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 +	*	*
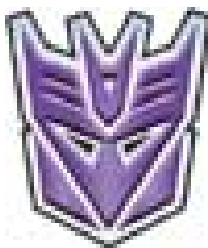
Opposing Target Numbers

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

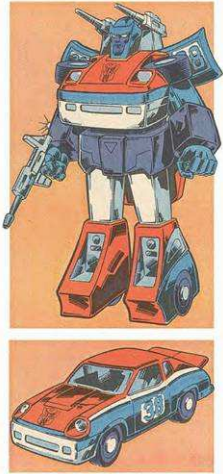| Strength Score	Scale .1 Mi/Me/Ult	Scale .25 Mi/Me/Ult	Scale .5 Mi/Me/Ult	Scale 1 Mi/Me/Ult
1	1pt/1D2/1D4	1D2/1D4/1D6	1D2/1D4/1D6	1D4/1D6/1D8
2	1pt/1D2/1D4	1D2/1D4/1D6	1D2/1D4/1D6	1D4/1D6/1D8
3	1D2/1D4/1D6	1D2/1D4/1D6	1D4/1D6/1D8	1D4/1D6/1D8
4	1D2/1D4/1D6	1D4/1D6/1D8	1D4/1D6/1D8	1D6/1D8/1D10
5	1D2/1D4/1D6	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)*

Ranged Attacks- *Target's EM+8 on 1D20 (Weapon's Range or Thrown=Scale x Str. x 50').*

Physical Attacks- *Target's EM +5 on 1D20 Unarmed Does no Endur DMG (Range = Character's Height ~ Reach).*

Minor Physical Attacks- *Swipe, Bash, or Quick Punch. Adds to Melee Damage, 1 Attack Per Action.*

Medium Physical Attacks- *Kick, Double Fist, or Body Block. 1 Attack Per Round.*

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).*

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.*

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 MPH	Scale .1 FPA	Scale .25 MPH	Scale .25 FPA	Scale .5 MPH	Scale .5 FPA	Scale 1 MPH	Scale 1 FPA	Scale 2 MPH	Scale 2 FPA	Scale 3 MPH	Scale 3 FPA	Scale 4 MPH	Scale 4 FPA	Scale 5 MPH	Scale 5 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 Rolls1D12. 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 MPH	Rolling FPA	Swimming MPH	Swimming FPA	Flying Mach/MPH	Flying FPA	#Space Flight (Mach/AU per hour)
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'
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'

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

Actions and Free Actions

| Actions	Free Actions
-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)*	Speaking to Others *(not lengthy)* 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 ½ 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

Scatter Diagram (1D8)
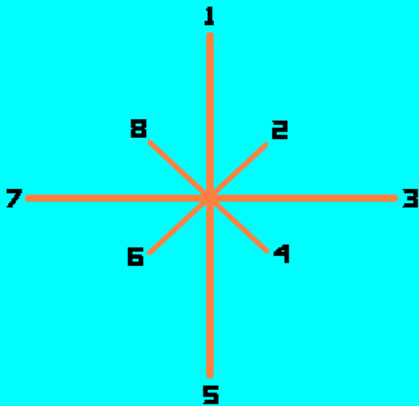
-Lands ¼ of Traveled Distance From Target (represented as center)

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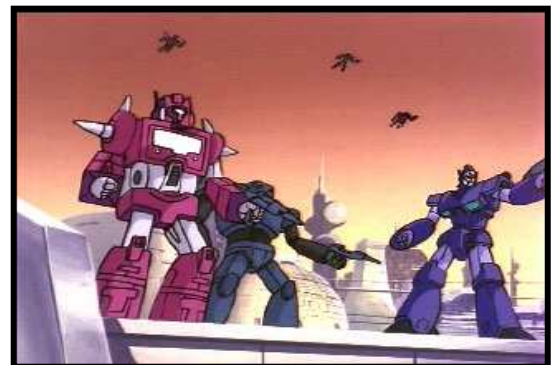
Name	Size	Range	DMG	Cost	Notes
Electric Taser	.1	20'	1D2*	4	*Endur DMG Only*
Flamer	.1e	50'	1D2*	2	*Draws 2 Endur From Biologicals*
Ion Rifle	.1	250'	1D4	3	
Laser Pistol	.1	75'	1D2	1	
Machine Gun	.1	150'	1D4	2	
Mortar Launcher	.1	100'	1D4	2	
Small Explosive	.1e	5/10/15'	1D6/1D4/1D2	3	*Must be Placed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

e = This Weapon Uses Spontaneous Combustion Rules

WEAPONS CHART B					
Null Ray	1	450'	1D6*	12	*Endur DMG Only*
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	*Roll 2D8, 2-8 is Endur DMG, 9-16 = No Effect*
Electro Scrambler	2	1200'	4D6*	12	*Electromagnetic Waves are Harmless to Organics*
Energo Weapons	2	Reach	x2*	15	*Multiply Users Minor Physical DMG By 2 (1Aattack Per Round)*
Fusion Gun	2	1200'	1D20*	10	*Ignores All 1's (Never Jams or Runs Out of Ammo)*
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	*For Every Hit, May Roll an Attack on Targets Behind First Target*
Mortar Turret	2	3000'	1D20	8	
Plasma Blaster	2e	800'	3D12	25	
Ballistic Missile	3e	30 Miles (1000' Radius)	2D10	20	*Lands 2 Rounds After It is Fired*
Cyclone Gun	3	800'	3D8	12	*When Hit Must Make a Skill Test Or Be Thrown 15' Back*
Giant-Sized Blunt Melee Weapon	3	Reach	1D12	6	*DMG + Minor Physical Attack*
Giant-Sized Edged Melee Weapon	3	Reach	2D8	8	*DMG + Minor Physical Attack*
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	*Can Only Be Fired Once Per Round*
Particle Beam Cannon	3	3000'	2D12	10	
Solar Energy Beam Rifle	3e	3000'	4D8	16	
Stress Fracture Cannon	3	750'	3D10*	18	*+1 DMG For Each Hit After the First (Up To +20)*
Antimatter Projector	4	1160'	4D12	22	
Destructo Beam Battery	4	800'	1D12*	14	*On a 12 takes away energy-based function, Skill, or Weapon*
MASER Cannon	4	3000'	7D6	20	*Invisible Beam, Melts Targets From Inside Out*
Nuclear Weapons	4e	800 Miles (20 Mile Radius)	10D20*	50	*Fallout (1D4 DMG) for 1 Week Per Point of DMG*
X-Ray Laser Blaster	4	30000	2D20	18	
Solar Energy Beam Rifle	4e	3000'	3D10	14	
e = This Weapon Uses Spontaneous Combustion Rules					
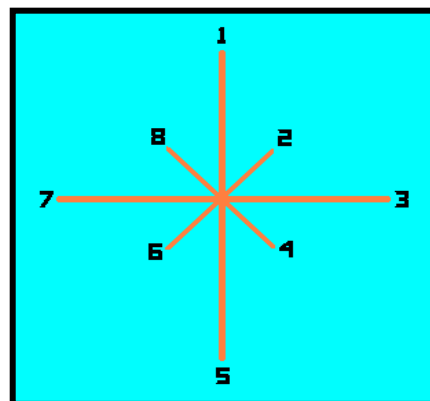
Skill Point Chart

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

Firepower Point 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

Aptitude Point Chart

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

Skills

Air Attack
Antigravity Projector
Armor
Attribute Boost
Attribute Decrease
Attribute Differential
Big Guns
Binary Bonded
Biomechanical Shell
Burrowing
Cargo Capacity
Chameleon Effects
Combat Oriented
Danger Sensors
Deactivation
Deflection
Desolidify
Drones/Clones
Duality
Earthen Attack
Electronic Jamming
Elusiveness
Energy Attack
Energy Siphon
Energon Cube Creation
Entrapment
Equipment, Inh-Damaging
Equipment, Inh-Normal
Extension
Extra Action
Fire Attack
First Aid Implements
Flight
Flight, Non-Powered
Flight, Space
Force Field
Gravity Well Creation
Hologram
Hover
Ice Attack
Induction
Invisibility
Liquid Attack
Machine Dominance
Macro Vision

Magnetism
Magnetic Field Projection
Martial Combat Master
Material Creation
Micro Vision
Mind Control, Greater
Mind Control, Lesser
Mode Superiority
Modularity
No Movement
Obfuscation
Probes
Prodigy
Pretender Technology
Quantum Space Manipulator
Quick Change
Rapid Assault
Recording Capabilities
Reflection
Reinforced Structure
Repair System
Resistance
Resurgence
Roll
Senses, Extra
Simple Change
Sonic Attack
Sonic Manipulation
Special Phys. Attack
Swim
Targeting System
Telekinetic Field
Teleportation
Thought Transmission
Transmetal Shell
Trilithium Converter

Aptitude List

Acrobatics
Architecture
Astrogation/Navigation
Bartering
Bureaucracy
Charisma
Communications
Computer Operations
Con Jobs
Cultures
Demolitions
Engineering: Bio-Mechanics
Engineering: Chemical

Engineering: Electrical
Engineering: Mechanical
Engineering: Theoretical
Espionage
Fast Calculator
Hiding
History/Lore
Intimidation
Investigation/ Deduction
Linguistics
Medicine
Photographic- Memory
Piloting: Air
Piloting: Ground

Piloting: Space
Piloting: Water
Repairs: Transformers
Repairs: Vehicles
Repairs: Weapons
Research
Science: Astronomy
Science: Biology
Science: Geology
Security
Survival
Tactics
Tracking

Weapon List

Scale .1
Electric Taser
Flamer
Ion Rifle
Laser Pistol
Machine Gun
Mortar Launcher
Small Explosive
Small Melee Weapons
Scale .25
Acetylene Pistol
Electric Overload Gun
Heavy Machine Gun
Laser Blasters
Missiles
Proton Dart Rifle
Subsonic Cannon
Standard Melee Weapons
Scale .5
Blunt Melee Weapons
Concussion Blaster Rifle
Disrupter Ray
Edged Melee Weapons
Friction Rifle
Laser Rifle

Mortar Cannon
Nega Gun
Neutron Rifle
Particle Beam Rifle
Photon Pistol
Scatter Blaster
Thermal Beam Projector
Torque Rifle
Vaporator
Scale 1
Acid-Pellet Gun
A/D/S/W Cannon
Blunt Melee Weapons
Bombardment Crossbow
Cluster Bombs
Disintegration Ray
Edged Melee Weapons
Electric Shock Blaster
Electrostatic Discharge -Rifle
Grenade Launcher
Gyro Gun
Ion Pulse Rifle
Laser Cannon

Lightning Thrower
Medium Grade Explosive
Missiles
Napalm
Nega Cannon
Null Ray
Photon Rifle
Plasma Pistol
Plasma Sphere Shooter
Rocket-Dart Rifle
Sustained Fire Slag- Thrower
Scale 2
Atom-Smasher Cannon
Concussion Blaster- Cannon
Disrupter Beam Rifle
Electro Scrambler
Energo Weapons
Fusion Gun
High Energy Laser Cannon
Impact Wave Generator
Light Cannon
Magnetic Rail Gun
Mortar Turret

Plasma Blaster
Scale 3
Ballistic Missile
Cyclone Gun
Giant-Sized Blunt- Melee Weapon
Giant-Sized Edged- Melee Weapon
Gamma Ray Blaster
High-Explosive
Multiple Missile- System
Fusion Cannon
Particle Beam Cannon
Stress Fracture-Cannon
Scale 4
Antimatter Projector
Destructo Beam Battery
Solar Energy Beam- Rifle
MASER Cannon
Nuclear Weapons
X-Ray Laser Cannon