

LIFTING MAXIMUMS

| 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 |

-For Size Scales Larger Than 1, Multiply weight by Size Scale

SIZE WEIGHT AND SCALE COMPARISON

| 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 + | * | * |



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. |

PHYSICAL DAMAGE DICE

| Strength Score | Scale .1 Mi/Me/Ult | Scale .25 Mi/Me/Ult | Scale .5 Mi/Me/Ult | Scale 1 Mi/Me/Ult |
|----------------|-----------------------|------------------------|-----------------------|----------------------|
| 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 |

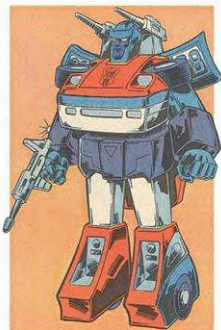
-For Size Scales Larger Than 1, Multiply the # of Dice by Size Scale

COMBAT NOTES

| | |
|---|--|
| Initiative- 1D12. 1 Starts. Highest Speed Wins Ties. (1 Round=12 seconds) | Medium Physical Attacks- Kick, Double Fist, or Body Block. 1 Attack Per Round. |
| Ranged Attacks- Target's EM+8 on 1D20 (Weapon's Range or Thrown=Scale x Str. x 50'). | Ultra Physical Attacks- Throw, Slam, or Death Lock. 1 Attack Per Round. 2 Actions Per Use (One to set it up, and one to do it). |
| Physical Attacks- Target's EM +5 on 1D20 Unarmed Does no Endur DMG (Range = Character's Height ~ Reach). | Knockback- Must be 1 Scale Larger. Exchange DMG for 10ft. Of Distance. Hitting Object = Crash Damage (Each remaining 10' = 1 Point of Speed Score). Endurance DMG Normal. |
| Minor Physical Attacks- Swipe, Bash, or Quick Punch. Adds to Melee Damage, 1 Attack Per Action. | Knockdown- When a Character Loses ½ of their Remaining Life Spark in a Single Attack, They Fall Down and Have to Spend an Action Getting Up. |

MODIFIER CHART

| Description | Modifier |
|--------------------|----------|
| Major Disadvantage | +4 |
| Not Likely | +3 |
| Difficult | +2 |
| Hard | +1 |
| Simple | -1 |
| Easy | -2 |
| Most Likely | -3 |
| Superb Advantage | -4 |



| Running Movement | | | | | | | | | | | | | | | | |
|------------------|----------|-----|-----------|-----|----------|-----|---------|-----|---------|------|---------|------|---------|------|---------|------|
| 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 |

Action Notes

Running Out of

Endurance- Must make a Courage Test or be Knocked Unconscious for 1D20 Rounds. If Made, Substitute Life Spark for Endurance Points.

Opposed Target

Numbers- Add Applicable Attributes, Skills, and Aptitudes plus a 1D12 Bonus Die or Skill Die. Must Meet or Beat Target Number.

Firepower Test- Whenever a Ranged Weapon Attack Rolls a 1, Weapon is Jammed Until the Character makes a Firepower Test (Counting as an Action).

Combined Actions- Each Character Adds One (Applicable) Score to the Base. Each Rolls 1D12. Take the Highest of All the Rolls Add it to the Base. Must be Equal to or Greater Than the Target Number to Succeed.

Tests- Must Roll at or Below Attribute Score on 1D12 to Succeed

Default Tests- For Tests Using Untrained Aptitudes Target Number is + 5. Defaulted Aptitudes are always Level 1

Opposed Rolls- Both Sides Add Applicable Attributes, Skills, and Aptitudes plus a 1D12 Bonus Die or Skill Die, Initiator Must Get a Higher Result to Succeed. (Multiply Speed and Strength By Scale)

Pushing Attributes- Must Make a Courage Test (Free Action), May Then Use Attribute as if It Were 1 Point Higher. This costs 1D4 Endurance Points Per Round.

ALTERNATE MOVEMENTS AND ACTIONS PER ROUND

| 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.

OTHER MOVEMENT TYPES

| Movement Type | Rate |
|-----------------------|--|
| Horizontal Jump | Height x # of Actions (based on Speed) |
| Vertical Jump | ½ Character's Height |
| Climb | 2x Height per Action |
| Swim/Walk Under Water | ¼ Normal Movement (w/o Swim Ability) |
| Burrowing | ½ Running Movement |
| Space Flight | 1AU = 93 Million Miles |

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 |

| FUNCTIONAL DMG (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. |

| CRASH DAMAGE | |
|---------------------|----------------|
| Size Scale | Crash DMG |
| .1 | 1D6 |
| .25 | 1D8 |
| .5 | 1D10 |
| 1 | 1D12 |
| 2 | 2D8 |
| 3 | 1D20 |
| 4 | 2D20 |
| *5 | 5D10 to 10D100 |

| 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' |
| Energion 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' |

| CRASH TERRAIN R-LEVELS | | |
|---|---------|-------------|
| Description | R-level | ~Life Spark |
| 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 |
| ~ Multiply Base Life Spark by Size Scale of Item | | |

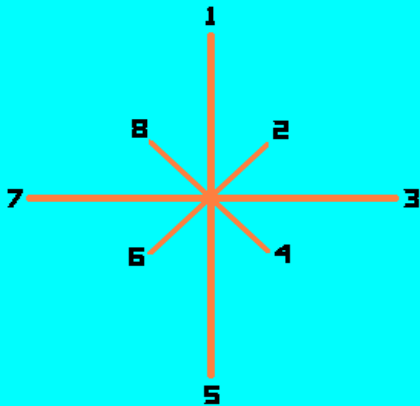
| CHARACTERISTICS OF INANIMATE OBJECTS | | | | |
|---|-------|---------|------------|---|
| Object | Armor | R-level | Life Spark | Resistance |
| *Brick/Stone | 5 | 0-3 | 20-70 | Most heat |
| *Cloth | 0 | -1 | 5 | None |
| *Glass | 0 | -1 | 3 | Electrical attacks |
| *Light Metal | 0 | 0 | 20 | None |
| *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 |

| DAMAGE NOTES | |
|--|--|
| Deactivation/Destruction- At 0 Spark Characters Lose 1 Endur per Round. Once per Round "Deactivated" Characters can Stabilize Endur Loss by an Endur Test or Others can Spend a Round Assisting Them and Make an Int Test. At 0 Spark 0 Endur A Character is "Destroyed". | |
| Fire- Transformers Are Protected for Up To 10 Rounds, After Which They Take 1D4 DMG Per Round. | Toxins- Endurance Test to Take No DMG or ½ DMG (Based on GM's Desired Effect). |
| Falling DMG- 2 x Character's Height = No DMG. Character's Relative Speed = 5x the Number of Height Increments the Character is Falling (Max=50). Ground is R-Level 4, With Same Size Scale as Character. | Suffocation- (Biologicals May Go a Number of Rounds Equal to Endurance Score Without Air). Biological/Biomechanical Characters Lose ½ of Their Remaining Life Spark Each Round They Are Without Air (After 1 Life Spark = Death). |
| Figuring Crash Results- Add Relative Speed Scores and Crash Damage. Item with Largest Size Scale Takes ½ This DMG, If One Item Has a Higher R-Level, It Takes No DMG. | Extreme Cold- Transformers begin to Lose 1 Endurance Point Per Round in Temperatures at or Below -50 Degrees Celsius. Biological/Biomechanical Characters Take This DMG in -20 or Below Temperatures (Losing Life Spark After Endurance is Used Up). |
| Extreme Pressure Change- Transformers Take 1D4 DMG first round (May be Converted to Endurance Points). Biological/Biomechanical Characters Take 1D8 per round. | Hitting Inanimate Objects- Evasive Modifier is Based on Object's Size Scale and Speed Score, or Its Size Scale and the Speed Score of Its Carrier. (An Immobile Object Has a Speed Score of 0). |
| Damage to Cover- If Shot Would Have Hit Character, Without Modifier, Cover Takes Damage. If Shot would have Missed Even Without Cover, Cover is Missed. (When Cover Loses All of Its Life Spark It No Longer Protects). | Damaging Inanimate Objects- Every Time an Object Loses Half of Its Remaining Life Spark, Roll 1D10 on the "Functional DMG" Chart. If Object Runs Out of the Resulting Function Type, Replace It with a Remaining Function. (All Functions of an Object Cease When It Has Lost Its Last Life Spark). |

EPISODE 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 |

SCATTER DIAGRAM (1DB)



-Lands 1/4 of Traveled Distance From Target (represented as center)

ACTIONS AND FREE ACTIONS

| Actions | Free Actions |
|---|---|
| <ul style="list-style-type: none"> -Making One Attack -Making a Test (<i>when physical in nature</i>) -Initiating an Opposed Roll -Responding to an Opposed Roll (<i>when physical in nature</i>) -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 (<i>including themselves</i>) | <ul style="list-style-type: none"> Speaking to Others (<i>not lengthy</i>) Observing the Surroundings Making a Sub-Movement (= height) Making Nonphysical Tests Nonphysical Opposition Yielding to Physical Opposition |

THINGS THAT COST ENDURANCE

- Changing from one Transform Mode to the next.
- When ever 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 (1D4 points per round).
- When using certain Skills, Weapons, or Aptitudes.
- When the GM feels the character has expended a grave amount of Energon by his/her actions.

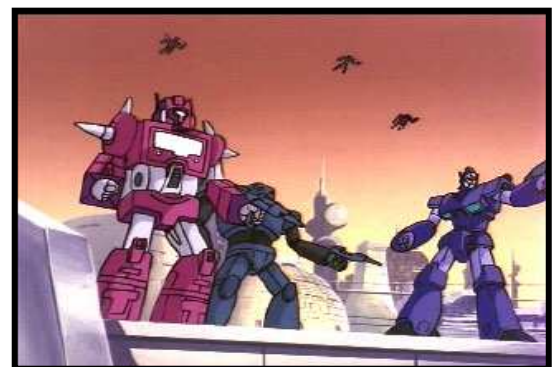
RECOVERY OF ENDURANCE AND LIFE SPARK

- *Characters Regain 1 Endurance Point Per Hour.
- *By Shutting Down for 1/2 Hour, a Character Can Regain All Lost Endurance Points.
- *Transmetal Modes Regain 2 Endurance Points and 1 Life Spark Per Hour.
- *Biologicals Receive 1D4 Life Sparks Back After Each Battle

UPGRADING CHARACTERS

| Description | During Creation | After Creation |
|----------------------------|----------------------------|----------------------------|
| Improving Attributes * | 1 EP for 1 Point | 40 EP for 1 Point |
| Adding a Transform Mode | 10 EP Per Mode | 50 EP |
| Adding to Life Spark # | 2 EP for 1Life Spark | 2 EP for 1 Life Spark |
| Temporary Endurance Points | 1 EP for 1 Endurance Point | 1 EP for 1 Endurance Point |
| Increasing Aptitudes | 2 EP for 1 Aptitude Point | 2 EP for 1 Aptitude Point |
| Increasing Skills | 2 EP for 1 Skill Point | 2 EP for 1 Skill Point |
| Increasing Weaponry | 2 EP for 1 FPP Point | 2 EP for 1 FPP Point |

*Mimicking Attributes with Effect Values Costs 2 per 1 point of Attribute
 #Base = (Strength + Endurance + Rank + Courage) x Scale + 20



WEAPONS CHART A

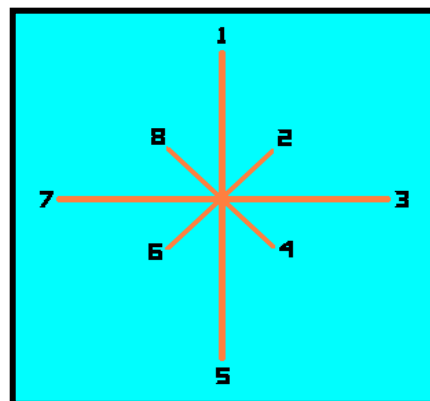
| Name | Size | Range | DMG | Cost | Notes |
|-------------------------------|------|----------------|-------------|------|--|
| Electric Taser | .1 | 20' | 1D2* | 4 | <i>Endur DMG Only</i> |
| Flamer | .1e | 50' | 1D2* | 2 | <i>Draws 2 Endur From Biologicals</i> |
| Ion Rifle | .1 | 250' | 1D4 | 3 | |
| Laser Pistol | .1 | 75' | 1D2 | 1 | |
| Machine Gun | .1 | 150' | 1D4 | 2 | |
| Mortar Launcher | .1 | 100' | 1D4 | 2 | |
| Small Explosive | .1e | 5/10/15' | 1D6/1D4/1D2 | 3 | <i>Must be Placed or Thrown at Target</i> |
| Small Melee Weapon | .1 | Reach | 1D2 | 1 | <i>DMG + Minor Physical Attack</i> |
| Acetylene Pistol | .25 | 5"/100' | 1D12*/1D4 | 4 | <i>At 5" DMG = 1D12</i> |
| Electron Overload Gun | .25 | 150' | 1D4* | 5 | <i>If DMG > Remaining Endur It Knocks Target out for 1D4 Rounds</i> |
| Heavy Machine Gun | .25 | 300' | 2D4 | 4 | |
| Laser Blaster | .25 | 400' | 1D6 | 3 | |
| Missiles | .25e | 300'-5/10/15' | 1D8/1D6/1D4 | 5 | |
| Proton Dart Rifle | .25 | 900' | 1D8 | 4 | <i>Discharge is Nearly Silent</i> |
| Subsonic Cannon | .25 | 250' | 1D6 | 3 | |
| Standard Melee Weapon | .25 | Reach | 1D4 | 2 | <i>DMG + Minor Physical Attack</i> |
| Blunt Melee Weapon | .5 | Reach | 1D4 | 1 | <i>DMG + Minor Physical Attack</i> |
| Concussion Blaster Rifle | .5 | 350' | 1D12 | 6 | |
| Disrupter Ray | .5 | 150' | 1-3* | 6 | <i>Roll 1D6, 1-3 is Endur DMG, 4-6 = No Effect</i> |
| Edged Melee Weapon | .5 | Reach | 1D6 | 3 | <i>DMG + Minor Physical Attack</i> |
| Friction Rifle | .5 | 300' | 1D10 | 5 | |
| Laser Rifle | .5 | 500' | 1D8 | 4 | |
| Mortar Cannon | .5 | 400' | 1D8 | 4 | |
| Nega Gun | .5 | 200' | 1D8* | 4 | <i>Objects That Are Destroyed With This Crumble to Dust</i> |
| Neutron Rifle | .5 | 400' | 2D6 | 6 | |
| Particle Beam Rifle | .5 | 2000' | 1D12 | 6 | |
| Photon Pistol | .5 | 800' | 3D4 | 8 | |
| Scatter Blaster | .5 | 250' | 3D4 | 6 | |
| Thermal Beam Projector | .5 | 1200' | 1D10 | 5 | |
| Torque Rifle | .5 | 380' | 1D10 | 7 | <i>When Hit Must Make a Skill Test To Stay Standing</i> |
| Vaporator | .5 | 100' | 1D4* | 5 | <i>+1 DMG For Each Hit After the First (Up To +10)</i> |
| Acid-Pellet Gun | 1 | 180' | 1D4* | 10 | <i>Takes DMG For # of Rounds = To First DMG Roll</i> |
| Air/Dust/Sound/Water Cannon | 1 | 650' | 2D6 | 6 | |
| Blunt Melee Weapons | 1 | Reach | 1D6 | 3 | <i>DMG + Minor Physical Attack</i> |
| Bombardment Crossbow | 1 | 500' | 1D10 | 5 | |
| Cluster Bombs | 1e | 25' Radius | 5D4 | 12 | <i>All Characters Within 25' of Target Take DMG</i> |
| Disintegrator Ray | 1 | 800' | 2D8* | 9 | <i>Objects That Are Destroyed Are Left As Less Than Ash</i> |
| Edged Melee Weapons | 1 | Reach | 1D8 | 4 | <i>DMG + Minor Physical Attack</i> |
| Electron Shock Blaster | 1 | 750' | 1D12 | 5 | |
| Electrostatic Discharge Rifle | 1 | 400' | 1D12* | 10 | <i>Whenever >10 DMG Is Rolled, Roll Again and Add DMG</i> |
| Grenade Launcher | 1e | 980'-10/20/30' | 3D4/2D4/1D4 | 10 | |
| Gyro Gun | 1 | 350' | 2D8* | 8 | <i>When Hit Must Make a Skill Test To Stay Standing</i> |
| Ion Pulse Rifle | 1 | 650' | 4D4 | 8 | |
| Laser Cannon | 1 | 1000' | 1D10 | 5 | |
| Lightning Thrower | 1 | 800' | 2D8 | 8 | |
| Medium Grade Explosive | 1e | 10/30/50' | 4D4/3D4/1D4 | 10 | |
| Missiles | 1e | 3000' 5/15/30' | 3D4/2D4/1D4 | 8 | |
| Napalm | 1e | 240' | 2D8* | 8 | <i>Draws 4 Endur From Biologicals</i> |
| Nega Cannon | 1 | 500' | 2D10* | 20 | <i>Objects That Are Destroyed With This Crumble to Dust</i> |

e = This Weapon Uses Spontaneous Combustion Rules

WEAPONS CHART B

| | | | | | |
|--------------------------------|----|----------------------------|-------------|----|---|
| Null Ray | 1 | 450' | 1D6* | 12 | <i>Endur DMG Only</i> |
| Photon Rifle | 1 | 4500' | 1D12 | 7 | |
| Plasma Pistol | 1 | 570' | 3D6 | 9 | |
| Plasma Sphere Shooter | 1 | 400' | 1D20 | 10 | |
| Rocket-Dart Rifle | 1 | 5000' | 2D8 | 8 | |
| Sustained Fire Slag-Thrower | 1 | 500' | 5D4 | 11 | |
| Atom-Smasher Cannon | 2 | 500' | 5D6 | 15 | |
| Concussion Blaster Cannon | 2 | 900' | 2D12 | 12 | |
| Disrupter Beam Rifle | 2 | 520' | 2-8* | 12 | <i>Roll 2D8, 2-8 is Endur DMG, 9-16 = No Effect</i> |
| Electro Scrambler | 2 | 1200' | 4D6* | 12 | <i>Electromagnetic Waves are Harmless to Organics</i> |
| Energ Weapons | 2 | Reach | x2* | 15 | <i>Multiply Users Minor Physical DMG By 2 (1Attack Per Round)</i> |
| Fusion Gun | 2 | 1200' | 1D20* | 10 | <i>Ignores All 1's (Never Jams or Runs Out of Ammo)</i> |
| High Energy Laser Rifle | 2 | 3000' | 4D6 | 12 | |
| Impact Wave Generator | 2 | 640' (15' Rad.) | 2D10 | 11 | |
| Light Cannon | 2 | 6000' | 2D10 | 10 | |
| Magnetic Rail Gun | 2 | 800' | 2D8* | 15 | <i>For Every Hit, May Roll an Attack on Targets Behind First Target</i> |
| Mortar Turret | 2 | 3000' | 1D20 | 8 | |
| Plasma Blaster | 2e | 800' | 3D12 | 25 | |
| Ballistic Missile | 3e | 30 Miles (1000' Radius) | 2D10 | 20 | <i>Lands 2 Rounds After It is Fired</i> |
| Cyclone Gun | 3 | 800' | 3D8 | 12 | <i>When Hit Must Make a Skill Test Or Be Thrown 15' Back</i> |
| Giant-Sized Blunt Melee Weapon | 3 | Reach | 1D12 | 6 | <i>DMG + Minor Physical Attack</i> |
| Giant-Sized Edged Melee Weapon | 3 | Reach | 2D8 | 8 | <i>DMG + Minor Physical Attack</i> |
| Gamma Ray Blaster | 3e | 2500' | 3D12 | 18 | |
| High-Explosive | 3e | 50/100/300 | 4D8/3D8/1D8 | 18 | |
| Multiple Missile System | 3e | 10000'-15/20/30' | 4D6/3D6/1D6 | 14 | |
| Fusion Cannon | 3e | 2850' | 5D10* | 28 | <i>Can Only Be Fired Once Per Round</i> |
| Particle Beam Cannon | 3 | 3000' | 2D12 | 10 | |
| Solar Energy Beam Rifle | 3e | 3000' | 4D8 | 16 | |
| Stress Fracture Cannon | 3 | 750' | 3D10* | 18 | <i>+1 DMG For Each Hit After the First (Up To +20)</i> |
| Antimatter Projector | 4 | 1160' | 4D12 | 22 | |
| Destructo Beam Battery | 4 | 800' | 1D12* | 14 | <i>On a 12 takes away energy-based function, Skill, or Weapon</i> |
| MASER Cannon | 4 | 3000' | 7D6 | 20 | <i>Invisible Beam, Melts Targets From Inside Out</i> |
| Nuclear Weapons | 4e | 800 Miles (20 Mile Radius) | 10D20* | 50 | <i>Fallout (1D4 DMG) for 1 Week Per Point of DMG</i> |
| X-Ray Laser Blaster | 4 | 30000 | 2D20 | 18 | |
| Solar Energy Beam Rifle | 4e | 3000' | 3D10 | 14 | |

e = This Weapon Uses Spontaneous Combustion Rules



| <i>SKILL POINT CHART</i> | | |
|---------------------------------|-------------------|-----------------|
| 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 |

| <i>FIREPOWER POINT CHART</i> | | |
|-------------------------------------|----------|------------------|
| 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 |

| <i>APTITUDE POINT CHART</i> | | |
|------------------------------------|----------------------|--------------------|
| Intelligence Score | # of Aptitude Points | Max # of Aptitudes |
| 1 | 7 | 2 |
| 2 | 9 | 3 |
| 3 | 12 | 4 |
| 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 |

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

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

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

THE TRANSFORMERS



ROLE-PLAYING

GAME



