

CARTOON ACTION HOUR

Season Two

GIANT TRANSFORMING ROBOTS

MICO
SILVA
&
KRISTOMO
TRAIN

**MINI-SOURCEBOOK BY
GYNTHIA CELESTE MILLER**

**CARTOON
ACTION HOUR
Season Two**

GIANT TRANSFORMING ROBOTS

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INTRODUCTION

"But, mom, they're two toys in one!"

That was the sales pitch I used on my mother when I was attempting to coerce her into buying me my first Transformer.

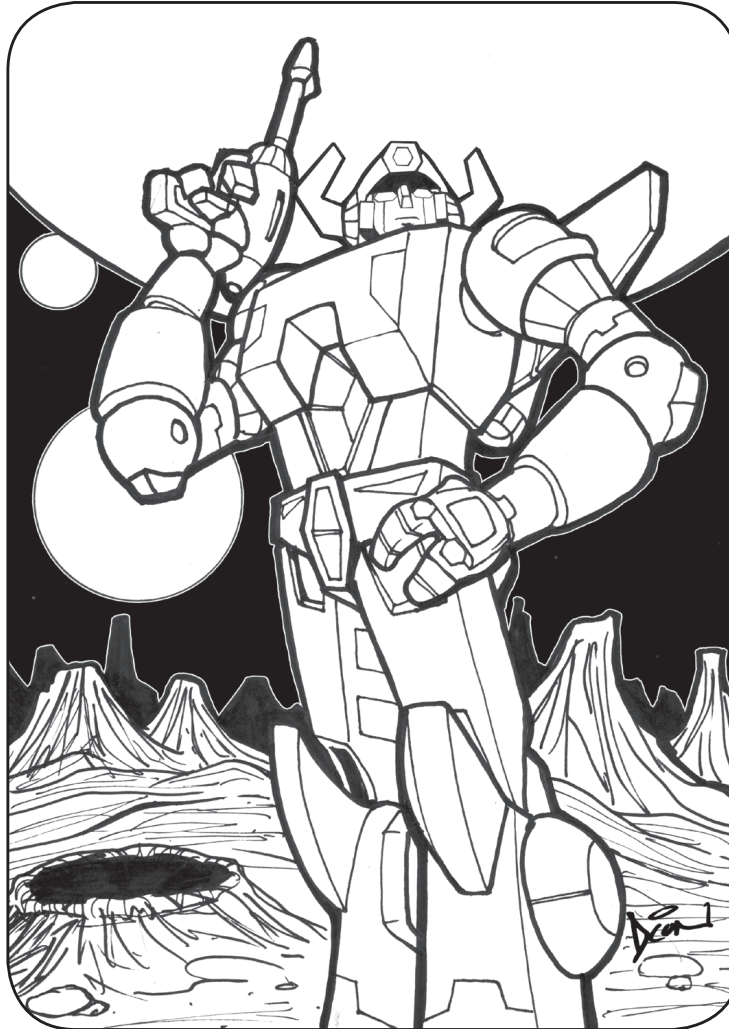
Not surprisingly, it worked. After all, what kind of parent couldn't see the obvious value in purchasing a toy that was both a vehicle and a robot? Beyond the value, however, it was plain to see that the concept was just awesome. Even grown-ups realized that it was "pretty neat" to have a toy that could be two separate things.

It's been close to two and a half decades since I saw those glorious action figures on the toy store shelves for the first time, and you know what? They're *still* pretty neat. In fact, they're undeniably awesome! Some concepts just don't wear out their welcome.

This mini-supplement is a celebration of that awesomeness. Within these pages, you'll find everything you could ever want when running or playing in a series that involves giant transforming robots (or GTRs). While the *Cartoon Action Hour: Season 2* core rulebook provides you with all the basics, this document elaborates on it all, offering new options and more thorough explanations.

THE GTR SUB-GENRE

Before we start dealing with game rules, it's important that we discuss this unique sub-genre. After all, you can't go off and make a GTR character or series without fully understanding all the nuances and themes of the sub-genre.



The Core Definition

At its most basic level, the GTR sub-genre focused on large robots that converted themselves into various objects. I guess the name "Giant Transforming Robots" kind of gives it away, huh? Still, it's always good to get the most apparent information out on the table first. Beyond that oversimplified explanation, there are a lot of fun aspects to explore.

Like most retro-toons, the standard GTR series boiled down to a battle of good versus evil. In most cases, these series featured a faction of heroic robots that did battle with a faction of villainous robots. The reasons may have varied, but the gist was pretty much the same.

Settings

For the most part, the GTR-based retro-toons took place on then-modern day Earth. The world was more or less like our own in that time period, except that there were gigantic metal behemoths running amok. This had the advantage of being a familiar setting to the audience. Furthermore, the contrast between normal, everyday technology and the high technology of the GTRs made the latter seem all the more impressive.

In at least one instance, a series that began on 1980s-era Earth ended up being set in the future, with more and more adventures happening in the dark depths of outer space as well as on distant alien worlds.

Both settings are viable, but creative GMs may wish to step in a bold new direction. A GTR series that takes place in the Wild West or on a fantasy world would assuredly be something memorable.

The Origin

Where did the GTRs come from? Were they created? If so, who created them and why? In the GTR toons of old, the answer was almost always that they were a race of beings from another planet. This allowed the writers a certain freedom from reality when concocting stories. After all, if the robots were constructed on Earth, some folks would nitpick the heck out of the technology.

Just because the animation studios maintained that the GTRs came from the stars, GMs shouldn't feel obligated to follow suit. A drastically different origin could put an intriguing spin on the series and spark creativity in both the players and the GM.

One particular series presented the GTRs as cyborgs rather than true robots. That is, they had organic brains inside the metal encasings. Their ancestors were even very human-like, providing an intriguing twist on the usual origin formula.

Themes

Most retro-toons sport distinct themes, and those based around GTRs are no exception. This type of series typically relies on two main themes overall, but individual episodes can delve into others as well. A GTR series doesn't have to utilize the themes presented here. It's perfectly acceptable for a series to lack one or both of them.

Robots as Sentient Beings

The robots featured in GTR series are very much alive. They think freely, they have their own personalities, and can feel emotions. Unfortunately, many humans either aren't aware of this or simply refuse to believe it (at least in most GTR series). To them, a robot is nothing more than a machine meant to serve mankind. This struggle to prove their sentience can be a major factor of a GTR series. A very deep factor to be sure, but it can bring about any number of great roleplaying opportunities. As a result, one of the common themes of many GTR series is the sanctity of life in all of its diverse forms. Although we as humans might not think of something as "alive," does that make their life any more or less sacred? The issue is muddied further by our tendency to give the machines in our lives the same qualities as living beings, like claiming that a malfunctioning computer is "being stubborn," or that a running engine is "purring like a

cat." As heroic robots, and as new life forms, there is a strongly implied desire to preserve the life in any form.

Imagine the PCs being put in a position to where they are the only ones who can save a particular human who is very outspoken about his dislike for robots. What do they do? Will they let him "perish," or will they come to his rescue in hopes of proving to him that not all robots are evil? If the latter is the case, will the human re-think his opinions, or will he continue his robot-hating ways? How can the PCs convince him that they aren't just wires and circuitry? Juicy stuff, if you use it liberally.

Power and Responsibility

An average robot can squash numerous humans without much effort. It's a rare human indeed who can slug it out with even the smallest GTR, but just because a robot *can* exert his superior physical abilities doesn't mean that he *should*. They possess unthinkable power, but do they use it responsibly, or do they blatantly utilize this power to get what they want, when they want?

It's so easy for a robot to give in to his power. This is something most of them deal with on a daily basis. The question of when their power should be displayed should arise from time to time and it's best if the answer isn't always clear-cut. Create moral ambiguity, and allow each PC to examine their innermost thoughts and beliefs.

The Human Factor

Humans commonly played high-level supporting roles in the GTR-based retro-toons. They were the friends, bystanders and nuisances that helped drive the plot forward in some way. The truth is that the animation companies included humans for the kids to relate to, as the average sentiment at the time was that audiences couldn't relate to walking, talking machines.

While the humans often played a large part in the stories, they didn't often engage directly in the fighting. That's not to say that they weren't involved in the fight sequences, however. They just couldn't go toe-to-toe with those steel colossi.

Most series had a core cast of humans that acted as allies to the heroic robots. It was common practice for these characters to also serve a useful function, such as being able to repair mechanical contraptions. They also acted as plot devices, often getting their GTR buddies into trouble by getting captured, lost or otherwise endangered.

Sub-Factions

As was mentioned earlier, most GTR series presented a battle between two factions of robots. Within these factions existed sub-factions, which had their own distinct identities, while remaining under the umbrella of the overarching main faction. Such sub-factions tended to have a theme of some kind (insects, dinosaurs, construction vehicles, cassettes, etc.) and consisted of between 3 and 6 robots.

Sub-factions can be a fun addition to a GTR series, as there's no end to the interesting concepts for them to revolve around. The GM may even set the series up so that all the PCs belong to a sub-faction.

Gender

The majority of GTRs look and sound like males, but there are some exceptions to this rule. The GTR retro-toons did, in fact, boast female robots to one degree or another. While it may seem that the only real differences between male and female robots are their voice chips and body shape, this isn't necessarily the case. Cartoons portrayed females a bit differently than they are in real life. Let's look at some of the facts:

- Females, no matter how competent they were, often found themselves as damsels in distress. Sure, it could be viewed as sexist (let's face it, it *was*), but it was still a staple of the genre.
- Females invariably befriended the obligatory child (be they robot or human) sidekicks, with any male robots filling this role being near-universally scorned. Female robots, with at least sex appeal as a replacement, didn't suffer from an excessive helping of studio cuteness.
- Female toys didn't sell as well as male toys, so action figure lines, along with their animated counterparts, didn't feature many of them. Some lines were better about this than others, but it was a business decision more than anything else.
- Females often, but not always, wore lighter colors than the males, especially pastel-based tones such as pink and light blue. This was based on the belief that girls would be more willing to pick up the toys (when there were any) if they were painted in "pretty colors."

Remember, though, that this is your series now, and you don't have to sell toys - just run a cartoon game that allows everyone to have a good time. If your players all want to play female

robots that kick a lot of butt and are painted in bold, striking colors, go for it!

Age

Age is a strange thing in a GTR series. In most cases, it plays no role at all. There are a few instances, though, where it does. While most GTRs don't truly age, some GTRs seem to be of a certain age. For example, it's possible that the oldest GTR could be in perfect shape and have a personality that is ageless. At the same time, an old-but-not-quite-as-old GTR could have a worn look and possess a "grumpy old man" demeanor ("None of these youngsters know what they're doing out there!").

Physical Damage

In the 1980s, it was frowned upon to depict true physical violence in a cartoon for kids. Parent groups didn't want their children to see other people getting hurt or killed. This is why swords never cut anyone open. In a strange twist of hypocrisy, it was considered okay for robots to get shot, sliced, battered or otherwise mangled. They weren't humans, after all. This is why most GTR series didn't hesitate to show the characters getting hurt. You can follow suit for your series too by allowing Setback Tokens to represent full-on physical damage. Keep in mind, though, that the more often this is allowed, the grittier the series will be. If that's what you're aiming for, then it works out fine, but if you want to keep it more toned down, you should allow it sparingly.



THE BASICS OF GTRS IN CAH:S2

When creating your own GTR, you'll need to follow the same process that you use for any other character, as detailed on pages 25-45 of the core rulebook. However, this section collects all the special rules for GTRs and presents them in one place, thus making it far more convenient for you. It also contains some new material.

Default PoPP Total

The default amount of PoPPs given for the creation of GTRs is 70. If the GM would like to have smaller or less potent robots, 60 PoPPs is a good total. If the GM would like larger or more potent robots, 80 is a safe bet. These are merely guidelines, however. The GM should feel free to alter the starting PoPP total as he sees fit.

Brawn Traits

The benchmark table on page 31 of the core rulebook speaks in very general terms, due to fact that every conceivable sub-genre had to be taken into consideration. Since we're focusing on the GTR sub-genre, we can reel things in and get more specific. What follows applies only to Traits that involve strength and/or toughness (referred to from now on as Brawn Traits). The normal benchmark table works fine for everything else.

Ratings 2X-1X: These ratings will hardly ever see use for GTRs, except when you want a character to have an Achilles' heel of some kind. For example, if you want him to be extremely rusty and thus slow to react, you could give him "Rust Bucket 2X" or something similar.

Ratings 0-4: As you know, these ratings indicate that the character is equivalent to an average human. You also undoubtedly know that when it comes to Brawn Traits, most GTRs are well beyond these levels. Let's face it, if even the strongest human arm-wrestles a GTR, the human isn't going to fare so well. You can, however, effectively use ratings 0-4 for the Brawn Traits of mini-robots that are human-sized or smaller (e.g., ones that turn into walkie-talkies, cassettes, cameras, etc.). Even still, they should usually be between 3 and 5.

Rating 5: When it comes to GTRs, this rating is low for Brawn Traits. It's perfect for representing

Robot Size and Alternate Forms

In the text, we sometimes relate the size of a robot to the size of its alternate form. That is, we assume that a robot that turns into a VW Beetle is going to be smaller than one that turns into a tank. While this is okay as a guideline, there's nothing preventing you from bucking the assumption and creating a massive robot that morphs into a stapler. After all, a certain villainous leader was a huge robot... and he turned into something as small as a pistol. This shows that there's definitely a precedent for this kind of thing. In fact, fandom has even coined a term for this technology: mass displacement.

relatively small or weak robots though, especially non-combat oriented GTRs (scientists, recon specialists, medics, etc.) or robots that transform into small vehicles (motorcycles, gyrocopters, buggies, etc.).

Rating 6: If you're looking for a GTR to be average (average for a robot, that is!) in a Brawn Trait, you should consider this rating. This should be regarded as the go-to rating in that regard. If you don't envision the GTR as being particularly high or particularly low, a 6 is probably the way to go.

Rating 7: For Brawn Traits, a rating of 7 is above average on the robot scale. It's perfect for bruisers who aren't quite powerhouses but are a cut above most of their peers. It's perfect for robots that transform into rugged vehicles (pick-up trucks, vans, all-terrain transports, light tanks, etc.).

Rating 8: Now, we're getting into heavy-duty territory! A rating of 8 denotes a Brawn Trait that is reserved for brutes and powerhouses. It's perfect for robots that transform into extremely resilient vehicles (heavy tanks, armored cars, dump trucks, semi trucks, etc.).

Rating 9: Very few GTRs should be given a Brawn Trait with this rating. In fact, it's usually only given to gestalts (i.e., robots that combine to create one extremely gargantuan robot).

Rating 10+: A Brawn Trait with a rating of 10 or more is truly something amazing to behold. Such ratings are generally only given to robots that are the size of skyscrapers (rating 10), cities (ratings 11 or 12), or even planets (ratings 13 and up)!

Carrying Over Physical Traits

This section has been changed from the text found on page 36 of the core rulebook. In the rulebook, it was stated that GMs are encouraged to allow physical Traits to be carried over from the robot form to the alternate form. This is no longer the case. If you want a GTR to carry over a physical Trait, you must purchase the "Retained Trait" Bonus (core rulebook, page 33). In fact, the characters in the Transbots series were built using this rule.

Renaming Retained Traits

When Traits representing weapons and similar things are given the "Retained Trait" Bonus, the name of the Trait may be slightly renamed in the alternate form. For example, Lightblade's Double-Barreled Laser Rifle splits into two separate guns when he transforms into a helicopter, so the Trait is retained but is renamed "Laser Rifles." It's the same game effect, just with a different name.

Adjustments to Existing Modifiers

A couple of Modifiers should be adjusted to better fit the GTR milieu.

Big Gun: The "Big Gun" Bonus is modified significantly for the series. Here is the new write-up: This Bonus should be given to Traits that represent a weapon designed mostly to deal damage to extremely large targets (mountains, skyscrapers, gestalt robots, space stations, etc.). In order to be given this Bonus, the Trait must also have the "Enhancer" Bonus. When used against human-sized or smaller targets, subtract 2 from the bonus given by the Enhancer; if the Enhancer normally only provides a +1 boost, then this will cause a -1 penalty to the Trait being enhanced. When used against a vehicle or most giant transforming robots, use the normal bonus given by the Enhancer. If used against massive targets (see the examples above), add 3 to the bonus given by the Enhancer.

Enhancer: When creating a vehicle form for a GTR, you needn't give the "Maneuverability" Trait (or its equivalent) the "Enhancer" Bonus unless you want the character to be drivable by human-sized characters while in that form.

Oomph

Characters retain their Oomph while in an alternate form.

Setback Tokens

Setback Tokens carry over from one form to the other. So, if your character acquires 2 of them while in his primary form and then transforms into his alternate form, the 2 Setback Tokens remain in effect.

GTR VARIANTS

We all know that GTRs possess the ability to reconstruct themselves into other forms. That much is a given. However, some of them can do much more. This section deals with some of the more prominent variants found in the realm of GTRs. Robots that combine to create one larger robot have been left out due to the fact that gestalts (as they're called) are covered extensively on page 39 of the core rulebook.

Counterparts

Some GTRs have small subsidiary robots that are somehow associated with them. For example, a GTR that morphs into a boom box might have several mini-robots that transform into cassettes. These smaller robots are called counterparts.

Counterparts in CAH

Creating a GTR character that has one or more counterparts is a breeze! Each counterpart is created using the rules for constructing companions (core rulebook, pages 34-35). Keep in mind that these companions needn't have high Brawn Trait ratings like most GTRs, as they tend to be very small and not as powerful as the full-blown GTR characters. This allows you to have several counterparts if you desire.

In most instances, the counterparts can be stored inside or on the GTR character in some fashion. This does not require any special rule; it's simply assumed to be the case.

DuoBots

A DuoBot is one robot character that can split into two separate vehicles, often one ground vehicle and one aircraft. By and large, the two vehicles share the same basic personality, though they are still considered individuals and can converse with one another just like any two other characters can (even while in robot mode). Sometimes, though, the two vehicles have different personalities, which can lead to conflict between them.

DuoBots in CAH

Creating a DuoBot requires you to purchase more than one Trait with the "Transformation" Bonus and then create the alternate forms for each one, following the normal rules for doing so. Additionally, you will need to take the "DuoBot" Bonus (see page 10) for each alternate form.

If you want the vehicles to have drastically opposing personalities, you should take it as a "Mental Hang-Up" Subplot. It will be up to you to role-play both voices whenever necessary. Otherwise, you won't get the usual rewards for the Subplot.

Most DuoCons transform very rapidly. For this reason, you should consider the "Quick Change" Bonus (page 10), though you will need to buy it for both alternate forms.

Fakers

A Faker is a relatively small GTR that can disguise its robotic nature by donning synthetic organic outer shells. These shells are fashioned to look like humans, monsters or whatever else can be dreamed up. Not only do these shells inexplicably fool people into thinking that Fakers aren't robots, they can also offer protection to the GTR character inside.

Fakers in CAH

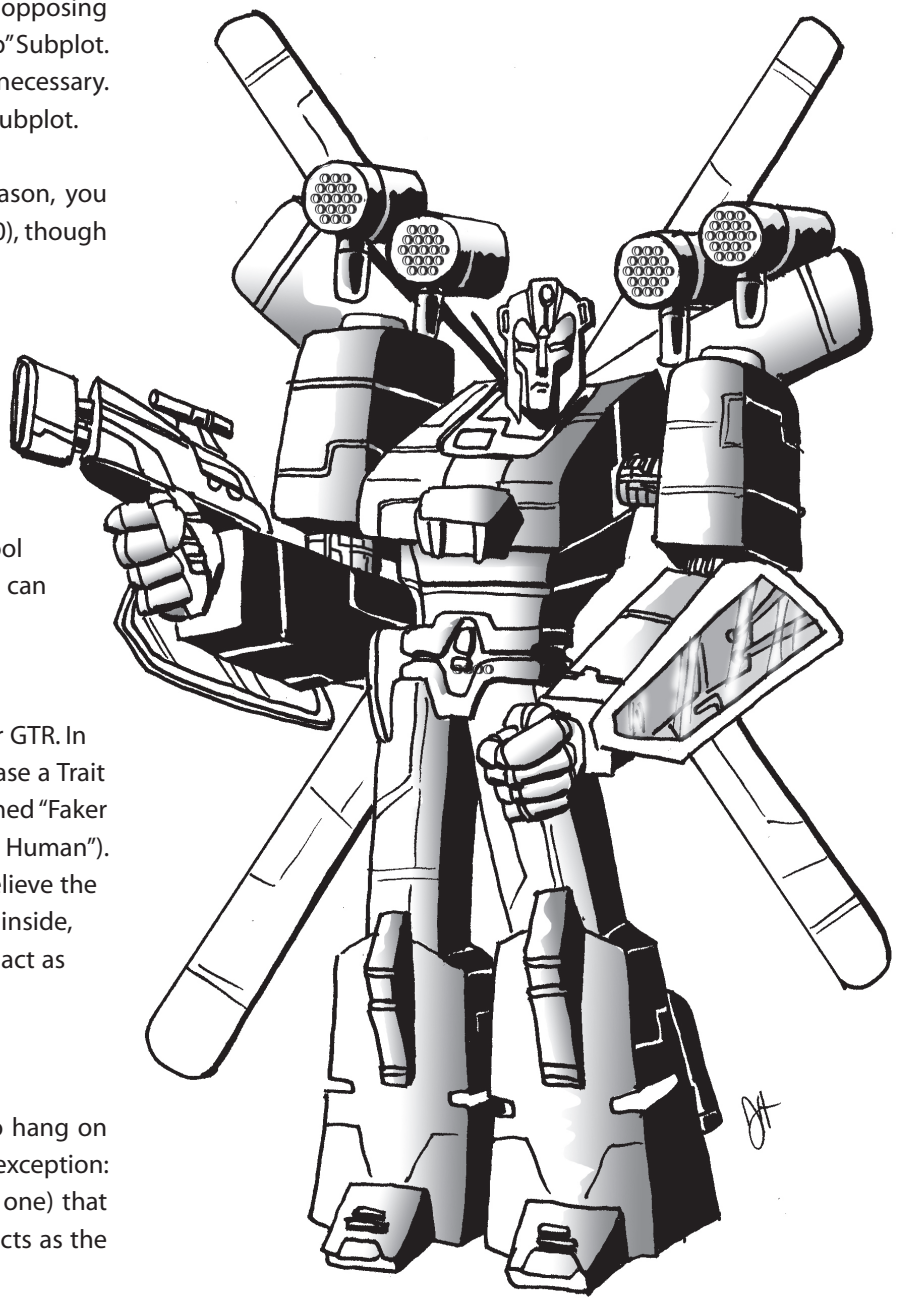
Creating a Faker is very similar to creating any other GTR. In fact, the only difference is that you'll need to purchase a Trait to act as the character's outer shell. It should be named "Faker Shell - [insert what it looks like]" (e.g., "Faker Shell - Human"). The rating is used for attempting to make others believe the ruse. Also, if you wish for the shell to protect the GTR inside, give the Trait the "Enhancer" Bonus; it will therefore act as armor.

Headlords

Okay, this is going to get a smidge complicated, so hang on tight. A Headlord is like a normal GTR, with one major exception: he is bonded to another being (usually an organic one) that can transform into the GTR's head. The being that acts as the head is referred to as the *component being*.

No surgical alteration is required for the organic being. Rather, he wears power armor that allows him to turn into the robot's noggin. It sounds nutty, but it works. While attached, the head and robot share a single mind, but when detached, both retain their separate minds.

So, what are the benefits of this whole process? The robot can take advantage of the component being's ideas, tactics, and other mental faculties as if they were his own. This can be a massive benefit. Some Headlords suffer from not having the component being in place while in robot form. They do not suffer while in the alternate form. When suffering from this state, the GTR becomes groggy, sluggish and can only perform the most basic functions.



Headlords in CAH

Creating a Headlord isn't all that different than creating any other GTR. The big difference, of course, is that you must also create the component being. The component being itself is created using the rules for creating companions (core rulebook, pages 34-35). The exception is that, in addition to the normal amount of PoPPs you receive to buy the companion's Traits with (i.e., rating + 8), you'll receive an additional 6 PoPPs that must be spent on acquiring Traits with the "Augment" Bonus (see page 10) or on buying the "Augment" Bonus itself. You can spend the companion's normal PoPPs on such Traits as well if you wish.

One of the component being's Traits should have the "Transform" Bonus, representing the fact that it turns into a head. You don't need to create game stats for the head. I mean, come on – it's a darn head, for Pete's sake! As such, you are required to buy this Trait with a rating of 1 and should consider giving it the "Immobile" Restriction. However, it must be noted that the component being can't use any of its "Augment" Bonuses unless it's in head form.

If you want the GTR character to be negatively affected by not having the component being attached while in robot form, you will need to take the "Separation Issues" Restriction.

Multi-Changers

Multi-Changers are robots with the capability to transform into more than one alternate form. An example of this would be a robot that could turn into either a freight train or a space shuttle.

Multi-Changers in CAH

Out of all the variants, this one's the easiest one to handle in the game. It's simply a matter of purchasing more than one Trait with the "Transformation" Bonus and then creating the alternate forms for each one, following the normal rules for doing so. You do not need to purchase the "Multiple Forms" Bonus for Multi-Changers; that Bonus is primarily used for things such as wizards being able to morph targets into more than one alternate form (a frog and a mouse, for example).

Powerlords

A Powerlord is like a normal GTR, except that he is bonded to another being (usually an organic one) that can transform into the GTR's engine. The being that acts as the engine is referred to as the *component being*.

The bad news is that a Powerlord cannot transform from one form to another unless the component being is attached to it (though some are only limited by not being able to go from the alternate form to the robot form without it). The good news is that when the component being is in place while the GTR is in robot form, the GTR gains "super robot" status, which increases its effectiveness.

No surgical alteration is required for the organic being. Rather, he wears power armor that allows him to turn into the robot's engine. The component being retains its own personality both while in its robot form and weapon form.

Powerlords in CAH

Creating a Powerlord isn't all that different than creating any other GTR. The big difference, of course, is that you must also create the component being. The component being itself is created using the rules for creating companions (core rulebook, pages 34-35). The exception is that, in addition to the normal amount of PoPPs you receive to buy the companion's Traits with (i.e., rating + 8), you'll receive an additional 6 PoPPs that must be spent on acquiring Traits with the "Augment" Bonus (see page 10) or on buying the "Augment" Bonus itself. You can spend the companion's normal PoPPs on such Traits as well if you wish.

One of the component being's Traits should have the "Transform" Bonus, representing the fact that it turns into an engine. You don't need to create game stats for the engine. It's just a motor, after all. As such, you are required to buy this Trait with a rating of 1 and should consider giving it the "Immobile" Restriction. However, it must be noted that the component being can't use any of its "Augment" Bonuses unless it's in engine form.

If you want to make it so that the GTR is only limited to changing from the robot form to the alternate form without the component being attached, you should purchase the "One-Way Change" Bonus.

Rockmasters

A Rockmaster is a GTR that can transform into a chunk or slab of mineral (quartz, diamond, anthracite, slate, azurite, etc.). The character becomes more resilient to damage while in this alternate form and can potentially even use it to hide amidst other rocks.

Rockmasters in CAH

Creating a Rockmaster is the same as creating any other GTR, except that the alternate form must be a hunk of mineral. This is rather limiting, but it can be quite useful. The alternate form is devised as usual, using the normal alternate form creation rules (core rulebook, pages 35-37).

The Trait with the "Transform" Bonus must also be given the "Immobile" Restriction, since rocks aren't terribly good at moving.

When purchasing the alternate form's Traits, make sure to give it a Trait with the "Enhancer" Bonus to reflect its sturdiness. Unless the GM says otherwise, toughness-based Traits carry over to the rock form. The Trait with "Enhancer" would act as a



created using the rules for creating companions (core rulebook, pages 34-35).

One of the component being's Traits should have the "Transform" Bonus, representing the fact that it turns into a weapon. You don't need to create game stats for the component being's gun form, though you must give this Trait the "Enhancer" Bonus and should probably give it the "Immobile" Restriction to reflect the fact that it can't walk around in that mode. The rating of this Trait determines the weapon's potency, as the Enhancer grants the normal modifier to the GTR character's appropriate attack-based Trait. The "Enhancer" Bonus works slightly different for component beings than it does for normal characters: while detached from the GTR character, it can fire itself at a rating equal to the "Enhancer" bonus.

THE TRANSFORMATION



If you watch any of the GTR-based retro-toons, you'll see that it takes a few seconds to transform from one form to another. In game terms, a GTR must take a Miscellaneous action to make the change, unless he has the "Quick Change" Bonus (in which case, he can change without wasting an action to do so).

Similarly, each robot that comprises a gestalt must take a Miscellaneous action to form or disband the gestalt itself. Since the GTRs often transform themselves into another of their forms while forming or disbanding the gestalt robot, it is assumed that they can do so without spending yet another action. For example, let's say the GTRs are in robot form when they decide to combine in order to form the gestalt robot. However, it has been established that the characters must be in vehicle form in order to combine themselves. Normally, morphing into vehicle form would require a Miscellaneous action. Combining also requires a Miscellaneous action. But in the case of gestalts, the characters only need to spend a total of one Miscellaneous action, as they are morphing into their alternate form while combining into the gestalt.

Involuntary Transformation (Optional)

Some GTR series dictated that when a GTR took a certain amount of physical damage, it automatically reverted to its robot form. If the GM wishes, a GTR that acquires its second Setback Token caused by actual damage will turn back to its base form immediately, forcibly requiring a Miscellaneous action.

modifier to the ruggedness of the GTR's robot form (as per the normal rules for said Bonus).

If you want to use the disguise aspect, a separate Trait will be needed.

Targetlords

A Targetlord is like a normal GTR, except that he is bonded to another being (usually an organic one) that can transform into the GTR's weapon. The being that acts as the weapon is referred to as the *component being*.

No surgical alteration is required for the organic being. Rather, he wears power armor that allows him to turn into the robot's weapon. The component being retains its own personality both while in its robot form and weapon form.

The benefit of being a Targetlord is a simple one: it adds to the accuracy and or damage when the GTR character fires the robotic weapon.

Targetlords in CAH

Creating a Targetlord isn't all that different than creating any other GTR. The big difference, of course, is that you must also create the component being. The component being itself is

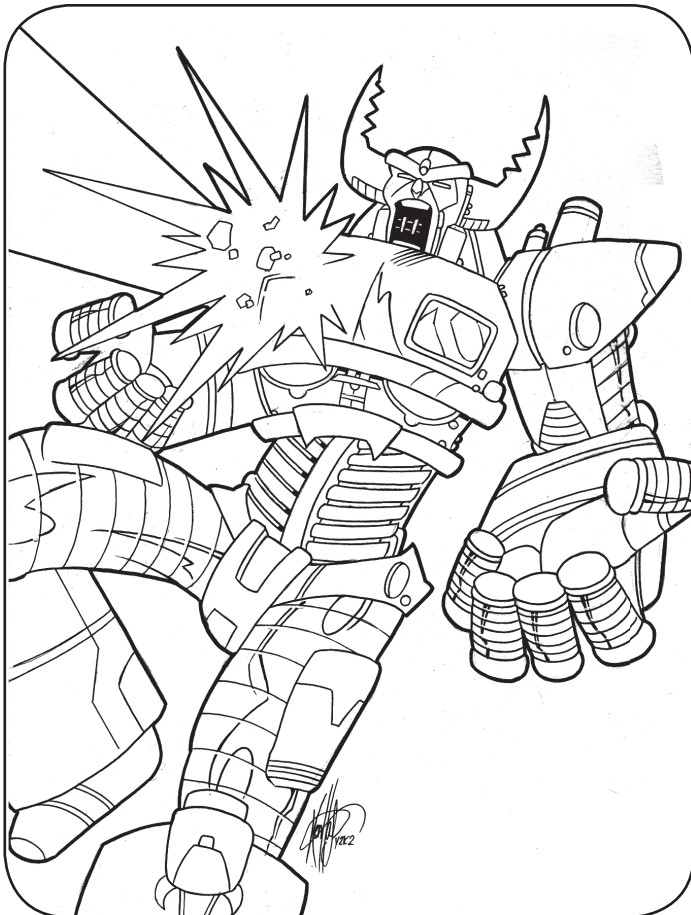
NEW MODIFIERS

The following Modifiers were created specifically to better facilitate the creation of GTR characters.

Bonuses

Adaptable: This applies only to Traits with the “Transform” Bonus. The alternate form can adjust itself so that it blends better with the setting it’s in. For example, if the PC goes to the future, its alternate form will look slightly more futuristic. This doesn’t change the alternate form’s game stats, however. It’s just a cosmetic change.

Augment: This Bonus applies only to the Traits belonging to a companion. When the companion is attached to the GTR character in a manner agreed upon by you and the GM, the GTR actually gains the Trait. If the GTR already has a Trait that is similar (GM’s call on what is similar), then this Trait increases it by an amount equal to half of this Trait’s rating (rounding fractions up). This should only be used for mental-based Traits (e.g., Perception, Strategic Mind, Willpower, etc.) or reflex-based



Traits (e.g., Shooting, Piloting, Fast Reflexes, Dodge Attacks, etc.).

DuoBot: This applies only to Traits with the “Transform” Bonus. This represents an alternate form that is actually one of two (or even more) such forms that can exist simultaneously and yet act independently of one another. See the DuoBots write-up on pages 6-7.

One-Way Change: This applies only to Traits with the “Transform” Bonus. Furthermore, the GTR character must be a Powerlord (page 8). Normally, a Powerlord may not transform (to or from his robot form) at all unless his component being is attached to him. This GTR character, on the other hand, may transform to his robot form from his alternate form (but not vice versa) without the use of his component being.

Quick Change: This applies only to Traits with the “Transform” Bonus. The character can change into his alternate form (or back again) in combat situations without having to take a miscellaneous action. In other words, the transformation is nearly instantaneous.

Restrictions

Immobile: This applies only to Traits with the “Transform” Bonus. The character’s alternate form has no way of mobilizing itself. That is, while in the alternate form, the character cannot move of his own volition. He must rely on others to transport him. This is primarily intended to represent alternate forms such as tape players, guns, rocks, microscopes, etc.

Separation Issues: This applies only to Traits with the “Transform” Bonus. Furthermore, the GTR character must be a Headlord (page 7). If the GTR is ever in robot mode without the component being attached to it, the GTR suffers ill effects. The GTR’s Traits are penalized by -4 (down to a minimum of 0) until the component being is attached again.

Time Limit: This applies only to Traits with the “Transform” Bonus. The character can only remain in its alternate form for a finite period of time before automatically morphing back to its robot form. The amount of time should be worked out with the GM.