

TenFormers

More than meets the die

A Simple Transformers RPG

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Character basics

Character Sheet

Name: Your name

Alignment: Your faction

Size: Your size

Upgrades: Your selected upgrades

HP: Your Health

Weapons: Your complete weapon list

Skills: Your complete skill list

Alt Mode: Your Alt Mode specs

Creating a Character

Pick a Size

Size determines your Upgrade Points (UP) and your default roll to be hit.

Huge: 20 UP, Hit on 2+

Big: 17 UP, Hit on 3+

Medium: 15 UP, Hit on 4+

Small: 12 UP, Hit on 5+

Tiny: 10 UP, Hit on 6+

Pick Upgrades

Upgrades are divided into

Firepower: weapon enhancements and a larger arsenal

Armor: Durability bonuses and damage reduction

Speed: Evasion and manoeuvrability

Intelligence: Smarts and aptitude

Rank: Leadership feats

Special: Special skills

Pick Alignment

Pick your default side. This bonus stick with you even if you change sides later in the campaign.

Autobot: free Rank upgrade: We Come In Peace **or** +2 UP

Decepticon: free Special upgrade: Flight Alternative Mode **or** +2 UP

Maximal: free Special upgrade: Beast Mode **and** +1 UP

Predacon: free Special upgrade: Beast Mode, Flight Alt Mode **and** -1 UP

Unaligned: +3 UP

Pick alternative mode

Alt Modes offer some level of Disguise and possible additional abilities.

Civilian Alt Modes get the highest Disguise, but disable weapons.

Military Alt Modes allow the use of a set number of weapons depending on mode, but offer only mediocre Disguise.

Cybertronian Alt Modes do not limit weapon or ability use, but also provide no Disguise whatsoever

Beast Modes are either perfect or worthless as disguises, but also offer other benefits

Make a Character Sheet

Fill out a character sheet based on your selections and pick a name for yourself.

Core Rules

Turn

You may do one Action each turn

- Transform and/or Move
- Shoot your Ranged Weapons
- Charge an enemy and engage in Hand to Hand combat
- Special Move

Transforming is an action you don't need to roll for. It switches you from Robot to Alt Mode and back.

Moving lets you get in range to attack enemies further away, retreat from a fight, or otherwise reposition

Shooting

Pick a target and roll 1d10

Unless otherwise stated, the required roll to hit is based on the target's Size

Huge: 2+

Big: 3+

Medium: 4+

Small: 5+

Tiny: 6+

The damage dealt depends on your weapon

If you fire upon a target locked in hand to Hand, any Miss instead hits the other combatant.

Cover

If suitable Cover is available, you may hide behind it and let it take hits for you. Cover comes in three types

- Light Cover: MIN to hit you goes up by 1, cover breaks if the enemy misses you 3 times
- Heavy Cover: MIN to hit you goes up by 2, cover breaks after 5 misses
- Perfect cover: MIN +3, 7 misses

Cover only affects Shooting attacks, and will not protect you in Hand to Hand.

Hand to Hand

To engage in Hand to Hand, you must charge your opponent. This is an Opposed roll (both parties roll 1d10, highest wins), which if successful locks you in Hand to Hand combat.

When engaged in Hand to Hand, both parties roll 1d10 at the same time
+1 to roll for each size category you're smaller
+1 damage for each size category you're bigger
Highest roll deals 1 Damage unless your Melee Weapon states otherwise

Ambush

If your target is unaware of you, no Charge roll is needed.

Escape

During Hand to Hand, if your roll is higher than your opponent's, you may choose to escape Hand to Hand instead of attacking them. If you do so, a new Charge roll is needed to re-initiate Hand to Hand.

While in Hand to Hand, you cannot use ranged weapons.

Disguise

When in Alt Mode, you have a Disguise value to remain undetected by both humans and enemy cybertronians.

Each Alt Mode has a set Disguise value. If someone rolls above that value to detect you, your cover is blown. Otherwise you're safe.

Civilian Alt Modes have a Disguise value of 6 (flashy, expensive or unusual vehicles) to 9 (incredibly mundane vehicles)

Military Alt Modes have a Disguise value of 1 (anachronistic, advanced or rarely seen vehicles) to 5 (borderline cases, things you might see in everyday life from time to time)

Cybertronian Alt Modes always have a disguise of 0 - nobody will think an alien vehicle is just an everyday thing. Nobody.

Health and Healing

All characters start with 50 HP. This can be increased with Upgrades.

If a character spends a turn using their Internal Repair (Special Move), they regain 1d10 HP that turn.

When down to 0 HP or less or hit with special weapons, you enter **Stasis Lock** and are unable to act until an ally aids you.

The roll to aid someone is 5 + the amount of HP they are below 0.

If you go below -6 HP you go Offline and your Spark begins to fade. It would take a fantastic turn of fate to survive.

Ailments

Ailments afflict a character for a set period and cause various effects. Ailments either go away on their own, or must be cured with some method, be it a Special Move or a rare cure the party must go out and find.

Some Weapons, Special Moves or other conditions can cause Ailments, or they can simply be brought about by the environment.

Stasis Lock: Unable to take any actions until aided

Cosmic Rust: Periodically reduces your max HP by 1 every hour or so. At increments of 10, must roll 1d10 - on a 1, one of your limbs falls off. This roll suffers a -1 penalty every time it is taken.

Gold Plastic Syndrome: Halves any damage reduction you have

Mode Lock: unable to transform until the ailment is cured. The mode you're stuck in is the one you were in when Mode Lock was inflicted on you.

Upgrades

Upgrades are bought with Upgrade Points (UP)

You may take any amount of Upgrades from any category, but you cannot take the same one multiple times unless otherwise stated.

If you take a Flaw, you cannot take any upgrades from that category.

Firepower

Integrated Weapon

1 UP

Add one weapon to your body. Can be taken multiple times.

Rapid Reload

1 UP

+1 to all Reload rolls

Intensified Power

1 UP

One of your weapons gains +1 damage. Can be taken multiple times for different weapons.

More Dakka

1 UP

One of your weapons gains +1 to Rapid. Can be taken multiple times for different weapons.

Ammo Reserves

2 UP

One of your weapons gains double Ammo. Can be taken multiple times for different weapons.

Targetmaster

2 UP

One of your weapons re-rolls failed shooting rolls. You cannot re-roll the re-roll. This weapon can detach to become a Tiny sized Minion, armed with the weapon it turns into. Can be taken multiple times for different weapons.

Multireload

2 UP

Can Reload all weapons at the same time. Roll separately for each.

Multitargeter

3 UP

All your weapons share a single roll to hit if aimed at the same target.

Armor

Laser/Explosive/Ballistic Armor (pick one)

1 UP

Reduces incoming L/E/B damage by 2

Can be taken multiple times for other types

General Purpose Armor

1 UP

Reduces all damage by 1

Melee Counter

1 UP

Inflicts 1 Damage to any enemy who lands a hand-to-hand attack

Durability Upgrade

1 UP

+5 HP. Can be taken multiple times.

Specialized L/E/B Armor (pick one)

2 UP

Reduces incoming L/E/B damage by 4, but increases all other types of damage by 2

Can be taken multiple times for other types

Heavy General Purpose Armor

2 UP

Reduces all damage by 2

Melee Shield

2 UP

Reduces a hand-to-hand attack's damage by 1d10

Shrapnel Protection

2 UP

No damage from indirect hits

Chobham

2 UP

At the start of combat, you gain +10 HP and suffer 1 less damage. However you are inflicted with Mode Lock until this 10 HP is spent, and are limited to Handheld Weapons

Deployed Cover

3 UP

Erects a Light Cover on the field or upgrades existing cover by one level. If used on Perfect Cover, it instead restores 1 miss worth of damage.

Speed**Evasive**

1 UP

The Min to hit you with guns is increased by 1 when in Robot Mode

Upper Hand

1 UP

a tie counts in your favor in Hand to Hand

Stunt Manoeuvres

1 UP

your Alt Mode can perform Dodges and benefits from Evasive

Fleet Footed

1 UP

Roll 2d10 for Charge and Escape, pick higher

Hit and Run

1 UP

You may Escape even if you Charged or made a Hand to Hand attack that turn

Dodge

2 UP

Changes the MIN to hit you that turn to whatever you roll. -3 to roll for Huge, -2 for Big, +2 for Small, +3 for Tiny.

Can be rolled each turn in addition to other actions.

Only affects Robot mode.

Fast

2 UP

you arrive on scene one turn before anyone else who left at the same time, and get an extra turn at the start of combat.

Run and Gun

2 UP

You may Charge even if you fired a Ranged Weapon

Teleport

3 UP

All Charge and Escape rolls count as 10

Intelligence

Scientist

1 UP

Knows a lot about a chosen subject matter, to the point of being able to gain information from the GM directly in things related to the chosen field.

Researcher

1 UP

Can gather information reliably and rapidly. Roll to gather information where some is available.

Helpful

1 UP

Can add your roll to the roll of any ally attempting to perform a task

Adept

2 UP

gains +2 to performing a specific task or skill.

Can be taken multiple times for different skills.

Telepath

2 UP

Can communicate with allies over any distance regardless of situation and interference.

These communications cannot be listened in on.

Tactician

2 UP

You and your allies are immune to Ambushes. Special Move: add 1d10 to an ally's Charge or Shooting.

Scanners

2 UP

+3 to seeing through Disguise

Immune to Ambush - you can sense nearby enemies

Rank**Leader**

2 UP

You gain a Minion under your command. Can be taken multiple times for more Minions. Minions act as extra characters, and can be used exactly like any other character. Every Minion can take actions on the same turn.

However, Minion suffer -1 to all their rolls due to communication breakdowns, clashing personalities and other cartoonish mistakes.

Respected

1 UP

You command the respect of your peers, and your word often weighs a little more because of that.

Unified Mind

1 UP

Your Minions suffer no roll penalty, and your Gestalt form never suffers penalties to control rolls.

We Come In Peace

2 UP

You do not freak out humans, and they are far less likely to attack you on sight.

Fear

2 UP

You have a reputation that makes most enemies and even some allies uneasy. When first encountering a new foe, roll to see how much you scare them. The enemy must roll higher than this before it dares to engage you. You may reroll your Fear roll if you manage to roll a 10 for an attack and an enemy sees it.

Important

3 UP

You are legitimately important to society or the grand scheme of the universe, and are treated as such by most you encounter.

Special

Beast Form

1 UP

You can scan animals to access a Beast Alt Mode

Microbot Hive

1 UP

You have a number of small simple robots inside you as Minions. These minions are restricted to Tiny bodies and have 2 UP each. Can be taken multiple times for more minions.

Medical Tools

1 UP

Special Move. Roll 2d10. Add this much HP to an ally.

Repair Kit

2 UP

Special Move: removes Ailments on a 4+. This roll goes up by 1 for each Ailment the target has.

Invisibility

2 UP

Special Move. Roll 1d10. Any enemy who wants to target you with a charge or attack or spot you through a Disguise must beat this roll before making the charge/attack/spot roll.

Hologram

2 UP

Special Move. Projects an illusion of your choosing. If the illusion is attacked or touched, it disappears. However, any attacks aimed at it are wasted.

Magnet

2 UP

Special Move. If used on a bot, the target is unable to Move, Charge, Transform or Escape and all attacks aimed at them gain +2. If used on an object, it is either lifted in the air or pulled towards you.

Only one thing can be targeted at once. These effects end as soon as you stop using the Magnet.

Flight

2 UP

Special Move. While in Flight, the Min to hit you goes up by 1 and you gain +1 to both evading Charges and Charging yourself

Gestalt

3 UP

Special Move. Combine yourself and all Minions into a single being, gaining their HP, Skills and Weapons

When Combined, you must roll at the start of each turn to remain in control. On a 1, the mess of melded minds has become too chaotic and you need to separate. This roll suffers -1 for each bot in the Gestalt past 2.

Nucleon Injector

3 UP

Special Move: Inflicts Mode Lock, grants +1 to all rolls until flushed

Special Move: Flush Nucleon. Total Min to succeed equal to turns spent since injection.

Can be rolled over multiple turns.

Flaws

Flaws are the opposite of an Upgrade category.

If you pick a Flaw, you cannot have any Upgrades from that category. However, you gain +3 UP.

Both Flaws can be picked for double the bonus. You can only have a total of three Flaws.

Firepower

Unarmed: restricted to handheld weapons worth no more than 1UP

Pacifist: cannot make direct attack rolls

Armor

Paper Thin: You take +1 damage from all sources

Melee Failure: You always lose Hand to Hand rolls.

Speed

Clumsy: must roll a 4+ before taking movement actions

Slow: misses the first turn of combat

Intelligence

Stupid: you are easy to fool and any knowledge you gather is unreliable

Inept: your attempts to help others with tasks give them penalties. You must always help.

Rank

Disrespected: Nobody cares what you think, and nobody will listen to you

Hated: You are actively maligned even by your own kind

Alt Mode

Your Alt Mode must be scanned from a real thing. After that, you can use it at any time, and you can select a new Alt Mode by scanning a new target.

When in Alt Mode you cannot use Special Moves or make Hand to Hand attacks

Civilian

Civilian vehicles or everyday objects make for a fantastic disguise, but in order to maintain this charade you must also forego the use of weapons.

Civilian Alt Modes vary in Disguise provided, depending on how mundane one is willing to appear

- 9: Everyday objects, mundane vehicles (boombox, family cars)
- 8: Uncommon or expensive civilian vehicles (luxury cars, civilian aircraft)
- 7: Flashy and attention grabbing civilian vehicles (sports cars, private jets)
- 6: Unusual civilian vehicles (construction vehicles, trains)

Military

Military vehicles do not always blend in very well, but they do have a certain delightful aura of power to them. They also have another advantage - your weapons can be ready and visible without losing any of the disguise effect. Military Alt Modes can still use Ranged Weapons when in this mode.

- 5: Military vehicles one might see normally (Troop transports, Helicopters)
- 4: Rarely seen military equipment (Tanks, Fighter Jets)
- 3: Advanced, experimental or secret vehicles (Stealth Aircraft, Experimental Tanks)
- 2: Anachronistic military vehicles (WW2 vehicles, WW1 vehicles)
- 1: Things you'd never see normally (nuclear missile transports, aircraft carriers)

Cybertronian

Cybertronian vehicles are the "true" Alt Modes of most Transformers. However, the perfect fit and nostalgic feeling of home are anything but subtle off-planet. Nobody could mistake a Cybertronian vehicle for anything else. Nobody.

All Cybertronian Alt Modes have full access to their weapons and Skills, but have a big fat 0 for Disguise.

- 0: All Cybertronian Vehicles

Beast

Beast Modes are special cases, rarely seen outside the ranks of the Maximals and Predacons.

Beast Modes mimic animals rather than objects or vehicles. They cannot use any Ranged Weapons, but gain +1 to all Self Repair rolls. Beast Mode Disguises come in two variants

- 11: Real Animals.
- 0: Animals that aren't real.

Alignment

Your Alignment is chosen at character creation. The Alignment Bonus remains with you even if you change sides later. It is very rare for characters of different Alignments to join forces, unless they are faced with a common enemy, or the odd one out is a traitor.

Autobot

Heroic champions of Cybertron

ALIGNMENT BONUS: We Come In Peace or +2 UP

Decepticon

Glorious conquerors

ALIGNMENT BONUS: Flight or +2 UP

Maximal

Munky Not Trukk

ALIGNMENT BONUS: Beast Mode and +1 UP

Predacon

Sometimes dinosaurs, sometimes dragons

ALIGNMENT BONUS: Beast Mode, Flight and -1 UP

Unaligned

Those who refuse to align themselves with either side of the major conflicts, and either serve as temporary allies to one side or the other, mercenaries, or enemies of everyone

ALIGNMENT BONUS: +3 UP

Weapons

Ranged Weapons

A ranged weapon has it's own stats

Type: Laser/Explosive/Ballistic

Damage: damage per shot. Either a set number, or a roll (ex. 1d10, 1d10/2)

Rapid: max shots per turn

Ammo: shots until a reload is needed

Reload: total reload roll needed to reload

Special: special rules if any

Any Ranged Weapon can be used as a Handheld gun, but you can only have one Handheld weapon. Integrated Weapons do not count against this limit.

Ranged Weapon List

Light Blaster

1 UP

Laser

Damage 1d10

Rapid 1

Ammo 10

Reload 4

Special: consumes 2 Ammo if you roll a 1 when shooting

Machine Gun

1 UP

Ballistic

Damage 1

Rapid 5

Ammo 20

Reload 6

Rocket Launcher

1 UP

Explosive

Damage 6

Rapid 1

Ammo 1

Reload 3

Special: deals half damage if you roll just under the MIN to hit, and 1 damage less for each point you rolled below

Chaingun

2 UP

Ballistic

Damage 2

Rapid 10

Ammo 10

Reload 3

Rocket Pod

2 UP

Explosive

Damage 5

Rapid 4

Ammo 8

Reload 6

Special: deals 2 damage on a near miss

Seeker Missile

2 UP

Explosive

Damage 6

Rapid 1

Ammo 1

Reload 6

Special: Always hits on a 2+

Heavy Blaster

2 UP

Laser

Damage 2d10

Rapid 1

Ammo 10

Reload 4

Special: consumes 2 Ammo if you roll a 1 when shooting. Consumes all remaining ammo but deals double damage if you roll doubles on both damage rolls.

Railgun

3 UP

Ballistic

Damage 20

Ammo 1

Rapid 1

Reload 5

Cannon

3 UP

Explosive

Damage 10

Rapid 1

Ammo 3

Reload 4

Special: deals half damage on any miss.

Turbolaser

3 UP

Laser

Damage 3d10

Rapid 1

Ammo 7

Reload 4

Special: consumes 2 Ammo if you roll a 1 when shooting. Consumes all remaining ammo but deals triple damage if you roll triples on all three damage rolls.

Pathblaster

4 UP

Explosive

Damage 10

Rapid 1

Ammo 10

Reload 4

Special: deals half damage on any miss. Can fire one shot at +10 damage, but must reload immediately, can only be done with at least 2 Ammo left.

Fusion Cannon

4 UP

Laser

Damage 4d10

Rapid 1

Ammo 5

Reload 5

Special: deals half damage on any miss. Deals double damage if you roll doubles on any two of the damage rolls.

Glass Gas

2 UP

Special

Damage 0

Rapid 1

Ammo 1

Reload 5

Special: Target takes +1 damage from all sources and loses all armor

Stasis Inducer

2 UP

Special

Damage 0

Rapid 1

Ammo 1

Reload 5

Special: Opposed roll VS your shot, if target fails it enters Stasis Lock

T-Cog Paralyzer

2 UP

Special

Damage 0

Rapid 1

Ammo 1

Reload 5

Special: On hit, target gains Mode Lock

Scrambler

2 UP

Special

Damage 0

Rapid 1

Ammo 1

Reload 5

Special: Target suffers -1 to all rolls for as many turns as your shooting roll

Marker Light

2 UP

Special

Damage 0

Rapid 1

Ammo 1

Reload 5

Special: Target counts as 1 size bigger for purposes of shooting until it spends a turn removing the light. This can only be done in Robot Form, and the minimum roll to do so is equal to the shooting roll that applied it.

Melee Weapons

A melee weapon has simpler stats than Ranged ones

Damage: damage dealt on successful Hand to Hand attack

Special: special rules if any

You can only have one Melee Weapon.

Melee Weapon List

Close Combat Weapon

1 UP

Damage: Difference of Hand to Hand rolls

Heavy Close Combat Weapon

2 UP

Damage: Difference of Hand to Hand rolls + 1d10

Wrecking Ball

2 UP

Damage: Difference of Hand to Hand rolls x2

Special: Can break structures and cover

Dual Weapons

2 UP

Damage: Difference of Hand to Hand rolls

Special: Roll twice, pick higher roll

Energo Blade

3 UP

Damage: Difference of Hand to Hand rolls

Special: Damage inflicted from Hand to Hand attacks cannot be reduced

Spark Extractor

4 UP

Damage: 1

Special: on landing a successful Hand to Hand hit, make a second unmodified Opposed roll. If you win this roll as well, you rip out the target's Spark, sending them offline instantly.

If the Spark Extractor's wielder is hit after extracting a Spark, the Spark is dropped and can be picked up by anyone. Returning it to the Offline body revives the fallen transformer if done soon enough.

Star Saber

4 UP

Special: If used by a Prime, deals 30 damage, destroys structures and cover on impact.

Otherwise, counts as a Heavy Melee Weapon.

Forge of Solus Prime

4 UP

Damage: Difference of Hand to Hand rolls + 1d10

Special: If used by a Prime, gains Special Move: Turn a weapon on yourself or an ally into any other weapon except another Forge of Solus Prime. The minimum roll needed is double the UP cost of the finished weapon (1 UP = 2+, 2 UP = 4+, 3 UP = 6+, 4 UP = 8+)

Humans

Humans (or similar non-cybertronians) are a common nuisance when operating on strange alien worlds. For the sake of clarity, all creatures of this sort will be called Humans.

Humans have 5 HP and are Tiny

Humans can have a single 1 UP Ranged Weapon and no Melee Weapons

Human Vehicles can have up to 2 Ranged Weapons of any value. These Vehicles have 30 HP and can have up to 5 UP worth of Speed/Firepower/Armor upgrades and can take Flight.

Human Vehicles cannot Transform or use Special Moves. Human Vehicles can be any size, and gain +2 UP per size past Tiny. If destroyed, a Human Vehicle will be replaced with an appropriate amount of surviving crew members.

Human Mechs follow all the normal character creation rules but cannot have an Alt Mode or related Upgrades.