
<u>Aptitudes and Skills:</u>		
- Acrobatics (R=8) (L=3)		
- Communications (R=4) (L=1)		
- Espionage (R=9) (L=3)		
- Hiding (R=10) (L=3)		
- Intimidation (R=6) (L=2)		
- Security (R=4) (L=1)		
- Tracking (R=7) (L=2)		

- Big Guns** (Missiles)
- Big Guns** (Teeth)
- Chameleon Effects** (+3 to Hide, and EM when activated)
- Elusiveness** (+3 to EM)
- Entrapment** (Energy-sphere 2D6, 40')
- Invisibility** (Limited to shadows/darkness, includes sound, electromagnetic detection, and heat, 1 Endur per 5 rounds)
- Mode Superiority** (Panther)
- Recording Capabilities** (Sound and Electromagnetic activity 800 ft.)
- Extra Senses** (Chemoreception, and full spectrum electromagnetic wave detection up to 3,000')
- Thought Transmission** (10 mile range to Soundwave)

Buzzsaw-

Function: Spy Group: Decept. Tape
 "My bite is worse than my bark."

Civil and sophisticated yet very cruel and destructive. Approaches his lethal tasks like a fine artist. Each deadly mission is like working on a new masterpiece. Can pinpoint and photograph a thumbtack from 20 miles away. Flies at 250 MPH. Carries twin mortar cannons. Diamond-hard, micro-serrated beak can carve up almost any opponent. Due to large ego, will often sulk rather than proceed if his plans go astray.

<u>Buzzsaw</u>		
Str: 5	Rank: 6	EM: 10/6*
Endur: 4	Cour: 7	FPA: 2200
Speed: 8	Int: 8	Size: .1
Fire: 4	Skill: 9	Acts: 2
Endpts: ~10	Life Spark: 30	H/W: 3'/550 lbs.
<u>Weapons:</u>		
-2 Mortar Cannons (2D8) (800') (Avian mode only, Integrated, Linked, Extended range)		
- Beak (1D6 + 1D2m) (Reach) (Avian mode only, Integrated)		
<u>Modes:</u>		
- Avian (250 MPH, 2200 FPA) (Big Guns, Big Guns, Big Guns, Entrapment, Flight Non-Powered, Macro Vision, Recording Capabilities, Extra Senses)		
- Cassette Tape (No Movement) (Electronic Jamming, Elusiveness, Mode Superiority, No Movement, Recording Capabilities, Thought Transmission)		
<u>Aptitudes and Skills:</u>		
- Astrogation/Navigation (R=7) (L=2)		
- Communications (R=6) (L=2)		
- Espionage (R=5) (L=2)		
- Hiding (R=8) (L=2)		
- Investigation (R=5) (L=2)		
- Piloting: Air (R=8) (L=2)		
- Security (R=7) (L=2)		
- Science: Geology (R=5) (L=1)		
- Tracking (R=3) (L=1)		
- Big Guns (Beak)		
- Big Guns (Mortar Cannon)		
- Big Guns (Mortar Cannon)		
- Electronic Jamming Capabilities (With Ranged Attack reduces target's actions by ½ rounded down, 70', lasts 2D4 rounds)		

- Elusiveness (+3 to EM)
- Entrapment (Claws 2D6, reach)
- Flight Non-Powered
- Macro Vision (20 mile range)
- Mode Superiority (Avian)
- No Movement
- Recording Capabilities (Sound 800 ft. and Video 2000 ft.)
- Extra Senses (Thermal imagery 2000', X-ray scan 400')
- Thought Transmission (10 mile range to Soundwave)



Hook-

Function: Surgical Engineer Group: Constructicon
 "Strive for perfection even if others must suffer."

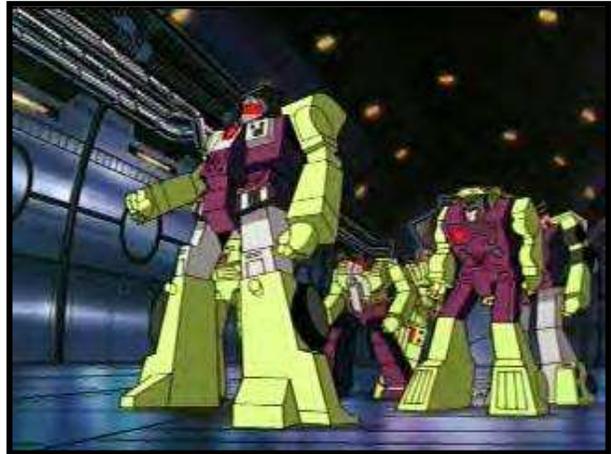
With the precision of a fine jeweler, Hook performs his job with skill unequalled among the Transformers, whether reconnecting a damaged microchip or setting a two ton girder into place. He's a snobbish, supercilious, unpopular perfectionist who is able to lift 20 tons. As shoulders and head module, combines with fellow Constructicons to form giant robot "Devastator".

<u>Hook (1)</u>		
Str: 8	Rank: 4	EM: 4
Endur: 6	Cour: 6	FPA: 105
Speed: 3	Int: 9	Size: .5
Fire: 5	Skill: 10	Acts: 1
Endpts: ~10	Life Spark: 32 (-2)	H/W: 11' 8 tons
Weapons:		
-Laser Rifle (2D8) (500') (2 linked)		
-Rocket Launcher (1D8/1D6/1D4) (300'-5/10/15') (Armor Piercing, Integrated into crane)		
Modes:		
-Robot (6 MPH, 105 FPA) (Armor, Entrapment, Equipment-Normal, *Flight)		
-Crane (60 MPH, 1155 FPA) (Armor, Equipment, Roll)		
-Constructicon Gestalt (Devastator) (1D6) (1)		
Aptitudes and Skills:		
-Architecture (R=6) (L=3)		
-Computer Operations (R=5) (L=2)		
-Engineering: Mechanical (R=5) (L=3)		
-Engineering: Electrical (R=5) (L=1)		
-Piloting: Ground (R=4) (L=1)		
-Piloting: Air (R=4) (L=1)		
-Repairs: Transformers (R=5) (L=2)		

- Repairs: Vehicles (R=3) (L=1)
- Armor (-2 to all damage)
- Entrapment (Hook Line 1D6 50')
- Equipment-Normal (A selection of construction items)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Roll

Scavenger-

Function: Mining and Salvage Group: Constructicon
 "Everything is worth something, even me."



Desperately tries to prove his worth to comrades by trying to find things of value -- whether by digging up a hillside or a backyard. Only tolerated because of ability to use shovel's magnetic, ionic, electrical, gas sensors to detect presence of fuels, metals, etc. As right arm module, combines with fellow Constructicons to form giant robot "Devastator".

<u>Scavenger (2)</u>		
Str: 7	Rank: 4	EM: 4
Endur: 6	Cour: 9	FPA: 105
Speed: 3	Int: 2	Size: .5
Fire: 6	Skill: 7	Acts: 1
Endpts: ~10	Life Spark: 33 (-2)	H/W: 10' 8 tons
Weapons:		
-Laser Rifle (1D8) (500')		
-Rocket Launcher (2D8/2D6/2D4) (300'-5/10/15') (2 Linked, Integrated into steam shovel)		
-Shovel (1D6 +1D6m) (Reach) (Integrated into steam shovel)		
Modes:		
-Robot (6 MPH, 105 FPA) (Armor, Combat Oriented, Equipment, *Flight, Extra Senses)		
-Steam Shovel (60 MPH, 1155 FPA) (Armor, Equipment, Roll, Extra Senses)		
-Constructicon Gestalt (Devastator) (1D6) (2)		
Aptitudes and Skills:		
-Architecture (R=4) (L=2)		
-Piloting: Ground (R=4) (L=1)		
-Piloting: Air (R=4) (L=1)		
-Science: Geology (R=5) (L=3)		
-Armor (-2 to all damage)		

-Combat Oriented

- Equipment-Normal** (A selection of construction items)
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Roll**
- Extra Senses** (Mineral, gas, chemical, and 'power field' detectors, 1500')

Bonecrusher-

Function: Demolitions Group: Constructicon
"Hit it till it stands no taller than dust."

Rubble-strewn wasteland is his idea of beautiful landscape. His wild ways create fear and terror. As vehicle, at 30mph. Exerts 800,000psi... has short-range concussion bomb launcher. As robot, carries laser pistol. As left arm module, combines with fellow Constructicons to form giant robot "Devastator".

<u>Bonecrusher</u> (3)		
Str: 9	Rank: 4	EM: 3
Endur: 8	Cour: 8	FPA: 55
Speed: 2	Int: 3	Size: .5
Fire: 6	Skill: 6	Acts: 1
Endpts: ~10	Life Spark: 35 (-2)	H/W: 11'9 tons
Weapons:		
- Laser Rifle (1D8) (500')		
- Concussion Bomb Launcher (3D4/3D2/3pts) (225'-5/10/15') (Integrated, Bulldozer mode only)		
- Plow (1D6 +2D10m) (Reach) (Integrated, Bulldozer mode only)		
Modes:		
- Robot (3 MPH, 55 FPA) (Armor, Equipment, *Flight, Reinforced Structure)		
- Bulldozer (40 MPH, 770 FPA) (Armor, Martial Combat Master, Reinforced Structure, Roll)		
- Constructicon Gestalt (Devastator) (1D6) (3)		
Aptitudes and Skills:		
- Demolitions (R=10) (L=3)		
- Intimidation (R=6) (L=3)		
- Piloting: Ground (R=4) (L=1)		
- Piloting: Air (R=4) (L=1)		
- Repairs: Weapons (R=5) (L=2)		
- Armor (-2 to all damage)		
- Equipment-Normal (A selection of construction items)		
- Flight (*Decepticon 150 MPH, 2895 FPA)		
- Marshal Combat Master (2D10/2D12/4D8)		
- Reinforced Structure (R-Level 1)		
- Roll		

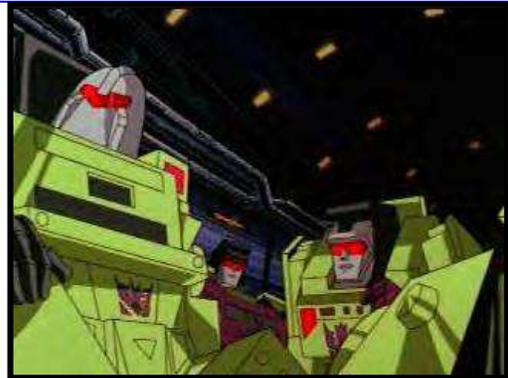
Long Haul-

Function: Transport Group: Constructicon
"A battle front is only as good as its supply line."

Unhappy with unglamorous role, but understands its importance... helps build Decepticons' massive energy-recovery installations. As vehicle, can carry 90 tons for 1200 miles, use a dual heat-seeking missile mount. As torso module, combines with fellow Constructicons to form giant

robot "Devastator". Can be goaded into a fight in which he's overmatched.

<u>Long Haul</u> (4)		
Str: 9	Rank: 4	EM: 3
Endur: 9	Cour: 8	FPA: 55
Speed: 2	Int: 5	Size: .5
Fire: 7	Skill: 4	Acts: 1
Endpts: ~10	Life Spark: 34 (-4)	H/W: 10'7 10 tons
Weapons:		
- Acetylene (1D12*/1D4) (5"-100')		
- Twin Missile Launcher (2D8/2D6/2D4) (300'-5/10/15') Heat seeking, 2 Linked, Integrated into dump truck)		
- Robot (3 MPH, 55 FPA) (Armor, *Flight)		
- Dump Truck (40 MPH, 770 FPA) (Armor, Cargo Capacity, Roll)		
- Constructicon Gestalt (Devastator) (1D6) (4)		
Aptitudes and Skills:		
- Architecture (R=4) (L=1)		
- Astrogration/Navigation (R=4) (L=1)		
- Engineering: Electrical (R=4) (L=1)		
- Piloting: Air (R=4) (L=1)		
- Piloting: Ground (R=7) (L=2)		
- Repairs: Vehicles (R=3) (L=1)		
- Tactics (R=3) (L=1)		
- Armor (-4 to all damage)		
- Cargo Capacity (90 tons)		
- Flight (*Decepticon 150 MPH, 2895 FPA)		
- Roll		



Scrapper-

Function: Construct Engineer Group: Constructicon
"My work is a monument to -- and of -- my enemies."

A wizard at designing fortresses and energy plants, but modest. Shows his true malevolent genius by incorporating defeated Autobots into his buildings' structures. Shovel can slice through 12in. thick carbon-steel, lift 30 tons. As right leg and part of torso, combines with fellow Constructicons to form giant robot "Devastator".

<u>Scrapper</u> (5)		
Str: 8	Rank: 5	EM: 5
Endur: 7	Cour: 5	FPA: 140
Speed: 4	Int: 8	Size: .5
Fire: 3	Skill: 9	Acts: 1
Endpts: ~10	Life Spark: 33	H/W: 10'7 8 tons

Weapons:

- Laser Rifle (1D8) (500')
- Shovel/Blade (1D6 + 2D8m) (Reach) (Armor piercing, Integrated into front loader)

Modes:

- Robot (8 MPH, 140 FPA) (Energon Cube Creation, Equipment-Normal, Flight, Reinforced Structure)
- Front Loader (75 MPH, 1460 FPA) (Prodigy, Martial Combat Master, Reinforced Structure, Roll)
- Constructicon Gestalt (Devastator) (1D6) (5)

Aptitudes and Skills:

- Architecture (R=9) (L=3)
- Demolitions (R=7) (L=2)
- Engineering: Electrical (R=7) (L=1)
- Engineering: Mechanical (R=6) (L=3)
- Fast Calculator (R=5) (L=2)
- Research (R=8) (L=2)
- Piloting: Air (R=4) (L=1)
- Piloting: Ground (R=5) (L=1)
- Repairs: Transformers (R=3) (L=3)
- Repairs: Weapons (R=4) (L=1)
- Energon Cube Creation (7 cubes per round, -1 Endur per cube to fill)
- Equipment-Normal (A selection of construction items)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Marshal Combat Master (2D8/2D10/2D12)
- Prodigy
- Reinforced Structure (R-Level 2)
- Roll

Mixmaster-

Function: Materials Fab. Group: Constructicon
"How strong the steel, how quick the conquest."

Nothing is safe from him... he will use anything from unliving rock to living robot in making new materials. Uses acids and bonding agents to reduce and recombine almost anything inside mixing drum... a chemistry lab on wheels. As left leg module, combines with fellow Constructicons to form giant robot "Devastator".

Mixmaster (6)

Str: 7	Rank: 4	EM: 4
Endur: 8	Cour: 6	FPA: 105
Speed: 3	Int: 6	Size: .5
Fire: 7	Skill: 9	Acts: 1
Endpts: ~10	Life Spark: 33 (-2)	H/W: 11' 8.5 tons

Weapons:

- Laser Rifle (1D8) (500')
- Infrared Cannon (2D10) (1200') (2 Linked, Integrated into concrete truck)

Modes:

- Robot (6 MPH, 105 FPA) (Armor, Equipment-Normal, *Flight, Obfuscation)
- Concrete Truck (60 MPH, 1155 FPA) (Armor, Material Creation - chemicals, Material Creation - metals, Obfuscation, Roll)
- Constructicon Gestalt (Devastator) (1D6) (6)

Aptitudes and Skills:

- Architecture (R=3) (L=1)
- Engineering: Chemical (R=10) (L=3)
- Engineering: Mechanical (R=2) (L=1)
- Piloting: Air (R=4) (L=1)

-Piloting: Ground (R=4) (L=1)

-Science: Biology (R=4) (L=2)

-Science: Geology (R=4) (L=2)

-Armor (-2 to all damage)

-Material Creation (20 Cubic foot of Chemicals)

-Material Creation (20 Cubic foot of Metals)

-Equipment-Normal (A selection of construction items)

-Flight (*Decepticon 150 MPH, 2895 FPA)

-Obfuscation (Optic distortion projector, 2D6 vs. Int, 20 ft. cubed)

-Obfuscation ("Chemical-slick" 1D6 vs. Skill, 10 ft. cubed)

-Roll



Devastator-

Function: Warrior Group: Constructicon Gestalt
"Thinking and winning do not mix."

Awesome and terrifying, this Decepticon is a bizarre combination of six Constructicons: Scrapper, Scavenger, Bonecrusher, Hook, Long Haul, and Mixmaster. He is pure brutality as his sole purpose is to crush all in his path. His mind is a melding together of his six parts, but he is limited by their competing thoughts. He possess enormous height and incredible strength -can knock down a bridge with one punch. He carries a 10,000 degrees Celsius solar energy beam rifle. Devastator is slow, awkward, and not too bright.

Devastator (Constructicon Gestalt)

Str: 10	Rank: 6	EM: 0
Endur: 9	Cour: 10	FPA: 150
Speed: 1	Int: 2	Size: 3
Fire: 8	Skill: 4	Acts: 1 (2)
Endpts: 20	Life Spark:	H/W: 60'/55 tons
	(Members') (-8)	

Weapons:

- Solar Energy Beam Rifle (4D8) (3000')
- Missile Launcher (3D4/2D4/1D4) (3000' -5/15/30') (Heat seeking, Integrated into head)
- Drill Hands (2D8 +3D10m) (Reach) (Activated, Integrated into hands)

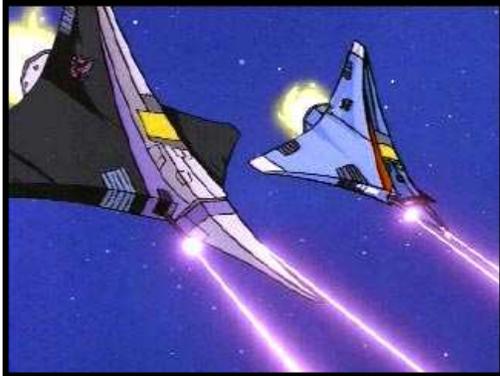
Modes:

- Robot (8 MPH, 150 FPA) (Armor, Equipment-Normal, Extra Action, Flight)

Aptitudes and Skills:

- Demolitions (R=9) (L=1)

- Intimidation** (R=8) (L=2)
- Piloting: Air** (R=4) (L=1)
- Armor** (-8 to all damage)
- Equipment-Normal** (A selection of construction items)
- Extra Action** (+1)
- Flight** (*Decepticon 150 MPH, 2895 FPA)



Decepticon Seekers-

Function: Decepticon Infantry Group: Decepticon

The Seekers are the backbone of the Decepticon army, consisting of simple designs and even simpler minds. The Seekers Cybertronian forms are pyramid in shape, varying only by color and weapon outfits. The Seekers are built with modularity allowing for 'trashed' members to be salvaged for parts. Each Seeker holds one special talent, making them some-what formidable to any Autobot.

On Earth, the Seekers have been 'reformatted' into Earth planes of various kind. The Seekers are led by squad commanders, such as Skywarp, Thundercracker, Thrust, Ramjet, and Dirge.

<u>Decepticon Seekers</u>		
Str: 3	Rank: 2	EM: 7/^10
Endur: 5	Cour: 3	FPA: 480
Speed: 7/^10	Int: 3	Size: 1
Fire: 4	Skill: 4	Acts: 2
Endpts: ~5	Life Spark: 33	H/W: 14'/13 tons
Weapons:		
-* Cluster Bombs (5D4) (25' radius) (Airship Only)		
-* Missiles (3D4/2D4/1D4) (3000'-5/15/30') (Heat Seeking, Airship Only)		
-* Mini-Missiles (2D8/2D6/2D4) (300'-5/10/15) (2 Linked, Air Ship Only)		
+* Ion Pulse Rifle (4D4) (650') (Integrated)		
+* Particle Beam Rifle (1D12) (2000') (Integrated)		
+* Photon Pistol (3D4) (800') (Integrated)		
+* Flechet e 'Rip' Gun (4D4) (300') (2 Linked, Integrated)		
Modes:		
- Robot (50 MPH, 480 FPA) (*Flight, Modularity, ^One Unique Skill)		
- Air Ship (Mach 4 ~2640 MPH, 25475 FPA) (Flight, Extra Senses,		

^One Unique Skill,

Aptitudes and Skills:

- Astrogration/Navigation** (R=5) (L=2)
- Piloting: Air** (R=5) (L=3)
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Modularity** (At 1 Spark may fall apart, and be reassembled later)
- Extra Senses** (Radar 3 miles and night vision 2000')
- ^Air Attack** (3D4, Can Affect 3 Targets, dmg + Opposed Str Roll to move, 1 Endur per use)
- ^Electronic Jamming Capabilities** (With Ranged Attack reduces target's actions by ½ rounded down, 35', lasts 1D4 rounds)
- ^Attribute Boost** (+3 to Speed, 1 Endur per 5 rounds)
- ^Magnetism** (Str: 4, 20' Range, Str. Test to repel metal projectiles)
- ^Sonic Manipulation** (With Ranged Attack Creates Blaring Noise in up to an 8' Radius)
- ^Energon Cube Creation** (7 cubes per round, -1 Endur per cube to fill)

Galvatron-

Function: City Commander Group: Decepticon
"My power is everything; defeat is absurd!"

(Reformatted by Unicron, Megatron has become Galvatron). Galvatron is a cold-hearted robotic villain. Determined to lead the Decepticons. Possesses enough strength to pulverize an Autobot into scrap metal. Unconquerable. Arrogant and compassionless. Plots against his allies, thus weakening his position. In robot mode, he carries a laser that emits chemically-produced, direct-current electricity.

<u>Galvatron</u>		
Str: 10	Rank: 9	EM: 8
Endur: 10	Cour: 9	FPA: 590
Speed: 9	Int: 9	Size: 2
Fire: 9	Skill: 10	Acts: 3
Endpts: ~40	Life Spark: 120 (-10)	H/W: 19'/21 tons
Weapons:		
+* Fusion Cannon (5D10) (5700') (Integrated, may make multiple shots due to link with black hole, Extended range, Combined)		
+* Lightning Thrower (2D8) (1600') (Integrated, Extended range, Combined)		
- Plasma Blaster Rifle (3D12) (800') (Robot only)		
Modes:		
- Robot (100 MPH, 590 FPA) (Armor, Big Guns, *Flight, Prodigy, Rapid Assault, Reinforced Structure, Targeting System)		
- Laser Pistol (150 MPH, 965 FPA) (Armor, Big Guns, Hover, Quantum Space Manipulator, Rapid Assault, Reinforced Structure, Targeting System)		
- Laser Cannon (150 MPH, 965 FPA) (Armor, Big Guns, Hover, Rapid Assault, Reinforced Structure, Roll, Targeting System)		
Aptitudes and Skills:		
- Astrogration/Navigation (R=9) (L=2)		
- Bartering (R=10) (L=3)		
- Bureaucracy (R=10) (L=3)		
- Charisma (R=8) (L=3)		
- Computer Operations (R=8) (L=2) - Con Jobs (R=8) (L=1)		

- Demolitions (R=7) (L=3)
- Engineering: Theoretical (R=7) (L=2)
- Investigation/Deduction (R=5) (L=2)
- Intimidation (R=9) (L=3)
- Piloting: Air (R=7) (L=2)
- Piloting: 'Water' (R=6) (L=1)
- Repairs: Transformers (R=6) (L=2)
- Repairs: Weapons (R=7) (L=3)
- Research (R=7) (L=1)
- Survival (R=9) (L=2)
- Tactics (R=7) (L=2)
- Armor (-10 to all damage)
- Big Guns (Fusion Cannon)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Hover
- Prodigy
- Quantum Space Manipulator (Size Scale .25 in Gun Mode)
- Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
- Reinforced Structure (R-Level 1)
- Roll (150 MPH, 1445 FPA)
- Targeting System (4 Physical Attack, 6 Ranged Attack)



Cyclonus-

Function: Saboteur Group: Decepticon
 "Compassion is the Autobots' downfall."

(Unicron created Cyclonus out of deactivated Decepticons to serve Galvatron). An emotionless marauder whose single-minded purpose is to destroy the Autobots. He has vast resources of power and can draw strength in direct proportion to his need. Cyclonus is equipped with nuclear-powered turbine engines which enable him to reach speeds greater than Mach 2. In robot mode, he carries an oxidating laser that fuses an enemy robot's internal mechanisms. Cyclonus has no weaknesses and no interests other than conquest.

<u>Cyclonus</u>		
Str: 8	Rank: 9	EM: 9
Endur: 8	Cour: 9	FPA: 530
Speed: 9	Int: 8	Size: 1
Fire: 7	Skill: 7	Acts: 3
Endpts: ~20	Life Spark: 54	H/W: 14'/13 tons
Weapons:		

- Oxidating Laser (2D10) (1000') (Robot only, 2 Linked)
- Missiles (3D4/2D4/1D4) (3000'-5/15/30') (Spacecraft Only, Armor-piercing, 'Smart')
- Modes:**
- Robot (90 MPH, 530 FPA) (*Flight, Marshal Combat Master, Rapid Assault, Extra Senses)
- Spacecraft (50 AU's) (Flight, Space Flight, Quantum Space Manipulator, Extra Senses)
- Aptitudes and Skills:**
- Astrogation/Navigation (R=8) L=3)
- Piloting: Air (R=8) (L=1)
- Piloting: Space (R=8) (L=3)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Space Flight
- Marshal Combat Master (2D8/2D10/2D12)
- Quantum Space Manipulator (Size Scale 3)
- Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
- Extra Senses (Orbital matter-scan 1-AU and night vision 2000')

Trypticon-

Function: Assault Base Group: Decepticon
 "Total victory requires total destruction."

Doesn't stop blasting until he's hip-deep in smoking rubble. Completely without mercy. The most lethal fighting machine devised by the Decepticons. In dinosaur mode, jumps 20 miles with rocket backpack. Shoots heat-seeking plasma bombs from mouth and mind-controlling hypno-beam from optical sensor. As city, has landing and repair bays, communications center and rotating scanners. In mobile station mode, has laser cannon, rotating blasters, destructo-beams and dual photon launchers.

<u>Trypticon</u>		
Str: 10	Rank: 9	EM: 5/8
Endur: 10	Cour: 10	FPA: 1100
Speed: 8	Int: 7	Size: 4/1
Fire: 10	Skill: 8	Acts: 2
Endpts: ~25	Life Spark: 180 (-5)	H/W: 130'/ 85 kilotons
Weapons:		
-X-Ray Laser Cannon (2D20) (30000') (Integrated into battle station, Battle Station only)		
-Gamma Ray Blaster (3D12) (2500') (Integrated)		
-Double Shock Blaster (2D12) (1500') (Integrated, 2 Linked, Extended range)		
-Duel Plasma Bomb Blaster (4D6/3D6/1D6) (1000'-15/20/30') (Integrated into mouth, Heat-seeking, Dinosaur only)		
-Diamond Serrated Teeth (2D8 + 4D10m) (Reach) (Integrated into mouth, Dinosaur only)		
-2 Destructo Beam Batteries (1D12, 12 takes away energy-based function, Skill or Weapon) (8000') (Integrated, Battle station only)		
Modes:		
-Dinosaur (125 MPH, 1100 FPA) (Armor, Extension-Brunt, *Flight, Mind Control-Greater, Rapid Assault)		
-Decepticon City (No Movement) (Cargo Capacity, Equipment-Normal, Extension-Full Tilt, Reinforced Structure, Extra Senses)		
-Mobile Battle Station (150 MPH, 1445 FPA) (Armor, Cargo		

Capacity, Rapid Assault, Reinforced Structure, Roll)

Aptitudes and Skills:

- Demolitions (R=7) (L=2)
- Communications (R=5) (L=2)
- Computer Operations (R=5) (L=2)
- Intimidation (R=10) (L=1)
- Piloting: Ground (R=4) (L=1)
- Piloting: Air (R=4) (L=1)
- Repairs: Transformers (R=6) (L=2)
- Security (R=6) (L=2)
- Armor (-5)
- Cargo Capacity (Has enormous capacity as city-sized fortress)
- Equipment-Normal (Repair facilities, interplanetary communication systems)
- Extension-Full Tilt (See below)
- Extension-Brunt (See below)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Mind Control-Greater (2D6 vs. Intelligence, 300' range)
- Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
- Reinforced Structure (R-Level 2)
- Roll
- Extra Senses (50 mile echo-graphic scanner)

Full Tilt (Extension of Trypticon)

Str: 3	Rank: 3	EM: 6
Endur: 8	Cour: 6	FPA: 105
Speed: 5	Int: 4	Size: .5
Fire: 5	Skill: 3	Acts: 2
Endpts: ~8	Life Spark: 30 (-5)	H/W: 10'/2 tons

Weapons:

- Electro Disrupter Ray (1D6 1-3 Endur 4-6 no dmg) (150') (Integrated into car)

Modes:

- Robot (12 MPH, 105 FPA) (Armor)
- Armored Car (90 MPH, 865 FPA) (Armor, Roll)
- Chest Plate (as Trypticon dinosaur)

Aptitudes and Skills:

- Computer Operations (R=4) (L=1)
- Piloting: Air (R=4) (L=1)
- Piloting: Ground (R=6) (L=2)
- Repairs: Vehicles (R=4) (L=1)
- Repairs: Weapons (R=4) (L=1)
- Armored (-5)
- Roll



Brunt (Extension of Trypticon)

Str: 6	Rank: 2	EM: 2
Endur: 3	Cour: 6	FPA: 770
Speed: 2	Int: 2	Size: 1
Fire: 7	Skill: 5	Acts: 1
Endpts: ~8	Life Spark: 20 (-8)	H/W: 7'/44 tons

Weapons:

-X-Ray Laser Cannon (2D20) (30000') (Integrated Tank)

Modes:

- Tank (40 MPH, 770 FPA) (Armor, Big Guns, Roll)
- Battle Tower (as Trypticon Battle Station)

Aptitudes and Skills:

- Piloting: Ground (R=4) (L=1)
- Tracking (R=3) (L=1)
- Armored (-8)
- Big Guns (X-Ray Laser Cannon)
- Roll

Humans

Spike Witwicky-

Spike is the son of "Sparkplug" Witwicky, a oilrig worker who befriended the Autobots when they saved his rig from an attack by the Decepticons. Spike has grown up surrounded by Autobots, and has grown especially attached to the Autobot, Bumblebee. In the comics, Spike is preceded by his brother 'Buster' Witwicky (who didn't appear in the cartoon). As the war waged on between the Cybertronians, Spike's father passed away, and Spike became an official ambassador to the Autobots. He later married a girl named Carly, and had a son, Daniel.

Eventually Spike became a prime member of the Earth's Defense Council and worked beside the new leader of the Autobots, Rodimus Prime. Often, Spike would fight along side the Autobots wearing an Exosuit (Described in the *Dictionary of Items and Lore*).

Just before the dawn of the Second Golden Age of Cybertron, Spike's son was badly injured in battle and had to be placed in a Headmaster suit to regain mobility. He was bonded with Arcee, a female Autobot. Spike, himself, helped the Autobots deal with the new threat, Scorponok, by building the super robot, Fortress Maximus (to which he became binary bound).

The write-up below describes Spike around the age of 20, before the war of 2005.

Spike Whitwicky

Str: 3	Rank: 3	EM: 10
Endur: 9	Cour: 10	FPA: 175
Speed: 8	Int: 8	Size: .1
Fire: 1	Skill: 7	Acts: 2/3*
Endpts: ~10	Life Spark: 13	H/W: 5'11"/ 160 lb

Weapons:

None

Modes:

- Human (20 MPH, 175 FPA) (Extra Action, Prodigy)

Aptitudes and Skills:

- Charisma (R=8) (L=3)
- Computer Operations (R=6) (L=2)
- Cultures (R=6) (L=1)
- Engineering: Electrical (R=5) (L=2)
- Engineering: Mechanical (R=5) (L=2)
- Hiding (R=8) (L=1)
- Investigation/Deduction (R=6) (L=2)
- Medicine (R=5) (L=1)
- Piloting: Ground (R=6) (L=1)
- Repairs: Transformers (R=5) (L=1)
- Repairs: Vehicles (R=8) (L=1)
- Research (R=6) (L=2)
- Science: Astronomy (R=5) (L=1)
- Science: Biology (R=5) (L=1)
- Science: Geology (R=5) (L=1)
- Survival (R=6) (L=2)
- Extra Action (+1 acts)
- Prodigy
- *Human (Heals 1D4 Life Spark after battles, gains +1 to EM, and has energy defense similar to Biomechanical Shell)

Chip Chase-

A long time friend of Spike's, Chip has a knack for computer programming and scientific innovation. Crippled since he was a young boy, Chip has spent most of his life confined to a wheelchair. As a grad student, Chip got involved in research to find an anti-matter formula. Unfortunately, this formula soon brought the Decepticons into Chip's life. Ever since, Chip has been a trusted friend and an important resource for the Autobots.



<u>Chip Chase</u>		
Str: 3	Rank: 2	EM: 7
Endur: 6	Cour: 8	FPA: 70
Speed: 3	Int: 10	Size: .1
Fire: 1	Skill: 10	Acts: 1/2*
Endpts: ~10	Life Spark: 11 (-3)	H/W: 5'8" / 155 lb
Weapons:		
None		
Modes:		
-Human (4 MPH, 70 FPA) (Armor, Extra Action, Prodigy)		
Aptitudes and Skills:		
-Architecture (R=5) (L=1)		
-Astrogation/Navigation (R=7) (L=1)		
-Communications (R=5) (L=2)		
-Computer Operations (R=10) (L=2)		
-Engineering: Chemical (R=9) (L=2)		
-Engineering: Electrical (R=9) (L=3)		
-Engineering: Mechanical (R=7) (L=1)		
-Engineering: Theoretical (R=7) (L=1)		
-Fast Calculator (R=5) (L=2)		
-History/Lore (R=8) (L=1)		
-Investigation/Deduction (R=9) (L=2)		

- Linguistics (R=4) (L=2)
- Medicine (R=5) (L=1)
- Piloting: Ground (R=6) (L=1)
- Repairs: Transformers (R=7) (L=2)
- Repairs: Vehicles (R=5) (L=1)
- Research (R=10) (L=3)
- Science: Astronomy (R=8) (L=1)
- Science: Biology (R=7) (L=1)
- Science: Geology (R=10) (L=1)
- Armor (Metal Wheelchair, -3 to all damage)
- Extra Action (+1 acts)
- Prodigy
- *Human (Heals 1D4 Life Spark after battles, gains +1 to EM, and has energy defense similar to Biomechanical Shell)

Marissa Faireborn-

A captain of the E.D.C., Marissa is an elite pilot and cunning strategist. Born the daughter of a shuttle jockey, she spent her life largely in the hubs of spacecrafts and on far off terrestrial expeditions. Marissa has headed up the Defense Council since a few years after its conception. Her extreme self confidence and skills in both piloting and diplomacy leaves little to be challenged by those wishing to obtain her position.

<u>Marissa Faireborn</u>		
Str: 4	Rank: 9	EM: 10
Endur: 6	Cour: 10	FPA: 175
Speed: 8	Int: 9	Size: .1
Fire: 2	Skill: 8	Acts: 2
Endpts: ~10	Life Spark: 13	H/W: 5'9" / 120 lb
Weapons:		
-Double Laser Pistol (2D2) (75') (Linked)		
-Ion Rifle (1D4) (250")		
-Electro-blade (1D2+1D4m) (Reach)		
Modes:		
-Human (20 MPH, 175 FPA) (Armor, Marshal Combat Master, Prodigy, Resistance-Fire)		
Aptitudes and Skills:		
-Acrobatics (R=7) (L=3)		
-Astrogation/Navigation (R=9) (L=3)		
-Bartering (R=5) (L=2)		
-Bureaucracy (R=7) (L=2)		
-Charisma (R=8) (L=2)		
-Computer Operations (R=5) (L=3)		
-Cultures (R=8) (L=2)		
-Investigation/Deduction (R=7) (L=3)		
-Linguistics (R=6) (L=2)		
-Piloting: Air (R=5) (L=3)		
-Piloting: Ground (R=6) (L=3)		
-Piloting: Space (R=9) (L=2)		
-Repairs: Vehicles (R=7) (L=2)		
-Repairs: Weapons (R=8) (L=1)		
-Science: Astronomy (R=8) (L=3)		
-Science: Biology (R=6) (L=3)		
-Science: Geology (R=5) (L=1)		
-Security (R=5) (L=2)		
-Survival (R=10) (L=2)		
-Tactics (R=7) (L=3)		
-Armor (Flight suit, -2 to all damage)		
-Marshal Combat Master (1D4/1D6/1D8)		

-Prodigy
 -Resistance-Fire
 -*Human (Heals 1D4 Life Spark after battles, gains +1 to EM, and has energy defense similar to Biomechanical Shell)

Dr. Archeville-



Whether he is truly 'mad' or just ahead of his time, the once respected Dr. Archeville is a jack of all trades when it comes to

intellectual matters. His supreme knowledge of science has allowed him to construct many dangerous devices, including some biomechanical upgrades he has made to himself, and powerful hypno-chips, allowing him to control the actions of other humans.

The Doctor was enlisted by the Decepticons to help them triangulate the spacebridge that brought Cybertron into the Earth's orbit. Realizing the damage the Earth was to undergo, and that he would not be allowed to have any significant power, Archeville tried to abandon the Decepticons, but was then taken captive by Starscream.

In a plot to blow up the Earth and collect the energies of the explosion, Starscream took Dr. Archeville to Cybertron. There, the Doctor was mortally wounded by sentry defenses, and brought back, more machine than man, by a host of medical drones. When the plot failed, he was left on Cybertron.

The annals of the Transformers never disclose what became of the Doctor at this point. Perhaps he journeyed into a part of Cybertron he shouldn't have, or perhaps he is still 'activated' waiting to get his revenge on the Transformers.

Dr. Archeville (Cyborg form)

Str: 4	Rank: 6	EM: 8
Endur: 8	Cour: 6	FPA: 105
Speed: 4	Int: 10	Size: .1
Fire: 4	Skill: 10	Acts: 2
Endpts: ~10	Life Spark: 12 (-5)	H/W: ~7' / 285 lb

Weapons:

-Double Laser Pistol (2D2) (75') (2 Linked, Integrated into chair)
 -2 Electric Tasers (1D2, Endur dmg only) (20') (Integrated into hands)

Modes:

-Cyborg-Human (6 MPH, 105 FPA) (Armor, Bio-Mechanical Shell, Electronic Jamming Capabilities, Hover, Machine Dominance, Mind Control-Lesser, Prodigy)

Aptitudes and Skills:

-Architecture (R=7) (L=2)

-Astrogation/Navigation (R=5) (L=1)
 -Bureaucracy (R=5) (=1)
 -Communications (R=7) (L=2)
 -Computer Operations (R=7) (L=3)
 -Con Jobs (R=4) (L=1)
 -Cultures (R=4) (L=1)
 -Engineering: Chemical (R=6) (L=3)
 -Engineering: Electrical (R=10) (L=3)
 -Engineering: Mechanical (R=5) (L=2)
 -Engineering: Theoretical (R=9) (L=2)
 -Fast Calculator (R=10) (L=3)
 -Medicine (R=9) (L=2)
 -Piloting: Air (R=5) (L=1)
 -Piloting: Space (R=3) (L=1)
 -Piloting: 'Water' (R=6) (L=1)
 -Repairs: Transformers (R=4) (L=1)
 -Repairs: Vehicles (R=7) (L=1)
 -Repair: Weapons (R=7) (L=2)
 -Research (R=10) (L=3)
 -Science: Astronomy (R=10) (L=2)
 -Science: Biology (R=10) (L=3)
 -Survival (R=5) (L=1)
 -Armor (Cyborg Parts, -5 to all damage)
 -Electronic Jamming Capabilities (With Ranged Attack reduces target's actions by ½ rounded down, 35', lasts 1D4 rounds)
 -Hover
 -Machine Dominance (1D4 vs. base Target Number of 8, 7', 1 Endur per command)
 -Mind Control-Lesser (With successful physical attack, 4D6 vs. Intelligence, 4 mile range)
 -Prodigy
 -*Human (Heals 1D4 Life Spark after battles, gains +1 to EM, and has energy defense similar to Biomechanical Shell)

Quintessons

Quintesson High Council Member-

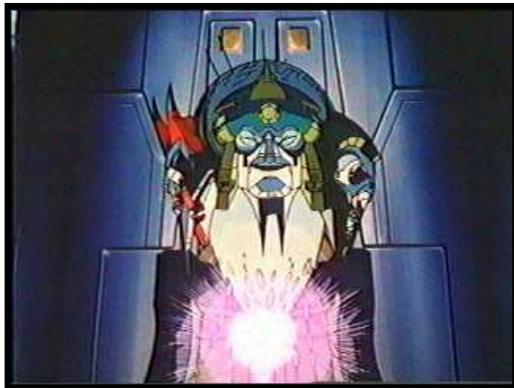
The Quintesson society has always been dominated by a strict caste system, based largely on physical taxonomy. At the top of the society are the members of the High Council, the ruling force on Quintessa. The members of the High Council are somewhat egg-shaped with a sprout of tentacles cropping from their base. These tentacles are used for multiple functions, instead of being designated for any one task (such as locomotion, manipulation, etc.). What is most notable about these Quintessons in their rotating upper body, set with five faces (hence the name "quint"-esson).

The faces serve as a reminder of their ruling status on all matters. Each visage represents a set of capacities in which the council member may act. The can create an official law with one face, then change to their judicial face and sentence others for breaking it. All of the faces of a council member are, of course, operated by the same

intelligence. Still, the techno-organic physiology of the Quintessons suggests that certain programming and abilities may only be accessible when the face is properly displayed.

High Council members serve indefinitely, ruling over their areas of jurisdiction until they seek transfer, or die. Quintesson history is filled with occasions where this ruling class was so numerous, murder amongst the councilmen became the only route to 'fixing' the problem.

In the write-up below, the Aptitudes and Skills marked with special symbols can only be accessed when the Quint has switched to the face with the matching symbol (taking 1 action, but costing no Endurance)



<u>Quintesson High Council Member</u>		
Str: 2	Rank: 10	EM: 5
Endur: 7	Cour: 8	FPA: 1155
Speed: 4	Int: 10	Size: .5
Fire: 1	Skill: 7	Acts: 1/2*
Endpts: ~10	Life Spark: 40	H/W: ~12' / 1.3 tons
Weapons:		
- Thermal Beam Pistol (1D10) (1200')		
Modes:		
- Quintesson (60 MPH, 1155 FPA) (Prodigy, Thought Transmission)		
Faces:		
+ Judicial (This demonstrates the power to pass sentencing, and repeal decrees)		
# Parliamentary (This authorizes the power to make governing decisions and create official edicts)		
* War (This persona is dawned when deriving tactics and battle strategies)		
\$ Commerce (This permits the member to act in a business capacity, buying selling, trading , or negotiating).		
^ Informal (When a council member wishes to make a statement or act in an unofficial manner, he must dawn this face)		
Aptitudes and Skills:		
# Architecture (R=5) (L=2)		
- Astrogation/Navigation (R=6) (L=2)		
\$ Bartering (R=9) (L=2)		
+ Bureaucracy (R=10) (L=3)		
# Charisma (R=3) (L=1)		
- Communications (R=5) (L=2)		
- Computer Operations (R=8) (L=1)		

\$ Con Jobs (R=8) (L=2)
Cultures (R=7) (L=3)
^ Engineering: (any 1) (R=5) (L=2)
- Espionage (R=6) (L=1)
History/Lore (R=5) (L=3)
+ Investigation/Deduction (R=7) (L=2)
- Linguistics (R=8) (L=3)
- Piloting: Space (R=3) (L=1)
\$ Repairs: Transformers (R=5) (L=1)
* Repairs: Vehicles (R=5) (L=2)
* Repair: Weapons (R=5) (L=1)
- Research (R=5) (L=2)
^ Science: (any 1) (R=6) (L=2)
Security (R=6) (L=2)
* Tactics (R=7) (L=3)
- Prodigy
Thought Transmission (Other High Council Members,)
-* Quintesson (Hover, heals 1D4 Life Spark after battles, gains 1 extra action, 1D4 entangle with tentacles)

Quintesson Scientist-

Though they come in a variety of shapes, this caste of Quintessons tend to have a single face, large bulbous heads, and a set of upper tentacles that act as definitive arms. Of all the Quintesson castes, the scientists are the most respected (below the council members of course) due to their extreme abilities, and importance to the Quintesson dream of universal domination.

Each Quintesson scientist is educated to be an expert in a certain field of study. Once they have proven themselves worthy to the Quintesson council (through assigned projects), they are granted support for endeavors of their own design. Actually, the science caste is given the greatest range of freedoms available on Quintessa. They are free to come and go as their experiments and research deem necessary. Also, the Council has long given Quintesson scientists a once-a-decade leave of absence -similar to a sabbatical. This measure was taken to ensure that the scientists would remain 'sane' and objective about their work.

<u>Quintesson Scientist</u>		
Str: 2	Rank: 5	EM: 4
Endur: 5	Cour: 5	FPA: 770
Speed: 3	Int: 8	Size: .5
Fire: 1	Skill: 7	Acts: 1/2*
Endpts: ~8	Life Spark: 28	H/W: ~11' / 1.6 tons
Weapons:		
- Thermal Beam Pistol (1D10) (1200')		
Modes:		
- Quintesson (40 MPH, 770 FPA) (*Hover, Prodigy)		
Aptitudes and Skills:		
- Astrogation/Navigation (R=8) (L=2)		
- Communications (R=8) (L=2)		
- Computer Operations (R=6) (L=2)		
- Con Jobs (R=5) (L=2)		

- Engineering:** (any 2) (R=7) (L=3)
- Fast Calculator** (R=6) (L=2)
- Piloting: Space** (R=7) (L=1)
- Piloting: 'Water'** (R=6) (L=1)
- Repairs: Transformers** (R=6) (L=3)
- Repairs: Vehicles** (R=7) (L=3)
- Repair: Weapons** (R=5) (L=2)
- Research** (R=5) (L=3)
- Science: (any 2)** (R=7) (L=3)
- Prodigy**
- ***Quintesson** (Hover, heals 1D4 Life Spark after battles, gains 1 extra action, 1D4 entangle with tentacles)



Sharkticon Sentry(Gnaw)-

Function: Assault Sentry Group: Sharkticon
 "I live for the taste of an Autobot's fuel line!"

(The term 'Sharkticon' refers to any one of a number of minimally-sentient robots designed for the aqueous environment of Quintessa. These robots serve as the foot soldiers of the Quintesson Army, as well as personal guards for the high ranking. Though the 'Gnaw' model is the most abundantly produced Sharkticon, other, more advanced, models are common.)

Travels in packs with fellow Sharkticons. Fearless and vicious. Loyal only to the master who last fed him. Powerful tail fin allows him to travel at speeds over 150 Knots. Carnivorous with a voracious appetite. Possesses several rows of razor-sharp teeth that can tear through solid steel. In robot mode, carries a maceration laser that shoots salt-based corrosive liquid. Also carries a barbed mace.

<u>Sharkticon Sentry</u>		
Str: 7	Rank: 2	EM: 3
Endur: 8	Cour: 8	FPA: 190
Speed: 3	Int: 4	Size: 1
Fire: 5	Skill: 5	Acts: 1
Endpts: ~10	Life Spark: 50 (-5)	H/W: 12' / 15 tons
Weapons:		
- Mace (1D6 +1D8m) (Reach) (Converts to tail of sea-predator)		
- Teeth (2D8 +1D8m) (Reach) (Sea-predator only, Armor piercing, Integrated, 2 sets, linked)		
+ Maceration Laser (1D6, continues to dmg for # of rounds = to		

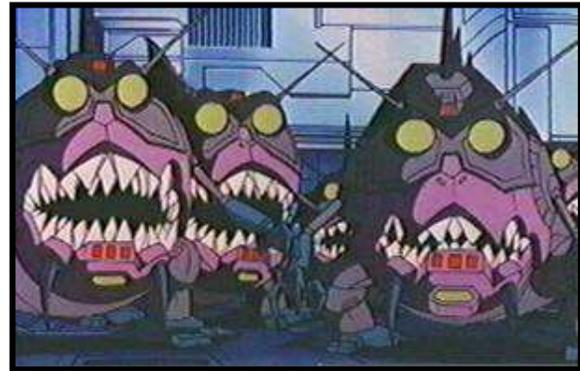
dmg roll) (360') (Robot only, Extended range)

Modes:

- Robot** (10 MPH, 190 FPA) (Armor, Liquid Attack, Modularity)
- Sea-Predator** (40 MPH, 770 FPA) (Armor, Liquid Attack, Swim, Trilithium Converter)

Aptitudes and Skills:

- Demolitions** (R=6) (L=1)
- Intimidation** (R=7) (L=1)
- Piloting: Water** (R=10) (L=2)
- Survival** (R=7) (L=1)
- Tracking** (R=7) (L=1)
- Armor** (-5 to all damage)
- Liquid Attack** (2D6, 60', Salinic Acid Sprayer)
- Modularity** (At 1 Spark may fall apart, and be reassembled later)
- Swim**
- Trilithium Converter** (Eat for 5 rounds for 1D4 Endur.)

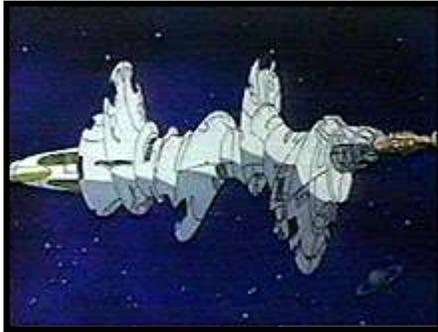


Quintesson War Vessel-

The following is a generic write-up for the warships generally used by the Quintessons. The warships are typically encountered anywhere there is Quintesson activity (they like to bring protection with them). The standard ship is shaped some-what like a machine screw with balance thrusters and weapon pods extending outward.

<u>Quintesson War Vessel</u>		
Str: 6	Armor: -10	Size: 4
Speed: 8 (20 AU's)	R-Level: 1	Acts: 2
Fire: 8	Resist:	L/W: 525' / 300
EM: 5	Vacuums/Temp	kilotons
Endpts: ~500	Change	
	Life Spark: 400	
Weapons:		
- 5 Concussion Blaster Cannons (2D12) (1800') (Extended range)		
- 2 Dual Plasma Blasters (6D12) (1600') (2 Linked, Extended range)		
- Multiple Missile System (4D6/3D6/1D6) (10000'-15/20/30')		
- Ballistic Missile (2D10) (60 Miles, 1000' Radius) (Extended range)		
Functions (1D20):		
1- Environmental Generator		
2- Gravity Simulator		
3to7- Concussion Blaster Cannons		
8to9- Dual Plasma Blasters		
10- Multiple Missile System		
11- Ballistic Missile		
12- Radar (Electromagnetic radio scope, range of 1 AU)		

- 13-Communications Relay (range of 200 AU's)
- 14-Tractor-Field Deployment (Telekinetic Field, Str: 6, 2 mile range)
- 15-Work-Arm (100' reach)
- 16-Atmospheric Flight (Mach 5 ~3300 MPH, 31845 FPA)
- 17-Space Flight (20 AU's)
- 18-Cloaking Device (Invisibility to sight and radio detection)
- 19-Enhanced View Scope
- 20-Landing Apparatuses



Neutrals

Wreck-Gar-

Function: Junkion Leader Group: Autobot
 "Collect and save, collect and save."

Wreck-Gar leads the Junkions, a race of junk robots. He's made of rusted scraps, chassis bits, manifold parts, and dented odds and ends. A little scatterbrained, he speaks in odd-rhyming, pieced-together sentences. His words are a junkyard collection of broadcast fragments from T.V. commercials and radio jingles. In robot mode, he carries an armor axe and a decelerator laser that inhibits an enemy robot's flow of cerebral impulses.

<u>Wreck-Gar</u>		
Str: 8	Rank: 7	EM: 6
Endur: 10	Cour: 9	FPA: 380
Speed: 6	Int: 7	Size: 1
Fire: 7	Skill: 7	Acts: 2
Endpts: ~100	Life Spark: 54	H/W: 13'6"/5 tons
Weapons:		
-Decelerator Laser (2D8, Skill Test to stay standing) (350') (Robot only)		
-Armor Axe (1D8 +1D8m) (Reach) (Robot Only)		
-2 Spiked Wheel-Disks (1D6 +1D8m) (400' thrown) (Integrated)		
Modes:		
-Robot (40 MPH, 380 FPA) (Burrowing, Deactivation, Equipment-Normal, Modularity)		
-Motorcycle (100 MPH, 965 FPA) (Obfuscation, Roll)		
Aptitudes and Skills:		
-Acrobatics (R=6) (L=1)		
-Bartering (R=5) (L=2)		
-Communications (R=9) (L=2)		
-Cultures (R=4) (L=3)		
-Engineering: Electrical (R=8) (L=2)		

- Piloting: Ground (R=8) (L=2)
- Piloting: Space (R=4) (L=1)
- Repairs: Transformers (R=7) (L=2)
- Burrowing (Strength vs. Material, 20 MPH, 140 FPA)
- Deactivation ('Power down' with at least 1 Life Spark, auto-stabilize)
- Equipment-Normal (Small repair tools and welding head)
- Modularity (At 1 Spark may fall apart, and be reassembled later)
- Obfuscation ('Rusty part'-caltrops, 2D6 vs. Skill/Piloting Aptitude, 20 ft. cubed)
- Roll



Kickback-

Function: Espionage Group: Insecticon
 "Friend is another word for fool."

Charming, but cruelly clever... makes friends so he can influence them to do his bidding by digging up facts he can hold against them. Humans particularly susceptible to this Insecticon. In insect mode can jump 40 ft. for a distance of .1 miles... Kick a hole in 1/4 inch steel. In robot mode can fly 30mph up to 100 miles. Sub-machine gun fires 300 rounds per minute. Very vulnerable as insect and flying in high winds.

<u>Kickback</u>		
Str: 3	Rank: 7	EM: 4/6*
Endur: 4	Cour: 6	FPA: 380
Speed: 4	Int: 9	Size: 1
Fire: 5	Skill: 8	Acts: 1
Endpts: ~9	Life Spark: 40	H/W: 13'7/4 tons
Weapons:		
-Sustained Fire Slug Thrower (5D4) (500') (Robot only)		
-Electro Scrambler (4D6, harmless to organics) (1200') (Integrated into antennas)		
-Bite (1D8 +1D4m) (Reach) (Locust only)		
Modes:		
-Robot (20 MPH, 380 FPA) (Elusiveness, *Flight, Mode Superiority, Modularity)		
-Locust (30 MPH, 530 FPA) (Clones, Elusiveness, Flight Non-Powered, Special Physical Attack, Trilithium Converter)		
Aptitudes and Skills:		
-Acrobatics (R=8) (L=3)		
-Bartering (R=4) (L=1)		

- Demolitions (R=8) (L=3)
- Espionage (R=9) (L=2)
- Hiding (R=7) (L=3)
- Investigation/Deduction (R=4) (L=2)
- Piloting: Air (R=4) (L=1)
- Piloting: 'Water' (R=10) (L=2)
- Science: Geography (R=4) (L=1)
- Survival (R=7) (L=2)
- Clones (2 at a time, takes 4 rounds and 3 Endur, Last for 3 hours, 2 mile range, 40 EP)
- Elusiveness (+2 to EM)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Flight Non-Powered
- Mode Superiority (Locust)
- Modularity (At 1 Spark may fall apart, and be reassembled later)
- Special Physical Attack (Kick -medium attack, 3D6 +1D6m)
- Trilithium Converter (Eat for 5 rounds for 1D4 Endur)

<u>Kickback Clones</u>		
Str: 3	Rank: 1	EM: 4
Endur: 4	Cour: 6	FPA: 380
Speed: 4	Int: 5	Size: 1
Fire: 5	Skill: 2	Acts: 1
Endpts: ~9	Life Spark: 40	H/W: 13'4 tons
Weapons:		
-Sustained Fire Slug Thrower (5D4) (500') (Robot only)		
-Electro Scrambler (4D6, harmless to organics) (1200') (Integrated into antennas)		
-Bite (1D8 +1D4m) (Reach) (Locust only)		
Modes:		
-Robot (20 MPH, 380 FPA) (*Flight, Mode Superiority)		
-Locust (30 MPH, 530 FPA) (Flight Non-Powered, Special Physical Attack, Trilithium Converter)		
Aptitudes and Skills:		
-Acrobatics (R=8) (L=3)		
-Demolitions (R=8) (L=3)		
-Hiding (R=7) (L=3)		
-Investigation/Deduction (R=4) (L=2)		
-Piloting: Air (R=4) (L=1)		
-Piloting: 'Water' (R=10) (L=2)		
-Survival (R=7) (L=2)		
-Flight (*Decepticon 150 MPH, 2895 FPA)		
-Flight Non-Powered		
-Mode Superiority (Locust)		
-Modularity (At 1 Spark may fall apart, and be reassembled later)		
-Special Physical Attack (Kick -medium attack, 3D6 +1D6m)		
-Trilithium Converter (Eat for 5 rounds for 1D4 Endur)		

Shrapnel-

Function: Electronic Warfare Group:
Insecticon
"Control electricity and you control the world."

The noise of war and the scream of his foes are music to this loathsome Insecticon's audio-modules... has piercing



battle cry... can be heard 8 miles away. In insect mode, can use antennae to control almost any electrical device.

In robot mode, can attract lightning bolts to antennae and shoot them out hands. Grenade launcher shoots 30-pound steel balls that splinter into razor-sharp spikes. Insulation can stop his electrical blasts.

<u>Shrapnel</u>		
Str: 4	Rank: 6	EM: 4
Endur: 7	Cour: 6	FPA: 380
Speed: 4	Int: 6	Size: 1
Fire: 8	Skill: 9	Acts: 1
Endpts: ~12	Life Spark: 43	H/W: 12'4 tons
Weapons:		
-Lighting Thrower 2D8) (800') (Integrated)		
-Grenade Launcher (3D4/2D4/1D4) (908' 10/20/30') (Robot only)		
-Pincer (1D8 +1D6m) (Reach) (Beetle mode only, Armor piercing)		
Modes:		
-Robot (20 MPH, 380 FPA) (*Flight, Machine Dominance, Mode Superiority, Modularity)		
-Stag Beetle (20 MPH, 380 FPA) (Clones, Flight Non-Powered, Sonic Attack, Special Physical Attack, Trilithium Converter)		
Aptitudes and Skills:		
-Demolitions (R=7) (L=1)		
-Engineering: Electrical (R=7) (L=1)		
-Espionage (R=4) (L=1)		
-Hiding (R=5) (L=2)		
-Piloting: Air (R=4) (L=1)		
-Piloting: 'Water' (R=6) (L=1)		
-Survival (R=7) (L=2)		
-Clones (2 at a time, takes 4 rounds and 3 Endur, Last for 3 hours, 2 mile range, 40 EP)		
-Energy Attack (3D6, 75', lightning bolt-may opt for Knockback as if it were a Scale 4 weapon)		
-Flight (*Decepticon 150 MPH, 2895 FPA)		
-Flight Non-Powered		
-Machine Dominance (2D4 vs. base Target Number of 8, 14', 1 Endur per command)		
-Mode Superiority (Beetle)		
-Modularity (At 1 Spark may fall apart, and be reassembled later)		
-Special Physical Attack (Pincers -ultra attack, 2D6 +1D10m)		
-Trilithium Converter (Eat for 5 rounds for 1D4 Endur)		

<u>Shrapnel Clones</u>		
Str: 4	Rank: 1	EM: 4
Endur: 5	Cour: 6	FPA: 380
Speed: 4	Int: 2	Size: 1
Fire: 6	Skill: 2	Acts: 1
Endpts: ~5	Life Spark: 43	H/W: 12'4 tons
Weapons:		
-Lighting Thrower 2D8) (800') (Integrated)		
-Grenade Launcher (3D4/2D4/1D4) (908' 10/20/30') (Robot only)		
-Pincer (1D8 +1D6m) (Reach) (Beetle mode only, Armor piercing)		
Modes:		
-Robot (20 MPH, 380 FPA) (*Flight, Mode Superiority)		
-Stag Beetle (20 MPH, 380 FPA) (Flight Non-Powered, Sonic Attack, Trilithium Converter)		
Aptitudes and Skills:		
-Hiding (R=5) (L=2)		
-Piloting: Air (R=4) (L=1)		

- Piloting: 'Water' (R=6) (L=1)
- Survival (R=7) (L=2)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Flight Non-Powered
- Mode Superiority (Beetle)
- Sonic Attack (3D6, 45', target must make Opposed Cour. Test or lose 1 action)
- Trilithium Converter (Eat for 5 rounds for 1D4 Endur)

Bombshell-

Function: Psychological Warfare Group: Insecticon
 "The mind is my playpen."

Can turn foes into helpless accomplices by injecting cerebral-shells into their head (robot or human) with his stinger...gives him control of their minds...has a cruel sense of humor...arms himself by having his victims debase themselves. In insect mode this Insecticon can fly 10 km. In robot mode wears head-mounted mortar...throws 25 kg explosive shell 15 km. Cerebral-shells can be used against him if removed from victim's head.

Str: 5	Rank: 1	EM: 5
Endur: 5	Cour: 5	FPA: 290
Speed: 5	Int: 3	Size: 1
Fire: 3	Skill: 3	Acts: 2
Endpts: ~5	Life Spark: 36	H/W: 12'8"/ 4.5 tons

Weapons:

- Mortar Launcher (3D4/2D4/1D4) (1816' 10/20/30') (Integrated, Extended range)

- Ion Pulse Rifle (4D4) (650') (Robot only)

Modes:

- Robot (30 MPH, 290 FPA) (*Flight, Mode Superiority)
- Rhinceros Beetle (30 MPH, 290 FPA) (Burrowing, Flight Non-Powered, Trilithium Converter)

Aptitudes and Skills:

- Hiding (R=5) (L=2)
- Intimidation (R=6) (L=3)
- Piloting: Air (R=4) (L=1)
- Piloting: 'Water' (R=6) (L=1)
- Survival (R=5) (L=2)
- Burrowing (Strength vs. Material, 15 MPH, 145 FPA)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Flight Non-Powered
- Mind Control-Lesser Lesser (With successful ranged attack, 1816' , 3D6 vs. Intelligence, 3 mile range)
- Mode Superiority (Beetle)
- Trilithium Converter (Eat for 5 rounds for 1D4 Endur)

<u>Bombshell</u>		
Str: 5	Rank: 6	EM: 5
Endur: 5	Cour: 5	FPA: 290
Speed: 5	Int: 8	Size: 1
Fire: 6	Skill: 9	Acts: 2
Endpts: ~9	Life Spark: 43	H/W: 12'8"/ 4.5 tons

Weapons:

- Mortar Launcher (3D4/2D4/1D4) (1816' 10/20/30') (Armor Piercing, Integrated, Extended range, Used with mind control)
- Double Ion Pulse Rifle (8D4) (650') (2 Linked, Robot only)

Modes:

- Robot (30 MPH, 290 FPA) (*Flight, Mind Control-Lesser, Mode Superiority, Modularity)
- Rhinceros Beetle (30 MPH, 290 FPA) (Burrowing, Clones, Flight Non-Powered, Mind Control-Lesser , Trilithium Converter)

Aptitudes and Skills:

- Communications (R=7) (L=1)
- Engineering: Biomechanical (R=6) (L=2)
- Engineering: Electrical (R=7) (L=2)
- Espionage (R=6) (L=2)
- Hiding (R=5) (L=2)
- Intimidation (R=6) (L=3)
- Piloting: Air (R=4) (L=1)
- Piloting: 'Water' (R=6) (L=1)
- Survival (R=5) (L=2)
- Burrowing (Strength vs. Material, 15 MPH, 145 FPA)
- Clones (2 at a time, takes 4 rounds and 3 Endur, Last for 3 hours, 2 mile range, 40 EP)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Flight Non-Powered
- Mind Control-Lesser Lesser (With successful ranged attack, 1816' , 3D6 vs. Intelligence, 3 mile range)
- Mode Superiority (Beetle)
- Modularity (At 1 Spark may fall apart, and be reassembled later)
- Trilithium Converter (Eat for 5 rounds for 1D4 Endur)



Venom-

Function: Psychological Warfare
 Group: Insecticon

"Friends are more dangerous than enemies."

Will use his poisonous talents even on fellow Decepticons because he trusts no one and suspects everyone is trying to usurp his role as leader. His stinger can discharge fluids harmful to mechanical and organic life; corrosive acids, destructive catalysts, paralyzing toxins, and others. Stinger can penetrate 1/4 inch steel, but sometimes gets stuck and breaks off. Flies at 15 mph for 300 miles. Carries electro-blaster in robot form.

<u>Venom</u>		
Str: 3	Rank: 8	EM: 3/6
Endur: 6	Cour: 9	FPA: 190
Speed: 3	Int: 9	Size: 1

Bombshell Clones

Fire: 8 **Skill:** 8 **Acts:** 1
Endpts: ~12 **Life Spark:** 46 **H/W:** 13'4 tons

Weapons:

- Acid Pellet Gun** (1D6, continues to dmg for # of rounds = to 1st dmg roll) (180') (Integrated)
- Electro Blaster** (2D12) (750') (2 Linked, Robot only)
- Piercer** (1D8 + 1D4m) (Reach) (Cicada only)

Modes:

- Robot** (10 MPH, 190 FPA) (*Flight, Sonic Attack)
- Cicada** (10 MPH, 190 FPA) (Flight Non-Powered, Material Creation, Quantum Space Manipulator, Sonic Attack, Trilithium Converter)

Aptitudes and Skills:

- Demolitions** (R=5) (L=2)
- Engineering: Chemical** (R=5) (L=1)
- Hiding** (R=5) (L=2)
- Investigation/Deduction** (R=3) (L=2)
- Medicine** (R=4) (L=2)
- Piloting: Air** (R=4) (L=1)
- Piloting: 'Water'** (R=8) (L=3)
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Flight Non-Powered** (@ .1 = 4 MPH, 70 FPA)
- Material Creation** (20 cubic foot of toxins)
- Quantum Space Manipulator** (down to Size Scale .1)
- Sonic Attack** (2D6, 30', target must make Opposed Cour. Test or lose 1 action)
- Trilithium Converter** (Eat for 5 rounds for 1D4 Endur)

Chop Shop-

Function: Thief Group: Insecticon
 "I take no prisoners, just spare parts."

Sneakiest of the Insecticons... if it's not bolted to the floor, it's not safe from his greedy grasp. No challenge is too great; the more difficult something is to steal, the more he wants to steal it. As insect, flies 30mph with two small jets on his back. Pincer-like antennae can slice through 2-inch thick steel. Has twin pinpoint lasers on mouth; can carry 30 tons. As robot has photon cannon.

Chop Shop

Str: 7 **Rank:** 6 **EM:** 4/7
Endur: 5 **Cour:** 7 **FPA:** 380
Speed: 4 **Int:** 8 **Size:** 1
Fire: 6 **Skill:** 10 **Acts:** 1
Endpts: ~12 **Life Spark:** 45 (-4) **H/W:** 12'4 tons

Weapons:

- Twin Pinpoint Lasers** (2D8) (1000') (Integrated in beetle mode, 2 Linked, Extended range)
- Photon Cannon** (1D12) (4500) (Robot only)

Modes:

- Robot** (20 MPH, 380 FPA) (Armor, Cargo Capacity, *Flight, Mode Superiority)
- Stag Beetle** (20 MPH, 380 FPA) (Armor, Burrowing, Cargo Capacity, Flight Non-Powered, Quantum Space Manipulator, Special Physical Attack, Trilithium Converter)

Aptitudes and Skills:

- Bartering** (R=6) (L=1)
- Con Jobs** (R=6) (L=2)
- Demolitions** (R=6) (L=1)

- Engineering: Electrical** (R=6) (L=1)
- Engineering: Mechanical** (R=7) (L=1)
- Espionage** (R=5) (L=1)
- Piloting: Air** (R=4) (L=1)
- Piloting: 'Water'** (R=8) (L=3)
- Repairs: Vehicles** (R=8) (L=2)
- Security** (R=7) (L=3)
- Armor** (-4 to all damage)
- Burrowing** (Strength vs. Material, 10 MPH, 190 FPA, @ .1 = 1 MPH, 19 FPA)
- Cargo Capacity** (Stomach can hold and regurgitate 4 cubic foot)
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Flight Non-Powered** (@ .1 = 6 MPH, 105 FPA)
- Mode Superiority** (Beetle)
- Quantum Space Manipulator** (down to Size Scale .1)
- Special Physical Attack** (Pincers ~medium attack, 2D6 +1D10m)
- Trilithium Converter** (Eat for 5 rounds for 1D4 Endur)

Ransack-

Function: Warrior Group: Insecticon
 "The sight of ruin only makes me crave more."

Unconcerned about safety of innocents... will level an entire town to hunt down an enemy. A tough-talking, straight-to-the-point Insecticon, always looking forward to the next battle. In insect mode, leaps 200 feet at insect size, 1.5 miles normal size. Rear legs can shatter foot-thick steel; their vibrations from rubbing can crumble a brick wall. Antennae shoot 80KV electricity. Carries concussion blaster gun in robot mode.

Ransack

Str: 8 **Rank:** 5 **EM:** 4*/7*
Endur: 8 **Cour:** 9 **FPA:** 190
Speed: 3 **Int:** 5 **Size:** 1
Fire: 9 **Skill:** 5 **Acts:** 1
Endpts: ~12 **Life Spark:** 50 **H/W:** 13'5"/3.6 tons

Weapons:

- Concussion Blaster** (1D12) (700') (Extended range, Robot only)
- Lightning Thrower** (4D8) (800') (2 Linked, Integrated into antennae)
- 2 Concussion Drums** (1D6 +2D8m) (Reach) (Integrated into legs for kick)

Modes:

- Robot** (10 MPH, 190 FPA) (Elusiveness, *Flight, Martial Combat Master)
- Locust** (10 MPH, 190 FPA) (Elusiveness, Flight Non-Powered, Quantum Space Manipulator, Trilithium Converter)

Aptitudes and Skills:

- Astrogation/Navigation** (R=6) (L=1)
- Computer Operations** (R=5) (L=1)
- Demolitions** (R=6) (L=1)
- Hiding** (R=8) (L=1)
- Piloting: Air** (R=7) (L=2)
- Piloting: 'Water'** (R=8) (L=2)
- Tracking** (R=5) (L=1)
- Elusiveness** (+1 to EM)
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Flight Non-Powered** (@ .1 = 4 MPH, 70 FPA)
- Material Creation** (20 cubic foot of toxins)
- Martial Combat Master** (2D8/2D10/2D12)
- Quantum Space Manipulator** (down to Size Scale .1)

-Trilithium Converter (Eat for 5 rounds for 1D4 Endur)

Barrage-

Function: Gunner Group: Insecticon
"Nothing left standing means nothing left to change."

Winning is not enough -- this Insecticon's attack continues until the ground is scorched and leveled. Merciless, cruel... believes kindness only stirs hope among the vanquished. Disliked by fellow Decepticons. In insect mode, can shoot non-stop explosive charges from gun mounts, high energy photons from antenna. Flies 15mph with 400 mile range. Has powerful sonic rifle in robot mode.

<u>Barrage</u>		
Str: 3	Rank: 5	EM: 3/6
Endur: 7	Cour: 10	FPA: 190
Speed: 3	Int: 8	Size: 1
Fire: 9	Skill: 8	Acts: 1/2*
Endpts: ~12	Life Spark: 45 (-2)	H/W: 12/75 tons
Weapons:		
-Explosive Charge Launcher (3D4/2D4/1D4) (3000'-5/15/30') (Integrated)		
-Photon Rifle (2D12) (4500') (Integrated into beetle, 2 Linked)		
-Sonic Rifle (2D12) (900') (Robot only)		
Modes:		
-Robot (10 MPH, 190 FPA) (Armor, Big Guns, Extra Action, *Flight, Rapid Assault, Targeting System)		
-Rhinceros Beetle (10 MPH, 190 FPA) (Armor, Burrowing, Flight Non-Powered, Quantum Space Manipulator, Trilithium Converter)		
Aptitudes and Skills:		
-Engineering: Biomechanical (R=7) (L=1)		
-Engineering: Electrical (R=3) (L=1)		
-Piloting: Air (R=4) (L=1)		
-Piloting: 'Water' (R=5) (L=1)		
-Repairs: Weapons (R=7) (L=3)		
-Security (R=3) (L=1)		
-Armor (-2 to all damage)		
-Big Guns (Sonic Rifle)		
-Burrowing (Strength vs. Material, 5 MPH, 95 FPA, @ .1 = .5 MPH, 9 FPA)		
-Extra Action (+1 act)		
-Flight (*Decepticon 150 MPH, 2895 FPA)		
-Flight Non-Powered (@ .1 = 4 MPH, 70 FPA)		
-Quantum Space Manipulator (down to Size Scale .1)		
-Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)		
-Targeting System (4 Physical Attack, 6 Ranged Attack)		
-Trilithium Converter (Eat for 5 rounds for 1D4 Endur)		

Scorponok-

Function: Headmaster Commander
Group: Nebulan Headmaster
"Kindness is no virtue... and cruelty is no vice."

Despair and isolation are all that remain in his wake. Believes the poor should be exploited, the

weak oppressed, and the noble corrupted. Others' pain is his sole pleasure. In scorpion mode, tail shoots 100,000 volt electric bursts, has twin pulse blasters, claws can crush mountains. In defense base mode, has over-the-horizon radar, communications center, anti-aircraft sonic cannon, repair bay, construction bay; semi-autonomous armored interceptor (Fasttrack) with dual photon cannons that patrols the base perimeter. In robot mode, has fusion-powered anti-gravity gun. Binary-bonded to Lord Zarak, leader of the evil Nebulans.

<u>Scorponok</u>		
Str: 10	Rank: 10	EM: 1/6*
Endur: 10	Cour: 10	FPA: 790
Speed: 4	Int: 4	Size: 4
Fire: 9	Skill: 9	Acts: 1/2*
Endpts: ~25	Life Spark: 180 (-10)	H/W: 185'/ 70 kilotons
Weapons:		
-2 Twin Pulse Blasters (6D10) (1000') (Integrated, 2 Linked)		
+Lightning Thrower (2D8) (1600') (Scorpion-mode only, Combined, Integrated into Tail, Extended range)		
-2 Multiple Missile Systems (4D6/3D6/1D6) (10000'-15/20/30') (Integrated, Fortress mode only)		
-2 Sonic Cannons (2D6) (1210') (Integrated, Extended range)		
-Fusion-Anti Gravity Gun (5D8, Can only be fired once per round) (3000') (Robot only)		
-Claws (2D8 +5D10) (Reach) (Scorpion and robot only, Integrated)		
+Tail (Ergo-stinger) (10D10) (Reach x2) (Scorpion-mode only, Combined, Integrated, Extended range)		
-War Shield (1D12 +4D10) (Reach) (Integrated, Robot only)		
Modes:		
-Robot (45 MPH, 790 FPA) (Combat Oriented, Binary-Bonded, Entrapment, Extra Action, *Flight, Martial Combat Master, Rapid Assault)		
-Futuristic Fortress/Base (Mach 100 ~66000 MPH) (Armor, Cargo Capacity, Equipment-Normal, Space Flight, Rapid Assault, Extra Senses)		
-Scorpion (45 MPH, 790 FPA) (Antigravity Projector, Armor, Entrapment, Extension-Fasttrack, Martial Combat Master, Extra Senses)		
Aptitudes and Skills:		
-Astrogation/Navigation (R=5) (L=1)		
-Piloting: Air (R=5) (L=1)		
-Piloting: Space (R=7) (L=2)		
-Repairs: Transformers (R=7) (L=2)		
-Repairs: Vehicles (R=6) (L=2)		
-Repairs: Weapons (R=6) (L=3)		
-Anti-Gravity Projector (May 'bend' the laws of gravity)		
-Armor (-10)		
-Binary-Bonded (W/ Lord Zarak)		
-Cargo Capacity (Has enormous capacity as city-sized fortress)		
-Combat Oriented		
-Entrapment (Claws 5D6, reach)		
-Equipment-Normal (Repair arms)		
-Extension-Fasttrack (See below)		
-Extra Action (+1 act)		
-Flight (*Decepticon 150 MPH, 2895 FPA)		
-Space Flight		
-Martial Combat Master (5D10/5D12/10D8)		
-Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)		
-Extra Senses (75 mile radar tracker)		

Dominance Skill through telepathic ability and has energy defense similar to Biomechanical Shell, nearly immobile outside armor (EM = 3)

Fasttrack (Extension of Scorponok)

Str: 6 Rank: 2 EM: 6
 Endur: 5 Cour: 6 FPA: 360
 Speed: 8 Int: 2 Size: .5
 Fire: 4 Skill: 2 Acts: 2
 Endpts: ~5 Life Spark: 29 (-5) H/W: 10'3 tons

Weapons:

-2 Dual Photon Cannons (3D4) (800') (Integrated)

Modes:

-Robot (40 MPH, 350 FPA) (Armor, Mode Superiority)
 -Armored Vehicle (150 MPH, 1445 FPA) (Armor, Reinforced Structure, Roll)

Aptitudes and Skills:

-Demolitions (R=5) (L=2)
 -Piloting: Ground (R=7) (L=1)
 -Armored (-5)
 -Mode Superiority (Armored vehicle)
 -Reinforced Structure (R-Level 1)
 -Roll

Lord Zarak (in Headmaster Armor)

Str: 6 Rank: 10 EM: 6
 Endur: 5 Cour: 10 FPA: 70
 Speed: 3 Int: 9 Size: .1
 Fire: 5 Skill: 10 Acts: 1/2*
 Endpts: ~10 Life Spark: 13 (-5) H/W: 6'5"/ 870 lb

Weapons:

-Electric Taser (1D2, Endur dmg only) (40') (Integrated into arms)
 -Proton Dart Rifle (1D8) (900') (Integrated into chest plate)

Modes:

-Headmaster Armor (4 MPH, 70 FPA) (Armor, Extra Action, *Flight, Machine Dominance, Macro Vision, Micro Vision, Prodigy)

-Head (Bonded to Scorponok)

Aptitudes and Skills:

-Architecture (R=6) (L=3)
 -Astrogation/Navigation (R=8) (L=2)
 -Bartering (R=7) (L=2)
 -Bureaucracy (R=4) (L=2)
 -Communications (R=7) (L=2)
 -Computer Operations (R=10) (L=3)
 -Con Jobs (R=7) (L=2)
 -Engineering: Electrical (R=10) (L=3)
 -Engineering: Mechanical (R=10) (L=3)
 -Espionage (R=5) (L=3)
 -Hiding (R=4) (L=1)
 -Intimidation (R=8) (L=3)
 -Investigation/Deduction (R=7) (L=2)
 -Piloting: Air (R=5) (L=1)
 -Piloting: Ground (R=6) (L=2)
 -Piloting: Space (R=7) (L=2)
 -Repairs: Transformers (R=6) (L=3)
 -Repairs: Vehicles (R=5) (L=3)
 -Research (R=7) (L=2)
 -Tactics (R=8) (L=3)
 -Armor (-5 to Dmg)
 -Extra Action (+1 act)
 -Flight (*Decepticon 150 MPH, 2895 FPA)
 -Macro Vision (20 mile range)
 -Machine Dominance (4D4 vs. base Target Number of 8, 28', 1 Endur per command)
 -Micro Vision
 -Prodigy
 -*Nebulan (Heals 1D4 Life Spark 5 rounds after battles, has Machine

Beast War Maximals

Optimus Primal-

Function: Maximal General Group: Maximal

Move over King Kong, Optimus Primal is ready to rock! The heroic leader has biogenetically re-engineered his body structure into a gargantuan robotic gorilla! Cybernetically fused musculature has enhanced strength to super-powered levels.

shoulder-mounted, mega-blast missile cannons launch devastating attacks upon foolish Predacon invaders. When they force him to fight, they force him to win!



Optimus Primal

Str: 10 Rank: 10 EM: 10
 Endur: 10 Cour: 10 FPA: 440
 Speed: 10 Int: 10 Size: .5
 Fire: 10 Skill: 10 Acts: 3
 Endpts: ~30 Life Spark: 60 H/W: 10'4 tons

Weapons:

-2 Missile Cannons (1D8/1D6/1D4) (600'-5/10/15') (Integrated, Robot only, Extended range)
 -2 Spinal Swords (1D6 + 1D10m) (Reach) (Robot only)
 -Mace-Whip (1D4 + 1D10m) (Reach)

Modes:

-Robot (75 MPH, 440 FPA) (Martial Combat Master, Prodigy, Reinforced Structure, Repair System)
 -Gorilla (75 MPH, 440 FPA) (Biomechanical Shell, Martial Combat Master, Reinforced Structure, Repair System)

Aptitudes and Skills:

-Acrobatics (R=8) (L=2)
 -Astrogation/Navigation (R=7) (L=3)
 -Bureaucracy (R=6) (L=2)
 -Charisma (R=7) (L=2)
 -Computer Operations (R=7) (L=1)
 -History/Lore (R=8) (L=2)
 -Investigation/Deduction (R=6) (L=2)
 -Security (R=7) (L=3)
 -Survival (R=7) (L=3)
 -Tactics (R=7) (L=2)
 -Biomechanical Shell (Protected from magnetic fields and energy pulses)
 -Martial Combat Master (1D10/1D12/2D8)
 -Prodigy
 -Reinforced Structure (R-Level 1)
 -Repair System (System repairs 2D4 5 minutes after leaving battle)

Cheetor-

Function: Jungle Patrol Group:(Transmetal) Maximal

Following the massive quantum surge, Cheetor emerged as a cybernetically enhanced

cheetah. Meanwhile, his robot form inherited the organic traits once attributed to his beast mode. Now Cheetor prowls the jungle with more agility and power than ever before. Flip-out cyber-thrust wings provide enhanced speed and limited flight while in beast mode, making him part jet, part mechanical cheetah.

<u>Transmetal Cheetor</u>		
Str: 8	Rank: 7	EM: 10
Endur: 9	Cour: 9	FPA: 295
Speed: 10	Int: 6	Size: .25
Fire: 8	Skill: 8	Acts: 3
Endpts: ~10	Life Spark: 28	H/W: 8'1 tons
Weapons:		
- Quasar Cannons (1D6) (500') (Robot only, Extended range)		
- Missile Launcher (1D8/1D6/1D4) (300'-5/10/15") (Heat-seeking, Integrated)		
Modes:		
- Robot (50 MPH, 295 FPA) (Danger Sensors, Rapid Assault, Transmetal Shell)		
- Cheetah (50 MPH, 295 FPA) (Attribute Boost, Danger Sensors, Rapid Assault, Transmetal Shell)		
- Aerial Mode (Mach 7 ~4620 MPH, 29720 FPA) (Danger Sensors, Flight, Rapid Assault, Transmetal Shell)		
Aptitudes and Skills:		
- Acrobatics (R=9) (L=3)		
- Charisma (R=4) (L=1)		
- Computer Operations (R=7) (L=1)		
- Espionage (R=7) (L=1)		
- Investigation/Deduction (R=4) (L=2)		
- Piloting: Air (R=6) (L=2)		
- Tracking (R=6) (L=1)		
- Attribute Boost (Speed +2 80 MPH, 350 FPA, -1 Endur per 5 rounds)		
- Danger Sensors (Skill Test to Activate)		
- Flight		
- Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)		
- Transmetal Shell (+2 Endurance Points per hour, +1 Life Spark, not effected by energy flux)		

Dinobot-

Function: Frontline Combat Group: Maximal

(Once served as Predacon) As if torn from the pages of Earth's prehistoric past, a vicious velociraptor breathes again! But Dinobot is no ordinary 'raptor, he's a robot in disguise battling beside his heroic teammates, the Maximals! Armed with a spinning cyber-slash tail weapon and always hungry for battle, Optimus Primal considers him a natural combat expert who has clawed his way to the top one victory after another!

<u>Dinobot</u>		
Str: 8	Rank: 6	EM: 10
Endur: 5	Cour: 9	FPA: 205
Speed: 9	Int: 5	Size: .25
Fire: 6	Skill: 6	Acts: 3

Endpts: ~10	Life Spark: 27	H/W: 8'7"/ 11 tons
Weapons:		
- Cyber-Slasher Sword (2D8 +1D8m) (Reach) (2-Linked, Robot only)		
- Bite (1D8 +1D8m) (Reach) (Veloceraaptor mode only)		
Modes:		
- Robot (35 MPH, 205 FPA) (Big Guns, Martial Combat Master, Prodigy, Repair System)		
- Veloceraaptor (35 MPH, 205 FPA) (Big Guns, Biomechanical Shell, Martial Combat Master, Repair System)		
Aptitudes and Skills:		
- Acrobatics (R=5) (L=1)		
- Bureaucracy (R=7) (L=1)		
- Espionage (R=6) (L=1)		
- Hiding (R=8) (L=1)		
- Investigation/Deduction (R=6) (L=1)		
- Security (R=6) (L=2)		
- Survival (R=8) (L=2)		
- Tactics (R=9) (L=1)		
- Big Guns (Cyber-Slasher Sword)		
- Big Guns (Bite)		
- Biomechanical Shell (Protected from magnetic fields and energy pulses)		
- Prodigy		
- Martial Combat Master (1D8/1D10/1D12)		
- Repair System (System repairs 1D4 5 minutes after leaving battle)		

Beast War Predacons

Megatron-

Function: Predacon Commander Group: Predacon

Millions of years ago, Tyrannosaurus Rex ruled the Earth. Today, Megatron plans to do the same! Duplicating dinosaur DNA stolen from human research labs, the evil leader has re-engineered his body structure and equipped it with fearsome high-tech firepower!

Poisonous paralyzer fluids blast from his gaping jaws, while his powerful pincher claw can cut an enemy in half! Be afraid, Earthlings. Be very, very afraid!

<u>Megatron</u>		
Str: 10	Rank: 10	EM: 10
Endur: 10	Cour: 10	FPA: 440
Speed: 10	Int: 9	Size: .5
Fire: 10	Skill: 10	Acts: 3
Endpts: ~30	Life Spark: 60 (-2)	H/W: 11'/20 tons
Weapons:		
- 2 Missile Cannons (1D8/1D6/1D4) (300'-5/10/15") (Integrated, Robot only)		
- Fusion Gun (1D20, Never jams) (1200') (Integrated)		
- Snap-Claw (1D6 +2D10m) (Reach) (Robot only)		
- Bite (Energ) (4D10) (Reach) (Integrated)		
Modes:		
- Robot (75 MPH, 440 FPA) (Armor, Big Guns, Big Guns, *Flight, Martial Combat Master, Prodigy, Rapid Assault, Targeting System)		
- T-Rex (75 MPH, 440 FPA) (Armor, Big Guns, Biomechanical Shell, Entrapment, Martial Combat Master, Rapid Assault)		

Aptitudes and Skills:

- Astrogation/Navigation (R=8) (L=2)
- Bartering (R=5) (L=1)
- Bureaucracy (R=6) (L=2)
- Computer Operations (R=7) (L=2)
- Con Jobs (R=6) (L=2)
- Demolitions (R=4) (L=2)
- Engineering: Electrical (R=5) (L=1)
- Engineering: Theoretical (R=7) (L=2)
- Intimidation (R=7) (L=2)
- Piloting: Air (R=6) (L=1)
- Research (R=4) (L=3)
- Security (R=7) (L=1)
- Survival (R=8) (L=2)
- Tactics (R=7) (L=1)
- Armor (-2 to all damage)
- Big Guns (Fusion Cannon)
- Big Guns (Bite)
- Biomechanical Shell (Protected from magnetic fields and energy pulses)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Entrapment (Poisonous Paralyzer Fluid 2D6, reach)
- Martial Combat Master (2D10/2D12/4D8)
- Prodigy
- Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
- Targeting System (4 Physical Attack, 6 Ranged Attack)



Waspinator-

Function: Aerial Attack Group: Predacon

Like a rattle snake's tail before an attack, a chilling sound buzzes in the distance as if to forecast approaching danger. Suddenly from the sky the giant wasp appears, revealing it's monstrous face and bulging eyes as it streaks down for an aerial attack! The Waspinator launches its secret wing missiles, striking the helpless victims below with the poisonous power of a robotic cyber-sting!



Waspinator

Str: 8	Rank: 6	EM: 10
Endur: 5	Cour: 7	FPA: 220
Speed: 8	Int: 5	Size: .25
Fire: 7	Skill: 6	Acts: 3
Endpts: -6	Life Spark: 26	H/W: 7'8"/1.5 tons

Weapons:

- Cyber-Stinger (1D4 +1D6m) (Reach) (Integrated)
- 2 Missile Launchers (1D8/1D6/1D4) (600'-5/10/15') ('Smart', Extended range, Robot only)

Modes:

- Robot (25 MPH, 220 FPA) (*Flight, Mode Superiority, Modularity, Extra Senses)
- Wasp (25 MPH, 220 FPA) (Biomechanical Shell, Flight Non-Powered, Extra Senses, Sonic Attack)

Aptitudes and Skills:

- Acrobatics (R=6) (L=1)
- Computer Operations (R=6) (L=2)
- Investigation/Deduction (R=5) (L=1)
- Piloting: Air (R=7) (L=3)
- Photographic Memory (R=4) (L=2)
- Tracking (R=4) (L=1)
- Biomechanical Shell (Protected from magnetic fields and energy pulses)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Flight Non-Powered
- Mode Superiority (Wasp)
- Modularity (At 1 Spark may fall apart, and be reassembled later)
- Extra Senses (Can see electro-magnetic waves/energies, 600' range)
- Sonic Attack (2D6, 30', target must make Opposed Cour. Test or lose 1 action)

Blackarachnia-

Function: Double Agent Group: Predacon

Moving like a venomous shadow under a midnight moon, Blackarachnia is an evil temptress posing as a Predacon double agent! Capable of converting thermal energy into poisonous cyber-venom, she lures Maximals into her darkened den and then stuns them by firing a poison-tipped missile! After restraining them in her powerful legs, she then sinks her fangs into their armor to suck their life-force dry.

Blackarachnia

Str: 4	Rank: 5	EM: 8
Endur: 6	Cour: 8	FPA: 135
Speed: 6	Int: 7	Size: .25
Fire: 7	Skill: 8	Acts: 2
Endpts: -8	Life Spark: 25	H/W: 7' / 1 ton

Weapons:

- Fangs (2D6 +1D4m) (Reach) (Integrated, 2 Linked, Spider mode only)
- 2 Double Missile Launchers (2D8/1D6/1D4) (300'-5/10/15') Robot only)

Modes:

- Robot (15 MPH, 135 FPA) (*Flight, Equipment-Normal, Extra Senses, Sonic Manipulation)
- Spider (15 MPH, 135 FPA) (Antigravity Projector, Biomechanical Shell, Entrapment, Equipment-Normal, Extra Senses)

Aptitudes and Skills:

- Acrobatics (R=6) (L=1)
- Computer Operations (R=6) (L=2)
- Investigation/Deduction (R=5) (L=1)
- Piloting: Air (R=7) (L=3)
- Photographic Memory (R=4) (L=2)
- Tracking (R=4) (L=1)
- Anti-Gravity Projector (May 'bend' the laws of gravity)
- Biomechanical Shell (Protected from magnetic fields and energy pulses)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Entrapment (Webbing 4D6, 80')
- Equipment-Normal (Can produce 1000' of high-tension 'web-line')
- Extra Senses (Can sense sentient forms, and their emotions within 400')
- Sonic Manipulation (Stealth-mode, Self, 12' radius)

Rampage-

Function: Warlord Group:(Transmetal) Predacon

(Also known as "Protoform X")The result of an experiment gone awry, Rampage is an evil titan devoid of mercy. Calculating and fearsome, he is a legend among Cybertrons, and it is rumored that his spark cannot be extinguished.

In king crab mode Rampage uses his hulking claws to generate colossal tidal waves, induce Earthquakes, and trigger landslides. Though his bulk hinders his overall dexterity, Rampage makes good use of his impenetrable armor and multi-weapons arsenal in crab, tank, and robot modes. Galva-conductors on his back channel deadly electric currents that he disperses at will. Rampage customarily activates his Gatlin Cannon to finish off his enemies in a deluge of cluster missiles. All Cybertrons fear his unmatched aggression.

Transmetal Rampage		
Str: 11	Rank: 9	EM: 9
Endur: 11	Cour: 10	FPA: 530
Speed: 9	Int: 9	Size: 1
Fire: 11	Skill: 9	Acts: 3
Endpts: ~100	Life Spark: 100 (-10)	H/W: 13'5 tons
Weapons:		
-2 Claws (1D8 +1D12) (Reach) (Robot and crab mode only)		
-2 Missile Pods (3D4/2D4/1D4) (3000'-5/15/30') (Integrated, Heat-seeking, Armor Piercing)		
-2 Dual-Laser Cannon Mounts (2D10) (1000') (2 Linked, Integrated)		
-Gatlin Cannon (5D4) (1000'-10' radius) (Integrated into tank mode, Robot and tank only)		
Modes:		
-Robot (90 MPH, 530 FPA) (Armor, Big Guns, Energy Attack, Deactivation, *Flight, Rapid Assault, Transmetal Shell)		
-Crab (90 MPH, 530 FPA) (Armor, Entrapment, Liquid Attack, Special Physical Attack, Swim, Transmetal Shell)		
-Tank (200 MPH, 1285 FPA) (Armor, Big Guns, Indestructible Spark, Rapid Assault, Transmetal Shell)		
Aptitudes and Skills:		
-Demolitions (R=10) (L=3)		

- Espionage (R=6) (L=1)
- Hiding (R=8) (L=1)
- Intimidation (R=10) (L=3)
- Piloting: Air (R=4) (L=1)
- Piloting: Ground (R=7) (L=2)
- Piloting: Water (R=10)(L=3)
- Repairs: Weapons (R=8) (L=2)
- Survival (R=7) (L=3)
- Tracking (R=6) (L=1)
- Armor (-10 to all damage)
- Big Guns (Gatlin cannon)
- Deactivation ('Power down' with at least 1 Life Spark, auto-stabilize)
- Energy Attack (3D6, 75', electrical currents-Opposed Roll or lose 1 Skill for # of rounds = to damage roll)
- Entrapment (Claws 3D6, reach)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Indestructible Spark (Rampage has a mutant Spark, that cannot be destroyed by any known means.)
- Liquid Attack (5D6, 150', wave creation)
- Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
- Special Physical Attack (Claw ~ultra attack, 3D6 +1D20m)
- Swim (150 MPH, 965 FPA)
- Transmetal Shell (+2 Endurance Points per hour, +1 Life Spark, not effected by energy flux)

Beast Machine Maximals

Optimus Primal-

Function: Maximal Commander Group: Maximal
 "Organic life is often hidden, sometimes overcome, but seldom extinguished!"

Optimus Primal, the stalwart commander of the Maximals developed his trademark valor and heroism during his role in the Beast Wars. Since returning to Cybertron, Optimus Primal takes on the new role, training his Maximals the methods of conversion -- an art practically lost after the evil Megatron's virus wreaked havoc on Cybertron. In robot mode he wields deflector arms which store energy and then regenerate as energy shurikins. Jump jets on back allow for short-range flight. Has limited insight into past and future. Can see and activate conversion potential in others.

Optimus Primal (Beast Machines)		
Str: 11	Rank: 10	EM: 10
Endur: 11	Cour: 11	FPA: 470
Speed: 11	Int: 11	Size: .5
Fire: 11	Skill: 11	Acts: 3
Endpts: ~50	Life Spark: 60	H/W: 10'/1.7 tons
Weapons:		
None		
Modes:		
-Robot (80 MPH, 470 FPA) (Energy Attack, Energy Siphon, Hover, Martial Combat Master, Prodigy, Reinforced Structure, Repair System, Transmetal Shell)		

-Gorilla (80 MPH, 470 FPA) (Martial Combat Master, Reinforced Structure, Repair System, Extra Senses, Transmetal Shell)

Aptitudes and Skills:

- Acrobatics (R=10) (L=3)
- Astrogation/Navigation (R=8) (L=3)
- Bureaucracy (R=6) (L=2)
- Charisma (R=8) (L=2)
- Computer Operations (R=9) (L=2)
- History/Lore (R=8) (L=2)
- Investigation/Deduction (R=7) (L=2)
- Piloting: 'Water' (R=7) (L=1)
- Security (R=7) (L=3)
- Survival (R=8) (L=3)
- Tactics (R=8) (L=2)
- Energy Attack (5D6,75', Energon shurikins)
- Energy Siphon (Deflector arms, absorb 5D4 of energy weapon damage with Skill Roll)
- Hoover (250 MPH, 1605 FPA)
- Martial Combat Master (1D12/2D8/1D20)
- Prodigy
- Reinforced Structure (R-Level 1)
- Repair System (System repairs 2D4 5 minutes after leaving battle)
- Extra Senses (Visions from the Oracle ~clairvoyance)
- Transmetal Shell (+2 Endurance Points per hour, +1 Life Spark, not effected by energy flux)

- Bartering (R=8) (L=2)
- Communications (R=7) (L=2)
- Computer Operations (R=9) (L=3)
- Con Jobs (R=6) (L=1)
- Espionage (R=8) (L=3)
- Hiding (R=8) (L=2)
- History/Lore (R=6) (L=1)
- Investigation/Deduction (R=7) (L=1)
- Photographic Memory (R=6) (L=2)
- Piloting: Ground (R=9) (L=1)
- Science: Geology (R=5) (L=2)
- Security (R=7) (L=2)
- Survival (R=6) (L=2)
- Antigravity Projector (Allows for near-impossible stunts)
- Burrowing (Strength vs. Material, 17 MPH, 102 FPA)
- Equipment-Normal (Computer input in tail)
- Extra Action (+1 act)
- Machine Dominance (2D4 vs. base Target Number of 8, 14', 1 Endur per command)
- Prodigy
- Roll
- Extra Senses (2 mile seismic detection)
- Transmetal Shell (+2 Endurance Points per hour, +1 Life Spark, not effected by energy flux)

Rattrap-

Function : Intelligence / Surveillance

Expert Group : Maximal

"My mind is my ultimate weapon!"

Wisecracking Rattrap always has something snide to say, and is known as a chronic complainer. Recon and surveillance expert. Fits into the tightest of places. Although weaponless in beast mode, his tail is a major asset -- tactile capabilities grab objects and act as an electro-whip weapon. In robot mode, tail serves multiple tasks - can tap into computer systems, break codes, and pick locks. His resourcefulness and intelligence are major assets to the Maximal cause.

Rattrap (Beast Machine s)

Str: 5	Rank: 7	EM: 10
Endur: 8	Cour: 7	FPA: 205
Speed: 9	Int: 10	Size: .25
Fire: 5	Skill: 9	Acts: 3/4*
Endpts: ~10	Life Spark: 27	H/W: 7'/1.3 tons

Weapons:

- Electro Whip (1D4 +1D4m) (Reach x2) (Integrated in rat mode, Extended range)
- Bite (2D4 +1D4m) (Reach) (Integrated, 2 Linked, Rat mode only)

Modes:

- Robot (35 MPH, 205 FPA) (Equipment-Normal, Extra Action, Machine Dominance, Prodigy, Extra Senses, Transmetal Shell)
- Rat (35 MPH, 205 FPA) (Antigravity Projector, Burrowing, Extra Action, Extra Senses, Transmetal Shell)
- Wheeled Mode (200 MPH, 1285 FPA) (Equipment-Normal, Extra Action, Machine Dominance, Roll, Extra Senses, Transmetal Shell)

Aptitudes and Skills:

- Acrobatics (R=9) (L=2)
- Architecture (R=5) (L=2)

Beast Machine Vehicons

Megatron-

Function : Vehicon Leader Group : Vehicon

"Purification is the key to our salvation!"

The leader of the new world order on Cybertron, Megatron has focused his ruthless energies on a new mission: to restore the machine-like purity of the Transformers. Creating a devastating virus that wiped out the inhabitants on Cybertron, Megatron populated the planet with Vehicons -- vehicle Transformers with no spark. In robot mode - his preferred mode -- Megatron plugs into his diagnostic drone, which controls every aspect of Cybertron. In beast mode, powerful jaws can crush all metals and alloys with ease. Breathes fire or ice. Will stop at nothing to fulfill his twisted vision of a new order.

Megatron

Str: 10	Rank: 10	EM: 10
Endur: 10	Cour: 10	FPA: 440
Speed: 10	Int: 10	Size: .5
Fire: 10	Skill: 10	Acts: 3
Endpts: ~40	Life Spark: 60	H/W: 12'/ 18 tons

Weapons:

- Missile Mount (2D8/2D6/2D4) (300'-5/10/15') (2 Linked, Integrated into chest)
- Dual Thermal Beam Projector (2D10) (1200') (2 Linked, Integrated)
- Bite (Energo) (4D10) (Reach x2) (Integrated, Extended range)

Modes:

- Robot (75 MPH, 440 FPA) (Big Guns, Deflection, Fire Attack,

*Flight, Ice Attack, Martial Combat Master, Prodigy, Transmetal Shell)

-Dragon (Mach 7 ~4620 MPH, 29720 FPA) (Big Guns, Deflection, Fire Attack, Flight, Ice Attack, Martial Combat Master, Transmetal Shell)

Aptitudes and Skills:

- Astrogation/Navigation (R=8) (L=2)
- Bartering (R=5) (L=1)
- Bureaucracy (R=6) (L=2)
- Communications (R=6) (L=1)
- Computer Operations (R=8) (L=3)
- Con Jobs (R=7) (L=2)
- Demolitions (R=8) (L=2)
- Engineering: Electrical (R=9) (L=2)
- Engineering: Theoretical (R=7) (L=2)
- Intimidation (R=7) (L=3)
- Piloting: Air (R=7) (L=1)
- Research (R=8) (L=3)
- Security (R=7) (L=3)
- Survival (R=8) (L=2)
- Tactics (R=7) (L=3)
- Big Guns (Bite)
- Deflection (3D4, Energy, Opposed Skill Roll vs. damage to deflect, cost 1 Endur per use)
- Fire Attack (Fire stream -4D8, 100', 200 ft² barrier)
- Flight
- Ice Attack (3D6 +Opposed Strength Roll to break free, 45', 150 ft² barrier with 5 x3D4 in Life Spark)
- Martial Combat Master (2D10/2D12/4D8)
- Prodigy
- Transmetal Shell (+2 Endurance Points per hour, +1 Life Spark, not effected by energy flux)

Tankor-

Function : Vehicon General Group : Vehicon
 "Among the winners, there is no room for the weak."

A giant power-tank Vehicon, Tankor exists only to crush everything under his treads that he doesn't blow up first. Simple-minded, Tankor is unquestionably loyal to Megatron -- or so he wants everyone to think. In reality, Tankor hides his intelligence, playing the Vehicons and Megatron off of each other so that he might someday take sole control of Cybertron. He wields a flamethrower in tank mode, while head-mounted energy blasters top off an assortment of heavy weaponry in robot mode. One of Megatron's three generals, Tankor is in charge of the powerful tank drones.

<u>Tankor</u>		
Str: 9	Rank: 8	EM: 7
Endur: 6	Cour: 9	FPA: 175
Speed: 6	Int: 7	Size: .5
Fire: 10	Skill: 7	Acts: 2
Endpts: ~10	Life Spark: 36 (-4)	H/W: 10' / 30 tons
Weapons:		
+Plasma Sphere Turret (1D20) (400') (Integrated, Combined)		
+Flamethrower (2D8, draws 4 Endur from biologicals) (240') (Integrated, Combined)		
-Head-Mounted Blasters (3D4) (250') (Robot only, Integrated)		
-Missile Pod (1D8/1D6/1D4) (600'-5/10/15') (Integrated, Extended		

Range, Heat-seeking)

- 2 Cutting Vices (1D4 +1D8m) (Reach) (Integrated)
- 2 Buzz-Saws (1D6 +1D8m) (Reach) (Robot only, Integrated)

Modes:

- Robot (20 MPH, 175 FPA) (Armor, Big Guns, Big Guns, Drones, *Flight)
- Tank (100 MPH, 965 FPA) (Armor, Big Guns, Big Guns, Roll)

Aptitudes and Skills:

- Demolitions (R=8) (L=3)
- Engineering: Electrical (R=5) (L=2)
- Engineering: Mechanical (R=5) (L=1)
- Piloting: Air (R=5) (L=1)
- Piloting: Ground (R=5) (L=1)
- Repairs: Weapons (R=6) (L=1)
- Security (R=8) (L=3)
- Tracking (R=7) (L=3)
- Armor (-4 to all damage)
- Big Guns (Flamethrower)
- Big Guns (Plasma Sphere Turret)
- Drones (8 at a time, takes 5 hours and 3 Endur, last for 24 hours, 4 mile range, 50 EP)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Roll

Tank Drones-

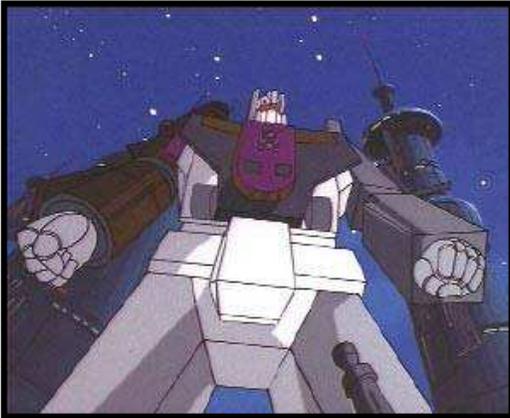
Function : Ground Attack Group : Vehicon
 "The ground of Cybertron will thunder in our wake!"

Tank Drone units are a specialized Vehicon element of drones under Tankor's command. Formidable front line fighters. Often attack in chaotic formations, firing destabilizer missiles in unison, then rapidly retreating in all directions. Anything caught in their path is destroyed. Alloy armor plating protects them from most types of Maximal artillery, but firepower drops significantly after firing missiles. Not effective during lengthy firefights.

<u>Tank Drones</u>		
Str: 9	Rank: 6	EM: 9
Endur: 7	Cour: 9	FPA: 175
Speed: 7	Int: 5	Size: .25
Fire: 10	Skill: 7	Acts: 2
Endpts: ~7	Life Spark: 27	H/W: 9' / 8 tons
Weapons:		
-2 Destabilizer Missile Pods (2D8/2D6/2D4) (600'-5/10/15') (Integrated, 2 Linked, Extended Range, Armor piercing)		
-Mortar Cannon (1D8) (400') (Integrated)		
-2 Pinchers (1-2 +1D6m) (Reach) (Robot Only, Integrated)		
-2 Buzz-Saws (1D4 +1D6m) (Reach) (Robot only, Integrated)		
Modes:		
-Robot (20 MPH, 175 FPA) (Armor, Big Guns, *Flight, Rapid Assault)		
-Tank (120 MPH, 1155 FPA) (Armor, Big Guns, Rapid Assault, Roll)		
Aptitudes and Skills:		
-Architecture (R=5) (L=1)		
-Demolitions (R=8) (L=1)		
-Piloting: Air (R=4) (L=1)		
-Piloting: Ground (R=7) (L=2)		
-Security (R=4) (L=1)		

-Tracking (R=5) (L=2)
-Armor (-2 to all damage)
-Big Guns (Mortar Cannon)
-Flight (*Decepticon 150 MPH, 2895 FPA)
-Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
-Roll

CHAPTER 8: THE MASTER OF THE HOUSE (GAME MASTER'S NOTEBOOK)



Having been a Game Master for many types of role-playing games, I truly understand the importance of 'good' Game Mastering. Though every player adds or takes away from the thrill of running a Transformers episode, the Game Master is the one who affects this delicate balance the most, and, therefore, is most in need of being creatively attuned.

In this chapter we will discuss the ways Game Mastering a Transformers game might be different from other genres of role-playing games. We'll discuss the qualities a good Game Master needs to have, things to consider when starting up a game, and plot devices used by professional writers that can be used when creating episodes for a Transformer campaign. At the end of this chapter you can find an introductory episode called, "*The History Lesson*." This episode is specially designed to allow GM's to take their players into any era of Transformer history.

THE BURDEN HARDEST TO BEAR

There are seven qualities every Game Master should possess in order to good at what they do. The better the player is at these seven qualities the more likely others will enjoy themselves and come back for more, episode after episode.

Interest in the Setting-

Though it may seem second nature, the Transformer game really requires the majority of the players to have an interest (at a nostalgic level at the very least) in Transformer fiction. It is most crucial, then, that the GM knows, understands, and is interested in the world of the Transformers, and the many stories that surround this setting. If the GM does not know much about the world, the game can become very homogenized, and lose the elements that make it unique to this genre.

A Game Master might even consider reading up through comics, watching old cartoon episodes, or reading through a tech-spec archive to get a firm feel for the flavor of the science fiction being used and the basis for why things are the way they are in the Transformer Universe.

Enthusiasm-

A good Game Master will need to be able to maintain the excitement level, even when the players start off indifferent. It takes a great deal of energy to

come off of a week at work or school and suddenly try to create this fictitious story environment, breathing life into the many characters a GM controls. On top of this, the GM has to be able to lend sound effects and gestures to punctuate the scenes of their episodes. He/she should be a ball of energy that keeps the game rolling, regardless of the energy levels others bring with them.

Knowledgeable-

Of all the players playing the game, the GM must have the greatest grasp upon the rules. Though the focus of this game is not on rules, it is still important that the ones being used are either memorized, or marked for easy access. Imagine what combat would be like if a GM had to stop after each action to read up on what the Target Number should be, or what the effects of a knockback does. Quickly, the combat becomes slow and cantankerous. The GM not only needs to know the rules, but the GM needs to know the basic features of the Transformer Universe (as described under setting). Once again, the GM can be very enthusiastic but if he/she has to look up the name for, "those bad-guy robots" the game will quickly become dull. Other areas the GM needs to be knowledgeable in are: drama paradigms, science, literature, math skills, weights and measurements, and technology. A good understanding of these areas will give him/her a wide range of tools while running a game.

Can Bring the Game to Life-

Throughout this book there is a lot of mention of adding realism or breathing life into things. While role-playing games have gotten a bad rap in the past, it is important for those who have never played to understand that role-playing is not about replacing reality. Instead, it is a form of entertainment very similar in quality to movies and books. Like movies and books, it allows the players to think about and pseudo-experience fictitious situations, that are far different from their everyday life.

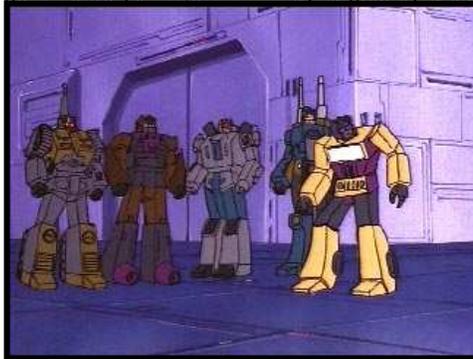
This entertainment is part of real life, that is, the game is a sharing of talents in the areas of acting, designing, writing, and problem solving between friends. By playing, the players share these abilities with one another; sometimes trying to one-up each other in a competitive fashion (be the better thinker, better actor, smarter designer), sometimes using them in conjunction with each other to coordinate a wonderfully creative result. As with all

things, some people do not approach this form of entertainment in moderation. Just like there are sports junkies who spend a great deal of their lives huddled in front of the TV, watching games that other people are playing -some people are role-playing fanatics (of maybe fan-addicts). When the book talks about making things more 'real', it in no-way is implying to try and replace REAL REALITY with Transformer fiction. Instead, like books and movies, role-playing games gain in entertainment value with the more detail that is put into them. This process of adding details is what we are referring to as "making it real."

Now that we've stated this... A good GM will have the ability to give rich descriptions to the players during the game. He/she will try to help the players visualize what their Transformer world looks like (just like an author uses details, description, and sometimes illustration). Finally, he/she will try to portray the non-player characters in a dramatic way, showing their differences in personality, motive, and maybe even voice style. By making the game rich and detailed, the GM adds entertainment value for the players, and creates a masterpiece of cross-categorical art he/she can be proud of.

Organization/Planning-

To pull off a Transformer campaign, a GM needs to be able to think with a lot of foresight, and do a lot of work outside of the actual game to make the stories make sense, hold a plot, and move smoothly in the game. As a rule of thumb, a good GM puts in about an hour's work for every hour spent in the game. Since some game sessions last as long as six hours, this can be a lot of extra work (especially when the GM has other, more important, commitments like family, work, or school). Nothing discourages players from investing themselves in their characters more than a GM who doesn't put any time into writing out the story, or planning out the episode. I have found that many GMs love to brag about how they can just "make up" a story as they go along, but I have found that these are the same GMs you want to stay away from. Their stories rarely make sense, they drag on and on, and tend to feature GM characters as the backbone to the storyline. Think about it, who wants to play a game where the



most significant character is run by the same guy that runs the bad guys -the victory is pretty much decided before the battle.

Planning is also important because it can save you from having a gaping hole in your story. Nothing is more humbling then hearing a player question why or how an enemy would do a certain action and not having any reason to give them. For the players' own entertainment it is important to see to it the enemies are well matched, and that their plan provides a real threat to the players. Without looking into this, it is easy to end up with the players pulling out some ability you had forgotten they had, and cutting right through what was supposed to be an hour-long battle sequence to win the game. It's not fun for the player...less fun for the GM who drew maps, made stats, and outlined the battle. When planning an adventure, a GM should at least write out a plot outline for every major scene, write up all the enemy stats for easy access during play, and sketch the maps of the areas that will be visited. Doing these things will allow an episode to flow with the dynamics of a cartoon or comic book.

Organization can help a GM to keep track of the many notes and point totals that need to be gauged during an episode. It also helps the GM to approach the players in proper order and in a level manner so that one player doesn't end up hogging all the game time.

Flexibility-

A quality that has kept several of my personal games from being successful, a good GM can change tactics or story features at a drop of a hat. He/she must be able to see the game from a player's point of view, and adjust his/her concepts to meet the players interests or ideas. The GM must know when to say "no", when to say "yes", and when to say "yes...but." The GM must know how to adapt rules to the situation presented, and not always worry about whether their way is right or not. At times a GM must even be able to completely change the course of events that were supposed to take place just because a player came up with an idea out of left field (this happens SO often). While flexibility is a necessary quality, remember that a mile of Flexibility can't replace an inch of planning.

Well Read-

If you ever want to improve your ability to write and judge a role-playing game, the simplest solution is to improve the number of books you read (or the way you read them). A GM who has read a wide variety of books will have many plot devices to 'pull' and use in his/her episodes. Each book explores new ideas and new types of conflicts that could be modified for a Transformer game. Also, the authors' styles of describing action can be useful for the GM who stumbled for new ways to dynamically portray the scene for the players. Keep in mind that it is better to read a diversity of material with different authors, genres, purposes, or classifications than to focus primarily on sci-fi. Doing this will bring new ideas into the GM's mind, that he/she can then cross over to their game as something fresh and new - unseen in this sort of genre.

With these seven qualities, a GM can run a very successful game. One which gives them the satisfaction of seeing their story blossom, and one that holds the interest of players and challenges them.

CHANGING GEARS

While all role-playing games have certain similarities in rules, and game play, the Transformer game contains a few elements that make it uniquely different and can quickly create problems for GM's who maintain notions they held while judging other games.

THE GOAL OF THE GAME

The player objective is the first element of the Transformers game that is glaringly different. In this game a player's goal is not to continuously improve one character to the point that they are 'all powerful'. This game is all about ingenuity and creative design. The main goal of any player should be to collect EP's to use to bring other character concepts into the game (giving them 'life'). For this to work, a Game Master has to be less protective of the player's characters. If he/she bends the rules to prevent their death or allow them to do more than what is normally allowed, the players will not be as encouraged to build better, alternately skilled characters.

Seeing as the goal is to build characters, the Game Master has to create opportunities in game play for the players to do this activity. This is a

very difficult thing to do in the right moderation. Every game can't be about new characters, or otherwise the importance of the individual character is lost. Still, some players will not have the reserve to save up their EP's to any great amount. Instead, like kids who just got a meager allowance, they will be itching to spend it on whatever they can. For this reason, a GM needs to consider when in a campaign new characters will be allowed in. It is best to offer a few 'off-camera' creations of characters, to satisfy the players that just love to spend EP, but still do a creation-based episode every dozen episodes or so, for really big introductions.

As a side goal, 'tweaking' the powers and abilities of a previously made Transformer shouldn't be frowned upon. Every player will probably have one creation they just absolutely fall in love with playing. -This is a good thing! As long as their character's abilities don't begin to overshadow the other characters they should be allowed to improve their character as the game progresses. By its design, the Transformers Role-Playing Game has built in cut-offs that should keep a character from becoming so diversified in their abilities that they would not need to start another character. Yet, since there is quite a bit of room for linear improvement (raising the Skills and Aptitudes a character already has), the GM should have the players play a weaker character, until the episode reaches a point that would significantly challenge their 'improved' character. Likewise, the GM will eventually need to design episodes specifically for the group's heavy hitters (characters with designs similar to Optimus Prime, Metroplex, and Superion). The need to keep all the player's characters involved is discussed below under, "Troop Play."

TROOP PLAY

Because the main focus of the game is creation of new characters, it is not atypical for players to wind up with four or more characters throughout the course of the game, all of which are active in the campaign. This can present a number of problems for both the GM and the players, if not handled with some forethought.

First, it is important for the GM to have the players rotate the characters they are using (at least every few episodes). This keeps the game fresh, and will eventually give each character a chance to 'shine' with their skills and abilities. Knowing that they will be playing their entire 'spread'

of characters encourages players to hold on to their EP and use them wisely. This will curve some of the players who usually want to spend EP the second they get it.

"Troop play" does create certain conflicts for players. Players will tend to prefer particular characters, and some players will be less adaptable with their 'off' characters. They may spend a whole episode wishing they were playing their favorite, instead of developing and using their current character to the best of their ability.

A problem GMs will face is in creating personalized story arcs. As with other games, writing a chain of episodes that involve a particular character's background or skills can really draw in that player and get them excited about the game. Yet, when rotating characters, maintaining this kind of storyline may be difficult.

The solutions to these two problems are not simple. For the problem faced by the players, most the burden falls on the GM. The GM has to conduct episodes that will exploit the players' characters' abilities and personalities. Doing this the right way can shift the players perception, and make them feel a stronger connection with their 'off' character. Another method to handling this issue is to allow multiple characters to be used in the same episode. In a game like this, players can select 'the right tool for the right job'. This gives their favorite character a brief cameo, and allows the player enough fun to get over having to play their 'second best' character. As for the GM's problem with creating personalized story arcs, the solution is much simpler. He/she could either arrange with the player ahead of time to have them play a particular character for an episode, or use the troop style that allows them to play several characters in each episode. This would allow the character to be present for all the necessary moments, while still allowing the player to diversify his/her roles.

Another problem facing the GM when running 'troop-style' games is that, they can be especially hard to plan for. If the wrong characters are selected, a GM's episode might become next to impossible, or a piece of oil-cake. One trick is for the GM to write the episodes to be adjustable. To do this, he/she makes it so that the enemies can quickly be changed in number and strength. Also, the problems the players encounter should have open ended solutions (you wouldn't want to write an episode where the only way to figure out the plot is

to use the Tracking Aptitude, then play it with a group of characters without this Aptitude). The other approach is to do the opposite. Make each episode with a specific cast of characters in mind, and tell the players ahead of time which of their characters they will be playing. This method makes for very well-matched games that provide the players a chance for each of their characters to make a true difference. The down side to this solution is that a player may have to play a character they just aren't in the mood to take on. Ultimately, a good GM uses both tricks alternating between writing wide-open scenarios and those with a specified cast.

The last problem often seen by players is referred to as 'overshadowing'. When players have less powerful characters working in conjunction with a character that has double or better the number of EPs, it is easy to see how they might feel a little 'inadequate'. It is important for the GM to take note of how powerful the characters are and how balanced the mix is. The type of players the GM is catering to, also, has a large effect. Some players are very good at building deceptively weak characters, who take advantage of certain rule anomalies, and thus are able to have major impacts. In reverse, there are some players who, through their ignorance of the rules or their dullness of mind, can be given a Fortress Maximus character and still get defeated by Laserbeak. So, player strength should be figured in with the character's strength when a GM is trying to build a well matched team. Keep in mind that it is not always as important for the characters to be equal in power as it is for them to be equally essential. Even if a player feels less powerful than a comrade, if they feel it is important and necessary for their character to be in the episode, they will still enjoy the game. Role-playing requires that everyone has a 'role' to play.



RULES VERSES RULING

Many role-playing games contain very specific, well defined rules that can be used not only for a relaxing game with friends, but also in tournaments where one can compete against others in their ability to use the system and conquer certain scenarios. Though the designer of this game would be delighted to see Transformers the Role-Playing Game presented at a con', the game is not well lent to tournament play due to its open ended rules. Instead, the game accommodates GMs and players who love story telling and need a certain degree of flexibility to come up with fantastic dilemmas and equally fantastic solutions.

When playing this game, keep in mind that the GM's job is not to be able to dispute rules, but to make quick, transient rulings to further the story and aide the players in feeling challenged, yet powerful all at the same time. Even the 'hard' numbers given in this book for things such as Speed and range and the such can be pushed aside if the GM sees it necessary for the entertainment value of his/her players.

Because of its interpretive nature, players who like to exploit rules, and those who have a hard time understanding that the GM is not an antagonist, will not get much out of this game. Likewise, GMs who want to put the players through the wringer, will find it far too easy in this game, and might find better sport somewhere else.

CHARACTER DEATH

In many games, Game Masters try to shy away from killing off the characters in fear of ruining the campaign. Players draw close attachments to their characters, and invest a lot of time into thinking about what they want their characters to achieve in the game. Transformers is different. In this game GMs should not fret if a player's character is killed off. The game is specifically design to have a highly detailed character creation system. Making new characters is part of the fun. The GM is encouraged to simply award the player the EP he/she earned to that point, and send them off to make a new character (meanwhile, the GM has to conceive how this character will be introduced).

It is nice to have a player who gets into their character, but keep in mind that main story for Transformers is about the fight between good and

evil, not about a single Transformer rising to great power. Players should always be looking for how their character can further the story, not how the story could further their character. Thus, dying should be seen as a very noble thing (in some instances). As long as the player has EP to build a new character, they should be let back into the campaign (if they don't have enough EP to build even a basic character the GM might ask the other players to mercifully donate some of theirs).

TRANSFORM MODES

If particular care isn't taken by the GM, having a transform mode might be obsolete to the player (thus making the setting of this game arbitrary). If the ability to transform is not employed (or ever necessary) the game loses much of its glamour. The GM must take special care in this game to remember what mode a player is in and consider how the construction of that mode would benefit or halter the player. This point can be taken to the extreme with a GM who makes players transform every time they come across a pot hole, or else take damage.

Obviously there is a fine point to this that helps glorify the ability to transform without over stating its importance. When designing episodes the GM should look for ways alternate modes can be used and how the player's enemies might be able to take advantage in this area. For an interesting twist, see what the players do when the plot leaves them stuck in one mode or the other.



GETTING "THE FEEL"

With any sci-fi game it is important to set a tone that clearly spells out how different the world is for the characters, and maintains this difference throughout the game. If the GM slips and describes things in mundane terms, it will shatter the illusion

of a futuristic setting and make the game more comical in nature.

"The feel" of a game is mostly established through the physical settings the GM establishes, the conflicts the players encounter, and the terminology used during the game.

When it comes to physical settings, the GM should remember that weird alien places help accentuate the difference between reality and science fiction. Bazaar settings such as the metal world of Cybertron, the wreckage of the Ark, or the energy laden world of Beast Wars punctuate that the episode doesn't take place in present-day suburbia. Even if you are playing in a present-day timeline, this setting would be alien to the Transformers, and thus should be described as if they were alien to the players (this can create a few opportunities for laughs). The scale of this normal world is also warped. Most Transformers are over 10 foot tall, making the world around them seem very different than it would to a human. In this game, you don't have adventures inside houses or fortresses, unless they were made to host these giant beings. Meanwhile, this 'normal' setting is intermixed with areas affected by Cybertronian technology, and populated by made-up characters (like senators and world leaders who don't really exist).

The problems the players face will also help create the feel of the Transformer Universe. If the players are always fighting terrorists, or saving people from Earthquakes, the genre loses something (though these are both great conflicts when mixed in sporadically). No, what the players want, is what they see in the comics and on TV -an all out battle with Decepticons or the such. Another way the conflicts need to be different is in the danger level. You can't create a fantastic setting while having the players worrying about raising money to build a space station, or spending a whole episode trying to catch Frenzy after he ripped off an old lady's hood ornament. The broader conflicts involved in the episodes have to have an element of danger that is not present in everyday life. Now and again (but not too often) the danger has to be truly dramatic (destruction of the Earth/universe), to punctuate the rich fiction that surrounds the Transformers. Yes, the conflicts the players face define who their characters are in the game (whether they're "ordinary Joes", or Awesome futuristic machines).

Terminology is the last thing that helps to give depth to a sci-fi setting. Every work of sci-fi

has its own technical tell-tells. Whether it's lightsabers or Warp speeds, the terminology of a sci-fi setting defines the setting and attaches it to other works within that realm. Transformers is a rich-fiction, a fiction that could never take place, and makes no attempt to base its workings on true science. While the Transformer Universe has certain understood principles, and defined terms (Energon, Quantum Space, Spacebridges), much of the terminology that is used in it will be tongue-and-cheek. That is, it will be what sci-fi fans call "techno-babble"; technical-sounding terms that replace their every day counter parts. For example, instead of saying, "I'm going to tear your heart out and feed it to the dogs!" a Transformer might say, "I'm going to rip out your power-relay core and sell it to the Junkions!" When using techno-babble keep in mind it can be over-used. Using it to often, or being overly wild with it makes the whole thing seem ludicrous, and quickly turns the game into a joke.

HARD NUMBERS

Hinted at momentarily under the '*Rules and Ruling*' section, this point deserves reinforcing. This game gives the players many 'hard' or precise figures involving weight, distance, volume, or speed. In hindsight, a system of abstract values might have been better for these designations because the game was never intended to be held up with calculations of "how fast a player has to travel to catch up," or "How much space does a 2' x 15' x 3.54' object take up." Nor was this game designed under the notion that players would run off to get a reference book to see of their character who can lift 50 tons, can lift a loaded semi truck.

Truly, the only numbers in this game that should be considered "hard" (non negotiable) are those involving Tests, combat, and damage. All other numbers a really just a way for the GM to reason what might be possible and what would definitely be impossible for the characters. Players should be warned at the beginning of play that the GM has to make spur of the moment decisions on this information that may, or may not, truly reflect what is practical given the numbers in this book.

STORY

The story for a Transformers episode is, also, uniquely different than the types of tales told in other role-playing games. The episodes have to be driven more by plot than anything else, because the

characters won't be motivated by self-improvement (since the design of the game doesn't cater to this). This requires an extra amount of thought on the GM. He/she can't just throw something together, because if it's not well planned -if the reason for the players to get involved isn't strong, the episode could flop.

Another oddity is that the story is only *occasionally* linear. By this I mean, the plot and happenings of one episode only affects the others when it fits into the GM's design. For example, in one session the players might demolish a space station during a firefight with the Decepticons, and yet in the next episode the governments aren't putting them on trial or asking them to help rebuild it. But, if the GM sees an opportunity to create a tangent story arc, or change the dynamic of the setting he/she has developed, he/she might do so. So, if it serves the GM's purpose, an enemy spared in one episode might call it to mind in another and do a favor for the players. The general idea is that the GM is not held to make each episode correspond in a tight-knit timeline. Instead, there's a sort of imaginary 'reset' button that is hit between adventures, moving things along and erasing all the events that weren't significant to the larger picture. This also accounts for why the players can't "go get that time distorter they spent all of last game building and use it in this episode to screw-up the enemy's plans."

There is a trick to this, in that emphasizing the absence of certain condition leads to the whole game feeling hokey. That is, a GM wouldn't want to begin the episode by telling the players "not to worry about the space station they destroyed", or that, "the ball park that was bombed last game was rebuilt just last week." The trick is just not to mention it. Only draw attention to the things that are part of the current episode, or that the players are concerned about (and then try to deal with them rationally since they are of interest to the player).

TIMELINES

The many eras of Transformer fiction leave a broad range of situations for the players to take part in. In most role-playing games there is only one setting available for players, or at best a few. In this game, however, there are no less than 5 different (well-known) settings the players might wish to take part in. Because of this, it is hard for a GM to write a 'universal' episode that he/she could

reuse down the road with a different group in a different setting (the same is true for pre-made, published episodes). Thus, each GM must focus on one setting and tailor their games to that setting and the situations that surround it.

Each timeline provides its own set of 'given' circumstances, and places limitations on Scales, Skills, and Weapons available. The GM running the game should be well versed in the particular setting chosen by the group (a great GM in one setting may not have the prior knowledge to be even decent in an alternate setting). He/she should decide before the players create their characters what kind of Scores, Scales, Aptitudes, Skills, and weapons he/she will allow for that time period. The Game Master may run into difficulties with the players using their 'out-of-game' knowledge to manipulate things in a given timeline. That is, because they may know what events will be happening (do to the continuity of the Transformer Universe), they may try to take advantage of this information even though the characters they are playing wouldn't be aware of it.

The ideas of timelines, and the difficulties a GM faces because of them are large enough they deserve their own section later in this chapter.

THE REFORMATTING

In the last chapter you may have read the basic history(ies) of the Transformers. How can they affect play? As a GM, you want to consider a few things before starting your Transformers campaign (a campaign is a series of episodes). One of those things is what timeline you will be playing in. First, remember that the point of this game is for every player (including the GM) to have fun.

To accomplish this, the players must feel



that their characters are accomplishing something with each episode. For the *GM* to feel good about the game he/she must have a general understanding of the timeline the characters are in. More over, the *GM* should have an earnest enthusiasm for the setting. Having enthusiasm for the setting will make writing episodes and adlibbing scenes easier and more comfortable. The catch is, the more familiar timelines, tend to provide the fewest opportunities for the players to feel like 'stars' (unless the players are using characters that are already established in that setting). For example, Two Ton's victory over the Sharkticons at the beginning of this book might seem insignificant in a timeline where Rodimus Prime has defeated Unicron. Yet again, if the *GM* goes to the trouble to write up a whole new setting, players might still be disappointed that the setting is not 'connected' to the timelines they are familiar with.

That's the 'catch 22'. A pre-established setting chokes out the players' ability to accomplish something great (they're always in the shadows of the established characters), but a new timeline doesn't hold the familiar people, events, and places that make the game 'feel' like Transformers. The following are some notes on different ways to deal with the setting. Regardless of how the *GM* deals with the issue of 'setting', it should always be discussed with the players so that they can get a feel for what the game will be like when they make characters, and can give the *GM* feedback on what they want from the 'story'.

Playing Established Characters-

Some players (and *Game Masters*) will prefer just to play 'Established' characters. This may not seem all that creative, but allows the players and *GMs* to take control of the Transformers they've always loved and admired. The episodes may cover new story ideas, but just use the characters and setting of the pre-established timeline. Further, they can play story arcs right out of the cartoons, movie, or comics.

When playing established characters, the *Game Master* should OK which characters the players are starting with. The players build those characters based off their tech-specs (the write ups found on the back of the toy box), and give them Skills and Aptitudes based on what the character commonly does in that setting. After being built, the *Game Master* should check the write-up and make sure it is done fairly. In this sort of game, the players do not improve characters as they gain

Episode Points. Instead, they use the points to 'unlock' other established characters to use during the campaign. For example, a player starting out playing Cheetor in a Beast Wars campaign might save up until he/she has enough points to introduce (i.e. build) Tigertron into the campaign.

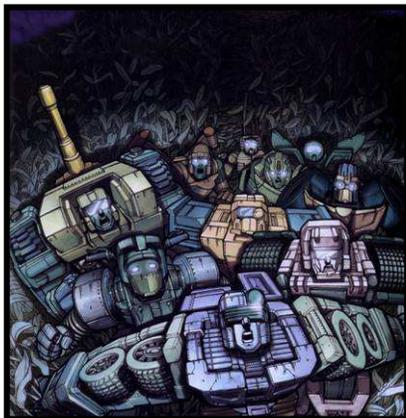
The down side to this sort of set up is that, it is extremely limiting on the players' creativity. Most players enjoy the freedom and thrill of creating new characters (a desire that this game aims to exploit) and coming up with how they act and think. Besides the lack of creativity, this kind of game can run into some problems when a bad die roll changes the whole scheme of the setting (Megatron rolls enough damage to wipe out a player's Optimus Prime within the second game of the campaign). When things don't quite come out as they would in the comics or cartoon, players feel the same distancing as described in the last section.

Off-Camera' Timeline-

One good way to deal with setting is to place the characters just off camera. This means that they can interact with all the typical people of the timeline, but much of what they do wasn't recorded in the comics, cartoons, or movies. For example, maybe they were at the battle against Unicron, but were assigned some secondary mission (like taking back Cybertron's surface defense from the Decepticons and using it against Unicron).

If you think about it, for as many characters as there are in the Transformer Universe, very few were shown in each episode of the cartoon or comic. So what about those that weren't shown? They had to be doing something! Most likely they had other missions to attend to (actually, most likely it was cost prohibitive to include them all in each episode). This could be the same paradigm the players are put in. Just how far off camera the players are is up to the *GM*. The game could even be set on another planet from Earth or Cybertron and just have occasional ties to the events or characters there. Perhaps the players are a group of Autobot Explorers sent out to scout for energy after the Ark didn't return. They have been waging a war on their planet simultaneous to the Generation One Transformers' battles.

The drawback to this type of setting is that, the outcome of certain things is already known. Players in the Beast Wars timeline know that the alien doomsday device gets destroyed and the



Maximals find away back to Cybertron. A GM might be tempted to change these events, or even put the characters in the role of making them happen. This type of tactic is

warned against. Just like in a new setting, having things happen differently in your setting creates a wedge in the players' minds. They begin to see the game less and less in the nostalgic light it was meant to be played in. They are distanced from the known setting by these incompatible events. Also, putting them in as the main heroes in an established battle doesn't quite have the effect of making them feel accomplished. Instead, it makes them feel like pinch-hitters. They feel like they're there more because the GM felt sorry for them, rather than it being their character's time to shine.

Vague Timelines-

This idea is a nice loophole for playing new characters but having them in familiar or pre-established timelines. Simply find a part of the timeline that was never fully developed and place the characters there.

For example, the history of Cybertron prior to the Generation One Transformers is very sketchy.

Maybe the players are leaders in the Slave Revolt, or chiefs of security fighting of the first wave of attacks by Decepticon Terrorists in the Great War. Or what about the journey of the Ark from Cybertron to Earth? Were there other stops? With such a long trip, it seems likely for other events to have happened. A campaign of this kind is interesting in that certain elements of it are established, yet a large chunk of it is open for the players to carve out their own niche. The GM still has the option to insert familiar NPCs (nonplayer characters), but can also make his/her own.



Some notable areas of vagueness include... All of the timeline up-until 1984 (when the Generation One Transformers were reactivated). Between 1990-2005 there seemed to be a lot of changes that took place, but not a lot of explanation for why. How did the Decepticons get control of Cybertron? Where did all the new 'Cybertronian' Transformers come from? What happened to The Ark? Why did they build Autobot City? How were the moons around Cybertron formed? How did the Autobots establish outposts on the moons? Other vagueness includes the changes leading from the New Golden Age up to the Beast Wars Saga. Also, (though this is more of an 'off-camera' idea) what was going on on Cybertron while Optimus Primal's crew was lost in time and space? Last, what happens after the Beast Machines Saga? Is Megatron really dead? Will Cybertron stay partially organic? These are all great places to start a campaign.

Alternate Timelines-

This kind of setting verges on being an all-new setting for the GM to create. Still, if done correctly, an alternate timeline can provide enough familiar ambiance to keep the GM comfortable and the players nostalgically happy.

An alternative timeline takes what has happened in the established timeline and changes it ever-so-slightly. The key to doing this without it seeming weird is to come up with a good reason for why things are happening differently. The Beast Wars series came close to establishing this kind of setting. Megatron (back in time) discovered the Ark and tried to destroy it long before the Generation

One Transformers would have ever awoke. If he were to have been successful, a whole alternate setting would have developed. It would have created an Earth that had never known Optimus Prime, or the original Megatron. In other words, an Earth ripe for the GM's own villain to plunder and for the players' characters to defend.

Alternate timelines can get really tacky for the players if not well done. It might be best for the Game Master to start the Characters out in regular continuity, and have them experience (through a gaming episode) the event that has cast them into an alternate timeline.

Some interesting ideas include... Entering a 'parallel dimension' where Autobots are evil and Decepticons are good. Instead of the Ark crashing to Earth something stops it, allowing it to continue its mission. Having humans discover Cybertron while exploring space and bring back deactivated Transformers for study. Better yet, maybe Earth has been destroyed by nuclear war, and a human 'Ark' crashes on Cybertron filled with refugees and human technology. Last, what about all the stasis pods on primordial Earth? The Maximals didn't take everyone with them, maybe some of these pods get activated and continue to effect the Earth's future by their battles in the past.

As you can see there are literally millions of ways you could go with an alternate timeline, which makes each one unique, yet still familiar. As with each setting type, there is a down side. Playing alternate timelines can cheese off players when their favorite moments/characters in Transformer history are taken out of the picture (can you imagine what fans would have done if the first generation Optimus was really destroyed by Megatron during the Beast Wars?). Also, this type of setting takes a lot of planning and thought to get started. Nay I say, to do this well, the Game Master must put in a lot of planning and thought.

New Timelines-

The last alternative the Game Master has is to just establish his/her own Transformer history. Hasbro has done this, themselves, with the cartoon, "Transformers: Robots in Disguise." Creating a new timeline allows the GM and players to sprinkle in characters, places, and events they like from the official timeline while still creating something new. This kind of campaign can be really freeing from a creative stand point (a GM can have Megatron,

Galvatron, and a Villain of his/her own creation working on the same team without ever giving and explanation of 'how'). Anything is possible in a 'new timeline', and things that the GM or players don't like can be taken right out of the game (Optimus never has to be killed by Megatron).

The 'other hand' of this approach is that it can be too 'abnormal' or too distanced for players to like it. It can also be quite a lot of work for a Game Master to come up with the precepts of the campaign and any back stories that are necessary. It is a good idea for the GM to make the players fully aware of what his/her campaign will be like before they choose to play. This is because many players are dissatisfied with the idea of playing a game of Transformers, too far out of line with the normal continuity. Again, this game system holds a great deal of nostalgic draw, when things aren't going to be anything like how players remember them, it loses that draw.



DARK DESIGNS

Writing your own Transformer episodes is one of the truly rewarding parts of being a Game Master. To be able to put together a story that all your gaming friends can enjoy, and see them bring life to it as they act out their characters and make decisions is certainly a "creative high". Still, writing a good adventure does not come naturally for all GM's, and writing an episode that is not enjoyed, or is even ridiculed can make a GM want to throw up his/her hands.

This section will be totally dedicated into training a new GM in the art of story telling, and refreshing experienced GM's with small ideas they may have never considered.

As you probably learned in your junior high literature class, every story has certain basic parts, the most notable of which are: *characters*, *plot*, and *setting*. With these three basic elements well designed, you should wind up with a top-notch game, enjoyed by all. The real skill being taught here is authorship and story structure. Let's face it, not every GM is really talented enough to be a writer. Still, by simply reading through this section and making some thoughtful choices, any player can put together an evening's worth of entertainment. Below we will discuss each element, how it affects the game, and variations that can be used by a GM.

CHARACTERS

While the GM has little control over the design and personalities of the player's characters, he/she should be conscious of 'who they are'. That is, the GM must really have a feel for how each player will be playing their character, what visions the players have of who the character is and how they fit into the setting, and how each of the characters will interact.

This sort of information can't be obtained until at least one game has been played (even then it might only be partially revealed). With this in mind, a GM should never design the first few games to tailor to the player's characters, instead give your players a chance to establish themselves and get to know the setting and main antagonists these first games.

Also, a GM must note that a balance is necessary between players. Each player must feel

needed and important to the group. That means their characters must possess talents that are unique to the group. The GM should monitor the character creation and encourage players to come up with a diversity of abilities. After all, if every member of the group chooses 'leader' as their function things just aren't going to work out. Likewise, if all the characters are combat oriented and no one is playing the 'thinking-type', things will get boring (even playing combat-heavy games with this type of group doesn't tend to work because the players don't feel special since everyone in the party is excellent at combat).

Player's should feel comradery with the other players' characters (if playing with a group of real life friends this might be natural, if playing in a gaming group this probably won't happen). A GM has to monitor the relationships of the characters. If a player is being left out, the GM might orchestrate things to make him/her essential to the plot (trying to give others some artificial ties to the character). Similarly, if the players are taken back by one character's dominating presence, the GM might try to design the episode to underplay this character (creating scenarios that that character wouldn't likely be effective at, but that the other character's would). The classic example is the player who maximizes the rules to create an all-powerful character. This character prances around, never fearing anything, and never needing the assistance of the other characters. The GM simply has to come up with a plot device that down-plays this character's effectiveness. Perhaps the enemy is a mind controller and it would be too risky for the player's character to be involved in the final fight. What if the character was infested with a terminal computer virus, and was not working up to their normal grade? Yet again, how about an adventure where the GM engages this player against some big deadly foe, then reveals a hidden plot (more significant than the other) that only the other players can foil.

In the end, the GM has little direct control over the player characters, and must use his/her stories to adjust them when needed. When it comes to control, the GM's real control is over the antagonists.



Antagonists-

Though it is tempting to call all of them 'villains', it is important to think of the 'bad guys' in the story as antagonists. After all, not all bad guys are 'vile', many times, the opposing side in a Transformer episode will have motives and methods as equally valid as the Autobots themselves.

Antagonists come in all types. Largely they are defined by their *power-level*, their *motives*, their *ethics*, and their *flair*. Interestingly enough, the first three qualities help build a better story, while the last quality seems to have the biggest impact on how a character feels about the 'bad guy'. GM's should create and introduce a several antagonists with different combinations of these elements. It is always preferable to have more reoccurring antagonists than the one-shot type. For one thing, you can invest a lot more of your time and effort fleshing out his/her abilities and background. You can develop their styles and mannerisms more (getting into the psychology of the bad guy). The other reason for presenting familiar bad guys is that, the players will form relationships with them. They can then build a history of wins and defeats that will motivate them to interact with each one. As a rule of thumb, a GM should keep 1-2 main antagonists (always on the horizon plotting trouble for the players) and a handful of supporting baddies that can take center stage occasionally. The three elements, *power-level*, *motives*, *ethics*, and *flair* have their own write-ups below.

Power-Level-

An antagonist's power-level can demonstrate many things. How much destruction they can unleash, how inventive/smart they are, how many troops they lead, how much influence they hold over

important people (or settings, etc.), what sort menace they can pose to the players' life-styles, or even what kind of resources they have at their fingertips are all demonstrations of power-level. It is important for a GM to present a wide variety of antagonists. Having the players face-off against a villain that can blow away half their Spark in a single hit will get really old to them after a while.

Throwing in an antagonist who is weak when it comes to combat but controls an army, or has thought up some divisive ways to deal with the players will stir things up. What about several low-powered rogues joining forces, could they be even more powerful than any single foe? How will the players deal with a human adversary? Will the Autobots allow lethal tactics on a being so much more fragile than themselves? Several of the cartoon episodes were centered around an antagonist who challenged the Autobots in a much different way than the Decepticons.

When designing a main antagonist it is best to give them a combination of abilities that place them in the high power-level. After all, the main foe should be able to offer every character a challenge, which means simple brawn won't cut it. Combined power in several areas makes a bag guy more dynamic, and a lot more dangerous.

Motive-

Motive describes what the antagonist wishes to accomplish in their actions. Some foes are driven by a single motive, while more realistic/complex antagonists might have several related motives. Though motives might not seem all that important in the design of an antagonist, they tend to carry over into the other two elements. Not all motives have to be intrinsically wrong. Players can be pushed to rethink their tactics if they're facing-off against a foe who's motives conflict with their own, but are not all-together criminal or evil. In general motives range from everyday to grand, and from sentimental to whimsical.

Everyday motives include the usual desires like survival, profit, and personal achievement. These are the motives the normal human population carries with them every day (though when used in a game, they might be slightly twisted, or over emphasized). A Decepticon raiding a power station would be working off of this level of motivation.

By design, grand motives are some-what over the top. Things like world domination, genocide,

and the procurement of extraordinary items/abilities all fall into the category of grand motives. These motives tend to trigger major episodes that involve fantastic plots and ultra-powerful enemies.

How sentimental a motive is, determines how dear it is to the foe. Sentimental motives may tend to center around protecting one's own life or way of thinking. In other cases this motive revolves around an antagonist trying to get what they feel is rightfully theirs (having justice for a crime committed against them, or obtaining something that will demonstrate once and for all how powerful or important they are). Sentimental motives include objectives that are specific to the opponent. For example, only an Insecticon might be motivated to attack a saw mill for its carbon-rich lumber supply. The more sentimental a motive is, the more invested an adversary tends to become in trying to get it.

Whimsical motives can create interesting situations, but tend to make bad plot devices. A whimsical motive is one that occurs to an antagonist on the spot, or out of unconventional reasoning. Whimsical motives tend to be more about opportunity and circumstance than the driving needs or wants of the foe. Sometimes, they incorporate the pleasing of others (doing something to impress or satisfy someone the person feels is important). Good Game Masters are most likely to use whimsical motives for enemies who pop in and out of episodes (the type that add 'fuel' to the fire). Still, if well construed, a whimsical motive can give a very different flavor to an episode, making it hard for players to piece together what exactly is going on (keep in mind that the players eventually figuring out the plot is necessary for their enjoyment of the game).

A good antagonist will hold a variety of motives over the course of a campaign. In the same breath, let me point out that the motive for why the antagonist is against the players should be consistent and perpetuated in each episode. By taking the four types of motives and pairing them off in twos, a GM can begin to develop a very wide range of specific motives. For example a baddie with a everyday-sentimental motive might be trying to obtain a precious energy crystal to impress someone that he/she loves incredibly much (this works well with lower-powered antagonists). You can pair a grand and sentimental motive and have a foe who attacks a group of buildings created by a player

(that might have received recent publicity) because they feel they are the better architect, and have been in the shadow of the player for too long (the building being the straw that broke the camel's back).

Any power level can have any motive, however the way they go about it, and their state of mind would be different. For example a very powerful villain might be motivated to obtain world domination. With their power and influence they might go at it in a straight forward, direct manner (amassing a large army, etc.). This antagonist (though power-hungry) would not be seen as mentally unstable necessarily. In contrast, a very low-powered rogue with the same motive (world domination) might try extreme measures to accomplish it (terrorism, biochemical threats, hijacking the resources of a powerful entity). Also, they would likely be seen by the players as slightly insane (victims of an inferiority complex perhaps) since the goal is so unrealistic given their stature. Mixing power-levels and motives can lead a GM to new and interesting plots, as well as making the enemies stand out from one another.

Ethics-

The element that truly classifies an antagonist as a villain is their ethics. Ethics refers to the means or tactics an antagonist will use to get what they want (to carry out their motivation). On the low end of the scale are enemies who have no ethical values, on the reverse side (and, yes, they are still antagonists) are those who hold high ethical values. The ethics an enemy uses will often determine how the players will respond to them. If a foe holds nothing sacred and will take a life for nothing more than pleasure, the players will feel forced to use extreme and fatal force to stop the villain. A villain of this nature can be freeing for the GM because no holds are barred, and many tactics that more ethical villains will refrain from can be tried. The problem with this type of bad guy, is that they tend to be loners by design (their lack of any ethics makes allying one's self to them a dangerous proposition). In addition, since players go after these types with maximum force, they are quite often killed in the throws of battle (though a cunning GM may design things so that this is not an option). On the opposite end, an antagonist might hold as lofty and noble of ethics as the players. These kinds of villains can be exceptionally biting to the players

ego because they tend to fight fair, and nothing is more of an ego-blow than losing a fair fight to your nemesis. They are also interesting, because they put the players into a dilemma over their own ethics. Players will feel pressured to deal with them as mercifully and honorably as they have been dealt with.

The ethical bounds of an antagonist will determine who they will work with or team-up with. The ethics should be rationalized by the character's past, and their motives (certain motives require an amount of ethical liberty). Often, antagonists will have different ethical codes dependent on the situation. For example they may have ethical codes that apply to the taking of human life, but would not think twice about taking the 'life' of a robot. Ethics can also be based on things such as group membership, religion, or philosophical foundation. Using different types of ethics with different enemies drives the plot into different directions, allowing players to see the difference between their foes. An episode where players face an enemy with loose ethics will contain encounters of a darker more drastic nature. At the same time, an episode featuring a relatively ethical adversary will include more thought-provoking psychological thrills. Last, ethics has a large impact on how a antagonist sees themselves, and most directly affects their flair.

Flair-

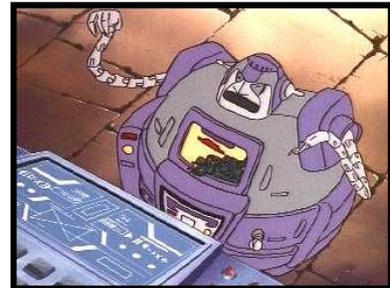
So far we've talked about how big of an impact the antagonist's characteristics have on the plot of a story, but the single biggest influence on the players' reactions to a foe is their flair. Flair is a fancy word that covers the over-all personality of a character and the style with which they go about their actions. If a GM is not careful enough to establish artistic differences in his/her creations, the players will begin to subconsciously homogenize the bad guys, leaving this aspect of the episode inconsequential and lack-luster for them.

Try to imagine a Transformer's cartoon without the hollow, raspy voice of Soundwave, or the country-twang of Ironhide. One of the elements that gives flair to each character is his/her voice. A particularly good GM, who's not afraid to 'act' the part, will give each antagonist their own voice, and pattern. While many first-time players shy away from making 'silly voices' during a game; when it is done right, the players will connect the voice to the foe every subsequent time they hear it. There is

nothing like seeing the players' faces when their characters hear a voice over an intercom system and instantly recognize it as a villain they were sure they defeated! Along with dialect, tone, and other parts of audible speech, GMs should put thought into the pattern of speech with which a character talks. The phrases used by a brutish low-brow will be short and barely conjugated. A calm, master-mind might use longer, more precise phrasing. Of course, it is impossible not to break from character now and again, since the game is live, and impossible to script ahead of time, so don't fear doing this. With a little planning and practice, the voice and speech of a Game Master-driven character can be maintained well, and add a lot to the game.

Flair also comes from the manner in which a foe approaches a situation. Not every enemy should rush into battle screaming "ATTACK!" Likewise, not every enemy is going to have a plan B and plan C should their first ideas fail. Whether it is during the game, or in the planning before hand, the GM should make decisions and reactions for the antagonist as if he/she were coming from the same position. This might require the Game Master to "play dumb", or to think extra hard before each movement in a game. Players will be dazzled if every bad guy attacks with brute force, nor if they all use long complicated tactics to give themselves the best positions in battle. Too often, GM's have the opponents attack the way the GM would have done it, this is not good.

First off, every baddie turns into the GM in the players' eyes. Secondly, the GM's that do this begin to feel a sense of, "Me verses them." That kind of rivalry is not healthy in a role-playing game. We need to underscore the foe's reaction too. Certain bad guys cannot be rattled no matter how desperate their situation is getting. Other foes can easily be intimidated or made to retreat by the players' actions. Whatever a player does, you have to truly consider how that particular bad guy would react. If you have already identified the power-level, motives, and ethics the reaction may be easy to deduce.

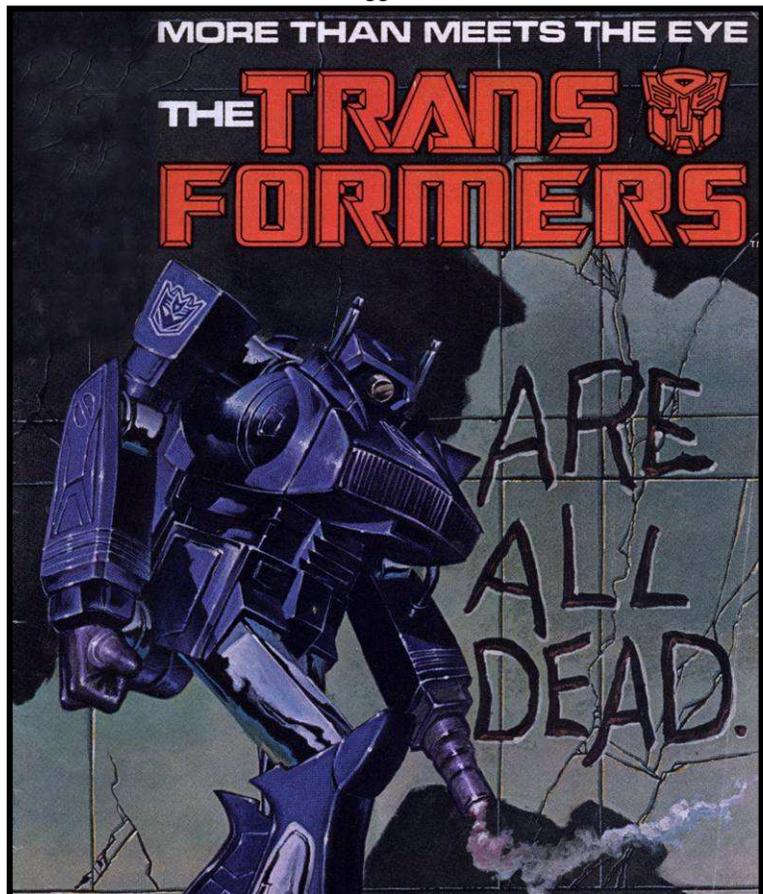


Since humans are very visual creatures, the design, or look of an enemy can add a lot to his/her flair. How an antagonist looks can be given by oral description, or through drawings made by the GM. Unfortunately, few GM's are masters of art, but even simple drawings can do a lot to help the players imagine who it is they are facing. Learning to draw Transformers can be done by simply picking up the old Marvel, or Dreamwave comics and studying what their great artists have done. For those who feel beyond the ability to generate their own drawings, using trace paper and a selection of these comics, one might be able to 'Frankenstein' together a new enemy by combining several parts from the illustrations in these comics. Some images need to be incorporated in the players' minds about what the enemy looks like. This tends to be one of the weakest points for Game Masters of any system. Too many times, I have played a game (as a player) and had the GM tell me, "A Wazit jumps out of the underbrush and attacks you." All I can think is, "What is a Wazit? What does it look like? Is it like a dog, or a bear? Does it have teeth? What color is its fur?" Every player in the game has mental imagery they create as the game is played. While it is not important that the details of this image are the same for every player, certain crucial points must be expounded so that every player envisions them somewhat close to each other. Having a quick, ready-made illustration of a nemesis, will allow the players to use more of their minds thinking about what to do, and how the action is going than generating their own picture of this threat.

The last item to talk about in this section on flair are the 'calling-cards' of the antagonist. Every antagonist should have a set of 'signs' that uniquely point to them. These signs may be theme-driven, like the foes found in a super-hero comic (e.g. the evil Doctor Fish-man will always be involved in conquering the sea, and using his fish-shaped gadgets to cause the menace), or the calling cards might simply be physical features of the foe that leave a trail the players can pick up on (The strange claw-scrapes left by the Terrorcons, or the chewed vegetation left by the Insecticons). Other calling cards include special abilities or unique weapons

known only to be used by that aggressor (Megatron's Fusion Cannon for example). Calling cards immediately connect the players with the bad guy using a simple sign. These signs are a cheap but superficial way to establish one villain as being different from the rest.

Hopefully by this point you realize the best way to create a variety of threats is mixing and matching *power-level, motives, ethics, and flair*. For most campaigns the GM should have one designated, long-standing baddie, a group of 1-3 smaller antagonists that fill out the background, and a handful of individual enemies, that are maybe only used as a one-shot challenge to give the game variety and surprise. The type of antagonist used will have a direct bearing on the plot. Keep this in mind. For a GM that tends to spawn his/her creative writing plot-first, he/she will need to be careful to select only the villains that have matching elements to the plot's needs. Using an all-powerful, unethical, world conquering archetype to take a TV Station hostage, might not be a good selection (since their power-level, and ethics suggests such an act is below them).



In reverse, a minor villain with low but existent morals, might not be a good enemy in a plot where the villain has taken over the world's weather system, and is sending a flood to drown-out LA. Some GM's go about creating in a different way. Some take the enemy, his/her power-level, ethics, and motives and use these to formulate a plot on how the adversary would get what they want. I recommend to all GM's trying these different approaches (and the ones listed under setting) whenever they feel 'dried-out' of ideas. Taking a new approach to writing episodes will usually push the Game Master into new unexplored themes.

PLOT

The plot of an episode is what gives it purpose, at it's conclusion, the players should have a sense of accomplishment and satisfaction. Without a strong plot, a role-playing game loses its purpose and can quickly degenerate into a die-rolling video game; where the guy who blows away the most bad guys is the closest thing to a winner the game could offer. For those who have ever had to play in one of these so-called "hack n' slash" adventures, I need not mention how thoroughly bored the players can get. This is why the GM must take great care in preparing a plot, which challenges the players through their character's abilities, personalities, and ingenuity.

When running a Transformers campaign, the Game Master might create an over-arching plot that reaches from one episode to the next. Meanwhile, each episode has its own plot, which adds (directly or indirectly) to the development of the over-all plot. In this kind of arrangement, the overall plot might be called the Primary Plot, and the smaller plots of each episode would collectively be called the Secondary Plots. When designing a campaign, the Primary Plot is usually left a little more vague than the Secondary Plots (which must be put into detail for each game to make sense). Keeping the Primary Plot a little vague also allows a GM to make changes to it as the story develops. After all, every good GM knows that things don't always turn out the way he/she expected, and sometimes last minute changes need to be made to make the story make sense in context with what has happened to the characters. Do not use this as an excuse to put aside the Primary Plot! Players will quickly pick up on the fact that in total, the games are not amounting to anything bigger than themselves. This can be enough to make them lose their interest. Even basic ideals (like the

strive to return to Cybertron in the cartoons) can hold as fine Primary Plots while the GM dishes up episode after episode of adventure.

Below are two methods with which a GM might go about writing a plot (either primary or secondary). Both produce fascinating results, but some GM's will find one works better than the other (it is all a matter of personal writing style).

Conflict Method-

One way to go about developing a story's plot is to flesh it out starting with a conflict. In literal terms, a plot is a broad exhibition of the story's conflict. It tells how the conflict takes place. Conflicts come in four basic types: *man vs. man*, *man vs. society*, *man vs. nature*, and *man vs. himself*. All four conflicts can be used as the focus for a Transformer adventure, but the first three obviously lend themselves better to the game's style. It is understandably difficult to create an exciting internal conflict for the players to deal with (other than basic moral dilemmas), and even more difficult to stretch this into a several hour episode. In the above conflicts the term "man" is used in the generic way, standing not only for the fairer-sex, but for all opponents capable of planned action (robots, mutants, sentient computers, etc.). Nature, refers to any element that is wild, uncontrolled, or non-sentient (plants, diseases, natural disasters, wild animals, etc.). After selecting one of these conflicts, the GM need only answer the six basic questions and he/she may have a plot ready to go.

Let's say we have chosen the conflict of man vs. man. The first question we need to ask is, "Who?". Who are the players going to be against in this episode. For a quick basic episode, let's say it is the Decepticons and their leader Megatron.

The next question is, "What?". This question (along with, "How?") is what really makes a plot interesting. The second section's methods to creating plots focuses on this question, but sticking only with this method, let's say Megatron discovers a well-known scientist has created a perpetual energy device, and wants to take it for himself. This is what the episode is all about.

"Why?" is another question we must answer. From the Decepticon perspective it seems clear, the device would give them all the power they could want. But is that really it? Could there be other reasons for the Decepticons to want the device? Perhaps, it was their technology to begin with. Perhaps, it could

be used to create an eternal Life Spark (like Starscream's). The GM could also answer "Why" for the Autobots. Why must they stop Megatron? What is the bigger threat? As a twist, maybe they need the device for some project of their own, or to save a fallen comrade.

Now, we must answer, "How?". Well, the Decepticons can never do things the easy way, so they will attempt to steal this device during its unveiling at the "Engineering & Technical Consortium". They may infiltrate security by posing as part of the experimental air show (and may keep the Autobots busy by endangering the other flyers).

Next, we look at, "When?". We have answered this question to some degree when we said they would attack during the air show. We can, however, look at this question from the view point of the Autobots and put another dynamic into the plot. For example, the GM could have the players' characters be on 'vacation' -you know, a little R and R after a major battle. Alternately, maybe the players are at the consortium as special guest, or delegates even. Looking at when from this perspective allows the GM to create outside factors for the players to face (lack of back up, other unrelated duties, lack of equipment).

Lastly, we face the question of "Where?". As any meta-physicist will tell you, the location of any one object can be expressed in an infinite variety of ways. Good authors understand this. Setting is not just about a location in space, but a location in: time, culture, geography, and relationship. It is not always important (or even beneficial) to identify "where" thoroughly, but looking at it in a few perspectives can help. We said that the episode takes place at a convention, but where is the convention? In the arid deserts? In the artic? In the middle of a big city? What country is hosting it? What would be unique if it were held in Russia? Japan? Mexico? These other pieces of the location can do a lot to fill the GM's canvas with situations that might not have been there, had he/she not delved into this extra depth.

Once all the questions have been answered, the GM simply needs to break the plot down into the scenes that reveal it, bring it to a summit, and conclude it. These scenes each have a substructure similar to the over all plot. They have mini plots with the same six questions driving what the object of each scene is for the players, and ending with the delivery of the next scene (onto the end). By

clarifying the scenes in this way, writing up the characters, dealing with the setting (as describe in its section), and adding in the other necessary dramatic trappings the GM will have a well-thought out, easy to play episode that most players will enjoy.

Plot-Type Method-

The second approach a Game Master may take in the writing of an episode's plot, is to look at a list of basic plots, and add specific elements to their bare skeletons. Below are a number of plot-types, ripe for the GM to harvest using his/her own ideas to give them focus. As a side note, sometimes combining two or more of these plot-types can precede to a hybrid-type of high quality...don't be afraid to play around and put yourself to the test of creating something new!



The Doomsday Device-

A basic, and often over-used plot, the players are threaten by the presence of some device that holds unthinkable destructive power. In this plot, the device is typically in the process of being made, and the players must stop it. Other takes include the device being fully functional -the catch is the players must find away to destroy it before more damage is done. Sometimes, the doomsday device is a fraud. Sometimes, it does harm to the enemy, and they become its victims.

With this plot-type, much of the interest lies in how the device works. Simple, "shoot streams of fire, blow up whole cities at a time" devices won't have much appeal to the players. Devices that strike at the little-known weaknesses of the world are far more interesting for the players to deal with. Even modern spy novels have caught on to this fact. The enemies in these books have shifted to using data viruses, or figuring out ways to ruin the global

economy. This is far more intelligent than dealing with nuclear arsenals all the time.

A second point of interest lies in how the device is used. One can always use a nuclear bomb to level a town, but how else might it be used? The enemy that uses a major weapon unconventionally will be quickly feared by the players as the game turns more into a thinking match than an all-out firefight.

A Dangerous Union-

In this plot, the players face a foe who has teamed up with someone or something that makes them exceptionally powerful. Many of its tenants fall in line with the doomsday device plot-type. When one side of the union is a major-power, part of this plot could involve the weaker side winning their respect (gaining their partnership). This can be a neat convention, when the players find out all the strange attacks made by their regular foes were at the whim of some higher power.

Other presentations of this plot include the unwilling union, where one side is made to serve the other due to a binding situation. This situation can be anything from the kidnapping of a loved-one, to some archaic ritual that places them in the other's control. A nifty twist is the "genie in the bottle", where the lesser power baddies have control of some awesomely powerful being (computer?). But how will that being deal with them in the end? Also, who really has control, who is playing who?

Frankenstein's Curse-

Yet another deviation from the doomsday plot, in this story type someone (through accident or noble pursuit) creates a disaster that the players must rectify. There are a million expressions for this plot, homicidal robots, unstoppable diseases, metaphysical disturbances. Anything extremely devastating that could be initiated by accident fits into this paradigm.

Twists on this plot-type include: the creator defending his/her creation (having some emotional bond with it), the players having to solve the mystery of how the problem was created to figure out how to fix it, or the players being the ones who initiated the problem. Aside from the creation being a possible antagonist, the players might find one of their foes trying to use this creation to their own ends. If the creation itself is not evil, but those using it are, the players maybe faced with a tough set of choices.

See Spot Run-

Though hard to make into a full-length episode, the avoidance of some eminent doom can make a strong plot device. This set up has the players being chased or hunted down by some deadly force. There are infinite possibilities as to what the force is (Unicron anyone?). These adventures come to a climax when the players learn the secrets of the force or devise a way to stop their pursuers. This plot's scenes are focused around escaping in a given terrain, or stalling the oncoming force while the players make their own progress.

To be successful, the chasing force must be demonstrated as deadly and currently unstoppable. One thing that makes this plot-type hard to pull off is the bull-headed, cavalier attitudes of most players (they rather fight to their death in the first battle of an episode, than have to figure an alternative way to defeat the enemy). Keeping the game moving, and the pressure on is, also, a must. Every situation they come across has to build to a serious near-death experience. After a scene with this major experience, you of course want to let the players rest, resetting the suspense-level and allowing you to build it again (after all, you can only complicate things so far before the players grown numb to the situation). At this same point, having the players instantly die should they not succeed at anyone scene might leave them sour and make the game seem trivial. The GM should devise a way to keep the stakes high, enforce the ferocity of the pursuer, yet have the penalty for minor failure be tolerable for the game. For example, if the metal-eating depth dweller reaches the players it might only have a chance to dissolve their weapons before some GM-spawned event causes it to make a brief retreat.

Players will be entertained in a plot like this when it is through their decisions and ingenuity that they succeed (not simple solutions given away in an obvious manner..."This special power crystal is known to wipe out all Metal Mongers"). This plot works best in a remote setting, where the players must navigate the unfamiliar surroundings to get away. This also allows the GM to be as destructive with the force as he/she wishes without having it affect the regular setting of the game.

Twists with this plot include making the pursuer hard to detect, or giving it special modes of locomotion the players aren't use to dealing with (tunneling, teleporting, etc.). Other variations include the players being on the run because they

have something they have to keep out of the grasps of the pursuer, or having the players be the ones pursuing someone/thing. Last, for a really unique game, have the players and their usual antagonists working together to escape the menace -will their foes break this alliance by using the players as sacrificial lambs when the going gets tough?



The Master Plan-

In this design, the antagonist has put a scheme in motion to bring forth a new order, obtain a desired object ("can you say -Energon?"), or eliminate a selected target. This usually takes place in order to avenge some wrong that has been committed, or to gain some privilege. Usually, the full brilliance of the plan, is hid until the final moments of the episode. The plan's completion often entails one or more of the other plots mentioned (especially those related to the "Doomsday" plots), as a back bone for bringing about the change. When working with this plot set-up, a GM needs to make sure that the antagonist is smart enough to concoct the plan, and powerful enough to amass all the resources needed to pull it off.

For dramatic scrutiny, the "new order" the foe is seeking should be intrinsically wrong. Enough so, to motivate the players to stop it. Likewise, if the master plan is to eliminate a specified target, the target should have either historical, operational, or symbolic importance. The elimination of some minor building, or assassination of an unknown leader may not hold the kind of tension this plot needs.

Also, for the sake of drama, the plan must be well-thought out, and hard (but likely) to be predicted. Having Megatron storm into a UN meeting and execute world leaders is not much of a master plan (even if it does serve a higher purpose for him, or complete some-sort of revenge). The draw of this style of game is that the players are presented with several linked scenes that add up to a diabolical plot only they can stop. If the plot is too simple, they will not get excited about solving it. Meanwhile, if the plot doesn't make much sense, or seems randomly thrown together, they won't get it

at all (or maybe just wish they didn't). Yes, each scene should be likened to a move in chess, bringing the final struggle one step closer, and revealing the opponent's strategy one move at a time.

You should keep one thought in mind as you play this type of game, often (even when well-thought out) there will be small kinks in your plan (either areas you forgot to consider, or changes created by the actions of the players). Little inconsistencies, or changes of action can often be compensated for in the middle of a game by simply giving the players a 15 minute snack break, and using it to touch up the rest of the story. Another trick is to interview the players about what they think is going on. They sometimes generate ideas that solve the unforeseen. The GM then can take the player's idea (with the player being none-the-wiser) and use it to 'patch' up the hole in the plot. This will not only solve your dilemma as a GM, but will make the player feel great when he/she thinks they were right all along.

The McGuffin-



Characterized by director/writer Alfred Hitchcock, the McGuffin is a device (physical or ideological) that sets a story in motion and propels it forward. For our purposes, the McGuffin plot-type, is one where the crux of the story lies in obtaining, protecting, or delivering a single item (the McGuffin). This plot can either be based from the players' point of view or their enemy's (in other words, either side can be trying to get, keep, or transport the McGuffin).

When designing a McGuffin plot, there are numerous twists and turns that can be thrown in. To

start with, the McGuffin itself can be almost anything. It could range from some worthless item that has only sentimental value to a particular character, to a very powerful or valuable item, to a revolutionary idea/theory. The McGuffin can even be a place or a character! After deciding what the item is, and what needs to be done with it, the GM can turn even more screws. The McGuffin, may not be real (a powerful computer that doesn't really work for example), it may be hazardous to those who have it (Perhaps it creates rust?), it might even be switched with a phony (Maltese Falcon anyone?). Last, (and a favorite of Hitchcock's), what if the players (or other innocent character/s) have the McGuffin and don't even know it? Can they figure out why the Quintessons are repeatedly trying to ambush them before time runs out?

Because of its nature, the McGuffin plot can lead into, or be based on other plot types. It is important for the GM to establish the necessity/importance of the McGuffin device. Who has it, who wants it, and what will they do to get it should always be in the foreground of the players' minds. If the GM sets up the game to be a search for the McGuffin, he/she should order it like a race, having the other seekers always on the players' heels, or even one step a head of them. The search for a McGuffin might be tedious, involving traveling to several locations, and using many Aptitudes to track it down. The McGuffin might be found one part at a time, and have to be assembled after all the pieces are found (this can create situations where the players have part, and their foes have the other part). If the protection slant is taken, the players must know the importance of not letting the McGuffin slide into the wrong hands. There needs to be some final destination of the McGuffin, so that they don't feel like they will be guarding it for all eternity. This destination should be made clear towards the beginning of the game, to define the exact moment when the plot has ended and the players have succeeded in the episode. This take also requires the players to have an idea of who is after the device, and with what force they are going to try to get it. The last version, the delivery, is similar to the protection, save that it entails traveling while protecting the object. This might conclude with the players handing the item off to the alien race from which it came, or giving it to a higher power that can protect it more efficiently. It might even conclude with the players bringing the

McGuffin to area where it can be disposed of once and for all.

No matter what version of the McGuffin plot you use, the GM is advised to make the players absolutely paranoid about where the device is at all times. It's especially good for the device to change hands several times, making the struggle between the players and the antagonists all the more tense.

The Creation Story-

A standard among Transformer episodes, the creation story is written around the development of a new character or enemy (or possibly an invention of some sort). These games must present a reason for the creation, a method for the creation, and of course, a chance for the creations to make their debut. Most the time, the main conflict of this plot-type comes either from the race to gather the materials for creation, or from an eminent threat, which only newly equipped Autobots could handle.

Getting past the reason for the new creations is sometimes the hardest hurdle in writing one of these adventures. Still, there are dozens of reasons for the players (or the antagonists) to be building more troops. A threat might be appearing in an environment the current characters are not suited to handle. The plot could begin with the players having to retreat from battle because the Decepticon forces were too numerous (the "time to even the odds" motive). Older characters could suffer unique injuries requiring 'new bodies' for them to survive. The players could run across a lost cache of Autobot Engrams, and decide to give these new warriors life. For the antagonists it might be a plan for creating the ultimate warrior (with very special components collected from legendary sources). Certainly, the GM can just invent a crisis at the beginning of the plot which directs the players into making new characters right off the bat. For example, he/she could begin the game with the majority of the Autobots off on a distant mission, and the players have but their few, meager characters to deal with some massive situation that has erupted.

Once the issue of why the characters are creating new robots is resolved, the rest of this plot goes quite easily. One warning is to not expect the players to spend too much time role-playing the actual building/design process. This process, while seemingly interesting, does not amount to much fun for players to 'act out'. Instead, the dangers and

trouble they will face finding the right parts for their creations (or journeying to the depths of Cybertron to give them life) will make much better for role-playing. With some work, these activities can spin-off into the *McGuffin* plot-type mentioned above.



The Rescue-

Nothing smacks of heroism more than a daring rescue. In classic tales, it's damsels and dragons, but in the Transformer world it tends to be humans and Decepticons. Of all the plots to write, this one can be the simplest. A basic rescue episode can often be put together in less than half the time that it will take the players to play it (which is a nice turn-around for the GM).

Basic elements of this plot could include: discovery of the 'kidnapping', hostage negotiations, a race against an execution deadline, escaping with the victim from the enemy's lair, hostage stand-offs, and protecting the victim once they have been freed. The mainstay is setting up the plot in a way that the players find out about the person that needs rescued, and realize the importance of rescuing them in a timely fashion (without this last element, the players may not feel much tension while putting their plan together). The players might need to deduce where the enemy has taken the hostage. There is the trouble of getting in, beyond all of the

possible security devices. Freeing the victim can also provide a nice scene or two, perhaps they are situated in some near-death situation, about to be atomized by the hulking machine to which they are strapped. Perhaps the device that holds them is a puzzle in and of itself, requiring the players to solve it before the captive is released. Then, once they are released there are many issues that the players will still face. For example, they will either have to try to sneak back out past the security, or blast their way out of the location. Usually, there is a final guard (the dragon in fairytales), of a devastating nature who must be defeated before the victim is finally freed.

While it is true that this plot-type can be very simple and predictable, adding a few twists can really throw the players on their heels. Some twists might include: the captive being sympathetic to his/her abductors, The captive being altered in a way to aid the abductors (brainwashed, etc.), the captive being left in a state that impedes the players' escape plans (them being on life support for example), the captive being uncooperative when freed ("I'll take it from here."), the captive changing hands several times (see the *McGuffin* plot above) or the always clever -"there is no captive." This last twist can have several manifestations. Perhaps, the abduction was staged as a plot to lure the players into their enemy's grip. Also, it could be that some third party set it all up to get the players to penetrate a location they wanted access to, but were not able to 'crack' on their own. Last, perhaps the victim was some how faked by the captors (a hologram maybe?) to use as a bluff. There are many ways in which the GM can elaborate this simple plot idea, and because of its basic heroics it is almost always a hit with the players.

The Great Escape-

Essentially just the opposite of the rescue mission, this plot is sometimes used as a second half to the other plots, after players have been put into a situation they can't possibly win.

The great escape has the players struggling to free themselves from a intricate environment designed to keep them captive. The major point of excitement for the players is designing the escape plan and overcoming what seems to be an inescapable situation. With this in mind, it is primary for the GM to design a good set-up for the escape. If the GM's design is too simple, the players will quickly free

themselves, and feel very little pride for having done so. If the set up covers too many angles (without the GM leaving some snag in the security), the players will become frustrated and bored. They may even give up on any ideas of escape, or try some ridiculous tactic such as blatantly attacking a force of heavily armed guards without any weapons.

As with the rescue scenario, the players must have some time limit to their escape, or the episode will be void of tension (and they might just give up and soak up the quiet peacefulness of their prison cells). The time limit could be introduced as a date of execution, or it might be that the players must escape their situation in order to stop a larger plan of the villain's.

Setting and location play a large part in this plot-type too. The intricacies of the security must be well planned. They players may have more to worry about than just escape, perhaps the location demands more. For example, they may escape the Decepticon confines, only to realize they are on the desert moon of Territan, with no obvious/immediate way back to Cybertron.

Naturally, small skirmishes with guards who are better armed is a natural element of this genre. These fights have to be monitored though, too many can water down their flavor, and leave the players too badly injured to proceed with their plan. Often, a final struggle will occur (after the players have had a chance to "ready/arm" themselves) where the players must face a final force before being clear of their captivity. Though it is not always as dramatic as it first sounds, this is a good use of the skirmish element.

There are many ways to spice this one up. First off, having the players apprehended by a neutral force, or even by their own teammates makes the escape take on a different tone. Having the players trapped in an alien environment may liven it up a bit. Here, the players not only have to figure out how to escape, but must learn to operate alien instruments, and manipulate unfamiliar materials. Other problems can occur if the player's captors have 'altered' their functions some how (maybe even placed them in different bodies). With this twist, the players face the sub-plot of trying to get themselves restored to normal. Another design might have the players held captive along with their worst foes by some mutual antagonist, the two sides must then work together to escape (but will there be

betrayal in the end?). This last idea is further expanded under the plot-type, *The Unlikely Alliance*.

Spies Like Us-

Stealth and espionage are favorite tactics for most players, so giving them an episode where these talents are valued at a premium can be very rewarding. In a 'spy' game, players will find themselves needing to break into a high security area to achieve some major mission that will effect the flow of battle. The mission is the real variable in this theme. The mission can be to retrieve a device, help a double-agent defect, learn the enemy's plans, or steal designs/information that can only be found in that particular setting.

Because this is a Transformers game, and not a James Bond knock-off, it is important for the GM to monitor the elements involved and suit them to a robotic, futuristic setting. The mission, itself, has the largest impact on this 'feel'. Try not to get too high-brow with the objective. The game will lose its nostalgia if the players are consumed in a plot that deals with recovering stolen documents and breaking into government databases. These sleek, 'spy-novel' concepts don't translate well into this kind of ultra-fictional setting. Conversely, the GM wants to make the objective somewhat more sophisticated for this plot-type than the others, so keeping some grains of 'could-be espionage' is important.

To solidify this exact point, consider the following plots. In the first one, let's say the Autobots learn that a terrorist group has gotten their hands on some plutonium and is planning to build a nuclear bomb. They have been approached by a Leader of the CIA to help retrieve this Plutonium. Though this mission might suit a real-world spy game well, it seems misplaced in the Transformer Universe. For a comparison, let's say that the Autobots learn (probably through the use of Teletran-1) that a terrorist group has recovered the lost personality component of a horrible Transformer who once reigned terror on Cybertron. This group now plans to make a deal with a certain rogue Decepticon to bring this violent menace back to life (create a body for him). The players must sneak into this organization's headquarters, and recover the personality component. The plot is complicated due to the intervening of the rogue Decepticon, who suspects his comrades might discover his project and try to stop him. Because of

this, he has created defenses for the group to protect against other Transformers.

These plots are not entirely different, but it is obvious that the later of the two has more of a Transformer feel to it. One can imagine that players will not consider this last one that big of a stray from their characters' normal activities.

Many of the ideas for the rescue-style game, can be applied to this plot-type. One twist might be that the players' characters have decided to under go this mission without the help of (or even against the will of) their colleagues. This places them in a tender situation where the penalties of getting caught are much higher. A final slant for this plot would be for the players to act as saboteurs for the enemy's plans. Getting in and disrupting a foe's operations without getting caught can be quite tricky.

The Frame-Up-

Role-reversal is always an intriguing ploy, whether it is the characters whose rolls are changed, or their allies/enemies, when society suddenly classifies a person differently than they had, it is bound to get the wheels of intrigue turning. The frame-up plot-type sets the players in the role of figuring out how and why a particular character is now seen differently by the public, and trying to gather the right evidence to change the public's opinion back.

The most typical case of this, would be where the evil Decepticons have tricked the Autobots into being at the wrong place at the wrong time. The next thing the players know, the people of Earth are buying into the idea that they are villainous. This whole fiasco is usually affected without the players knowing who is behind it, or how it had taken place until the end (when they have collected all the information and put the scenario together). Though this is the most prominent version of this story-type, putting other characters in the center of the frame-up can be just as enjoyable.

The staples of this set-up include investigation, dealing with characters who were once friends but are currently acting against the players due to misinformation, and the dilemma of having to change public opinion. Usually, the player's foes will take advantage of whatever roll change has occurred and use it as a key to succeeding at some other plot (which further complicates things for the players

who must now sort out their own problems while trying to stop this other scheme from being successful).

The GM can take variations not only on who is being given the new perceptions (write an episode where the player's most hated villains are perceived as heroes and see how your players react!), but who it is that holds the new perceptions can be varied as well. For example, what if it wasn't the humans that perceived the characters differently, but the other Autobots? Perhaps, they've been made to look like traitors. Or, what if the Decepticons were being viewed as friends to some of the players' contacts or friends? Last, you can take the players through a real mental ride by setting it up so they hold a false perception about their enemies, and only as the game progresses do they have a chance to discover how they were duped.



As a GM you need to consider your players before writing this plot-type. Players that will most enjoy this game are those who are more focused on 'role-playing' (acting out the role of their character), and those who are into investigating and mystery-solving. Players who are not into these elements, or whose characters are not suited to this, will not be very well engaged in this story arc. This plot-type will especially not fair well with those who savor combat. As you can probably figure out, busting into combat in these situations tends only to strengthen the frame-up, and rarely can dissolve it.

A lot of times frame-ups can cause certain characters (especially non-player characters) to change sides for an episode, or even permanently. This situation is dealt with in detail in the *Unlikely Alliance* plot-type.

The Unlikely Alliance-

As eluded to in the section on antagonists, players will often get bored facing the same old nemesis, with the same old motives. A refreshing way to 'revitalize' the bad-guys in a Transformer campaign is to have them work with the players in an episode. These unlikely-alliances may help to make

the foes more dynamic in the players' eyes, and could even make emotions between the two groups stronger (after all, your best friends can be made into your worst enemies).

The unlikely alliance plot-type holds a lot of situational potential. The situations range from the fear of



the foes turning on the players at the last moment, to circumstances where the players' Sparks are saved by the heroic actions of their enemies (whom they will have to face in battle later on). Some of the panache of this set-up lies in the players having access to their enemies weapons and powers. This change, alone, seems to interest players, especially when their characters are fairly new, and the players have not been able to create characters with broad powers or weapon types yet. Last, if desired, the episode can be written such that it will inevitably end with the two sides fighting again. They may need each other to get to a certain point, but it is understood by both groups that war will ensue once that point is reached.

This set-up can have several challenges to it. First, players are never easily persuaded to work with their foes. They are almost always certain it is a trap being laid by the GM. This impasse can be compensated in a few ways. First and foremost, the challenge faced by the two sides must be great enough, that the team-up is logically necessary (or at least beneficial). After all, why would players team up if it means losing the glory of winning on their own? A well written opening sequence might be enough to demonstrate to the players they must, and can work with their foes. Also, exposition of the plot to the players (outside of the game) might make them more willing to go a long with it. Last, and an interesting proposition, the GM may write-up and assign the roles of the bad-guys to the players. In this game, the players would control their own characters plus that of a foe (usually NOT the foe that is most opposed to the character). This has the side benefit of allowing the players to pick-on one

another vicariously through the villains. The last suggestion also takes some of the strain off the GM who would normally have to play all the foes as NPC's while the plot unfolds.

Not only is the set up of this adventure quite delicate, but the finale needs special attention too. The game must end in some fashion where the team up can succeed, and yet the two sides can go back to war with one another. If a GM simply has the foes go their separate way at the end (vowing to fight another day), it can be some-what anticlimactic. Throwing in an end tussle or last minute betrayal might help to add steam to the player's future campaign against their antagonists.

Like all good plots, there are many takes that can be made on this one. First, the GM might design the game so that the two sides do not make the alliance till the end (perhaps the third party was playing the two against each other until the finale when they both discover the truth). Perhaps, it is only a small selection of each side that has teamed up, and the rest are opposed to the alliance. Perhaps, the alliance is a design of the foes to wrestle the players into a false sense of security while bringing them into a trap. It could be that one of the sides has incurred damage that is causing them to act friendly towards the other (see *A Change* below for further ideas). What if the ending calls for only one side to be able to be successful? Perhaps it is a McGuffin plot, where the two sides have found the serum that will cure their electro-degradation, but there is only enough for one side to use? Perhaps the players have lost certain abilities/functions and they must rely on their foes to protect them. What if the alliance has nothing to do with the players, but is an alliance of their nastiest enemies? Even worse, what if the alliance was between one of their allies and one of their enemies? What if there was a last minute change of allegiance due to the team up?

By its nature, this is less of a plot, than a feature of a plot. Thus, this plot-type actually requires another plot-type to make it work. The beauty is that it can be combined with any of the other types, creating new and different opportunities for the alliance to take place. The nature of this plot, also, normally calls for the GM to create a third-party enemy that would be disliked by both the players and their foes.

The Challenge-

A scheme used often in mythology, the challenge plot-type tends to be a straight-forward test of the players' abilities. In this set-up, an antagonist or neutral character wishes to prove themselves better than the players and calls them to a test of their skills. Usually, there is something to be gained if the players win (perhaps the Decepticons have agreed to leave Earth, as in the cartoon, "Heavy Metal War"). Likewise, there tends to be something lost if the challenge is failed.

There are all sorts of challenges, and head-to-head combat is only the least of them (this type gets played out over and over). Challenges can involve performing great accomplishments, such as moving great weights, redirecting a river, or solving a puzzle, maze, or riddle. Challenges sometimes include multiple tasks, and whoever succeeds at the majority of them wins. In a multiple task scenario, the tasks tend to test different aspects of the character such as combat, intelligence, skill, and maybe courage.

Though this plot-type is often straight-forward, there are subtler ways to introduce it. For example, the players can be made unwilling participants in the challenge by being conned into entering an area where their skills will be tested, this plot-style is normally the brain-child of an antagonist motivated to prove he/she is better than the players. If the players solve the tests, they live; if they fail, they die. The players could also be drug into a challenge if the challenger has captured something important to them (some needed device, a friend, etc.) and will only release it if they complete the tasks. The tasks in the challenge may be part of a bigger plan for the antagonist. They may be using the players in the guise of this challenge to accomplish something they couldn't do on their own. The challenge may come from a third party, and be directed against the players and one of their antagonists, pitting them both against each other to receive what the third party has to offer (or be set free by the third party). Last, and most common, the challenger may rig the challenge in such a way as it is not fair to the players. Perhaps the challenger is cheating to win the challenge, and the players must figure out how the challenger is cheating or how to beat them aside from this fact.

In novels and film, this plot is usually directed at one character, however, GM's should avoid this set up unless they have planned some

equally entertaining challenges for the other players. As you can imagine, it is not much fun for the other players if the outcome of the episode rests solely in someone else's hands. This plot can easily be applied to groups instead of single members, thus each player can take part in the challenge.

A challenge can play out as a decent plot by itself, but it makes an especially good driving force behind other plot-types. It can be used as a means to get the McGuffin, rescue a friend, or gain the aid they need to turn back some of the other villainous attempts. It is quite common (in mythology) for the heroes to have to prove themselves through tests before gaining the aid of a greater power. In the same way, a GM could use this plot as a sub-plot in an adventure where the players must seek the aid of some other force, more powerful than them.

Exploration-

A story thread used quite often in older RPGs, the exploration plot is quite open ended and leaves the story largely in the players' hands.

Very simple to set up, this plot places the characters in a new/fascinating location that motivates them to explore it and learn its secrets. This location could be anything. It could be an abandoned Indian temple, an Alien world, the wreckage of an old Cybertronian warship, or anything in between. The excitement of this episode lies in the players solving the small challenges sprinkled throughout the environment, and facing traps and other threats as they explore. The pace and feel of this game is quite different making it either a nice diversion from the standard fair, or an awkward departure (beware!).

In the other RPG's that used this plot-type, characters were often motivated to search by the lure of treasure and powerful artifacts. Since these items aren't standard fair for a Transformers episode, using this set-up might be a bit of a challenge. Still, players can be motivated in this plot in many fashions. The idea of finding a lost artifact still holds up for Transformers, as long as it is a device the players need to solve some other crisis. Another possibility is that, the players could have been forced into the exploratory environment when they were chasing or being chased by antagonists. Again, the players could be lost in the environment, and searching for a way out. What if the players were marooned in this setting, and were exploring in the hopes of finding a way to rescue themselves

(perhaps contact the others back at base)? Perhaps one of the players' friends had disappeared while searching the site, and they have gone to explore what happened to him/her. Clearly, there are many motives that can keep players interested in this plot-type.

This plot type hinges largely on the Game Master's ability to make interesting maps, and layout the setting. When planning this type of story, the GM should pay special attention to the tricks and traps of the setting. Having to manipulate the environment is what really drives this adventure-type. Players must feel a consistent challenge to avoid/escape traps, find secret areas/passages, and solve puzzles. I further recommend having some antagonist present in the setting (whether it is a native to the setting, or one of the players' old antagonists) to add an extra element of danger. This will also help elevate the plot to a style that is more suited for a Transformers episode.



Alternate Realities-

This plot-type seems to always carry a grain of the exploration plot. In it, the players face a unique situation where the environment that surrounds them is quite unlike anything else they've known. This alternate reality can be a change in any dimension that makes up the players' usual world.

This is what fantastic voyages are made of. The players may have crossed a dimensional gate into a world with a different history, or maybe into the always popular 'negative world', where bad guys are good and good guys are bad. Alternate realities cover such a broad scope of concepts it is difficult for me to even give you a brush stroke of the possibilities this plot-type holds.

As for realities, there are many things that can be changed. The following are just a few obvious

alternates. Time could be changed, the players could be facing things from the future, or the past. They could be visiting historic events (like the creation of Optimus Prime), or preventing future disasters. The dimension could be changed. The players could be facing worlds that have totally different scientific laws, alternate histories/futures, new kinds of life, different evolutionary patterns, use magic instead of science, are ruled by ominous forces, populated by the dead, or are only slightly skewed from their normal world. Their size could be changed, placing them in danger from foes like cats, insects, or even bacterium. They could explore anomalies such as black holes and universal boundaries. They could be subjected to a computer-generated reality. What if they could be physically drawn into a dream...or nightmare? Last, the players could venture into such immense locations as the "after-life" (either in mythological or religious forms, or in the forms understood/held by the Transformers).

For this scheme, the GM must concentrate on developing a rich vision of the alternate reality. He/she should think out how the differences affect each aspect of the reality, and what game-effects it will have. The players will enjoy the eccentricities of the alternate locations, especially when they are somewhat logical and well construed. A alternate reality game will tend to be focused on the players trying to find a way to travel to or from the alternate reality (most often it's the latter). Other plot points include fixing rifts that are affecting their original reality, or trying to retrieve a member of their party who has become lost into the alternate reality.

A Change-

Something has occurred that has made a radical difference in the way a character functions. The character could be the players', an NPC, or even one of the villains. The change could make them more powerful, less powerful, change the way they perceive their surroundings, or do any number of things.

Depending on how it is used, this plot could be focused on the players trying to reverse the change in themselves, or counteract the change in their antagonists. For this plot to work, the change must be ongoing, and significant. The players will not be threatened if their enemy is only going to be more powerful for a few moments, nor will they be

provoked to find a cure if the only thing that was effected on themselves is a minor weapon.

How the change was brought about is another important story factor. The changes could be some natural effect of environment, or a character's construction (such as running out of Cybertronium). The changes could occur by way of scientific experiment. They could be brought on as part of an enemy's master weapon. They could be the effects of a disease or electrical glitch. Then again, they may be the side effects of an activity the characters had recently participated in (perhaps as a sequel to an alternate reality episode).

When designing the change and cure, the GM must keep in mind what the players need to do to succeed at acquiring the cure. If it is a difficult and dangerous process, the he/she must write things such that the change does not prevent the characters from ever being able to succeed. The characters' Skills and Aptitudes should still be enough to help them counter the effects of the change. The Game Master also needs to keep in mind how the change will affect the way the character is treated by others. For example, one classic change story is having the players' minds placed inside their foes' bodies. This set-up offers several chances for interesting reactions from the players' allies and other NPC's. As mentioned above, the change plot does not necessarily have to pivot around the players. The change could occur in one of their comrades, or in an enemy. On the first account, the players will have to decide how to deal with their companion who might be enraged/on a rampage due to the effects of the change. Better yet, maybe the companion just doesn't see why they shouldn't hold on to the ultimate powers given to them by the change. In the second design, the enemy might hold some power that is even beyond their control, yet they are unwilling to admit it is damaging them or getting out of hand. Simpler still, they may have perfect control over the power brought on by the change, and the players must figure out a way to win in this out-matched situation.

The change scenario has many options to make your players' brains ache. You can have the change be contagious and only have part of the characters be affected. This will create paranoia and segregation among the group. The change could be introduced in an earlier episode and get progressively worse for the character, until a whole episode is needed to deal with it. The change might

affect the character in such away that they feel it is an improvement, and don't want help (combined this with the contagious aspect and you've got a great recipe for paranoia). This plot might leave the character unable to transform from one form to another (can the Autobots hold back the Decepticons as mere cars?). The change might place the players in control of a different character design, where they not only have to figure out a way to get things back to normal, but have to learn how best to use their new form. What if a character's mind was transferred into something completely different like a computer station, or regular vehicle? What if the effects weren't apparently reversible, such as being aged or having their memory wiped? Another popular twist is the Jekyll and Hyde, where for certain periods of time the character loses control of him/herself and does horrendous things. Can a player in this situation find a cure before he/she endangers his/her teammates? Taking it a step further, what if 2 personality components were placed in the same robot, giving him/her a split personality (Decepticon and Autobot of course)?

A very versatile plot, the GM only needs to be aware that the more fantastic the change is, the more fantastic the cure most probably will be, and it is very easy to cross over into the domain of the ludicrous when writing this plot.

Eminent Attack-

Somewhat the reverse of the *Spies Like Us* plot, eminent attack has the players preparing their defenses against an oncoming antagonist. This adventure is all about preparation and defensive strategy. While unique by its nature, it does not make for a good reoccurring plot, nor for a long episode.

In this plot, the players become aware that the enemies are seeking to gain access to or even destroy an area. The players, thus, have time to prepare for the forces that will be making this assault, creating a plan for defending the area (or item or person) so that the enemy's attack will fail. The tension of this plot can be likened to a firecracker. The first few scenes involve learning about the enemy's desires and designing/building the defense (the fuse). The last scene, maybe only 1/3 of the episode, is spent fighting the defensive battle against the enemy (the BLAM! at the end of the fuse). Therefore, for this to go over well with players, they need to have strategic minds, and

interests in designing defensive systems (anyone with a love of siege warfare will enjoy this plot-type). If the security of the person, place, or thing is crucial, the GM might allow the players to play as all their developed characters, making the finale a major clash of forces.

What the players are protecting has a bearing on how the plot might unfold. Certainly, they will be able to defend an item or place easier than defending another character (who will have ideas of their own, and might not be 'up' for being defended). Some designs might have the players defending enemy territory from a third party who would become infinitely more powerful should they take it over. Other situations might have them defending a person, vehicle or item that is moving from place to place, making the design of the defense quite complicated.

Once you have decided what the players are protecting, it is essential to decide under what conditions the enemy will retreat (if they will retreat at all), and under what conditions the enemies have succeeded with their plot. Do they need to take control of something to succeed? What about destroying it? What about just using it for a moment? Knowing what the enemies need to do to be successful will help the players decide on their defenses (if they're aware of the full plot), and will let the GM know when the players have failed and when the episode has ended. To be fair, the GM should already know what the antagonist's plans for attack are. Otherwise, he/she might be tempted to use 'out-of game' information to hit all the holes in the players' defense. Should the game allow for it, the GM might utilize some of the defense's weak points, but should not play the villains as if they were omniscient and able to figure out the good guys' every move. When designing the antagonists' plan of attack the GM should always look for novel and surprise methods. The players will not feel challenged if their defense perfectly shuts down the assault. Instead, part of the fun is the last minute scramble to shore-up the unforeseen attacks. For this purpose you really have to get into the mind set of the enemy, and think about how they could use their Skills and Aptitudes to throw a curveball at the players.

Unlike other plots, this design doesn't lend itself to too many twists. The most widely used twist is having the eminent attack be a distraction for a more important target. For this twist, the

players will usually learn of the attack a little too easily, and the invading force will be much weaker than expected. These two facts along with a captured enemy's remarks should send the players scrambling to defend a second site with little or no time to prepare. The plot can gain intensity if the person being guarded wants to be taken by the enemy (for whatever reason, perhaps the enemy has pledged to free a loved one, or grant them some great favor). This leaves the players split between keeping the person in and the enemies out. The set up for why the players are defending the site might be cause for added suspense. For example, the enemies might be coming to stop an Autobot shuttle from launching, and the players have to hold their ground until the shuttle is safely in the air. Putting conditions like these on the players' victory make for a more skillfully construed battle plan. Switching out the attackers at the last minute might also throw a wrench in the system. Players who have built a defense to fight off Decepticons might find it hard to use against a alien terrorist organization (who had spread the ideas of the Decepticon attack to create surprise). This last minute 'swap-out' needs to be a logical result of the episode's plot or the players will feel the GM is dealing from the bottom of the deck.

Equal Forces-

Somewhere between the *Challenge* plot and the *War Dawn* plot below comes the equal forces scheme. This plot-device is widely used in comics and cartoons due to its simple, yet alluring nature. The plot is truly basic. The enemy is putting together an assault team that will perfectly balance the powers and abilities of the players' characters. For each yin there is a yang, and though it is no masterpiece of writing, players tend to enjoy a well-matched battle.

The equal forces plot-type can be the result of an antagonist's desire to even the playing field, or might be the logical conclusion to one of the other plot-types listed above. It most often is paired with the *Creation Story*, or the *Dangerous Union* because it would not make sense for the enemy to have had the perfect team all along, and not used it against the players. On the other hand, once the equal force is assembled, it is likely to resurface several times for 'rematches' -often as a side bit to other plots.

If not combined with other plot types, the equal forces design is only suited for a short gaming

session. After all, by itself this is basically just a single battle scene, and it is hard to stretch battles out without forfeiting their tension. To bolster the intensity of the battle, it is important for the GM to select an impressive site for two sides to 'duke' it out. The site should provide plenty of 'dangerous' scenery. It should include items and structures the players (and their foes) could use creatively in war. Possibly the Game Master might want to throw in items, structures, or people who need to be protected in the middle of this battle front.

As far as the equal force is concerned, there should be much care in its design. The GM should amass foes who have similar stats as the players, and are close in stature, combat abilities, and functions. When it comes to Aptitudes, Skills, and weapons, these villains can either have similar abilities to the players, or host the exact opposite features. For example, if a player has the Tracking Aptitude, the Ice Attack Skill, and a precise laser gun; his equal might have the Hide Aptitude, Fire Attack, and an explosive mortar cannon. You might even mix it up a bit, having some foes be identical to their counterparts and others that hold opposite powers. The crux of this type of episode lies in the design of the equal force. If this menacing team isn't well constructed (both in game terms and according to the elements listed under antagonists) the players will not enjoy the face-off.

As for additional plot devices, this design may hold a few interesting turns. Giving the enemy team a special *Coup de grace* to pull on the players is a nice final bit of tension (a quick example would be having the equal force be able to transform into a gestalt robot while the players can't). Any sort of 'hidden' advantage can create that 'shock' effect. Having the equal force be some-how derived from the players' characters, themselves, can spice up the responsibility the players will feel toward defeating these foes. Somehow impairing the players' characters before the major battle could add a little spice (they have to face someone as powerful as themselves, when they aren't as powerful as themselves). The GM might write it so that the lost abilities can be restored somewhere in the throws of battle. The roles of this plot can be reversed, and the player's might be scrambling to create new Autobots that can match the destructive force of their current nemesis. Last, you can introduce intrigue by using the *Frame-Up* plot, and having the equals execute crimes using the powers that are

similar to the players' (of course, the players are blamed and must discover who is behind the plot, only to find out about the equal force). Other variations are possible.

Once more, this plot will stand by itself due to its challenging nature. However, it can always be deepened by the addition of clever plot tie-ins and secondary motives. This set-up works so well as the crown jewel to many of the other plot-types, it is almost a waist to use it for the mini-episode it can produce by itself.



War Dawn-

The last of the plot types is, in my opinion, the least fun to play or write. In the war dawn scenario, the players are faced with all out warfare by the opposing side. This fight is usually just a final act of insolence or desperate attempt to finally get rid of "those sickening little do-gooders."

Like *Equal Forces*, the main attraction is in the battle, and the challenge of winning against strong odds. Also, the battle ground and scenery may play just as strong a supporting role in this one as the other. What this plot lacks is the calculated, and design challenge of the equal force. Instead, (if written by a good GM) this design presents a competition of battle strategy and resourcefulness. As warned in the *Eminent Attack* set-up, the players must have a mind for strategy for them to take a solid interest in this scenario. Without planning or pre-thought, this type of game will instantly turn into a "hack n' slash" combat demonstration. It will not be fulfilling to most players' character designs or appreciation of story telling. As with *Eminent Attack*, the Game Master will usually allow the players to be tipped off to the approaching war, giving them time to strategize amongst themselves.

War dawn can be the climax to an intensely written over-arching plot, or can stand alone. Because it is such a drastic move on the enemy's part the GM will want to build up a case for the attack no matter how it is used. The enemies might be in a very opportune position for the attack (high on energy, in control of a major weapon, etc.). The players have just suffered a major setback. On the other hand, the enemy might be goaded into the battle by some recent embarrassment served to them by the players. Without this motive for war, the whole-thing seems over dramatic and inconsequential.

The motive for attack will help set the bounds for when and why the enemy would retreat. Similarly, it will also give the GM an objective goal which the enemy is trying to accomplish before it can consider the battle won. Examples of goals might be: all the good-guys have fallen, the remaining good guys have retreated, the good guys have suffered the loss of a certain number of members, the opposing base has been destroyed, the opposing leader has been killed, A certain object has been 'recaptured', and etc. Having a goal and a cut-off point is important for designing the battle plan, and playing out the battle in a some-what realistic way. Otherwise, GMs tend to keep the bad guys fighting until they are all dead, and the players feel they have to chase down and kill all the bad guys or they will lose.

The grandeur of this plot calls for players to take the roles of all of their available characters. Sometimes you will even need to provide the players with NPC's that they can command during battle to help even the odds. In a situation like this, the scale of the battle calls for alternative combat rules.

The GM should determine quick, yet accurate rules for determining the outcome of battling NPCs (or mass combat in general). This comes into play especially when both sides are numbering over 20 characters. These rules are used for the skirmishes that take place between the 'inconsequential' characters (both good and bad), but they are not used for the combat between the players' characters and their foes. A simple system might be to assign a die-type based on an average of Evasive Modifier, Life Spark, and Skill for defense. Then, give a die-type based on Size Scale, Strength, and Firepower for offense. When combat takes place, both sides roll an offense and a defense.

If an offense roll is higher than a defense roll, the attacker has scored damage on their targets. You can say each damage takes an opposing character out of action, or allow each side to have a certain number of damages scored against them before losing a member (equal to the hundreds and tens column of their Life Spark for example). Whatever the system, it should be effective at summing up the scale of combat taking place, without making the power of either force arbitrary. With any system the GM will need to set up a simple way to track the conditions of each force, an possibly create a large enough battle map, to place tokens for the forces' positions.

The war dawn plot holds many of the same twists as the *Challenge*, *Equal Forces*, and *Eminent Attack* plots. Other ways to breathe new life into the plot is to have the invading force be dramatically different than that of the players'. The attackers might be using advanced alien technology, or better yet, primitive technology. The force could be a army of humans, or mind-altered animals. Any difference between the forces will help the GM generate interesting and not-so-predictable plans of attack, while keeping the players on their toes. Imagine how the players will laugh when a time-warped medieval army rides up with catapults. Imagine how they will cry when the army begins to place load stones (magnetic ore) in the buckets. These differences can certainly intensify the situation and make an otherwise life-less game more memorable. Lastly, weather, setting, and scenery have a huge impact on battle scenes. Writing in rare pieces of these elements might impact the battle (an intense hailstorm with lightning, the zero-gravity of space, and the grounds of a nuclear energy facility are all examples of 'rare' elements).

As a last word, these are probably not all the possible plot-types out there (though my mind is exhausted). Many of these types might be considered subtypes of the others (we all classify things different ways). For the best kinds of episodes, you really have to do some mixing and matching with the plot types. You also have to be constantly questioning how a plot could be done differently. Doing these two things will direct you into some great pieces of writing that you will enjoy bringing to 'life' just as much as your players will enjoy being a part of them.



SETTING

The third and last feature of a story is setting. In this section we will discuss the problems associated with developing a setting, the importance of setting to the scenes of an episode, and techniques GM's could use to improve their game through setting.

Main Setting-

There are just a few elements of setting that the GM needs to be aware of when designing his/her campaign. In general, he/she must have a base setting from which the story will begin each time. In the generation one cartoons, this was Mount Saint Hillary in the Autobot Ark, but ultimately this setting is defined by the opening storyline, and the timeline being used by the Game Master.

Just by selecting the timeline the players will be playing in, the GM has begun to define his/her canvas for the main setting. While the main setting should be developed similarly to the settings for each scene, there are a few special things to consider. First, a main setting needs to be situated in an area that provides maximum opportunity. This means that it should be near a variety of geological features. It should be in a culturally significant area (or at least an area that could be home to culturally significant events). The area should hold opportunities for travel (perhaps even having a centralized location within the area most plots will be taking place). It should not be located in such an out of the way place, that the players will be burdened getting to the scene of an event. Particular to the Transformers, the main setting should provide enough seclusion that important

structures and innocent individuals are not placed in jeopardy anytime a battle breaks out. Second, the location needs to have enough resources and style to hold the players' attraction. Placing the players in an area that is 'blaze', or holds nothing of special value to them will leave them somewhat-detached from the campaign itself. Last, a main setting needs at least a moderate level of detailing. After all, this area could become a default setting during any episode should the players' actions vary from what the GM considered. At any moment the players may need to have an idea of their base's resources, layout, or security detail.

Taking these points into consideration along with the specific ideas listed below, will help you give your characters a good ground. To add a little more richness to the campaign, you might also conduct this process when designing the main setting for each major antagonist. Beware however, placing an enemy location too close to the players will tend to spur spontaneous fights/attacks by the players. In fact, it may be wise to place the antagonists a good distance from the players' main setting so that when either party arrives at the other's 'main locale' there will be a bit of suspense and uncertainty.



Geographical Setting-

When the average person discusses setting the first thing that comes to their mind is geographical setting. This is where, physically, the scene is taking place. Because of its dominance in our minds, this feature of setting might be more important than any other. It is described by several sets of information, each important in its own right.

The geographical setting is first described by broad geography, such as what planet it takes place on, what continent it is on (or what type of

continent), and what climate region it is in. Changing any one of these broad placements can drastically affect the rest of the geographical setting.

Consider for a moment how different it would be to be in the desert region of Australia compared to the American Southwest. Compare the arctic region of Earth to what an arctic region might be like on Pluto.

The second part of the setting delves into the specific geography. Focusing on basic features, such as being a forest, city, lake, cave, or anything else you can imagine. These smaller features are sometimes combined, creating an even more unique setting (a city in the mountains for example, or an underground lake inside a cave).

The last part of geographical setting includes the natural conditions that are taking place in the setting. Conditions can be weather (such as blizzards or storms), or they can be natural events such as night time, forest fires, floods, Earthquakes, or monsoons.

When these three levels are stacked upon one another, the setting takes on a rich life of its own, and adds to the scene of a story, giving it a particular feel to the players, possibly setting the stage for the drama that will take place (in other words, dramatic scenes usually will have dramatic settings). You would be amazed how little the last piece of information (conditions) is used in writing and role playing. For some reason games always tend to take place under perfect conditions in the middle of the day -but why?

Knowing and paying attention to the ecological details of the setting the GM is creating, will make the setting seem more real to the players and help them grasp a better picture of what is going on in the story. Geographical settings affect things like the cultures, plants, animals, and resources of an area. Having these items in mind when writing a scene with a setting can inspire the Game Master with new ideas, or effects during play.

It is important for the GM to mix things up a bit with settings. Not all climaxes should occur on the edge of a crumbling cliff in the middle of a lightning storm. Similarly, you don't have to place the scene in the city just to have 'innocents' for the villains to harass. Make the innocents workers for a logging firm, or girl scouts on a cave tour. A great work of novelty comes from finding alternate settings for typical plot scenarios. What could be a tired old plot idea (destroy the Armageddon device for example), can be totally revived with the right

setting (On a damaged freightliner headed in a collision course straight for New York Harbor).

Finally, Geographical settings need to be checked with the plot and power-levels of the antagonist. Trying to cram too many geographical features into a single episode cheapens the whole of the effect. It, also, wouldn't necessarily be logical for the enemy to travel to all these locations. Make sure that the plot and the timeline of the plot fits with the traveling and locations that are being dealt with (The enemy attacking a hydro-electric station in the desert would be one example of mismatched plot and location). Likewise, the power-level of the enemy might affect how far he/she can go, and in what areas they might be able to muster the resources needed. Again, this can become a limiting factor when choosing the settings for the episode. A local kingpin might not have much leverage in the middle of the North Pole. Conversely, a very powerful foe would not waste his/her time working solely within the confines of the local community.

Cultural Setting-

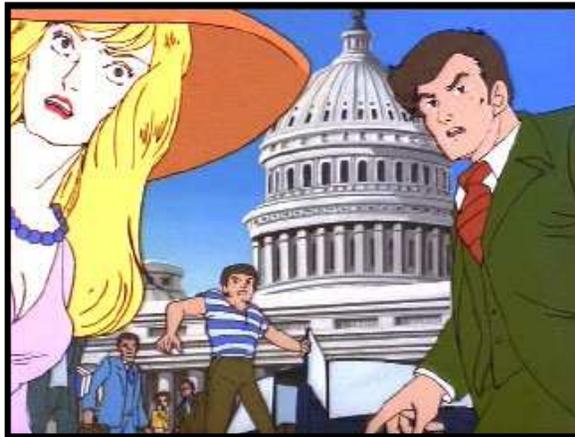
The culture that surrounds and permeates from a setting has a large impact on how that setting is taken in. Due to this, the cultural setting adds yet another layer onto the setting, making each mountain and forest different due to the way those who surround it use it.

For the purpose of explaining cultural impacts on setting, we will talk mainly about 'humans', yet in the Transformer world, cultural impacts can come from many other sentient beings. Further, though cultural influences are largely based on what 'thinking' organisms do in that area, the balance and roles of the natural elements (plants, animals, weather, etc.) create a sort-of cultural setting of their own. Considering the same elements described below can allow a Game Master to create a virgin wilderness that still has a specific cultural feel.

The first, and most blatant, of the influences are the buildings of a culture. Where these buildings are located has to do with culture. Some cultures value homes that are delicately placed amidst wilderness, other maintain urbanized cities that sprawl for miles and miles. Some structures are built into natural features, some are built below them, some are built on top. The pattern of placement speaks to the view of the culture. Building things underground might suggest a defensive attitude. Building structures atop trees

might suggest elitism. Bulldozing over nature and building on top of it, might suggest a culture that prides itself in conquering. The size and shape of the buildings plays a role in culture. In most cultures the size and shape of the buildings helps determine what activities take place in them, and how important those activities are to the culture. In a culture with strong religious beliefs the larger structures will be connected to their faith. In a culture where competition is valued, the bigger buildings tend to be arenas and sports fields. How the buildings are made adds a cultural flavor to the game. Think about this as it applies to Earth. Tall narrow stone apartment houses make us think of European cities. Large glass and steel offices remind us of America. Concentric wooded homes with thin sliding dividers feels Oriental. The materials along with the amount of decoration or frivolous construction set a tone for that culture. Tying in with materials and design, the permanence of the buildings also speaks about the culture. Some cultures have buildings designed to stand for thousands of years (the Pyramids for example). Others have buildings that move somewhat, or are totally mobile (like houseboats or some form of air-capsules). These details about the setting's buildings help to show the culture of that area.

The second thing that plays a role in the culture is the trappings. This includes the language and dialect that is spoken by the culture. It includes their ways of greeting, expressing love, demonstrating anger, and making deals. The structure of social classes, their artistic styles, and the distribution of labor are part of this category. Their self-image (do they see themselves as better than other cultures, or as peacemakers?) and their religious beliefs are other important factors. There are so many things, in fact, that make up the trappings of a culture that it would be impossible to identify them all. What the GM needs to do (when the culture of a setting is crucial to its feel) is pick out five or six things that represent these cultural nuances and write them into the game. For example, if part of the game took place in Japan, the GM might portray the characters in the setting by speaking with a Asian accent. He/she might include



normal Japanese concepts like martial arts, bowing during greetings, and Buddhist philosophy. The value of honor and intellectual pursuit would be shown through the GM's characters or maybe even in the plot of the game, itself. The trappings of a culture are the little touches that really make it feel different to the players. With just a handful of these inserted into the GM's writing, a new and exotic world is pulled off.

The last cultural influence a GM needs to look at are the traditions and mores. The traditions tend to be based on religious or historical events. They often include celebrations, ceremonies, or procedures familiar to all in the culture. Most traditions are preformed only at certain points in time (once a year, once in a person's life, only after someone has done a certain task), so the GM should resist hitting the players with too many cultural traditions at once. Likewise, you need to resist revisiting the same traditions each time the players are in a particular setting. I mean, an Autobot-Stunticon chase sequence might be really neat in the middle of a Chinese New Year's celebration. Yet, even with all its allure, it won't sit well with the players to be in the same type of situation the next time they visit China.

Mores are different than traditions. Mores deal with what is proper and allowed within a culture. Some cultures have mores about what a woman or a man is allowed to do. Some cultures have mores about how a person should eat, or shake hands. Some mores involve religion, others are simply the reflections of a culture's scientific understanding or legal system. Allowing the players to find out about the mores and then having the mores affect the players' pursuit of their goal can be interesting. Then again, introducing the players to a culture's mores by having them break them, can provide for an even more interesting game.

The cultural setting plays a strong roll in the players' interpretation of their surroundings. It allows them to feel the setting takes place in a real

world with real history and person-to-person influence. By being aware of these elements and creating your own, the GM can masterfully build alien worlds and far-off civilizations.

Historical Setting-

The setting's history can be looked at in two ways, both of which are simple to understand.

The first take on historical setting is the question, "Where in history are you?" A single setting can have various feels if encountered at different points in history. Much of this question will automatically be answered when the GM selects his/her timeline for the campaign. As mentioned in the plot-types, the rich fiction of a Transformer game can sometimes have the players traveling through time. When placing the characters in a historical era (or a future one for that matter), attention needs to be paid to all the same cultural ideas above only in reference to that time period. As a special note, the available technologies and concepts need to be known so that the setting doesn't maintain too much of a contemporary feel (which would defeat the purpose of playing in that setting). Last, particular historical events in particular locations can be researched and inserted giving the players that special feeling of being a part of an important event.

The second way of looking at a setting's history is in how history has affected that place. This is more important to consider when creating a fictional setting, than when introducing a real life area. The reason being is that, real life areas already bear the mark of their own histories whether it is apparent to us or not. However, when trying to ground a fictional place, and make it seem real to the players, it is important to know what has



happened in that area's history for this will have an big impact on its physical shape, its cultural features, and give "weight" to the setting as its history is hinted about through the story. This "weight" takes it from being a silly imaginary place construed by the GM, to a place that existed beyond the moment the GM used it for his/her plot. It is this permanence and depth that give it life to the players, and encourage them to react "lively" to their setting.

Set Dressing-

In theater, set dressing refers to all the props and pieces of furniture found on stage in a given scene. The concept is much the same for the setting of a role-playing game. The GM should not only come up with the geographical, cultural, and historical details of a scene, but he/she will want to then go back and dress the scene with objects the players can use.

Dressing the set includes putting in all the objects that are usually found in that area. For example if the scene takes place in a back alley, the GM will want to note things such as dumpsters, fire escapes, trash piles, crates, sleeping bums, and light fixtures. If the Transformers are battling it out in space, items like asteroids and space debris may be found. By specifying these 'little' items, the GM opens up the setting to the players for use. The scene becomes more interactive, and appears to be more 'real-world' like. It never fails to amaze me how clever players can be when given set dressing to play with. Almost inevitably they will use the items in a way the GM never thought about.

Because of its varying nature (dressing can be anything from a rock, to a person, to a 100' crane) it should be easy for a GM to insert 2-5 pieces of set dressing in each scene. Its further recommended that the Game Master try to base one of these items on 'whimsy'. The whimsical piece should make sense for the scene, yet not be an everyday item the players would count on being in that particular setting. If the setting were a desert in the southwest, a whimsical piece might be a reptile emporium, a pack of dirt-bike racers, or even a huge sink-hole. If the setting were depth of the Atlantic Ocean, the whimsical piece might be a sunken ship, a navy sub, or even a giant octopus. As you can see, all these objects are unique, yet well bound in the settings they were placed. The purpose of the whimsy item is to steer the players away from

feeling like the scenes are cardboard cut-outs, and make the scenes hold a bit of their own luster. As you can probably imagine from the few items that were listed, the whimsy item can lead to very memorable gaming moments, and feed the complication of a scene.

On a last note, the GM is warned about over doing the set dressing of a particular scene. Going back to its origin in theater, if a stage has too many items on it, the audience will tend to lose track of the actors. Likewise, too much dressing in a scene will crowd out a player's chance to shine on his/her own. Also, if the whimsical item is too grand, it could wind up overshadowing the point of the scene and actually weaken the story. With these points in check, set dressing will greatly improve the setting of an episode.

Map Making-

Following the suggestions so far, a GM will have a massed a great amount of detail for his/her setting, but how should he/she convey this detail? One troubled aspect of gaming is that, unlike in film or comics that use visual references, almost all of the reference the players get must be given orally. As it is said, a picture is worth a thousand words, and there in is the problem. To truly set the scene before the players, the GM must do quite a bit of describing. Yet, lengthy descriptions tend to bore players (when done frequently). Also, we humans are exceptionally bad at taking in multiple piece of audio information. By the time we've finally pictured the stormy canyon before us, we've missed out on the GM's description of the Decepticon troops nesting in its crags.

To fight having to 'over-describe' your game to the players, you should try to make detailed maps, or illustrations for the more complicated scenes of your game. Maps can be made in a tremendous amount of ways, each having their own good points and bad points. Typically, top-down views of a setting drawn on graph paper work well for any scene. Still, some GMs prefer hexagonal map paper, or even three dimensional diagrams for mapping.

Maps should indicate important geographical features, important structures, goal-specific points (like the area a particular artifact is buried), and maybe even the starting position of the set dressing elements. Often times it is nice to draw up special



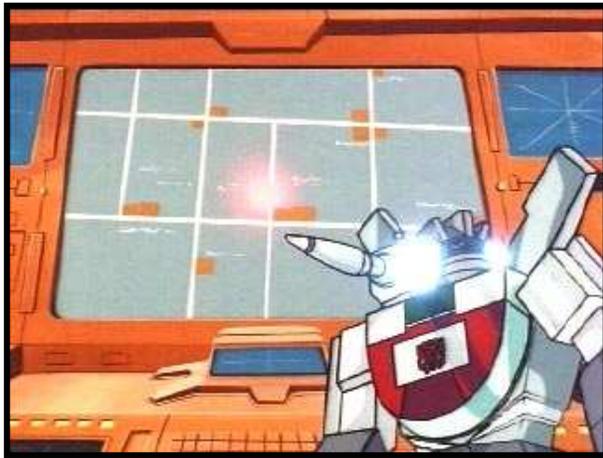
maps for the players which might not indicated certain hidden, or unforeseen items. That way, those items still come as a surprise to players. I mean, how many players are going to say, "My character, Lemmingtron, is going to go over here where this pit-trap looking thing is." Another novel approach is to have the map for the players laid out so that it can be displayed in pieces as

they explore the area (or cover it with small sticky notes that are removed as they travel around).

The Game Master's map should include numbered areas where certain important structures stand, or certain events will take place. These numbers then correspond to the write-up he/she has prepared where the number is listed with the item or event described.

When committing the time to make a map, the GM should consider whether the map is truly necessary, or possible for that matter. Some settings are so simple the players can do without maps (like streets or basic outer-space surroundings). Other areas are so complex, it would be impossible for the GM to give a true map of the surroundings (like the surface of Cybertron, or the inner workings of Unicron). For these situations, the GM might use descriptions along with sketches done for the players during the game. When the players enter the alley, the GM might take a marker board and do a quick doodle showing the players the layout of an alley, but not wasting time on specific scale or minute details. For complex areas, the GM might only draw out significant parts of those particular scenes leaving oral description and quick sketches to fill in the rest.

In general, players tend to really appreciate maps. For some psychological reason these visual images tend to stimulate ideas in the players and construct the scene more completely in their mind's eye. Drawing up maps often gives the GM new ideas about what could happen in the scene, and helps clarify some of that setting's logistics.



A Set-Driven Plot-

As a writer you will find stories can spring from almost anywhere. Sometimes stories start with plot ideas, sometimes they are the natural consequences of a villain's design, and sometimes they can even come from a collection of interesting scenes.

When choosing scenes for a game, you should look to find dramatically charged areas that work with the nature of your plot. Open lava pits, collapsing buildings, asteroid fields, and fuel-filled oil refineries are all excellent examples of dramatic locales. Sometimes an image of one of these areas will become vivid in the GM's mind, just begging him/her to place it in a game. With a little reverse-thinking, and a lot of creativity, a collection of neat locations can turn into a wonderful game for the players.

To do a set-driven plot, the GM only needs to select the "whos" and "whys" that would logically connect one scene to the other. Using the following scenes I will demonstrate further. Our scenes will be "the ridge of an active volcano", "a scrap yard complete with magnetic crane, and "a subway tunnel." These are all interesting sites that hold their own unique challenges and impressive scenery. To build a plot from these scenes the GM has to decide which would make a good starting point and which might make a dramatic climax location. For this case we will start the game off in the subway, and should probably finish the game at the volcano (since it is



obviously the most fantastic of the locations). Next, we need to figure out why the players will be at these locations, and what is going on to tie them all together. The volcano just cries out as an energy source for the Decepticons, so this might be the niche that drives the plot: The Decepticons have stolen the plans for a thermal energy collection device they intend to use at the volcano.

We might write it so that the episode begins already in progress (a tactic that is described below). The players start out chasing a group of Decepticons through the city's subway as they try to escape with the stolen plans. The GM would go on to design the layout of the subway chase, and the individual encounters the players would be facing (on coming subway cars, citizens being endangered by their foes, etc.) The scene may end with a small group of supporting villains staying behind to fight the players and ensure that their comrades get away. As the dust settles from this scene, we might have the players learn more about the stolen plans. Perhaps as they review them, they will find a crucial flaw that suggests the device could cause major destruction to the nearby city.

At this point, we might alter our scenes just a bit. To make it fit better, the junkyard might be converted into a waste chemical storage area with tanks and drums of noxious chemicals stacked all around. We might replace the magnetic crane set dressing with some sort of claw-device used to pick-up and move the heavy tanks. Now that we've tweaked our other site, we can have the players learn that the Decepticons need a high volume of

Freon Gas, and with some research they will find the only site offering the quantity needed is this waste chemical facility. Naturally, they will go there to protect the supplies only to find themselves a bit late. Again, a minor fight will break out as some Decepticons raise havoc for the players.

Finally, through clues dropped in the previous scenes the players will decide that a local inactive volcano is the target of the Decepticon's plot. From here, there are a dozen options the GM can take. The players might arrive as the volcano erupts and have to deal with the hell-storm it unleashes. Maybe they get there after the process has begun, and the

engineer of the group must think of a way to reverse it. Or, if they are allowed to arrive early, they might have a limited number of rounds to defeat the Decepticons before their device makes the volcano active. There are many other permutations of this final scene a GM could take.

As you can see, working from scenes to plots is possible. Doing it this way sometimes will generate a gem of a plot, or sometimes will turn out just basic plot structures (like the game described above). Either way, it is an approach for a GM to try, when ideas aren't flowing well just focusing on antagonists or plots.

TIPS

Sure you know how to make dynamic antagonists, mind-blowing plots, and fantastic settings, but do you have what it takes to Game Master with the pros? ...Well probably so. Still, here are a few last minute tips that add that certain punch to games.

In Media Res-

Sometimes the heroes begin in the middle of an action that started "off camera." In the film industry this sort of beginning is referred to as: "*in media res*." Literally, *in media res* is Latin for: "in the middle of things." This sort of beginning is a great way to introduce action right at the start of a game, bypassing all the set-up and exposition. It's guaranteed to get new gamers into the thick of things, and make their first Transformers experience enjoyable.

A GM using this device, starts the game off with the players already in a serious action-packed situation. For example, if the first scene calls for the players to break into a Cybertronian data chamber and recover historic files the GM may start the game with the players having already recovered the file but having to deal with approaching defense drones because they tripped some security feature. The players are given a simple understanding of the situation before the game starts, and then begin.

Think of many of the popular action movies. Most start with this method. For example, a popular British spy will gun down twelve armed skiers and escape in a secret sub all in the opening 10 minutes of the film. That is *in media res*. The build-up for this escape and pending conflict was all created off-camera, and is filled in by the audience's mind.

In media res works really well when the opening scene is already very basic, and without complex sub-plots. With this method, the group can cut through the set-up for the scene, which is probably hackneyed anyway, and get the more intricate part of the game in motion. This method is great in combination with the *Exposition, Set-up Scene, and Player-scripts* techniques. All these can be integrated to either direct the players into the action, or add importance to the outcome of this first scene.

There are a few cases where this approach can hurt a game. First, the GM must understand that placing the players in peril in this way can make them feel 'cheated' to a certain degree. Especially if they start off as captives, or in a desperate situation that supposedly occurred as a result of their own actions. Placing the players in these kinds of openings too often can make players feel at the mercy of the GM instead of being 'in control' of their character. This situation can be compounded when the back story for the situation is based on the characters having been 'outsmarted' by a villain. Where as most GM's take this approach to try and make the villain look like an evil genius, the players feel cheated, and never 'respect' the villain's power of thought, since they are not 'legitimately' facing it. Last, if the back story for the scene is important to the story arch of the episode; or if the set-up is rather complicated, using this approach can end in confusion among the players. There is only so much background information you can give to the players and have them retain, even in a dramatic exposition. Under these two conditions, the GM is almost always better-off playing out the set-up and giving the players a first hand understanding of what is going on.

Exposition-

A great way to begin an episode (especially the first episode in a campaign) exposition breaks the characters in with a feel for the background of the story, and the flavor of their Transformer Universe.

Exposition is basically a dramatic reading at the beginning of the game, telling the players what is going on as the major story-arch to the campaign. It often introduces (if in name only) the villains and major characters of the story, and hints at their motivation. This monologue opening is also often employed in movies. Even the *Transformers: The*



Movie starts out with exposition about how the Decepticons have taken Cybertron, and what the Autobots are doing in preparation to take it back.

Expositions should be short (only a minute or two in length). They are not meant to give *real* detailed information. Again, the average human cannot process too many facts given to them orally and you will have players going "Huh?" in the middle of your mood-setting dialogue. Instead, a quick synopsis phrased in a gripping manner is the idea. Sometimes, a printout of the exposition will be given to the players to refer to in the game. By doing this a Game Master can get by with a little more information in the exposition, and still have it work for the players. Last, to help set the mood in the exposition, you might desire to play a background soundtrack that supports the reading's drama. This helps focus the players' senses to the feel of the episode they are about to play. The opening themes of the cartoons hold the same effect, wetting the viewer's appetite to the flavor of the Transformers.

To keep the exposition technique from losing its drama, it should only be used when needed. Not every episode is dramatic enough to require a reading before hand. Instead, this method should be saved for certain circumstances. One example is the opening game of a campaign. It could be used before a major episode whose outcome will have a bearing on the game's setting. It's a good idea to use it whenever there have been major changes in characters, settings, or timeframes from the last episode played. This includes the introduction of new player characters between games. Finally, some GMs will run multi-part episodes that link together as they are played. These large scale games are definitely worthy of opening exposition on their own.

The Set-Up Scene-

A set-up scene is designed to have an outcome that drives the plot for the rest of the episode (or at least the next couple of scenes). Often times it reveals the same information as an *Exposition* but does it in a less straight-forward fashion. There are two kinds of set-up scenes, interactive and non-interactive.

The non-interactive set-up scene is identically in format to a cut scene. In it, a group of Game Master controlled characters interact, and through their interaction the players (who are listening to the GM's performance) learn about the situation they are about to face. In these scenes, the final parts of a master weapon are located, a new group of villains is formed, or innocents are captured and held hostage. Almost anything can happen in a non-interactive set-up because all the GM has to do is write it down. When writing these scenes the GM not only writes the dialogue of the characters involved (and reads it dramatically), but he/she also writes down descriptions of their actions and the scenes around them. When it is all done, it will sound like a page out of a book, and flow like a scene on film.

This set-up offers the opportunity to divulge more information to the players, and to instill in them an emotional connection to the victims or the antagonists (based on the GM's performance of their parts). The non-interactive set-up scene goes far to match the feeling of watching a Transformer TV episode because the players are privy to action that take place outside of their characters' presence. This is just like the TV show, where ever-so-often the point of view switches and we are shown what is going on in the Decepticon camp. Finally, this version is fairly potent at introducing new characters. The opening actions of these new characters give players a feel for their personality type. This feel might not have occurred otherwise, since often players are reluctant to role-play with the enemies (they seem to instantly jump into 'battle' mode).

The second type of set-up scene is the interactive type. This scene requires a lot of forethought on the GM's part to make sure that all the necessary information will be discovered by the players regardless of what choices or actions they take. Here, the players face some dramatic sequence that lays the path of the adventure before them. An example would be a long lost comrade collapsing at the front gate of their fortress using his last amps of power to drop clues about the enemy



stronghold where he was imprisoned. Maybe, the sequence is a shoot-out at a lab where the enemy minions leak some important information about their master's plan. These are pretty simple set-up scenes, obviously a sharp witted GM can go a lot further with this concept. One chillingly brilliant way to use this tip is to have the importance of the set-up scene suddenly emerge later in the game. Possibly, the players learn a lesson in the scene which can be applied to solve a problem later on in the game. There are many other ways to do this.

The advantage to using this version is that the players will not become bored, or feel that the GM is "hogging the show". They will, also, tend to remember more of the information they receive since it is all interactive. The hard part is the unpredictable nature of players. It is very easy for an opening sequence like this to get out of hand and the players not receive the information they need. Worse yet, they might ruin the set up, so that the plot of the game can't possibly be put in motion to begin with. A lot of these problems will occur in groups where the players are not experienced role-players, or with players who don't enjoy role-playing a scene (with war-mongers for example). GM's with more experienced, character-dedicated players (ones who love to role-play their characters) will usually be able to pull this style of opening off. For those who aren't sure, or deal with a mixed group, you can always combined this trick with the *In Media Res* option, placing the players into a situation where the role-play is more likely to occur (for example they have been disarmed, tied up, or trapped). A nasty little trick but useful for getting the players to hear the information.

Obviously the more complicated the set-up to an adventure is, the harder it becomes to divulge in a set-up scene and still seem 'natural'. This is even

more true with the interactive scene type. The GM needs to be a good editor with this approach and cut out unnecessary lines and actions. Like *Exposition*, set-up scenes can be too long and too cumbersome for a player to take in.

Player-Scripts-

If the problem with interactive set-up scenes is the randomness of player action, and the problem with non-interactive scenes is that players become uninvolved and bored, player-scripts seeks to solve these problems.

Another starting approach, here the players are all given a script which they 'perform' out loud. The script sometimes includes narration, or NPC's done by the GM, but mostly consists of the players' characters talking back and forth about the situation that has come about. Within this dialogue the players are basically giving out all the important information that sets up the game. The script may feed into a *In Media Res* situation, or may conclude and allow the players to enter the first scene in a normal manner.

When writing player-scripts, the GM must be very sensitive to the way the players portray their characters and do likewise when he/she writes the lines they will be reading. If a player wants her character to be the 'smart one' of the group, the lines given to her should sound intelligent and show depth of thought. If another player has his character being a dumb brute. The lines should be aggressive and simple-minded. Putting words in somebody's mouth is always a dangerous thing, so this must be tackled with care. This is definitely not a good method to use with players who are extremely prideful in their representation of their characters. They will feel insulted that the GM thinks he/she can write the character in the same manner the player plays him/her. Conversely, it is a great way to start first time players and players who are weak role-players. It introduces them to the entertainment of character portrayal and sets them off in a direction with their character. Another nice feature of this method is that it leaves the information (in the form of the script) in the players' hands to review should they not catch it all the first time through.

Over all, this is very similar to the *Set-up Scene* approach, and many of the comments under that section can be applied.

Drama through Cut Scenes-

It is very hard in both theater and in role-playing games to transition from one scene to the next. This is made more difficult in gaming when the two scenes might be based on differing situations, or follow one another after the space of days. As challenging is a scene that blends right into the next without giving the players a chance to pause for a dramatic rest. These situations can be handled by a movie method called, *the cut scene*.

A cut scene is a quick interaction of characters that takes place in a location (or time sequence) different from where the last action occurred. For example the players might have been fighting off a blazing forest fire and at the cut scene we hear what is going on in the Decepticon war room. Another example would be having the characters try and repel an attack on an E.D.C. space-post, the cut scene then has E.D.C. officials inspecting the post long after the battle has occurred.

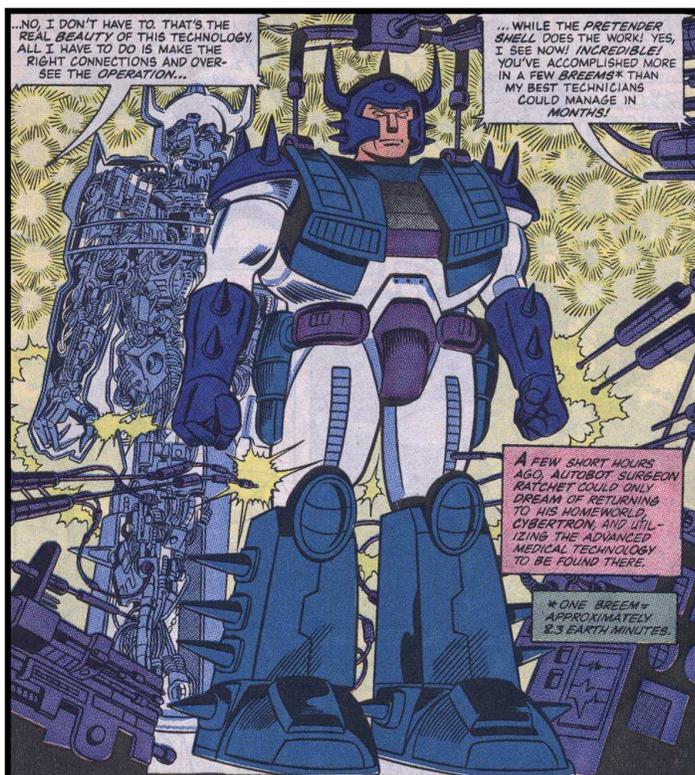
Cut scenes read much the same way as a non-interactive set-up scene, yet they should be considerably more brief. The whole scene is written and read by the GM. It usually starts with narrative information about the setting of the cut scene (*a dark alley is in view, rain pours out of the broken*

drain pipes). It continues with the dramatic dialogue of non-players characters. These characters are usually discussing issues that tie in with the plot of the episode (sometimes giving the players a better understanding of what is going on). Sometimes the cut scenes involve action sequences between the NPC's. Maybe describing a struggle within the enemy's ranks, or the escape of a foe from an E.D.C. prison. Finally, the cut scene ends with a one line sentence bringing things back to where the players are, and the scene that is about to start (*days pass, the Autobots disembark from their shuttle onto the dusty world of Ronya*).

This brief pause of description can serve so many functions. It will provide that needed break between two converging scenes so that the tension is still fresh to the players. They can be used to display the character and motives of NPC's, making role-play more likely for the players. They are useful in introducing new twists to the plot, and setting things up so that the plot doesn't seem to happen out of nowhere. Last, they have worth when a GM wants to skip forward in time without having the players role-play the passing of several inactive days.

One problem with using cut scenes is that they can be too long to hold the players' interests.

After a certain length, a cut scene seems like a one-man show, and the players want to get back into the action. If not performed well, or written dramatically, the cut scene will fall flat making it hard to pick up the pace of the next scene (making it no better than if that time was used to solve the logistics of what the characters did between scenes). Some of these problems can be avoided by mixing the cut scene concept with the player-script concept but you will find this more difficult than writing an opening player-script because the reactions, moods, and condition of the players might have drastically changed from the start of a game to the introduction of a cut scene. Again, players might also take offense to player-scripting, especially in the middle of their "performances." A last drawback to this method is that it often reveals information and motives that the characters wouldn't naturally know. While this can be good for the players, as it fleshes out the plot and draws it to a head, the information can drastically affect the player's action, and have them doing things in a way they never would if



they hadn't listened to the cut scene. The audience of a movie gets this all the time. They see the villain has set a trap, then can't believe the hero of the story is dumb enough to walk into it (not thinking about the fact the hero has no reason to suspect it).

By and by, I feel this extraneous knowledge does more to support an episode than harm it. Many players are capable of playing using only character knowledge (what their character has found out in the game) and ignoring player knowledge (what they know by hearing cut scenes, seeing maps, or having peeked at the write ups of an antagonist). If there is any question about whether it was a player or his/her character that figured something out, the GM can have the player make an Intelligence Test for the character. If the roll is successful, the player may continue with his/her course of action. If failed, the player must forget their conclusion, and come up with a different action.

A cut scene placed at the end of an episode can be useful in opening it up for sequels, or bridging it into the next adventure.



Map-Morphs-

As described in the setting section above, some areas seem simply un-map-able due to their size or complexity. Also, sometimes a scene calls for the players to be searching 'in the dark'. That is, the tension relies on them winding their way through a terrain and locating a specific area (like the exit to a maze). Both of these situations can be solved using a trick called Map-Morphing.

When preparing a map morph, the GM makes multiple pieces that connect together to form a map. In a situation where the setting is complex and incredibly large, the GM simply generates a variety of map pieces that can fit together many different ways, so that the players get the feel of unending hallways, and intricate spaces. These map-morph

pieces can take on many different shapes and sizes. Some GM's work with triangular pieces that have passages drawn open on one or more of the sides. Other GM's work with hexagons, squares or rectangles. These pieces may be as large as a piece of paper or just a few inches long on each side. The smaller the pieces are and the more of them he/she creates, the harder it will be for the players to predict the 'right' direction to take, and the more overwhelmed they will be by the setting. Of course, as pieces are added to the map, some might need to be taken off for space concerns. If this will be the case, the GM needs to have a system for remembering how the pieces were placed incase the players back track. This can be done easily if the pieces are numbered on back, and the GM records the number and position of each piece in the order they were placed. For example, 1L-5T might note that piece number 1 was placed with its left side facing the GM and connected to piece number 5 with its top facing the GM. There are many possible systems.

When using map-morphing for a complex site, the GM will want to prepare some specialized panels that set up specific rooms or locations he/she wishes the players to come across. He/she then simply designates (in their write-up) at what point the 'special' panels will be attached to the others (after the players have gone through 4 morph panels for example). If using this method as a way to hide traps or give the players the feeling of being in a maze, the GM needs to plot out the sequence of the panels ahead of time, otherwise random placement of the morphs could lead to all dead ends, or have the players find the exit within the first couple moves. Map-morphs are very time consuming to make (compared to standard map making) and would not be appropriate for every setting. Also, players might become aggravated with having to feel their way around every location they come across (after all, even in movies the heroes seem to be able to navigate the enemy fortress without much trial and error).

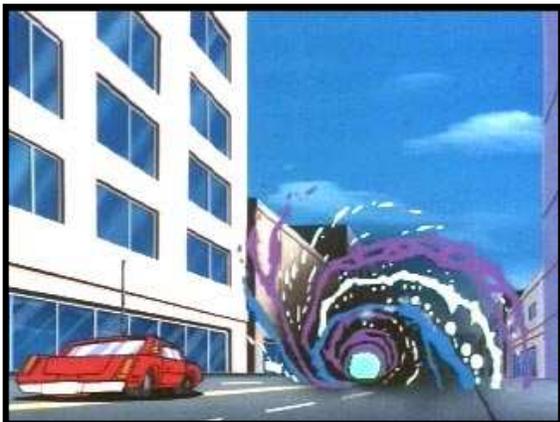
Making a few generic map-morphs of settings that are often encountered can help a GM to wing things when the players decide to do something unexpected. Map-morphs of streets, caves, and high-tech fortresses are some of the more popular ones to have on hand.

Hub Styling-

Like a written form of the map-morph concept, hub-style games are designed with scenes that work in almost any order and leave the progression of the plot in the players' hands. The metaphor of this design is a wheel. The introduction of the plot is like the outside circumference of the wheel, and the conclusion of the plot is the center "hub". As with many wheels there are multiple spokes that can take the players from the introduction to the conclusion.

To create a hub-style game, the GM creates a starting point for the characters in the first scene. The objectives that this scene presents allows them to proceed in any order. For instance the first scene might drop hints of activity in two different locations, and the players have to decide in what order they want to investigate the locations. Sometimes, the players will split up and investigate several locations at once. Depending on how you set it up, any one location may point to the final climax, or the locations might feed back and forth to one another until a specific combination of objectives have been met (like picking up the necessary clues to solving a mystery). Once the players have progressed through the necessary spokes, they will make their way to the end scene (the hub). To make this style of game work, the scenes that serve as 'spokes' need to be cleverly written so as to guide the players to the next possible scene (regardless of which ones have already been played). The starting scene must also present lead-offs to the various scenes and give the players all the motivation they will need to carry out the adventure under their own direction.

Due to the multiple ways players can choose to go through a hub-style game, the GM often has to make multiple write-ups for each scene, varying the parts that would change should different scenes



occur first. These variations might end up quite dramatic, with the addition/removal of characters in the scene, or changing it so that the players only witness the after math of a scene they might have played an integral part in. Because of this, the GM must have a lot of foresight, and write out the many variations of the scene in his/her write-up of the adventure. Trying to 'wing' these changes rarely works, and makes it hard to ensure all the necessary details lie where they should.



Using this method for a game provides a certain enjoyable freedom to the players, making the episode seem less forced than running linear plots. Game Masters tend to like to run these games because it makes their job easier, as they do not feel like they have to keep the players on the right path, or worry about fixing things when a player's actions don't fit the plot's expectations. The trade off is that the more fantastic or intricate the plot is the less likely this method can be used. It also takes considerable time and thought to plan out a hub-style adventure, adding in the adjusted information for each possible scene deviation. A final negative outcome to this approach is that many players do not like to call the shots, and will not know what to do when given an open-ended story-line where they have to figure out the next move.

ROLL OUT

Game Mastering can be a tough job. Though it is rewarding, it cost a lot more recreational time than just being a player. Rarely does a Game Master please all of his/her players. Some player will always seem to find fault in the GM's decisions, acting style, or stories. It is important for a GM to have broad shoulders and an understanding that any given player's enjoyment will change from game to game –it is normal. Further, most people who are genuinely good at Game Mastering, do not like doing it on a permanent basis. This is because behind every good GM is a great player, and they tend to like to play as much as they like to run things.

Following your instincts as a writer and using the information provided in this section should give you all you need to successfully run a game. Keep in mind that not every game needs to be a masterpiece of plot, character, and meaning. It is important, in fact, to run simple games (based off of elementary

plot ideas) every now and then, and just let the players work through it.

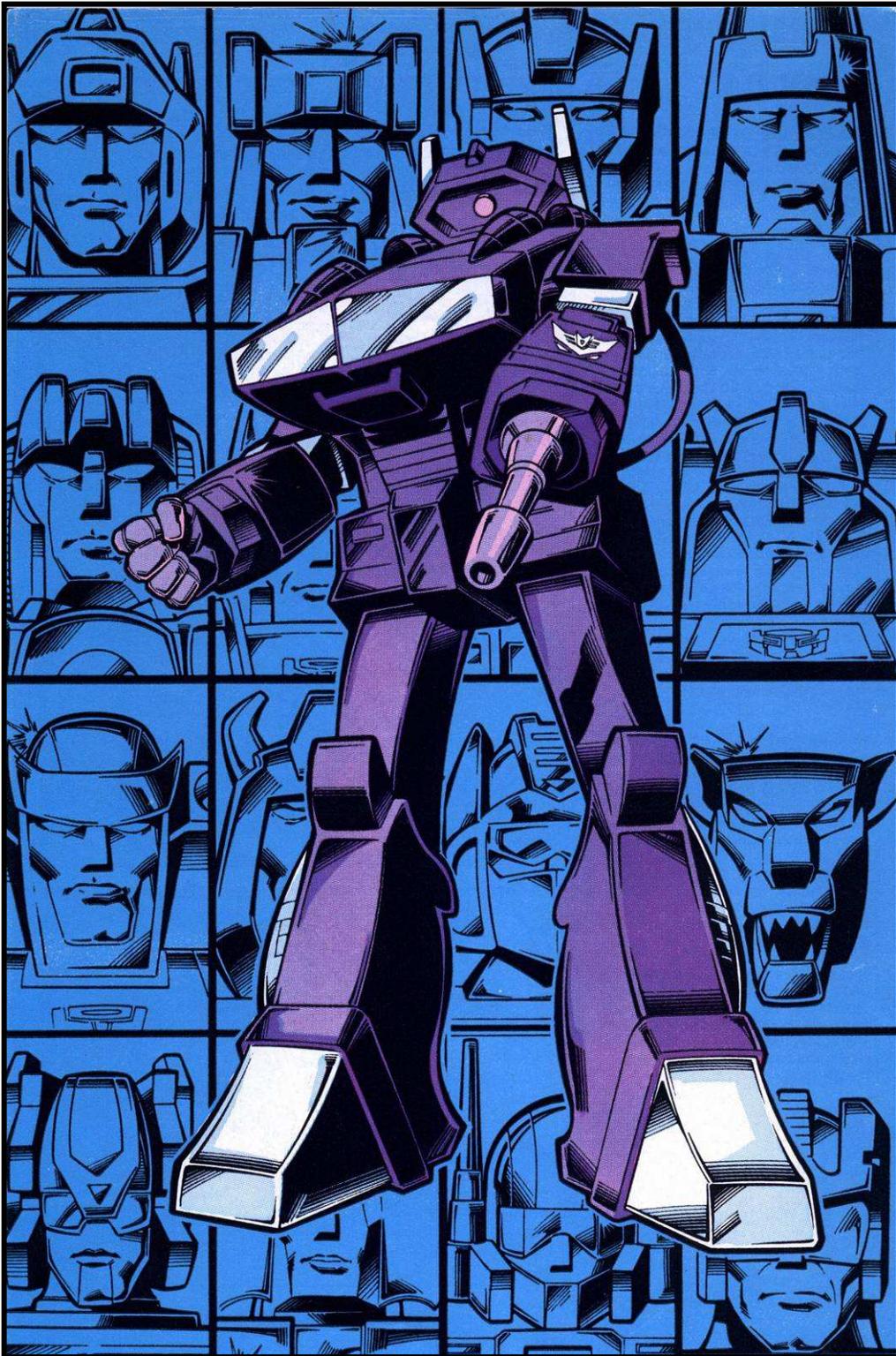
To keep things fresh, a good GM might hand off the campaign to another competent player for a few episodes, allowing himself/herself a break and a chance to play. These little interludes do a lot to restore enthusiasm and creativity to a GM, as well as giving a player a chance to see what it's like to run the game. If the campaign itself is getting a bit dry, the Game Master might suggest a small break, leaving the group at a significant point in the campaign's story arch, and then picking it up later on after trying a different game for a few weeks. Doing this can be risky however, because players might forget important details in the period of the break. The other danger is that the games being played as part of the break sometimes will last longer than anticipated, leaving the group questioning when, if ever, they will be able to get back to the Transformers campaign.

And now, my final note. Running role-playing games is an art. An artist can only improve his/her art with practice. This having been said, you should get out there and start writing and hosting games. If one isn't very well taken, look it over, learn from it, and improve. Most importantly, make sure you are having fun, and spreading your joy and enthusiasm to your players...NOW LET'S ROLL OUT!



CHAPTER 9: THE ADVENTURE BEGINS

EPISODE ONE: THE HISTORY LESSON



****SINGULARITY-** a point in space-time where the usual rules of quantum physics breakdown. i.e. A black hole*

INTRODUCTION

"*The History Lesson*", is designed to be a starting adventure for newly constructed Transformer characters. It is written with the intention of establishing a setting for additional episodes. Only the Game Master should read through this adventure. If you intend on playing this episode as a player, you should not read any further, as it will ruin the surprises that await you (not to mention it would give you an unfair advantage).

This episode would work best with a group of 2-5 players whose total EP scores (together) are between 150-250. The episode may be attempted by players with lower scores or greater ones, but players in this situation might find it either too easy or impossible.

The episode is written with a few special designations. **Boldfaced Type** mostly designates passages of description. They are meant to be read to the players. **Bold Faced Italicized Type** represents lines being spoken by a Non-Player Character in the story. Underlined passages are used to draw the Game Master's eyes to important points, or things that might need to be revealed. The NPC (none-player character) write-ups are contained in boxes at the end of this module. They are meant for the GM only, giving him/her access to all game related scores for the character. The players should never be told what these scores are (doing so may take away some of the GM's flexibility, by not allowing him/her to 'alter' a roll).

OVERVIEW

This story takes place long ago in the midst of the Cybertronian Civil War. It begins with the players investigating Decepticon activity in a section of Cybertron know as 'The Depleted Lands'. The Depleted Lands were the first cities of Cybertron to lose power after the Great War. The whole area consists of buildings, landing ports, machine shops, and homes frozen in time, cut off from what's left of Cybertron's Plasma Chamber. The whole area is the size of a massive Earth city, yet if one were to scrape all the circuit boards for energy, they would be lucky to get just a few Energon cubes.

Because of its lack of power and run-down state, few Transformers ever cross through this section of Cybertron. It has become home to outcasts from both Autobot and Decepticon clans. It is a place of superstition and rumor. A Transformer who travels the Depleted Lands alone is likely to be killed for the value of their own energy capacitors. Though it was once a major front in the Great War, the battle has left these smoldering ruins for places where energy is more prevalent. For over a decade the region has been as inactive militarily as it was electrically...now that has changed.

A Decepticon raiding 'cell' has been completing bombing runs on sections of the Depleted Lands over the last few days. This action has baffled the Autobots. The players have been selected (by the orders of the Autobot leader, Protomus Prime) to go and search the Depleted Lands for a clue to the Decepticon's intentions.

The players arrive in time to save a Quintesson, Korthos, from being captured by Decepticon drones. The Quint had lived as a fugitive in this section of Cybertron for many decades. They find out that he was a Quintesson physicist, in charge of 'facility management'. When the Quintessons first learned that Cybertron's plasma energy chamber would not last forever, he was given the assignment to find ways to solve this energy crisis. He came up with a new kind of power transistor, a geometrically-honed pulsating crystal, capable of increasing power relay. This crystal yoke, was dubbed, "The Heart of Cybertron", for it was placed in the depths of the power core. By all calculations it would increase the plasma chamber's output exponentially, making it unlikely for the Quints' to ever face a power shortage. Of course, when Vector Sigma became sentient, and the Transformers rebelled, the Quintessons sent a special team to the depths of Cybertron to remove the crystal and jettison it into space (hoping in time they could come back reclaim the inert planet). Because he had installed it, he was selected for the mission. Korthos removed the crystal, but like many others, did not make it in time to leave Cybertron on the escape shuttles. He personally launched the crystal off-world, and thus he is the only one to know its whereabouts. For many years he had kept his secret, living as a refugee. Recently, he let his pride get the best of him while threatening a vagrant ex-Decepticon who crossed his path in the Zone.

Seeing it as an opportunity to rejoin ranks, the Decepticon took this information to his former leaders.

Once players find out about this situation, it should dawn on them, that the Decepticons intend to get the coordinates from the Quint, and use the Heart of Cybertron to fuel their war. Korthos is very ridged and will not reveal the crystal's location for anything (short of the torture the Decepticons will put him through). Their only choice is to protect him, and follow their leader's orders to bring him back to base.

Next, we introduce some, soon-to-be, long standing enemies for the players. The villains in this game are designed to provide a unique selection of robot-types, and abilities. Though a GM could easily substitute the prewritten baddies for ones of his/her own creation, the ones provided are specially designed to be a menace for starting players of mixed sorts. They are based off of starting EP totals, with only a few additions to help make their presence more threatening. As the players make their way back across the Depleted Lands, they are surrounded by these Decepticons and (most-likely) devastated in combat. They awaken to find themselves on a conveyer belt to a matter consumption tower, with precious time to escape.

Meanwhile, the Decepticons reach Korthos' secret through brutal torture (leaving him permanently disfigured), and begin preparing a ship for their search team.

When the players get back to base, Protomus Prime informs them, that the Decepticons are on the move, and seem to be readying a intergalactic-class ship. They are given a second chance at stopping this plot, when they are asked to sneak board this craft and bring back the Heart of Cybertron, for Vector Sigma.

After (perhaps) a brief firefight with the Decepticons (and a few cameos), the players board the ship just as it blasts out of the hanger.

The ship reaches its destination at a back-world asteroid field orbiting a dwindling star. Solar flares from the star blast rapidly across the field, and cause damage to the Decepticon ship. Amid this disarray, floats a strange metallic rocket, damaged badly by the field, it holds the precious cargo the Decepticons are looking for.

With planning and teamwork the players can defeat the Decepticons and place them in their own brig. The Crystal's container is actually a 'modified'

Dark Guardian Robot transformed (similar to Omega Supreme, but with limited intelligence). Players will likely make a grave error in trying to enter the rocket, and 'recharge' the robot leaving them to face its fury. Luckily, the robot has been damaged by time and asteroids, and the players stand a chance of winning.

As players scramble back onto the Decepticon shuttle, they find that the dwindling star is giving off strange power readings, and could collapse at any moment into a black hole. The players must find a way to 'fix' the ship and replace its power source...quickly (or perhaps they will recharge and try taking control of the Dark Guardian Rocket). One obvious solution will be to use the Heart of Cybertron, but any solution that requires repairs/modifications might take too long for the players to make by themselves. The Decepticons will then bargain with the players to let them out in return for their assistance.

If the players are successful, the episode ends with the ship being sucked toward the collapsing star just as their space drives 'kick-in', sending them through what might be a strange dimensional tunnel.

The game is left there, to allow GMs to select what setting they would like to continue the campaign in...

Pre-Earth Transformers-

The players do make it back to Cybertron, and must deal with the civil war going on there.

New Continuity-

The players can come out of the warp in the distant future. They are just in time to 'save' the Arc from being boarded by the Decepticons, but then they themselves are left to crash on the Earth. Things happen much the same as they did in *Generation 1*, but the players are now the heroes, and their Decepticons foes are now the villains. Meanwhile, Cybertron has been conquered by a slightly disfigured Quintesson (Korthos?) and the Transformers who didn't escape have been made into slaves. They may spend the bulk of the episodes trying to get back to the past with the Heart of Cybertron.

Generation 1-

The players crash on Earth, only to be 'reactivated' when their ship is uncovered by an archeological

team. This campaign would start during the G1 episode, "Microbots" (Replacing the Decepticon ship, Nemesis, with this Decepticon ship).

Beast Wars-

The players' ship is wrecked by this 'Space-Time' disturbance, and they must evacuate the ship into small escape pods to survive. They are set adrift landing on the Earth of the Beast War's continuity.

Beast Machines-

They make it back to Cybertron only to find it under the control of a strange new Megatron, like that in the Beast Machines TV series.

Robots in Disguise-

The players are warped and crash on Earth within the setting of the Robots in Disguise cartoons.

The Future of Cybertron-

The players have come out of the time-portal long after the menace of Unicorn was destroyed, far after the discovery of Nebulos, in a weird and exotic future. The villains of this time period may not be Transformers at all. Humanity, might also have evolved in a way that poses a threat. The Transformers of this period might have new special abilities, and very unusual transform modes. Or...

Perhaps they have only traveled a little (a few million years) into their own future. Cybertron, and everyone on it, has become inactive due to the energy shortage. Because the 'Heart' was not brought back in time everything is a mess. Generation One (and everything after it) never happened. Maybe Earth will send a spaceship to explore Cybertron, a human-made Ark. The humans may just take back some of the deactivated bodies with them, or maybe the players may decide to go with the humans on a return trip to Earth, only to be followed by their Decepticon Enemies. Again, the big summit of this campaign would be for the players to take the crystal back in time and try to keep Cybertron from 'dying'.

A NOTE ABOUT THE VILLAINS

In creating this starting adventure, special attention has been paid to the selection and creation of the antagonists so that, the players won't feel too out-classed (when given a fair fight). These villains have been created specifically for a new run in the Transformer's storyline, with homage to different

elements of the various pre-existing lines. They were created as per the starting rules, with only a few tweaks here and there to make them more formidable to the players. If this adventure is being visited after the players have already played a substantial number of episodes, the Game Master will want to beef-up the 'baddies', giving them additional/stronger Skills and Aptitudes. As for their actual design, their designs cover a broad range of Transformer-types. This was intentionally done to help them mix with whatever creations the players come up with. This should, also, aid the GM in moving the players to a particular setting (since the designs are open to G1., Beast Wars, and Beast Machine interpretations). Because these bad guys are not familiar parts of the Transformer storyline, we have made an effort to insert a few cameos of familiar characters and known places to help ground this adventure as part of the Transformer Universe.

ACT ONE (OPENING): A DANGEROUS MISSION



The following is an exposition for the GM to read that will help set the stage for this adventure. Because this adventure uses the *in media res* technique, it is important for the players to know ahead of time the direction this first scene is taking.:

Five decades have passed since the end of the Great War. Freed from the sinister clutches of the Quintessons, the Transformers find themselves in a new conflict...a Civil War. The Decepticons, a warring tribe led by the diabolical Megatron, have crushed much of the Autobot resistance. Yet, with the modifications

made by the young engineer, Alpha Trion, the Autobots are learning to hold their own ground.

The war has had many casualties, the greatest of which is the Transformer's own home world, Cybertron. The planet's metal surface has been scarred and left to ruin. Its energy supply has been bled to fuel this war. Whole sections of the surface cities have been left in blackouts, and dubbed "The Depleted Lands".

It is in the middle of one of these 'dead zones', that a new Decepticon plot is brewing. For the last week, airships have made bombing runs and reconnaissance flights over the Depleted Lands, serving some unknown purpose. The lands are absent of any Autobot troops, vacant of any usable resources, and inhabited only by the seedy Transformers who have been cast out of both factions.

Searching for the Decepticons' motive, the Autobots have assigned a small operations team to go in to this deadly land, amid the Decepticon shelling, and try to discover their purpose...

SCENE 1: THE PARTS MONGER

The exact layout of this scene is rather unimportant. Due to this, the GM will give the players verbal references instead of using a map. The GM should try to convey to the players that they are somewhat lost in a dark wasteland of ramshackled buildings and long deactivated robots. The mood is hopeless, the mission should seem impossible. Describe a few interesting buildings up ahead for the players and give them time to role-play and move across the ever-changing scenery of debris. When you think they are ready to begin action, read the following:

The red thrust-trails of Decepticon airships cut stripes into the purple sky. In the distance, a chaos of deadly pyrotechnics settles on the skyline. The sound of the destruction finally reaches your audio receptors and your circuits buzz with nervous electrons.

(Have characters make an Intelligence Roll vs. a Target Number (TN) of 8. If they make it read the following. If not, have them stumble "into" the Parts Monger as they search the Depleted Lands).

You hear the hum of a small motor in the distance. In the flickering light that pools from the explosions, you see a small, one-wheeled

drone ease past a ruined barricade. (The players should be encouraged to follow. If they can get close enough, they will see it is a Decepticon drone. When they follow, have them make Intelligence Roll vs. a Target Number (TN) of 15. If successful, they notice some Cybertronian street markings that say, "Parts Sold Ahead." This sequence should be close to a chase, with the drone always staying one step ahead of the players (due to its small size, varied forms, and ability to cut passages through materials). When it feels dramatically appropriate continue with the description below).

The drone appears to be making haste to get to where it's going. It winds frantically up the side of a pile of steel wreckage. Then suddenly, and mysteriously, it appears to dive into the pile, submerging under its surface.

(If players pursue up the pile, let them search for a round then read:) *As you dig through this grim collection of severed parts and loose components, a thin robot springs like a needle from the top of the pile. Its base unfolds into a tripod of weak legs, and a simple camera-like head. It stares a moment, "May I help you? What parts are you look for? My master carries quite a stock..."* This robot is an extension of the Parts Monger, it is programmed only to respond to business, if the players wish to purchase the Decepticon's memory bank or body, it will cost them between 100-500 energy chits, or a total of 5 Endurance Points. The Decepticon drone has a small video cache of a shadowy tentacled figure moving between some buildings that can be recognized to the East of here. The drone's data link carries the command to survey and report on sector F5 (these coordinates will take players toward the building in Scene 3). Its relay holds the response, "Subject for interrogation located".

If the players do not conduct themselves well, they put themselves in danger. Read below...

The washed out voice of the service robot trembles, *"The master says you need to make a purchase or leave."* (If they don't respond adequately...) *"The master has decided you have nice parts...just the kind he's been looking for..."* Suddenly, rust-filled servos grind alive in the pile beneath you. Tendrils ending in spikes or metal sheers arch up from the all around, as a huge bulbous head, like that of a Mocktarian Sea-Feeder, springs up in the middle. Quickly, its

many-lensed eyes begin to flip and iris. Then, the tendrils bear down on you. ***"The master wants parts!!! Your parts!!!"***

(Unless a player has a special Skill or Aptitude making them aware of the danger, the Parts Monger automatically wins initiative, and acts on the first turn).

Since this is probably the players' first chance at combat let them soak it up a bit. The GM may allow the players to deactivate the Attendant, but the Parts Monger should be able to hold its own. A few rounds into combat, start having the players make Intelligence rolls each round vs. a target of 14. If they succeed, they notice that the Decepticon airships are making another bombing strafe, and this time it is headed strait for their area! The players have 3 rounds before they are in the drop zone. They must fight to get away from the Parts Monger. If by the second round they have failed, at the end of the round the Parts Monger will release them, descending back into the depths of its scrap heap. This gives the players a measley 1 round to outrun the Decepticon airships (who are travelling at 25475 FPA, Speed 7 -more than 2000 feet in the air). If they fail to make it out of this strafe (which consists of 4 airships stretching half a mile across), they will take 8D4 in damage from the cluster bombs. Either way, as the explosions go off they will find themselves in the next predicament...

SCENE 2: SOMETHING UNSETTLING

Tiny capsules of napalm continue to erupt in what seems like a relentless spasm of destruction. The few minutes of fiery bedlam pass like hours, and you begin to see the remnants of your team as the ash and smoldering flecks of metal come to a halt on the ground.

Just as your tension rods give a twinge of relief, the ground around you shudders. It emits a terrible yawn. Metal plates start pop up, flipping in mid-air. And the large support bars that once ran underground from a nearby sky-tower jettison upward -broken in two by the bomb damage. It takes seconds of seeing this bazaar phenomenon before you fully comprehend its implications. The giant tower to the west lurches with an evil metal scream. You find yourself below its ever growing shadow as it falls. For the characters to survive, they must get an

understanding of how large this structure is. This structure is Size Scale 4 in a major way. It is one of the tallest buildings in the Depleted Lands. It measures some 30 stories, in scale to normal sized Transformers. If the GM wanted to complicate things, he/she could have one of the players become pinned down, or swallowed by the plates of metal bursting up from the ground. The sky-tower will actually begin to buckle in mid fall giving the players two rounds to clear the area. To do this successfully they must move at least 10000 ft. If caught in the debris the player will suffer 4D8 points of damage, but will be spared the loss of any Endurance (as with unarmed-physical damage). Any players caught in the rubble must be dug out by the others.

At this point, the players will be weary, they may want to hold up for the night, giving them time to regain lost Energon. If they search hard enough, they will be able to find an abandoned electronics factory. Inside, there will be a small catch of circuit cleaning supplies and machine maintenance kits. Spending an hour using these items (with the appropriate Aptitude), allows the recipient to gain back 2D10 Life Spark (to full). There are enough supplies for 4 such applications. The players should be allowed to hold out for the night here -free of complication.

SCENE 3: THE HISTORY LESSON

Because Cybertron does not orbit around a sun, the next day the players wake up in the same shrouded twilight that they went to sleep in. Read:

The smell of sulfur and scorched metal is thinning. Infrequently, and from what seems to be random directions, you hear the sound of rotors cutting through the air.

Allow the players to start the morning off searching. If any of them have Tracking Aptitudes, they may pick up Korthos's trail with a successful test. It will lead them to the next situation, or they may just luck into it. **A couple loose girders shower down from a shelled dwelling to the right. Inside you hear rhythmic blasts of weaponry. For a split second you swear you hear the groan of someone or something in trouble.** When the players enter the building, they find 4 (+ or -) of Metal Work's drones cornering Korthos, trying to keep him from escaping until the Decepticons arrive.

The number of drones should be adjusted based on the number of players and their abilities.

The floor of this great hall is littered with rusty and cracked support beams. Much of the floor above has already come down forming banks of debris here and there. At the far end, near a nonfunctioning ascension shaft, there is quite a struggle taking place. A Quintesson with a large bulb-like head and a single aged face, is trying his best to hold back four Decepticon drones. Currently, the Decepticons are closing in on him. An observant character might notice that while the drones are firing on the Quint, they are not using deadly force (they are using the weapons to pin him down, or wound him). If the players join the battle, the drone will use deadly force on them (even if they seem like they're trying to help the drones, they have orders not to let anyone interfere). Keep in mind that many of the large support pillars that once made this entrance hall seem so grand are now in ruins, thus the floor above stands a good chance of collapsing further. If the battle becomes too outrageous, the drones will try to hit both the players and Korthos with 'tracer chips' so that the Decepticons can find their location in the next section. Once two or more of the drones have been destroyed, the others will transform into their flying modes, and try to retreat.

If The Players Save Korthos: He will resentfully thank them. With some prompting he will tell them the following information:

- His name- (Korthos)
- Why he thinks the Decepticons want him- (his knowledge of power conversion)
- How long he's been a refugee- (20 years)
- Only under extreme pressure, or some great convincing by the players he will tell how he became a refugee- He recounts the following story:

"The power troubles you are now experiencing, were theorized by us Quintessons long ago. In a time before your kind had gotten out of control, we recognized that the planet's plasma core would not last. And that, if we didn't find an alternative power source, the planet would be completely inoperable within a few centuries. The council selected me, the council's primary physicist,

to come up with a solution. As much knowledge as I had, I could not figure out a way to replace or replenish the plasma core... in a feasible manner. So instead, I set to work with some very rare crystalline isotopes I had found on Tados 4. I was able to align the energy spectrum dispersion pattern of the Crystal into a type of power magnifier.

By placing my creation deep within the reactor unit of Cybertron we could amplify the power-core to more than ten times its former output. Thus, allow it to last for an extra millennium. This device, located in the depths of the planet, through which all the energy flowed, came to be known as the 'Heart of Cybertron'.

As you know, new programming turned our own computers against us. As Vector Sigma became sentient, and your rebel ancestors began to capture more of our facilities, the council called for evacuation. My job was to journey into the core of the planet and retrieve the Heart, inevitably, sentencing the planet to death. But...the journey took much longer than I had anticipated. When I emerged with the crystal, my people were gone. Uncertain of where the Quintesson Armada would make their new colony, I chose to stay behind and await their inevitable return."

- What happened to the 'Heart of Cybertron'- (he will tell them that he jettisoned it into space in a short range rocket, and that he will never betray its location. No matter what the players do, short of torturing him, he will not give them the location).

If The Players Do Not Save Korthos: If the players are defeated (and fall) in battle, go ahead and skip to "Scene 5: The End So Soon?". If the players decide to leave the Depleted Lands, and have not discovered the Decepticons' motives, they will simply be told by their leader to follow up on a lead that the Decepticons are preparing a shuttle. This will then take them to "Scene 7: Into the Viper's Nest" (the GM will have to provide them reason to board the shuttle). If the players remain in the Depleted Lands, even for only a few hours they will proceed to the next scene (4).



SCENE 4: WHAT MEGATRON WANTS, MEGATRON GETS

After the players have had sometime to pry information out of Korthos, they will find he is very uncooperative. He will refuse to go back with them, even to the point of fighting them. Before players have a chance to leave the Depleted Lands, or journey much further with Korthos, they will find themselves attacked by Decepticons.

You are still in mid-thought when the sound of approaching air-ships draws caution to your receptors. Their engines are humming too low of a pitch for any great amount of speed, the ships don't seem to be on a bombing mission, and they are still a ways off.

Pondering this only for a moment, the ground below you shifts and rumbles. A small section, sixty feet to your right, shreds to pieces scattering hot metal shavings across the surface. A large tunneling device bursts through the ground beaching itself with a tremendous "THUD". The Decepticon symbol on its main hatch is visible only for a second. Then, quickly, the hatch shoots upward, opening the vessel.

"Decepticons Attack!"

The players will find this a hard fight to win. They will have an advantage the first round -as the Decepticons unload from the boring device. The first Decepticons out will be Eraticus (in tank mode), followed by 2 of Metal Works' drones, and then by Traxis, Cania, Pestilence, and Metal Works (all in robot mode). The Decepticons will engage the players, trying to take them out of action as quickly as possible. Their goal is to capture Korthos under any circumstances. The 5 Decepticon Airships will

arrive and transform for combat in two rounds (use the same stats for the first group). It should become clear to players that this is a fight they might not win!

"You meddling machines! You have not come prepared to protect this Quintesson. Give up, surrender yourselves, and Master Megatron may have mercy!" the larger tank robot says, unleashing a hell fire of blasts. You are obviously outnumbered, and being given a crash course in the awesome firepower of the Decepticons.

Let the battle rage on, under no circumstance should the players feel they have a 'hope' of winning. If the deck does not seem totally stacked against the players, add more drones into the mix (they can just pop-out of the tunneling capsule). When it is over, it is likely (through the use of the Null Rays, and Pestilence's Energy Siphon) that many players will be 'knocked out'. Some players may be destroyed. Use the following guide for rapping up this section of the adventure.

Players Who Are Knocked Out: Players who are knocked out (including those that used the Modularity or Deactivation Ability), awaken in the next scene, entitled, "*The End So Soon?*". Metal Works, with his quirks, has secured their bodies onto a conveyor belt into an matter-consumption tower. The players must use their skills and abilities to save themselves from this gruesome doom.

Players Who 'Died': Nobody wants to lose their character in the first scenes of their first adventure -especially, when they were purposely over matched. Some alternatives would be for them to awaken in the depths of the Parts Monger's den (if it wasn't killed), as it works on them making their parts functional for sell. Another possibility (if the other heroes save their bodies from the incinerator) is that they awaken after the next scene, in Alpha Trion's repair bay. Either way, they should permanently lose one minor Aptitude, Skill, Weapon, or Attribute Point as a penalty for having 'died'. Also, be sure to make them aware that they won't be able to be 'put back together' again, this time was sheer genius on behalf of Alpha Trion or the Parts Monger.

Players Who Ran Away: The players who ran a way have several scenes they can start in at. If they keep tabs on the fight from the distance, they can save those that were knocked out from the incinerator. They may also be the ones that take the dead to Alpha Trion, or witness the Parts Monger's savage attempt. Last, if they run clear out of the Depleted Lands, they can begin play in the scene entitled, *"Into The Vipers' Nest"*. There, they learn of the Decepticon's plans to launch a shuttle to recover the Heart of Cybertron

SCENE 5: THE END SO SOON?

During their 'unconsciousness', the players have been placed on a long scrap conveyor that feeds into a special high-fusion matter consumption tower (like an incinerator). They awaken just in time to see Metal Works finishing his 'work' of torture and mayhem. They are left trapped on the belt, with all their non-integrated weapons in a pile far behind them. The belt is nearly 2000 ft. long, and travels at about 100 ft. per round. Some players will have metal piping welded around them (Entrapment = 9), others will be held with magnetic bonding units (Entrapment = 7), others will have had their leg and shoulder Servos severed by Metal Works (-6 to Skill rolls till fixed, only 1 act per round). Read:

Your system initiates to the circuit-raking squeal of grinders and ratcheting chains. You see the dark starry sky above Cybertron moving above, and it takes a while for you to come to the logic that it is, in fact, YOU who are moving on some sort of conveyor. The smell of smoldering metal fills the air around you. You seem to be held in place by various means. Turning your head to the side you see the imposing form of the Decepticon, Metal Works, transformed into factory mode.

As he puts the final touches on a device, he shifts back into a robot, staring at his creation. He snarls, "Wakey, Wakey Auto BLOTS! I'm sorry I won't be here to witness your riving cowardly bellows as you liquefy inside that Fusion Tower. But, your deaths WILL be chronicled in fine quality on my new audio recording device," Metal Works walks toward the Matter Consumption Tower's entrance, placing the recording machine on the ground by the conveyor. He then pulls the lever on the side of the tower down a notch, speeding up the conveyor's

movement. "Pleasant Screams!" The huge robot leaps into the air flying away in a style only known to the Decepticons.

There are an infinite number of ways for the players to escape. Just a few include: breaking out of their bonds, struggling off of the conveyor, Somehow destroying the conveyor, moving the lever on the tower to the off position, blocking the entrance to the tower, or shutting the tower down somehow. For game purposes, the conveyor has an Armor of 4, and 60 Life Spark, while the Tower has no Armor, but 570 Life Spark. If the tower loses 2 major functions its fusion core will explode causing 1-100 points of damage to each player (each roll is individualize due to the wild nature of a plasma-fusion explosion). If players do not alter the recording device to suggest that they have perished, the Decepticons will be very wary during the next few scenes. They will have reason to believe the Autobots know what they are after. This will result in very tight security in the Decepticon hanger and aboard The Vehemence shuttle.

Once they free themselves from this calamity, they should get the notion to head back to Autobot Headquarters and explain the situation to Protomus Prime. There, he will commend those who survived on their own wit, and explain the fate of any heroes who needed to be salvaged by Alpha Trion or other means.

The following is an exposition for the GM to read to help set up how the Decepticons got the information out of Korthos. It also works to show the players how cruel and devious their enemies are.

CUT SCENE: DECEPTICON INTERROGATION

The scene is grim. Harbinger, the terrible Decepticon Cerberus, holds Korthos to the ground, both jaws locked onto clumps of the Quintesson's tentacles, pulling in opposite directions. In front of the Quint sits Pestilence, transformed into scorpion mode. Sporadically, he jolts Korthos with an energy sting from his tail. The other Decepticons sit back, amused by his pain. Eraticus, looks on, rather bored, *"Fool. Tell us where you sent the Heart of Cybertron, or we'll show you pains you never thought possible!"*

Rasping, Korthos replies, *"I rather die then help you treacherous robots live. You'll never learn its location from me."*

"Such bravery... Harbinger, tear off one of his legs..." As commanded, the Quint's tentacle is yank from its socket, in such a gruesome fashion that even the Decepticon Airships grimace with discomfort. Korthos lets out a constant bellowing scream and the view comes back to close up of Eraticus. *"You'll break soon enough... you'll break..."*

Cut back to, Autobot Survivors:

ACT TWO: IN THE MIDST OF ENEMIES

At this point, the episode takes an important change in tone. Prior to this, the story has been very fast paced, and low on strategy. The scenes have been combat based, and have not put much burden on the players' abilities to plan out and role-play a situation. This act begins with the players needing to use their Skills and Aptitudes to pull off an amazing plan of their own concoction. Needless to say, not every gaming group will have the ingenuity, right off the bat, to do this kind of thing. For this reason, the GM should not refrain from making simple suggestions to the players if they do not seem to be managing on their own. Undoubtedly, more experienced role-players will need little help with the scenario they are being handed, and will quite enjoy taking a scene 'by the horns' for a change.

As far as Game Mastering goes, the scenes that follow are also different. The following scenes are intentionally open-ended, meaning that the GM must simply know the basic plot of the second act, and have the elements (NPC's, settings, etc.) that surround the characters react to keep the plot going. This nature of game, requires the GM to know his/her resources (NPC's, objects in the game, the settings) and really pre-think different possible situations the players might get in. Even then, he/she needs to be ready to improvise using the resources to give a plausible reaction for each of the players' moves.

SCENE 6: INTO THE VIPER'S NEST

After the players have been sent to the 'medical bay' and repaired, Protomus Prime will once again call on their service. Depending on the characters' back-stories, this might be the first time they've met this incredible, legendary Autobot leader face-to-face. The scene should be regal, taking place in the center of the Autobot 'war-room' (at Iacon). Protomus will be reserved, addressing them, at first, in front of a computer screen that constantly reports all damaged sectors of Cybertron -allow for role-play.

"No soldier should be called to risk his Life Spark more than once, but I'm afraid you few Autobots are the only team I feel confident in asking to do this mission. As you know, the Decepticons have captured a Quintesson engineer by the name Korthos. We believed, at first, their intent was to use his knowledge to build a new power supply. Now, we know better. Judging by the long range ship they are presently fueling-up, it seems more likely that they have used the Quintesson to determine the final resting spot of a power yoke known as, The Heart of Cybertron." Protomus turns his arched back to you staring out the window at the half-lit skyline of Cybertron.

"It would be rather easy to destroy their ship and prevent them from gaining this advantage, but I'm afraid the task I put before you is even more complex. I'm sure you're aware, we Autobots have no shuttles prepared. Even if we doubled our efforts, The 'Ark Project' won't be completed for another four revolutions. The idea of recovering the Heart of Cybertron is too promising to wait that long.

It is, therefore, my decision to let the Decepticons launch their mission to retrieve this yoke. We will infiltrate their hanger and secretly place a team aboard their shuttle, once the yoke is in site, the team will come out of hiding and overpower the shuttle's crew. The team can then retrieve the Heart and bring it back to us." The wise Autobot swings around, looking each of you in the optics.

"I want you to be that team. Our sources tell us that Megatron is using the same crew that

searched the Depleted Lands, to retrieve the Heart. You have faced these Decepticons, thus you are the only Autobots that know what their abilities are. I will understand if you cannot bear another dangerous mission like this. But if you do, and if you succeed, when young Autobots look at the vibrant, lit-up surface of Cybertron, they will think of YOU and THIS moment of courage. Will you accept this mission?" Protomus's face beams with desperation and hope as he waits for your reply.

The players will be given a map of the hanger bay, with the main security features marked. This is courtesy of the Autobot spy, Lenscraft (a purposefully unknown ally, whom the GM can throw in to help the players out of really difficult jams in the shuttle bay scene). In general, Protomus will cooperate with any plans the players have as far as getting aboard the shuttle. He will try to provide them with any reasonable requests. Still, they should be aware that he has very little in the way of expendable forces (most Autobots are engaged in battle on the far side of Cybertron), and a big firefight might raise the suspicions of the shuttle's crew. The players may decide on a course of action that alleviates the need for them to go to the shuttle bay. This is OK. The GM should simply take a moment out of the game to readjust what the players will be facing with the action they decided to take. A common way players skip the next scene when playing this adventure is by deciding to board the Decepticon ship after launch. This is a plausible route, though they will likely face-off against the Decepticon escorts who are protecting the ship to the outer limits of the planet's atmosphere. Also, blasting their way on board will result in a direct fight with the Decepticons who are manning this mission (who most likely devastated the players in a head to head fight once already). The point is, the players should devise the way they will get aboard the ship, and the GM should feel free to create whatever-sort of scene their plan leads to.

By Lenscraft's report, the Shuttle will be fully fueled and ready for launch by 20:00:00 that night. That gives the players little over 12 hours to prepare for this mission. The layout and contents of the shuttle bay are described below. The GM should note that the players do not know all the details of the shuttle bay, this fact could quickly complicate things. The GM's job is to make the players sweat it

out a bit, yet not make it impossible for them to leave Cybertron aboard this shuttle (hopefully with their Decepticon foes still intact).



Key to Shuttle Bay Map-

The shuttle bay, is an old defense tower that has been highly modified by the Constructicons. The shuttle itself is a showcase of Decepticon technology, capable of being used as a trans-space freighter or a mid-range attack vessel. When the players arrive, several of the Decepticon airships are fueling up the transport's reactors, and putting some final cargo aboard the holds. Several rounds later, Eraticus' team will arrive to board. Players might notice the silver disk Eraticus is carrying. Players with Piloting: Space, or Computer Ops Aptitudes might realize that this is a navigation module. A ship's navigation module (or nav-disk) holds all flight coordinates for reaching specific points in space.

At a truly tense moment (during an accidental fire-fight, or when the players are most worried of being 'caught'), Shockwave will enter through the main corridor hatch with Ravage and Laserbeak. Laserbeak has intercepted information that an Autobot raiding party has been assigned to attack the hanger (a somewhat faulty report). The party will search the hanger, the outskirts of the hanger, and the ship then leave (if the players don't do anything to distract or intervene in this process). Players hiding will be making Opposed Rolls verses Ravage's Tracking Aptitude or Shockwave's Security Aptitude. Shockwave has been ordered to decimate any opposition to this mission. He will make a formidable foe, and the GM might need to encourage players to solve this situation with something other than firepower. The inside lay-outs of the Decepticon shuttle are detailed in the next scene.

1. The Defense Tower. **Guarding the north-west quadrant of Megatron's Zeta-1 dominion, this defense tower raises some 18 stories into Cybertron's skyline. Unlike other battle stations, this tower has great girth, leaving much of its contents unaccounted for. About ten levels up, one hexagonal side features a large inset causeway. Perhaps the launching point for the Decepticon craft.** Because this structure is incredibly large, the only internal plans provided for the GM are that of the shuttle bay. Should the players desire to explore the rest of the towers levels, the GM will need to improvise what the players come across. He/she should keep in mind that there are five other defensive turret disks laid out near the edges of the tower. There are several rooms where the data collected by the instruments on top the tower is received and studied. Last, much of the tower is taken up by recharge chambers for the Decepticons who work at its stations

The outside of this tower is surveyed constantly by remote video scanners, and the airspace over this domain is patrol on regular intervals by Decepticon Seekers with infrared scopes. Direct assault on the tower should be hopeless. About an hour before the shuttle launch, a Decepticon transport convoy arrives with the final Energon shipment to finish out the ship's reactor. These Decepticon workers have only limited intelligence, and carry their precious cargo (60 Energon Cubes) in their protective hauling structures (totally enclosed when their rear hatches are shut). The lead transport vehicle has all the necessary codes to enter the tower at its base level. The cargo of this convoy will go unexamined until the Seekers who are fueling the ship go to unload it. This is just one possible entry point for the players. Also, the code used by the transports will give entry to almost any other external door on the tower.

2. Launch Port. **Through the hollows of this tunnel, the Decepticons can land and launch spacecrafts. Though the tunnel is open on the face of the tower's side, where it joins with the actual hanger it is secured by a large steel barrier. Harbinger guards this entrance** (It will leave to board the shuttle when the barrier opens before launch). Shortly before

launch, the Decepticons will tell the computer to draw the barrier down, allowing the ship to pass. The barrier is amazingly thick and resilient, there is little hope of cutting or blasting through it. Still, many of the launch computer's command cords run just under the plating of the outer tower. It is possible a player could tap into these wires with their own computer, and send signals to open this launch barrier, or any other hatch within the shuttle bay (Computer Ops vs. a TN of 8, and Security vs. 15).

3. Air Dock. **Built for receiving shipments of supplies via cargo ships, this metal platform stretches out into the smoggy surroundings of the defense tower. A lift-platform and ladder trail down from it, snaking along side the tower's exterior and end at its base. From the corrosion that covers this area, it appears seldom-used.** Specifically watching this platform is a rotating security scanner mounted above its door. The entry door is coded, with a special button designed to 'ring' those in the tower to allow entrance (only after they've checked the security feed to see who it is of course). The lift platform can only be sent and retrieved from the controls on the platform itself (or inside the tower). Consequently, it is always left in the 'up' position. Though it is quite exhausting, players may attempt to scale the 10-story ladder up to the air dock (-1 Endur for this struggle). Doing this may make them easy targets for a passing patrol of Decepticon Seekers, and puts them in the line of sight of several security scanners (unless they time it right). The code for the entry door matches that used by the transport convoy to get through the main entrance at the base of the tower.
4. Defense Tower Turret. **On this corner of the defense tower rests one of its 6 weapons turrets. This particular turret seems designed to take-down enemy air vessels. It is fitted with both a double plasma blaster encampment and a long-range light cannon. These armaments are set amid a rotating sphere, allowing them to be deadly over a diverse fire arc. When rotated left or right to its extremity, the entry hatches to this gun chamber become visible on the outside of the tower (opposite side). The entry hatches are**

tough vault-doors, electronically coded with a separate code than the entry hatches to the tower itself. The weapons are always manned, usually by a pair of 'nameless' Decepticon Seekers, who rotate in and out at different shifts (a shift will end about 15 minutes before the shuttle launch). The double plasma blaster does 6D12 and has a range of 1600 feet. The light cannon does 2D10 with a range of 12000 feet. Breaking the code on the doors requires a Security roll versus a TN of 20. Breaking through the door requires the players to get past its Life Spark of 80 and Armor of 10).

5. Industrial Lift Chamber. **This massive room can hold large quantities of supplies up and down the inside of the tower in a matter of seconds.** Though it extends to the underground portions of the tower, at the first level, this lift chamber opens next to the entry door. The convoy mentioned at #1 will enter this chamber to bring their energy shipment to the shuttle bay. No codes are needed to operate the lift chamber, but a security scanner has a fixed view of its interior. The scanner is monitored by the Decepticons occasionally. If the players have made their presence known to the Decepticons, the tower's main computer can override the lift chamber, stopping it where it likes and preventing it from going to certain floors. The Decepticons may (without the players recognizing) send the elevator past the bay, to a maintenance galley where an entire war-party will be waiting to capture them. Breaking the computer's override takes an Opposed Computer Ops Roll versus 30, or an Opposed Security Roll of 23 or better.
6. Main Corridor Hatch. **An incredible set of sliding hatch doors set in the middle of this far wall. Intermittently, the door screams open, filling the whole bay with the sound of its servos. Decepticons of various descriptions walk in and out delivering orders, or parts.** After the players have been in the shuttle bay for about 30 rounds, Eradicus and his crew(minus Harbinger) will enter through these doors with the nav-disk. The crew will then board the shuttle taking their designated areas for the launch (see next scene for details). Harbinger will be the last to board the shuttle just before the ship takes off, but it will

come through from the other side of the launch barrier.

This door is also the entry point for Shockwave and the two Decepticon tapes. This search party will enter at any point the GM feels dramatically appropriate. If the players have decide to wonder through the interior of the rest of the tower, this will most likely be the door they come through. It will not be locked, unless they have tipped off security to their presence. In this case, it will be coded different from the entry point. Breaking the code on the door takes a Security roll versus a Target Number of 25. Destroying the door requires the players to deplete its Life Spark of 200 and Armor of 12).

7. Supplies. **Everything from hydro-gaskets to new reactor valves sits in a series of containers around the shuttle waiting to be loaded.** These items can be used as cover, or as thrown weapons. Some of these containers might be large enough to even hide in. They range in size from .1 Scale to Scale 2, and have Life Sparks varying from 5 to 20 (times their scale). Should any of the objects lose half of their spark, the GM might roll a D10, on 8+ the object will be flammable and combust, doing damage similar to "High Pressure Tank" combustion.
8. Cargo Sled. **Under the direction of the Decepticon Seeker walking behind it, a bounding cargo sled makes its way from one section of materials to another, where the Seeker loads it with the appropriate supplies for the shuttle.** After completing its round, the Seeker ("Fastburn") will take this sled into the ship's bay (via loading ramp), and place the materials in the appropriate hold. It will take 3 trips of this nature for the Seeker to finish loading the shuttle. The Seeker assigned to this duty is not all that bright, and will not notice changes in the canisters' weight. Hiding characters must simply overcome his Intelligence of 3 (Plus a Bonus Die). Fastburn has a code key that can be used to open any of the ship's hatches.
9. Crane Arm. **Not currently in use, this grasping arm hovers threateningly towards the top of the hanger. When deployed, it is able**

to reach in an arc pattern up to 200 feet away. Further, it can lift over 500 tons, 70 feet in the air. This arm is usually used in the construction and repair of larger vehicles. This grasping giant is run from a computer terminal located at its base. Operating it requires a Test of Skill (or Engineering: Mechanical Aptitude). Using it to capture a foe requires the player to make an Opposed Roll verses the foe's EM + 8. Once captured the foe must struggle against the arm's Strength of 8 (Scale 3) to get free.

10. Refueling Team. Two Decepticon Seekers concern themselves with fueling the ship, under the bosom of its giant wing. The two stand beside a stack of 20-some Energon cubes, attaching the ship's reactor coupling to them one at a time, draining them into the engine core. The two Seekers (we'll call them "Barrelroll" and "Dogfight") drain the cubes at a rate of 4 per round. There are 24 cubes. After this shipment of Energon is incorporated, they will wait (impatiently) for the delivery from the convoy (see #1). Like the Seeker working the cargo sled, these two are somewhat oblivious to anything other than the task at hand. Still, if the players fail a Hiding roll, or make noise otherwise, these two will fight to protect the shuttle and its cargo.
11. Shuttle Bay Mainframe. On top of a ten feet tall platform, rests the main computer terminal that runs the vast mechanized networks of the shuttle bay. A Decepticon information robot mans this station, constantly monitoring the different feeds gathered by the bay's equipment. From this computer station anything within the bay can be operated. This includes doors, weapons, equipment, security features, and any other permanent fixture. Due to this fact, using this system requires an extremely specialized security code (only known to the information robot and Shockwave). Breaking this code (by any means) requires an Opposed Roll verse a Target Number of 30. The information robot that works here will deactivate himself long before the player will be able to get the computer code from him. If needed, he will turn the bay's internal defense arrays against the players. These consist of 2 disrupter beam

turrets fixed to the ceiling on each side of the hanger. They do 2D8 damage, with 2-8 being Endurance damage, and anything else not counting. The turrets have a range of 520'. The computer has a Life Spark of 30. If damage is done to the computer (resulting in the lose of a function), it will put security on red alert and lock down the bay. At this point, the players can expect the company of a Decepticon war-party within a few rounds. The only way to turn off the red alert is by entering the above mentioned security code.

From this station, a power-flux reading can be taken of the shuttle and entire bay area, showing all signs of energy activity (possibly showing where the players are, if they did not hide themselves near an already large power source). This reading would only be taken if there is cause for suspicion. To 'trick' the instruments the players have to somehow disguise the very energy they are running off of (There are several ways to get around this and players always seem to be good at coming up with them). Shockwave will use this reading if he cannot find the players, but has found evidence of their presence.

12. Orbital Map. In brilliant color, this giant display screen provides images of Cybertron's current space-path and all relevant information about the objects orbiting it. Like the flicker of a strobe, it constantly changes projections giving new views, or updating the display of current items of interest. Though there is not much to say about this launch screen, it does show that the shuttle launch will be monitored by the Decepticons, and that any interference with the shuttle immediately after launch will likely be picked up on. In other words, the players need to wait until the shuttle is past the tower's scanning capabilities before they make any disruptions in the shuttle's flight. Otherwise, they will face the wrath of a fleet of Decepticon Seekers being sent after the shuttle.
13. Interior of Defensive Sphere. Pressurized and fitted with its own gravity generation, this spherical-room contains the controls for the defense turrets. Aside from the two gun batteries, a large radar command post stands in this room. These weapon systems are

maintained by a crew of two Decepticon Seekers. The vault doors that open into this room (when it is positioned for personnel exchange) are always locked, and require a code for entry (see # 4). The Seekers who are running this turret ("Faststriker" and "Whip-Wing") will attack anyone who enters without using the proper security procedure (contacting them to return to "exchange position", and entering the authorization code in the door panel).

- 14. Decepticon Shuttle ("The Vehemence").** **The Decepticon ship sits amid this lofty hanger, filling it with its sharp, dangerous form. Designated "The Vehemence," its double-backed wings, and massive stardrives hint at its capabilities as both a fighter, and a long-range craft. Currently, its cargo ramp is down, awaiting items to be loaded into its holds. At its bow, the gangplank that leads up to the command deck is deployed...and unguarded.** The ship's insides and capabilities are defined further below. Sneaking aboard the command deck will not be easy due to the nearby Seekers that are refueling the ship's core (and the information robot working on the computer platform to the right). The ramp to the hold is sporadically traveled by the Seeker with the cargo sled, and might make a more probable entry point. For the players to enter the shuttle at either area, they must make an Opposed Roll verses the Intelligence or Security Aptitudes of all those near by (within 80 feet). This roll might receive modifiers should the players create a diversion, or use the natural noises of the hanger bay for cover (like the servos of the main corridor hatch). The cargo ramp will be retracted just as the crew arrives. The gang plank will retract after Harbinger returns from its guard duty at the hanger barrier. The only other (full-sized) point of entry on this shuttle is the maintenance hatch that rests on top of its starboard wing.

SCENE 7: STOWED AWAY

Stowed away on The Vehemence, the players will encounter another period of "open-ended" gaming. Hopefully they will keep in mind that reaching the Heart of Cybertron is their main

objective. What they do before they reach its last known location is up to them. Should the players make their presence known, Eradicus will immediately halt the ship's progress and hide the Nav-Disk, so that they players will be helpless without it. If he and his crew are stopped before they can do this, they will plot an escape using their powers or talents, then use the full resources of the ship to try and "get at" the players. Note that they will only attempt escape at a time that is opportune, or likely to be successful (if the players leave the ship to get the Heart for example).

The description of the ship's chambers and contents are listed below. This class of shuttle is somewhat new to the Decepticons and player characters will have little foreknowledge of its layout or workings. In fact, like all new creations the shuttle probably has a few bugs in its system that might help explain away some player activity.

After leaving the hanger, the shuttle will be flanked by 3 Seekers who will escort the craft $\frac{1}{2}$ an AU away from Cybertron (attacking anything that seems to want to intercept its path). Listed directly below is the launch procedure and starting positioning of the shuttle's crew.

Launch Procedure-

When the Decepticons first board their ship, they will all go to man their designated posts, checking the ship for preflight-conditions. Players will have to demonstrate a lot of control and forethought in the moments before take off, or the mission will be over before it even begins. Below is a list of each Decepticon and their pre-flight job/posting. Should any of the crew find something suspicious, they will directly alert the others. Further, they will attack any players they find, so long as they are not out matched (if they are out matched, they will run to join ranks with their comrades, then return).

Eradicus-(Deck) Being the brute leader of this motley bunch, Eradicus will immediately insert the shiny Nav-Disk into the Bridge computers and take the helm just in front of the gang-ramp. Once seated, he will begin with warming-up and testing the ship's systems while simultaneously barking orders over the com-system for his crew to complete certain tasks. Eradicus will do almost all of the

"steering" from the helm, though very little is really needed once the ship has left Cybertron's orbit.

Metal Works -(Engine Room) Metal Works will take the transport tube down to the bay/engineering level of the ship. There, he will release 2 maintenance drones that will actually do the dirty work of crawling back through the power-cordons and reaction cells of the engine room. They will be tweaking whatever needs tweaking. Metal Works, himself, will hang out just inside the engine room where the power-flux monitoring stations are. Overall, he will be bored with his assignment and do little more than go through the motions of his post.

Traxis-(Crew Quarters) Generally too dull-witted to be of use aboard the vessel, Traxis has been ordered to be on relief for the first portion of the journey. At first, he will spend time nervously pacing the crew quarters (he hates space travel). Once the shuttle is in flight, he will climb into a secured station and power down for a half hour. Once the ship is out of Cybertron's atmosphere, and locked into its path by the Nav-computer, Traxis will take the first security watch while the others power down, or enjoy a turn in the recharging chambers. Security detail involves watching the sensor displays in the bridge for any abnormalities in space, as well as, making regular checks through throughout the ship to assure there are no glaring problems, or security risks.

Cania-(Scanners) After checking in on her brother in the crew quarters, Cania will proceed to the top level and begin running scans to make sure there are no enemies in the skies of Cybertron before takeoff. Also, she will activate security features in the cargo holds and external hatches creating an alarm on the bridge anytime one of the doors is opened.

Pestilence-(Deck) Not particularly skilled in any one area, Pestilence will work a forward pilot's station on the bridge taking direct orders from Eradicus as the two tackle the majority of the ship's operations. Pestilence will be keeping a close watch on the pre-flight system checks, circuitry or devices that have been tampered with may show up here.

Seekers Should the GM see fit, he/she might need to add a few extra crewmen to balance out the power of the players' characters. It is suggested that a few extra Decepticon Seekers could board with the regular crew to provide this challenge. The three Seekers that were loading the ship might fill

this void quite naturally ("Fastburn", "Barrelroll", and "Dogfight"). Alternately, if a player got into a scrap with one of the Seekers from the first scene of the episode, the GM might use that Seeker to give the players a chance to develop personal enemies. The extra Seekers will take up positions in the gun wells at the top of the ship, and possibly the other forward pilot's station on the bridge.

Shuttle Map Key-

1. Cargo Bay hatch. **Mounted on the port-side of this craft is a stately cargo transfer door. Designed to withstand the immense pressures of space, this door is quite resilient and will not be easily compromised. To open it from the outside of the craft, a player must use a code key** (like the one Fastburn had in the hanger). The only Decepticons on the ship that have code keys are Cania, Metal Works, and of course Eradicus. Once in a pressurized environment (such as space) the door cannot be opened from within, except by manual means (requiring a Strength Test). Opening this door under any circumstances activates a display on the bridge.
2. Stowage Locker. **Pressure-sealed, this sturdy stowage locker can be used for storing anything from ship supplies, to personal effects.** For this mission the lockers are nearly all empty. The locker nearest the transport tube does contain a mobile probe-bot being developed by Metal Works. The bot is a very confusing mass of hardware, and is stored folded up, making its nature even more mysterious (Is this some ultimate weapon designed by Eradicus?). It would take an Opposed Roll vs. a TN of 16 for a player to figure out its purpose. Though the probe is not fully functioning, if the players activate it, it will unfold and report in an overtly loud voice, *"System function failure...Scan cannot be completed... System function failure...Scan cannot be completed."* This might give the players' position away.
3. Bay Level Landing. **When loading operations have ceased, this large expanse of open ship is left dark and vacant. The bright lights**

that would illuminate it are off. Currently, only a set of dim azure bulbs glow from strategic placements in the walls. Three large structural columns are situated in this chamber's center. Surrounding it are doors to the cargo hold, brig, and engine room. Towards the stern, the base of a transport tube is affixed. Though it's the largest chamber on the ship, this area is actually the least frequented. Occasionally, Metal Works or Eradicus will kick around this empty hall to stretch their legs. Other than this, it is just a passage to get to one of the many important areas it is linked to.

4. **The Brig.** A miniaturized brig has been constructed in this part of the ship, just large enough to hold a handful of bots. On one side of this room sits a warden's station with all the controls needed to maintain the security of the cells. On the far side are a line of electro-static field projectors used to cordon off the prisoners. If the players play their cards right, they won't have to examine the brig from behind the electro-static field. The warden's station houses the switches that activate different field arrangements, a communication unit that feeds directly to the bridge, and the command console for the wall-mounted defense system. The electro-static field should be treated as a reflective force field with 100 points of Armor. The walls, ceiling, and floor that surround the brig are plated with a special metal (Armor 15, R-level 3, Life Spark 70) that reflects most energy bolts (including those fired by the defense system). Any such shot that misses its target and hits these surfaces will ricochet. Each occupant in the room has a 1 in 20 chance of being hit by the ricocheted bolt. Once the bolt has struck a target it is considered dissipated. The wall mounted defenses are set to target current prisoners should the cell's field be made dysfunctional, or a change of prisoner be in effect. The defenses get 2 actions per round, and do 2D10 damage per shot. They have an EM of 4 to hit, and require 20 points of damage to destroy. Should the players be subdued, the Decepticons will disconnect their weapons and lock them in the brig. Any player too large to fit in the brig (or found after the brig has been filled) will be blasted into unconsciousness and

shunted into space. Should the players place the Decepticons in their own brig, Eradicus can shut the system down by voice activation (though he will wait for an indiscreet time to do this).

5. **Transport Tube.** Running the height of the shuttle, this column uses magnetic flux to move a platform up and down the three levels of the ship. On the top-most level the platform ascends flush with the steel of the floor. The transport tube can be monitored from three different locations; the bridge, the engine room, and the sensor array. At both the bridge and the engine room, the tube can be shutdown or overridden (though this feature can be bypassed with some electrical work from within the tube). Keep in mind that a character larger than 35' will not be able to fit in the transport tube. (the only place a character of this scale would fit is in the bay level landing, or the cargo hold itself).
6. **Escape Pod Hatchway.** Behind this carbon-forged hatchway lies access to one of the ship's eight escape modules. The modules themselves are a tight compartment built to sustain a Transformer in "shutdown" for months at a time. The escape pods and hatchways are only accessible by characters Scale 2 or smaller (and they are even a tight fit for Scale 2). The pods are launched by autonomous systems which can only be stopped by manually cutting power from the direct feed in the engine room. Once a pod's launch procedure has been initiated, it seals itself from the ship. Initiating the launch sequence automatically sends a signal to the bridge. Once a pod has left the ship, its docking hatch permanently seals (it can only be opened using special tools from the outside of the ship).
7. **Main Cargo Hold.** Before you rests the entrance to the main cargo hold. It is cordoned off by a massive pressure bulkhead. Inside, objects are held in place by invisible gravity fields emanating from a unit at the chamber's pentacle. Surrounding the field generator are four large cargo arms used to stack and maneuver items within the hold. Obviously, the hold is nearly empty for this voyage. The majority of its contents are spare parts for the ship's systems and a few energy batteries incase the ship's reactor gets

- depleted (good for 10 AU's of travel). The cargo hold will be frequently monitored as part of the crew's security detail. However, none of the crew will take this task too seriously unless driven to suspicion. Cania has set the computer system to alert the bridge anytime the Cargo Hold door is open.
8. **Subordinate Hold.** **Beyond the aft wall of the Main Cargo hold lies a secondary hold. A loading sled takes up the bulk of the space in this area.** Other than a container of 5 laser rifles (Scale .5, 500', 1D8), this hold is almost empty. Behind the rifle crate players will find one extraordinarily well made cargo container designed to transport the Heart of Cybertron without the risk of damaging it (the container is made of advanced metal and hermetically seals the object inside). Of course the size/shape of the container limits what it can be used for (it is only big enough to protect a circular object with a 16 inch diameter).
 9. **The Engine Room.** **This space is choked by a jamboree of colossal power conduits, capacitors, energy drives, and energy transfer cells. Initially, the layout confuses your optic sensors with its chaos. The main reactor stands as a massive wedge shape, cables and pipelines spreading out from it like the web of a Dikerodian Sleaker. The entire chamber is clouded with its rancorous humming. Three engineering control banks stand beside it.** All the power and engine functions can be controlled from this room using the 3 stations mentioned above. In fact, this area is in close competition with the bridge for controlling the rest of the ship. To operate any of the devices the user must first insert a code key (Cania, Metal Works, and Eradicus possess the only ones on-board). Most of the time Metal Works and his 2 maintenance drones will be stationed in this area. Sometimes, however, Metal Works will shut himself down to conserve his Energon. At these moments, only the drones will be active. The Decepticons have brought enough spare parts (in the cargo hold) to, at least temporarily, fix anything that could go wrong with the engines. Should the main reactor lose more than 150 Life Sparks, it will go critical and explode in 5 rounds causing 2-200 points of damage to everything within a 100' radius.
 10. **Gang Plank.** **Descending from the bridge section, this reticular metal ramp is driven by two stout hydraulic columns. When extended, the lower part of the ramp passes by two parallel access tunnels that allow for maintenance on the bridge computers.** These are no more than crawl spaces, only suitable for scale 1 or smaller characters. The tunnels are very narrow and tight. The gang plank seals when closed and like the other hatches on the ship, requires a code key to open from the outside.
 11. **Command Deck.** **This ship's bridge is a well designed command center. Two stations lie to the port and starboard, with dual controls covering everything from the ship's simulated environment, to inner-space communications. At the bow, two sets of controls allow for multiple copilots with battlefield-operations of the weapons and force field. Last, a majestic helm sits at a radius from these controls. The helm is outfitted with display screens and master toggles of all types. At the back wall you see the entrance to the transport tube and access to the rest of the ship. The bridge is the nerve center for the ship. There will always be someone on duty on the bridge (even if trouble is detected elsewhere aboard). Eradicus usually stays on the bridge (powering down here when need be). He will only leave to pursue enemies elsewhere, or take care of other pressing matters.**
 12. **Ready Room.** **This chamber is built specifically for coordinating missions and gathering the crew. Its walls are lined with steel benches, and single large table is anchored near the stern. The table has a built-in holographic imaging device linked to the computer's navigation system and scanners. There is a chance during the flight, that Traxis or one of the Seekers (if they have been added) will venture into the ready room out of boredom. When the ship reaches the last hour of its flight to the Heart of Cybertron, Eradicus will call a crew meeting to assign jobs for the recovery of the power harness (see "The Voyage's End" below). Should the Decepticons find out about the players being on board, and Eradicus remove the Nav-Disk, the players might still be able to access the space coordinates of**

the Heart of Cybertron through the holographic projector's memory banks.

13. **Work Hatch.** Built for exiting the ship into the vacuum of space, a decompression chamber occupies most of this room. In front of its thick entry hatch rest two seats facing a porthole-view of space. Various tools and repair items are secured on the wall to the port of the decompression chamber. The work hatch can only be opened by authorization from the on-board computer (a terminal rests just starboard of the chamber), or the insertion of a code key from outside. The decompression chamber is 40 feet squared and can hold several characters at once. Inside it are the pressure balance controls and 3 retractable safety cables rated for up to 25 tons.
14. **Crew Quarters.** Not much like the comforts of the digi-lounges back on Cybertron, the quarters here are tight and sparse. Nestled into the stern bulkhead are four robot-sized alcoves, used to secure yourself to the ship when you power down. The only existing luxury here is a small "Arcaditron" -a table that can simulate different games of chance and skill. At the beginning of the trip Traxis will be in this chamber. As the voyage progresses, any member of the crew (aside from Eradicus who never leaves the bridge) might be found powered down in one of the secured chambers. The players my luck-out and find Cania powered-down, if so, she will have placed her code key on a magnetic catch next to the alcove.
15. **Laser Battery.** This gun well operates one of the two high energy lasers the ship is armed with. Each battery is capable firing in a 90 degree arc. To enter the well, a character need only sit in the gunner's chair and press a button on its consol. The chair then moves forward and drops into the disk-like chamber that makes up the actual well. If the Seekers have been added to the flight crew, one or more may already be present in these laser batteries.
16. **Scanner Array.** A set of streamlined controls are built into the rear corner of this room. Though simple in their layout, they are able to fully operate the ship's scanning equipment including both onboard and space-wide systems. Quite often, Cania frequents this post to fine tune the equipment and make focused searches of the section of space ahead. Though alarms and internal scans can be initiated and suspended from this station, the computers on the bridge are always made aware of this work station's activities, and can override them.
17. **Corrugated Walkway.** Possibly the least resilient part of the ship, this hall is made entirely out of a corrugated plasti-core conduit. A walkway of steel scaffolding runs down its center linking the chambers at both ends. It rattles your power injectors to think of what would happen, should this thin plasti-core hall get torn, leaving you to the mercy of space. Anytime the ship endure damage (from the outside) there is a 20% chance this hall will become decompressed. If the players get into a fire fight from the inside, any missed shot has a 1 in 4 chance of rupturing the conduit, decompressing the hall.
18. **Infirmary.** This part of the upper deck has been outfitted as an infirmary. Three simple recharging chambers line the outer wall. A tool station and macro-circuit analyzer is also available here. Using the chambers for 10 rounds will fully recharge a character's Endurance Points. Unfortunately, the largest size the chambers will hold is Scale 2. If guided by a player with the Repair: Transformers Aptitude (with a successful roll), the chambers can also repair up to 2D12 points of Life Spark (to the character's maximum). Using the chambers has a 1 in 4 chance (per chamber) of being noticed by Decepticons in the engine room (due to the amount of power these chambers suck-up). If noticed the Decepticons might try to reverse the polarity of the chambers, sucking up the player's Endurance Points instead of replacing them.
19. **Work Arm Stowage.** Behind a sealed pressure hatch lies the large room from which the ship's work arm can be extracted and controlled. The entire chamber acts as a decompression room, and the chair at the arm's controls is fitted with straps to secure the operator. The work arm and its compartment will be left undisturbed by the

Decepticons as part of their oversight (unless something draws them to investigate it. The hatch at the top of the chamber (through which the arm leads out into space) can be a possible exit or entry point for the players. However, it is not possible to open the hatch from the outside (by normal means anyway), and opening it from the inside controls sends a signal to the computer on the command deck. Using the arm requires a Skill Test or Engineering: Mechanical Aptitude Roll. Once the ship has arrived at its destination, Pestilence will take command of the arm and use it to stabilize the old Quintesson Rocket so the others can board, and get the Heart of Cybertron.

The Voyage-

The nature of this scene could cause it to be complicated and challenging, or a simple/boring one. A large part of making the scene tense is up to how the GM portrays the Decepticons in flight. If he/she throws in a few unexpected surprises for the players (like a transistor defect that calls for one of the 'cons to enter the exact crawl space the players are hiding in) the players will have a lot more to role-play through. These encounters may be useful if Eradicus has stopped the ship due to evidence that the players are on board (they could be a nice distraction to his investigation). By itself, this episode is fairly lengthy, however, if the GM wishes to extend it further, there are three suggestions given below. These suggestions are only the bare bones of encounters, the GM would want to "flesh out" these encounters to make them fully playable before adding them into this adventure.

1. Comet Storm. In mid flight, the ship may cross paths with a comet's cosmic trail. This trail, swept with razor sharp rocks and ice, could do enumerable damage to the outside of the ship causing the Decepticons to have to stop for repairs. The damage could be dangerous for players hiding in locations where the hull of the ship was breached, or the repairs might lead to the players' discovery.
2. The Celestial Doreluk. A very rare inhabitant of space, the Doreluk has thick rubber-like skin that protects it from the extreme vacuum of space. The creature is so large it actually permeates an ammonia-rich atmosphere of its own. To keep its body at the high temperatures

needed to combat the cold of space it must constantly devour matter into its fusion-like digestive tract. Can the Decepticons escape the grasp of its amorphous pseudo pods? Or will the players need to help?

3. Everyone Loves Pirates. In this encounter the Vehemence is attacked by space pirates that wish to take the vessel for their own fleet and sell its occupants off as slaves. The pirates might be giant space aliens, Quintesson renegades, or even Cybertronian defectors such as the Insecticons. As with the above encounters, the main tension will surround whether or not the players are discovered due to the intrusion, or what the players will do to help the Decepticons pursue the Heart of Cybertron.

The Voyage's End-

The expedition the Decepticons are undertaking is almost 200 billion miles away from the current position of Cybertron. Given the Vehemence's speed, the voyage will take about 10 days (each way). Since the Decepticons do not have the exact location of the Quintesson rocket, only data that they can use to deduce its whereabouts, they must be on the look out for signs of its energy trail. Starting on the 8th day(if they are still in control of the ship), they will begin 24-hour surveillance of the ship's scanners trying to locate their prize. On day 9, whoever is manning the sensors (probably Cania) will detect some derelict asteroid fragments with an unusual concentration of Cybertronium mixed about them. They will come to believe a distant asteroid field is where the rocket came to rest. On day 10 they will enter the massive debris field, as huge icy chunks of rock (some 50 times larger than the ship) float about them in random patterns. The ship's progress slows quite a bit at this point. All the Decepticons will take their places at the ship's controls and weapons, as they make their way through this tricky environment. Energy signatures towards the far end of the field confer that the rocket holding the Heart of Cybertron is there. After several hours taking damage from small unavoidable fragments, and constant maneuvering away from larger pieces, the Deceptions will make it towards the end of the field. Here, they will gather in the ready room to prepare for the retrieval of the Heart of Cybertron (see "Ready Room" above). It is at this point the final act begins. The players will see the Quintesson Vessel,

and become alerted to the menace of the white dwarf star that lies behind it.

ACT THREE: THE FATE OF THE HEART

The following is an exposition for the GM to read to help set the scene for this act:

CUT SCENE: NOVA'S EDGE

Emerging from the asteroid field like a screw slowly boring its way through metal, The Vehemence comes into view. The dark of space can now clearly be seen, with only a slight peppering of rust-colored asteroids. Across a breadth of space, A dark blue and gray rocket floats. It is but a husk of a once noble machine -its hull scarred by asteroid collisions. Towards its stern a mighty shard of rock has impaled the fuselage possibly the cause of its deactivation.

The Vehemence, the Quintesson rocket, may even the entire asteroid field seem to be in gravity's reach of a white dwarf star. The star, identified as Ilosop 2, fills the distant background with occasional flares and flashes. Its energy emissions toy with the ship's sensors, causing the gages to dance.

Any player using an Astronomy or like Aptitude can deduce that this star is not far from going nova (TN = 5). Studying the energy emissions and gravity readings a player can (with a TN of 12) conclude that in less than 48 hours it will do so. During this entire act Ilosop 2 will be degenerating causing special effects at random intervals. The GM should start off rolling these effects about every hour of "in game" time, spacing them closer and closer till they occur almost every-other round just as the last scene winds up. The random effects are listed below:

Nova Effects (1D6)

1. **Blinding Flash.** (Read only if players have an external view of space) **Your optics get wavy, like looking at the heat rolling off the steel streets of Cybertron when passing a near-by sun. Without warning a tremendous white**

flash envelopes all that surrounds you. Slowly it dies to a complete veil of darkness, but not the darkness of space. No, it seems there is something wrong with you visual sensors. The massive radiance given off by the star has temporarily overloaded the character's visual components. The players will remain blinded (+3 to all difficulties) for 5 rounds or until they make a successful Courage Test, whichever comes first. In proceeding encounters players may make a Skill Test to cover their sensors before they are affected.

2. **Ultra Violet Wave.** (Read only if players are outside of the ships in space) **A massive swell of heat burns through your thermal dampers. You audio receptors crackle and pop with disturbance, you feel an intense energy singing your circuits yet the space around you is empty. Any character exposed to this Ultraviolet dose will lose 1 Endurance per round for 3 rounds. Biological characters will take 1D4 damage in addition to this Endurance loss.**
3. **Temporary Implosion.** (Read only if players have an external view of space) **The distant Ilosop 2 gleams bright for a moment then twinkles into non-existence. Your gyro rectifier sinks within your chassis as your come to believe the star has imploded and wide-spread destruction is eminent. Then, just as sudden as its vanishing, the star flares bright, and continues shining again.**
4. **Gravity Shift.** **Though invisible to the eye, the force of gravity trailing out from the dying star suddenly (Halves/Doubles). The ship, the rocket, the asteroids and of course every 'bot in-between are thrown into a sudden lunge. Everything is being jostled around, and chaotically damaged by collisions with other bodies of mass. If a character is outside of the ships and unsecured, they will be thrown out into space sinking toward/away from Ilosop 2. If inside, they must make Skill Tests to remain stable, or collide with the objects/surfaces that surround them. If the Vehemence is tethered to the Quint Rocket in any way, there is a 1 in 8 chance the tether will be broken during this event. All affected**

objects will move at a speed of 20 miles per hour.

5. **Energon Wave.** (Read only if players have an external view of space) **In the distance a blue storm of energy crackles over the star's surface. Then, these tendrils of raw Energon lash outward, traversing through everything in their path.** Allow players to have one round to react before the Energon wave will affect them. If they are outside in the path of this release, they will take 2 Life Sparks of damage, but (if they survive) will gain back all their Endurance Points. Characters with Transmetal or Biomechanical shells will not suffer either effect. This event may allow GMs to "reactivate" the Dark Guardian Robot if the players chose not to fix the rocket's power supply.
6. **Great Balls of Fire (Plasma?).** (Read only if players have an external view of space) **This round the nova star begins to flash in an awesome display of radiance. It brightens space all across the horizon of your vision, strobing like the tip of a carbon-welder. Slowly, millions of blobs of plasma fly out from it. The plasma moves as a scatter-shot through space and toward you. If players are outside the vessels, they must make a Skill Test versus a Target Number of 14 to dodge the plasma balls (this difficulty is increased by 2 if they are not tethered to something, and do not possess the Flight ability). The balls cause 1D20 damage, and may affect the ships, possibly damaging them, or causing turbulence for those inside.**

SCENE 8: MAELSTROM'S EDGE

Coming from two very open ended scenes, it is hard to tell where the players will start this act of the game. Since they have made it to the final resting spot of the Heart, Three scenarios are most likely. Below, each starting point is described along with how to set it into this act. The important part is that the players will eventually proceed into the rocket to get the Heart, any motivation for getting them there is justifiable.

First, they may have stowed aboard the Vehemence and gotten this far without detection. If this is the case, they may try to overthrow the

ship at this point. If so, the GM needs to slow down the progression of the Nova Star, to give the players time to retrieve the Heart of Cybertron. Players might wish to let the Decepticons get the Heart before they do anything to expose themselves. If this is the case, the Decepticons will leave the ship in the hands of Metal Works and Pestilence, while the rest of them board the rocket to get the Heart. They will use the Vehemence's work arm to secure the rocket to the Vehemence in space. The Decepticons that board the rocket will reactivate the rocket (using power from the Vehemence). Then, they will proceed through the outer door. They will come across room 4 first, and be instantly trapped (see "Key To Quintesson Rocket" below). If Pestilence and Metal Works find the players they will try to force them to retrieve the Heart. If not, they (after wait a long while) will abandoned the ship and board the rocket themselves. Of course, they will make it no-further than their comrades. At this point the players may go to check out the rocket. If it seems they want to take off without the Heart, use Scene 10: *Where Do You Think You're Going*. If they decide to try and repair the Vehemence, they will quickly realize they need the Heart of Cybertron to compensate for the damage to the ship's power reactor.

Second, they may have, at some point, taken over command of the vessel by capturing or destroying the Decepticons. If this is the case, The GM must be creative in deciding how the Decepticons are still alive (if he/she wishes to continue to use them). Luckily, Eradicus's Deactivation Skill, or an undisclosed Drone (of Metal Works) might allow the GM some latitude. If the Decepticons are captured (or if they give up in a losing battle), Eradicus and the others can easily find ways out of the Brig, or any other part of the ship they're held in. Likely, players will emerge from the end battle with the Dark Guardian only to face the Decepticons who have recharged and readied themselves to seize the Heart.

Third, they may have been caught and placed in the ship's brig. This scenario is much like the first instance. The Decepticons will go to get the Heart only to be captured. The players may figure a way out of their cell, or the two remaining Decepticons might release them on the grounds that they will go into the rocket and find out what happened to their colleagues. If the latter occurs, they will chose one character to hold behind as a bit

of insurance (to keep the players motivated to make it back). They will purposely pick the weakest character for this.

Adventures in the Quintesson Vessel-

There are many possible ways for the players to get from one vessel to the other. Preferably, they will not simply thrust themselves out into space hoping to grab the rocket. Doing this, they have but 2 chances to make a Skill Roll (TN=13) and grab a hold on its outer surface. Thrusting themselves at it like this will cause it to rotate when they grab a hold. This makes it harder for the next character to make the same maneuver (+2 modifier). Reaching the ship the players will find that it is quite lifeless, and that its hulking hatch-doors are tough to cut through. The goal for the GM is to create a situation where the players decide to "reenergize" the rocket. Doing this sets up the scene for an end battle against the rocket's alternate mode, a Dark Guardian Robot. It takes at least 15 Endurance Points to reactivate the rocket's systems. These points can be from the players, their captive enemies, the batteries in the cargo hold, or the Vehemence's own reactor.

Once the rocket has been reenergized (either by the players or the Decepticons) its gravity synthesizers with automatically engage (making it possible for characters to walk through it instead of float). If the power is not restored, or if players shut off the artificial gravity, the exploration of the shuttle will be very different. All the items in the shuttle not secured down will be floating. Many of the possible traps will be easily avoided. Performing any task that uses Strength, Speed, or Skill will be very difficult in this 0-G environment. Battles with Decepticons or still-active drones will involve modifiers (and interesting physics demonstrations). Remember that in 0-G any physical matter shot out from a character will cause them to go in the opposite direction. The same goes for landed physical attacks and large movements of the body.

When it comes to moving in and though the rocket, the players can enter it from any point they choose to try. This is because the map of the rocket's interior is set up as random map-morph pieces. There is a generic starting piece and a specific end piece, but those in between are completely random. Therefore, this part of the adventure will always be unique. Keep in mind that if the Decepticons have been trapped in the rocket

(due to situations described above), then the first room off the entrance needs to be room 4 (see below). Below is the random room generator for the interior of the rocket.

Key to Quintesson Rocket (1D6)-

§ Starting Piece. The rocket has but one external entrance hatch as shown on the starting piece. This piece is not drawn to the same scale as the other pieces for the purpose of showing a cross section of the rocket's exterior. Players may take the elevation platform up or down in the rocket (though the rocket must have power/gravity for this to work properly). The elevation platform will align itself with a series of passages that end at the door to one of the map morph pieces. A description of the rocket's entry room follows:

Beyond the near-impenetrable entry hatch, the floor plate angles down into a simple room. The room is free from dust particles and other signs of aging, though not pristine. Near the controls that would activate the landing ramp, rests the inactive body of an old Cybertronian worker drone. Damage across the control panel and the battered exo-structure of the drone hint at its demise. On the adjacent wall two gas-propelled jet packs are secured -a third has broken through the equipment straps and lays derelict to the side. These packs were designed for use by the Quintessons, and would be difficult for a dissimilar life form to use. Elsewhere in the room, two metrathene gas canisters have come free of their wall mounts. Their contents have escaped overtime littering the immediate area with fine purple crystals. A tangled discharge hose remains here as well.

The drone is beyond repair, though an Engineering: Electrical or Computer Operations Aptitude Roll (TN = 18) might allow the players to retrieve its last recorded data sets. With this information they will find that it was assigned (from room 3) to man the hatch controls and ramp extensions. When the rocket entered the asteroid field the turbulence smashed the drone into deactivation and it has been sitting here

since. The drone will have no data previous to the day it was assigned -the recharge center wipes and reprograms each droid before reactivation.

The rocket packs still function but are probably not suited for any of the characters' designs. Still, with some adjustments they might be able to be rigged to a Scale .5 or smaller Transformer. Also, just by their nature any player might be able to use them to propel themselves through the zero-gravity of space. Each pack has a speed of 10 MPH (190 feet in a round) and enough gas to propel it for 150 rounds. Inside of gravity, each pack can lift 200 lbs, at a tenth of its normal speed. These packs require Skill or Aptitude Rolls to pilot.

The metrathene is somewhat harmless while exposed to the cold of space. Once these crystals heat up (turning to a liquid or gas), they may combine with any petroleum-like substance to make it instantly firm and brittle. This can be especially dangerous to Transformers whose motive-drives often use hydraulic technologies. While the gas would likely have no effect (unless the character had suffered Life Spark damage and had exposed internal structure), the crystals (being very fine) could find their way into a Transformer's insides and cut into the hydraulic parts as their sharp sides rub against them. If simulated gravity has not been restored to the rocket, and the crystals are floating in the space around the containers, any player entering the "crystal cloud" may suffer greatly. If this happens roll a 1D10. On a 1-3 the crystals have entered his/her system and (heated by their energy core) will cause them to lose 1 action and all transform capabilities until repairs can be made (TN = 16). On a 4-7 The crystals have entered and cause the character to lose the use of 1 limb (and all attached/ associated mechanisms). This limb will cease to function until repaired (Target Number = 9). On a 8-10 there is no effect.

1. **They Still Function. You move beyond the entry port into this room. With one glance, a quick shock of Energon runs through your reactive-ware. The chamber before you is set like a tomb. Though it once served as a navigation and information center for the rocket, it is now a final resting spot for a half-dozen dismembered drones. They lay**

strewn across the consoles and walk ways - limbs torn free, wiring protruding. Some sub-logic micro-program deep within you makes you want to leave this room...quickly.

These drones were stationed here to guard the rocket's systems from being tampered with. The openness of this chamber and the many pieces of equipment did them in when the rocket encountered the turbulence of the asteroid field (they even began attacking one another as their bodies accidentally collided with computer terminals altering system functions). While their state may suggest they are non-functional, this is far from the truth (they don't make 'em like they used to). Should any player attempt to use the computer systems in this chamber, 4 of the drones will power up, and begin clambering toward the him/her. They will attack immediately until the players have retreated from this room (or produced the appropriate alpha wave response sequence that would identify them as their masters- similar to the "coda remote" situation). Since these drones are damaged, they may only make 1 action per round and are at half speed for movement. GM's should be creative with how these zombie-like bots attack. Courage Tests might be necessary. If the ship has been re-powered, 5 drones will be called in every 3 rounds from room 3 until the players leave.

2. **Gear Room. (If the shuttle has not been recharged the GM will need to paraphrase this encounter:) This is not quite the path you were expecting. The passage is more or less an access way filled with turning gears, static charge modules, and a piston or two. The whole place is kept slick by sprayers on the walls that intermittently disperse vectron-oils over the entire machine mass. The gears and moving parts are tightly composed. Moving through this room by any means is going to require a great deal of skill and timing. The nature of this room makes it impossible for characters over Scale 2 to travel through. In fact, its dimensions make it so that any character larger or smaller than Scale 1 will have more trouble getting by. For every step up or down the character is from Size Scale 1 they receive a +2 modifier to all Target Numbers (i.e. if a Scale 1 Transformer has to make a Target Number of 13, A scale .1 has to make a 19).**

A two dimensional map of this hallway does not do it justice. A GM should consider that some of the gears in the drawing are vertical, some are horizontal. Additionally, some gears are fixed high in the air, some are low to the ground, some built as thick columns, and others are designed to oscillate up and down or at angles. The GM should feel free to decide which gear in the picture represents which kind, and use the following scheme. Keep in mind the room is constantly lubricated, accounting for the high Target Numbers.

- § Walking on a gear requires a Skill Test, and adds +3 to the Target Number for any physical action (jumping off, catching something, etc.).
- § Moving between the teeth of a vertical gear requires a Skill Roll vs. a TN of 18.
- § Grabbing an overhead gear and "riding" it around to a dismount location requires a Skill and a Strength Test (and the player must have the ability to jump up to the gear -20' is an average overhead gear height).
- § Holding on to a gear column requires a Strength Test.
- § Jumping past a piston or moving gear requires a Skill Roll vs. a TN of 15 if it is stable, or 20 if it is oscillating.
- § If the player is near a Static Charge Module roll 1D4. On a 4 the charge module activates blasting the gears around it with alternating static electricity. Characters take 1D6 damage and are automatically knocked back 10' (taking damage as per Knockback rules). The Static Charge Module is positioned in the center of the passage.
- § Failing a roll can have any result a GM desires. Most likely, the character will become stuck in a gear (see below) and suffer damage. Alternately, the player may just fall down and get vectron-oil all over them (making them slick, and increasing their difficulty to all physical tasks by +1). Vectron-oil can cause temporary blindness (until cleaned off of

video receptors), and becomes combustible under extreme heat.

- § Getting stuck in the gears causes 1D8 damage per round (treat as unarmed damage). The damage continues until the character can free themselves or they lose $\frac{1}{2}$ their remaining Spark, severing the limb off (this is in place of the normal knockdown rules). To free themselves, the Transformer must make a Strength or Skill Roll vs. a Target Number of 25. While stuck, all gears in the room slow down or stop reducing all other Target Numbers to 7 (plus any modifiers).
- § Jamming the gears with something requires a Skill Test (failure might result in the character getting stuck in the gear as well). Once an item has been successfully placed in the gears, it begins to take damage. Use the *Characteristics of Inanimate Objects* chart to estimate the Life Spark of the item being used. Once the item has lost half of its Life Spark, the gears have shredded it up enough to continue moving. While jammed, the rest of the mechanisms in this room slow down or stop, dropping all Target Numbers to 7 (plus any modifiers).



3. "Charge" of the Light Brigade. Your relays ring with the presence of a nearby high-Energon source. This breadth of this chamber is taken up by too large power stations. Fixed in every location on their surfaces are old

Cybertronian drones. They remain locked in place by the very power couplings that feed them. In between these massive stations stands a smaller repair base. Two drones stand there in the state of being repaired.

This encounter will not happen the same if the power has not been restored to the rocket. Without renewed power, only a quarter of these drones will be able to activate. Also, the active drones will have only half of their normal Endurance Points.

Players may pass through this room without any trouble so long as they leave its inhabitation alone. If, however, the players attempt to damage/disconnect the drones, take their place in the recharge/repair areas, or tamper with this system in any way, the drones will begin to activate and attack. They will do so until the players are destroyed, or their presence is no longer detectable. These drones run off of installed programming downloaded during recharging, they have only a few latent programs (such as defending the recharge center) and cannot do many functions (only the listed Aptitudes). Four drones will activate each round until all 28 are activated (or 1 will activate each round until 7 are up and running if power has not been restored). Like the drones in room 1, these drones are responsive to the old Quintesson alpha wave sequence. With the proper alpha wave sequence, the drones will take commands as if being ordered by their old masters. Knowing about the Quintessons' alpha wave response sequence requires a History/Lore Aptitude vs. a TN of 17. Faking this signal requires the appropriate device, and an Aptitude Roll (many apply) vs. TN 24 to get the sequence code correct.

A functionality programming module sits in one corner of this room. It is capable of temporarily replacing one of the Drone's Aptitudes with an Aptitude that applies to the task at hand. The available Aptitudes include: Astrogation, Communications, Computer Operations, Piloting: Space, Repairs: Vehicles, and Repairs: Weapons. These are programmed at a rating of 6 and a level of 1. Players may try to use this device on themselves (once the drones are dealt with). Doing this requires a Computer Operations Roll (TN = 10). If they

make the roll, the GM should randomly replace one of their Aptitudes with the Aptitude they selected (they get it at the rating and level mentioned above). This device cannot install new Aptitudes, just "write over" old ones.

Players can hook up to the power stations (once the drones are defeated) and gain a charge of 5 Endurance Points over a 15 minute period. Any points over their normal max are treated as temporary. The power stations are designed to cut-out power feed to any source that reaches 15 Endurance Points (some-sort of safety feature).

The controls for the power stations are arranged in a circular table near one corner. The controls cannot be tampered with, without activating the drones. If the unit is destroyed, the drones will still be activated, though the energy couplings on the power stations will not automatically retract. This will result in each drone having to spend an extra round to free themselves before attacking. Treat drones in this state as if they are being held (-3 to their EM).

4. It All Comes Down to This. (If the Decepticons boarded the rocket before the players, they will be trapped in this location -alter it accordingly; if the rocket has not been "recharged" this chamber will not function the same). **Strange banks of metal conduits, sensors, and wiring drape down like the stalactites of a techno-organic cave. This protrusion makes the room seem small, though it is not. Indeed, it has terraced flooring that drops down forming a large concave basin. The area reeks of vectron-oil, and its surface is covered in iron-colored deposits.** This chamber is used as a filtering center for the Guardian's lubrication systems. Each of the overhead pipes opens up to dump used vectron-oil into this chamber. Every 3 rounds 10-20 cubic feet of oil is dumped in this room. Then, when enough oil has collected, various metal grates (pictured on the map as circles) drop open, taking the oil through different refining processes. Even the room, itself, can perform some refining. Here are some of this room's features:

- § Lower Terrace. When weight is applied to all 7 of the lower grates (which would

occur when this level is filled with oil), torches (built into the ceiling) kick on, heating the oil mass like a giant broiler. Anyone in the room during this event takes 2D8 damage (biologicals also lose 4 Endurance Points).

- § Terrace Edges. The edge of each terrace is equipped with multiple air jets designed to act as bellows for the refining process. While these high-pressure blowers are not of any threat to the players, they might make them weary as they begin to wonder what gas is filling the room.
- § Main Grate. (This is where most of the Decepticons will be stuck). The largest grate in this room has a special pressure sensor. When 12 tons of pressure is exerted on this grate (the equivalent of the room being filled beyond the top of the upper terrace), this grate drops open, draining the room into the holding chamber of the filtering system. The holding chamber is 30 feet tall and 20 feet wide. It always contains 10' of gelled vectron-sludge from previous filtrations (Strength Roll versus TN 12 to move through). Worse yet, the entire floor is a colossally-powerful electromagnet (Strength 8, Scale 2) designed to pull metal shavings and other ferrous impurities out of the settling oil. This magnet is always on (when the rocket has power), and will trap players at the depth of this holding chamber. Four drain-off leads are located 20 feet up on the smooth sides of this chamber. They are only 5 feet in diameter, and are pump-driven (Strength 6, Scale .1) into smaller and smaller fittings.
- § Lower Six Grates. The lower six grates (not including the main grate) open into 15 feet by 7 feet diameter slow-filter holding tanks. The tanks are filled to the top with oil and it passes through a very fine filter at the bottom of the chamber (taking over 20 minutes to filter through). During this time, the chamber is filled with carbon gas (creating pressure to force the

filtering). This pressure will not be significant to most Transformers, but will cause 1D6 to biologicals (along with possible suffocation effects). While the chamber is under this pressure, the grate above is sealed (Strength versus 21 to open). Only after the oil has completely filtered will the chamber open. Even then, it isn't like the players suspect. The contents of the chamber (the filtered-out impurities and the players too) are ejected into space just outside the tail of the rocket. (Pressure change damage will be doubled due to the immense difference between the 2 conditions).

- § Upper Terrace. The upper terrace holds 6 grates that draw in the surface oil after it has had time for the impurities to settle out. These 6 grates lead to 2 chambers (half lead to one; half to the other). The first chamber is an ionization pit. The second chamber is a cooling-stock.
- § Ionization Pit. The pipes leading from the grates to this pit function something like water slides (7 feet in diameter). The drop from the end of these pipes to the pit is about 18 feet. There is no other way out of this chamber, than up through these slippery tubes (Skill Roll vs. TN 22). The pit is bowl-shaped and typically remains 5 feet in depth. Each round the players are in the ionization pit roll 1D4. On a roll of 4 electron displacers in the pit's floor release a charge causing 1D2 Endurance Damage to anyone in the oil being ionizing. Toward the surface of the pit, fine intake hoses (5 inch diameter) bleed off the ionized oil taking it to very specialized areas of the rocket.
- § Cooling Stock. Characters that fall through this grate will first land in a holding cell (12' cubed) then be sucked through a 7' diameter pipe a great distance into the rocket (about 3 rounds of travel). The vacuum that draws oil through these pipes has a Strength of 7 (Size Scale = 1). At the end of their

journey, all the tubes dump off into a 30 feet diameter, disk-shaped room. The pipes dump out at the top of this room, some 18 feet above the floor. Every 5 rounds, sprayers in this room blast out a nitrogen-based chemical coolant to drop the temperature of the vectron-oil (below -70 degrees C.) The vectron-oil thickens at this temperature, but does not freeze (the characters, however, aren't so lucky). For each round they are in this chamber, the players face Endurance loss as stated in the rules for extreme cold. On rounds when the gas is blasted in, they lose an extra Endurance Point and become brittle for the next 3 rounds (unless they avoided direct contact with the gas, i.e. dove under the oil pool for protection, etc.). This brittleness will double any Life Spark damage they receive during these 3 rounds. The cooled oil is sucked up a centralized pump anchored in the middle of the chamber's ceiling (too small of a size for players of any Scale to fit). Climbing out of this area (through the pipes they dropped out of) is very difficult due to their length, suction, and slipperiness (several Skill Rolls vs. TN 18).

5. **Pits and Pistons.** (The following description applies only if power has been restored to the rocket). **A double set of bulk-hatches create a decompressive barrier before this chamber. When you open the latter hatch, a choking blue gas wisps in from under the rising door. The passage ahead is a convulsion of moving pistons, dropping plates, and firing contact probes. The blue fumes are dense near its floor, yet seem to be dissipating. Suddenly, there is a flash as this gas is detonated in an atomic fury. At first, you compute passage through this sector to be impossible. Then, your logic circuits pick up a pattern in the movement. You notice a 2 nano-click long (2 seconds) period where the pistons firing into the walls are far enough in to provide room to pass (for Size Scale 2 or less only). Secondly, the dropping and rising compression-plates that lie underneath the armatures of the pistons drop to a level that can be ran**

across. This occurs every 6 nano-clicks (2 times a round). All this means that there are two chances every round to pass each piston station. The seal plates that rise at each station shoot off the blue vapor which is then drawn in by the dropping compression-plates between the stations. When drawn full the firing rings ignite this plasma-emulsified vapor, sending a blast of radioactive heat through the chamber. This firing occurs only 3 times a cycle (every 2 rounds), making it theoretically possible to make a timed run across this space without having to endure the hellfire of the plasma ignition. Of course, you've been known to make occasional misjudgments in these matters. No player greater than Scale 2 can hope to make it through this segment. For every Size Scale smaller than 1 a character is, he/she gains a -1 bonus to the Target Numbers that follow. Moving past a piston requires a (free) Skill Test. Immediately following this a player must make an Opposed Speed Roll verses the disk's Speed of 4 (plus a bonus die). Failing either roll results in 2D12 damage (no Endur damage). A player may be able to move through two piston stations in a round (if they can clear the 25' of distance and have the 2 actions to make the Speed Rolls). If they cannot make it past the third station by the end of round 2, they will be caught in the plasma-fusion blast taking 6D4 damage. The damage from the plasma ignition may be lessened if they take cover (reducing the die according to the GM's discretion). Because the explosion is radioactive in nature, any biological life form exposed will take an additional 1D2 per round until they can reach a decontamination kit, or receive other drastic medical intervention. This entire passage way is resistant to heat, and takes no damage from it (even at extreme levels). Standing at or beyond either entry hatch is safely out the blast's damage radius. If the rocket has not been powered up, this room may not be passable (due to the positioning of the pistons and plates).

6. **Cache of Copied Goods.** A storeroom of sorts takes up this portion of the rocket. Odd cargo crates, of obvious Quintesson design, are cluttered about. They seem to have been stirred by the loss of artificial gravity during their voyage. The latches of one of the

crates have recently given way and its contents are peeking out from its jostled position. A large loading lift floats vacant near one hatchway. On the far side of the room is a massive transparent orb. Inside it, lay a complex weave of circuits and processing relays. Various wires feed into and out of this orb from both ends. The crates are all full of various scientific equipment (most of which once stood in Korthos's lab). The players might recover items that can be used to repair themselves or the ships. A GM who is worried about the fight against the Dark Guardian might pity the players and allow them to find a Quintesson alpha wave sequence emitter here (though it should be up to them to figure out what this device does). In the open crate lies 4 odd yellow crystal shafts. They are contained in special holding canisters, with anti-magnetic plating. Players making a History/Lore Roll verses a Target Number of 12 might recognize these crystals to be "Engrams" (see Chapter 7). The nature of the personalities copied on the Engrams is up to the GM. These crystals might allow the introduction of new characters into this campaign, should the players find themselves in a timeline separated from other Transformers. With an Engineering: Electrical or a Repairs: Transformers Roll (against a TN of 19), the orb in this room could be identified as an ancient cerebral processing unit (designed by the Quintessons). If the GM is using the end fight with the Dark Guardian Robot, the players may hear a deep groan resonating from this chamber as they pass back through it, leaving the transforming rocket.

- § End Piece. Once players have had a chance to transverse the six random rooms, they will descend down a vertical shaft (with hand/foot holds) to the power core of the rocket. The hull in this area has been pierced by a shard of asteroid, leaving it in a vacuum. The description (when powered) is as follows: **A gust of air rips past you into this chamber while the hatch opens. A blur of color runs before you. This is the rocket's power core room. This room is literally spinning, or at least the bulk of it is. A circular centrifuge has been set tight against the side of its square design. The disk of this centrifuge spins at 60 revolutions per minute. The vast power-transistors**

attached to its surface move like streaks, too fast to make the details of. At the center point of the disk lays the power dispersal unit. Rotating at a much slower speed, you can make out the fusion-core pedestal. From its top pours a dome of energy, that is taken in by the Energon receptor brushes on two sides. Static waves of Energon flux off its round surface disappearing into one of the many receptacles on these brushes. As this central point rotates, the glow of the energy reveals a star-shaped crystal. The crystal is loose and laying on the ground, parts of what once rigged it onto the fusion pedestal are still slightly attached. Reprieved from the allure of its spinning center, you now see that the room's bulkhead has been ripped open by a massive asteroid shard. The cold vacuum of space infiltrates the room through and through. The star-shaped crystal on the ground is clearly the Heart of Cybertron. As it has been from the start; getting it will be a challenge. First, though this room does have simulated gravity (when the rocket is powered), it does not have any air or atmosphere (a big problem for biologicals who aren't prepared). The entrance hatch opens slow enough that players (of any size) will not be sucked out into space, however, the cold of this area is almost immeasurable and damage from cold will apply to all who enter this area.

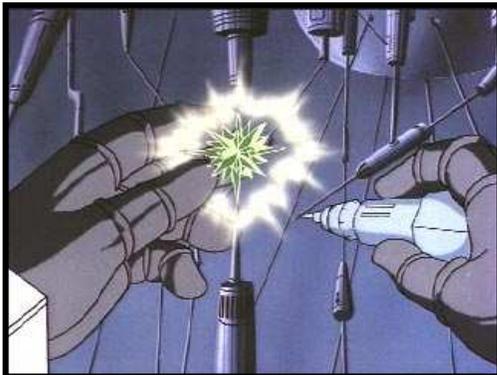
The machine that drives the centrifuge is below the floor's surface. To stop the floor from spinning players must do 100 Life Spark worth of damage to this area (or the rocket's base, externally). To simply grab hold and stop the floor requires that the character be able to lift 70 kilotons and make a successful Strength Test. Stopping the room in any way will cause the mushroom-shaped energy form to dissipate. The rocket's fusion core will then explode within 15 rounds (5D10 damage to all within 150' radius of the rocket).

The shard of asteroid is wedged into this rocket well (when transformed it sticks through the Guardian's right arm, impairing the particle beam cannon). It caused the Heart to fall from its position, and led to the depletion of the Guardian's Energon pool. Whenever the player moves past the asteroid shard, he/she will need

to duck down to avoid hitting with its slanting tip (possibly involving a roll). To push the asteroid chunk out of its position requires a Strength Roll vs. a TN of 30. The shard is Size Scale 3 and made of heavy stone should the player want to destroy it.

Moving across the floor while it is in motion might require several successive Skill and Strength Rolls. These rolls start out very difficult, with each succeeding roll a little easier than the last. This simulates the character climbing his/her way across this area of extreme centrifugal force. Also, extremely fast characters might choose to run in the opposite direction of the spin (clockwise) to cancel out this effect. To do this they must make an Opposed Speed Roll versus a Speed of 11 (Scale 4 ~running) each round (the opposed Speed Score drops as the players continue inward). For every round spent moving across the room, the character receives a +1 modifier to any Skill-based Target Numbers. This modifier lasts for a number of rounds equal to the total modifier (+6 = 6 rounds afterwards). This modifier is meant to simulate the distortion of the Transformer's gyro-stabilizing mechanism. Once a character has made it to the center 4 squares (next to the dome of the energy emission), they no longer have to fight against the room's movement.

To take the Heart of Cybertron the character must reach under the energy dome and grab it. Since there is little clearance between the dome and the floor (and the character is probably shook up) there is a base Target Number of 8 to retrieve the Heart without touching the dome (using Skill). If a Transformer touches the dome, they must make an immediate Courage Test, or be knocked



unconscious from the sudden flux of fusion energy (this unconsciousness lasts for 1D4 rounds). If the Heart is somehow rigged back on the top of the pedestal, the energy dome will disappear and, instead, direct bolts of energy will beam out of the crystal into the receptacles of the surrounding machines. If this happens, the GM should treat the Guardian Robot as having full power. Basically, the GM should use the write up in Chapter 7 instead of the damaged Guardian written up below (even the particle beam cannon will work, though it will leak tremendous amounts of energy with each firing).

Once players have grabbed the Heart, the GM might start into Scene 9. Otherwise, the players will need to make their way back out of the rocket. The GM might runoff extra copies of the map morphs to throw in if the players decide to leave the path they came in by.

SCENE 9: LET SLEEPING GIANTS LIE?



For this scene to work, the GM must have accomplished the task of getting the rocket powered up. After players have retrieved the Heart of Cybertron from the power core room, they will begin to get subtle hints that there is "more than meets the eye" to the rocket. They will actually emerge from the rocket just as it is finishing transforming into the Dark Guardian Robot mode.

First, the rocket will lurch as they leave the power core. With successful Intelligence Tests, they might believe they heard the sound of one of the thrusters firing up on the outside of the rocket.

Next, the rooms, themselves, will begin to rotate and change positions. Players will hear the receptor-piercing sounds of large gears turning and metal plates sliding as these rooms begin to rotate (GMs should feel free to improvise what the walls

and ceilings have on them). More alerting will be when players move through a door expecting one room, but find themselves in another due to relocation of a part.

Other clues like the groaning/sighs coming from room number 6 will be given. The players might notice a total absence of functioning drones (they have all taken to their storage space for the transform).

Last, the final rooms the players move through will actually be collapsing in on themselves (imagine the old "walls moving in towards each other bit" found in classic adventure stories). It will take speed and quick thinking for all the players to get through these rooms before they totally collapse. The doors the players might be trying to get through will probably need some computer hacking to override the lock mechanism holding them shut for transformation (TN=12).

When players emerge read: **All twinges of anxiety leave your response banks. You are safe again in the darkness of space. (Sigh!) -But wait! Something isn't right. Where's the rocket you just came out of?**

"YOU HAVE COMMITTED A CLASS 1 PROPERTY INFRACTION."

An invisible weight seems to hold you in place, causing you to turn around abnormally slow. Behind you is the terrifying form of a Dark Guardian Robot. Though weighing as much as a small city, it floats there in space. By the shape of its battered arms, you come to realize that it **WAS** the rocket. This super robot has undergone some intense modifications to give it a transform mode.

"RETURN ALL ITEMS AND THE PENALTY WILL BE REDUCED TO DISASSEMBLY." Once again the voice booms across your radio receptors.

The Guardian has pretty simple programming (he will not say much more than what he stated above). Specifically, he is not to allow anyone (other than a Quintesson with the proper alpha wave sequence emitter) to remove anything from within him, or change his flight path. He has special commands concerning the protection and retrieval of the Heart (he will not allow damage to occur to it, though he may destroy those who are carrying it). Even if the players give up the items to the Guardian, he will still try to deactivate and disassemble them. During this sequence, players may

use The Vehemence and its weapons to fight the robot. A good GM might forgo the energy bolt described in Scene 10, and replace it with damage caused by the Guardian Robot. The robot will not retreat, and will attack until he has destroyed the players and retrieved the items taken.

SCENE 10: WHERE DO YOU THINK YOU'RE GOING?

As all good players do, your players might have conceived an idea that would allow them to leave this mess without the Decepticons, or without getting the Heart of Cybertron. One big concern will be for players with the Space Flight Skill to want to rocket out of the area (possibly carrying the others with them if they have the Cargo Capacity Skill as well). The GM will need to come up with imaginative situations to prevent this. One simple solution is to have their transformation cog damaged during the above scenes and tell them they can no longer activate their "space mode" (then players might set out to repair them in a similar fashion to what is described for the Vehemence below). If Vehemence has not already suffered damage to its energy reactor causing a leak (either by the battle with the Dark Guardian, or by the random effects of the star), you will want to add in the following encounter. What ever caused the damage, the modifications listed after this encounter will be necessary for the ship to be functional.

What once seemed like a bright white bulb at the zenith of space's void has swollen to large proportions. Ilosop 2, fluctuating in brilliance, is now in her final death-throws. Like a finger from the hand of Primus, a tine of searing energy reaches out from her surface. The bolt rushes across fathoms, cindering all in its path. In a split second, it has poked through the stern of the Vehemence. Massive ruptures occur throughout the Engine Room. When the deafening roar of the power flux subsides, the ship has dropped to emergency lighting, and the relays and main energy reactor show a massive Energon purge has taken place. If the ship's gages are correct there isn't enough energy to get the ship safely away from this failing sun, let-alone back to Cybertron.

Players with applicable Aptitudes will easily realize they need more power... a lot more. With a Roll verses a TN of 13, the GM could inform them that the Heart of Cybertron could theoretically be used to boost the remaining power and make it last for the voyage home. Unfortunately, it will also become obvious to the players that trying to make the modifications to the ship by themselves will take far to long, and possibly put them in the midst of the star's nova blast. Players should be coaxed into making an alliance with the Decepticons to make the modifications necessary as quickly as possible. The GM has ultimate control over this situation. If he/she feels the Decepticons don't need to be included in this way (or are out of peril anyhow), he/she might allow the players to be able to rig the ship just in time for the next scene. If the players become stubborn, remind them that killing their enemies, or leaving their enemies to die is not the Autobot way (and their EP will reflect this). The Decepticons will (for the time being) make good on their allegiance. They will use the best of their Skills and Aptitudes to help make the modifications, only after they are safely away from the nova (see Scene 11) will they assault the players.

Having the Heart of Cybertron installed in the ship is essential to set-up the "Nova Flight" scene that comes next. Without this modification, the GM will have to think of a different way to have the players access an alternate setting, or continue to campaign in the pre-Earth setting.

SCENE 11: NOVA FLIGHT

This last act should have been incredibly intense. The players should have had to deal with the Decepticons (one way or another) to get out into the rocket. They've had to navigate the "death-trap" corridors of the rocket to get the Heart of Cybertron. They probably had to escape the rocket as it transformed. Then, they had to battle it out with a powerful Dark Guardian Robot. Along, they've been pelted by the effects of the dying star, and were put in the position to have to make repairs on the ship before the star goes nova. They probably still have to deal with the Decepticons, and yet, the dangers of the star keep growing.

Technically, this scene starts at the point the ship (or whatever) is fixed and ready for flight. Once the players and their Decepticon acquaintances are ready for escape read:

Just moments after you finished making those decisive repairs, Ilosop 2 goes nova. Nebulous particles spin off of its bright center. Some fuse into the distant Ilosop 1, swaying it into frenzy. The brilliance of this force-felt explosion is RAM-scrambling. Not a color less than those contained in the entire-universe beam outward filling space, fathoms upon fathoms. Your ship, and the asteroid field around it, are suspended no longer in darkness, but bathed in radiance. Molecules of colored light dance about, like Sparks sent out from Primus.

Breaking away from its luster, you begin to engage the ship's drives. The terrible energy scythe that will follow this light show is just on the horizon and you must hasten to escape its destructive wrath.

The colored lights and fireworks show has stopped. In fact, all of space has gone back to darkness; like the whole thing was just a bad data review. Worse yet, you clearly engaged the engines, but the ship has made little progress from where it began. (Give the players a moment to try and figure out the problem).

Blast your logic! It is as you had begun to suspect. The nova has temporarily collapsed into a black hole. The space around this anomaly is twisting and warping inward. It is like the canvas of the universe is being strung through this single point...and your ship with it.

Players will need to make desperate rolls to increase the ship's speed, or jump the wakes of the hole's gravitational pull. To escape the black hole they must successfully accomplish 3 practical plans of their own design. If they have hooked up the Heart, this can be reduced to 1 plan. The GM should never reveal what the players have to do to escape, nor should he/she turn down any player idea that is semi-reasonable (keep in mind this is based off a cartoon). The players start with 10 rounds before they are officially swallowed by the black hole and gain 5 extra rounds every time they successfully complete a plan. Once players have completed the final modifications to escape read:

Those last few touches did it! You feel the ship tear away from the gravity of the collapsing star. The whole thing reacts like a

tension rod sprung from its suppression weight. Space, light, and substance seem to merge together as you break through the ripples of universe created by the black hole. You move through this quasi-reality for what seems like minutes, darting at speeds immeasurable by on-board systems. Strange? The ship is pulsing with a curious Energon emanating from the engine room. Suddenly, the fabric of space is snapped back in place as the black hole implodes into one final and devastating release. Now, a great deal farther from the source, your rocketing vessel is still surrounded and penetrated with thin rods of light, heat, and energy. These pyrotechnics drive the engines harder searing away all hope of seeing out the portholes. It is in this super-transversive state that your diodes give out. All of your circuit boards go temporarily dead.

Though it may seem very anti-climatic, this is the end of this episode. Most Transformer episodes will not end in such a forced scenario, yet this set up was necessary to fulfill this episode's purpose as a bridge to multiple timelines. From here, the characters can "come to" in any timeline the GM likes. The explanation for how they got there is varied at best. Thus trying to duplicate the conditions (to get back to their own timeline) will take many, many trials.

What happens when they wake up should be dealt with at the start of the next episode. For GMs who are undecided about what timeline to play, the beginning of this module gives several simple suggestions.

EPISODE POINT REWARDS

In addition to the standard rewards (listed on the *Game Master's Screen*), successfully completing each scene of this episode is worth 20 EP's (this is aside from the 5 points a character receives for surviving the entire episode). These EP's should be divided by the GM among the players who played in the scene. Players who were more essential to the scene's completion should receive a larger portion of the reward. If the players were able to retrieve (and keep) the Heart of Cybertron they each gain an extra 3 EP's. If the players spared the lives of the Decepticons (taking them back with them), they will each receive an extra 3 EP's. All other rewards should be based on normal recommendations.

NPC WRITE-UPS

Metal Works's Drones-

Not more than a pile of hydraulic-pistons, data receptacles, and laser-guided weaponry, Metal Works's drones are still well fit for their job as reconnaissance. In rolling mode, the drone appears to be a central drum topped with photo-sensors, and antenna bands. On one side the drones sport a buzz-saw appendage useful for making entrances into otherwise restricted areas, on the other side rests a grasping limb with a laser mounted at the forearm. All this comes balanced down to a single wheel base.

To become airborne, the drone simply flips forward, inverting its body. The wheel-base simultaneously tilts ejecting helicopter-like blades around its circumference. These blades (along with mini-thrusters near the arms) allow the drones quick and agile movement through the air.

<u>Metal Works's Drones</u>		
Str: 5	Rank: 1	EM: 7
Endur: 5	Cour: 8	FPA: 965
Speed: 6	Int: 3	Size: .5
Fire: 8	Skill: 3	Acts: 2
Endpts: ~5	Life Spark: 29	H/W: 8' / 1.3 tons
Weapons:		
- Buzz Saws (2D6 +1D4m) (Reach) (2 Linked, Integrated)		
- Laser Blaster (1D6) (400') (Integrated)		
- Missiles (1D8/1D6/1D4) (300'-5/10/15') (Armor piercing, Integrated into chest drum)		
Modes:		
- Rolling (100 MPH, 965 FPA) (Recording Capabilities, Roll, Thought Transmission)		
- Air (Mach 3 ~ 1980 MPH, 19105 FPA) (Flight, Recording Capabilities, Thought Transmission)		
Aptitudes and Skills:		
- Piloting Ground (R=5) (L=2)		
- Piloting: Air (R=5) (L=2)		
- Security (R=5) (L=1)		
- Flight (Rotor forms from tilted wheel-base)		
- Recording Capabilities (Video-1000', Tracking chips-1 mile)		
- Roll (One wheel at based)		
- Thought Transmission (5 miles, 4 clones and Metal Works)		

The Attendant-

Just a manservant to the Parts Monger, the attendant is but a lanky robot, who's thin-delicate design is similar in style to the Earth insect, the walking stick. The Attendant holds very little personal knowledge, but is quite skilled in bargaining and translating languages.

<u>The Attendant (Extension of The Parts Monger)</u>		
Str: 2	Rank: 1	EM: 9 (10)
Endur: 7	Cour: 2	FPA: 350

Speed: 8	Int: 2	Size: .5
Fire: 1	Skill: 6	Acts: 2
EndPts: 7	LifeSpark: 26	H/W: 10'/600 lb.
Weapons:		
- Vaporator (1D4+1) (100') (Adds +1 for each additional hit)		
Modes:		
- Robot (40 MPH, 350 FPA) (Burrowing, Extra Senses, Thought Transmission)		
- Un-deployed (20 MPH, 175 FPA) (Burrowing, Chameleon Effects)		
Aptitudes and Skills:		
- Bartering (R=8) (L=3)		
- Fast Calculator (R=3) (L=2)		
- Linguistics (R=8) (L=1)		
- Burrowing (Strength vs. Material, 20 MPH, 175 FPA)		
- Thought Transmission (3 mile range to Parts Monger)		
- Extra Senses (Metal assessment radio-wave scan, 2,000 ft.)		
- Chameleon Effects (+2 to hide/EM when at 20'+)		

The Parts Monger-

Mostlikely the progeny of some demented quintesson scientist, the Parts Monger is no less than a murderous beast fixated on just two things: dissecting mechanical objects and gaining power chits for its own personal use.

Traders who visit the Monger should beware, they are just as likely to become part of its horde as to affect an honest trade with this creature.

The Parts Monger is shaped somewhat like a Earth octopus, with a vast collection of tools rigged into its many arms. It is comprised of red and black metallic plating with a tough but translucent dome on its head allowing full sight of its data-boards and cognitive-drive banks.

<u>The Parts Monger</u>		
Str: 10	Rank: 5	EM: 2 (4)
Endur: 8	Cour: 7	FPA: 100*
Speed: 3	Int: 6	Size: 2
Fire: 7	Skill: 6	Acts: 1 (5)
EndPts: 10	LifeSpark: 80	H/W: 17' / 25 tons
Weapons:		
- 3 Acetylene Pistols (1D4, 1D12*) (100', 5'') (Integrated)		
- 2 Metal Cutters (1D8 +2D10m) (Reach x2) (Integrated, Extended range)		
Modes:		
- Cephalopod (5 MPH, 100 FPA) (Burrowing, Entrapment Extension-Attendant, Extra Action)		
Aptitudes and Skills:		
- Bartering (R=6) (L=2)		
- Demolitions (R=8) (L=1)		
- Engineering: Mechanical (R=9) (L=3) (1D12, or 15 EP's)		
- Hiding (R=8) (L=3) (-2 to viewers, +2 EM)		
- Repairs: Transformers (R=6) (L=2)		
- Burrowing (Strength vs. Material, 3 MPH, 50 FPA)		
- Entrapment (Tentacles 2D6, reach)		
- Extension-Attendant (See above)		
- Extra Action (Tentacles allow for 4 extra acts)		

Soar, Sky Raider, Clip-Wing, Cloud Striker, and Wind-Ripper (Decepticon Seekers)-

Function: Decepticon Infantry Group: Decepticon

Though similar in their triangular structure, these 5 Decepticon air ships are unique in personality, talent, and color. Soar acts as wing leader for this lowly bunch. He is strong-minded, colored purple and light blue. Sky Raider is red and silver, specializing in wide-spread devastation. Clip-Wing attacks most purposefully as an air to air combatant, bedecked in gray and blue. Cloud Striker prefers a hands-off approach to battle always attacking from his greatest altitude, he is green and black. Last, Wind-Ripper is one fuse short of a capacitor. Able to burn up to six times the normal output, this yellow and purple "mad-man" enters most combat situations with little regard for his life or anyone else's.

The stats provided for these five Seekers should be used (with whatever modifications the GM feels are necessary) for any Seeker mentioned in the story (there are quite a few since the Seekers are the mainstay of the Decepticon army). Simply adjust the weaponry and/or special Skills as needed and the GM can have a totally new Seeker.

<u>Decepticon Seekers</u>		
<u>(+Soar, ^Sky Raider, \$Clip-Wing, #Cloud Striker, and *Wind-Ripper)</u>		
Str: 3	Rank: 2	EM: 7/*10
Endur: 5	Cour: 3	FPA: 480
Speed: 7/*10	Int: 3	Size: 1
Fire: 4	Skill: 4	Acts: 2
Endpts: ~5	Life Spark: 33	H/W: 14' / 13 tons
Weapons:		
-(^, #)Cluster Bombs (5D4) (25' radius) (Airship Only)		
-(\$,*)Missiles (3D4/2D4/1D4) (3000'-5/15/30') (Heat Seeking, Airship Only)		
-(+)Mini-Missiles (2D8/2D6/2D4) (300'-5/10/15) (2 Linked, Air Ship Only)		
-(#)Null Ray (1D6 Endur) (900') (Integrated, Extended range)		
-(*)Particle Beam Rifle (1D12) (2000') (Integrated)		
-(^,+)Photon Pistol (3D4) (800') (Integrated)		
-(\$)Flechette 'Rip' Gun (4D4) (300') (2 Linked, Integrated)		
Modes:		
-Robot (50 MPH, 480 FPA) (*Flight, Energon Cube Creation, Modularity, One Unique Skill)		
-Air Ship (Mach 4 ~2640 MPH, 25475 FPA) (Flight, Extra Senses, One Unique Skill,)		
Aptitudes and Skills:		
-Astrogation/Navigation (R=5) (L=2)		
-Piloting: Air (R=5) (L=3)		
-Flight (*Decepticon 150 MPH, 2895 FPA)		
-Energon Cube Creation (7 cubes per round, -1 Endur per cube to fill)		
-Modularity (At 1 Spark may fall apart, and be reassembled later)		
-Extra Senses (Radar 3 miles and night vision 2000')		
-(+)Air Attack (3D4, Can Affect 3 Targets, dmg + Opposed Str		

Roll to move, 1 Endur per use)
-(^) Electronic Jamming Capabilities (With Ranged Attack reduces target's actions by ½ rounded down, 35', lasts 1D4 rounds)
-(*) Attribute Boost (+3 to Speed, 1 Endur per 5 rounds)
-(*) Magnetism (Str:4, 20' Range, Str. Test to repel metal projectiles)
-(#) Sonic Manipulation (With Ranged Attack Creates Blaring Noise in up to an 8' Radius)

Korthos (Quintesson Refugee)-

Left a bitter reflection of the scientist he once was, Korthos has spent the last twenty years surviving in the depleted lands, believing that, at any time, his people will be back to reclaim what was once theirs. Korthos is slow to trust in anyone, and will seek to betray any Transformer who puts trust in him. His ultimate goal is to return to his quite existence, waiting out the return of the Quintesson masters.

<u>Korthos (Old Quintesson)</u>		
Str: 2	Rank: 5	EM: 4
Endur: 5	Cour: 8	FPA: 480
Speed: 2	Int: 8	Size: 5
Fire: 1	Skill: 7	Acts: 1/2*
EndPts: 7	Life Spark: 33	H/W: ~11' / 1.6 tons
Weapons:		
-Thermal Beam Pistol (1D10) (350')		
Modes:		
-Quintesson (25 MPH, 480 FPA) (*Hover, Prodigy, Entrapment)		
Aptitudes and Skills:		
-Astrogation/Navigation (R=10) (L=3)		
-Communications (R=5) (L=1)		
-Computer Operations (R=7) (L=2)		
-Con Jobs (R=4) (L=2)		
-Engineering: Electrical (R=6) (L=2)		
-Engineering: Theoretical (R=8) (L=3)		
-Fast Calculator (R=7) (L=2)		
-Hiding (R=6)(L=1)		
-Piloting: Space (R=4) (L=1)		
-Piloting: 'Water' (R=5) (L=1)		
-Repairs: Transformers (R=3) (L=2)		
-Repairs: Vehicles (R=5) (L=2)		
-Repair: Weapons (R=6) (L=2)		
-Research (R=10) (L=3)		
-Science: Astronomy (R=8) (L=3)		
-Science: Geology (R=8) (L=3)		
-Survival (R=5) (L=1)		
-Prodigy		
-*Quintesson (Hover, heals 1D4 Life Spark after battles, gains 1 extra action, 1D4 entangle with tentacles)		

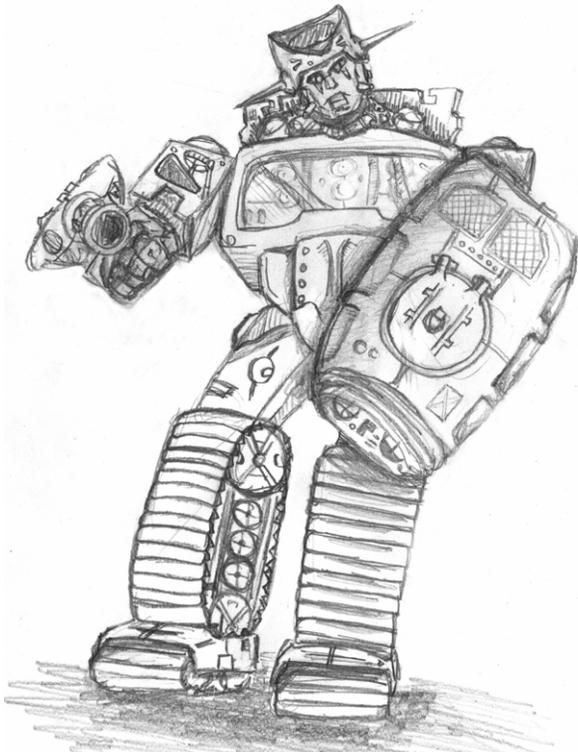
Eradicus-

Function: Militant Cell Leader Group: Decepticon
 "When it is all said and done, brute force is the only suitable ruler."

Like many of Megatron's top minions, Eradicus holds a strong desire to become the new Decepticon commander. Unlike most, he is smart enough to know that this desire must be hidden by

his complete obedience to Megatron's orders...for now.

In Cybertronian tank mode he is able to withstand the force of an oncoming projectile, up to 4000 newtons without serious malfunction. Topped with a multi-purpose turret, he can fire blasts of 7000 degree solar flares, or revert to shelling his enemy with massive mortar rounds. Eradicus's most fearsome form, though, is a hybrid assault mode leaving him with the defenses of the tank and the incredible strength and firepower of his robot-self. Those in Eradicus' unit find him a worthy leader, and trust his hard-wired instinct for warfare and tactics.



<u>Eradicus</u>		
Str: 8	Rank: 10	EM: 4
Endur: 10	Cour: 10	FPA: 380
Speed: 5	Int: 8	Size: 2
Fire: 10	Skill: 10	Acts: 2
EndPts: 20	LifeSpark: 110 (-5)	H/W: 21' / 60 tons
Weapons:		
+Solar Energy Beam Cannon (4D8) (3000') (Combined and Integrated)		
+Mortar Turret (1D20) (3000') (Combined and Integrated)		
-Shield/Disk (1D6 +2D8m) (800') (Integrated, Robot only)		
-2 Laser Rifles (2D8) (500') (Linked, double barrel, Robot/Assault modes only)		
-Flamer (1D2, Draws 2 Endur from biologicals) (100') (Integrated, Extended range)		

<u>Modes:</u>
-Robot (40 MPH, 380 FPA) (Armor, Big Guns, *Flight, Deactivation)
-Tank (90 MPH, 865 FPA) (Armor, Big Guns, Equipment, Reinforced Structure, Roll)
-Assault Mode (90 MPH, 865 FPA) (Armor, Big Guns, Equipment, Rapid Assault, Roll)
<u>Aptitudes and Skills:</u>
-Bureaucracy (R=7) (L=3)
-Charisma (R=5) (L=3)
-Demolitions (R=6) (L=2)
-Intimidation (R=10) (L=3)
-Piloting: Air (R=4) (L=1)
-Piloting Ground (R=6) (L=2)
-Piloting Space (R=5) (L=2)
-Tactics (R=7) (L=3)
-Armor (-5 points)
-Big Guns (Solar Energy Beam Cannon)
-Deactivation ('Power down' with at least 1 Life Spark, auto-stabilize)
-Flight (*Decepticon 150 MPH, 2895 FPA)
-Inherent Equipment (Winch system)
-Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)
-Reinforced Structure (R-Level 1)
-Roll

Traxis-

Function: Ground Assault Group: Decepticon

"If it flees from you, it is worth chasing."

Building in strength from his four legged base, Traxis is a very primitive-looking robot. His rugged and savage design is topped by his selection of weapons -simple arms: a hand ax and longbow.

Traxis seems encouraged by his own loyalty, and is willing to demonstrate this characteristic under any circumstances. If anything, this is his flaw, he can easily be goaded into dangerous situations. Not as conniving as his sister Cania, Traxis makes up for this difference in his brutality. With Cania, he forms the lower half of the mechanized Cerberus, Harbinger.

<u>Traxis (1-3)</u>		
Str: 7	Rank: 3	EM: 6
Endur: 6	Cour: 7	FPA: 380
Speed: 6	Int: 2	Size: 1
Fire: 3	Skill: 3	Acts: 2
EndPts: 6	LifeSpark: 43	H/W: 12' / 8 tons
Weapons:		
-Bombardment Arrows (1D10) (250') (Robot Only)		
-Hand Ax (1D8 +1D8m) (Reach) (Robot Only)		
Modes:		
-Robot (40 MPH, 380 FPA) (Energon Cube Creation, *Flight, Reinforced Structure)		
-Gestalt Cerberus (Harbinger) (1D6) (1-3)		

Aptitudes and Skills:

- Piloting: Air** (R=4) (L=1)
- Tracking** (R=5) (L=3)
- Survival** (R=1) (L=1)
- Energon Cube Creation** (6 cubes per round, -1 Endur per cube to fill)
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Reinforced Structure** (R-Level 1)

Cania-

Function: Scout Group: Decepticon
"All mercy leaves the second my hunger enters."

More reserved and pensive than her brother Traxis, Cania shares the same barbarous design - wielding two canine-like jowls as her hands. Cania is constantly looking out for her brother's well-being, seeing him as simple-minded and incapable of taking care of himself.

As a Decepticon scout, she offers swift speed, and an un-matched knowledge of Autobot security measures. In her alternate-mode, she forms the top half of the giant cybernetic monstrosity, Harbinger.

Cania (4-6)

Str: 3	Rank: 5	EM: 6
Endur: 4	Cour: 5	FPA: 380/19105
Speed: 6	Int: 7	Size: 1
Fire: 3	Skill: 5	Acts: 2
EndPts: 4	LifeSpark: 37	H/W: 11' / 7 tons

Weapons:

- 'Claws'** (1D6 +1D4m) (Reach) (Integrated) (Robot Only)
 - Mortar Cannon** (1D8) (400') (Robot Only)
- Modes:**
- Robot** (40 MPH, 380 FPA) (*Flight, Obfuscation, Sonic Attack)
 - Gestalt Cerberus** (Harbinger) (1D6) (4-6)

Aptitudes and Skills:

- Acrobatics** (R=5) (L=2)
- Communications** (R=4) (L=1)
- Con Jobs** (R=3) (L=1)
- Linguistics** (R=4) (L=1)
- Piloting: Air** (R=4) (L=1)
- Security** (R=7) (L=2)
- Flight** (*Decepticon 150 MPH, 2895 FPA)
- Obfuscation** (Radio/audio distortion, 2D6 vs. Communications Aptitude or Int., 20 ft. cubed)
- Sonic Attack** (2D6, 30', target must make Opposed Cour. Test or lose 1 action)

Harbinger-

Function: Guardian Group: Decepticon
"You may get by me...one piece at a time."

While low intelligence is normally a detriment to a warrior, in Harbinger's case it serves to make it the perfect guard. Only capable of understanding and following a few orders, it follows them precisely. Too stupid to be bribed or conned away from its post. It makes for an unwavering

sentinel, and a deadly foe to anyone (Autobot or Decepticon) that interferes with its orders.

Its two canine-like heads abound with diamond-hard teeth. For ranged attacks, each head houses a subsonic cannon that breaks apart their targets with 300 decibels of hyper-frequency sound.

Harbinger is a combination of two of the most primitive Decepticons ever built, Traxis and Cania.

Harbinger (Cerberus Gestalt)

Str: 8	Rank: 2	EM: 5
Endur: 7	Cour: 8	FPA: 480
Speed: 6	Int: 2	Size: 2
Fire: 7	Skill: 2	Acts: 2/3*
EndPts: 10	LifeSpark: (Members')	H/W: 15' / 15 tons

Weapons:

- 2 Jaws** (1D8 + 2D8m) (Reach) (Integrated into both heads)
- 2 Subsonic Cannons** (1D6) (500') (Integrated into throats, Extended range)

Modes:

- **Gestalt Cerberus** (50 MPH, 480 FPA) (Extra Action, Prodigy, Extra Senses)

Aptitudes and Skills:

- Tracking** (R=6) (L=2)
- Intimidation** (R=6) (L=1)
- Extra Action** (+1 acts)
- Prodigy**
- Extra Senses** (Scent detection, and identification, 15')

Pestilence-

Function: Prison Marshal Group: Decepticon
"Even I fear me..."

An expert in torture and sadism, Pestilence enjoys nothing more than the bellowing of a robot whose relays can take no more.

A triple changer, he can convert to serpentine-mode and use the sensors in his tail to decipher chemical compositions. In scorpion mode his miniature size makes him hard to target, and his strong pincer-grip allows him to use his energy absorbing tail-barb to draw out every last drop of Energon from his victims. Last, in robot mode he wields a destructive grenade launcher along with an off-hand laser blaster making him deadly even at range.

Pestilence

Str: 3	Rank: 6	EM: 7/9
Endur: 5	Cour: 3	FPA: 480
Speed: 7	Int: 6	Size: 1
Fire: 3	Skill: 10	Acts: 2
EndPts: 5	LifeSpark: 37	H/W: 13' / 6 tons

Weapons:

- Grenade launcher** (3D4/2D4/1D4) (980'-10/20/30') (Integrated)
- Laser Blaster** (1D6) (400') (Robot only)

Modes:
- Robot (50 MPH, 480 FPA) (*Flight, Force Field, Prodigy)
- Rattle Snake (25 MPH, 240 FPA) (Energy Siphon, Extra Senses, Special Physical Attack)
- Scorpion (20 MPH, 175 FPA) (Energy Siphon, Entrapment, Quantum Space Manipulator)
Aptitudes and Skills:
- Acrobatics (R=2) (L=1)
- Intimidation (R=7) (L=3)
- Investigation (R=5) (L=2)
- Piloting: Air (R=5) (L=1)
- Science Geology (R=5) (L=2)
- Survival (R=5) (L=1)
- Energy Siphon (1D4 worth of Endur, Stinger/fangs)
- Entrapment (Claws 2D6, reach)
- Extra Senses (Chemical receptors in tail, 50' radius)
- Flight (*Decepticon 150 MPH, 2895 FPA)
- Force Field (18' radius, -15 to all damage, 1 Endur per 5 rounds to use)
- Prodigy
- Quantum Space Manipulator (Size Scale .25 in Scorpion Mode)
- Special Physical Attack (Bite ~medium attack, 1D6 +1D6m)

Metal Works-

Function: Combat Engineer Group: Decepticon
 "What I build, is a new-kind of death"

Impassionate about the Decepticon cause, Metal Works is in it for the chance to orchestrate chaos. His designs are purposefully demented and crude, leaving jagged welds and oversized bolt-heads as his makers-mark.

Metal Works is faulted with the notion that he is more intelligent than he truly is. He tends to hold back using simple strategies (like outnumbering his opponents) and instead counts solely on the genius of his designs.

In factory mode he can spit out completely autonomous drones, ready for the task at hand in a matter of a few hours. In robot mode, he is armed with two shoulder-mounted sustained fire slag throwers that can literally rip a target to shreds. When needed, Metal Works will also use his handheld mortar carbine, dusting off what's left with its explosive shells.

Metal Works		
Str: 7	Rank: 7	EM: 1/-1
Endur: 10	Cour: 7	FPA: 190
Speed: 2	Int: 7	Size: 2
Fire: 4	Skill: 8	Acts: 1
EndPts: 15	LifeSpark: 73	H/W: 21' / 40 tons
Weapons:		
-2 Sustained Fire Slag Throwers (10D4) (500') (Linked, Integrated)		
-Mortar Carbine (1D20) (3000') (Robot only)		
Modes:		
-Robot (10 MPH, 190 FPA) (Combat Oriented, Equipment-Damaging, *Flight, Mode Superiority)		
-Factory (No Movement) (Drones, Equipment-Damaging, Equipment-Normal)		

Aptitudes and Skills:		
-Architecture (R=5) (L=2)		
-Engineering Electrical (R=5) (L=2)		
-Engineering Mechanical (R=6) (L=3)		
-Piloting: Air (R=4) (L=1)		
-Repairs: Transformers (R=4) (L=2)		
-Tactics (R=2) (L=1)		
Combat Oriented		
-Drones (4 at a time, takes 4 hours and 3 Endur, last 24 hours, 3 mile range, 39 EP)		
-Equipment-Damaging (Cutting Torches, 1D6; metal cutters 1D6 +2D8m; hydraulic impact arm 2D6 +2D8m)		
-Equipment-Normal (Robotic arms, circuit fusers, rivet driver, program encoder)		
-Flight (*Decepticon 150 MPH, 2895 FPA)		
-Mode Superiority (Factory)		

Grind-Gear, Ballast, and Stackup (Decepticon Transport Convoy)-

Function: Material Transport Group: Decepticon

There is little about these three's programming that puts them above a drone. They have only minor personality effects, and look identical to the rest of the Decepticon's ground transport fleet.

In transport mode, their front fuselage is knuckled and brawny-looking. Their hauling chambers are rectangular and made of solid armor plating, allowing them to carry dangerous materials without the threat of attack. In robot mode, they are only lightly armed, but wield a reasonable amount of strength. They appear blocky and simple. Each is armed with a single electron shock rifle, making them useful as foot soldiers, should the need arise.

Decepticon Transport Convoy <i>(Grind-Gear, Ballast, and Stackup)</i>		
Str: 7	Rank: 3	EM: 5
Endur: 7	Cour: 4	FPA: 190
Speed: 3	Int: 2	Size: 1
Fire: 2	Skill: 3	Acts: 1
Endpts: ~7	Life Spark: 51	H/W: 14' / 15 tons
Weapons:		
-Electron Shock Rifle (1D12) (750') (Robot only)		
Modes:		
-Robot (10 MPH, 190 FPA) (Energon Cube Creation, *Flight)		
-Transport (60 MPH, 1155 FPA) (Cargo Capacity, Equipment, Roll)		
Aptitudes and Skills:		
-Astrogation/Navigation (R=5) (L=1)		
-Piloting: Air (R=4) (L=1)		
-Piloting: Ground (R=3) (L=1)		
-Energon Cube Creation (7 cubes per round, -1 Endur per cube to fill)		
-Equipment-Normal (Loading arm)		
-Flight (*Decepticon 150 MPH, 2895 FPA)		
-Roll		
-Cargo Capacity (150 Cubic Feet)		

Shockwave-

Function: Military Operations Commander

Group: Decepticon

"Clarity of thought before rashness of action."

Much younger, and lower on programming than he will be during his G1 incarnation, Shockwave is still a very worthy opponent (far above the ranks of the other Decepticons presented in this episode).

Shockwave has been over worked lately, making security checks for several faulty reports. Due to the current flood of Autobot "misinformation", He will not be too uneasy if nothing unusual is uncovered. Still, cold and logical, Shockwave will perform his inspection with the Decepticon tapes in full capacity.

<u>Shockwave</u>		
Str: 9	Rank: 9	EM: 5
Endur: 7	Cour: 9	FPA: 705
Speed: 7	Int: 10	Size: 3
Fire: 9	Skill: 9	Acts: 2
Endpts: ~15	Life Spark: 100	H/W: 33'/ 38 tons
<u>Weapons:</u>		
-+ Gamma Ray Blaster (3D12) (2500') (Integrated in hand, and Combined)		
-+ Light Cannon (2D10) (6000') (Integrated in hand and Combined)		
-^ Disrupter Beam (2D8, 2-8 Endur 9-16 no dmg) (520') (Integrated into chest, Combined)		
-^ Null Ray (1D6 Endur) (450') (Integrated into chest, Combined)		
<u>Modes:</u>		
- Robot (80 MPH, 705 FPA) (Danger Sensors, *Flight, Prodigy, Reinforced Structure, Extra Senses)		
- Laser Gun (Mach 4 ~2640 MPH, 25475 FPA) (Entrapment, Flight, Reinforced Structure, Extra Senses)		
<u>Aptitudes and Skills:</u>		
- Bureaucracy (R=5) (L=2)		
- Computer Operations (R=7) (L=2)		
- Communications (R=7) (L=2)		
- Engineering: Theoretical (R=5) (L=1)		
- Fast Calculator (R=7) (L=3)		
- Photographic Memory (R=6) (L=2)		
- Piloting: Air (R=4) (L=1)		
- Security (R=7) (L=1)		
- Tactics (R=6) (L=2)		
- Danger Sensors (Skill Test to Activate)		
- Entrapment (Neutron Barrier 3D6, 60')		
- Flight		
- Prodigy		
- Reinforced Structure (R-Level 1)		
- Extra Senses (X-ray vision, and infrared vision 300' each)		

Ravage-

Function: Saboteur Group: Decept. Tape

"Today's Autobots are tomorrow's scrap metal."

Not quite the same as he will be when uncovered millions of years later on Earth, Ravage's

Cybertronian form is like an odd mix between an bear and a cat. His skills, are not as attuned as they will be either. With Laserbeak and Shockwave, he will look for signs of an Autobot presence within all parts of the shuttle bay, leaving only a handful of spots unchecked.

<u>Ravage</u>		
Str: 5	Rank: 7	EM: 8/6*
Endur: 6	Cour: 4	FPA: 70
Speed: 5	Int: 8	Size: .1
Fire: 7	Skill: 10	Acts: 2
Endpts: ~10	Life Spark: 25	H/W: 5'/1000 lbs.
<u>Weapons:</u>		
+2 Heat-Seeking Missiles (3D4/2D4/1D4) (3000'-5/15/30') (Beast mode only, Heat seeking, Integrated, Combined)		
- Teeth (1D8 +1D2m) (Reach) (Beast mode only, Integrated into mouth)		
- Claws (1D2 +1D2m) (Reach) (Beast mode only, Integrated into forelimbs)		
<u>Modes:</u>		
- Beast (4 MPH, 70 FPA) (Big Guns, Big Guns, Chameleon Effects, Elusiveness, Invisibility, Recording Capabilities, Extra Senses)		
- Data Chip (No Movement) (Elusiveness, Mode Superiority, No Movement, Recording Capabilities, Thought Transmission)		
<u>Aptitudes and Skills:</u>		
- Acrobatics (R=6) (L=2)		
- Communications (R=4) (L=1)		
- Espionage (R=7) (L=2)		
- Hiding (R=8) (L=3)		
- Intimidation (R=6) (L=2)		
- Security (R=4) (L=1)		
- Tracking (R=6) (L=2)		
- Big Guns (Missiles)		
- Big Guns (Teeth)		
- Chameleon Effects (+3 to Hide, and EM when activated)		
- Elusiveness (+3 to EM)		
- Invisibility (Limited to shadows/darkness, includes sound, electromagnetic detection, and heat, 1 Endur per 5 rounds)		
- Mode Superiority (Beast)		
- No Movement		
- Recording Capabilities (Sound and Electromagnetic activity 800 ft.)		
- Extra Senses (Chemoreception, and full spectrum electromagnetic wave detection up to 3,000')		
- Thought Transmission (10 mile range to Soundwave)		

Laserbeak-

Function: Interrogation Group: Decept. Tape

"The only point I like in Autobots: melting point."

Like the others, Laserbeak's current self is some-what different from how he will appear on Earth. Laserbeak's avian mode looks more or less like a sleek, miniature space craft, similar in shape to Earth's stealth bomber (but much, much smaller). The abilities noted below are also weaker than they

will be when he is reactivated inside the Ark millions of years later.

<u>Laserbeak</u>		
Str: 5	Rank: 6	EM: 10/6*
Endur: 5	Cour: 2	FPA: 31845
Speed: 8	Int: 6	Size: .1
Fire: 8	Skill: 9	Acts: 2
Endpts: ~10	Life Spark: 25	H/W: 3' 550 lbs.
Weapons:		
+2 Laser Rifles (2D8) (1000') (Avian mode only, Integrated, Linked, Combined, Extended range)		
+2 Mortar Cannons (2D8) (800') (Avian mode only, Integrated, Linked, Combined, Extended range)		
-Ion Rifle (1D4) (500') (Avian mode only, Integrated into head, Extended range)		
-2 'Razor' Wings (1D2 +1D2m) (Reach) (Avian mode only, Integrated)		
Modes:		
-Avian (120 MPH, 1155 FPA) (Big Guns, Big Guns, Big Guns, Big Guns, Combat Oriented, Hover, Recording Capabilities)		
-Data Chip (No Movement) (Elusiveness, Mode Superiority, No Movement, Recording Capabilities, Thought Transmission)		
Aptitudes and Skills:		
-Computer Operations (R=5) (L=1)		
-Espionage (R=7) (L=1)		
-Hiding (R=8) (L=2)		
-Intimidation (R=4) (L=3)		
-Piloting: Air (R=7) (L=2)		
-Security (R=6) (L=1)		
-Tracking (R=3) (L=1)		
-Big Guns (Laser Rifle)		
-Big Guns (Laser Rifle)		
-Big Guns (Mortar Cannon)		
-Big Guns (Mortar Cannon)		
-Combat Oriented		
-Elusiveness (+3 to EM)		
-Hover		
-Mode Superiority (Avian)		
-No Movement		
-Recording Capabilities (Sound 800 ft. and Video 2000 ft.)		
-Thought Transmission (10 mile range to Soundwave)		

Decepticon Information Robot ("Digiton")-

Function: Data Collection/Operation Group: Decept. "Nothing is as important as processing information, for nothing can be done without it."

This particular model of information robot is named, Digiton. Digiton, like many of the information robots, has little knack for battle, if his position is threatened, he will use the shuttle bay's internal defensive weapons against the players. He will use all the resources at the computer's disposal to rid himself of the players. Just by nature, Digiton is quite smart. His use of the computer system should demonstrate this.

Should any trouble arise that he can't handle, he will use his deactivation Skill to make sure

the information he knows cannot be taken by the Autobots. Digiton appears much like his successors - the Decepticon Camera, Reflector.

<u>Decepticon Information Robot (Digiton)</u>		
Str: 4	Rank: 6	EM: 5/5*
Endur: 6	Cour: 5	FPA: 290
Speed: 5	Int: 8	Size: 1
Fire: 3	Skill: 7	Acts: 2
EndPts: ~6	LifeSpark: 41	H/W: 11'6"/ 4 tons
Weapons:		
-Photon Pistol (3D4) (800') (Robot only)		
Modes:		
-Robot (30 MPH, 290 FPA) (Deactivation, Energon Cube Creation, *Flight, Machine Dominance, Prodigy)		
-Laptop (No Movement) (Elusiveness, Equipment-Normal, Machine Dominance, Quantum Space Manipulator)		
Aptitudes and Skills:		
-Architecture (R=4) (L=1)		
-Bureaucracy (R=6) (L=2)		
-Communications (R=5) (L=2)		
-Computer Operations (R=6) (L=1)		
-Engineering: Electrical (R=3) (L=1)		
-Fast Calculator (R=4) (L=1)		
-Investigation/Deduction (R=6) (L=1)		
-Piloting: Air (R=4) (L=1)		
-Research (R=5) (L=1)		
-Security (R=5) (L=1)		
-Deactivation ('Power down' with at least 1 Life Spark, auto-stabilize)		
-Elusiveness (+2 to EM)		
-Energon Cube Creation (6 cubes per round, -1 Endur per cube to fill)		
-Equipment-Normal (Computer data-receptacles, and radio transmitters)		
-Flight (*Decepticon 150 MPH, 2895 FPA)		
-Machine Dominance (1D4 vs. base Target Number of 8, 7', 1 Endur per command)		
-Prodigy		
-Quantum Space Manipulator (Size Scale .1 in Laptop Mode)		

Decepticon Ship: "The Vehemence"-

Across between a mid-sized space freighter and a point-engagement fighter, the Vehemence is one of the Decepticons newest engineering accomplishments. Shaped some-what like a Tectonian electro ax, the sleek, machined form of this craft immediately reveals its ferocity.

<u>The Vehemence</u>		
Str: 5	Armor: -5	Size: 4
Speed: 7 (10 AU's)	Force Field: -30	Acts: 2
Fire: 5	R-Level: 1	L/W: 360'/
EM: 4	Resist:	60 kilotons
Endpts: ~150	Vacuums/Temp Change	
	Life Spark: 250	
Weapons:		
-2 High Energy Lasers (4D6) (6000') (Extended range)		
-Magnetic Rail Gun (2D8, w/hit roll attack on target behind 1 st target) (1600') (Extended range, Armor piercing)		
Functions (1D12):		

- 1-Environmental Generator
- 2-Gravity Simulator
- 3-4-High Energy Laser
- 5-Magnetic Rail Gun
- 6-Force Field Generator
- 7-Radar (Electromagnetic radio scope, range of 1 AU)
- 8-Communications Relay (range of 50 AU's)
- 9-Atmospheric Flight (Mach 4 ~ 2640 MPH, 25475 FPA)
- 10-Space Flight (10 AU's)
- 11-On-Board Repair Machinery and Manipulation Arm
- 12-Landing Apparatuses

Old Cybertronian Defense Drones-

Function: Infantry Group: Quintesson

Built without audio components, these ancient domed robots are eerily silent. Their bodies are of simple modular construction allowing them to be patched together out of spare parts. They possess only a basic level of intelligence, making them the perfect obedient soldiers

<u>Cybertronian Defense Drones</u>		
Str: 7	Rank: 1	EM: 6
Endur: 5	Cour: 7	FPA: 105
Speed: 5	Int: 2	Size: .5
Fire: 4	Skill: 2	Acts: 2
Endpts: ~5	Life Spark: 31	H/W: 10' / 2.7 tons
Weapons:		
-Laser Blaster (1D6) (800') (Extended range)		
-Flamer (1D2, 2 Endur vs. Biologicals) (Integrated)		
Modes:		
-Robot (12 MPH, 105 FPA) (Deactivation, Modularity)		
Aptitudes and Skills:		
-Security (R=4) (L=1)		
-Tracking (R=3) (L=1)		
-Deactivation ('Power down' with at least 1 Life Spark, auto-stabilize)		
-Modularity (At 1 Spark may fall apart, and be reassembled later)		

Modified Dark Guardian-

Function: Enforcer Group: Quintesson

"You are in violation of the law."

The Autobots were not the only ones with plans to retrofit the Guardian Robots with the new transformation technology. No, the Quints had been working on prototypes long before hand. This model is one of the only existing working ones. Korthos personally over saw the modifications to this robot.

Still damaged from his reckless trek through space, he suffers lower Life Spark, and is missing essential components for the operation of his Particle Beam Cannon. Still, the very sight of this 100-foot-tall monstrosity should send shivers down the characters' circuit relays.

<u>Modified Dark Guardian Robot</u>

Str: 9	Rank: 1	EM: 1
Endur: 8	Cour: 7	FPA: 615
Speed: 3	Int: 1	Size: 4
Fire: 10	Skill: 7	Acts: 1
Endpts: ~8	Life Spark: 105 (-10)	H/W: 100' / 900 tons
Weapons:		
-Plasma Blaster (3D12) (800') (Integrated into arm)		
-Claw (Edged Melee Weapon) (2D8 + 4D10m) (Reach) (Integrated into arm, Combined with Particle Beam Cannon)		
-Particle Beam Cannon (Non-functional) (2000') (Integrated into arm, Combined with Claw)		
Modes:		
-Robot (35 MPH, 615 FPA) (Armor, Entrapment, Rapid Assault, Reinforced Structure)		
-Rocket (1 AU) (Armor, Attribute Differential, Cargo Capacity, Space Flight)		
Aptitudes and Skills:		
-Piloting: Space (R=4) (L=1)		
-Security (R=4) (L=1)		
-Armor (-10 to all damage)		
-Attribute Differential (Speed =5 in Rocket Mode)		
-Cargo Capacity (5,000 Cubic Feet)		
-Entrapment ('Magnetic-Net Bombs' 2D6, 60')		
-Rapid Assault (3 Endur to re-roll all misses for a round, 2 Endur to fire all weapons on one action, 1 Endur to seize Initiative)		
-Reinforced Structure (R-Level=2)		

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