# TRANSFORMERS D6

CORE RULE BOOK
A Guide for Gamemasters and Players

Composed by THK/JN

Disclaimer: This booklet is for anyone who wishes to look at it. It is 100 percent free and should remain so. It is the core book of a <u>completely unofficial</u> Transformers D6 role-playing game. Readers and gamemasters are free to use the material however they choose to do so (except sell it). All of the illustrations were drawn on MS Paint by the author.

Note: Throughout this guide, one will see gray patched areas of text. These were questions that arose from my original players. There are some good clarifications contained within them.
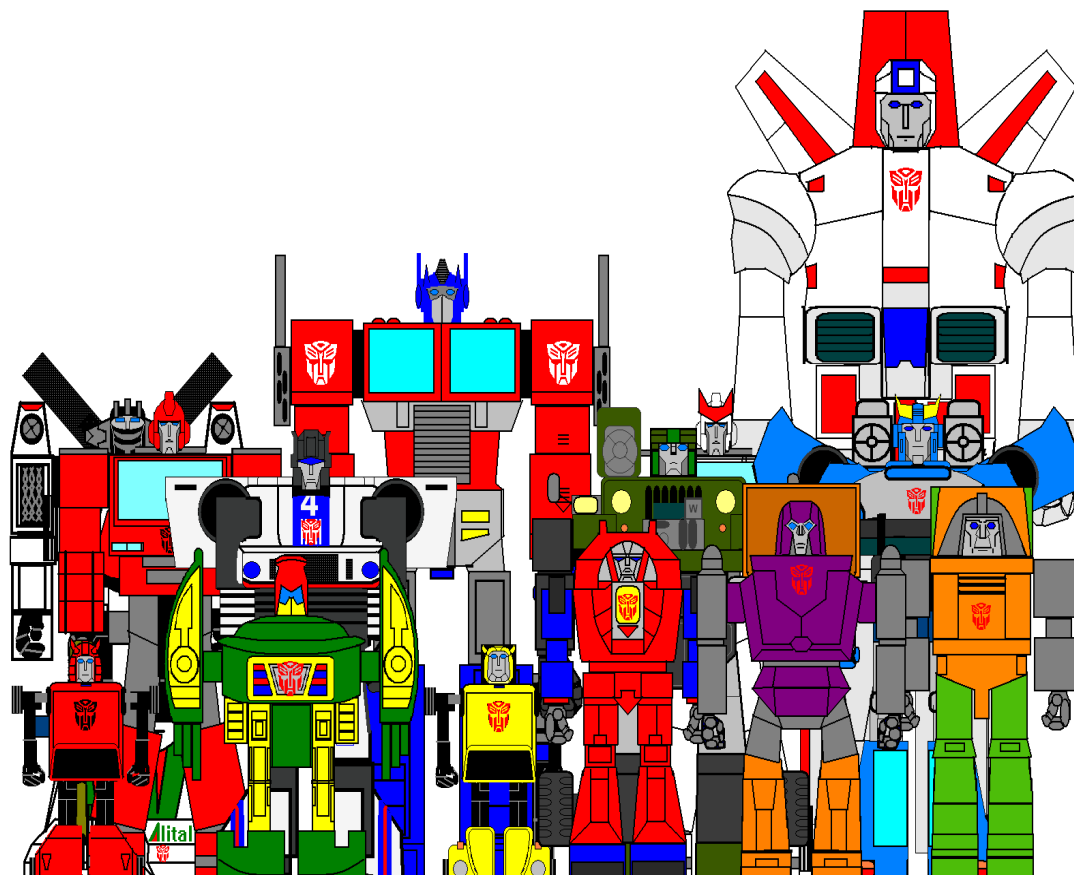
The Autobots and Decepticons are a diverse group of robots. They come in many different sizes. This is one of the most important factors in deciding what type of robot you will want to play.

Introduction: The Importance of Scale

There are some guidelines regarding how humans and smaller creatures can interact with large powerful robots, some of them being the size of planets. This is just an introductory look to explain away some basics.

Scale is very important for figuring out most combat scenarios, and scale is almost always figured in regards to the size of the robot, not the ruse it transforms into (unless we're talking vehicle combat). Most large Transformers turn into large machines, but this is not always true as in the case of Soundwave and Blaster, both Class Three Transformers who transformed into tape cassette decks. Scale is the first issue to address in creating a character for the Transformers D6 Modified RPG.

All characters in the Transformers D6 Modified RPG have 18 attribute dice to divide up amongst 6 attributes, meaning that most characters from very large to very small will have 2D to 3D for their base attributes. For example, a character like Spike might have 3D in Strength, but so might Unicron. Spike is a human, and Unicron is a planet-sized robot. They naturally wouldn't have the same Strength attribute. This is just one of the many places where scale offsets things greatly.

Scale Listing, Table 1-1

Scale	Example Characters	Offset Modifier	Typical Size
Human	Spike Witwicky	-	4-6 feet
Class One	Bumblebee, Cliffjumper	2D	8-17 feet
Class Two	Arcee, Springer	4D	18 feet
Class Three	Optimus Prime, Ultra Magnus, Megatron, Soundwave	6D	24 feet +
Class Four	Combiner Transformers like Devastator	12D	48 feet +
Class Five	Omega Supreme, Metroplex	18D	100-300 feet +
Class Six	Unicron	24D	Planetary

How much a character can dish out in damage with their hands and feet…How much a character can lift, their ability to dodge and parry, and how much punishment one can take are just some more examples of how scale affects a character. Naturally, Spike or Bumblebee couldn't lift as heavy of weaponry as Defensor, take as much punishment as Optimus Prime or Megatron…or deal as much out as either of them as well.

Understanding scale will help you, the player, give a spark to a Transformer that fits well within a campaign. Knowing that the bigger one is, the more he or she can carry, the more punishment he or she can take and the more damage he or she can deal out. On the other hand, it's harder for them to get out of the way of certain attacks…and the slower it is for them to transform. Issues like these can really be a deciding factor in what a player is looking for in a character.
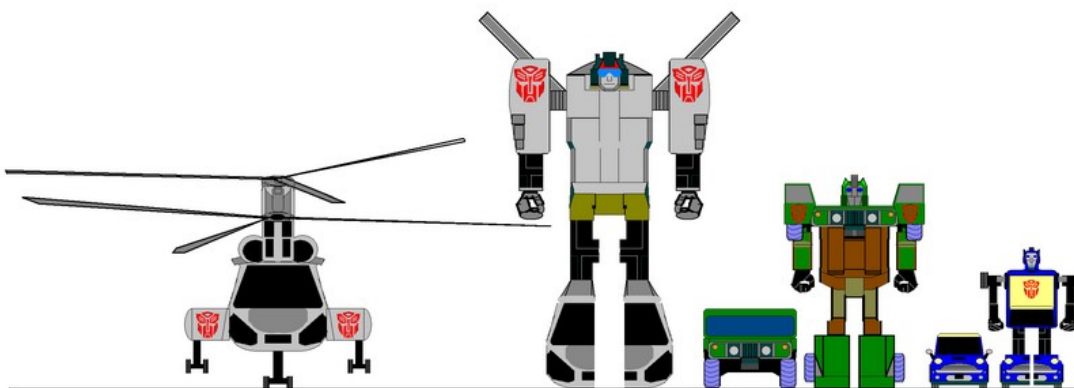
Hypothetical Skill Listing for three Example Characters, Table 1-2

Character Name	Scale	Strength Attribute	Energy Weapons Skill	Damage from Energy or Fueled Weapon	Physical and Energy Weapon Armor Resistance
Nightlife	Class 1	2D	5D	3D (class 1)	3D/2D+2
Goat	Class	3D	5D+1	4D (class 2)	4D/3D+2

	2				
Torque	Class 3	3D	4D	0D (class 3)	4D/3D+2

*These stats will reflect the ones found in the character creation walkthrough section in Chapter Five.

Three Autobots arrive on Earth and understand that they will almost immediately be put at odds with the Decepticon forces there. They must prepare and understand their strengths and weaknesses. The smallest of the three, Nightlife, at times, is pleased that he is small and maneuverable, but is still very afraid of what might happen if he is immobilized. Decepticons that are Goat or Torque's size could do some real damage to him if he is caught off-guard, and there really isn't much he can do in return with his typical weapon loads.

For example, if Nightlife were to shoot his energy weapon at an opponent that is Torque's size, he would be granted a +4D to hit because of the difference between Class 1 and Class 3 is 4D. This greatly raises the likelihood that Nightlife would hit a Class 3 opponent, but if the opponent has 3D in Strength, that opponent could resist Nightlife's 3D class 1 laser at (3D Strength +4D Scale Difference + 2 Energy resistant armor) 7D+2. Most Class 3 opponents are impervious to Class 1 weapons due to the massive soaking difference.

Likewise, if Torque or an opponent his size were to try to physically strike Nightlife, he would be at a -4D to strike due to trying to hit a much smaller target. If Nightlife managed to get struck by such an attack (however unlikely), it would do massive amounts of damage. Nightlife would roll his Strength of 2D + 1D physical armor versus Torque's Strength of 3D + 4D scale difference = 7D. 7D against 3D spells pain for Nightlife.

Size and strength versus slightness and speed evens the playing field until larger opponents can slow down smaller opponents, and smaller opponents get bigger guns.

Transformation Time, Table 1-3

| Scale	Transformation Time
Class 1	2 seconds [sequence 1]
Class 2	3 seconds [sequence 2]
Class 3	1 round [five seconds]
Class 4	2 rounds [ten seconds]
Class 5	6 rounds [30 seconds]

How fast a Transformer can transform is dependant on their size. The smaller one is, the less accessories, moving parts, and or baggage a robot usually has to deal with. Class 1 transformers can transform easily and back again within one round's time. Class 2 can transform by the end of their second action within a round. A Class 3 transformer can transform fully by a count of five, or in one round. Any transformer rare enough to be Class 4 or greater will need more time than a round to transform.

A transformer can of course try to half their transformation time (double the speed they transform at) by making a moderate Dexterity roll (typically an 11 or higher)…Results of failure though may not be worth it though (Dexterity dice in damage at that character's scale). Transformation is

important in battle sequences. A larger Transformer may wish to transform into their vehicle or secondary capacity to start a charge, whereas a smaller one will really want quick transformation for faster flight than he or she would ordinarily have on foot.

In regards to sequence 1 and sequence 2 under Class 1 and Class 2 Transformer transformation speeds, that means that Class 1 transformer can transform by the end of their first action within a round. A Class 2 can transform by the end of the length of time necessary for two normal actions within a round.

So, if Nightlife, Goat and Torque all decided to transform at the beginning of a combat round and they had the initiative: Nightlife would transform as his first turn. Goat and Torque would continue to transform while their enemies took their actions, and Goat would be transformed by the end of his next turn in that round (i.e. after the enemies' turns). Torque would be transformed at the round's end. (this if of course if they chose not to use the Dexterity check option)
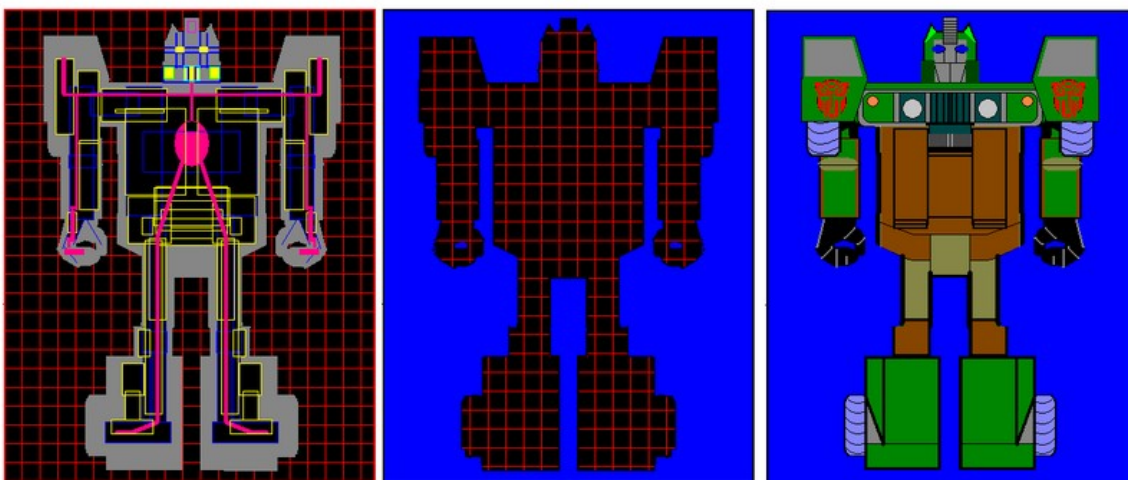
Chapter One – Starting Off The Character Creation Process

Now that Scale has been discussed and one has had a chance review the advantages and disadvantages of the scales, one is ready to create their character. As a refresher before finalizing the choice, a quick summary about types of scale classifications will follow, but first, a few terms need to be discussed in regards to the tables below each scale group.

Integrated Weapons: Energy Consuming – This integrated weapon is fueled directly by the Transformer's Energon tap. Typically, these weapons are lasers, but can be melee weapons as well in the form of energy swords, axes, and power saws (a possible tool system as well). There are no external power sources to worry about, but at the same time, if one uses their integrated energy-consuming weapon too much, they can run out of power and shut down. These weapons tend to be very accurate, and are not designed for area affect. The number in the category at the time of character creation is the damage output.

Integrated Weapons: Fuel Consuming – This integrated weapon has its own power source, and typically, there is some sort of gas involved in the weapon's function. Either to propel rockets, missiles or bullets, form bolts of plasma, or propel a type of liquid like glass gas or liquid nitrogen (always a ranged weapon). These weapons tend to be area affect weapons. The number in the category at the time of character creation is the damage output.

Integrated Physical State Weapons – These weapons are non-complex and have either a few or no moving parts at all (they are non-energy). They are often things like blades, clubs, and hammers (i.e. helicopter blade swords, tail-fin axes, smoke stack clubs) Strong Transformers tend to benefit best from this sort of weapon. The number in the category at the time of character creation is the damage output added to the Transformer's Strength attribute.

Extra Payload - Transformers don't have purses or pockets. All the non-integrated items they carry fall into this category. One thing to remember is that payload can be taken away (at character creation for improving other systems), but it cannot be added to without the "Extra Payload" special ability. A Transformer can add extra equipment from Chapter Three to his arsenal or toolbox. Some of these weapons are very similar to other Transformer's Integrated Weapons and Tools, but these weapons or tools have their own power sources and may even be at a higher class of scale (enabling more damage and enabling more tool functions). The best thing about this category is that these extra items can be switched out or replenished without a major overhaul. Often times, they are magnetically attached to the character and can be gripped very quickly. Typically, a Transformer will carry a sidearm and has the option of carrying another weapon or a tool. The number in the category at the time of character creation is the number of extra items a Transformer can carry and functionally transform.

Integrated Tool Systems - This is the most vague category as the fuel source is dependant on the type of tool. If there is a gas involved, it is fueled and powered by another power source. If it is strictly an electrical device, it is powered by the robot's energon tap. The number in the category could mean a wide variety of things (its vague, but Chapter Three does a better job of explaining things), though typically the higher the number, the more minor tool functions one receives or the more versatile a tool package is.

Special Abilities - Everyone gets at least a minor ability, but in order to have a moderate or major ability, one has to sacrifice functions from other areas of a Transformer's trade and arsenal. The number in this category will be the basis for what abilities one can receive. A 1 will grant one minor ability. A 2 will grant two minor abilities, or a moderate ability. A 3 will grant a major ability, or one minor and one moderate, or three minor.

Optional Player Characters: Below, specifics for humans and the first four playable classes of Transformers are listed.

Human (human scale) – I don't particularly want to start off by casting the role of "victim" over humans or near human characters, but in a lot of instances, human beings will need large amounts of Autobot help against Decepticons aggressors. They're not nearly as hardy, strong, or fast as many of the relatively smaller Class One Transformers. They need oxygen, food, water, and shelter from the environment…many things that Transformers only consider briefly when they consume Energon or recharge. Yet, they do have advantages that can bring balance to their frailty and inability to transform. They're small, and can slip past passive sensors with ease. Some of them are highly trained, and given the right tools or weapons, they can defend themselves from Decepticons and or Autobots (for instance, G.I. JOE and COBRA) with the advantage of being a relatively small target (they are small enough to evade most direct fire, but really need to watch the indirect fire). Lastly, some humans have strange and special powers that give them uncanny abilities (Spider Man worked with Gears at one point in time) either through mutation, experimentation, cybernetics, and or drugs. Most Humans stand between 1.2 and 1.9 meters tall, and weigh in between 45 and 100 kg.

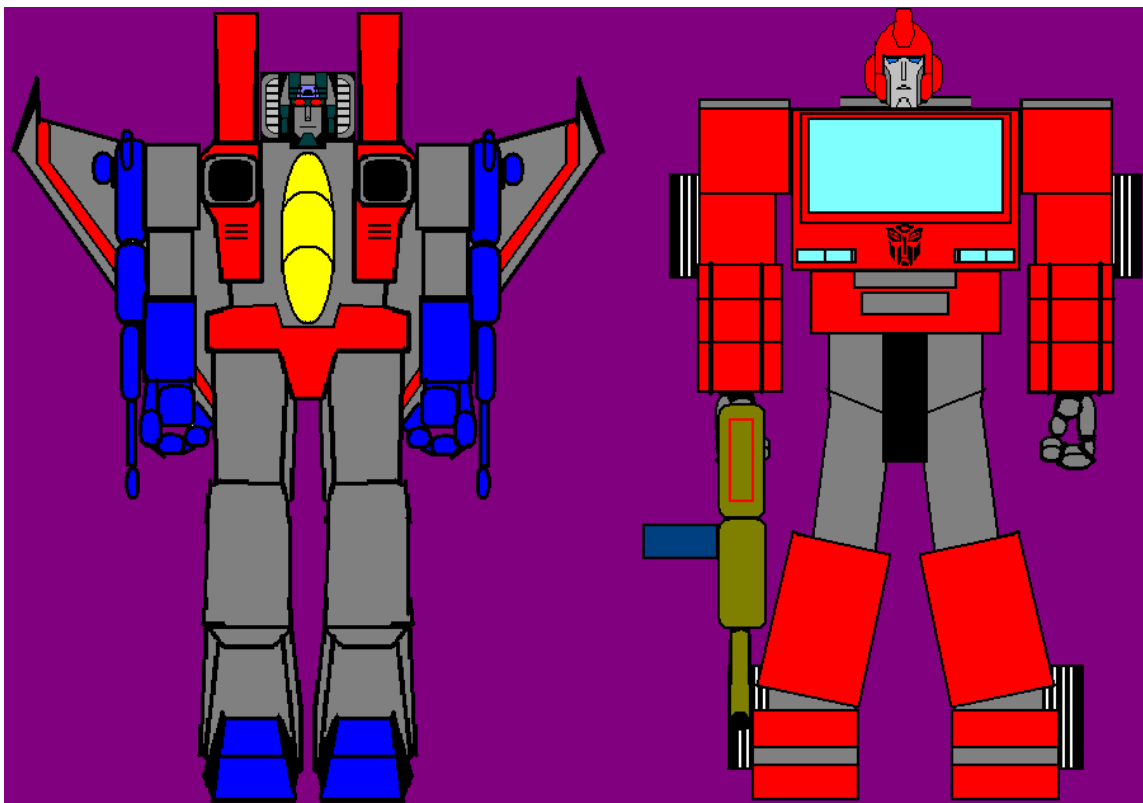| Integrated Weapon: Energy Consuming	Integrated Weapon: Fuel Consuming	Physical State Weapons	Extra Payload	Integrated Tool System	Special Abilities
-	-	-	Varies with equipment, speak with GM	-	1 to 2, speak with GM

Class One Transformers- More common than Class Three or Four Transformers but less common than the Class 2 Transformers, these Transformers are small but in many cases fairly mighty. Their biggest advantages are the ability to transform very rapidly and their natural smallness when it comes to evading attacks from larger opponents. Most Class One Transformers excel at espionage and reconnaissance type jobs, in fact, many of their special abilities complement their already small size to further aid in their tasks. Humans who work and fight along side the Autobots are sometimes afforded an exo-suit which makes them a Class One Transformer.
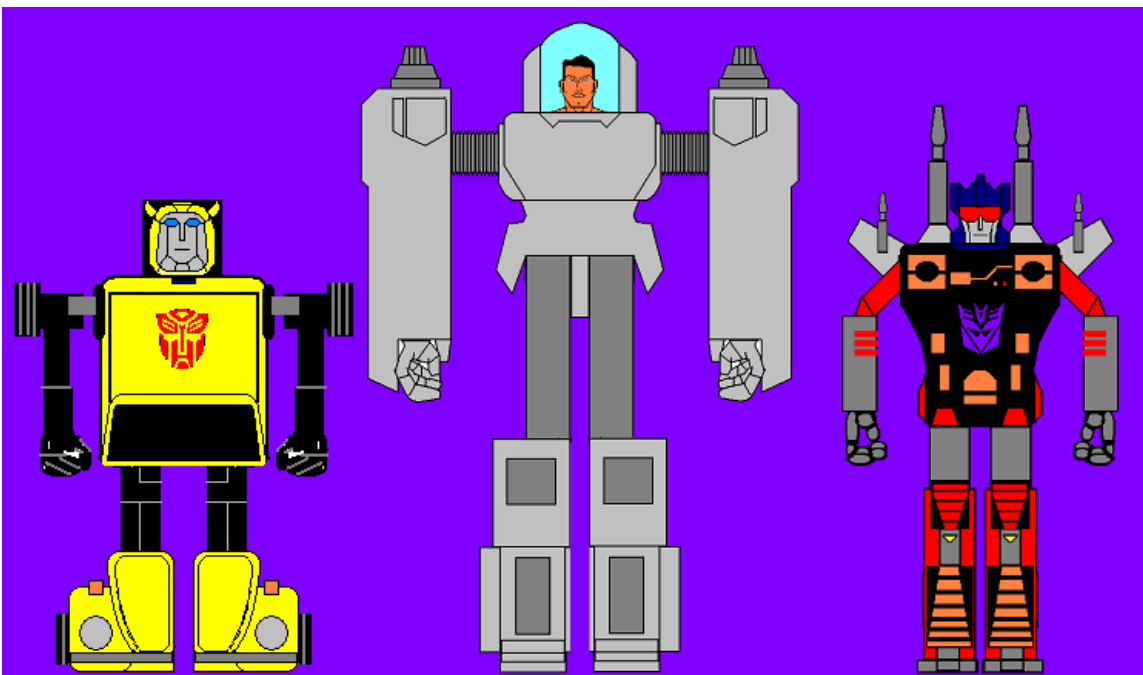
Bumblebee, Exo-suit Spike, and Rumble are all examples of Class I sized characters.

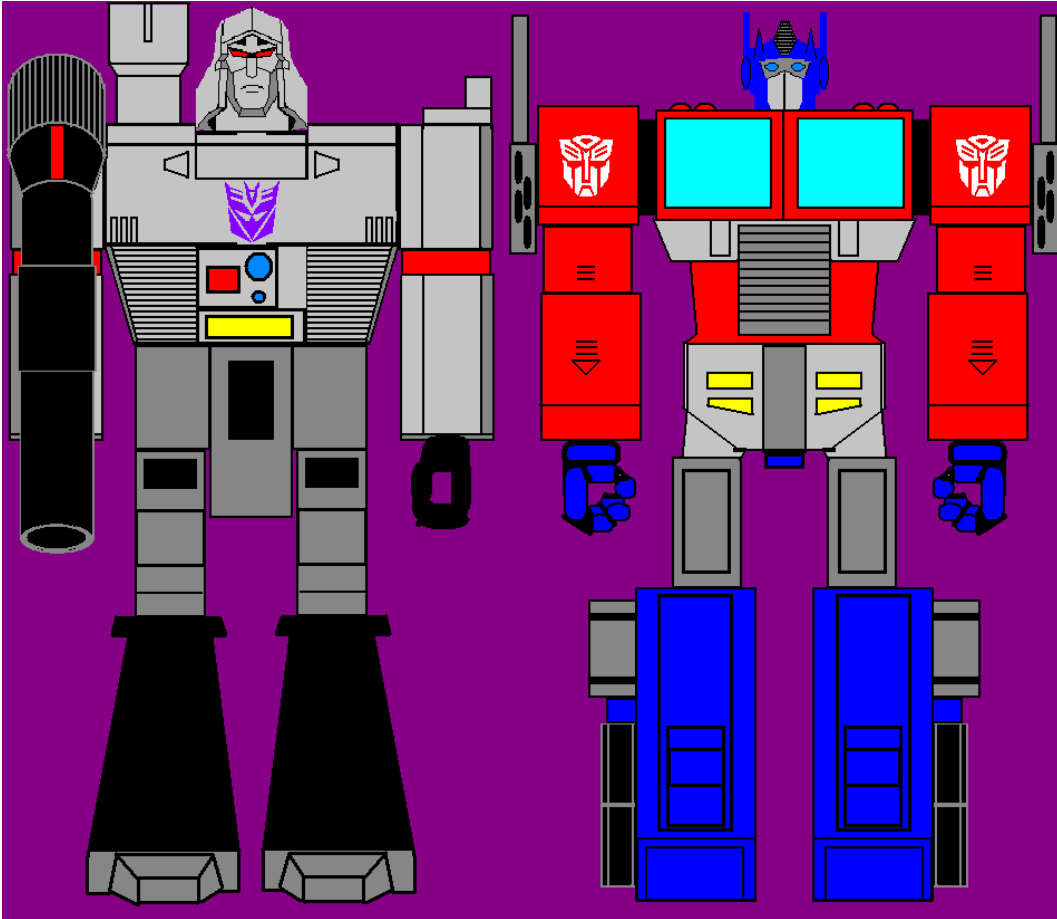| Integrated Weapon: Energy Consuming	Integrated Weapon: Fuel Consuming	Physical State Weapons	Extra Payload	Integrated Tool System	Special Abilities
1	2	1	2	1	1

Class Two Transformers- The most common type of Transformer, these robots form the bulk of both Optimus Prime and Megatron's troops. In many regards, they have the best of both worlds. If they're cautious and skillful, they can assume jobs only assigned for smaller counterparts, but they can also back themselves up with a greater compliment of firepower and toughness should they be compromised.

The Decepticon Wing Commander, Starscream, and the Autobot Master-At-Arms, Ironhide are examples of Class II characters.

Integrated Weapon: Energy Consuming	Integrated Weapon: Fuel Consuming	Physical State Weapons	Extra Payload	Integrated Tool System	Special Abilities
2	2	2	2	2	1

Class Three Transformers- Often termed as the largest and strongest of the Autobots or Decepticons, but that is only in relative terms. They're a rare breed, but more common than Class 4 or larger Transformers. Often times, because of their size and training, these Transformers are fitted for leadership positions. Ultra Magnus, Optimus Prime, Soundwave and Megatron are all considered Class Three Transformers.

The evil Decepticon Leader, Megatron, and his arch-enemy, the heroic Commander of the Autobots, Optimus Prime are examples of Class III characters.

Integrated Weapon: Energy Consuming	Integrated Weapon: Fuel Consuming	Physical State Weapons	Extra Payload	Integrated Tool System	Special Abilities
3	3	3	3	3	1

Class Four Transformers- Most Transformers that are Class Four aren't in fact one Transformer but are likely five or six formed together to make one large robot, also known as a Combiner. When Decepticons or Autobots combine together to form a giant robot, a new set of payload rules and scale rules apply (this will be discussed in Chapter Four).

Integrated Weapon: Energy Consuming	Integrated Weapon: Fuel Consuming	Physical State Weapons	Extra Payload	Integrated Tool System	Special Abilities
4	4	4	4	4	1

Not to scare anyone off, but character creation is a four-chapter process. This doesn't mean that one has to read the first four chapters from this guide, but one will surely find the material in the first four chapters very useful in character creation. Transformers are created in four basic steps:

Step One – Initiate Background and decide which scale of character you're going to play.

Step Two – Determine attributes and skills. We'll be talking about the attributes very shortly, but all of the skills will be listed in Chapter Two.

Step Three – Calculate points to come up with the number of special abilities, tools, and integrated weapons systems you wish your Transformer to possess (is determined by size class and can be altered or left alone... covered in Chapter One) Pick from a list of integrated weapons, physical state weapons, extra payload devices, integrated tool systems and special abilities and be sure they correspond to your character's point allowance. (Chapter Three)

Step Four – Finalize Character Background. This sometimes is done to see how your character evolved or may have changed from your original concepts.

Above, each optional player character scale showed how many points were given by default. Prior to the listings, each category was explained in definition format and what could be altered and how was explained. This is the first explanation as to how do the calculations (i.e. customizing your Transformer to fit what types of tools and weapons it should have). If you as the reader don't understand it the first time, it will be explained again in Chapter Three with some ideas for the weapons, tools, and special abilities. It should be fully understood by the time Chapter Five is concluded, so remember, this initial explanation is geared more at letting you understand options for items in creating a character concept and altering point allowances to define your character's armaments and abilities. Chapter Three is refining those choices with actually putting the weapons, tools and powers in the allotted slots, and by Chapter Five, your understanding and level of certainty in your choices should make you feel ready for game play.

At character creation, a player will be faced with the option of altering the layout of their equipment, weaponry, and special abilities based on their character size class choice.

Here's an example of how to do this:

Brad wants to create a Class Two Transformer. Below are the unaltered points:

| Integrated Weapon: Energy Consuming	Integrated Weapon: Fuel	Physical State	Extra Payload	Integrated Tool System	Special Abilities

	Consuming	Weapons			
2	2	2	2	2	1

The special ability category cannot have that one point removed, but in all other categories, points can be adjusted (remember the payload exception though...extra payload can be taken away, but not added to at this time). There are eleven total points to play around with for the Class Two Transformer. Brad decides to take all of the physical state weaponry points and put them into the Special Abilities category (unfortunately, the special abilities category is a two [based on class] for one trade, i.e. two points in physical state weaponry equals one point over in the special abilities category…if the character being created was a Class Three Transformer, it would be three points in physical state weaponry equaling one point over in the special abilities category). Next he decides to take all of his Integrated Weapon: Energy Consuming points and move them over to Integrated Weapon: Fuel Consuming. He has decided to eliminate his physical state weapons and energy consuming weaponry completely in order to gain a better special ability, and a decent Fuel Consuming Integrated Weapon. Keep in mind that anytime one adds to their special abilities, they're losing points from the grand total (Brad started with eleven points total, when the dust settled, he ended up with 10 points, but with a character that better fit his design plans (he figured the special ability boost was worth the trade). The end result:

Integrated Weapon: Energy Consuming	Integrated Weapon: Fuel Consuming	Physical State Weapons	Extra Payload	Integrated Tool System	Special Abilities
0	4	0	2	2	2

What were just covered were the concept portions of character creation (i.e. thinking about scale, weaponry, tools, and special abilities). Attributes and Skills are covered in next chapter. Weapon choices (or ideas for), tool choices (or ideas for), and special abilities choices are covered in Chapter Three. Movement is covered in Chapter Four, and until those chapters are gone over, initially, all one could do is very basic conceptual work on what one might want their Transformer to do. Chapters 2, 3, and 4 will fill in the blanks, so that by the time we get to Chapter Five, the walkthroughs of the character creation process of Nightlife, Goat, and Torque won't seem so alien (even though they're all from Cybertron).
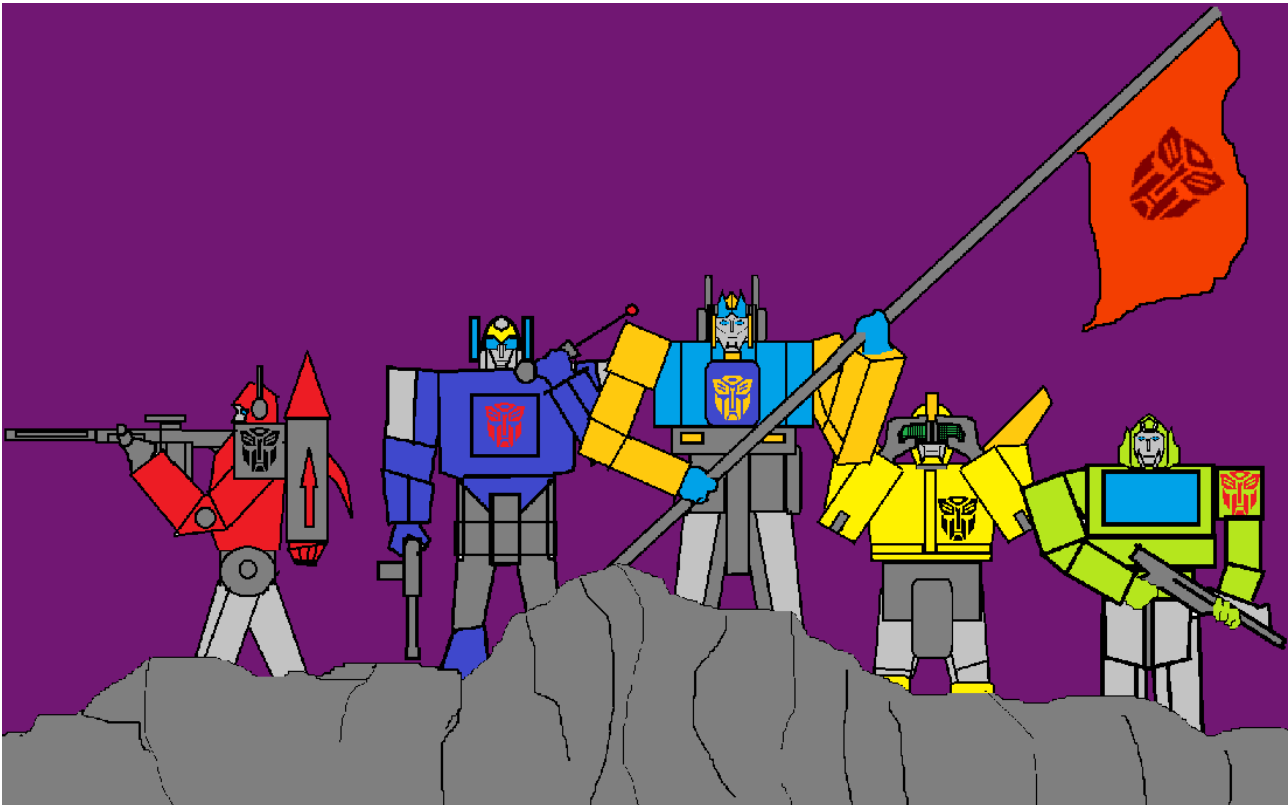
In the Great War of Cybertron, Autobot Scouts performed many tasks besides just fighting. In the picture above, an Autobot stands by, waiting for collections material to report to headquarters over a long range communicator. Another looks through a set of macro-enhancers at an enemy position. Two of the Autobots appear to be using tactics in covering their comrades, whereas the leader carries an Autobot flag, insping the others to move on and take the next position. These characteristics, skills, and abilities will be discussed in this chapter. Pace yourselves. This is a long chapter.

Chapter Two – Attributes and Skills (Part One-Vital Statistics)

Attributes give a character skill sets that allow them to perform functions within a game. There are two different sets of attributes that will be discussed in this chapter before we journey into the skills section.

The first sets of attributes covered are the vital attributes. They are composed of the following:

Code Name: If you choose to play to play a Human character, then your character's name will go here. Autobots and Decepticons have earthly code names like Bumblebee and Skywarp to give an idea of what form they choose to transform into, or a hint into their special abilities and disposition.

Affiliation: Are you a member of an earth military force, or are you playing an Autobot or Decepticon? Just a few brief words to sum up who you're loyal to go here.

Gender: Male or Female?

Age: Humans on average live into their seventies and eighties, but Transformers are immortal through parts switch-outs and high technology. Death usually only occurs for Transformers through accident or combat…so, the quick, smart, and strong Autobots and Decepticons could very well be several thousand years old or more.

Rank: If a character is a Transformer, this statistic is more important than age. When one is immortal, experience will define how they're looked upon much more accurately than age. Ranks tend to fall between 1 and 20. Anything higher than 12 is extremely rare, as Optimus Prime and Megatron are roughly around the 10 or 11 range. A character's rank is determined by taking the average of all the skills the character has in their skills sets. I.E. A transformer with a Rank of 5 means that their average skills rating in all skills is 5D. Most beginning characters start out with a ranking of 2 to 3. Gaining rank is a very slow progression.

Height: Character Height is listed here in feet / inches or in meters if metric is preferred.

Weight: Autobots and Decepticons are made of highly durable but light-weight composite alloys. They are surprisingly light-weight compared to what many people may think…this being said, most weigh at least 1600 lbs, or 1.6 metric tons. Here is a scale on how to determine Transformer weights:

Scale	Height (h)	Formula	Weight (w)
Class One	8-17 feet	[hx2] x 100	1600 to 3400 lbs.
Class Two	18-23 feet	[hx2.5] x 100	4500 to 5750 lbs.
Class Three	24-47 feet	[hx3] x 100	7200 to 14100 lbs.
Class Four	48-99 feet	[hx5] x 100	24000 to 49500 lbs

Move [Robot]: This is the robot's speed in meters per round. Typically, only the tactical movement is listed.

Move [Vehicle]: This is the Transformer's vehicle speed per round. The vehicle speed isn't always a multiplier like the movement on foot speed. All ranges of the vehicles speed will be listed.

Energon Supply: Unless altered by the Energon Booster special ability, a Transformer's Energon Supply is 100 at fully charged. Each time the Transformer uses a special ability or an integrated energy weapon, it can affect the Energon Supply count. When a count of 0 is reached on the Energon Supply, the Transformer collapses until recharged.

Besides weapons usage, tool usage, and special abilities that require energon, How else is it used up?

The question posed lists the main ways energon is expended...but there are other things that cause energon drain. If a character has a solar port, he shouldn't ever have to worry about running out of power as long as he has the light of a nearby star shining upon him. If not, then he will find out that time is a drain on his battery. Batteries lose their charge...and after 1 day, the character will lose 10 points of energon if not charged. A starving Autobot or Decepticon can move and function on one point of energon, but the reason why the Decepticons crave so much energy is so that they can power energon-guzzling

weapons that do the most destruction...and plus, they want to remain at peek energy levels to go on a rampage...likewise, the Autobots will turn to normal powersources (i.e. plugging into a wall outlet and charging for four hours) so that they can remain at peek physical energon levels to defend the humans and earth.

Injury can also lead to energon leaks. This is a factor if the character is older. A good solid smack that causes the robot to lose functions may end up losing energon as well...a slow bleed...or could be a real gusher.

Existing Armor: Unless altered by the Quadratanium Skin special ability, a Transformer's natural armor setting is +1D against physical attacks, and +2 against energy attacks.

Experience Points: Experience points can be used in game sessions to boost certain skills, and they can be used in between sessions to permanently improve skills and attributes. At the end of this Chapter, a quick chart on which skills/actions have limitations concerning character point usage will be listed.

Disposition Numbers: This set of numbers combines alignment, appearance, and perceptions of your character. It would appear as such: 7/5/6

The first number indicates a character's moral compass. A ten would indicate that character was a noble good character, basically a character who is good to a fault. A seven to nine range indicates a typical heroic character. Four to six would represent a wide variety of masterless, neutral or selfish characters who may lean towards good or bad depending on what's at stake for them. One to three would represent evil characters, one being the worst of pure evil. Alignments will be covered more in depth in Chapter Five.

The next number represents approachability, likeability, attractiveness, and perhaps even having a horrible appearance that generates fear. Seven to ten represents a character that is attractive, approachable (typically humans recognize a champion and won't run away screaming) and for the most part, likeable. A 7 gets a +1D to Bargain, Con and Command, an 8 gets +2D, a 9 gets +3D, and a 10 gets +4D. Four to Six represents a plain character…which in times can be very good when it comes to blending into the surroundings. Attractive and terrifying characters tend to get noticed more often, so a character who falls into the extremes cannot perform a hide or sneak action unless they have that skill (Four to Six middle scored characters can just make Dex checks without even having the skill). They have no special bonuses other that they are obscured when doing recon. Of course, those who fall into the one to three range are either really super ugly, or absolutely terrifying…or both. In any case, they typically generate a certain amount of horror amongst smaller beings…and sometimes even their peers...They receive bonuses to the skill of Intimidation, +2D at 3, +3D at 2, and +4D at 1. Typically, Autobots tend to have higher middle scores because they don't want to appear grotesque, mean, or insanely war-like. Their blue eyes and readable expressions almost give them angelic qualities, whereas the Decepticons…with their red glowing eyes and disturbing features can appear similar to demons. To conclude the middle number representation discussion, know that this number typically reflects only the appearance of the robot (it can be both, but isn't always so). Starscream transforms from a beautiful jet fighter into a horrifying monster of a robot.

The last number is based on how your character registers to others…and this is done based on how NPCs perceive your character. It keeps players in check with what their character's moral compass

says in regards to their actions. A character's last number shouldn't be too different from their first number. In the example above, the character with a 7/5/6 is a reasonably heroic character, who has an average appearance, and looks to have done something that has damaged his reputation or perception of him slightly. Anytime one steps out of their home range and into another field of behavior…they will hear about it. A fall from 10 to 9 is a big deal to extremely noble characters. A fall from a 9 to an 8 or a 7 isn't a big deal, but crossing that threshold to 6 is a big deal. Likewise, a character going from a 3 to a 4 based on a subtle kind or merciful action can bring a nest of bad guys down onto the one bad guy who performed the act. It is all based on character action, and in time, the reflection of the character through the eyes of others may be the character's new alignment (the GM will determine the time of when that change occurs).

Special Note: Just a little on advancement…the bigger the gap between the first number and the last, the less experience points the character will receive when advancement is underway simply because they are playing a character who is not acting in character. There is some leeway, because heroes do screw up, and perceptions can mend in time, but if a selfish character commits anything besides selfish acts, he will be ridiculed by his peers. If an evil character commits acts of great sacrifice, charity or goodness, he will be ridiculed…and likely killed by his peers. If a good character performs evil acts, harms the innocent, or abuses his or her power…that character will be brought to justice by his [former] peers…and yes, it is possible for a character's last number to slip from a 9 to a 3 with one action…and vice versa. A heroic Autobot wouldn't turn his guns on and spin around in town square killing hundreds of people, and likewise, an evil Decepticon wouldn't put out a burning building to rescue the people inside…but it could happen, and their character's perception could change in a heartbeat.

Remember, First is what is at the core (alignment), Middle is what is on the outside (appearance… approachable or terrifying…attractive or ugly), and Last is what others see in your character based on your actions (character perception). The first and last should be reflections of each other, and if they aren't, there will be consequences in game and more than likely, there will be serious repercussions in terms of advancement.

Spark [Life] Points: Transformers are DNA based computers, living robots. They have a life force and when that life force is threatened, they can reach within themselves and use that power for a full round to double their efforts to complete their tasks…whether for the good of themselves and others…or carry out their terrifying new order on Earth.

Integrated Weapon: Energy [#] This represents the number of dice attributed to Integrated weapons, for instance (where there is a #, a 4 in that spot would mean 4D in damage). There may be one weapon that does 4D in damage…there may be one that does 1D in damage, and another that does 3D. It is up to the player where he wants to allocate his dice to his or her weaponry.

Integrated Weapon: Fuel Consuming [#] This represents number of dice attributed to Fuel Consuming weapons, for instance (where there is a #, a 4 in that spot would mean 4D in damage). There may be one weapon that does 4D in damage…there may be one that does 1D in damage, and another that does 3D. It is up to the player where he wants to allocate his dice to his or her weaponry.

Physical State Weapons: [#] This represents the number of dice attributed to Physical state weapons, for instance (where there is a #, a 4 in that spot would mean 4D in damage). There may be one weapon that does 4D in damage…there may be one that does 1D in damage, and another that does 3D. It is up to the player where he wants to allocate his dice to his or her weaponry.

Extra Payload: [#] The number # indicates the amount of items that can be carried on the robot that are apart from his or her normal weapons or tool systems. Some items may only count for .3 of 1 slots, most items are 1 slot, while some larger items are 2 slots. See tools and weapons in Chapter 3.

Can transformation from vehicle to robot take place with a human sized passenger?

Sometimes. Typically a small human such as a child counts as one point of payload. A full sized adult is approximately two points of payload. This means that most Class II characters and above who aren't carrying any payload tools, weapons, or gear can transform and hold a human sized character inside themselves (as a hostage, or for protection)…If payload is taken up, this is not advisable. Lots of moving parts with no extra room involved means that the human subject would likely be crushed.

Edit: The scale listed above was for human characters both small or large with a Class II character. Below is a chart explaining how much payload a human character would cost per class.

Class	Small Human (child)	Large human (teenager-adult)	class I transformer
I	Payload 2	Payload 3	-
II	Payload 1	Payload 2	-
III	Payload .5	Payload 1	Payload 2
IV	Payload .25	Payload .5	Payload 1

Some transformers are large enough to where they can carry a Class I transformer as payload. For example, a Class II transformer could carry a Class I transformer without symbiotic special abilities for a cost of two payload points.

Integrated Tool System: [#] The number # indicates the amount of tool packages a robot can purchase at character creation. Most tool sets have multiple tools within them, while more elaborate or sophisticated ones can be worth up to 2. Sometimes tool packages or sets aren't purchased and players add in individual tools. Some tools are worth fractions of 1. For more information, please see Chapter Three.

Special Abilities: [#] The number # will represent the amount of points allocated towards special abilities…and these special abilities will be listed here as well.

Cybertronian Attributes (special abilities that are inherent to all Cybertronians): *Protoform and Transformation* : Every Autobot and Decepticon that arrived on Earth came in protoform, or Cybertronian form. They found disguise vehicles or objects and at will, they can pick new forms in order to keep their disguises current. Regular Cybertronians can only keep one form logged at one particular time. Multichangers can have several forms. *Vehicle and object utility* : If a robot changes into a gun, it will fire just like a real gun. If a robot changes into a car, people can ride in it…doors open, trunk space is available. In robot form, their may be functions of the vehicle or object that can

assist them. Headlights, horns, wheels on or near the feet, rocket boosters or jet afterburners…etc. These functions will be at gamemaster discretion, to talk to him or her about it. *Factioned* : Yes, one is likely either to be an Autobot or a Decepticon…there are differences between the two. For the purposes of character creation, Autobots have no changes, but Decepticons were born for war, they are missing 1 point of Integrated Tool Systems for Robot Flight regardless of their transformation vehicle (i.e. Megatron could fly regardless of him turning into a gun). There are quite a few Autobots who were engineers or artisans before the war, but that's not the case with the "new" flying robots...the Decepticons.

Character Advancement:

Can amounts for Integrated Weapons, Physical state weapons, payload, special abilities and tools be improved over time?

Yes. The number off to the side of the category you wish to improve is the multiplier x 100 in order to improve with experience points; i.e. if one has 2 points of integrated weaponry, it can be improved to 3 (i.e. 3D damage instead of 2D damage) for 200 experience points. Since these components are part of the transformer's being, they can't be physically altered through upgrades but actually grow with the transformer in power with experience. Everything can be improved overtime with the exception of payload.

Can numbers be altered around; i.e. transferring points from one category to another in order to another after character creation?

Sometimes. An overhaul can be done if the character is moving points from one category to another and only if the donating group and receiving group haven't had any improvements. In other words, if 3 points were in Integrated Weapons: Energy Fueled, and one wished to have 1 point go from IW:EF to Tools, this could be done only if both Int Weapons Energy Fueled and Tools haven't had any improvements through experience points. Also, even though this can be done, it requires robotics knowledge (a skill roll by an outside party…preferably someone with the skill of Wheeljack or Ratchet), time, and with multiple point transfers, the more difficult the procedure may be. Failure could mean damage, or even lost category points.

How does advancement take place?

Characters will receive experience points that can be designated to improving skills and attributes for the long run or temporarily.

First, we'll cover advancement over the long run (permanent improvement). Normal unspecialized skills advance at face value of dice amount. Dodge 5D would cost 5 experience points in order to raise it to 5D+1. Normal specializations cost half rounded up to advance; i.e. Melee Weapons: Energy Blade 5D would cost 3 experience points to raise to 5D+1. Attributes can be raised at face value of dice x 10. I.e. a Dexterity attribute at 4D can be raised to 4D+1 with 40 experience points.

Secondly, temporary improvements...Experience Points can be used in battle to raise skills to give characters an edge in time of emergency or to offset a bad roll. There are limits as to what can be done in regards to the amount of experience points used per a particular type of action:

- two to improve a skill or attribute roll.

- Five to improve a specialization roll.
- Five on any defensive action (dodge, melee parrying skill, vehicle evasion)
- Five to increase Strength roll to resist damage
- A character cannot spend EXP Points on another character's actions.
- A character can spend EXP Points only for one action in a round.
- A character cannot use EXP Points in a round the same round a Spark Point is used.
- A character CANNOT use EXP Points in a round to improve damage on an attack.

How are training time and using skills not formally taught handled?

Training time issues - If you use the skill, you can advance it. If you don't use the skill, you can't advance it. This should be kept plain and simple. This is not a Matrix game. If learning a new skill, unless it is an advanced skill, training time is subjective and warrants a GM ruling.

Untrained skills - Think about the skill's complexity. If a character is relatively coordinated and doesn't have thrown weapons, I would rule that the character could use their full Dexterity attribute to roll the skill. If the skill is complex and requires weeks if not years of training, and the character doesn't have the training or skill, there may be penalties added to the base attribute (more than likely, there will be). The rules need to be left open here in order to allow a GM to regulate what would be simple and complex. I would penalize a first time car driver who is learning without an instructor (HG Wells driving in the movie Time After Time comes to mind)...I would allow but I would mercilessly penalize someone who never flew a fighter jet to make an attempt without training (What does this button do?). The same goes for the practice of surgery beyond removing a splinter.

Can multiple systems be set up in the long run or even possibly at character creation...i.e. where a character selects a completely different integrated energon weapon from what they have already?

Yes, if a player wants to take points from one specific system at character creation or wants to add another weapon system within the fields of integrated energon, fueled, or physical state weapons, he can. For example, if he has a mini-gun IFW 3 (3D damage), and he wishes to get rockets, he can spend 100 experience points and have IFW 3 (minigun 3D) and IFW 1 (rockets 1D). This answers another question...if a character has zero in a specific field, it would cost 100 experience points to raise it to a 1..the same as for raising it to 2 (100 points)raising it to 3 would cost 200 experience points and so on....

Chapter Two – Attributes and Skills (Part II, Physical Attributes)

Physical Attribute Roles: The six physical attributes form categories and skills base for all of the character's skill types. The number of dice allocated between these attributes at the very start of the game must equal 18D. Once the dice are allocated, the physical attributes determine how many skills a character can have in any one physical attribute.

This will all be covered in greater detail in this chapter, and by the end of Chapter Five, everyone will have plenty examples of how this is handled and a fairly decent understanding of the process.

Below are the Physical Attributes:

Dexterity- This attribute deals with a character's hand-eye coordination and balance. Characters with a high dexterity score are nimble, quick, and accurate in ranged attacks. Robots and humans would use this attribute and its skills to fight from a distance, and defend themselves by avoiding attacks or parrying them.

Knowledge- This attribute deals with a character's memory, common sense, and common knowledge. Characters with a high knowledge score are wise: knowledgeable about a wide variety of subjects, have good memories, are excellent researchers and are typically street savvy.

Mechanical- This attribute deals with mechanical abilities such as piloting, and the usage of machinery in support of piloting or driving a vehicle or suit of power armor. For robot characters who transform into vehicles, the mechanical attribute represents their ability to strike at a ranged distance in vehicle form, as well as gives the necessary skills to avoid being struck by enemies at a range or up close. Characters with a high Mechanical attributes are excellent human drivers or pilots, or are robots who are just as or even more so comfortable in flight or driving as they are when walking.

Perception- This attribute deals with the character's awareness of his surroundings and those in his surroundings. Because of this awareness, he or she becomes more confident in bargaining, commanding others, and in other social settings. Perception rolls are used to alert players of danger, events taking place nearby that they are not involved in that may be an opportunity, or something they may want to get away from. Perception is also used to determine initiative in combat. Characters with a high Perception attribute are socially astute, are looked to for leadership, and are usually first responders in an emergency.

Strength- This attribute is two fold: it represents a character's ability to lift, grab, grapple and do physical damage…as well as it reflects a character's core toughness. It is used to cause melee and brawling damage, as well as it is designed to help the character resist damage should he or she be hit. Characters with a high Strength attribute are typically in great physical shape, work out to keep in that condition, and are typically more muscular or larger than their cohorts.

Technical- This attribute is related to both the knowledge and mechanical attributes. Most characters are technically inclined and can fix basic components or gear with little knowledge, but in order to engineer or repair most nuclear aged and beyond technology, one has to have specialized knowledge in order to fix or create something elaborate. Starships, Robots, advanced energy weaponry, and gadgets of great complexity are created by this attribute. Characters with high technical attributes are more inclined to become doctors, engineers, architects, and mechanics.

I noticed that characters that are smaller class sizes get bonuses to hit larger targets, and larger opponents are at a negative to hit smaller opponents (covered in intro/chapter 1). Are there skill checks made that are affected the same way?

Absolutely! Smaller characters are shooting at larger targets and because they are smaller, they are more likely able to sneak past something that is twenty to fifty feet tall...On the other hand, larger characters are very scary when they're angry or making demands.

Besides the attack skills (ranged, melee, brawling), skills like sneak, hide, pickpocket all grant size bonuses to smaller characters versus larger characters. I.e. a human character who has a high sneak skill would get a 6D bonus in efforts to sneak past a Class III transformer (could explain why Megatron or Soundwave were rarely able to catch Spike when he was making an effort to hide and

sneak around).

Likewise, for larger characters, generally they would receive a bonus to skills such as lifting and intimidation. Lifting bonuses are shown already in Chapter Two in reference to size (the more the character weighs, the more overall weight can lift in proportion to their own size). Intimidation...well, that's pretty self-explanatory. If you're a human character being held in the grasp of a Megatron...or have failed to sneak past him and he's pointing a fusion cannon at you, Megatron would have a +6D to his already very imposing Intimidation skill.

Chapter Two- Attributes and Skills (Part Three- Skill Listing and Descriptions)

Dexterity Skills

All skills marked with an * are opposed by the Dodge skill.

All skills marked with a ^ are opposed by the opposing Melee roll of the target (or Brawling if applicable).

The two melee combat skills are confusing, I need some clarification.

One can determine which skill one would be using for a melee attack by answering one simple question: Is one holding the weapon in their hand? If so, then it would be melee combat. If the weapon is a physical state weapon that is attached to a leg or elbow and spun around rapidly (for example, a helicopter blade or a hoist crane ball), this would be an integrated melee weapon.

How do advanced skills work?

Base Skill	Advanced Skill
Engineering 1D	Energy Weapons Repair
Scholar Applied Science	Engineering
Engineering 2D or Appl Science 6D	Robotics
First Aid 5D	Medicine
Physics 4D	Celestial Mechanics
Physics 4D	Astrogation
Brawling 4D	Martial Arts

Advanced skills advance at a rate of double the number in experience points; i.e. Medicine 1D takes two Exp points to raise to 1D+1. Specializations are at normal rate; i.e. Medicine: cybernetic surgery 5D would cost 5 Experience Points to raise to 5D+1.

Ordinarily, when a base skill is rolled, the advanced skill total may be rolled additionally if the GM allows (not all situations apply). I.e. medicine roll could

*Ranged Conventional Weapons: This skill reflects the user's accuracy with conventional ranged arms. This includes automatic and semi-automatic pistols, rifles, and submachine guns. These are non-attached weapons that are counted as payload if the robot transforms while carrying one.
Skill Type: Dexterity Base
Specializations: *revolvers, bolt-action rifles, assault rifles, autoloader pistols, flamethrowers…etc.*
Time to use: One action
Prerequisites: None

*Ranged Ancient Weapons: This skill reflects the user's accuracy with ancient ranged arms. This includes crossbows and bows. These are non-attached weapons that are counted as payload if the robot transforms while carrying one.
Skill Type: Dexterity Base
Specializations: *Compound Bow, Crossbow…etc.*
Time to use: One action
Prerequisites: None

*Ranged Energy Weapons: This skill reflects the user's accuracy with advanced technology weaponry that fires high energy plasma or lasers. These are non-attached weapons that are counted as payload if the robot transforms while carrying one.
Skill Type: Dexterity Base
Specializations: *Pulse Rifle, Null Ray, Fusion Cannon, Plasma Launcher, etc.*
Time to use: One action
Prerequisites: None

^Melee Weapons: This skill reflects the user's accuracy with melee weapons, ranging from the most ancient of swords to plasma swords. These are non-attached weapons that are counted as payload if the robot transforms while carrying one.
Skill Type: Dexterity Base
Specializations: *Plasma Mace, Plasma Axe, Energy Sword, saber, axe, vibroblade…etc.*
Time to use: One action for attack, active for full round for parry
Prerequisites: None

*Integrated Weapons System: Ranged: This skill reflects the user's accuracy with ranged integrated weaponry that can fire a wide variety of payloads, from conventional rounds to rockets, and even plasma. This is not a payload weapon, but an actual extension of the robot itself. Its power source is the robot's power core instead of an external magazine, gas canister or energy-clip.
Skill Type: Dexterity Base
Specializations: Depends solely on the character's choice of integrated ranged weapon system. If a player chooses to specialize in an integrated ranged weapons system, they can choose from the conventional, energy, and heavy weaponry depending on the type of weapon. For example, smaller robots may have a small laser weapon, or a conventional ranged weapon, whereas larger robots may carry heavy weapons and larger scale energy weapons.
Time to use: One action
Prerequisites: None

^Integrated Weapons System: Melee: This skill reflects the user's accuracy with melee integrated weaponry that can vary from weapons made of conventional metal (by Cybertronian standards) to high energy plasma. This is not a payload weapon, but an actual extension of the robot itself. Its power source is the robot's power core instead of an external energy-clip.
Skill Type: Dexterity Base
Specializations: Depends solely on the character's choice of integrated melee weapon system. If a player chooses to specialize in an integrated melee weapons system, they can choose from the conventional blades and hafts of metal to weapons consisting of energy. For example, smaller robots may have claws, or extending vibroblades, whereas larger robots may use parts of their vehicle transformation as weaponry…or they may hold a retracting plasma blade of some sort (one much more substantial than that of a smaller robot).
Time to use: One action for attack, active for one round for parry
Prerequisites: None

*Heavy Weapons: This skill reflects the user's accuracy with heavy weaponry. For Human characters, anti-tank weapons, crew-serviced machine guns, gatling guns, rocket launchers, and most mounted weaponry are "crew served or mounted weapons", but for Autobots and Decepticons, they are easily picked up and used, and may be similar in function to many of their heavy integrated ranged weapons systems.
Skill Type: Dexterity Base
Specializations: *Heavy Machine gun, gatling gun, rocket launchers, crew served weaponry*
Time to use: One action
Prerequisites: None

*Thrown Weapons: This skill reflects the user's accuracy with thrown weapons. For most characters, they would wish to specialize in a specific thrown weapon such as a dagger, a shuriken, or boomerang like weapon, but for Autobots and Decepticons, improvised weapons (such as cars, telephone poles, and concrete medians) can be used with devastating effects.
Skill Type: Dexterity Base
Specializations: *daggers, knives, shurikens, bolos, improvised weapons*Time to use: One action
Prerequisites: None

*Grenade: This skill reflects the user's accuracy with grenade-like weapons (indirect or mostly indirect weapons) and weapons that fire grenades.
Skill Type: Dexterity Base
Specializations: handgrenade, grenade launcher, moltov cocktail, satchel charge, claymore mine
Time to use: One action

Prerequisites: None

Dodge: This skill allows characters to dodge ranged attacks. Without it, the attacker would just have to roll a to hit difficulty based on range...with it, one can offset close quarters to hit difficulties by adding in a dodge roll (which is hopefully harder to beat than an easy to hit difficulty if you are the defender)
Skill Type: Dexterity Base
Specializations: *direct weapons, spread weapons, indirect weapons*
Time to use: Active for One Round
Prerequisites: None

Sneak: This skill represents the ability to remain unseen while on the move or while remaining still. It is opposed by the Spot skill or Perception attribute.
Skill Type: Dexterity Base
Specializations: pick a setting: *desert, city, forest*
Time to use: Active for a full round
Prerequisites: None

Hide:This skill represents the ability of hiding something on a person or out of view. It is opposed by the Search skill or the Perception attribute.
Skill Type: Dexterity Base
Specializations: pick an object category: *weapons, money, contraband...etc.*
Time to use: Active for a full round
Prerequisites: None

Run: This skill represents the ability of running while trying to keep one's balance over difficult terrain.
Skill Type: Dexterity Base
Specializations: *long distance, sprint*
Time to use: Active for a full round, possibly more
Prerequisites: None

Pick Pocket: This skill represents the act of trying to lift something off a person (steal) or plant an object on someone without them noticing. It is opposed by the Spot skill or the Perception attribute.
Skill Type: Dexterity Base
Specializations: pick an object category: *weapons, money, contraband...etc.*
Time to use: Active for a full round
Prerequisites: None

Martial Arts: Unlike Brawling which focuses on raw strength, martial arts uses finesse and combines strength and agility for power. It can be used to attack with the open hand, or defend against similar attacks.
Skill Type: Dexterity Advanced
Specialization: Pick a type of Martial Arts
Time to use: One action
Prerequisites: Must have a teacher; Brawling at 4D in proficiency
Effects: Brawling damage begins to do more damage than just the Strength attribute base, parries which involve actual physical contact, if done correctly will allow the parrying of hand held weapons.

Knowledge Skills

Astrogation Traveling from Earth to Char to Cybertron to Junk...or to other planets around the universe take planning through mathematical calculation. For the galaxy itself moves...
Skill Type: Knowledge Advanced
Specializations: Specific Galactic Route...i.e. Earth to Cybertron
Time to use: 1 minute to a day
Prerequisites: Must have a teacher; Scholar: Physics at 4D in proficiency

Alien Species: This skill represents the knowledge gathered about alien species. Humans would consider Cybertronians, Quintessons, and other races to be alien.
Skill Type: Knowledge Base
Specializations: Alien lifeform races...
Time to use: One round
Prerequisites: None

Bureaucracy: This skill represents the knowledge gathered about a specific government, or branches within it.
Skill Type: Knowledge Base
Specializations: Iocon Affairs, US Government, Sector 7
Time to use: One round to several days
Prerequisites: None
Affects: This skill can be used in two main ways: first to make an educated guess as to how a specific group or organization would react in certain events, or to guess as to what can be expected from the group. Secondly, it can be used to take steps in making things happen within a bureaucracy: i.e. filling out the right forms, speaking with the right people, etc.

Business: This skill represents a character's working business knowledge. It helps a character negotiate prices, determine real value of products, and establish contacts in the business world.
Skill Type: Knowledge Base
Specializations: Field or specific companies
Time to use: One round to a full day or longer
Prerequisites: None

Celestial Mechanics: This skill is used in conjunction with astrogation. Astrogation is the skill used to move from star to star, or planet hop. Celestial mechanics are used to enter a planet's atmosphere and land successfully after moving at hypersonic speeds. The type of atmosphere determines the difficulty of one's approach.
Skill Type: Knowledge Advanced
Specializations: Single Entry, Starship Entry
Time to use: One round, but can be planned over weeks
Prerequisites: Must have a teacher; Scholar: Physics at 4D in proficiency

Intimidation: Characters who are frightening in appearance or skilled in interrogation techniques that can play upon a target's fears can use this skill to force opponents into fright, to obey commands, or reveal secrets
Skill Type: Knowledge Base
Specializations: fear, interrogation
Time to use: one round
Prerequisites: None

Languages: There are only a few relatively common languages spoken across the Earth, and the galaxy at large is no different.
Skill Type: Knowledge Base
Specializations: Specific type of language
Time to use: One round
Prerequisites: Base difficulties for a language are dependent on the complexity of a language, and then the complexity of what is trying to be communicated...i.e. simple languages that many beings partially or fully understand with simple statements being made are the easiest to relay and comprehend.

Gaining Fluency in a language: (1) A language can be specialized in. Once that specialization reaches 5D, they are considered fluent. (2) A character that makes 10 Difficult language rolls to speak a specific language is considered fluent in that language, no longer needing to make language rolls in order to speak that language. I.e. Optimus Prime, Jazz, Ratchet, and Ironhide must have done language tutorials over the world wide web while in transit to earth.

Law Enforcement: This skill represents a wide variety of knowledge pertaining to any of the following: law enforcement procedures and techniques, laws of a jurisdiction, as well as the temperament of law enforcement in a certain area.
Skill Type: Knowledge Base
Specializations: Type of jurisdiction
Time to use: One round
Prerequisites: None

Navigation: This skill allows a character to plot a course through air, sea, or land to get from one destination to another.
Skill Type: Knowledge Base
Specializations: Air navigation, land navigation, sea navigation
Time to use: Anywhere from one minute to a day.
Prerequisites: None

Planetary Systems: This skill gives a character an idea of the geology, environment, life forms, and technology of a world, or a specific system.
Skill Type: Knowledge Base
Specializations: A specific system
Time to use: One round
Prerequisites: None

Scholar: A character who has been trained in a particular field of study can use this skill to aid him or herself in other skills. Mathematics and science can often help most mechanical or technical skill applications, as well as history may help in dealing with different cultures or during business meetings.
Skill Type: Knowledge Base
Specializations: field of study
Time to use: one round to several days
Prerequisites: None

Streetwise: A streetwise character has an understanding of illegal activity in an area, and more specifically, who is involved with the illegal activities.

Skill Type: Knowledge Base
Specializations: A particular gang, Cobra, etc.
Time to use: One round, may take up to several days for obscure information
Prerequisites: None

Survival: Characters are sometimes forced to exist in dangerous and hostile environments without food, water, or shelter being provided. The survival skill represents a character's knowledge of these places and what they can do in order to survive in places such as the desert or the blackness of space.
Skill Type: Knowledge Base
Specializations: mountains, forest, desert, space…etc.
Time to use: one round when reacting to danger, an hour or more when looking for provisions.
Prerequisites: None

Tactics: The tactics skill represents a character's ability to perform certain deployments, as well as being able to react to an enemy force. For example, a character may specialize in performing sieges, but also has a tactical specialty in understanding the method of operations for the Constructicons.
Skill Type: Knowledge Base
Specializations: A particular type of deployment, or an understanding of a particular enemy.
Time to use: A round to several minutes
Prerequisites: None

Willpower: A character with a high willpower can resist temptation, pain, and fear in order to persevere…or survive.
Skill Type: Knowledge Base
Specializations: persuasion, intimidation
Time to use: One round
Prerequisites: None

Mechanical Skills

Armor Weapons: Accuracy with ranged weapons on exo-suits and robot armor is determined with this skill.
Skill Type: Mechanical Base
Specializations: rockets, lasers, torch cutters, shock prod...etc.
Time to use: one action
Prerequisites:: None

Auto Evasion / Operation: A human sized character would use this skill to perform maneuvers or to dodge enemy attacks. This skill also serves as a vehicular dodge for transformed robots who turn into cars.
Skill Type: Mechanical Base
Specializations: sports car, sedan, pick-up truck,
Time to use: One action
Prerequisites:: If not a vehicle transformed into, must have been taught this skill

Beast Riding: This skill encompasses knowledge about beasts and how to get them to follow commands. Also serves as a dodge while riding.
Skill Type: Mechanical Base
Specializations: Horses, Dinobots...etc.

Time to use: One round to one action
Prerequisites:: None

Vehicle Weapons: Accuracy with ranged weapons on vehicles is determined with this skill. Also, if tranformed robots wish to use weapons, this is the skill they would use to judge accuracy
Skill Type: Mechanical Base
Specializations: typically whatever the robot uses as weaponry
Time to use: one action
Prerequisites:: None

If I am driving in vehicle form but want to launch a rocket (that are exposed when I lift the bed of the dump truck a bit) would that be vehicle weapons or IWSR? It is not a weapon normal found on a dump truck - but it is in this case / but it is also an integrated weapon...

They can come out from under the bed, from out of the headlights or wherever you choose...The main factor is that you're using them in vehicle form and would be considered a "transformed robot"...so the skill would be vehicle weapons.

Artillery: Human and Cybertronian militaries use shipboard weaponry, and ground based weaponry mounts capable of doing great harm from afar. These weapons aren't often aimed at a target through sights, but instead use coordinates to fire at targets
Skill Type: Mechanical Base
Specializations: solid non-explosive shell, laser, bombs
Time to use: one round
Prerequisites:: None

Ground Combat Vehicle Evasion / Operation: A human sized character would use this skill to perform maneuvers or to dodge enemy attacks. This skill also serves as a vehicular dodge for transformed robots who turn into LAVs, tanks and APCs.
Skill Type: Mechanical Base
Specializations: tank, LAV, Amtrak, mobile artillery
Time to use: One action
Prerequisites:: If not a vehicle transformed into, must have been taught this skill

Helo Evasion / Operation: A human sized character would use this skill to perform maneuvers or to dodge enemy attacks. This skill also serves as a vehicular dodge for transformed robots who turn into helicopters.
Skill Type: Mechanical Base
Specializations: Attack helicopter, transport helicopter,
Time to use: One action
Prerequisites:: If not a vehicle transformed into, must have been taught this skill

Jet Evasion / Operation: A human sized character would use this skill to perform maneuvers or to dodge enemy attacks. This skill also serves as a vehicular dodge for transformed robots who turn into cars.
Skill Type: Mechanical Base
Specializations: sports car, sedan, pick-up truck,
Time to use: One action

Prerequisites:: If not a vehicle transformed into, must have been taught this skill

Power Armor Evasion / Operation: Those wearing exo-suits would use this skill to operate the normal functions of the suit, as well as to dodge enemy attacks, and or transform into a vehicle. Once in vehicle mode, the character would continue to use the power armor evasion to dodge attacks.
Skill Type: Mechanical Base
Specializations: specific type of powered armor
Time to use: one action
Prerequisites:: none

High Technology Evasion / Operation: A human sized character would use this skill to perform maneuvers or to dodge enemy attacks. This skill also serves as a vehicular dodge for transformed robots who turn into spacecraft.
Skill Type: Mechanical Base
Specializations: Autobot Shuttles, Decepticon Cruisers
Time to use: One action
Prerequisites:: If not a vehicle transformed into, must have been taught this skill

Vehicle Sensors: Sensors aboard ships mostly have bonus arrays that aid in efforts to pick up life forms, energy readings, and long distant objects.
Skill Type: Mechanical Base
Specializations: heat sensors, life detectors
Time to use: 1 round
Prerequisites:: None

Vehicle Communications: Most comms are easy rolls, the difficulty goes up when unscrambling enemy comms using this roll.
Skill Type: Mechanical Base
Specializations: line of sight links, radio, space bridge link...
Time to use: 1 round
Prerequisites:: None

Perception Skills

Bargain: This skill can be used to haggle for merchandise. Success lowers prices, and failure increases prices
Skill Type: Perception Base
Specializations: weapons, drugs, medicine, etc.
Time to use: One round to several minutes
Prerequisites:: None

Command: Command is used to coordinate attacks, as well as when teams are working together on tasks. The amount of people being commanded, and their allegiances effect the difficulty of the roll.
Skill Type: Perception Base
Specializations: Autobots, Decepticons, Constructicons, Protectobots
Time to use: one round
Prerequisites:: None

Con: Conning can be used to trick others into thinking one is doing something opposite of what one is doing...in other words, lying and misdirecting.
Skill Type: Perception Base
Specializations: fast talking, disguise
Time to use: None
Prerequisites:: None

Search: Used when a character is searching for something hidden.
Skill Type: Perception Base
Specializations: tracking
Time to use: one round to several minutes
Prerequisites:: None

Forgery: Skilled used to make fake documents, or alter them.
Skill Type: Perception Base
Specializations: security IDs, checks, documents, etc.
Time to use: one round to several days
Prerequisites:: None

Gambling: General knowledge of games of chance...Highest roll wins the pot.
Skill Type: Perception Base
Specializations: poker, dominos, etc.
Time to use: one round to several hours
Prerequisites:: None

Spot: A perception skill used to locate movement, or detect ambush within the character's surroundings.
Skill Type: Perception Base
Specializations: often referred to as the easily improveable Perception check.
Time to use: one round
Prerequisites:: None

Scan: Used to detect life signs and statistics. Most often used to gain insight on the strength, experience, health, weaknesses, injuries, and armaments of a being.
Skill Type: Perception Base
Specializations: weaponry, health, experience
Time to use: one round to several minutes
Prerequisites:: None

Investigation: Used to gather information on a target or dig for obscure information about an area.
Skill Type: Perception Base
Specializations: locale or type of information, i.e. criminal records
Time to use: One round to several days
Prerequisites:: None

Persuasion: A diplomatic way of doing a little bit of conning and bargaining. Rewards can be offered and based on the amount of dice one has in the skill, the more likely the opposing party will agree and the issue won't end in failure or compromise.
Skill Type: Perception Base
Specializations: flirt, oration, storytelling

Time to use: one round to an hour
Prerequisites:: None

Strength Skills

Brawling: While in many instances unorthodox and informal, this form of fighting is dangerous nonetheless. Strength damage is dealt to an opponent wo fails to defend himself using the same skill.
Skill Type: Strength Base
Specializations: bar boxing, streetfighting, military recruit combat
Time to use: one action
Prerequisites:: None

<u>**Lifting**: The raw ability to lift an object and hold it over one's head.</u>

Very Easy: 1/4 weight
Easy: 1/2 weight
Moderate: 3/4 weight
Difficult: Weight
Very Difficult: 1.5 weight
Heroic: 2 x weight

Skill Type: Strength Base
Specializations: none
Time to use: one action to one round
Prerequisites:: None

Stamina: Whether a character is a flesh creature or a cybernetic organism, they have physical limitations. If a character is pushed beyond their physical norms, they would have their physical limits tested in the form of this skill. It would represent their ability to keep moving onward and fight off the effects of fatigue...
Skill Type: Strength Base
Specializations: none
Time to use: 1 round
Prerequisites:: None

Swimming: While Autobots and Decepticons don't drown, they need to stay afloat through swimming or they'll sink.
Skill Type: Strength Base
Specializations: rivers, lakes, oceans
Time to use: Several Minutes to several hours.
Prerequisites:: None

Climbing/Jumping: Characters that can't fly use this skill to scale buildings or large gaps between surfaces.
Skill Type: Strength Base
Specializations: long jump, rope climb, high jump
Time to use: 1 action
Prerequisites:: None

Technical Skills

Demolitions - This skill represents the knowledge of demolitions charge types an explosives expert would use and the proper application of the charge for maximum effect.
Skill Type: Technical Base
Specializations: improvised, energon
Time to use: one round to several hours
Prerequisites:: Need the detonating material and tools for set-up.

Energy Weapon Repair: This skill represents the knowledge of parts and functions of energy weaponry and the knowledge of tools used to make repairs.
Skill Type: Technical Advanced
Specializations: energy blades, cannons, plasma ejectors...etc. A specific type of energy weapon.
Time to use: one round to several days
Prerequisites:: Must have 4D in Scholar: Physics, or must have at least 1D in Engineering. Must have necessary skills to perform task.

Engineering: An advanced skill that is the foundation for the construction and repair of most advanced technical skills.
Skill Type: Technical Advanced
Specializations: Typically, one that reflects a field of engineering study: mechanical, electrical, civil, chemical, etc.
Time to use: one round to several days.
Prerequisites:: Technical Attribute of 3D, or must have 4D in Scholar: Math or an Applied Science

Conventional Weapon Repair: This skill represents the knowledge of parts and functions of conventional weaponry and the knowledge of tools used to make repairs.
Skill Type: Technical Base
Specializations: pistols, rifles, submachine guns...etc
Time to use: one round to several days.
Prerequisites:: None

First Aid: When a character is hurt and requires immediate stabalization or treatment for minor injuries, the medic would use this skill to provide the proper attention. See section in Combat and Injuries, Chapter 6 where Ratchet speaks about these matters at length.
Skill Type: Technical Base
Specializations: specific patient species
Time to use: 1 round to several minutes
Prerequisites:: None

Robotics: Robots don't require medicine - they require diagnostic and repairs through an understanding of robotic systems. With this skill, robots can be brought back to working service from just short of having their sparks extinguished. See section in Combat and Injuries, Chapter 6 where Ratchet speaks about these matters at length.
Skill Type: Technical Advanced
Specializations: Autobots, Decepticons, drones
Time to use: 1 round to several days
Prerequisites:: Must have 2D in Engineering, or 6D in an Applied Science

Medicine: First aid doesn't solve all medical problems. With the first aid skill, brain surgery isn't

possible....more thorough medical treatment is used to treat much more dire wounds. See section in Combat and Injuries, Chapter 6 where Ratchet speaks about these matters at length.
Skill Type: Technical Advanced
Specializations: type of patient
Time to use: one round several days
Prerequisites:: Must have 5D in First Aid

Conventional Vehicle Repair: This skill represents the knowledge of parts and functions of conventional vehicles and the knowledge of tools used to make repairs.
Skill Type: Technical Base
Specializations: cars, trucks, tanks, boats..etc.
Time to use: one round to several days.
Prerequisites:: None

High Technology Vehicle Repair: This skill represents the knowledge of parts and functions of high technology vehicles and the knowledge of tools used to make repairs.
Skill Type: Technical Base
Specializations: Decepticon Cruisers, Autobot shuttles, Junkion Junker....Quintesson Starship...etc.
Time to use: one round to several days.
Prerequisites:: None

Primitive Construction: This skill represents the knowledge of basic construction and the knowledge of tools used to make repairs. Autobots tend to use this skill alot in the aftermath of battles on earth against the Decepticons. Buildings, bridges, roads, and damns often need repair when they become the backgrounds for high energy weapons...
Skill Type: Technical Base
Specializations: bridges, buildings...etc.
Time to use: one hour to several months
Prerequisites:: None

Security: This skill is used in efforts of bypassing physical security. The higher the dice total, the more knowledge a character has in getting past blast doors, security cameras, or other security measures.
Skill Type: Technical Base
Specializations: vault doors, security cameras, heat sensors..etc.
Time to use: one round
Prerequisites:: None

Computer Operation / Repair: Computer programming / repair can be used to fix computers that have been damaged, and also used to bypass computer security...i.e. hacking.
Skill Type: Technical Base
Specializations: hacking, repairs..
Time to use: one round to several days
Prerequisites:: None

Chapter Two - (Part IV -Special Abilities)
There are currently almost 60 special abilities that can be picked at character creation or gotten later in time through advancement. Some of the abilities have prerequisites, some have multiple levels, each level giving the user significantly more ability. Just about every special ability has an energon expenditure, and it will be described in detail as to whether the expenditure will be per usage, per round, or whether or not there even is an expenditure.

*Denotes special ability that humans can acquire
**Denotes special ability that only humans can acquire

Special Ability Name / Number of levels the special ability has

Air Jets 1
Prerequisites: none
Power Description: Air jets are built into the robot's legs or back, allowing them to add +5D to the robot's jump skill. A character can jump much higher than they would ordinarily. The best feature of the special ability is that it doesn't consume energon. Its drawback is that it only works in atmosphere.
Energon Expenditure: none

*Acrobatic 1
Prerequisites: Climbing / Jumping Skill and a Dexterity of 3D
Power Description: This ability grants an extra acrobatic dodge. Dice used for Climbing / Jumping can be used in all dodge actions while on the ground.
Energon Expenditure: none

FAQ Issue 33

Quote:
Acrobatic = Is it right to think that if a class 1 character with 4dex and 4str will have a combined dodge dice roll of 12d when dodging something shot by a class 3 (4d dodge + 4d climbing/jumping from acrobatic + 4d difference between I and III) ? Is there a class/size restriction on choosing Acrobatic (should there be?)

Consider this...it is hard to hit something smaller than you are at a range or up close...It is even harder to hit something smaller than you that is moving...and even more difficult to hit something smaller that can leap, spin and roll for its life if it needs to. A Class I character who has a Dex of 4D and a Str of 4D + size difference bonus is likely to survive direct weapon actions against him from a Class III character. The danger lies in the amount of damage that the blast from a Class III character does to the surrounding area of where a Class I character is (indirect weapons). The Class III character might not be able to target the Class 1 robot, but he can target the large chunk of street or building he's standing on...when you figure it that way, Acrobatic is a good thing to have when making a run for it from a Class III plasma wave gun. Keep in mind the fight...no...massacre that Blackout unleashed on the military forces at the beginning of the live action movie. Based on his weaponry (appeared to be a

*Aerial Combat 1
Prerequisites: Must be used in flying a vehicle or being a robot capable of transforming into an air
vehicle.
Power Description: 1/2 of dodge dice can be applied to existing vehicular evasion skill. 1/2 of
ranged weapons dice can be applied to vehicular weapons dice.
Energon Expenditure: none

*Ambidextrous 1
Prerequisites: none
Power Description: Robots are already ambidextrous, but humans are note. This ability allows a
person to use paired weapons with no offsets. See Chapter Six for rules concerning paired weapons
and ambidexterity.
Energon Expenditure: none

*Athlete 1
Prerequisites: A character can have no specializations in Strength Skills, and a Strength of 4D
Power Description: For generalizing ones strength skills, they can become a well rounded athlete
and improve all their skills under the Strength attribute all at once. Each skill would improve at the
double the normal cost, but it would improve all five Strength skills (Brawling, Climbing/Jumping,
Lifting, Stamina, and Swimming)
Energon Expenditure: none

My original intent was in line with characters improving other skills besides
Strength skills, and then spending 8 or so experience points to raise all the skills
under Strength at 4D to 4D+1. If someone at character creation puts lots of dice
in certain Strength skills, the benefit is still there, but the skill that has the
highest dice rating would set the cost.

For example, if a character has Strength 4D, Brawling 6D, Stamina 4D,
Swimming 4D, Climbing/Jumping 4D...

It would cost 12 exp to improve to Brawling 6D+1, Stamina 4D+1, Swimming
4D+1, Climbing/Jumping 4D+1...

*Architect 1
Prerequisites: Knowledge 3D, Technical 3D
Power Description: Knowledge attribute is applied in conjunction with any design usage of
technical skills (i.e. designing weaponry, buildings, vehicles) (**Corrected Errata Issue 6**) Does
being an architect help with actually repairing things? Yes. It is assumed that if you can design or
build something, you can repair it...and probably repair it with with much greater ease than
someone either guessing how to rig something or someone not trained in design. Is designing
something harder than doing a repair? I would have to say so. You can count on the difficulty of a
design project of a ship as being much more difficult than simply repairing it. This means that if one
has the skill of Primitive construction, energy weapon repair, conventional weapon repair, robotics,
conventional vehicle repair, high technology vehicle repair, one could use their Architect special

ability in the repair of an item, vehicle...possibly even themselves or friends if they are Cybertronians. In effect, an individual using this ability would be rolling their repair skill, their Knowledge attribute roll, and possibly engineering combined as well for any repair they attempt....Meaning if they have the time and the tools, there is a way to fix some very complex stuff. This is truly a dynamic and versatile special ability.
Energon Expenditure: none

Combiner Limb 2
Prerequisites: Assigned as a part of a combiner team, Class I or II Transformer
Power Description: Ability to merge with up to five others into a Class IV champion robot. Having 1 level of special ability in Combiner Limb means that one is a fixed leg or arm. Having 2 levels of the special ability means that one can switch.
Energon Expenditure: None

Combiner Body 2
Prerequisites: Assigned as a part of a combiner team, Class III Transformer
Power Description: Ability to merge with up to five others into a Class IV champion robot. Having one level of Combiner Body allows a the Class III tranformer to combine with team members. Having two levels of Combiner Body allows the acceptance of other combiner teams (i.e. a Stunticon merging with Bruticus).
Energon Expenditure: None

Charger 2
Prerequisites: None other than posessing an integrated energy weapon.
Power Description: The charger special ability allows an extra point of energon to be spent per usage of an integrated energy weapon for an extra 1D of damage. With one level of the special ability, one extra dice is added (energon expenditure 2). With two levels of the special ability, two extra dice can be added (energon expenditure would be 3)
Energon Expenditure: Power only requires energon when the weapons are firing.

Color Shifter 2
Prerequisites: none
Power Description: Color shifting abilities can aide an Autobot or Decepticon in many ways. It can disguise them further in their vehicle form (i.e. if enemies are looking for a red car, and they disguise themselves from red to blue), and it can aide them in their environment (i.e. a character changes from gray to orange to be seen better in case of emergency...or from white to black to avoid detection at night...+2D to Sneak and Hide). One further application of this power (with two selections) is that a character can completely blend in with his or her surroundings (almost as if they are bending light around them +4D to Sneak and Hide).
Energon Expenditure: 3 for a color change, 6 for environmental blend...(**Errata Issue 7, corrected**) 6 energon for environmental blend every minute in order to prevent returning back to default color.

Diagnostic 2
Prerequisites: First Aid 5D, Medicine 1D
Power Description: For the first selection of this power, one would add +2D to any medical skill roll (i.e. first aid, medicine and robotics). The knowledge attribute is applied to rolls instead of the +2D bonus after selecting Diagnostic 2.
Energon Expenditure:none for Diagnostic 1, 5 points per Knowledge attribute application (Diagnostic 2)

Extra-Payload 2
Prerequisites: none
Power Description: Extra space is built aboard the robot character for extra weapons, items and tools. Adds one extra point of payload.
Energon Expenditure: none

Electronic Hijack 2
Prerequisites: Brawling 4D, Perception 4D, Command 5D, Intimidation 4D
Power Description: This ability gives the user the ability to make an attempt at becoming the master in a master/slave relationship with another Cybertronian construct (it doesn't work on biologicals). A successful hand to hand touch attack must be made in order to make the attempt. Attackers would roll Perception versus the target's Perception. At second selection of this power, a user can make a verbal command attempt if their victim is within 10 meters x character class. I.E. Class 1 = 10 meters, Class 2 = 20 meters, Class 3 = 30 meters...etc.
Energon Expenditure: If successful slave-out is made, 5 energon per three rounds

Energon Vampire 1
Prerequisites: Perception 4D, Strength 3D, Brawling 4D
Power Description: A character can attempt to steal energon from opponents on the battlefield. A successful hand to hand touch attack must be made in order to make the attempt if the victim is unwilling or in a position where they can resist. Attackers would roll Perception versus the target's Perception. Characters who cannot resist can be drained with repeated usages of this power.
Energon Expenditure: 1point to make the attempt...up to 10 points can be received.

Energon Port 1
Prerequisites: This special ability is actually built onto the character (the special ability is fortitude to withstand the energy)
Power Description: A user can hook a generator or power source up to their body to fuel their abilities or weapons. Depending on the type of generator, this can increase their reserve, the power of their attacks, or both. This is a GM call.
Energon Expenditure: none

Engineer 1
Prerequisites: Must have tools used for practical artisan or medical trades for this power to be worthwhile. War and Espionage packages don't fall under this ability: see Warrior 1
Power Description: Tools that use energon for cutting, drilling, welding...etc. don't expend energon as they normally would...in fact, the energon expenditure is half.
Energon Expenditure: none, basically this power makes tools for engineering much more efficient in their energon expenditure.

Force Field 2
Prerequisites: none
Power Description: The Autobot or Decepticon can use his own force of will to project a forcefield around him or herself. With application one, the energy field is the Strength of his or her Perception roll. With Force Field 2, the energy field uses the dice from Perception and Knowledge. I.e. if a Class II Autobot has 4D in Perception, and 3D in Knowledge, the Force Field strength would be 7D class II scale.
Energon Expenditure: The Force field can be extended out 10 meters in all directions x Class scale. For Force Field 1, the expenditure is 10 per round. Force Field 2 is 20 per round.

*Hacker 1
Prerequisites: Security 3D, Computer Programming / Repair 3D
Power Description: Knowledge rolls would be applied to rolls made to exploit electronic security measures, as well as hacking into computer systems.
Energon Expenditure: none

Headmaster 1
Prerequisites: See note below
Power Description: A headmaster robot tends to have little advantage in robot form from any other robot, but in vehicle form, the main robot can drive, while the other robot or suited human who forms the main robot's head can perform other skills unpenalized during the same round...i.e. a vehicular dodge can be performed by Chromedome while at the same time the vehicle's weapons are used by Stylor with no penalties because the two actions are performed by separate entities instead of just one.
Energon Expenditure: none

If a character wishes to play a Head-Master, Target-Master, or a Symbiotic Master, can they have an NPC assigned to be their head, weapon, or symbiote?

Absolutely yes…however it doesn't work the other way around. In other words, one can be the main body and have an NPC that turns into your character's head, weapon, or symbiote, but you cannot be the weapon, the head, or the symbiote and have a main robot assigned to you.

Hologram 2
Prerequisites: Knowledge 2D+2 - This power requires a robot have an imagination.
Power Description: Holograms can be simple or very elaborate, but what sets the power levels apart (1 and 2) is that with two selections of this special ability, the Holograms can actually interact with targets (i.e. move, shoot, dodge, talk..etc.)
Energon Expenditure: 2 for very simple illusions (smoke coming from a building), 5 for illusions that are complex (an image of a person with detail about the face), +10 for every one time larger the illusion is than the hologram caster. For example, Hound using his Holgram ability to create a fake power plant for the Decepticons to attack left him fairly depleted. +5 for every 12 rounds of usage.

Improved Sense 1
Prerequisites: Perception 3D, Knowledge 3D
Power Description: Knowledge roll is rolled with all Perception checks (i.e. spot, scan, search)... (corrected by Errata, issue #3) All perception checks concerning "Sensory Applications." Not all perception checks are covered under this ability (including initiative checks...at least with one pick it doesn't). Bargain, Con, Persuasion, Command...they fall under Perceptions because one has to be perceptive in order to use them effectively, but Improved Sense is designed to boost skills like spot, scan and search (visual awareness). The above should have said Improved Sense is going to be a 2 pick Special Ability. The above covers the first pick. With two picks of this skill, it also covers initiative checks.
Energon Expenditure: none

Invisible 2
Prerequisites: Dexterity 3D - This power requires good motor function and body control.
Power Description: This powerful special ability in its lesser form allows a robot to turn

completely invisible provided that they hold almost perfectly still. The greater ability allows a player to move and remain invisible. Discharging of energy weapons will render an invisible user as visible (this doesn't stop a character from blackjacking while invisible).
Energon Expenditure: 15 for 1 round

Junked 2
Prerequisites: You must be a Junkion
Power Description: End of the line my valentine...or er Geron-ron-ronimo! With this power, you can take a direct hit and suffer just short of complete vaporization, and within seconds you begin to heal without a roll or the need for medical care...provided you are on the planet of Junk, or in an area like a junkyard or near lots of spare parts....But wait...there's more...If you order two levels now of Junked, you can even be off world or away from spare parts...heck, your ashes could be scattered over junk and within minutes (i.e. you can get killed offworld and have a friend bring your remains back to Junkion...), you'd be up and running...complete with 10 year / 100,000 mile warranty. Hurry, order now, operators are standing by.
Energon Expenditure: 0 for a dazing (1-4 points of damage difference), 2 for stunned (5-9 points of damage difference), 4 for having your diodes scrambled (10-14 points of damage difference), 6 for a wounding (15 points of damage difference), 8 for second wounding (16-19 points of damage difference), 10 for third wounding (20-24 points), 15 for incapacitation (25-30), and 25 for spark failure (i.e. twenty percent of the robot must remain in order to be saved by junk).

Kamikaze 1
Prerequisites: Strength of 4D
Power Description: Some would say this method of attack is not using one's head, when in fact, that's exactly what one is doing. Ramming is very dangerous, but this power protects those who wish to attempt ramming. It grants one character class size larger in resisting impact damage. For example, A class II character who turns into a Class III vehicle rams a target. Opposing Strength rolls are rolled to see which target is the most damaged. The rammer would resist as a Class IV vehicle, and the target would resist damage that was Class III in scale.
Energon Expenditure: 10 per impact

*Leadership 1
Prerequisites: Knowledge 3D, Command 4D
Power Description: Knowledge roll is applied to command rolls.
Energon Expenditure: none

Mutant Spark 1
Prerequisites: none
Power Description: It's a risky proposition allowing the GM to pick what a character's special ability is...but this special ability allowed Starscream to live beyond the grave.
Energon Expenditure: none

Matrix of Leadership 1
Prerequisites: One must be a Matrix bearer...i.e. You're Optimus Prime or Rodimus Prime....or they're dead and you inherited it (you must be an Autobot)
Power Description: The Matrix of Leadership makes one more fit to lead by example. Each skill is improved by 2D, character class size is changed to Class III if not already, and energon reserve increases to 200.
Energon Expenditure: none

Magnetic Force 2
Prerequisites: none
Power Description: With the first application of this power, the character can control magnetic forces within him or herself. This allows them adhesion on metallic surfaces. The second application of this power allows them awesome ability to do ranged retrieval of all smaller class hand held enemy weaponry that are within 10 meters x class level. I.e. a Class II transformer could attempt disarming of enemies Class I and smaller within 20 meters. Opposing rolls are Perception.
Energon Expenditure: 5 for adhesion, 10 for disarming property.

Macro-Changer 1
Prerequisites: none
Power Description: This power allows a robot to skip one size gap and transform into larger vehicle than their robot form. I.e. the Decepticon seekers who are all Class II robots who turn into Class IV fighter jets.
Energon Expenditure: none

Micro-Changer 1
Prerequisites: none
Power Description: This power allows a robot to skip one size gap and transform into smaller vehicle or object than their robot form. I.e. the Decepticon Soundwave who is a Class III robot who turns into a tape deck.
Energon Expenditure: none

Multi-changer 3
Prerequisites: Dexterity 4D; The ability to take on multiple vehicular forms requires that a robot be very flexible and have a great amount of control over his or her body.
Power Description: Springer, Octane, Astrotrain, Blitzwing...all of these Cybertronians are able to take on multiple vehicular forms. Most Cybertronians who take on multiple forms are referred to as Triple-Changers, but some have devoted more time to gaining special access to more vehicular forms. With one application of this special ability, one would roll a dice to see if they take one or two additional forms. An odd roll means one is a triple changer. An even roll means one is a quadra-changer. Two slots of the special ability allows the possibility of a quinta-changer. Three slots allow one to be a hexa-changer.
Energon Expenditure: none

*Navigator 1
Prerequisites: Must have the Astrogation advanced skill
Power Description: Most robots have navigation computers, but in the instance of this special power, the navigation system or part of the person's brain that handles mathematical figurings is far faster than normal...in fact, a person or robot that has this ability could be considered a mathematical genius. +4D to Navigation and Astrogation rolls.
Energon Expenditure: none

**Occultist 3
Prerequisites: Intelligence 4D
Power Description: This special ability comes with study of earth's powers; elemental magic. There are three different levels of study; Novice, Journeyman, and Master. Upon initial study (Occultist 1), characters can learn skills up to 4D under their knowledge attribute: the skills are Earth, Air, Water, and Fire. Occultist 2 allows a character to learn up to 8D in proficiency in these four skills. Occultist 3 allows way beyond 8D; though it is rare to see anything above 12D. Most of

the time, study in this field is for learning destructive forces. Novices do 1/4 their skill dice in the skill in damage, Journeymen do half, and Masters do full damage. Sometimes this special ability is chosen from the beginning at Occultist 3. This represents a character's potential. They will not start doing half damage of their skill dice rating until after they've passed 4D, and won't do full damage fo their skill dice rating after they've passed 8D.

Energon Expenditure: None; but this power can leave characters exhausted. Characters who are casting at the novice level must make a moderate stamina roll per casting; Journeymen a difficult stamina roll, and a heroic stamina roll for master casters. Penalties for failure of stamina rolls can be as minor as a stunning or fatigue to being rendered unconscious or death. Failure for knowledge skill roll during casting could result in losing control of the spell and possibly striking an ally, or calling down elemental powers upon oneself.

*Pilot 1

Prerequisites: Must have a Mechanical of 3D

Power Description: A person or robot with this ability feels far more comfortable in the seat of a high performance vehicle, jet or spacecraft than they do on their own two feet. +3D to vehicle evasion / ops skill, vehicle weapons, vehicle comms

Energon Expenditure:

**Psychic 3

Prerequisites: Perception 4D

Power Description: This special ability comes with study of the mind and how it can be used to alter its surroundings. There are three different levels of study; Novice, Journeyman, and Master. Upon initial study (Psychic 1), characters can learn skills up to 4D under their knowledge attribute: the skills are Mind, Body, Aura. Psychic 2 allows a character to learn up to 8D in proficiency in these four skills. Psychic 3 allows way beyond 8D; though it is rare to see anything above 12D. Most of the time, study in these fields are for insight, healing, and manipulating one's environment. Rarely are these abilities used for attack, but if a mental attack is used it would do 1/4 skill dice damage for novices, 1/2 skill dice damage for journeymen, and full dice damage for masters. Sometimes this special ability is chosen from the beginning at Psychic 3. This represents a character's potential. They will not start doing half damage of their skill dice rating until after they've passed 4D, and won't do full damage fo their skill dice rating after they've passed 8D.

Energon Expenditure: None; but this power can leave characters exhausted. Characters who are casting at the novice level must make a moderate stamina roll per casting; Journeymen a difficult stamina roll, and a heroic stamina roll for master casters. Penalties for failure of stamina rolls can be as minor as a stunning or fatigue to being rendered unconscious or death. Failure for knowledge skill roll during casting could result in losing control of the action (mental attack, mental stun, telekinetic attack, etc.) and possibly striking an ally, or calling down psychic powers upon onself.

Quake 2

Prerequisites: Strength 3D, Technical 3D

Power Description: Extremely powerful in the hands of Class II transformers and above, this devastating ability does STR damage to a 10 meter x character Class size area around the transformer. A second selection of this power grants a very noticeable range boost of 100 meters x character class size. Surrounding structures would roll their strength versus the strength of the Quake output. Characters within the radius of effect would roll their Dexterity versus the Strength damage output to see if they remain upright. Due to size, larger characters would have a bonus to damage output by quake, and larger characters would have a bonus to their Dexterity to remain on their feet.

Energon Expenditure: 15 per round (doesn't count as an action, but instead is a full round action)

Quadratanium Skin 2
Prerequisites: none
Power Description: Extra armor...plain and simple. Characters with this special ability can be considered a class higher in resisting damage. +2D to Natural Armor at one level, and +4D to NA at two selections of this power.
Energon Expenditure: none

Reserve 1
Prerequisites: none
Power Description: Characters who have lots of weapons, tools, and other abilities that draw alot from the energon pool would benefit from this power. The power grants an extra 50 points of energon.
Energon Expenditure: none

Robot Flight 1
Prerequisites: none
Power Description: Autobots don't fly without this power or a jet pack. Even the Aerialbots need this power if they plan to do any flying outside of jetfighter form. This ability grants the comparitively slow ability of flight outside of vehicle form: flight speed is at maximum run speed.
Energon Expenditure: (corrected by Errata, issue #1) No energon expenditure if one is a Decepticon. If one is an Autobot, then it is 1 energon per round (equates to 12 energon per minute). So, on average, an Autobot with this power can swing right around 8 minutes of flight before practically reducing his energon to zero. That sounds about right. The good guys are pretty much grounded.

Super Speed 2
Prerequisites: Must be able to transform into a vehicle capable of sonic speeds; Jets, Spacecraft, Cars of cybertron

Power Description: Super speed effects robot form only. For Superspeed 1, robot movement speed is doubled per movement action. Robot speed is tripled for Super Speed 2.
Energon Expenditure: None, but characters with this power must make moderate Stamina rolls every three rounds in order to not overheat.
Notes: Characters with this power tend to be impulsive, jumpy, and get bored easily with sitting still. They're typically showoffs, like to run circles around their comrades as they're talking and speak very quickly. Due to the heavy clanking of their feet, they suffer a -3D to sneak rolls on solid ground (them walking slowly and carefully is almost impossible as cautious speed for them is normal tactical pace for anyone else their size)...Also, failed running rolls tend to have more disastrous results as common sense dictates that they were moving...too quickly when they slipped or tripped.

Super Strength 1
Prerequisites: none
Power Description: This power tends to compliment Class I and Class II transformers really well. They may be smaller, but they sure are mighty. A Class 1 character would be able to lift and do melee damage as if he or she was a Class II transformer. It allows a character to do lifting and hand to hand damage as if they were a class size larger.
Energon Expenditure: none

Since my character is class III and I selected Super Strength SA does that give me the Str of a class IV (like the SA says) even though the jump from III to IV is 6d? Or do I only get a smaller bump 3d or 2d?

No, you are correct. Which is why after you punch one Decepticon's head off, the rest of them will fly up into the air and shoot at you...way out of melee range. If you take a peek at the skill of lifting, you'll see that the lifting difficulties are based on your weight in proportion to what you're lifting. Your weight would be considered that of a Class IV transformer (not actual weight...but for the purposes of lifting).

Sonic Boom 1
Prerequisites: Must be able to transform into a vehicle capable of sonic flight or speed.
Power Description: If a character is built for speed and highly resistant to inertia, they may be interested in this power. Typically movement from zero to sonic flight would take several rounds. This power allows lift off and then sonic speed...Causing everyone on the ground within 300 meters to feel the blast of the sound barrier being broken. Everyone directly in line of sight and within 300 meters would roll Strength versus the user of this power's Strength. If the defender fails, they are on their backs, unmanned, and deafened by the blast.
Note: This power is highly destructive to earth buildings. If one is an Autobot, it should only be used under grave circumstances within city or neighborhood limits.
Energon Expenditure: 10 per use

*Sniper 1
Prerequisites: Ranged Weapon 5D, Sneak 5D
Power Description: One must be completely unknown to the enemy in order to attempt this power, but if at the time that your character is pulling the trigger and is less than 500 meters away, this special ability allows one to add 3D damage to one's ranged attack.
Energon Expenditure: none, just must remain within the perameters of the ability; within 500 m, and must be completely undetected.

Symbiote 1
Prerequisites: Must two sizes smaller than the Symbiote Guardian or Master.
Power Description: A symbiote robot has a relationship with his or her master in the sense that they are related objects in vehicle or object form and can remain within the guardian until released by the guardian, in which they typically are released in robot form. An example of this ability would be how Soundwave would release his symbiotes; Frenzy, Rumble, Ravage, Ratbat, Laserbeak, Buzzsaw, etc.
Energon Expenditure: none

Symbiote Guardian 4
Prerequisites: Must be two sizes larger than the Symbiote robots. See note below
Power Description: As the last special ability explained, the Guardian houses the smaller robots in robot form and in transformed mode; in Soundwave's example as a tape deck housing tapes. Symbiote Guardian allows a guardian to contain two smaller symbiotes per application of the power. I.e. Soundwave, if he had the special ability Symbiote Guardian 3, he could contain Frenzy, Rumble, Buzzsaw, Ratbat, Laserbeak, and Ravage. If he he had Symbiote Guardian 2, he would only able to hold four of the symbiotes.
Energon Expenditure: none

If a character wishes to play a Head-Master, Target-Master, or a Symbiotic Master, can they have an NPC assigned to be their head, weapon, or symbiote?

Absolutely yes…however it doesn't work the other way around. In other words, one can be the main body and have an NPC that turns into your character's head, weapon, or symbiote, but you cannot be the weapon, the head, or the symbiote and have a main robot assigned to you.

Targetmaster 1
Prerequisites: None...see note
Power Description: A targetmaster robot tends to have little advantage in vehicular form from any other robot, but in robot form, the main robot can dodge or perform other actions, while the other robot or suited human who forms the main robot's weapon can reload, aim and fire for the main robot...i.e. Kup can dodge across a ravine while Recoil fires an unpenalized shot. Both are taking only one action, even though as a team, they are performing two.
Energon Expenditure: none

Tempered Weapons 1
Prerequisites: Must have a physical state weapon, or a non-energy melee weapon capable of conducting an electrical charge.
Power Description: The user of this power can send electrical currents through his physical state weaponry or payload hand weapons that ionize and strengthen his or her melee attack damage.

Energon Expenditure: Energon is only consumed if there is a transfer (i.e. the weapon struck the target or the target's weapon). 3 points per pip up to 2D in damage extra. 1=3, 2=6, 1D extra = 9, 1D+1 = 12, 1D+2 = 15, 2D = 18 points of energon.

Teleport 2
Prerequisites: none
Power Description: As powerful as it is dangerous to the user, Teleport 1 allows a character the ability to de-materialize and reappear up to 500 meters away from where he or she originated. Teleporting from one place to another must be within line of sight. With Teleport 2, the character can teleport out of line of sight range; but if he or she miscalculates, he or she may be infused inside of an existing structure (which could cuase dismemberment or death...no Strength roll, the limb is just gone, or you're dead). Also with Teleport 2, one can double their range from 500 meters up to a kilometer.
Energon Expenditure: 25 per jump.

*Underwater Combat 1
Prerequisites: Must be used in a diving vehicle or submersibable or being a robot capable of transforming into an underwater vehicle.
Power Description: 1/2 of dodge dice can be applied to existing vehicular evasion skill. 1/2 of ranged weapons dice can be applied to vehicular weapons dice.
Energon Expenditure: none

Virus 1
Prerequisites: 4D Perception, 5D Sneak, 5D Brawling
Power Description: This power is similar to the electronic hijack ability, but it is used for purposes other than controlling the opponent. Upon a successful sneak attack, or brawling counter, one can use a special shock attack that attacks electrical systems...a shock attack with a specific function; primarily to make the target dizzy, freeze up, and possibly, turn them into an unwilling spy.
Energon Expenditure: There are limitations to this power. For starters, a shock attack that would cause damage to a specific robot system of an opponent would cost energon. The more devastating, the more energon it costs. Some examples would be; attribute damage (10 points per dice), robot speed halfed (15 points), communications broadcasting access (15 points), vehicle speed halfed (30 points), loss of tools (30 points), loss of integrated weapons systems, physical state weapons (30 points), complete lock up (40 points). On the upside, a +5 bonus to the uploader is granted during a successful sneak attack (roll's difficulty is the target's perception skill versus the uploader's perception roll)

Warrior 1
Prerequisites: This is a special ability that makes tools under warrior tool packages operate more efficiently.
Power Description: Tools that use energon for stunning, ammunition sensors, autoloaders, and even laser and utility tools within a warrior package, etc.; don't expend energon as they normally would...in fact, the energon expenditure is half.
Energon Expenditure: none, basically this power makes tools for soldiering much more efficient in their energon expenditure.

Disabilities-

I've received a few PMs regarding using Exp Points to gain extra abilities. As it is stated in the rules:

> If a character has zero in a specific field, it would cost 100 experience points to raise it to a 1...the same as for raising it to 2 (100 points)....raising it to 3 would cost 200 experience points and so on....

This means that if your character has 6 points worth of special abilities and wants to have a 7th point of special abilities (and hence another ability), this character would have to cough up 600 experience points. A lot of you are probably thinking, "Gosh, that's just not going to happen."

There may be a way around all of this. Even though I think that these checks were put in place for good reason (of course they were, I put them there), some players may want to round their characters out a bit more…and now they can…for an additional price (but one that can actually be fun).

With abilities there can come disabilities…and of course, there are more guidelines.

Guidelines –

- GMs set the limit a player can have in disabilities, and have final say over disabilities to be added. Generally speaking I would do so by looking at the amount of special abilities that exist and not allow the player to pick beyond half the amount for disabilities. For example, if the player has four special abilities, I would allow 2 disabilities. One has to be flexible with this, but that's what I'd look at first.
- A character cannot take disabilities that don't affect existing systems. For example, a character cannot take Fast Burn if they don't have an integrated energy based weapon.
- A character cannot take disabilities that are a specific anti-ability if they have the ability. For example, a character cannot take Weak if the character has super-strength.
- A disability is worth a one point for one point trade for abilities, or it can be matched for other points as well. For example:

A Class I character can select one pick of a disability and get an ability, add to one ability (if it allows), or add one to such categories as Integrated Weapons, Physical State Weapons, etc.

A Class II character can select one pick of a disability and get an ability, add to one ability (if it allows), or add <u>two</u> to such categories as Integrated Weapons, Physical State Weapons, etc.

A Class III character can select one pick of a disability and get an ability, add to one ability (if it allows), or add <u>three</u> to such categories as Integrated Weapons, Physical State Weapons, etc.

Disability Descriptions

Accident Prone 3
Corresponding Ability: Usually goes with Super Speed.
Story Factor: This disability is a combination of several factors; lack of impulse control and being

uncoordinated usually at the most inopportune times. <u>On running, driving and piloting checks,</u> difficulties are raised one level per pick of this disability.
Example: An ordinarily easy run check becomes moderate with one pick, difficult with two picks, and very difficult with three picks.

Achilles' Heel 3
Corresponding Ability: none
Story Factor: A certain part of the character is specifically vulnerable to attack. Per pick of the disability, a specific region is one character size smaller in resisting damage. Regions are either chosen randomly or by the character (the choices can be as follows: head, neck, chest, right arm, left arm, right wrist, left wrist, groin, right thigh, left thigh, right shin, left shin).
Example: A class IV combiner's face is its Achilles' Heel. With one pick, any damage received to its face can only be resisted by class III modifiers. With two picks, it would be class II modifiers. With three picks, class I modifiers.

Bleeder (up to five)
Corresponding Ability: none
Story Factor: Some injuries will cause a Cybertronian to leak energon. If you're a bleeder, then that means that usually any injury received makes you leak energon…and we all know what happens when you run out of energon. Damage received dictates the amount of energon lost. Differences in damage received is multiplied by the number of picks in this disability.
Example: Roadrash is a bleeder. He is hit by a missile and rolls his armor and resistance to soak the damage but it doesn't completely soak all of it. The difference in damage he takes is 4. At one pick, he loses 4 points of energon. At two picks, he loses 8 points of energon. At three picks, he loses 12 points of energon…This can get expensive.

Chronic Malfunction 3 (per tool or integrated weapon)
Corresponding Ability: none
Story Factor: It doesn't matter how many maintenance checks are done, there is some fundamental flaw that will not go away that involves a key system. This is not a disability specifically geared towards the senses of a robot. This involves tools and or integrated weapons (the player must pick a specific tool or weapon). Basically, the way it works is anytime a roll is made involving the specific integrated weapon or tool, the wild dice will be the determinant on whether there is a jam…or worse. First thing is first though: the player must determine which system is affected (IWEC, IWFC, PSW, ITS). Once that is done, it is all up to fate.

System Type	Wild Dice Results - Pick 1	Wild Dice Results - Pick 2	Wild Dice Results - Pick 3
IWFC	1 explosion, 2 irreparable, 3 jammed	1-2 explosion, 3 irreparable, 4 jammed	1-3 explosion, 4 irreparable, 5 jammed
IWEC	1 explosion, 2 irreparable, 3 jammed	1-2 explosion, 3 irreparable, 4 jammed	1-3 explosion, 4 irreparable, 5 jammed
PSW	1-2 irreparable, 3 jammed	1-3 irreparable, 4 jammed	1-4 irreparable, 5 jammed
ITS	1-2 irreparable, 3 jammed	1-3 irreparable, 4 jammed	1-4 irreparable, 5 jammed

Note: Irreparable means that the device or weapon is irreparable for the duration of the combat and

will need to be taken apart and looked at after the battle. Jammed means that the device or weapon can be cleared and repaired with an easy Technical check (takes up one round). Explosion (only for the propellant/ ranged weapons systems) means exactly that. The shooter takes the intended weapons damage in the explosion and then has an irreparable weapons system for the duration of the combat.

Error Prone 3
Corresponding Ability: Usually goes with Super Speed
Story Factor: This disability is a combination of several factors; lack of impulse control and being uncoordinated usually at the most inopportune times. On any skill that the GM believes requires precision, difficulties are raised one level per pick of this disability.
Example: An ordinarily easy demolitions check becomes moderate with one pick, difficult with two picks, and very difficult with three picks.

Fast Burn 1
Corresponding Ability: Usually goes with Charger or Tempered Weapons.
Story Factor: This disability doubles the amount of energon that is taken per the usage of an integrated energy weapon. It's penalty stacks with Charger or Tempered Weapons.

Flaw / Psychosis – (complex)
Corresponding Ability: None
Story Factor: No one is perfect, certainly not the Cybertronians. Even heroes can be flawed by bad character traits, personality disorders and psychosis. This disability must be left open due to the subjectivity that goes into a bad trait, personality disorder or pyschosis. Many psychosis, flaws and personality disorders involve how a character interacts with others. Some are more internal in nature and involve how a character reaches decisions and/or reacts to his or her environment.

This can be very complex, so we're simplifying matters for sanity's sake. Penalties will be associated with three factors: social, object, and environment.

Social – The personality disorder or bad character traits affect one's relations with others. Penalties are to the social skills under the Perception skill.

Object – Those who are obsessive compulsive, who are phobic, or are addicted may find themselves faced with an object that will test their ability to make decisions for the good of themselves and others.

Environment – There are some mental issues that are so severe that they affect both personality / social issues, as well as decisions due to an object or focus of the character's obsession. These disabilities are worth double the amount than social or object.

Flaw	1 pick	2 picks	3 picks	4 picks
Social	-2D to social skills	-4D to social skills	-6D to social skills	-8D to social skills
Object	-2D to willpower	-4D to willpower	-6D to willpower	-8D to willpower
Environment	-2D to willpower, -2D to social skills	-4D to willpower, -4D to social skills	-6D to willpower, -6D to social skills	-8D to willpower, -8D to social skills

Examples of flaws and psychosis:
Arrogant - Willpower is needed to overcome the urge to not listen to others and do things strictly

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the character's way. There may be social penalties if the character is enough of a jackass.

Coward- Willpower is needed to overcome the urge to run from a dangerous situation.

Narcissist - Willpower is needed to overcome the urge to only think of oneself. Again, if the character is a real jackass, there may be some social penalties.

Phobia- Willpower is needed to resist leaving the area in which there is a certain (insert noun).

Anti-Social- Willpower is needed to resist beating people up (or committing other crimes against people that you don't like), social factors are likely to be penalized as well.

Dementia- Willpower attempts can be made to stabilize oneself, but one can bet that most of the time, there will be social penalties.

Fragile 3
Corresponding Ability: It is the opposite of Quadratanium Skin (cannot be taken with Quadratanium Skin).
Story Factor: This disability drops a character's armor rating down one class size per pick. It is similar to Achilles' Heel, except that it is a reflection of the entire body and not just one weak point.

Example: A class III robot with one pick would have an armor rating of a Class II robot (-2D). A class III robot with two picks would have an armor rating of a Class I robot (-4D). A class III robot with three picks would have an armor rating of a Human (-6D from a normal Class III robot).

Heavy 1
Corresponding Ability: Usually goes with Quadratanium Skin; cannot be taken in conjunction with Super Speed.
Story Factor: Being heavy isn't always a disadvantage. Having one's weight doubled allows one to adjust one's lifting to meet new lifting standards. Disadvantages come into the picture when it comes to movement. In combat and prolonged periods of movement, a heavy Autobot or Decepticon needs to make Stamina rolls each round they're involved in combat or on the move at high speed. Each sequential existing round increases the difficulty of the stamina check. It starts out easy. Next round is moderate, and then difficult for the next round. Eventually, if the combat lasts longer than thirty seconds and the rolls are set against a Heroic difficulty, if the checks aren't met. The combatant's movement speeds are halved, and the heavy combatant performs as if dazed.

Irreparable Sensory Damage 3 (per system)
Corresponding Ability: none
Story Factor: Pick a sense (optical sensors, auditory sensors, olfactory sensors; this also includes vocabulators). The sensor either has some limited problems, has serious problems, or doesn't exist at all.
Example: Fishtail was at ground zero in an explosion several centuries ago. Most of his systems have been repaired, but some things even though repaired are just not the same as they used to be. He has one pick of Irreparable Sensory Damage to his auditory sensors. This disability hinders listening "spot" checks and can also hinder appropriate social skills at –2D. Two picks would bring the penalty to –4D. Three picks would bring the penalty to –6D. Only three picks can be applied per system.

Learning Disability (unlimited)
Corresponding Ability: none
Story Factor: Turns certain skills into advanced skills in terms of advancement.
Example: The skill "primitive construction" is a regular skill that requires 3 experience points to raise 3D in the skill to 3D+1. With a "learning disability" in primitive construction, any training time for primitive construction doubles, and it would cost 6 exp to raise 3D in the skill to 3D+1.

Low Pain Tolerance 1
Corresponding Ability: none
Story Factor: The combat and injuries table that shows how wounds are handled is in Chapter 6. Below is a modified showing of that table if a player character takes the low pain tolerance. Pain and injuries cause much more suffering and disorder than the next person or Cybertronian who is hardier for not having this disability.

Damage Difference	Human Penalty	Cybertronian Penalty	Die and Action Penalties
1-4	Wounded	Stunned	-2D to actions
5-9	Incapacitated	Diodes Scrambled, special ability that requires energon is now inoperable	Humans fall prone unable to act for 10D minutes, and Cybertronians are at -3D for actions
10-14	Mortally Wounded	Wounded / Loss of Tool Function	Humans are knocked unconscious and must roll 2D at the end of each round. If the number they receive is less than the number of rounds they've been unconscious for, then they perish, and Cybertronians are at -3D for actions
15+	Death	Wounded Twice / Loss of Integrated Weapon Usage	Humans at this point would perish if they sustain more than 15 points difference worth of damage...Cybertronians are at -4D to all actions.
16-19	-	Tripple Wounding / Loss of Transformation - stasis shock	Cybertronians are at -5D for all actions
20-24	-	Deactivation	Cybertronian has sustained enough damage to where he or she can't can't act, but will reboot after 10D minutes...and recover into being in stasis shock after a moderate Stamina roll
25-30	-	Spark Extinguished	death
30+	-	-	-

Short Battery 1
Corresponding Ability: Is the opposite of Reserve (cannot be taken with Reserve).
Story Factor: Instead of having 100 points of Energon, the character has 50.

Top Heavy 1
Corresponding Ability: Usually goes with Quadratanium Skin.
Story Factor: Big guys with broad shoulders and armor as heavy as they are…The bigger they are, the harder they fall, but it's also hard for them to get back up again. So much so that they need to roll a very difficult stamina roll in order to "lift themselves back up onto their feet" within two rounds (ordinarily, it takes a round to go from prone to standing and without a roll).

Weak 1
Corresponding Ability: Is the opposite of Super Strength (cannot be taken with Super Strength).
Story Factor: Think Super Strength, except backwards. A Class III Transformer with 3D in Strength who is "Weak" is at max Class II standards for lifting and does 3D Class II damage with his punches and kicks.

Worn Out 1
Corresponding Ability: none, usually corresponds to the Cybertronian's or human's age.
Story Factor: Character is usually old or older and parts are wearing out. Anyone who is old will tell you "Don't get old." Then the elder usually will proceed to tell you about how he or she can't bounce back from illness, their joints and muscles ache, and in order to remain active, the elder really has to remain limber and stretch…but that only limits the risks of injuries and pain…it doesn't make them immune.
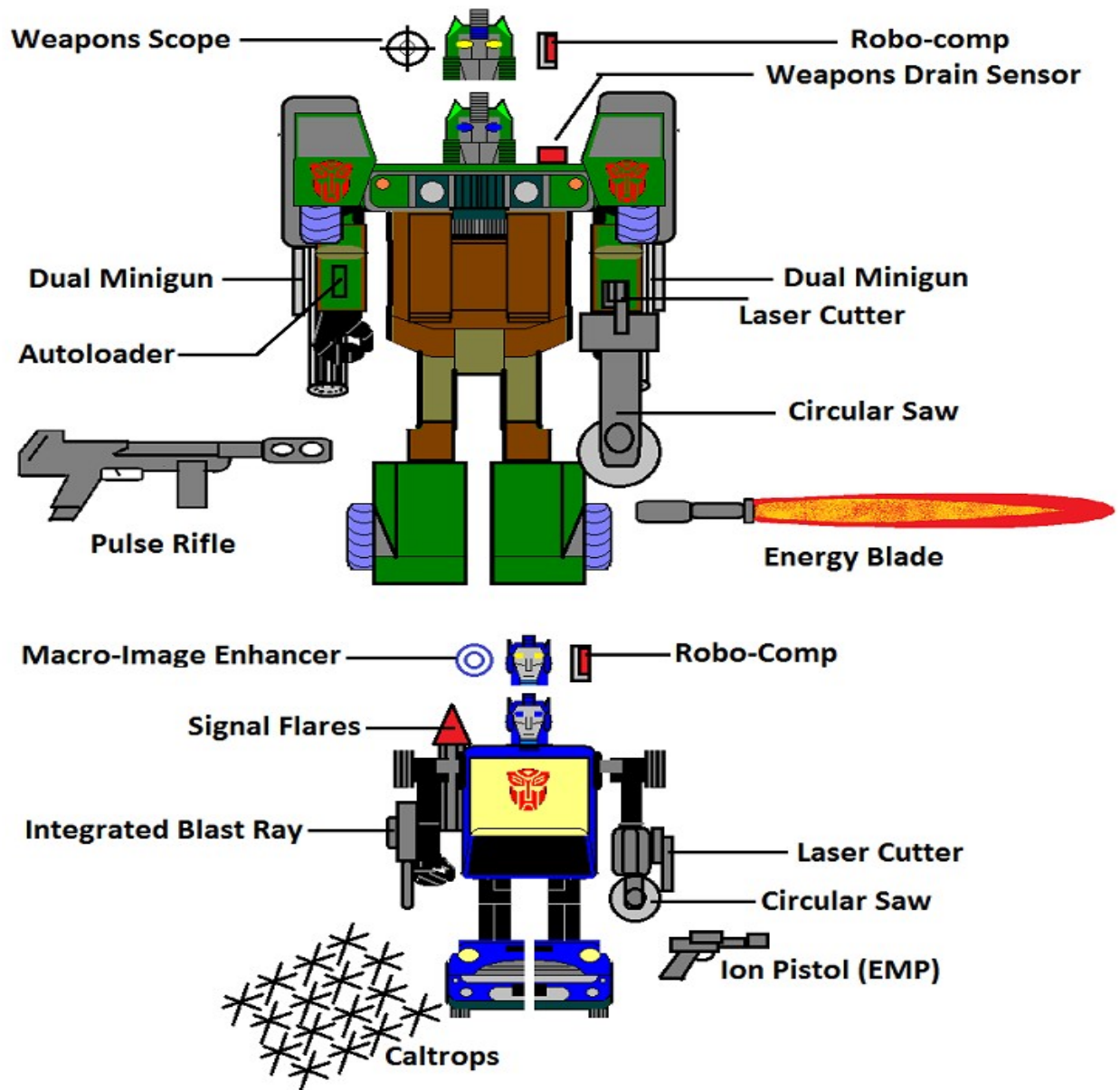
Worn Out Factors:

Double Healing Time – For humans and Cybertronians. For humans, take the number of days that is needed to move from wound levels and double them. For Cybertronians, time in the recharge tank takes double that of younger Cybertronians who are injured. Most of the time, for recharge it is 6-8 hours. For elders, it is 12-16 hours.

Movement Hindered – Unless one runs regularly, running isn't pleasant. It is especially unpleasant when all of your joints are tight and ache from arthritis. Moving speeds for humans and Cybertronians are ¾ pace (both vehicle and running for robots).

Transformation Time Hindered – Joints aren't as flexible anymore as they used to be, so double Transformation time in order to avoid injury. Transformation time can be done at half-speed (normal speed for younger robots) with a difficult Dexterity roll.

Weapons Scope
Robo-comp
Weapons Drain Sensor
Dual Minigun
Dual Minigun
Laser Cutter
Autoloader
Circular Saw
Pulse Rifle
Energy Blade

Macro-Image Enhancer
Robo-Comp
Signal Flares
Integrated Blast Ray
Laser Cutter
Circular Saw
Ion Pistol (EMP)
Caltrops

Like the toys, there are a lot of (accessories) integrated weapons, tools, and payload devices that are a part of the robot that need to be taken into consideration. These items can save a robot and comrades in the heat of battle, but are worthless if they are not employed or are forgotten. Players are encouraged to draw their characters out and place all of the objects around them that apply. It doesn't matter how rough it is as long as it is functional.
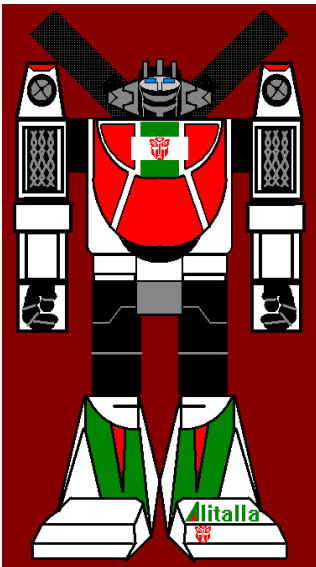
"The name's Wheeljack, and I'll be taking you through the list of typical weapons and tools encountered on the battlefield."

Chapter Three – Weapons and Tools

These weapons are all available in non-integrated form, but some of them are available in integrated form (where the dice from integrated weaponry determines their damage output).

Ranged Weaponry -

Conventional Pistol Pistols of Earth, some are revolvers, many are autoloaders in modern times. Most are only accurate up to 25 yards and do approximately 2D to 4D damage, human scale.

Conventional Rifle Rifles of Earth, improved range and ammo capacity, and general overall firepower, conventional rifles tend to be used for hunting and sport. Most do in between 4D and 6D damage, human scale

Conventional Assault Rifle The most distinguishing feature between a conventional rifle and an assault rifle is the assault rifle's ability to fire on full automatic or burst. Most do in between 4D and 6D damage, human scale.

High Heat Saber Rounds Depleted uranium rounds that eat through Tri-tranium and Quadratanium armor. Only available in 7D damage .50 caliber round capacity. Considered to be dealing out 7D Class 1 damage.

Cybertronian Pulse Rifle-Pulse rifles can fire on single shot mode or at a three round burst setting. Damage is always 5D, but the pulse rifle's overall damage is offset by scale. The weapon is made in three available models: Class I, Class II, and Class III. If carried by a Cybertronian, it takes up 2 spaces in payload. It's most unique feature is the burst option. When firing on Burst, it is firing 3 high energy bolts. Damage on Burst is 7D. Due to the recoil of the weapon firing on burst, it is -2D to strike...The good news is that it allows three shots in one action. The blasts cannot be spread out amongst multiple targets, but are focused in on one target at 7D. It fires 50 shots before it needs a energon clip, each single shot counts as one shot. If fired on burst, it counts as 3. Attack is linear. These are almost always carried as non-integrated weapons by Autobot soldiers.

Cybertronian Mini-guns: Mini-guns are not conservative when it comes to saving ammunition. Typically, unless the character has hooked up a very large ammunition belt, these weapons only allow 15 bursts. The weapon's selling point is that it can fire in a linear pattern (where a target is actually aimed at), or in a fashion where it lays waste to an area (spread out)...by sweeping the weapon. Sometimes Cybertronians have one attached that does full damage for linear, and half damage for spread. Some have had two mini-guns installed - the dual mini-gun feature where if they fire with both arms at a linear target, they do full damage. If they fire one arm at a linear target, they do half damage. If they fire both arms by sweeping the weapons, they do half damage, and if they fire one arm sweeping, they do 1/4 damage. The dual Mini-gun option is often used primarily to have more ammunition to use. Mini-guns are usually integrated weapons, but can be carried. Single mini-guns take up 1 point of EP, and dual mini-guns take up 2. Integrated mini-gun users can use their EP to carry ammunition belts. Large belts of 100 shots take up 2, while half-belts take up 1 EP...they contain 50 shots. Attack is linear and spread.

Cybertronian Fusion Cannon: The Fusion Cannon is the less conservative version of the pulse rifle. The drawback of the Fusion cannon is that it uses up power very quickly, but the damage output is 6D+2. Each shot it fires uses up 2 energon charges, and most of the weapon's housing is used to fire the tremendous blasts. It is fully charged at 50, but uses two charges per shot...allowing only 25 shots before it needs recharging. Rarely are these cannons used as integrated weapons...They use up a robots core power to quickly if used in battle, but characters who want a super powerful ranged shot with each blast, this weapon is for them.

Cybertronian Pulse Carbine - Damage is same, less ammo and range than the rifle.

Cybertronian Laser Rifle - Range is very impressive with this energy weapon, damage output is less intense than the high energy plasma bolts the pulse rifle or the blasts of EMP that the Ion weapons fire. Laser Rifle damage; 3D Ammo capacity: 150

Cybertronian Laser Pistol- Laser pistol damage; 2D, ammo capacity 125

*note - Lasers are available as integrated weapons. Dice set by integrated weaponry sets damage and range accordingly.

Cybertronian Plasma Wave Gun - The plasma ejector and plasma wave gun are very similar in ammunition and range, and energy expenditure. The only difference is how the round is applied to the target. The plasma wave gun fires a plasma round at a much slower rate. The reasoning behind this is that the intent is for the round to hit an area and burst. Damage is typically low for the scale of the shooter, but high for enemy smaller craft, vehicles, robots and personnel. This is a favorite casualty inflicting weapon amongst larger robots who usually lose out to fighting smaller more manueverable opponents...With the wave gun, even a near miss can be fatal. The weapon typically has a ammo capacity of 15, and as non-integrated weapon, it would take up 2 slots of EP. For non-integrated weapons, damage is typically between 2 to 3D.

Cybertronian Plasma Ejector - The plasma ejector was created to counter-balance the pulse rifle and fusion cannon's offsets. One would only get one shot (no overwhelming damage bonuses and no multi-shot penalties, same range as cannon and pulse rifle), but the damage would be 5D+2. Ammo capacity is 50. This weapon is available as a non-integrated weapon and costs 2 EP.

Cybertronian Rockets - Rockets are used to similar effect as the plasma wave gun, except that

rockets are typically +2D to strike targets or areas of effect if they are precision guided or heat seeking. Damage is usually low yield for the shooter, but for the intended targets, damage is moderate to severe. As non-integrated weaponry, ammo is usually 5, and this counts as 2 slots of Extra Payload. Damage is typically 1D to 3D.

Cybertronian Null Rays - Nasty weapons created by the Decepticons to mock the Autobot's ion weaponry. Null rays have lower damage output than pulse rifles, fusion cannons or plasma ejectors, but if they successfully strike any target, they will do damage to anything non-living, biological, or mechanical, and are especially deadly to mechanical beings...forcing the target to roll an additional Strength check -1D versus the damage of the weapon. If unsuccessful on the save, the target will lose usage of one of their systems (i.e. tools, integrated weapons, the ability to transform) for 1d6 rounds. Damage Output for a null ray is typically 4D for a non-integrated weapon. Ammo capacity is 100.

Cybertronian Ion Pistol - The Autobots have fought Decepticons on Cybertron and across countless worlds over the eons...and seeing the destruction their war has caused have made many of them choose to carry and use ion weaponry. Unlike the plasma, high velocity projectile and laser weaponry that the Autobots use to fight Decepticons on open ground with, ion weaponry only does damage to mechanical opponents in a linear single shot burst. Damage from an ion pistol is 4D, range is half of that of its laser pistol cohort. Ammo is 100

Cybertronian Ion Rifle - Half the range of the laser rifle, 5D in damage. Ammo is 125

*note - Ion weapons are available as integrated weapons. Dice set by integrated weaponry sets damage and range accordingly. Remember, ion weaponry and null rays ignores armor.

Cybertronian Rail Gun - Rail guns fire high velocity projectiles in single linear shots. They can be used as integrated weapons. The weapon properties are further explained in the FAQ description below and their stats are posted in the chart.

What kind of damage would a rail gun do? Any idea on its stats?

As an integrated weapon, damage would be something determined by the player character (i.e. IWSFC 4 would be 4D damage). As a payload weapon, I would say that it would have the range of a laser which is excellent, have an ammo capacity of 75 shots...which is decent (not as good as ion and laser weaponry, but better than fusion and pulse weapons), and it would do 4D+1 damage (physical). Not as powerful as a fusion cannon, pulse rifle, or ion rifle...It would be a weapon that would capitalize on its excellent range and fairly decent ammo capacity. I added that +1 to the 4D because even though it is a phyiscal attack, the high energy magnet within the gun tends to cause higher velocity impacts than a conventional firearm.

Weapon	Ammo	Integrated / Non-integrated	Class Size	Damage	Extra Payload	Range
Pulse Rifle	50	Non	1, 2, 3	5D; 7D burst	2	3-30/100/300 , 6-60/200/600, 9-90/300/900
Pulse Carbine	40	Non	1, 2, 3	5D; 7D burst	1.5	3-25/50/250, 6-50/100/500, 9-75/150/750
Ion Rifle	125	Both	1, 2, 3	5D robot	2	3-50/150/300, 6-100/300/600, 9-200/400/750
Ion Pistol	100	Both	1, 2, 3	4D robot	1	3-25/75/225, 6-50/150/300, 9-75/225/375
Fusion Cannon	25	Non	1, 2, 3, 4	6D+2	2	3-30/100/300 , 6-60/200/600, 9-90/300/900
Plasma Wave Gun	15	Both	1, 2, 3, 4	2D to 3D	2	3-25/75/225, 6-50/150/300, 9-75/225/375
Rockets	5	Both	1, 2, 3, 4	1D to 3D	2 for 5	3-100/300/600, 6-200/600/1200, 9-400/800/1500
Laser Rifle	150	Both	1, 2, 3	3D	2	3-100/300/600, 6-200/600/1200, 9-400/800/1500
Laser Pistol	125	Both	1, 2, 3	2D	1	3-50/150/450, 6-100/300/600, 9-150/450/750
Plasma Ejector	50	Non	1, 2, 3, 4	5D	2	3-30/100/300 , 6-60/200/600, 9-90/300/900
Mini-gun	15	Both	1, 2, 3, 4	2D to 4D	1 per minigun	3-30/100/300 , 6-60/200/600, 9-90/300/900
Null Ray	100	Both	1, 2, 3	4D	1	3-30/100/300 , 6-60/200/600, 9-90/300/900
Rail gun	75	Both	1, 2, 3, 4	4D+1	2	3-100/300/600, 6-200/600/1200, 9-400/800/1500

Can a class I Transformer carry a class II or class III weapons (like Pulse Rifle?). Can a class III carry a class IV Pulse Rifle - you get the picture...

Yes, it is possible for a character to use a different size class weapon (difference of 1 class size)...though there would be drawbacks. The size doubles the payload cost...or it halves the payload cost. For example, a Class II character using a Class 3 pistol would have to use up two slots of payload. Likewise a Class II character could carry a class one rifle for a payload of 1. Smaller class weapons and larger class weapons are also a pain to hold onto. Larger weapons would require two hands, especially rifles (which probably would only allow pick up and fire and not actual payload action)...smaller weapons are harder to grip and trigger guards and other functions of the weapon may make handling it frustrating. -1D to firing actions.

I was considering a jackhammer as a weapon, and I was also wondering if I could have a rail gun type weapon (IWEC or IWFC?) that was kind of Rivet Gun themed? So superhard peices of metal flung at sonic speeds - fun stuff.

A jackhammer would actually be considered a tool (could be used as a weapon)...listed in Chapter Three. As for a rivet/rail gun, that would be a Fuel consuming weapon (weapons that fire rockets, bullets, projectiles, gas, liquid....anything besides plasma or intense light are fuel consuming).

The Pulse Rifle says it is a -2d to hit due to recoil when firing the multi-shot burst... if a large class III is firing a class II Pulse Rifle would that penalty still be applicable?

As for the pulse rifle one class smaller having no recoil, I would have to say that the recoil would be reduced. So what would be figured as the overall awkwardness (big hands, smaller weapon)..and recoil of -1D would come out to -2D to hit. Large caliber weapons still have recoil whether your hands are big or small...so I wouldn't eliminate recoil completely.

OK, so if the "smaller weapons / bigger hands" is part of the issue on Pulse Rifle recoil on a smaller scale weapon, would the fact that my character has the STR of a class IV (due to S.A. Super Str) reduce or eliminate the recoil on the class 3 (proper hand size) pulse rifle?

No. It is a single action, but at the same time, it is a burst that causes a large amount of recoil...and no matter how strong you are, there has to be a distinguishing factor between a single aimed shot and a recoil inducing burst. I think I've reduced the penalty enough, but if you want to try to grip the weapon using a Class IV grip in order to eliminate recoil...that could get expensive and dangerous to smaller allies around you.

I want my integrated rockets do 2d (class III) and I want them to be guided or heat seeking to help me in hitting those darn flying robots (and smaller robots in general) Is there anything I need to know about guided rockets, are they different in any way other than a bonus to hit?

They are guided....and the +2D is all I'm prepared to do at this point. Rockets, even if they are heat seeking or precision guided, are moving at such a fast rate of speed that I don't feel it is necessary to have it to where they are actively

flying around doing loopty loops until they finally hit the target originally intended (if all dodges had been successful to that point). You fire the rockets, they're able to adjust somewhat to movement of the target, but nothing super fancy...

Do any of the robot damage only weapons have an area effect (besides ion grenades), I guess I am talking about ranged weapons - like an ion wave gun that hits an area with lesser damage rather than just one target?

No, they are all pretty much direct weapons, though perhaps you can speak with Wheeljack in the future about what his thoughts on this question are.

What skill does the Rail Gun fall under? Ranged Energy Weapon looks to be the closest fit (it is energy powered)

But it shoots high velocity projectiles...not high energy plasma or lasers (as the skill description mentions). The correct skill would either be Heavy Weapon or Integrated Weapons System Ranged.

So let me get this straight...an ion weapon, laser, and null ray don't do concussive damage...Armor, strength, and size bonus applies to saving against them in addition to the "Ground" tool, correct?

This was something that I forgot to enter in earlier, but was considering much earlier...considering it to the point of creating the Ground tool. If one is struck by an ion attack, or null ray attack: that attack damage ignores armor (including Quadratanium skin). One would only be rolling Strength of defender against the damage of the weapon's ion or null output. With this considered, the null ray and ion weapons are much deadlier than was mentioned previously...but these were the intended effects (no concussive blast, but they ignore armor). I thought it had been entered and it was over-looked. The only saving tool factor for ion and null weapons are the Ground tool.

The laser weapons only real bonus is there range and ammo. They have weak output, and since the attack isn't part of an electrical charge / or EMP, but instead intense light, armor is applied to saving, but not the ground tool.

Weapon range explanation: A-B/C/D

A: Point blank range: very easy to hit a target
Up to B: Close range: easy to hit a target
Past B and Up right before C: Medium Range: moderate to hit a target
Past C and Up right before D: Long Range, difficult to hit a target
D: Maximum Effective Range: very difficult to hit a target

Melee Weapons

Weapon	Damage	Payload	Class
Autobot Defender Knife	STR+1D+2, Max 5D	0.5	All
Autobot Defender Blade	STR+3D, Max 6D	1	All
Autobot Defender Axe	STR+4D, Max 7D	2	All
Decepticon Marauder Mace	STR+1D+2, Max 5D	0.5	All
Decepticon Marauder Hammer	STR+3D, Max 6D	1	All
Decepticon Marauder Flail	STR+4D, Max 7D	2	All
Energy Knife	3D, 20 strikes	0.5	All
Energy Blade	4D, 20 strikes	1	All

Melee Weapons that can be carried as payload weapons have limits as to how much damage they can do (unlike physical state weapons). Each weapon type has its advantages and disadvantages. A physical weapon is aided by the wielder's strength (but does physical damage). An energy weapon doesn't incorporate a wielder's strength, but it does energy damage. Energy weapon blades cannot break, but physical weapon blades, hafts and chains can be shattered, bent, dulled, and cracked. Physical weapons don't run on power, energy weapons only lose power when they strike a target (this includes being parried by a physical weapon). Strong characters tend to favor physical weapons, whereas weaker characters rely on the energy weapons.

Indirect Weaponry

Weapon	Damage	Payload	Class
Plasma Mine	6D	1 for 1	1,2,3
Fragmentation Mine	5D	2 for 1	1,2,3
Ion Mine	4D	3 for 1	1,2,3
Ion Grenade	4D	5 for .5	All
Fragmentation Grenade	5D	3 for .5	All
Plasma Grenade	6D	1 for .5	All

Are the indirect thrown weapons - like grenades - class rated as well? Same rule on class higher = double payload.

Yep. If a Class 2 wants to carry Class 3 grenades or mines, better be prepared to have extra space (double)...but if the class II wants to carry Class I mines or grenades...they can carry double the amount they could if they picked grenades or mines for their class.

Much like the ranged weapons of the same name, these indirect weapons rain out damage in all direction (blast radius rules are in Chapter 6). Plasma is the most destructive, Fragmentation is almost as lethal, and ion mines and grenades are specifically used to fight robotic enemies.

Unorthodox Ranged Weaponry

Weapon	Damage	Payload	Class	Range	Ammo
Gas Gun	varies	1	1,2,3	3-25/75/225, 6-50/150/300, 9-75/225/375	30
Liquid Gun	varies	1	1,2,3	3-50/150/300, 6-100/300/600, 9-200/400/750	15

There are weapons that fire solid projectiles and high energy plasma, why not weapons that shoot liquids and gases? Autobots tend to favor these types of weapons for their usages as tools as well as their non-lethality (at least in most applications). Payloads can be as simple as riot gas (for biologicals), glass gas (which turns metal brittle), and acid gas (which damages everything downwind). Liquids can be just as impressive...liquid nitrogen freezes so fiercely that it burns. Tar, glue, water and even foam can be fired out of these giant squirt guns. As one can see though, the ranges of these weapons aren't noteworthy, but up close they can be very useful. Gas has the shortest range, but due to the payload being lighter and less dense than most liquids, one can fire more shots with a gas canister mag than a liquid canister magazine.

Engineer Tool Packages

Tool Package	Devoted Points	Items included
Chemistry	1	Micro Optical Enhancer, Corrosive Inhibitor, Acid Dispenser
Geology	1	Radiation Tester, Laser cutter, Mining Drill
Biology	1	Micro Optical Enhancer, Laser Cutter, Bio-comp
Astronomy	1	Macro Optical Enhancer, Image Distancer, astro-comp
Basic Medical Diagnostic	1	Laser Cutter, Bio-comp or Robo-comp, Circular saw
Basic Mechanical	1	Macro Optical Enhancer, math-comp, laser distancer
Basic Technical	1	Patch cords, Ground, Program-lock
Construction	1	Laser welder, Power Servos, Laser cutter
Mimicry	1	Digital Recorder, Amplifier, Scrambler
Physics	1	Laser distancer, radar, Macro Optical Enhancer
Fire Rescue	1	Wench-line, Foam Dispenser, Jack-hammer
Water Rescue	1	Wench-line, Armored Intertube, Magnesium Welder/Cutter
Air Rescue	1	Wench-line, Parachute, Foam Dispenser
Ground Rescue	1	Wench-line, Party Poppers, Signal Flares
Survival	1	Solar Port, Laser cutter, Signal Flares
Demolitions	1	Structural Integrity Computer, 500 m remote line, wire assembly tool

Warrior Tool Packages

Tool Package	Devoted Points	Items included
Soldier	1	Weapon Scope, Auto-loader, Weapon Drain Sensor
Armorer	1	Laser cutter, laser welder, Molten Patch
Espionage	1	Tranceiver, Bugs x 3, Macro-Enhancer
Recon	1	Macro-enhancer, signal flares, caltrops
Assassin	1	Acid dispenser, foot pads, corrosive inhibitor
Escape Artist	1	Laser cutter, key molder, micro-enhancer
Electrical Intelligence	1	Jammer, Laser cutter, cable bug
Law Enforcement	1	Nueral charger, Ion charger, cable cuffs
Scout	1	Weapon scope, macro / micro enhancer

What happens if a character selects individual tools (i.e. ones that aren't a warrior or engineer package). How would he or she assign a bonuses from the Warrior or Engineer special ability?

If a character selects individual tools that are outside a set package, he or she should take those tools and designate those tools to a specific package that they designed. It would then be decided whether or not it would be a warrior or engineer package.

Tool Descriptions

Tool Package Component	Cost	Description	Energon Output Per use
Micro Optical Enhancer	0.33	+1D to Spot, Scan and Search Rolls under 1 meter away	1 point per round
Macro Optical Enhancer	0.33	+1D to Spot, Scan and Search Rolls over 100 meters away	1 point per round
Corrosives Inhibitor	0.33	+1D to armor roll to aid in protection against corrosive substances, primarily acid	1 point per use
Acid Dispenser	0.33	Acid ejecter that shoots 1-10/20/40, 2D damage (class)	1 point per use, five shots max
Laser Cutter	0.33	1-3 x class, 3D damage class, a standard laser as a tool. Damage is that of a laser rifle, but range only 3 meters per class.	1 point per use, 5 per round
Mining Drill	0.33	1-3 x class, 2D damage…when used as melee weapon; Str +2D+2	1 point per melee use, 5 per round
Comp	0.33	A computer that provides +1D to its related skill; I.e. astro comp +1D to astrogation, bio-comp; first aid,	1 point per use

		medicine +1D	
Image / Laser Distancer	0.33	Gives approximate distance of an object up to two miles away	1 point per use
Circular Saw	0.33	1-3 x class, 2D damage…when used as melee weapon; Str +2D	1 point per use, 5 per round
Patch cord	0.33	Allows a robot to patch into just about any HMI or RMI, aids in computer programming, operation and repair, +1D to those three skills	none
Ground	0.33	Electrical damage, including ion weapons, and null rays are halved	none
Program Lock	0.33	Used to safeguard a program by encrypting it. A character's computer programming skill roll sets difficulty +10	1 point per use, 1 use at a time
Laser Welder	0.33	1-3 x class, 1D damage, used to fuse metals together	1 point per use, 5 per round
Power Servos	0.33	The skill of Lifting is granted +1D	1 point per use
Digital Recorder	0.33	Record sounds, use them for fun or to distract, humiliate, or terrify your enemies; 8 hours record time	1 point per use
Amplifier	0.33	Recorded sounds can have their decibals boosted to the point of annoyance, and possibly as a weapon; may cause avalanches, or for organics to cup their ears, and robots to cup their audio receptors	1 point per use, 5 per round
Scrambler	0.33	Allows a character to modify a digital recording; game master discretion advised	1 point per use, 5 per round
Radar	0.33	A character is granted +1D to spot rolls to detect moving objects within 100 meters per class	1 point per use, 5 per round
Wench Line	0.33	50 meters per class of tow line. Can be used as a grappling hook for climbing (+1D to climbing/jumping), or as a rope to pull a friend out of a bind	1 point per use,
Foam Dispenser	0.33	5D damage to fires; flame retardant	1 point per use, 5 shots max
Jack Hammer	0.33	1-3 x class, 3D damage, when used as a melee weapon, Str +3D	1 point per use, 5 per round
Armored Intertube	0.33	Intertube built for character only…flotation device 3D class strength	1 point per use, 1 use at a time
Magnesium Cutter	0.33	Same as laser welder, except 2D damage and works underwater	1 point per use, 5 per round
Parachute	0.33	If you fall out of the sky and can't turn into a jet, plane or	1 point per

		helicopter; you may need one of these	use, 1 use at a time
Party Poppers	0.33	Can be deployed as an action; and be used to bring a robot in transformed mode to half-speed…safely	1 point per use, 1 use at a time
Signal Flares	0.33	Signal flares, 2D class damage as weapon, range 1-3/50/100, ammo 10	1 point per use
Solar Port	0.33	Allows a character to charge weapons and gear through solar energy; 12 point per energon per hour	none
Structural Integrity Computer	0.33	Grants +2D to demolitions rolls by estimating best area of placement of explosives on structure	1 point per use
500 Meter Remote Line	0.33	It's good to be several hundred meters away from a Class II or III explosion…Do things remotely	none
Wire Assembly Tool	0.33	Cut your wires for demolitions or computer purposes without fraying or frying them	none
Jammer	0.33	When used, it adds +10 to the difficulty of enemy communications rolls	1 point per use, 5 per round
Cable Bug	0.33	Used to intercept enemy communications over communications lines; I.e. wire tapping; +1D to computer operation and security rolls for interception of data	1 point per use, 5 per round
Cable Cuff	0.33	Used to cuff disabled opponents. 10D for breaking with opposing Strength roll	none
Neural Charger	0.33	5D stun damage to biologicals, 1-3 range x class	1 point per use
Ion Charger	0.33	5D stun damage to robots, 1-3 range x class	1 point per use
Weapon Scope	0.33	Medium range extended by 50%, Long Range extended 25%, Max effective Range extended by 10%	none
Caltrops	0.33	Five caltrops can be tossed from robot form, or deployed from vehicle. Characters that don't make a Difficult spot check that are moving in their paths roll 2D class damage, damge is doubled if they are a wheeled vehicle.	1 point per use
Bugs	0.33	Espionage agents typically carry tranceivers, they can use bugs to listen to other areas as far as 5 miles away (allows carry of 6 bugs)	none
Key Molder	0.33	Some locks are non-electronic and require a physical key. This tool deploys a liquid metal polyalloy that can harden in any lock to render it useless or turn to open it. +2D to security for the purposes of opening non-electric locks	1 point per use
Molten Patch	0.33	High tech energy weapons blow big chunks in robots. Laser cutters, welders, and new wires can only do so much. Molten patch replaces armor integrity so a robot	1 point per use

		soldier can get back into the swing of things…without his parts showing.	
Auto Loader	0.33	Extra energon clips (5) can be locked onto a robot's arm, and when the Weapon drain sensor deploys, it can reload a weapon without the robot spending an action to do so	1 point per use
Weapon Drain Sensor	0.33	Senses when a weapon's ammo is at 10% and gives the wielder a warning or reloads if autoloader tool is equipped.	1 point per use
Run Flat Tires	0.33	Rubber tends to puncture when shot or stabbed or melt when hit by intense heat...this tool allows a character to upgrade their tires. Aimed shots at tires, spike strip stop attempts and caltrop assaults are rolled against a character's Armor rating (whether it be physical or energy attack, roll accordingly) but with run flat tires, they receive a bonus of +1D to their armor rating when soaking damage to tires. 2 applications of this tool makes the damage soaking bonus 2D, 3 applications makes the bonus 3D.	none
Offset Targeting System	0.33	This tool is a targeting system that allows a Cybertronian the ability to offset some of the ranged "to hit" modifiers against smaller opponents. 1 pick of the tool will grant +1D to aimed shots against SMALLER opponents ONLY. Two picks will grant +2D, and Three picks will grant +3D.	1 per use

So with the Tires. Do they resist damage as str? And what are the penalties for running on flats?

Anytime one rolls to resist damage, he or she would use strength plus armor rating (a combined armor rating). Tires are part of the robot, so in effect run flat tires would be STR+Armor+bonus from run flat tires. This bonus would only apply to when the integrity of the tire was in question (on the road and tires take damage). If everyone starts hiding behind their tires, I may get upset. 😊

Penalties for driving on flats...damage suffered from caltrops, spike strips would warrant one tire being flat for a difference of 1-4, 5-9 difference = two tires flat, 10 to 14 would warrant three tires flat, 15+ warrants all tires flat. (keep in mind that if damage is done to tires in vehicle form, the robot if transformed would be healthy still...and just in need of spare tires or a patch job).

Penalties:
-1D to vehicle operation / evasion per tire and +5 to difficulty check per rate of speed.

So a vehicle that has two flats traveling at all out would be at -2D for all vehicle stunts and dodges due to missing two tires, and (5 for cautious, 10 for cruising, 15 for high speed and 20 for all out) +20 would be added to the difficulty of the stunts due to the rate of speed.

This may not be a big deal if a character has a place to pull over if they skid out of control...on the other hand, if they go off a cliff or a bridge and fall 300 feet...and there isn't robot flight or a parachute...its really gonna hurt.

Notes: It is important to understand that most tools within a package require energon for their usage. Most only require 1 point, which is 1% on average overall of a robot's total. The numbers add up though when integrated weapons systems that require energon are used though. GMs are urged to keep tally of energon expenditure during combat and on missions in between chargings.

In the above chart, one can see that each tool is worth .33 points. In most of the tools packages, there are three tool components in the named packages. Tools can have their abilities increased with a little help from a technician and proper parts. Some tool components can be refitted to be super tool components which take up .66 of a total designated slot for tools. Others can be re-fitted to a .99 for an ultra tool. As the last note hints at, one is not limited to having any set tools package! Yes, this means that one can pick and choose among the components, and even interchange them between missions if others are available. This means that one could select laser distancer, wench line, and ground even though they don't belong to a particular package.

Since the liquid and gas guns have tool and weapon uses is it safe to assume that they can be carried as IWS or ITS or in EP ?

Yes...they can be carried as weapons apart from the transformer, one could be considered a tool, though the tool would MAY be considerably less powerful than a weapon that was integrated and could improve in time (with experience). It would certainly be less powerful (the tool) than a payload gun.

The acid shooter does 2d damage class. Is that cumulative? If you get hit with 3 shots in a round is it 6d, 5 shots =10d? If it is cumulative, how long between shots before the next shot starts over rather than adding (if not cumulative the acid seems weak unless used on smaller enemies)

The acid shooter is a tool. The damage is not cumulative. Nor is high energy plasma...or laser burns...or gun shots. Although you raise a good point about things like fire and acid...things that continue to burn after they've been released for some time. I would have to say that the acid or fire's potency would continue to deliver its full damage until it is cleaned off (in the instance of acid) or put out (in the instance of fire). The victim/target would continue to roll against damage every round until the acid or fire was dealt with.

In regards to the acid shooter itself, keep in mind that acid shooter is a tool. Acid shooters are used to melt locks, bars, things of that nature. If you want a more powerful acid firing item...one that could be counted on as a weapon, you have to pay for it through either using up payload to carry a squirt gun...or use up point to create a squirt gun that's integrated fuel consuming.

In the weapons section it says "Melee Weapons that can be carried as payload weapons have limits as to how much damage they can do (unlike physical state weapons)." What about integrated tools that are a part of the robot but that can be used for combat as well - the jackhammer - is there a limit to its damage or does it work like an integrated PSW?

Yes...it is limited by the amount of damage that is listed for that tool. What makes Physical state weapons special is that you can use experience to increase your levels in those categories. For example...let's say that you have an physical state weapon of dual smoke stacks...when transformed into a robot, they smoke stacks can be combined together with a chain granting a pair of heavy duty nunchuks...Physical state weaponry for that character could have a listing of 1. In time, the character could use 100 experience points to raise the listing in physical state weaponry to 2. The nunchuks would do 2D in damage, and perhaps have another application like forming a staff, or using the chain and two smoke stacks to form a flail...Physical state weapons grow with the character and become more powerful...tools don't.

OK so I understand that my integrated jackhammer will not be improved with time, but does it have a max damage like the payload melee weapons. The Autobot Defender Axe has a damage of Str+4d with a max of 7d. If my character has a str of 5 (considered class IV because of S.Str) does the jackhammer do 8d damage (class IV) or does it max out at 7d like the autobot axe. The PSW weapons don't have a max, so my plow/slasher would not have that max damage issue (right?), but would the jackhammer? In the jack hammer description is says Str+3d but it doesn' list a max.... I guess you need jackhammers that can cut through super tough Cybertronian structures and metal, so maybe it doesn't have a max... or maybe it does.

That's a good question. Originally the plan was to have tools be used as tools...Sure someone can use a jackhammer or a drill in combat, but you're using it in an unorthodox manner...I would have to say it makes sense to have max limits to damage that can be done in melee combat sense one is using a tool, and not something built primarily for the purpose of war...but I'm also considering the fact that tools are very rugged, they're using up energon with their usage, and it is conceivable that a character with 5D in Strength with a Jackhammer would do 8D damage in their Character scale...consider the energon expenditure extra power added to the attack...meaning no max damage amounts...per se. The fact that one is using a tool for a weapon poses a problem when it comes to Murphy's law. There will be a rule where if you roll a 1 on a wild die (for damage) when using the tool as a weapon and your combined strength and the tool's damage is _more than_ three times greater than the tool, it will break.

Tool	Damage
Mining Drill	2D+2
Jackhammer	3D
Circular Saw	2D

So, if one is strong enough, he or she can get away with doing more damage than what is safe to do, but as luck would have it, if you bash a tool hard enough...it will break.

What is the Ion Charger tool system? Is it a ranged weapon/tool or is more of a mine type thing that is placed somewhere before it blows, or is it a grenade type thing...

It is kind of like an ion taser (the robot version of the neural charger or taser)...If you check the range of the weapon, it is 1-3 m x class, so it would extend in range out to 9-10 meters away from your position.

Not that I need it with my guys enhanced str, but maybe the power servos tool would be more tempting to others if it offered 2d to lifting - since it only enhances lifting I don't see much of a game balance issue with people who can simply lift a lot (but you have a better view what the skill could do)

It can offer 2D to lifting if players choose two applications of it. Keep in mind that the character's weight sets the difficulty for lifting...servos can always come in handy with helping to lift.
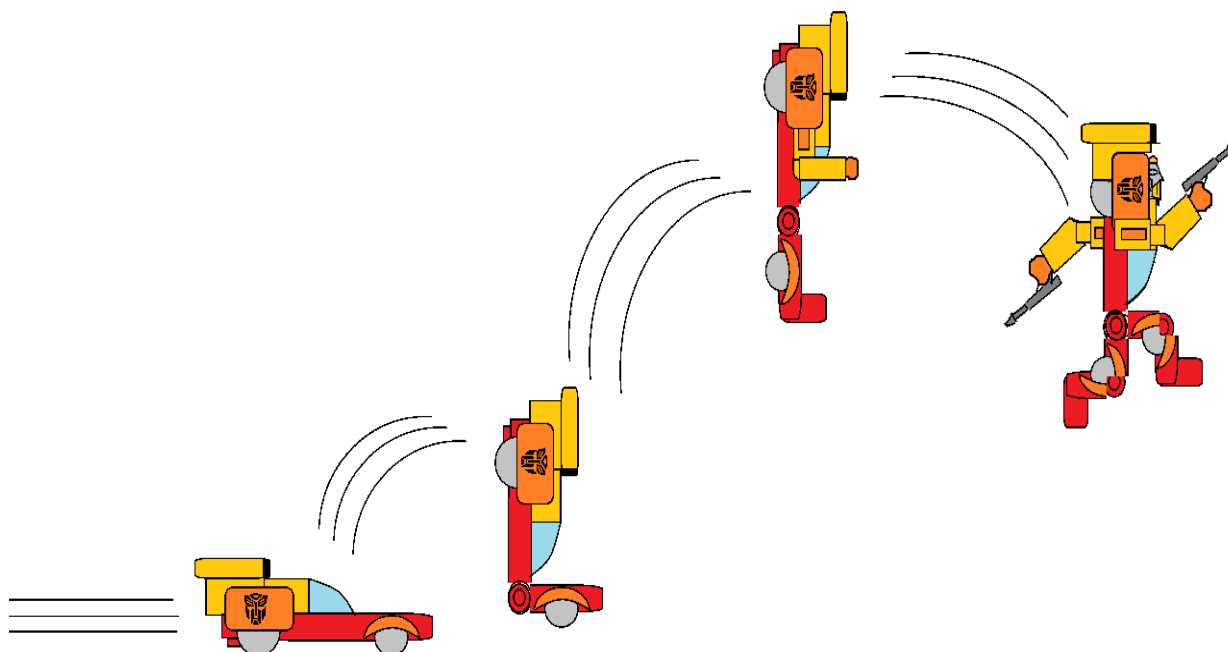
Remember, there is no penalty for a Transformer changing from vehicle to robot while the vehicle is moving up to the robot's All-Out run speed. For Class II characters, that is right around 54 mph.

Table 4-1, Types of Movement (Typical Robot)

Character Scale	Cautious	Tactical	High Speed	All-Out
Human	5m	10m	20m	40m
Class One	10m	20m	40m	80m
Class Two	15m	30m	60m	120m
Class Three	20m	40m	80m	160m
Class Four	25m	50m	100m	200m

Definitions:

Cautious Movement: Flight, driving and moving by foot can be done very slowly when either trying to park somewhere, land, or while using the sneak skill. When moving cautiously, one travels at one half their base tactical movement.

Tactical Movement: This is the standard speed for a cruising vehicle or tactical movement on foot. Most of the time, it serves as the character's base movement speed for their vehicle and on foot (i.e. they will have two separate base speeds and the number listed will be the tactical movement speed).

High Speed Movement: A character can spend one round of movement to go from tactical movement to high speed movement. If a character is moving at 10 meters per round in the first round, the second round will have the character moving at 20 meters per round. It is double the tactical speed.

All-Out Movement: A character can spend one round of movement to go from high speed movement to all out movement. If a character is running at 20 meters per round in the first round,

the second round will have the character sprinting at 40 meters per round. It is quadruple the tactical speed.

Reach: This is the hand to hand combat range for humans, Autobots and Decepticons. It is strictly based on size. Melee weapons can increase these ranges, and those listings will be indicated in the equipment sections.

There is a great need for caution for Autobots traveling through residential neighborhoods in vehicle form, and especially while on foot. We are giants amongst humans, and their structures aren't meant even for a near miss from one of our knees or hips. They have powerlines, cable, telephone wires and other trip hazards that can snag us and cause millions of Earth dollars in property damage…and sadly enough we could kill humans and their pets just by not being as careful as we can be to avoid accidents. I stress that any who serve with me move cautiously and tactically through residential neighborhoods. For any player who wishes to find out their movement speeds miles per hour, or kilometers per hour, use the following formulas:

mph: movement speed x 12 x 60 / 1600

Kph: movement speed x 12 x 60 / 1000

Even a little guy like myself running all out through a residential neighborhood can do lots of damage to cars, houses and most importantly, innocent humans. When I run all out, I'm moving at 36 mph. That's enough speed built up to where if I bump a car with my weight, I could send it spinning…and to who knows where it might stop…Little kids, dogs and cats could be hurt…and I will not stand for that!

One of my favorite things to do when squaring off against the Autobots…and the human militaries (snickers) is to partially transform in flight. I will dive and fly low at my all out speed, stick a leg out and kick cars, trucks, buses, trees, and sometimes people. These flying objects can prove deadly against Autobots and their human allies.

Spoken like a true moron…While it is quite destructive and impressive to watch, a Decepticon or Autobot warrior who decides to use his surroundings as weaponry in a manner that my idiot wing commander describes could find themselves ripped out of full speed movement to a standstill. They could end up without an arm or leg if they end up meeting up with a man-made structure that they underestimated. Bridges and buildings with thick reed-bar are poor choices for fragmentation kicks. Going from 700 mph to 0 mph from crashing, or 700 mph to 400 mph while

spinning out of control without wings, rudders, or arms or legs is just foolishness, especially for those of us who have been around for thousands of years and should have all the hotdogging out of our circuitry. Use your common sense, your ranged armaments and hands and feet while firmly on the ground, and not your body while moving at high speed against your foes!

Size and Scale on Map Screens

In order to understand how movement works in game, one first has to understand how large their character is in reference to other characters and the surroundings. The picture below illustrates what a character's reach in melee or hand to hand combat is. The map shows that large characters don't have to cover much ground in a round if they don't wish to because if they are fighting against smaller characters, they come into physical range of their enemies sometimes long before that target would be able to strike them (i.e. the Class Four Transformer versus a Human sized target). Whether or not the much larger opponent would be able to strike something as fine as a human opponent is still up for debate (remember the scale offset modifier). One thing should be made clear though by the map below: most robots between Class II and IV can go just about anywhere on the board by making a simple move action at a tactical pace: that is, when a 2 x 2 meter board is being used (typically used in close quarters areas or when mostly Human and Class 1 sized characters are the majority).

Special Note: Notice how Class II and III Transformers have the same map icon size. This is because the main difference between the two is usually based on height, not particularly on width. Based on their taller frames though, a Class III Transformer can still cover more ground than a Class II on foot (even though they have the same reach).

Map 4-1, Reach
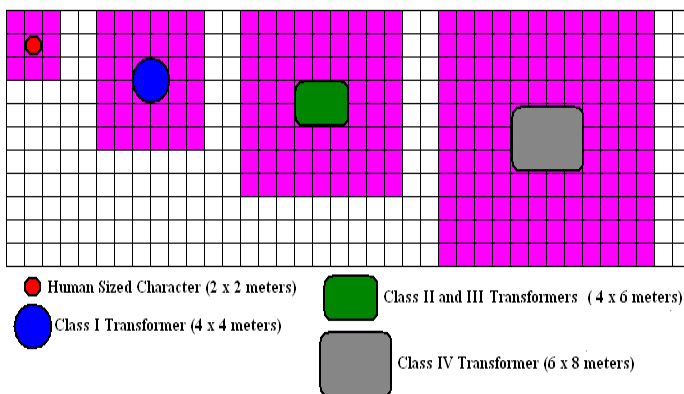
In the above example, the grids are two meters by two meters. Sometimes this map type doesn't work out very well, for example in instances where there battles in the air, in space, or involving mostly large opponents. In some instances, it is wiser to use maps where the scale of the square can be as high as 100 meters (when large and fast moving vehicles are involved). Typically though, what is suggested is the usage of multiples. The basic map for when everyone is involved in ground combat is 2 by 2 m. If everyone involved is a Transformer, it may be better to get a relative count of who's involved and find out who will set the stage. I would suggest using the smallest scale as a reference point, but then again, majority can sometimes be easier to go with. If most of the characters involved are Class I or smaller, I'd go with 2 by 2 m. If most of the characters are Class II or III, 4 to 6 meter squares may be in order. This will keep players from running off screen. Of course, the surroundings must change in size to make up for grid squares being changed. Here's an
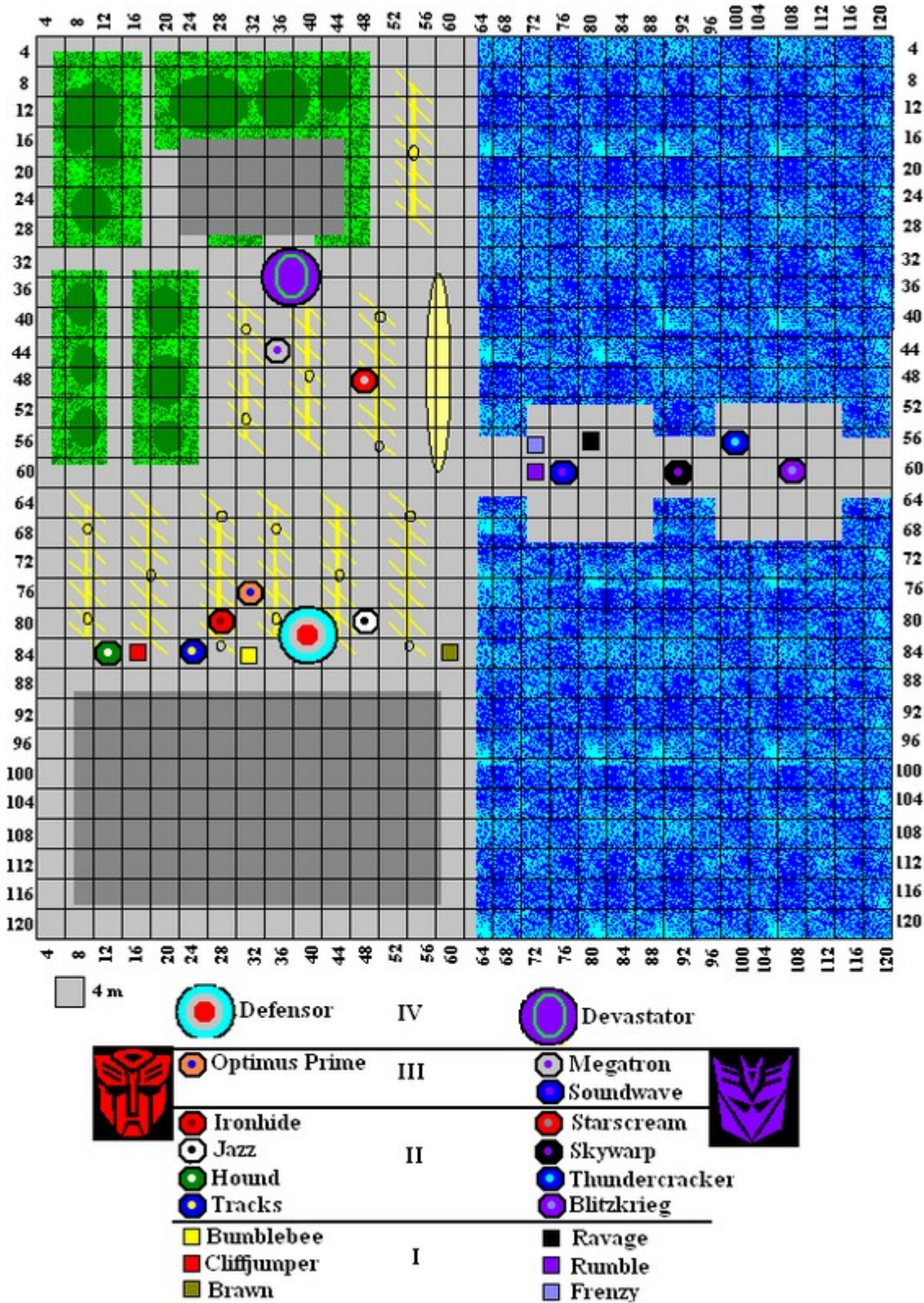
example of the 2 meter square map:

Map 4-2, The 2 meter Map
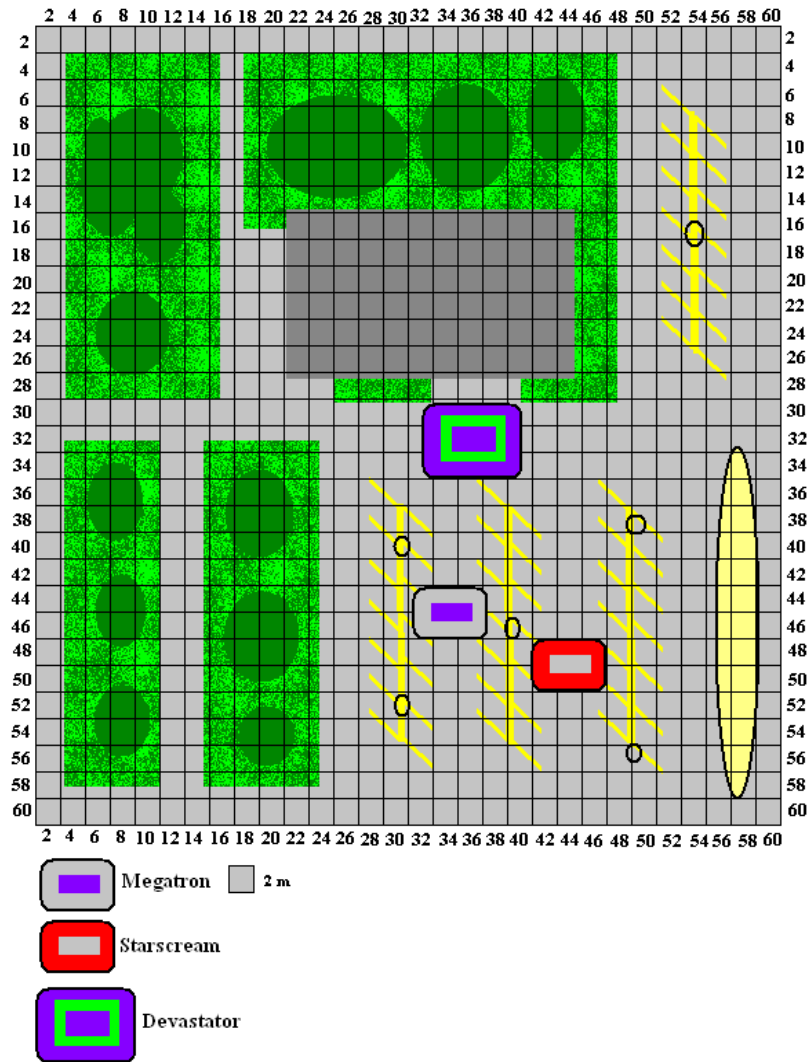
There can be lots of detail in this map, but a two meter map doesn't account for much when trying to get an idea of what the big picture is. A four meter map does a better job showing that a battle is about to begin.

Map 4-3, The 4 meter Map

In each map, the characters still have the same reach for hand to hand combat that corresponds to their scale, but the lines are a little blurred as the 4 meter map only gives an approximate location and not an exact one (A Class Three Transformer still has an 6 meter reach, which means that they can strike one square and partially into the next square). Decisions on whether or not a target is in

reach will depend on scale when the lines are blurred (and of course…the dreaded GM).

Transformation Size and Height:

When Transformers change from robot form to vehicle form, they can take up lots of space horizontally. A class II Decepticon that turns into a jet fighter, or an Autobot that turns into a tank or tractor trailer can take up much more area on the map than as they had previously while standing in Robot form. Jetfighters can be 15 meters long or more, and tractor trailers can be almost as large. If a Transformer is in vehicle mode and engaged in a fight, there is a possibility that their scale can be offset for the purposes of combat in regards to their defense (i.e. the robot can become a smaller or larger target when it transforms).

When a robot transforms, what changes, and what stays the same?

Table 4-2, Statistical Differences When Transformed

Change	Same
A Character's defensive rating changes. If a robot turns into a larger scale vehicle, it is a bigger target. If a robot turns into a smaller scale vehicle, it is a smaller target.	Armor Rating doesn't go up in scale regardless of a robot turning into a larger scale vehicle, nor does it decrease if the robot turns into a smaller scale vehicle.
Area taken up on map	Skill bonuses/penalties remain at Robot scale. Even if a Class II robot becomes a Class IV vehicle, he or she still attacks with Class II bonuses and or penalties.
Payload will not decrease (if vehicle is smaller), but it can increase (if vehicle is larger). This is referred to as 'ally loaded' payload.	Skill knowledge and awareness.
One of the only advantages to turning into a larger vehicle (i.e. a Class II robot turning into a Class III sized vehicle) is that the vehicle can ram a target as if it were a class III robot. Targets should be chosen wisely, for a ramming initiator must roll against collision damage (target's Strength and scale modifier). A class II robot who turns into a class III vehicle would be wise to try to ram other class II robots or smaller, but not wise to slam into Class IV robots or larger.	Ranged Weapon damage and range remains the same. For instance, a robot has an integrated energy weapon that they wish to (if they can) use in vehicle form; it remains with the same damage output as in robot form.

There are limitations on what a Transformer can change into without the possession of a special ability (Macro or Micro-changer). A Transformer can transform into a vehicle or object at one scale size above or below its own, or the same scale (without any special ability). In the example below, Optimus Prime, a Class III Transformer transforms into a tractor trailer that exceeds the 48 feet but not 100. As a tractor trailer, Optimus Prime is a Class Four sized vehicle (his defensive modifiers are changed to Class IV, but his ramming damage is Class Four now as well). Optimus Prime doesn't need the Macro-changer special ability, but Skywarp does. Skywarp is a Class II Decepticon, meaning that he is shorter than 24 feet in height. However, he does transform into a 63 foot long F-15 jet (greater than 48 feet, less than 100), so he too is a Class IV vehicle. As a Class II robot, he requires the minor version of Macro-changer in order to assume the form of the F-15

because he is jumping from Class II robot to Class IV vehicle. Bumblebee, a Class 1 robot changes into a Volkswagon Bug, a Class I vehicle.

Map 4-4, 2 Meter Map, Horizontal Transformation Displacement
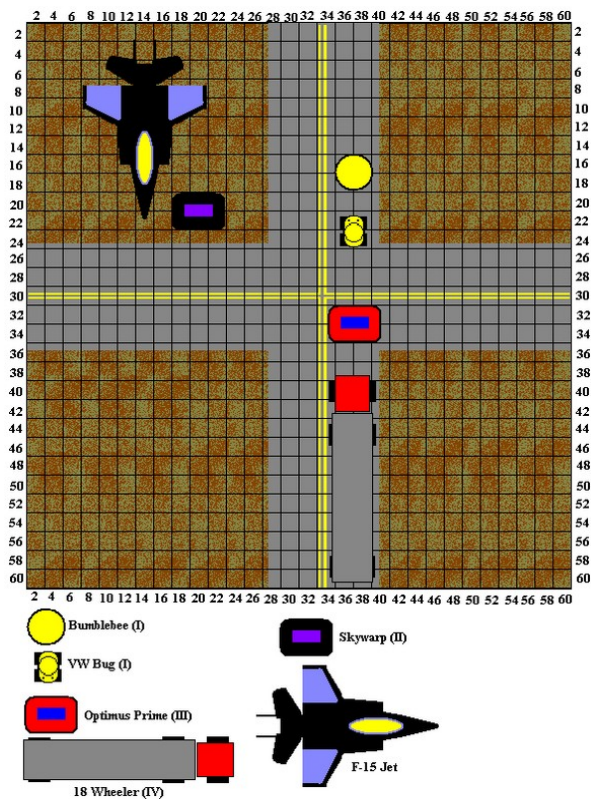
Transforming from Vehicle to Robot and Vice-versa (The High-Speed Transformation)

In the Introduction, it was mentioned that transforming from robot to vehicle and vehicle to robot didn't require a roll…that is unless a player wanted to double his transformation speed. When this was mentioned it was under the understanding that this was while the robot or vehicle was either moving at a cautious pace, a tactical pace, or holding completely still. Things are much different when it concerns transforming at high speeds.

Yeah, I can run all out at a pace of about 36 mph, which isn't too fast…and I can handle transforming into a car with no problem while running all out. I'd end up in car mode at 36 mph, which actually is about the safe driving speed through fairly busy intersections. Transforming from car to robot is a bit trickier…As a VW bug, my top speed is right around 100 mph. There is no real way for me to transform at this speed safely. I would have to slow down to around 36 mph in order to safely transform back into my robot form…and I would do so at an all out running pace.

Safety is very important…We are guests on Earth, and I am ashamed that we ended up bringing our war upon these people. We need their help, and in order to avoid damage to you as a player, human property, and human death tolls…watch your speed while transforming.

The little Autobot is worried about speeds of 100 mph…Boo-hoo…My fellow Decepticons who transform into jets think of 100 mph as practically being parked. It's plain and simple…if you are moving faster than you can run, you will not land very well if you transform. That is why we Decepticons often circle, or transform in mid-air and drop to the ground after we've decelerated. We often transform in the air at greater rates of speed than we can run so we can float down to the ground with our superior ability of wingless flight. I'll give the little Autobot credit though…transforming on the ground while moving faster than one can run is a bad idea…Its still possible, but extremely dangerous to the Cybertronian who tries it.

Starscream…(sighs)…First you talk about kicking vehicles with an extended leg in mid-flight…just waiting to be tripped or clipped…and then you lecture to us about safety…That's pretty inconsistent…You'll never lead the Decepticons…(looks sad)…Prime speaks the truth. I care little about the human germs one might crush by miscalculating in mid drive or mid flight transformation, but I do care about having to spend precious time away from conquering and murdering to replace warriors who were stuck on stupid mode and crashed while trying a mid air to ground transformation. Do that, and pray that the crash depletes your life force…because you can bet that I will…it's quicker and cheaper than getting you repaired.

None of the transformers, both good and bad, think it's a good idea to transform from vehicle to robot at a pace faster than one can run all out…but it still can be done. A character Starscream's size…a class II Transformer, he or she can transform while in vehicle form to robot while on the move at a rate of 54 mph or (120 m) per all out round speed. This is safe for most cars and trucks that are Class II, but for jets, Starscream speaks from experience, wingless flight of the Decepticons does have its advantages in efforts to slow them down for landing.

What are the penalties for transforming from vehicle to robot faster than one can run?

There are no penalties for a Transformer transforming while on the move up to their base all-out run speed.

Table 4-3, Example of a Class I Transfomer (Robot and Car Speed Ranges)

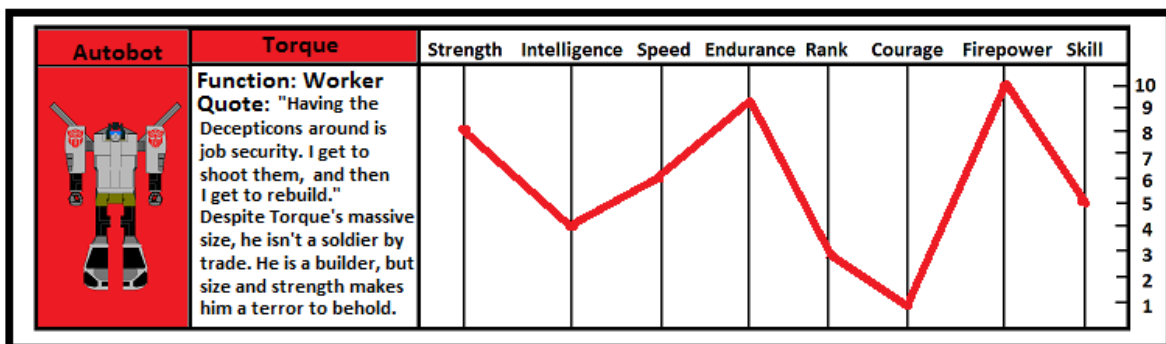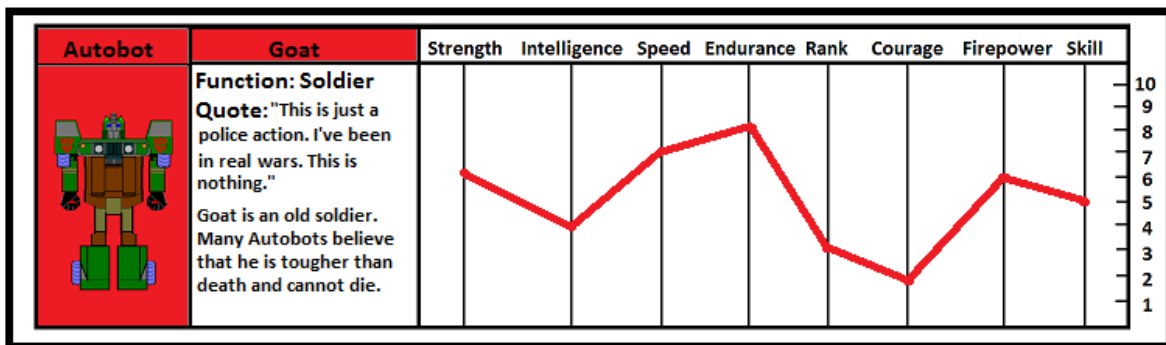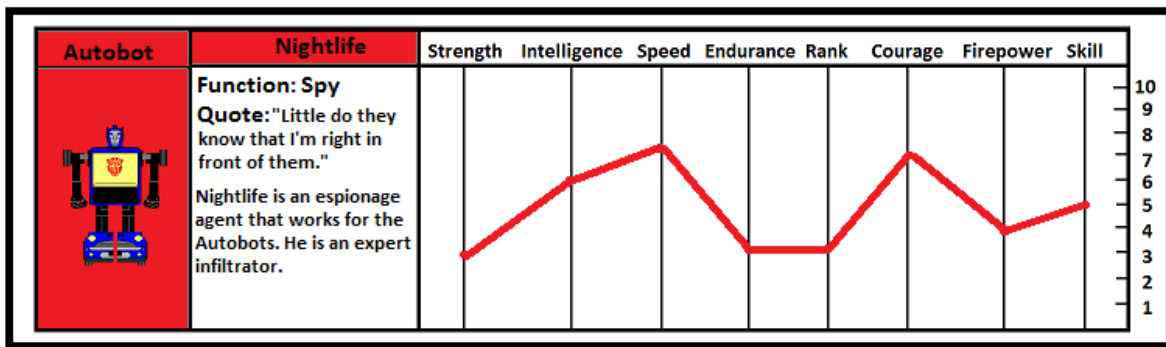| Speed	Meters Per Round In Robot Form	Meters Per Round in Vehicle Form
Cautious	10 (4.5 mph)	30 (13.5 mph)
Tactical	20 (9 mph)	60 (27 mph)
High Speed	40 (18 mph)	120 (54 mph)
All-Out	80 (36 mph)	240 (108 mph)

The above speed grid shows that this transformer can transform from vehicle form to robot form at the tactical driving speed of 27 mph safely. It cannot cross the high speed threshold without suffering penalties (+3 to a moderate difficulty for anything beyond the 36 mph point up to 10 mph (increments), and +5 to a moderate difficulty for every 10 mph over that 36 mph point. So, if the Class 1 transformer goes from vehicle to robot at 45 mph (the difficulty is moderate +3)…at 46 mph and beyond (+5 to the difficulty)…at 56 mph (+10 to the moderate difficulty)…and so on. This kind of transformation can be attempted, and Autobots often use it for ramming attacks if on open ground, but it should be avoided if one is a jet or an extremely high performance car (especially when at speeds nearing all-out). Most jet-transforming robots have class II robot ratings (15/30/60/120) for speed. They can run all out at 54 mph. Most jets fly faster than the speed of sound…i.e. faster than 700 mph (1555 m per round). With the +5 per 10 mph over the all-out run speed, in order for a jet moving at 700 mph to transform and land all in one action would have a difficulty score of 323+! If a high speed transformation must be attempted, the transformer should make sure that he or she is high enough to avoid crashing into buildings or the earth, because he or she will lose control momentarily as their physical shape alters and physics and gravity grip them. A trick that Decepticon jet fighters do is they fly at the low end of high speed, transform and then use their wingless flight to do aerial combat as they spin to regain control and shoot (Starscream did this in the live action movie). The Aerialbots are also known to use this trick…as they've been upgraded to wingless flight as well.

It might seem odd that the larger one is, the higher the rate of traveling speed at which they can transform from vehicle to robot, but one has to remember that the larger they are, the faster they can run as a robot (typically)…and they can bear the strain of G-Forces much better during the transition.

For how long does one lose control if they attempt a mid-drive or mid-flight transformation into robot? The simple answer is however long it took them to transform: remember in the introduction's transformation speeds? The smaller one is, the faster one can recover while in a spin. A class II transformer will be spinning out of control for three seconds if it attempts a mid-air transformation from jet to robot…this means that it will be transforming and recovering from the process for one round, attacking the next with a few actions (hopefully with wingless flight or it will continue to fall until it transforms back to jet or plane mode), and then transform in the following round within 3 seconds time.

So, to summarize: a robot can run all out and transform into their vehicle form with no problem, provided that they are prepared to at least be moving in their vehicle form as fast as they can run… Most Transformers…if not all of them…can do this without suffering any penalties or rolling unless they want to double their transformation speed. Going from vehicle to robot can be hazardous if the vehicle is traveling faster than the robot can run. For a safe vehicle to robot transformation, transform at a speed at which your robot can gain footing at a running pace…anything faster than that can cause him or her to trip, or spin out of control during a jet or copter landing.

Autobot — **Nightlife**

| Strength | Intelligence | Speed | Endurance | Rank | Courage | Firepower | Skill |

Function: Spy
Quote: "Little do they know that I'm right in front of them."
Nightlife is an espionage agent that works for the Autobots. He is an expert infiltrator.

Autobot — **Goat**

| Strength | Intelligence | Speed | Endurance | Rank | Courage | Firepower | Skill |

Function: Soldier
Quote: "This is just a police action. I've been in real wars. This is nothing."
Goat is an old soldier. Many Autobots believe that he is tougher than death and cannot die.

Autobot — **Torque**

| Strength | Intelligence | Speed | Endurance | Rank | Courage | Firepower | Skill |

Function: Worker
Quote: "Having the Decepticons around is job security. I get to shoot them, and then I get to rebuild."
Despite Torque's massive size, he isn't a soldier by trade. He is a builder, but size and strength makes him a terror to behold.

When making an Autobot or Decepticon from scratch, you may already have a notion of how you picture them being in comparison with some of their Autobot or Decepticon peers. The picture above gives three examples of the old decoder toy box stats for the first three Autobots that will be covered in this walkthrough. The patterns between the Class I and Class III robot fluxuate, but one can see that they're all the same rank (as starting characters) and are as skilled as one another in their professions. I worked backwards with these examples to formulate the decoder stats, but one can use the decoder stats for official characters to get an idea of how that Transformer may look in D6. I arrived at the conclusions in the picture above by following these formulas:

Strength: Strength Attribute + Super Strength*(1 to 2) + Class Size
Intelligence: Knowledge Attribute + Technical Attribute
Speed: Pereception Attribute + Dexterity Attribute
Endurance: Strength Attribute + Armor (counts as 1) + Quadratanium Skin (1 to 2) + Class Size
Rank: Average of All Skills
Courage: [Dice in Command + Dice in Willpower] / Class Size
Firepower: Output of an integrated or physical state weapon (maximum) + Class Size
Skill: The dice amount in the highest achieved skill.

In the introduction chapter, three separate Autobots were mentioned: Torque, Goat, and Nightlife. Each one of them was distinctly different, namely the fact that each one was a different class of Cybertronian. Some of their stats were mentioned, and they were only mentioned hypothetically. Now, we will see what their true stats are as they are designed.

Step One in Character Creation: Determine Physical Attributes
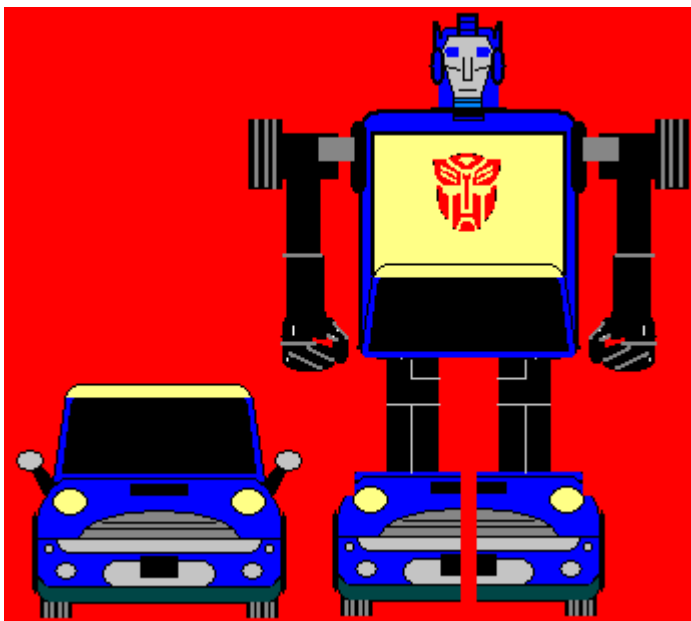
We'll start with Nightlife: We're going for moderation here with him. 18 dice have to be distributed between the six attributes. A character must have at least 1D in every attribute. It is up to the player to distribute the dice wisely.

Dexterity 3D
Knowledge 3D
Mechanical 3D
Perception 4D
Strength 2D
Technical 3D

Reference: Attributes are covered in Chapter Two

Step Two in Character Creation: Determine Skills

General Rule: Skills are determined by multiplying the attribute dice number by 2. This means that Nightlife could have up to six Dexterity skills, six Knowledge skills, six Mechanical skills, eight Perception skills, four Strength skills, and six technical skills.

The following skills were selected for Nightlife:

Dexterity 3D
Ranged Energy Weapons, Integrated Weapons Systems: Ranged, Dodge, Sneak, Run, Hide

Knowledge 3D
Astrogation, Bureaucracy, Languages, Survival, Streetwise, Willpower
Mechanical 3D
Auto Evasion, High Technology Operation, Vehicle Communications, Vehicle Sensors, Artillery, Beast Riding
Perception 4D
Bargain, Command, Con, Search, Spot, Scan, Investigation, Persuasion
Strength 2D
Brawling, Stamina, Swimming, Climbing/Jumping
Technical 3D
Engineering, Security, First Aid, Demolitions, Energy Weapon Repair, Primitive Construction

Reference: Skills can be found in Chapter Two.

Of the skills picked, 7D can be added for improvements. 3 specializations can be bought at the price of 1D.

The following improvements were made:

Ranged Energy Weapons 4D, Integrated Weapons Systems: Ranged 4D, Dodge 4D, Investigation 4D, Persuasion 5D, Climbing/Jumping: acrobatics (s) 3D, Security: sonic alarms (s) 4D, Energy Weapon Repair: EMP Pistol (s) 4D

Step Three in Character Creation: Determine Armaments

Class One Cybertronians:
Integrated Weapons Energy Consuming or IWEC (1), Integrated Weapons Fuel Consuming or IWFC (2), Physical State Weapons or PSW (1), Extra Payload or EP (2), Integrated Tool Systems or ITS (1), Special Abilities or SA (1)

Adjust the above to: IWEC (3), IWFC (0), PSW (0), EP (1), ITS (2), SA (2)

Reference: Allowances for Weapons systems, payload, tools, and special abilities are mentioned in Chapter One. Weapon Systems and Tools are in Chapter Three. Special

Abilities are located after skills in Chapter 2.

Translation: Nightlife has an Integrated Weapons System that does 3D Class One Cybertronian damage. He has no fuel consuming or physical state weaponry. He has 1 slot for extra payload at Class One level. He has two slots for integrated tool systems, and he has 2 slots for a special ability.

He chooses an integrated blast ray in his right forearm, has the option to carry an EMP pistol (his choice, but any energy pistol for a class one Cybertronian would fit), can choose the recon tool system, as well as the basic medical diagnostics kit, and has chosen acrobatic and invisible 1 for his special abilities.

Step Four in Character Creation: Determine Movement Adjustments

Nightlife is a Class One Transformer, who when in robot form stands about twelve feet in height. His weight is approximately 2400 lbs. His tactical movement speed is 20 meters per round and can

run all out at 80 meters per round. His top speed in vehicle form is 150 mph / 240 kph, or at a move of 333.

Reference: References to movement equations are in Chapter Four.

Finished product:

Code Name: Nightlife
Affiliation: Autobot / Recon Agent
Gender: Male
Age: Cybertronian Age: Young
Rank: Most of Nightlife's skills are in between 2D and 5D, so his rank is approximately a 3
Height: 12 feet
Weight: 2400 lbs.
Dexterity 3D
Ranged Energy Weapons 4D, Integrated Weapons Systems: Ranged 4D, Dodge 4D, Sneak, Run, Hide
Knowledge 3D
Astrogation, Bureaucracy, Languages, Survival, Streetwise, Willpower
Mechanical 3D
Auto Evasion, High Technology Operation, Vehicle Communications, Vehicle Sensors, Artillery, Beast Riding
Perception 4D
Bargain, Command, Con, Search, Spot, Scan, Investigation 4D, Persuasion 5D
Strength 2D
Brawling, Stamina, Swimming, Climbing/Jumping: acrobatics (s) 3D
Technical 3D
Engineering 1D, Security: sonic alarms (s) 4D, First Aid, Demolitions, Energy Weapon Repair: EMP Pistol (s) 4D, Primitive Construction 3D
Move [Robot]: 20
Move [Vehicle]: 33/67/133/333
Energon Supply: 100
Existing Armor: Strength of 2D+1D against physical attacks, and +2 against energy attacks.
Experience Points: 5
Disposition Numbers: 7/7/7
Spark [Life] Points: 2
Integrated Weapon: Energy [3] Blast Ray (3D, Class One, one point of energon per shot)
Integrated Weapon: Fuel Consuming [0]
Physical State Weapons: [0]
Extra Payload: [1] (EMP Pistol, 4D Class One…Electronic devices only)
Integrated Tool System: [2] (recon, basic med diagnostics)
Special Abilities: [2] (Acrobatic, Invisible 1)
Re: Chapter Five - Character Creation Walkthrough
Post by admin on Mar 30, 2008, 3:59pm

Chapter Five - Character Creation Walkthrough: Class II Transformer Example

Step One in Character Creation: Determine Physical Attributes
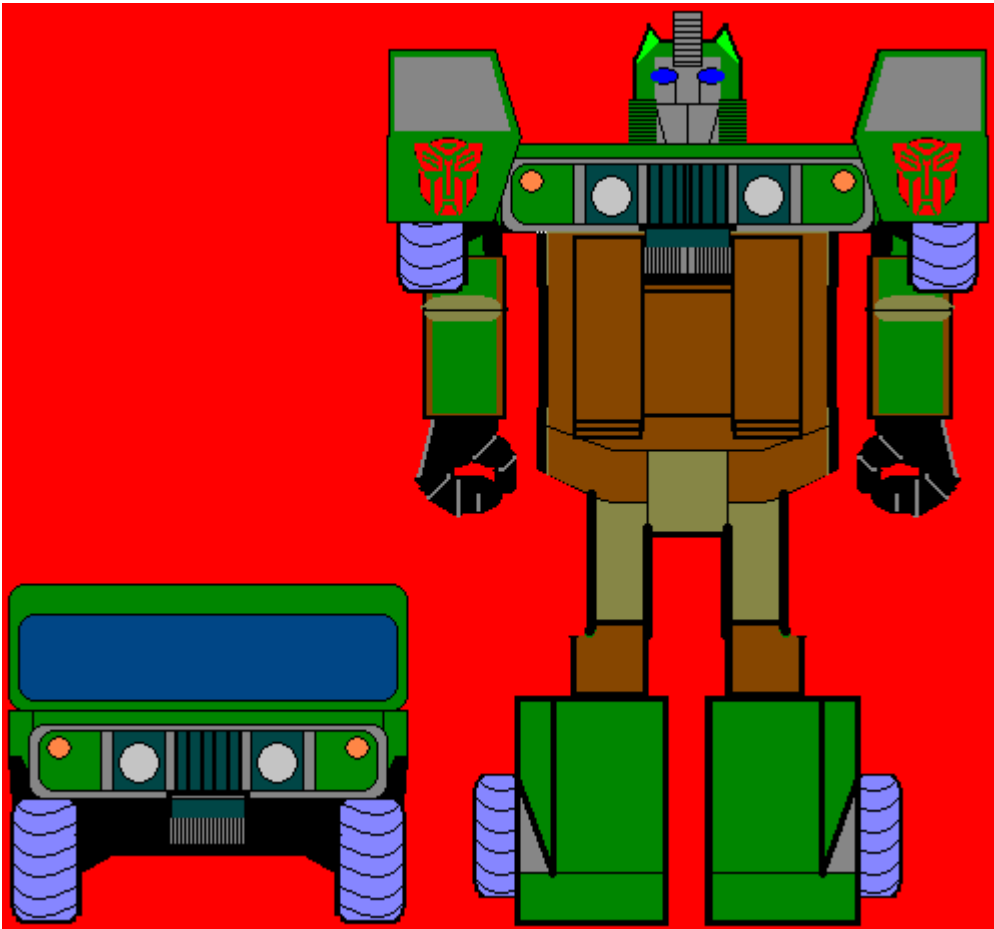
Next is Goat: Goat is a soldier, so we're aiming for him to be rugged and tough. 18 dice have to be distributed between the six attributes. A character must have at least 1D in every attribute. It is up to the player to distribute the dice wisely.

Dexterity 4D
Knowledge 2D
Mechanical 3D
Perception 3D
Strength 4D
Technical 2D

Reference: Attributes are covered in Chapter Two

Step Two in Character Creation: Determine Skills

General Rule: Skills are determined by multiplying the attribute dice number by 2. This means that Goat could have up to eight Dexterity skills, four Knowledge skills, six Mechanical skills, six Perception skills, all Strength skills, and four technical skills.

The following skills were selected for Goat:

Dexterity 4D
Dodge , Grenade, IWSR, Melee Weapons, Ranged Energy Weapons, Run, Sneak, Thrown Weapons,

Knowledge 2D
Languages, Streetwise, Tactics, Willpower
Mechanical 3D
Artillery , Auto Evasion/Operation ,Beast Riding , Vehicle Communications , Vehicle Sensors , Vehicle Weapons
Perception 3D
Command , Investigation , Persuasion , Scan , Search , Spot
Strength 4D
Brawling , Climbing/Jumping , Lifting , Stamina , Swimming
Technical 2D
Computer Operation/Repair , Demolitions , Energy Weapon Repair , Primitive Construction

Reference: Skills can be found in Chapter Two.

Of the skills picked, 7D can be added for improvements. 3 specializations can be bought at the price of 1D.

The following improvements were made:
Dodge 5D , Grenade 5D , IWSR 4D: Miniguns 5D , Melee Weapons 4D: Energy Blade 5D , Ranged Energy Weapons 4D: Pulse Rifle 5D, Thrown Weapons 5D , Languages 3D , Tactics 3D , Willpower 3D

Step Three in Character Creation: Determine Armaments

Class Two Cybertronians:
Integrated Weapons Energy Consuming or IWEC (2), Integrated Weapons Fuel Consuming or IWFC (2), Physical State Weapons or PSW (2), Extra Payload or EP (2), Integrated Tool Systems or ITS (2), Special Abilities or SA (1)

Adjust the above to: IWEC (0), IWFC (4), PSW (0), EP (2), ITS (2), SA (2)

Reference: Allowances for Weapons systems, payload, tools, and special abilities are mentioned in Chapter One. Weapon Systems and Tools are in Chapter Three. Special

Abilities are located after skills in Chapter 2.

Translation: Goat has an Integrated Weapons System that does 4D Class Two Cybertronian damage. It is a fuel consuming weapon that has the ability to fire straight or fire as a spread weapon. He has 2 slots for extra payload at Class Two level. He has two slots for integrated tool systems, and he has 2 slots for a special abilitiesr (remember that a class two transformer would have to spend two of their points from IWE, IWFC, PSW, EP, or ITS to make up one point of special abilities).

He chooses duel integrated miniguns in his right and left forearm, and the option to carry a Class two pulse rifle (his choice, but a class two pulse rifle would fit), can choose the soldier system as well as the basic medical diagnostics kit, and has chosen the Quadratanium Armor 1 and Extra Payload for his special abilities. This effectively grants him the ability to add an extra dice to his Strength rolls for soaking damage, as well as the ability to carry another small weapon…his choice is an energy blade.

Step Four in Character Creation: Determine Movement Adjustments

Goat is a Class Two Transformer, who when in robot form stands about eighteen feet in height. His weight is approximately 4500 lbs. His tactical movement speed is 30 meters per round and can run all out at 120 meters per round. His top speed in vehicle form is 100 mph / 160 kph, or at a move of 222.

Reference: References to movement equations are in Chapter Four.

Gaot is beginning to take shape:
Finished Product:

Code Name: Goat
Affiliation: Autobot / Combat Veteran
Gender: Male
Age: Cybertronian Age (middle aged)
Rank: 3
Height: 18 Feet
Weight: 4500 lbs.
Dexterity 4D
Dodge 5D , Grenade 5D , IWSR 4D: Miniguns 5D , Melee Weapons 4D: Energy Blade 5D , Ranged Energy Weapons 4D: Pulse Rifle 5D, Run 4D , Sneak 4D , Thrown Weapons 5D ,
Knowledge 2D
Languages 3D , Streetwise 2D , Tactics 3D , Willpower 3D ,
Mechanical 3D
Artillery 3D , Auto Evasion/Operation 3D ,Beast Riding 3D , Vehicle Communications 3D , Vehicle Sensors 3D , Vehicle Weapons 3D
Perception 3D
Command 3D , Investigation 3D , Persuasion 3D , Scan 3D , Search 3D , Spot 3D
Strength 4D
Brawling 4D , Climbing/Jumping 4D , Lifting 4D , Stamina 4D , Swimming 4D
Technical 2D
Computer Operation/Repair 2D , Demolitions 2D , Energy Weapon Repair 2D , Primitive Construction 2D
Move [Robot]: 15 : 30 : 60 : 120
Move [Vehicle]: 33 : 66 : 132 : 222
Energon Supply: 100
Existing Armor: 4D +3D against physical attacks, and +2D+2 against energy attacks
Experience Points: 5
Disposition Numbers: 8 / 5 / 8
Spark [Life] Points: 2
IWE: [0] none 0 D
IWFC: [4] Dual Miniguns, Linear and Spread Effect, 15 shots 4 D
PSW: [0] none 0 D
EP: [2] Pulse Rifle (5D Class 2 Scale) 50 shots, Energy Blade (4D Class 2 Scale) 20 Strikes
ITS: [2] Soldier, Basic Medical Diagnostics
SA: [2] Quadratanium Armor, Extra Payload

Chapter Five - Character Creation Walkthrough: Class III Transformer Example

Step One in Character Creation: Determine Physical Attributes
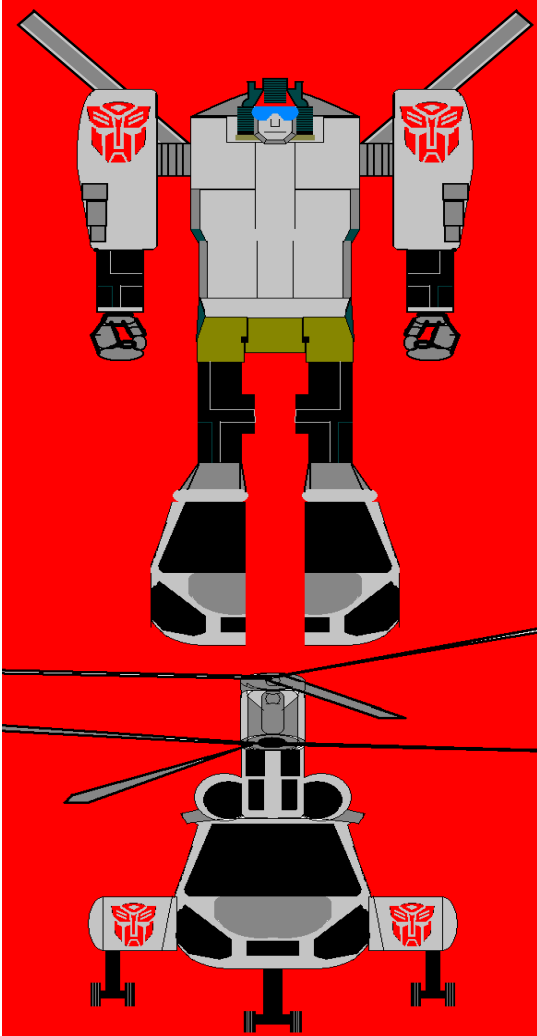
After Goat is Torque: Torque is a laborer and combat engineer, so we're aiming for him to be able to lift heavy loads…even while flying. 18 dice have to be distributed between the six attributes. A character must have at least 1D in every attribute. It is up to the player to distribute the dice wisely.

Dexterity: 3D
Knowledge 2D
Mechanical 3D
Perception 3D
Strength 5D
Technical 2D

Reference: Attributes are covered in Chapter Two

Step Two in Character Creation: Determine Skills

General Rule: Skills are determined by multiplying the attribute dice number by 2. This means that Torque could have up to six Dexterity skills, four Knowledge skills, six Mechanical skills, six

Perception skills, all Strength skills, and four Technical skills.

The following skills were selected for Torque:

Dexterity: 3D
Dodge, Grenade, IWSM, IWSR, Melee Weapons, Ranged Energy Weapons
Knowledge 2D
Navigation, Scholar: Construction, Tactics, Willpower
Mechanical 3D
Artillery, Helo Evasion/Operation, High Technology Evasion/Operation, Vehicle Communications, Vehicle Sensors, Vehicle Weapons
Perception 3D
Bargain, Command, Persuasion, Scan, Search, Spot
Strength 5D
Brawling, Climbing/Jumping, Lifting, Stamina, Swimming
Technical 2D
Computer Operation/Repair , Demolitions , First Aid ,Primitive Construction

Reference: Skills can be found in Chapter Two.

Of the skills picked, 7D can be added for improvements. 3 specializations can be bought at the price of 1D.

The following improvements were made:
Dodge 5D , IWSM 3D: Rotary Blades 4D , IWSR 3D: Phased Plasma Beam 4D ,Melee Weapons 3D : Swords 4D , Navigation 4D , Helo Evasion/Operation 5D ,

Step Three in Character Creation: Determine Armaments

Class Three Cybertronians:
Integrated Weapons Energy Consuming or IWEC (3), Integrated Weapons Fuel Consuming or IWFC (3), Physical State Weapons or PSW (3), Extra Payload or EP (3), Integrated Tool Systems or ITS (3), Special Abilities or SA (1)

Adjust the above to: IWEC (2), IWFC (2), PSW (2), EP (3), ITS (3), SA (2)

Reference: Allowances for Weapons systems, payload, tools, and special abilities are mentioned in Chapter One. Weapon Systems and Tools are in Chapter Three. Special

Abilities are located after skills in Chapter 2.

Translation: Torque has Integrated Weapons Systems that do 2D Class III Cybertronian damage. His wrist mounted Phased Energy Beam is an energy consuming weapon that he uses for clearing construction debris…or Decepticons. He also packs a spread weapon: the dreaded shoulder mounted Plasma wave gun that has an area effect. The plasma wave gun is fuel consuming. Rotary Blades from helicopter form can be duel wielded as swords that the young Autobot has wisely devoted with two slots for Physical State Weaponry….along with years of familiarizing himself with the blades he feels are now extensions of his arms. He has 3 slots for extra payload at Class Three, in which he carries a Pulse Rifle and Autobot Defender Blade. He looks up to Optimus Prime, and feels that the payload choices that served the Autobot commander for so long should

serve for him as learning from great experience. Torque chose job related tool systems (Construction, Recon, and Demolition), and for special abilities, the Magnetic Force and Tempered Weapons special abilities help him on the job, and in combat.

Step Four in Character Creation: Determine Movement Adjustments

Torque is a Class Three Transformer, who when in robot form stands about twenty-eight feet in height. His weight is approximately 8400 lbs. His tactical movement speed is 40 (human characters would have to run all out in order to keep up with his normal walking speed) meters per round and can run all out at 160 meters per round. His top speed in vehicle form is 150 mph / 240 kph, or at a move of 333.

Reference: References to movement equations are in Chapter Four.

Finished Product:

Code Name: Torque
Affiliation: Autobot / Construction Worker
Gender: Male
Age: Cybertronian Age (young)
Rank: 3
Height: 28 Feet
Weight: 8400 lbs.
Dexterity: 3D
Dodge 5D , Grenade 3D ,
IWSM 3D: Rotary Blades 4D , IWSR 3D: Phased Plasma Beam 4D ,Melee Weapons 3D : Swords 4D , Ranged Energy Weapons 3D
Knowledge 2D
Navigation 4D , Scholar 2D , Tactics 2D , Willpower 2D
Mechanical 3D
Artillery 3D , Helo Evasion/Operation 5D ,High Technology Evasion/Operation 3D , Vehicle Communications 3D , Vehicle Sensors 3D , Vehicle Weapons 3D
Perception 3D
Bargain 3D , Command 3D , Persuasion 3D, Scan 3D, Search 3D , Spot 3D
Strength 5D
Brawling 5D , Climbing/Jumping 5D , Lifting 5D ,
Stamina 5D , Swimming 5D
Technical 2D
Computer Operation/Repair 2D , Demolitions 2D , First Aid 2D , Primitive Construction 2D
Move [Robot]: 20 : 40 : 80 : 160
Move [Vehicle]: 33 : 66 : 133 : 333
Energon Supply: 100
Existing Armor: 5D +1D against physical attacks, and +2 against energy attacks
Experience Points: 5
Disposition Numbers: 7 / 7 / 7
Spark [Life] Points: 2
IWE: [2] Phased Energy Beam 2 D, Class III scale

IWFC: [2] Plasma Wave Gun, Area Effect 15 shots 2 D, Class III scale
PSW: [2] Rotary Blades, Str+ 2 D
EP: [3] Pulse Rifle, 5D Class 3 Scale, 50 shots, Autobot Defender Blade (Str + 3D)
ITS: [3] Constuction, Recon, Demolition
SA: [2] Magnetic Force, Tempered

The previous three examples have been standard Autobots…In the following examples to come, we'll explore the construction of Decepticons (Snakespit), Combiners (both Autobot and Decepticon), Junkions, Dinobots, and maybe…just maybe, Quintessons.

Re: Chapter Five - Character Creation Walkthrough
Post by admin on Apr 3, 2008, 5:50pm

Chapter Five - Character Creation Walkthrough : Creation of a Class II Decepticon

Understanding the principles of assigning attributes and skills under the attributes, followed by weapons, tools, and special ability picks is about ninety percent of the battle when it comes to character creation. The other ten percent is in understanding how Decepticons differ from Autobots. Remember, the Decepticon loses one tool slot for the ability of Robot Flight. Decepticons were built for conquest and warfare. Few of them ever were artisans, engineers, or anything but warriors before the war, and not many of them ever seem to follow pursuits other than warfare and the gaining of power since the war. This might seem like an overpowering advantage, the ability of flight in combat in or out of transformation, but in some ways, it's not. Autobots have the choice of having an extra point for tools, or switching it over to something else. Decepticons don't have that choice of having that extra point for the tools, in fact, Class I Decepticons have to borrow from Integrated Weaponry, Payload, or Physical state weapons to gain tool packages at all.

Step One in Character Creation: Determine Physical Attributes
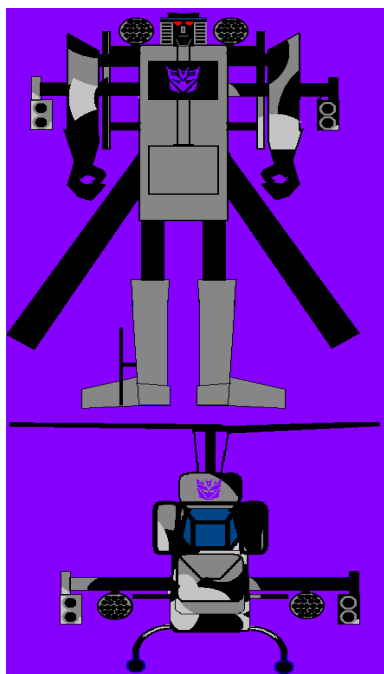
Snakespit probably wouldn't have volunteered for a full breakdown of his schematics to be brought before characters most likely wanting to play Autobot characters, but considering that reconnaissance Decepticons have been captured in the past, most of knowledge gained by viewing

his stats isn't anything new to veteran Autobots: A Recon Decepticons specializes in spying, stealth, and if they need it, speed. There is a trade off between characters like Snakespit and the rest of the Seekers that follow Starscream and Megatron. Snakespit doesn't turn into a jet, so he looses the overwhelming air superiority that jets have over the skies, and in trade, he can fly slower and maneuver in much tighter spaces, allowing him to get a better understanding of enemy plans. Snakespit is Moderation in Decepticon form. 18 dice have to be distributed between the six attributes. Decepticons must have at least 1D in every attribute, just like their benevolent Autobot counterparts. It is up to the player to distribute the dice wisely, and as said before, moderation was used. Snakespit is a warrior, but he isn't overpoweringly suited for attacks. His job is to report on enemy activity and make it back to Megatron alive. For this purpose, he's been made more maneuverable than strong, tough, or heavily powered in weaponry.

Dexterity 4D
Knowledge 2D
Mechanical 4D
Perception 3D
Strength 3D
Technical 2D

Reference: Attributes are covered in Chapter Two

Step Two in Character Creation: Determine Skills

General Rule: Skills are determined by multiplying the attribute dice number by 2. This means that Snakespit could have up to eight Dexterity skills, four Knowledge skills, eight Mechanical skills, six Perception skills, six Strength skills, and four technical skills.

The following skills were selected for Snakespit:

Dexterity: 4D
Dodge, Hide, IWSR, Melee Weapons, Ranged Energy Weapons, Sneak,
Knowledge 2D
Navigation, Streetwise, Tactics,Willpower,
Mechanical 4D
Artillery, Beast Riding, Helo Evasion/Operation, High Technology Evasion/Operation, Jet Evasion/Operation, Vehicle Communications, Vehicle Sensors, Vehicle Weapons
Perception 3D
Bargain, Con, Investigation, Scan, Search, Spot
Strength 3D
Brawling, Climbing/Jumping, Lifting, Stamina, Swimming
Technical 2D
Computer Operation/Repair, Demolitions, Energy Weapon Repair, Primitive Construction,

Reference: Skills can be found in Chapter Two.

Of the skills picked, 7D can be added for improvements. 3 specializations can be bought at the price of 1D.

The following improvements were made:
Dodge 6D , IWSR 4D: Rotator Laser 5D, Rockets 5D, Ranged Energy Weapons 4D: Null Ray 5D,

Navigation 3D, Helo Evasion/Operation 6D, Investigation 4D

Step Three in Character Creation: Determine Armaments

Class One Cybertronians:
Integrated Weapons Energy Consuming or IWEC (2), Integrated Weapons Fuel Consuming or IWFC (2), Physical State Weapons or PSW (2), Extra Payload or EP (2), Integrated Tool Systems or ITS (2 [-1 Decepticon]), Special Abilities or SA (1 [+Robot Flight])

Adjust the above to: IWEC (2), IWFC (2), PSW (1), EP (1), ITS (1), SA (2)

Reference: Allowances for Weapons systems, payload, tools, and special abilities are mentioned in Chapter One. Weapon Systems and Tools are in Chapter Three. Special

Abilities are located after skills in Chapter 2.

Translation: Snakespit has an Integrated Weapons Systems that do 2D Class One Cybertronian damage. He has one slot for physical state weaponry. He has 1 slot for extra payload at Class One level. He has one slot for integrated tool systems, and he has 2 slots for a special ability.

He chooses an integrated rotator laser integrated into his right arm that does 2D in damage to a single target, or shoulder mounted rockets that do 2D in Class II scale damage to an area. He has the option to carry a single Null Ray (his choice, but prefers to have at least one powerful weapon that can be used without tapping into his special abilities), has the recon tool system and has chosen Charger and Reserve for special abilities, allowing him to have more energon to feed his other special ability, the charger ability which adds more power to his blasts as two points of energon are used (as opposed to one) for his integrated rotator laser, adding an extra dice of damage to the weapon.

Step Four in Character Creation: Determine Movement Adjustments

Snakespit is a Class Two Transformer, who when in robot form stands about 22 feet in height. His weight is approximately 5500 lbs. His tactical movement speed is 30 meters per round and can run all out at 120 meters per round (or fly at 120 meters per round). His top speed in vehicle form is 297 mph / 475 kph, or at a move of 660.

Reference: References to movement equations are in Chapter Four.

Snakespit is finished:

Code Name: Snakespit
Affiliation: Decepticon / Scout
Gender: Male
Age: Cybertronian Age (young)
Rank: 3
Height: 22 Feet

Weight: 5500 lbs.
Dexterity: 4D
Dodge 6D , Hide 4D ,IWSM 4D , IWSR 4D: Rotator Laser 5D, Rockets 5D ,Melee Weapons 4D ,Ranged Energy Weapons 4D: Null Ray 5D, Sneak 4D ,
Knowledge 2D
Navigation 3D , Streetwise 2D , Tactics 2D , Willpower 2D,
Mechanical 4D,
Artillery 4D , Beast Riding 4D , Helo Evasion/Operation 6D,
High Technology Evasion/Operation 4D , Jet Evasion/Operation 4D ,
Vehicle Communications 4D , Vehicle Sensors 4D , Vehicle Weapons 4D ,
Perception 3D
Bargain 3D , Con 3D , Investigation 4D , Scan 3D , Search 3D , Spot 3D
Strength 3D
Brawling 3D , Climbing/Jumping 3D , Lifting 3D ,
Stamina 3D , Swimming 3D
Technical 2D
Computer Operation/Repair 2D , Demolitions 2D , Energy Weapon Repair 2D, Primitive Construction 2D,
Move [Robot]: 15 : 30 : 60 : 120
Move [Vehicle]: 30 : 85 : 200 : 660
Energon Supply: 100
Existing Armor: 3D +1D against physical attacks, and +2 against energy attacks
Experience Points: 5
Disposition Numbers: 4 / 4 / 3
Spark [Life] Points: 2
IWE: [2] Rotator Laser 2 D
IWFC: [2] Rockets 2 D
PSW: [1] Rotator Blades 1 D
EP: [1] Null Ray (4D Class 2 Scale) 100 shots,
ITS: [1] Recon
SA: [3] Decepticon Robot Flight, Charger, Reserve
Re: Chapter Five - Character Creation Walkthrough
Post by admin on Apr 19, 2008, 7:18pm

Hunk-Junk is a Class Two Transformer, who when in robot form stands about nineteen feet in height. His weight is approximately 4750 lbs. His tactical movement speed is 30 meters per round and can run all out at 120 meters per round. His top speed in vehicle form is 200 mph / 320 kph, or at a move of 444.
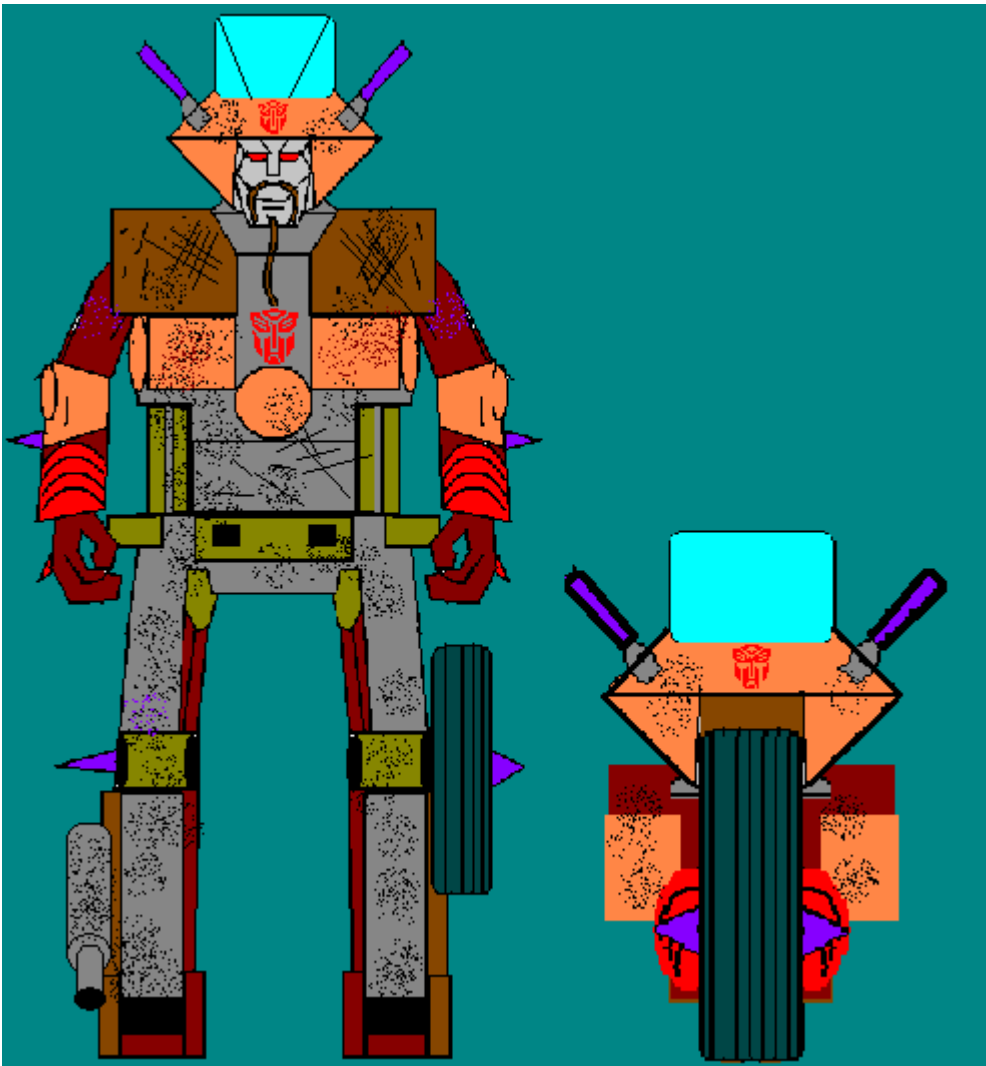
"Bah Weep Grah Nah Weep Nini Bong"

Code Name: Hunk-Junk
Affiliation: Junkion - Autobot Technician
Gender: Male
Age: Cybertronian Age (young)
Rank: 3
Height: 19 Feet
Weight: 4750 lbs.
Dexterity 4D:
Dodge 4D , Grenade 4D , Heavy Weapons 4D , Melee Weapons 4D; Motorcycle Axle-Axe 5D ,
Ranged Conventional Weapons 4D ,
Run 4D , Sneak 4D , Thrown Weapons 4D; Motorcycle Axle-Axe 5D ,
Knowledge 2D:
Business 2D , Languages 2D , Streetwise 2D , Intimidation 2D
Mechanical 3D:
Artillery 3D , Auto Evasion/Operation 3D; Motorcycle 4D ,Beast Riding 3D , Ground Combat
Vehicle Evasion/Operation 3D, High Technology Evasion/Operation 3D , Vehicle Weapons 3D ,

Perception 3D:
Bargain 3D , Con 3D ,Gambling 3D , Investigation 3D , Search 3D ,Spot 3D
Strength 2D :
Brawling 2D , Climbing/Jumping 2D , Lifting 2D , Stamina 2D ,
Technical 4D:
Computer Operation/Repair 5D , Conventional Vehicle Repair 5D , Conventional Weapon Repair 5D ,
Demolitions 5D , Engineering 1D , First Aid 5D , Medicine 1D , Primitive Construction 5D
Move [Robot]: 15 : 30 : 60 : 120
Move [Vehicle]: 30 : 66 : 222 : 444
Energon Supply: 100 (+50 Reserve)
Existing Armor: 2D +1D against physical attacks, and +2 against energy attacks
Experience Points: 5
Disposition Numbers: 7 / 2 / 7
Spark [Life] Points: 2
IWE: [0] none 0 D
IWFC: [0] none 0 D
PSW: [3] Motorcycle Wheel Axle-Axe, STR + 3 D
EP: [2] Junk Blaster (4D Class II Damage, 15 shots)
ITS: [1] Mimicry
SA: [3] Junked 2, Reserve

Hunk-Junk is made the same way a Class II Transformer is made, and since there are two examples with Snakespit and Goat already for review, we can go right into the nitty-gritty: Skills are selected, extra dice are assigned, specializations are added, but the robot's emphasis on certain skills and weapons is very dramatic...as well as the special abilities.

With Hunk-Junk, there are no energy weapons, both as carries or integrated. The two main weapons are a Junk gun which is a conventional pistol (more or less a junk musketoon)...a very large one, and an axe fitted into his forward motor-cycle wheel. He can wield it and throw it with professional accuracy. Also, when figuring Junked energon expenditures, the Junkion has a large reserve of energon to keep him healthy in long dragged out battles.

The attributes of the Hunk-Junk are to specification for a fast, maneuverable (hard to hit in robot and motorcycle form), dexterous (can hack, parry, and throw his melee weapon), and technically inclined character (he can make wonders out of junk).

His selection of the Mimicry tool-kit allows him to record voices (mainly for reciting TV-lines), emulate voices, and gives him advantages in speaking alien languages.

His Perception is average, and his Strength is fairly unremarkable....but that's okay...even for a Junkion warrior. The way a player can figure is that Hunk-Junk may go down, but it is impossible to keep him down for long with his special ability of Junked 2. Since no energon is expended with integrated weaponry or other special abilities, his entire reserve is ready to assist him in putting him back together.

Other considerations....

While the young Junkion rider is aligned with the Autobots, and a pretty noble guy, his eyes glow red, and his distinctive eyebrows and the mustache and goatee he has acquired in honor of Wreck-

Gar give him a unsavory and intimidating presence...especially among those who don't know him. His Disposition codes are at 7/2/7.

Creation of a Dinobot: The Not-so Mechanically Inclined War Machines.

Rules for Dinobot Creation:

    Three Major Drawbacks:

- Dinobots are not scientists, pilots, doctors, technicians, mechanics, nurses, paramedics, engineers, etc. They are fighters...plain and simple, arguably they are built more for war than the Decepticons. *This means that their Attributes are very limited in Mechanical, Technical, and Knowledge. Each attribute would be maxed out during character creation at 1D+2.* Dinobots can grow a bit in these areas (2D would probably be the extent for Class III robots, and 2D+2 would be acceptable for Class II robots and smaller), but are very limited in their development in these areas simply from lack of interest (reading seems to cause intense pain for them) and limited mental capacity.
- As stated, there aren't any professional technicians, artisans, medics or surgeons within the Dinobot community. *As a result, they weren't given the ability to use tools.* Tools would only confuse a Dinobot, in fact, tools would make the Dinobots assume that they could build something...which would be horrible.
- Dinobots about as fast as they are smart. This means they can't move very fast at all. Whether in Robot or Dinosaur form, they move at the same speed. In other words, some cars, motorcycles, boats, and especially jets can move hundreds of miles an hour. *Dinobots move at their all out running pace, whether in Dinosaur or Robot form.*

Three Major Bonuses:

- Dinobots can only have a maximum of 1D+2 in Knowledge, Technical and Mechanical Attributes. *This means that if these deficient attributes are maxed out, the lowest a Dinobot would have for their outrageous Dinosaur strength, their natural Dexterity and primitive animalistic Perception is 4D+1 a piece.* It gets better...especially with the Strength Attribute.
- No tools for the Dinobots...what to do with the character creation points for the tools? I know, spread them out all over. *A Dinobot can add a special ability (usually the tool points would reflect the amount necessary to buy an extra special ability) or add the extra points to Physical state weapons, or integrated weapons rolls (just not to payload).*
- With the cost of losing out on speed like most Autobots and Decepticons seem to enjoy, the Dinobots when transformed into Dinosaur form change their Class size for the figuring of damage resistance, Damage Dealt with hand to hand attacks, and their Intimidation skill increases from its base an additional 4D. *So, a Class II Dinobot when transformed who had an Intimidation skill of 2D, would be at Class III damage resistance modifier, Class III damage when attacking in hand to hand, and at Intimidation 6D.* This is regardless of the dinosaur size. When Megaton said words to the effect of "wait until the Dinobots are in robot mode, then they're vulnerable to attack", he meant just that. When looking at Grimlock, Slag, and Sludge standing next to Optimus Prime, they've got a few feet of height on him. They're Class III transformers, and in dinosaur form, they're Class IV for figuring damage, and taking punishment...and this is why Megaton doesn't go hand to hand against Grimlock. The guy may have a hard time with pronoun usage, but he can cause some serious

problems even for the near-indestructible Megatron.
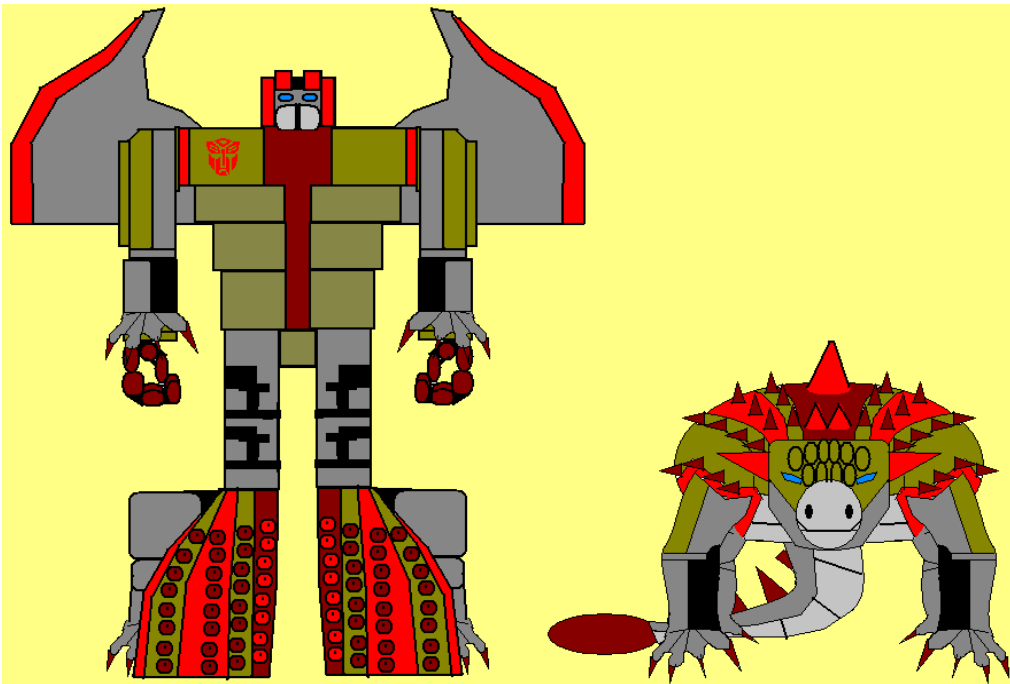
With Bash's case, he's a Class II Dinobot. He's smaller than most Dinobots as a Class II, but for some reason, he's more loyal (not prone to fits of rage and smashing anyone who is perceived as weaker...which means Decepticons and Autobots)...and smarter...or at least, has more potential to learn skills than some of the earlier Dinobots. When transformed into his Dinosaur form, he becomes a Class III robotic Ankylosaur that can take a heck of a pounding for the size of the robot's frame, and it can deal out a hefty tail bashing...especially for the robot's size.

Character Creation is easy (since there isn't likely to be anymore than two Mechanical, Technical and Knowledge skills). Like the Decepticon Snakespit, character creation is pretty much done along the same guidelines as what was done with Goat...only thing that would differ is the restriction on attributes (noted), and the loss of all tool points (to be spread out over other areas).

We select attributes and skills for the Dinobot, keeping in mind the restrictions on the more scientific attributes.
Dexterity: 4D
Knowledge 1D+2
Mechanical 1D+2
Perception 3D+1
Strength 5D+2
Technical 1D+2

Then the amount of skills allotted under the attribute dice are chosen...

Dexterity: 4D
Dodge 4D , Grenade 4D , Heavy Weapons 4D ,IWSR 4D , Martial Arts 1D , Melee Weapons 4D , Run 4D , Thrown Weapons 4D,
Knowledge 1D+2

Survival 1D+2 ,Intimidation 1D+2
Mechanical 1D+2
Artillery 1D+2 , Beast Riding 1D+2
Perception 3D+1
Bargain 3D+1 , Command 3D+1 , Investigation 3D+1 , Persuasion 3D+1 , Scan 3D+1 ,
Spot 3D+1
Strength 5D+2
Brawling 5D+2 , Climbing/Jumping 5D+2 , Lifting 5D+2 , Stamina 5D+2 , Swimming 5D+2
Technical 1D+2
Demolitions 1D+2 ,Primitive Construction 1D+2

Then, 7D are added. In this example, 6D were added, along with three specializations...

Dexterity: 4D
Dodge 5D , Grenade 4D , Heavy Weapons 5D ,IWSR 4D: Napalm Nostrils 5D , Martial Arts 1D ,
Melee Weapons 4D: Club Tail 5D ,
Run 4D , Thrown Weapons 4D: Automobiles 5D
Knowledge 1D+2
Survival 2D+2 ,Intimidation 2D+2
Mechanical 1D+2
Artillery 1D+2 , Beast Riding 1D+2
Perception 3D+1
Bargain 3D+1 , Command 3D+1 , Investigation 3D+1 , Persuasion 3D+1 , Scan 3D+1 ,
Spot 4D+1
Strength 5D+2
Brawling 5D+2 , Climbing/Jumping 5D+2 , Lifting 5D+2 , Stamina 5D+2 , Swimming 5D+2
Technical 1D+2
Demolitions 2D+2 ,Primitive Construction 1D+2

Completed Dinobot Bash:

Code Name: Bash
Affiliation: Dinobot Warrior
Gender: Male
Age: Cybertronian Age (young)
Rank: 3
Height: 21 Feet
Weight: 5250 lbs.
Dexterity: 4D
Dodge 5D , Grenade 4D , Heavy Weapons 5D ,IWSR 4D: Napalm Nostrils 5D , Martial Arts 1D ,
Melee Weapons 4D: Club Tail 5D ,
Run 4D , Thrown Weapons 4D: Automobiles 5D
Knowledge 1D+2
Survival 2D+2 ,Intimidation 2D+2
Mechanical 1D+2
Artillery 1D+2 , Beast Riding 1D+2
Perception 3D+1

Bargain 3D+1 , Command 3D+1 , Investigation 3D+1 , Persuasion 3D+1 , Scan 3D+1 ,
Spot 4D+1
Strength 5D+2
Brawling 5D+2 , Climbing/Jumping 5D+2 , Lifting 5D+2 , Stamina 5D+2 , Swimming 5D+2
Technical 1D+2
Demolitions 2D+2 ,Primitive Construction 1D+2
Move [Robot]: 15 : 30 : 60 : 120
Move [Vehicle]: 15 : 30 : 60 : 120
Energon Supply: 100
Existing Armor: 5D+2 +3D against physical attacks, and +2D+2 against energy attacks
Experience Points: 5
Disposition Numbers: 6 / 5 / 5
Spark [Life] Points: 2
IWE: [0] none
IWFC: [4] Napalm Nostrils, Class II 4 D
PSW: [2] Ankylosaur Tail, Strength Class III + 2 D
EP: [2] Grenade Launcher, 10 grenades, 5D Class II
ITS: [0] None
SA: [2] Robot Flight, Quadratanium Skin

Bash is a Class Two Transformer, who when in robot form stands about twenty-one feet in height.
His weight is approximately 5250 lbs. His tactical movement speed is 30 meters per round and can
run all out at 120 meters per round. In Dinosaur form, he is limited to his speed on foot as a robot.
He has three modes of travel: foot as a robot, foot as a dinosaur, and by air as a robot (robot flight).

His melee weapons are figured in with the Strength bases being at Class III. So, for hand to hand
combat damage, and or the usage of his tail as a melee weapon, or as a tail bash is figured at 5D+2
for hand to hand, and 5D+2 + 2D. This is figured as 7D+2 Class III damage, 9D+2 Class II damage,
11D+2 Class I Damage, and 13D+2 Human scale damage. (in robot form, his melee attacks are
5D+2, 7D+2 for tail club)

Ranged Napalm Nostril attacks are Class II scale as normal.

Damage resistance is figured at 5D+2 +3D for physical and +2D+2 for energy damage. 8D+2 /
8D+1 Class III protection, 10D+2 / 10D+1 Class II protection, 12D+2 / 12D+1 Class I protection,
14D+2 / 14D+1 protection from Human scale weaponry. Dinobot armor abilities plus Quadratanium
Skin can make a character near indestructible (Heavy Class III or Class IV weaponry would be all
that Bash would really come to fear).
Re: Chapter Five - Character Creation Walkthrough
Post by admin on Aug 4, 2008, 6:06pm

Creating a Human Character

She's not GI-Joe, she's not the daughter of some Special Forces General, on the other hand, she'd
probably kick the living daylights out of Spike Witwicky. I created a starting character who is a high
school athlete; part of the rifle club, does archery, does fairly well in school, participates in
gymnastics and has done gymnastics for years, is naturally dextrous and perceptive, and has above
average technical aptitude. Below is the basics;

Name: Alicia Barnes

Affiliation: Autobots, doesn't know any of them, but would certainly help them against the Decepticons if called upon
Gender: Female
Age: 17.5 years
Rank: Highschool Junior
Height: 5'2"
Weight: 115 lbs.
Dexterity 4D
Ranged Conventional, Ranged Ancient, Melee Weapons, Thrown Weapons, Sneak, Hide, Run, Dodge
Knowledge 2D
Business, Languages, Streetwise, Willpower
Mechanical 2D
Auto Evasion / Operation, Beast Riding
Perception 4D
Bargain, Command, Con, Search, Spot, Investigation, Persuasion
Strength 3D
Brawling, Climbing/Jumping, Lifting, Swimming, Stamina
Technical 3D
Primitive Construction, Engineering 1D, First Aid, Computer Operation / Repair, Security, Conventional Vehicle Repair
Move: 10
Existing Armor: None
Experience Points: 5
Disposition Numbers: 8/8/7
Life Points: 2
Special Abilities: Acrobatic

Alicia can add 7D to her existing skills;

Dexterity 4D
Ranged Conventional: rifle 5D, Ranged Ancient: bows 5D, Melee Weapons, Thrown Weapons, Sneak 5D, Hide 5D, Run, Dodge 5D
Knowledge 2D
Business, Languages, Streetwise, Willpower
Mechanical 2D
Auto Evasion / Operation 3D, Beast Riding 3D
Perception 4D
Bargain, Command, Con, Search, Spot, Investigation, Persuasion
Strength 3D
Brawling, Climbing/Jumping: acrobatics 4D , Lifting, Swimming, Stamina
Technical 3D
Primitive Construction, Engineering 1D, First Aid 4D, Computer Operation / Repair, Security, Conventional Vehicle Repair
Move: 10
Existing Armor: None
Experience Points: 5
Disposition Numbers: 8/8/7
Life Points: 2
Special Abilities: Acrobatic

Her move is a standard move of 10. She has no armor and cannot transform (an exo-suit would change all of this). Notice that she doesn't have any integrated weaponry, payload, or anything that the robots usually rely on. Instead, she has to carry equipment.

Equipment: Cell phone, purse, $100, Mace (5D stun/incapacitation to biological targets, range 5 meters), has access to mothers purse (which contains compact .357 magnum, 5 rounds, 4D+2 Human scale, 1-3 / 10 / 50), keys to 1998 Ford Taurus.

Certainly not enough to stare down a Decepticon...but with some determination and helping Autobots in need, that may change.

Re: Chapter Five - Character Creation Walkthrough
Post by admin on Aug 9, 2008, 2:45pm

Creation of an Insecticon: Those who Crave Energy More than Megatron.

Rules for Insecticon Creation:

Three Major Drawbacks:

- Energy Cravers – The Insecticons are energy cravers…almost to the point where feeding on something for energy takes precedence over just about anything except self-preservation. Because of this, they, like the Dinobots are rarely trusted with assignments that require discretion. Every hour, they must make a difficult willpower roll to avoid having to feed. The check is modified by the sources of energy available. If there are electrical lines, power plants, huge power generators, etc., then the Insecticon will almost certainly find the need to feed overwhelming. Also, if they are low on energon, the difficulty will be much greater. After gorging to the point of energon replenishment, the roll is moderate to resist.
- Hate of All Pesticides – One of the best ways to keep Insecticons away from an area is to spray it with pesticides. They will not feed, and hate the smell of it. All actions taken within a pesticide sprayed area will be at –1D.
- Compact – Insecticons were built to be lightweight and resourceful users of their environment and what is at hand. Due to their insecticon bonuses, their energon battery systems and payload room may have scrimped on purposely to make they feel like they're always hungry and to limit the amount of items they can take with them to feed on. Their energon supply is 50, and they cannot take the reserve special ability. Since they are Decepticons they lose one tool for Robot Flight, but in addition, they lose one point of payload.

Three Major Bonuses:

- Super Energon Vampire - They're always hungry and they've got small stomachs. Their need to feed though powers them, and as long as there are things to feed on, they don't need to recharge. They'll eat anything that has electrons in it…which is just about anything. They prefer a high concentration of electrons, or sources that are already rich in energy, but they'll also eat wood, concrete, and even opponents. They receive the special ability of Energon Vampire 1 for free, but the ability is supercharged, allowing them to gain energy from just about any source. The ability of feeding is a 1 point of energon per 10 point gain for

materials such as wood. Power cables and walls of generators may generate more…

- Drone Explosion Pods – While they have limited payload, insecticons can fire a surprisingly devastating weapon to use against opponents. When their energon limit reaches 50, they can launch an explosive pod that releases 20 times their number of drones (the explosion itself does no damage). All of which appear to be identical to the Insecticon, but have their attribute scores for all of their skills. Only one can be fired at a time, and another drone explosion pod cannot be fired until all remaining drones are dispatched. The drones are completely loyal to the master insecticon and they are linked as if they are an extension of the master insecticon. What they see, the insecticon sees.
- Six Legged Attackers – In robot or insect mode, an attempt can be made to grapple with two robot or insect appendages…if successful, the Insecticon can strike with up to two other arms or legs at once at the opponent. While the attack may at –1D for accuracy, the damage is +2D.
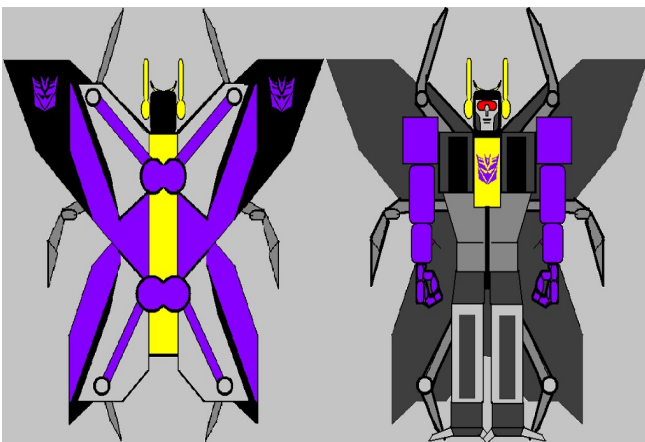
With Pilfer's case, he's a Class II Insecticon. He's on par with Bombshell, Kickback, and Shrapnel in regards to his size and he transforms in to a Moth.

Character Creation is fairly easy and would follow much of the same path as what was done with the Decepticon Snakespit...except an additional point of payload would be taken out to make room for the Super Energon Vampire Ability and Insecticon Drones.

Moderation was the idea with Pilfer.
Dexterity: 3D
Knowledge 3D
Mechanical 3D
Perception 3D
Strength 3D
Technical 3D

Then the amount of skills allotted under the attribute dice are chosen...

Code Name: Pilfer

Affiliation: Insecticon Sabotuer
Gender: Male
Age: Cybertronian Age (young)
Rank: 3
Height: 18 Feet
Weight: 4500 lbs.
Dexterity: 3D
Dodge 5D , Hide 3D , IWSR 3D ; Mini-guns 4D , Martial Arts 1D, Run 3D , Sneak 4D, Thrown Weapons 3D
Knowledge 3D
Bureaucracy 3D , Business 3D , Navigation 3D , Survival 3D , Willpower 3D ; Resisting Feeding Frenzy 4D , Intimidation 3D
Mechanical 3D
Artillery 3D, High Technology Evasion/Operation 3D , Vehicle Communications 3D , Vehicle Sensors 3D , Vehicle Weapons 3D
Perception 3D
Command 3D , Con 3D , Investigation 3D , Scan 3D, Search 3D, Spot 3D
Strength 3D
Brawling 5D , Climbing/Jumping 3D, Lifting 3D , Stamina 3D, Swimming 3D
Technical 3D
Computer Operation/Repair 3D , Conventional Vehicle Reapair 3D , Conventional Weapon Repair 3D ; Heavy Machine Guns 4D , Demolitions 3D , Engineering 1D , Primitive Construction 3D , Security 3D
Move [Robot]: 15 : 30 : 60 : 120
Move [Vehicle]: 30 : 85 : 200 : 660
Energon Supply: 50
Existing Armor: 3D +1D against physical attacks, and +2 against energy attacks
Experience Points: 5
Disposition Numbers: 4 / 3 / 3
Spark [Life] Points: 2
IWE: [0] none 0 D
IWFC: [4] Dual Miniguns, Linear and Spread Effect, 15 shots 4 D
PSW: [2] Appendage Hooks 2D
EP: [1] 1 Belt (50 shots Minigun)
ITS: [1] Chemistry
SA: [3] Robot Flight, Super Energy Vampire, Insecticon Drones, Engineer

Pilfer is a Class Two Transformer, who when in robot form stands about eighteen feet in height. His weight is approximately 4500 lbs. His tactical movement speed is 30 meters per round and can run all out at 120 meters per round. In Insect moth form, he can travel as fast as an attack helicopter (see Snakespit's vehicle speed). Pilfer is conservative in his energon output. He wants it to where after a few seconds of feeding, he is maxed out in energon sees to it that he doesn't use weapons that would make him hungrier than he and his Insecticon breathren usually are. His weapons are fuel consuming and he uses his limited payload to carry extra ammunition for the mini-guns he has on his arms. His Physical State Weapons are his hooked appendages he uses for grappling onto the sides of buildings or structures in Moth Form. When in Robot form, he will use his Brawling Martial Arts skill to grapple with opponents. His Strength of 3D, coupled with the hooks (STR+2D), and the double hook attack can add up to a whopping 7D melee attack.

Creation of a Combiner (gestalt); Robots not in disguise!

Members of the Team: Typically there are five members of the team; i.e. one class III robot who represents the body and head of the combiner robot, and four class II robots to represent the combiner robot's limbs. Occasionally, the team consists of six class II robots, two of which must have the Combiner Body specialization in order to form the body.

Figuring Stats for the Gestalt:

Step One: Turn all attributes for the team members into their pip count (i.e. 3 = 1D, 4 = 1D+1, 5 = 1D+2, 6 = 2D, etc.)

The Aquabots

Gust   Whirlpool   Riptide   Pontoon   Trident

Typhoonicus
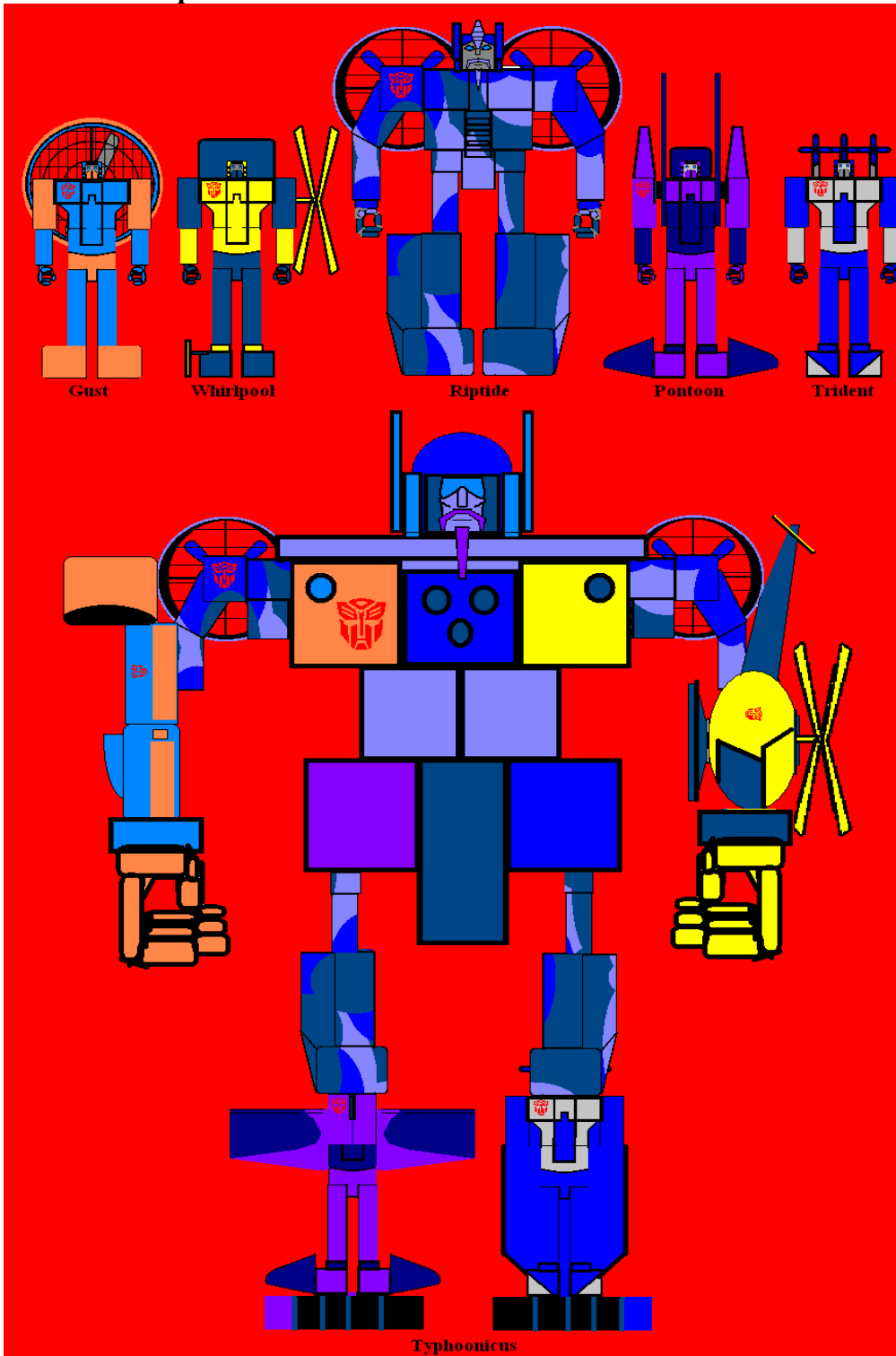
Member	Dexterity	Knowledge	Mechanical	Perception	Strength	Technical
Riptide	9	9	9	9	12	6
Gust	12	6	9	9	9	9

Whirlpool	12	9	6	12	9	6
Pontoon	15	6	6	9	12	6
Trident	12	9	6	6	9	12
-	0	0	0	0	0	0
Totals	60	39	36	45	51	39

Step Two: Formula for Gestalt Attributes = Combined Average of Stats for Team

Take the totals for the team and divide the totals by the amount of members of the team in order to get the average. Round to the closest whole number when dividing. Once averages have been figured, put them back into dice form to see attributes for the Class IV robot.

Dexterity = 60 / 5 = 12 (4D)
Knowledge = 39 / 5 = (rounded up to 8) (2D+2)
Mechanical = 36 / 5 = (rounded down to 7) (2D+1)
Perception = 45 / 5 = 9 (3D)
Strength = 51 / 5 = (rounded down to 10) (3D+1)
Technical = 39 / 5 = (rounded up to 8) (2D+2)

Step Three: Skills are figured normally for the Combiner. The Aquabot Gestalt Typhoonicus would have up to eight Dexterity skills, four to six skills under Knowledge and Technical, around four skills under Mechanical, and around six skills in Perception and Strength.

Step Four: Movement is figured normally for a Class IV robot as well; 25 m cautious, 50 m tactical, 100 m high speed, 200 m all out.

Step Five: Energon supply is figured to be at 100 points unless the Reserve special ability is chosen.

Step Six: Existing Armor is figured to be the normal Strength of robot +1D against physical attacks, +2 against energy (it is at Class Four scale though).

Step Seven: Experience points start out at 5 the first time there is a merging. The giant robot gains experience only when the others are combined to form it. In other words, experiences points from team members are not used to buy and improve skills or other robot traits of the gestalt robot. Once the team has merged into the gestalt, it has its own separate pool of experience points. These points are kept track of separately by the GM or by the leader of the team who has the Combiner Body special ability.

Step Eight: Disposition numbers are up to the players or the GM. Many times though, they can be an averaging of everyone in the group's disposition numbers. On the other hand, characters within the grouping of Constructicons and Stunticons are pretty benign in general…but they are absolutely terrifying as Devastator or Menasor.

Step Nine: Integrated Weapons, Payload, Physical State Weapons, Tools, Special Abilities…all of these are figured as if one is creating a class 4 robot. One thing of note is that a Combiner doesn't need the combiner special abilities. Those special abilities were already paid in full by the combiner team.

Exo-Suits, Targetmasters, and Headmasters

Important Skills:
Review the skills "Armor Weapons" and "Power Armor Evasion/Operation." These are skills that human characters who are going to be piloting exo-suits must have if they are to survive combat. It's been shown above how to make a Class I robot and a Human character. When Exo-suits are involved, blending of two characters is made…The character uses the human's skills and special abilities, but within the Class I suit, the armor rating of the suit, the suit's special abilities, integrated weapons, tools, payload and physical state weapons are all at the human character's disposal.
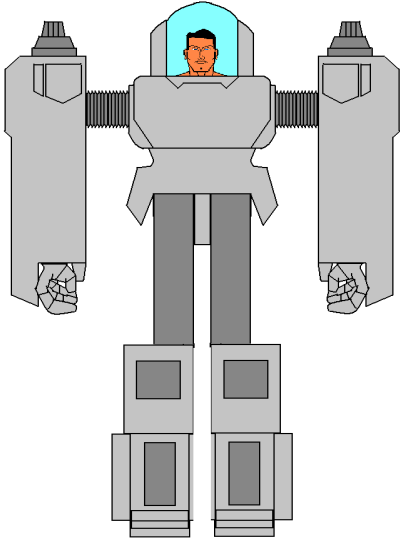
Suit #1 - Basic Rover Exo-Suit
Dimensions – Typically 9 to 11 feet (H height + 5 feet) tall
Typically 5 to 7 feet wide

Advantages: The Basic Rover Exo-Suit allows a human character to transform into a vehicle capable of speeds up to 200 mph! (use appropriate skill for dodging…i.e. if a land vehicle, most likely the appropriate skill is auto evasion/operation). The wearer is typically 9 to 11 feet tall within the suit and enjoys the abilities of a Class I Cybertronian in addition to any special abilities the human may have.

Suit #2 – Targetmaster Exo-Suit
Dimensions – Typically 5 to 6 feet in height
Typically 1.5 to 2.5 feet in width

Advantages: The Targetmaster Exo-Suit does several things; the wearer of the suit has a higher armor rating, and the integrated weapons and special abilities that a Basic Rover or Headmaster Exo-Suit may have, but in addition, the Targetmaster Exo-Suit allows a human character to transform into a Class I weapon. Usually enough points towards IWFC or IWEC can allow this weapon to do moderate to severe damage in Class II damage (as the wielder of the Targetmaster weapon will be a Class II Robot).

For example, a Targetmaster Exo-Suit that transforms into a ion rifle capable of 6D in Class I damage can do 4D in Class II damage.

Another huge advantage is that the Class II wielder of the Targetmaster weapon is not burdened by action penalties when firing his or her gun. The accuracy of the shots from the Targetmaster weapon

are based off of the human character's armor weapons roll. Since the character inside the armor is human and the armor is Class I, all armor weapons rolls are at a –2D penalty when firing at scale sizes smaller than Class I.

For example, a human character operating a power armor suit that is a Class I suit. The human character in class I armor has 8D in armor weapons. Against human sized targets, he or she is at 6D for accuracy. Against Class I targets, 8D for accuracy. Against Class II targets, 10D for accuracy. Against Class III targets, 12D for accuracy and so on.

Targetmasters are excellent shots, and the Targetmasters are selected from occupations amongst the humans that do a lot of weapons training and shootin.
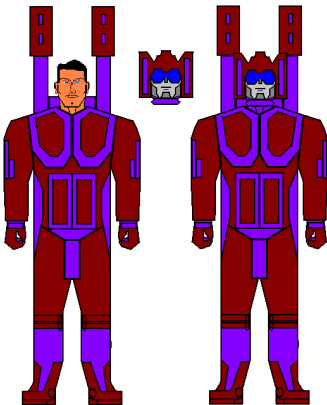
Suit #3 – Headmaster Exo-Suit
Dimensions – Typically 5 to 6 feet in height
Typically 1.5 to 2.5 feet in width

Advantages: The Headmaster Exo-Suit is similar in design and ability to the Targetmaster, except instead of turning into a weapon, the suit transforms into the Class II robot's head that the Headmaster serves with. The Targetmaster comes into his or her own usually when the Class II robot is in robot form…it serves as a weapon. The Headmaster comes into his or her most of the time as the Class II robot is in vehicle form. They free up the Class II robot to perform weapons, communications, and sensor rolls without having to worry about piloting/driving/and vehicle dodge rolls. Headmasters are excellent pilots…Headmasters are selected from occupations amongst the humans that doa lot of flying and or driving.
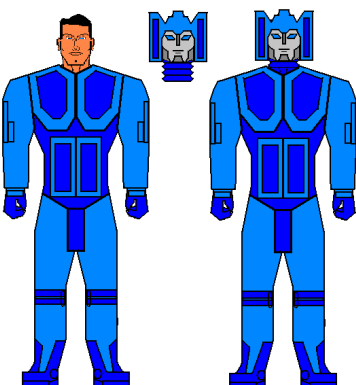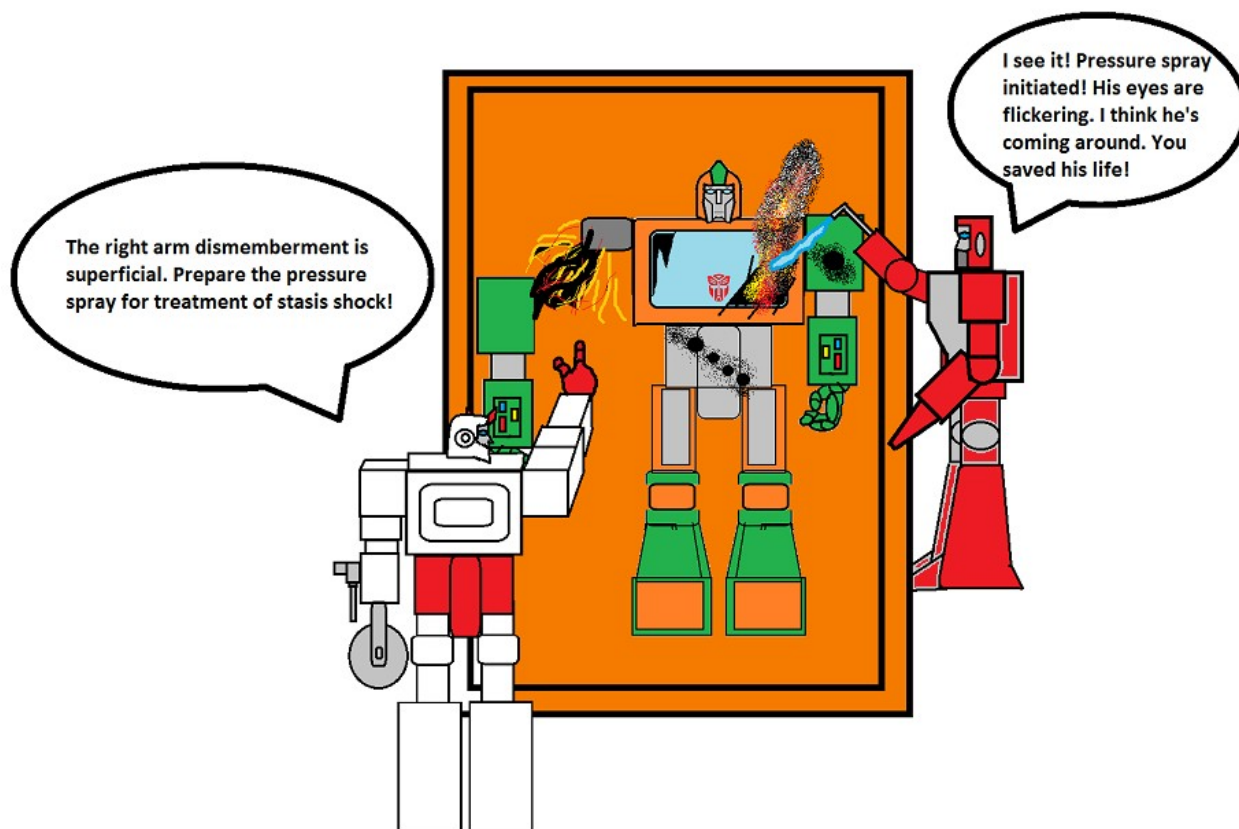
Cybertronians are a tough species. A robot can be all but dead and as long as materials and parts are around, a weak spark can be brought back online in a very short time. The trick is that you need someone around who knows what steps are needed to complete the repairs and in what order they must be done. One deviation from treatment can turn a patient into a bomb when it comes to Cybertronians.
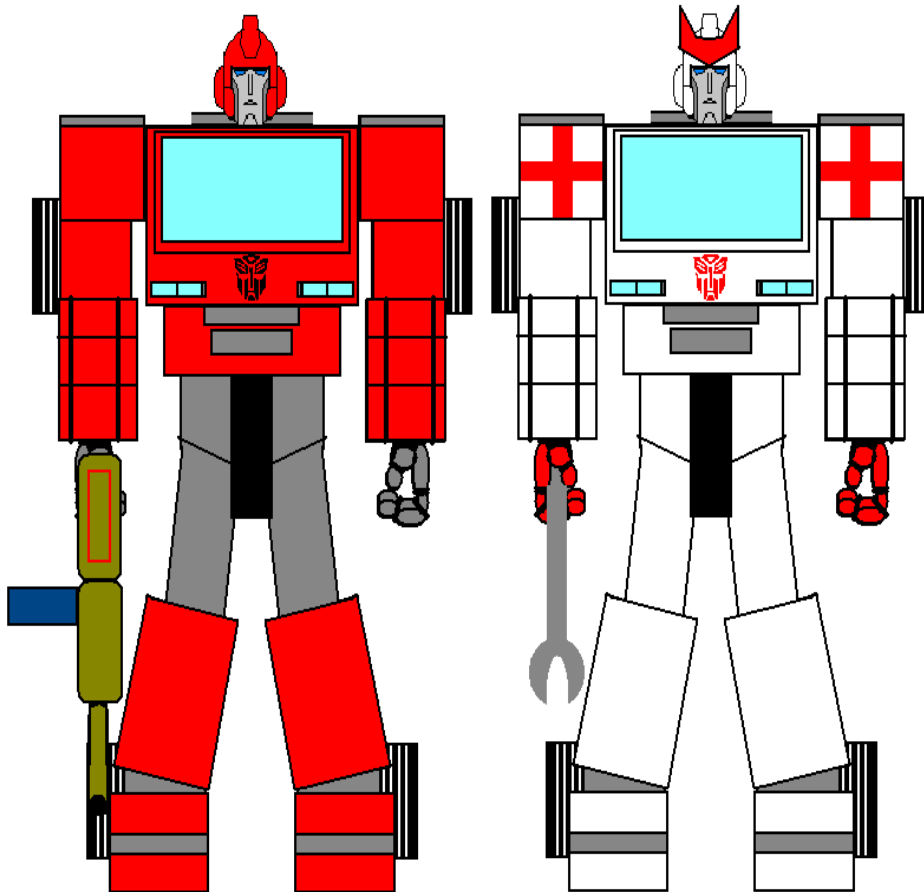
Combat

I'm a soldier, first and foremost. I can be very blunt, so you'll have to excuse me. I don't want to start off insulting anyone's experience in battle, so we'll start off with just the basics.

Ranged Combat
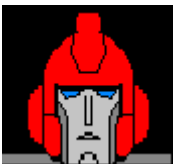
If you're attacking at a target that you can't reach out and touch with your fists, sword, club, baton...etc., then you're fighting an enemy at range....or distance. Each round of combat that you enter, you have the opportunity to select however many ranged attacks you wish to take against opponents. My advice is to do simulation exercises against multiple opponents before going up against the Decepticons...experience in simulations will wisen you young fellows up to save some of your dice for dodging.

Ranged Combat Skills: Ranged Conventional Weapons, Ranged Ancient Weapons, Ranged Energy Weapons, Integrated Weapons Systems: Ranged, Heavy Weapons, Thrown Weapons, Grenade....

Ranged Basics:
Point Blank Range: Very Easy
Short Range: Easy
Medium Range: Moderate
Long Range: Difficult

If you look closely, you'll see that most of the skills say Ranged in them....that eliminates the guessing for some of us non-science wizard types...

Melee Combat
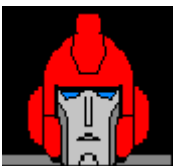
If you're attacking with your fists, your feet, doing choke-holds, pins, using trees as clubs, etc. you are attacking in melee range. Here, things are up close and personal, and until you've experienced combat first hand, all I can say is keep in mind that not all attacks have to be simultaneous strikes...one can parry with the melee weapons skill as well as attack, and don't forget Brawling and the advanced skill Martial Arts can be used to parry attacks as well.

Melee Difficulty Basics:
Brawling: Very Easy
Melee Weapons (simple): Easy
Melee Weapons (bladed): Moderate
Melee Weapons (moving parts): Difficult
Melee Weapons (Energy): Very Difficult

Reaction Skills:

As Ironhide was saying, most attack skills have counterpart defensive skills. Skills that keep me from having to patch Autobots together from out of the scrap yard. Dodge is used to avoid ranged attacks, from ducking under a thrown tree or boulder to avoiding a blast from Megatron's fusion cannon. Melee Weapons allows one to parry incoming melee attacks, provided that you are carrying a melee weapon. If not, one would use their brawling skill to parry incoming melee weapon attacks...or hand to hand attacks. Remember that anytime during a round, one can use these defensive reaction skills.
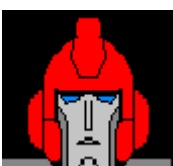
One can even go a full step further and initiate a full dodge or full parry. It would be

the only action one could take for a round. Basically what would happen is one would take their full dice roll for that one action and add that to the difficulty of each opponent's difficulty to hit them.

Weapon Fields of Fire
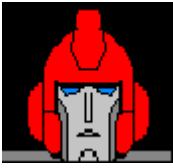
In Chapter 3, Wheeljack explained that between Autobot and Decepticon weaponry, it is skys-the-limit in what can be accomplished in battle. Shrink-rays, incapacitation rays, de-atomizers, plasma-ejectors, shell projectile weapons, gas weapons...and of course my favorite, follow up shots from a plasma rifle to a Decepticon who has been frozen solid by my liquid nitrogen dispensers! A lot of this might not make sense yet, but as Optimus Prime's master at arms, its my job to make sure you get you through your weapons training. You'll understand by the end of it that there are three primary modes of ranged weaponry. Feel free to ask questions, because there's no such thing as a dumb question around ordinance....

Each weapon type, whether it falls in one mode or another can be nasty. Linear weapons do damage in a direct line of fire. Spread weapons do less damage to targets, but do damage over a much greater area in a designated path. Blast Radius or Area Effect weapons strike a specific area and shoot out shrapnel or high-energy plasma bursts in all directions. All cause horrible wounds to treat...As the Autobot's chief medical officer, I can't say which is worse to treat...all are extremely nasty...especially the larger the scale.
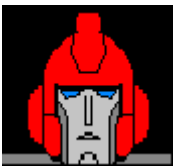
I think a little demonstration of weapon types is in order. For the purposes of a better understanding of weapon types, we have had a small cease fire with the Decepticon Snakespit. While Goat fires his mini-guns in spread and linear modes, Snakespit fired one of his rockets. Look at the areas of effect....and the damage they cause.

When Goat concentrates his firepower at one target, he does full damage. When concentrating his firepower on a specific area, he's able to cause damage to multiple targets, but the bullet saturation isn't as heavy....causing lighter damage. Notice that every ten meters, the weapon spray effect fans out an extra two meters. Goat's whole frontside dictates the initial spread of the weapon, but after ten meters of distance, the spread goes from 6 meters across to 10 meters across...then from 10 to 14 meters across....then from 14 meters across to 18 meters across....

Snakespit aimed his rocket to strike the ground approximately 50 meters away from his location. His rockets do 2D worth of damage in Class II scale. Not enough to even singe my surface, but what is taken into account on the map is what could happen to human soldiers who dare to face Decepticons without our help. The center area...or red area is 2D Class II scale damage, or 6D in Human Scale...enough to kill the toughest humans who aren't wearing heavy blast armor....not to mention, it could cause massive amounts of damage to someone like Nightlife or my friend Bumblebee....It would do 4D damage to them. The yellow area wouldn't hurt a Class II Decepticon, but it would do 4D damage to a human, and 2D damage to a Class I Transformer. Outside that area, where it is projected as orange, it could still knock down or injure a Human...doing 2D worth of damage to any human character caught in that blast area.

Prime has zero tolerance for accidental discharges. Everytime we roll out, we have a quick safety brief and reminder. It is dangerous enough with us just moving through neighborhoods outside of vehicle form...One accidental discharge from most Class II or Class III Autobots can destroy houses...or streets. Weapons should be on safe, or at least pulse rifles should be off burst unless you're being fired upon.
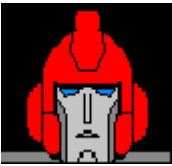
Runaway mini-guns can be aimed upward incase of a cook-off...Plasma ejectors and rockets...well, those are a different story. If those are discharging without activation, you should be checked out immediately, and leave the area from where you may harm humans.
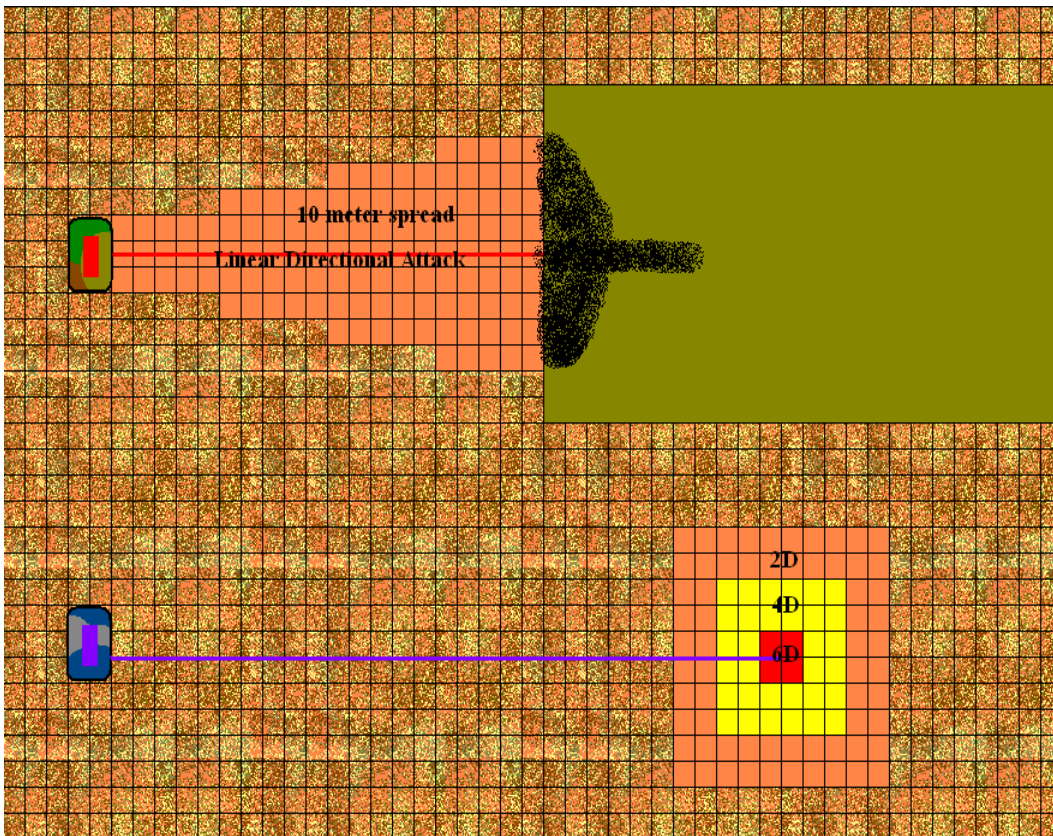
As shown, blast radius or area effect weaponry is figured in terms of human scale. A Class III impact of 4D would do 10D damage at ground zero to a human, 8D at the next four meter span, 6D at the next four meter span, 4D at the next four meter span, and 2D at the fourth meter span beyond that. Ground zero for a Class I transformer would be 8D, and for a Class II transformer it would be 6D.
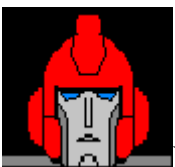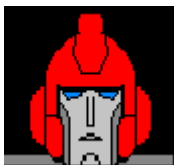
Yes...that's true...very nasty. Larger Decepticons and Autobots don't need to aim for a direct hit...They can do massive amounts of damage just by firing a near miss...This is why it is very important that smaller Autobots and humans understand their environment and where their allies are....and also...the importance of cover and concealment.

Cover and Concealment

Cover most often hides you and most importantly offers protection from impacting rounds, blasts, or energy bolts. Concealment only hides your location. Hiding behind a reedbar enforced steel and concrete structure will provide you with cover from just about all human

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conventional weaponry, most Class I weaponry, and quite a few indirect Class II weapons. Hiding in amongst a grove of trees will not protect you from Decepticon weapons, but instead will mess with their aiming computers. If you can't be seen, you're harder to hit...and less likely to end up on my operating table.

How do you know what to hide behind or what is adequate cover? This is where the skill 'Scan' comes in handy...if you don't have it, you can use a Perception check to get a good estimate of the structural capacity of what you're using for cover...say for example, I see a human Army tank....The humans have made war machines that are immune to all human small arms fire. Tanks are only vulnerable to large scale tank busting bombs, rockets, and artillery. Human rifles do about 4 to 5D in damage in human scale. Heavy human weapons do about double that. Tank busting shells, rounds, and rockets do about 10D to 12D in damage...This is human scale. So, tanks are right around 9D to 12D in human scale in the amount of Strength protection they offer....

Thick human armor of 10D would be 8D Class I protection, 6D Class II Protection, and 4D Class III Protection. Human tanks would not be a good thing to hide behind if Devastator or Menasor was firing at you....
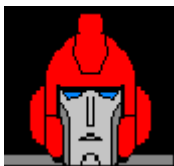
That's right...no one would call you a tinfoil turkey for ducking away from a Class IV weapon assault. You can think of cover in terms of your class scale, or you can always start at the human scale base, since we're on their world and they made most of the structures around you.

Think of what the structure you hide behind was intended for. If it's made of decorative wood, chances are there isn't much backing it up. If it is built for war or to secure valuables inside...say like a bank vault or an armory wall, it's most likely substantial enough protection to repel most Class I and II weaponry for a while...

Concealment Modifiers (Negative Dice are added to attacker's rolls)
Light Smoke, -1D
Thick Smoke, -2D
Very Thick Smoke, -4D
Poor Light, -1D
Moonlit Night, -2D
Complete Darkness, -4D

Cover Modifier

1/4 covered, -1D
1/2 covered, -2D
3/4 covered, -4D
Fully Covered, no shot available (cover takes full brunt of assault)

Human Scale Item Protection
Dry Wall, Flimsy Wooden Door, 1D
Wooden Door (regular), 2D
Brick Wall, Metal Door, 3D
Concrete Wall, Reinforced Door, 4D
Concrete Wall with reedbar, Blast Door, 6D
Vault Door, 8D

What are the penalties for being knocked prone...or perhaps have dropped prone?

If the defender is knocked prone, they are at a -4D to melee attack actions while on their stomach or their back. They can roll their full melee, brawling or martial arts to roll out of the way of an incoming melee attack.

Attackers are at a -4D to attack at a range beyond point blank. Defenders are granted a +2D stability bonus to ranged attacks while in the prone...+1D if they take a knee while firing (in which case the their attackers would be at a -2D to strike them at a range beyond point blank)

Damage, Healing, and Repairs

If a Target-Master or Head-Master is struck in combat, how is damage applied?

If the weapon character or head character is connected to the main robot, the main robot would take the brunt of the damage. If a called shot is taken against the Target Master itself (as a weapon), or the Head Master itself (main robot's head), then damage would be applied to the smaller character.

Are Cybertronians immune to the effects of cold, heat, poison, disease, psychic attacks, and magic?

In comparing resistance limits of Cybertronians with humans, the robots are far superior. However, Cybertronians can still be frozen (ask Megatron), burnt (most weapons used by the robots are high heat energy weapons), poisoned (electronic infections, viruses), diseased (cosmic rust, hate plague), and may be affected by certain psychic and magical attacks (especially psychic attacks that concern a Transformer's spark or telekinetics…and magical attacks that are electrical). Most of the time the reason why they seem so resilient is because they rely on their strength and back-up systems to save them; but getting struck by just about anything still hurts.

A class II character with 5D in Strength that has Quadratanium Skin 2 can resist Class II damage at 10D physical and 9D+2 energy. This seems to be a bit unbalanced...Are these characters meant to be indestructible?

No, they aren't meant to be indestructible, and beleive me when I say that there are weapons that could melt them pretty quickly...unfortunately availability is limited. These characters are tough to bring down, there is no question in that...or better phrased, they're difficult to hurt, but not nearly as difficult to bring down as one may think. Due to the popularity of the Special Ability Quadratanium Skin, and due to the variety of class sizes, I've devised a new set of rules concerning knock downs.

If a character failed to dodge/block properly or failed to dodge/block at all, he or she must:

a) roll against the initial damage (Str + armor + class size bonus + any bonuses from Quad skin) versus the attack's damage.

b) if struck by a physical impact weapon (ion is too weak to be considered a physical impact weapon, and a laser is light...so they don't count) such as a projectile weapon, ranged plasma weapon, or any kind of weapon where there would be a concussive stream or blast, they must roll their strength versus the damage to stay upright. This is also so for melee. The Strength check is done without armor bonuses, and class bonuses to size do apply just as they do with damage.

So, in effect, a character may receive no damage from an attack...but they may

be knocked off their feet...or off a ledge topling to the street...20-30 stories below. Most falls are severe enough that even armor won't save a character from catastrophic damage.

This is really the only way to beat up on Combiners...unless battling another combiner, the smaller robots under leadership must combine fire with weapons that have a concussive blast...knock the super robot over (usually the fall causes them to break apart)...roll up on the pieces while they are collecting themselves and kick the crap out of them.

Note: Remember that there are weapons that exist that do less than physical damage, but are a hindering agent. Glue or cement guns (concussive stream may very well knock the target over...and then the target has to roll strength without armor to avoid being trapped by the gunk or cement)

Can a robot drown?

The immediate answer is no...but that is only if the robot is in good health without damage. Think of a submarine. It doesn't need to breathe (the crew needs to recycle the air, but the machine is immune). So, robots, as long as there isn't breach in their alloyed skin, they're fine. If they are damaged and water gets into their system, this can short out their energon conduits...causing an energon bleed...uh-oh....causing them to eventually loose power and sink to the bottom...and possibly die if not found by allies to jump start that spark. So...in effect, they aren't really drowned, but more or less flooded. It can be quite severe, and can serve as a good resting place for Decepticons who are known for their ability to cheat death.
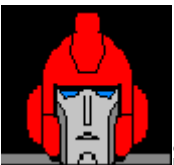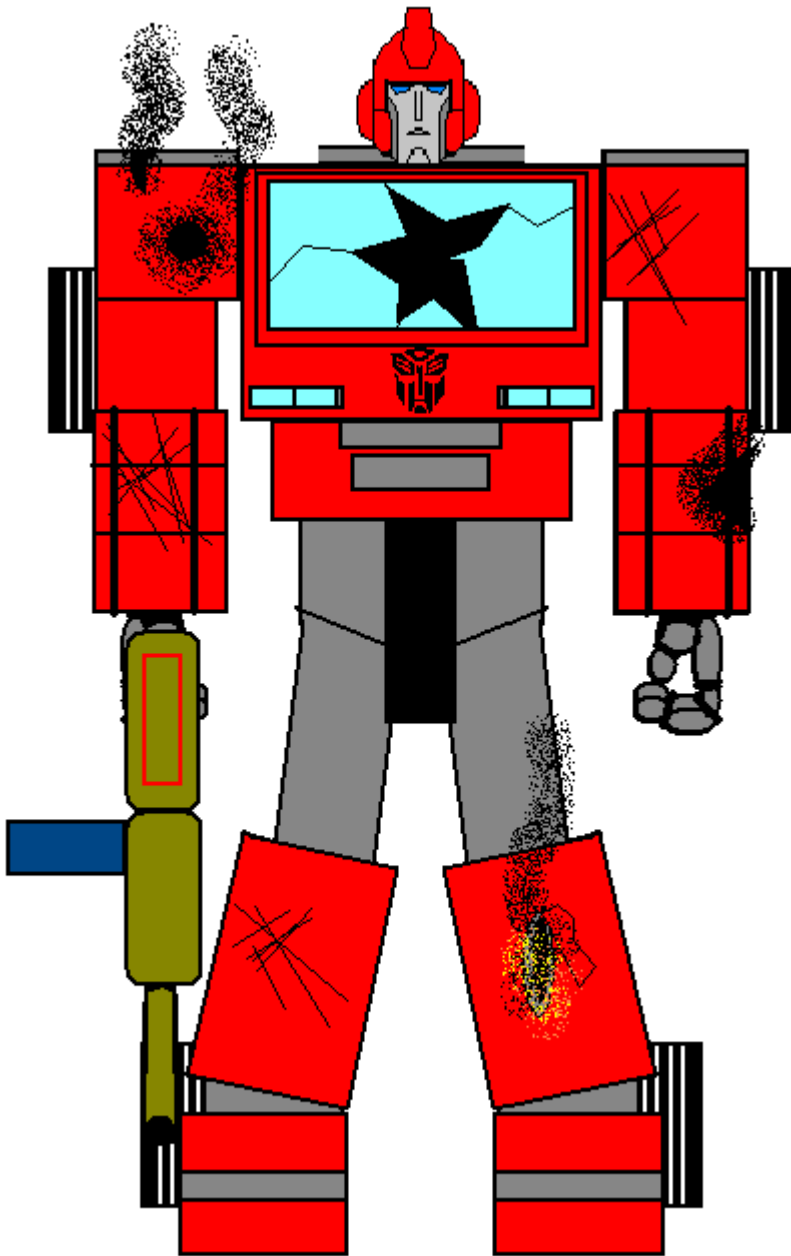
So there I was....in the field. I had Cliffjumper, Hound, Wheeljack, Windcharger, and Bluestreak with me...We were sneaking up on Megatron and his Deceptigoons who were helping themselves to energy at a power plant...Cliffjumper, like always, has absolutely no patience. He fired a shot at Megatron and missed. He was too far away...and firing a rifle that was too large for him to fire anyway...when I get patched up, I'll be sure to discuss matters with him...but anyway, to make a long story short, Megatron growled for his goons to kill the 'red-one'. We've been fighting the Decepticons for millions of years and they don't even know our names! Needless to say though, I ordered Cliffjumper to take cover, and when Dirge, Ramjet, Starscream, Skywarp, Thrust and Thundercracker were upon us, they targeted me...the larger 'red-one'. I was hit by Starscream's null-ray in my right shoulder, and Skywarp's shot I couldn't duck away from but parried it with my left arm...both of those are still sizzling a bit, Thundercracker managed to get a sidekick in on my chest

while I was returning fire, and as Thrust was strafing away, he fired wild and hit me in my left shin...that wound is still on fire....Needless to say, I've been better off, but I can tell you that those fools know that there is a big difference between Autobots that are red...Today, they remember the name Ironhide....

Ironhide's damage is primarily cosmetic, but more than likely, his targeting sensors aren't working very well right now and he may have lost the ability to use some of his tools. Overall, he's suffered right around 13 - 16 points difference worth of damage...I'll know better after looking at him back at base, but for right now, he seems to be able to still transform, and his integrated weapons systems seem to still work...so, we're not at anything life-threatening yet. If he were human and sustained this much damage, I'd be worried. 13-16 points difference in damage spells serious mortal trauma...and death is likely for humans...
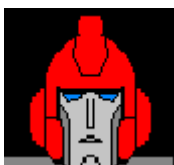
The Cybertronian body is a rough and tough machine, so much to the point where we can take damage up to past 30 points of difference. I'm not ready for the scrapheap yet!

You may want to consider a desk job for a while old buddy! At least until we get you patched up....I'm going to be discussing now how much damage humans and Cybertronians can withstand, and how healing takes place.

Definitions:

Damage Difference: A damage roll is totalled, and a Strength roll with armor is rolled to resist damage. If the Strength roll is higher, there is no damage. If the Damage roll is higher than the Strength roll...then there would be a difference between the two, and that would signify the amount of damage suffered. 1-4 points isn't very serious, but beyond that, it can get get serious.

Human Penalty: Humans don't have any subsystems that could fail, so the state of their well being as penalized is primarily to determine how much dice they will be losing while in combat and how fast they will be recovering from their wounds.

Cybetronian Penalty: Cybertronians can take much more damage than a human, but they also have subsystems that fail. These are listed on the chart.

Dice and Action Penalties: Summarizes the loss experienced by a human or a Cybertronian after sustaining a certain amount of damage difference. Humans tend to collapse, while Cybetronians remain functional longer but lose their abilities due to short-outs.

Damage	Human	Cybetronian Penalty	Dice and Action Penalties

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Difference	Penalty		
1-4	Stunned	Dazed	Both Humans and Cybertronians at -1D for actions
5-9	Wounded	Stunned	Both Humans and Cybertronians at -2D for actions
10-14	Incapacitated	Diodes Scrambled, special ability that requires energon is now inoperable	Humans fall prone unable to act for 10D minutes, and Cybertronians are at -3D for actions
15+	Mortally Wounded	Wounded / Loss of Tool Function	Humans are knocked unconscious and must roll 2D at the end of each round. If the number they receive is less than the number of rounds they've been unconscious for, then they perish. Cybertronians are at -4D to all actions.
16-19	Death	Wounded Twice / Loss of Integrated Weapon Usage	Humans at this point would perish if they sustain more than 15 points difference worth of damage...Cybertronians are at -5D for all actions
20-24	-	Triple Wounding / Loss of Transformation - stasis shock	Cybertronians are at -6D for all actions.
25-30	-	deactivation	Cybertronian has sustained enough damage to where he or she can't can't act, but will reboot after 10D minutes...and recover into being in stasis shock after a moderate Stamina roll
30+	-	Spark extinguished	death

After checking his systems, I'm judging that Ironhide is at Wounded. Integrated weapons still work, no sign of stasis shock...he can still transform...but he is most likely at -4D for dodging and attack actions. He's also at -4D for stamina rolls. The one thing that he isn't at a negative at is rolling Strength attribute dice to resist damage. Skills suffer, but actions decided by the GM to where an attribute is used don't suffer damage dice penalties.
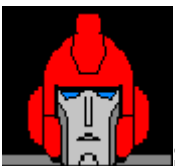
So how're you going to patch me up? Could you hurry up? I have Decepticons to beat down...

Rest and recharge for now. Rest works for both humans and Cybertronians. Humans require time for their body to heal naturally. Treatment options are best figured by rolling first aid...First aid works for both Humans and Cybertronians. Actually performing the act of repairing the bodies is where Robotics and Medicine come into play. Humans always require rest and are natural healers. Their natural healing is often assisted with medicine to help them beat dire recovery odds from grievous injuries. Cybertronians require parts for full healing. Both Cybertronians and Humans can naturally heal injuries, and we're also the same in that sometimes systems lost can't be fixed without replacing them. Humans get prosthetics in some cases, and we Cybertronians get replacement parts to fix damaged systems. If one is damaged badly enough to lose systems like their special ability or tools, or integrated weapons, chances are those systems will need to be replaced...but for now, lets get back to how humans naturally heal...

Humans who are listed as Wounded, Incapacitated, or Mortally wounded all must go through a healing process before they can fully recover. Usually is done with the aid of a nurse, and the character must do nothing but rest.

Strength is rolled after 3 days of rest to see how the Human character improves in status (for wounded). If the Human is wounded, a strength roll of 3 or less worsens the character to incapacitated. A roll of 4-6, the character remains the same. A roll of 7 or higher, and the character fully recovers.

Strength is rolled after two weeks of rest to see how the Human character improves in status (for incapacitated). If the Human is incapacitated, a strength roll of 3 or less worsens the character to mortally wounded. A roll of 4-8, the character remains the same. A roll of 9 or higher, and the character improves to wounded.

Strength is rolled after five weeks of rest to see how the Human character improves in status (for mortally wounded). If the Human is mortally wounded, a roll of 3 or less and the character dies. A roll of 4-8, the character remains the same. A roll of 9 or higher, and the character improves to incapacitated.
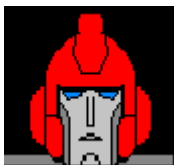
Doesn't medicine really help humans heal?

Yes, I already mentioned that...How's your hearing? What I discussed was that with natural healing in humans, it is very slow for without full medical assistance (sometimes they don't improve...or they get worse). Even with medical help, the process is slow. Medicine rolls really only help make sure that the character who is suffering is better able to make his or her Strength checks by boosting their recovery strength. Rarely does it allow them heal much faster though....For Cybertronians, natural healing takes place as well, but we'd require a full recharge and a check to make sure all energon lines are properly flowing to all our basic sensors...this would take care of

any dice penalties that may have been existing from injuries...A Cybertronian's system would almost perform this task as soon as it was out of immediate danger...However, replacing parts for systems lost can get expensive and tricky. For example, I can ensure that the recharge process for Ironhide is going smoothly and bring his -4D to no penalty. The problem is that if he lost tool functions, I'd have to replace the circuitry for the blown ones suffered in battle. Damage is cumulative, and systems seem to fail in a certain order. For example, if Ironhide were to sustain 24 points difference in damage, he'd have lost his special ability if it relied on an energon flow, he'd have lost his tools, he'd have lost his integrated weapons systems, and he'd have lost the ability to transform.

I've been worse off.

And I bet you remember how long it took to get you functional again. Each of those systems has to be reconfigured and installed practically at the same time...in other words, it is far more difficult to repair serious damage than light damage as in your situation now. Replacing these systems requires the usage of Robotics....Replacing one system is moderate. Replacing two is difficult. Replacing three is very difficult, and replacing four is heroic.
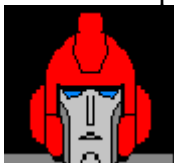
What about five?

Only really are four things that can fail besides your spark with massive amounts of damage. The special ability, tool systems, integrated weapons, and then the ability to transform. If there was a fifth system to replace, I'd say it was probably a lost cause. The only ones I know who would be able to fix that mess would be Alpha Trion, Vector Sigma, or possibly the Quintessons. It'd be out of my hands...even with Wheeljack's ideas of other life support solutions....
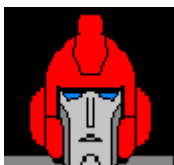
Just thought I'd ask. What about cost? Cost of replacement parts?

Wheeljack and I pretty much make all of the replacement parts...but some have to be bought from humans for us to modify. Wheeljack has more business saavy than I do, and plus, he

still has a large warehouse of supply parts on Cybertron that on rare occassions we send strike teams back home to raid...

Stun Damage Explained -
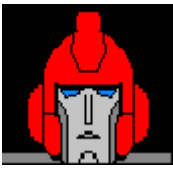
While the Decepticons don't seem to be in favor of it, we Autobots use stun weapons. It regulates damage to keep collateral damage to Prime's zero tolerance level. Don't be thinking that it is a bunch of sissy stuff. Stun weaponry can render an opponent completely helpless on the battlefield.

Depending on the severity of stun damage received, the longer its effects last. Human beings, near humans ; organic creatures can be stunned to death (i.e. a Class III neural inhibitor, set to full used on a human being)...Cybertronians can take a lot more stunning punishment but may need to be brought back online with assistance.

Damage Difference	Human	Cybertronian	Effects
1-4	Stun lasts 1d6 rounds	Stun lasts 1d6 rounds	drop prone, unmanned*
5-9	Stun lasts 3d6 rounds	Stun lasts 1d6 rounds	drop prone, unmanned
10-14	Stun lasts 1d6 minutes	Stun lasts 3d6 rounds	drop prone, unmanned
15+	Stun lasts 1d6 hours	Stun lasts 1d6 minutes	drop prone, Human helpless**, Cybertronian unmanned
16-19	Stun lasts 1d6 days	Stun lasts 1d6 hours	drop prone, helpless
20-24	Suffers 1/2 damage from dice of stun attack, class included	Stun lasts 1d6 hours	drop prone, helpless
25-30	Suffers full damage from stun attack, class included	Stun lasts 1d6 days	drop prone, helpless
30+	Death	Stun lasts 1d6 days	drop prone, helpless

* Unmanned means that the character is still awake, but because of the stunning is paralyzed, deafened, or blinded from the stunning attack. Usually this effect is short term, and the character could be considered helpless...but due to the short term effect of the stunning, they aren't automatically considered helpless
**Helpless characters have been stunned unconscious. They are asleep, and will be so usually long enough to administer a coup de grace.
***The above chart is for Concussive and Electrical stun. Acoustic stunning rolls are only rolled to see if enemy becomes unmanned and drops...not to see how long the effect is. The effect of the

acoustic stun will end once the source of the noise stops.

Three Types of Stun Damage

Electrical - Usually suffering from limited range, this type of stunning is most preferred due to its ability to penetrate armor. Only Strength is rolled against it. Grounding is the best type of protection from it. Effects are paralysis if one is rendered helpless.

Concussive/Visual- Decent range, but sometimes hard to direct, concussive damage is done by blast weaponry. Most of the time, a character suffers damage from blasts and blast weaponry, but there are grenades and missiles designed specifically to cause concussive damage. Most of the time, these come in the form of concussion grenades. Armor is the best protection from concussive blasts. Effects are paralysis and blindness if one is rendered helpless.

***Acoustic - Best range, difficult to control because it blasts in all directions from its source, armor and grounding have no effect against this type of stunning. Damage is often times limited to only dropping a victim prone, rarely would a target be considered helpless. Also, the acoustic stun must be upheld...If the source of the noise stops, the stun effect stops.

Understanding the types of stun damage one could receive on the battlefield will teach you how to protect yourself...and at times, how to defeat your enemies.


Knock-Downs Explained -
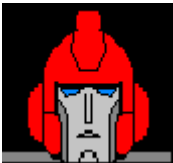
For those of you out there like myself with a double coat of Quadratanium armor...This is usually what happens to us when struck by weaponry within our class group. We don't take damage, but we sure can get knocked on our rear ends from the blasts. Each time we get popped, a roll is made to see if we're damaged, and then again with the weapon damage versus our Strength to see if we're still on our feet. If you're in vehicle mode that has wheels, or you have muliple legs, you'd count your wheels as your legs. For each leg or wheel over two, you'd get a stability bonus to assist you in these rolls. For example, I roll my 4D+2 Strength to resist getting knocked over in robot form, but transformed into vehicle mode, I am at 6D+2 due to having four wheels. Those Autobots that transform into motorcycles would keep their Strength roll...but Autobots or Decepticons that transform into four legged creatures...why, they would have an advantage in being able to resist knock down effects.

Damage Difference	Human	Cybertronian	Effects
1-4	Stumble	Stumble	Hit hard enough to where one's aim and concentration suffered, -1D to remaining rolls for the round.

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| 5-9	Fumble	Fumble	Hit hard enough to where whatever you were holding is knocked from your hands, -1D remains for the rest of the round
10-14	Tumble	Tumble	Dropped item and hit hard enough to be knocked to one's knee or on their rear end (closer to 10, knee, closer to 14, rear-end), -1D to remaining rolls for the round.
15+	Floored	Floored	Dropped item and hit hard enough to be knocked flat on one's back, -1D to remaining rolls for the round.
16-19	Blasted	Blasted	Dropped item and hit hard enough to where one is tossed nearly one tactical movement away from whatever one was holding, -1D to remaining rolls for the round.
20-24	Stun lasts 2d6 rounds	Stun lasts 1d6 rounds	Blasted, but suffers from minor concussives; unmanned; tactical movement away from blast point.
25-30	Stun lasts 4d6 rounds	Stun lasts 2d6 rounds	Blasted, but suffers from moderate concussives; unmanned; tactical movement away from blast point.
30+	Stun lasts 6d6 rounds	Stun lasts 3d6 rounds	Blasted, but suffers from major concussives; unmanned; tactical movement away from blast point.

*Only applies to weapons or attacks with mass (lasers and ion weaponry don't apply)
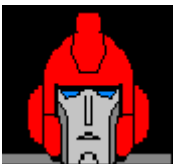
Yes, even though one may not suffer actual damage from being knocked down, one can be knocked out...or depending where you're at, knocked off something very high. I'll be discussing falling damage next, and for those of us who are Autobots who don't take to the skies, it may make you want to pack a parachute.

Falling Damage Explained -
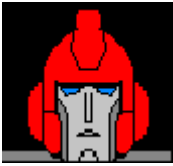
Do the Seekers and the rest of the Decepticons from time to time snag a smaller Autobot and drop him to the ground below for kicks? Yes, they do. Which is why one should only patrol in groups, and should carry a chute, jet pack, or be able to transform into something that can help them glide if they decide they're bad enough to work alone...I know that last one sounds awful, but I've seen it work...Falling is serious business for us Autobots. Pay close attention to the chart below.

Falling Height	Human	Class I	Class II	Class III	Damage Sustained
3-6 m	x1	x2	x3	x4	3D
7-12 m	x1	x2	x3	x4	4D
13-18 m	x1	x2	x3	x4	5D
19-30 m	x1	x2	x3	x4	7D
19-30 m	x1	x2	x3	x4	9D
31-50 m	x1	x2	x3	x4	11D
51m+	x1	x2	x3	x4	13D

Most strong humans, if he or she is lucky, can survive a fall of 3-6 meters if one lands on something soft...Class I Cybertronians can survive twice that distance, Class II three times the distance, and Class III four times the distance...so in other words, if I fell 9 to 18 meters off of a building or some other structure, it would likely not kill me if I'm fairly sturdy...which I am...thank goodness. I wouldn't tempt fate with saying that I wouldn't be injured...3D damage is still a solid punch with armor. Remember that the damage listed on the chart corresponds to the character's class size. A human falling 50 meters is the same as a Class III Cybertronian falling 200 meters. They would both roll against 11D worth of damage.

What Ratchet said a moment ago about armor is true...though I think most Autobots with Armor can soak 3D or even 5D worth of damage from a fall, can they soak 9D or 11D? Be careful if you plan to go anywhere besides the ground.

Just about anything greater than falling from your height is a trauma fall. Be safe, and be prepared.

Martial Arts Explained – How To Not Be The Average Brawler

What does the advanced skill of Martial Arts do? It costs double the amount of exp per die code. Is it worth getting, or is one just better off with a high brawling skill?

Short answer…Martial Arts is very important to anyone who is going to engage in melee or brawling combat. It is very necessary if one hopes to stand a chance against multiple adversaries in an up close confrontation. It makes a brawler or combatant hit harder, more accurately, and effectively faster. How does it do this? There are simple rules to remember in how Martial Arts can benefit an Autobot, Decepticon or human. These rules and examples are below.

Maximizing Damage – Every three die in Martial Arts increases a character's brawling (or specific melee) damage by 1D. This is not done in pips. It is a straight 3D in the skill for 1D of extra damage. A character who does STR of 4D in damage through brawling who has 3D in Martial Arts can hit with 5D in damage when using brawling. 6D in Martial Arts = 6D in damage, 9D in Martial Arts = 7D in damage…and so on.
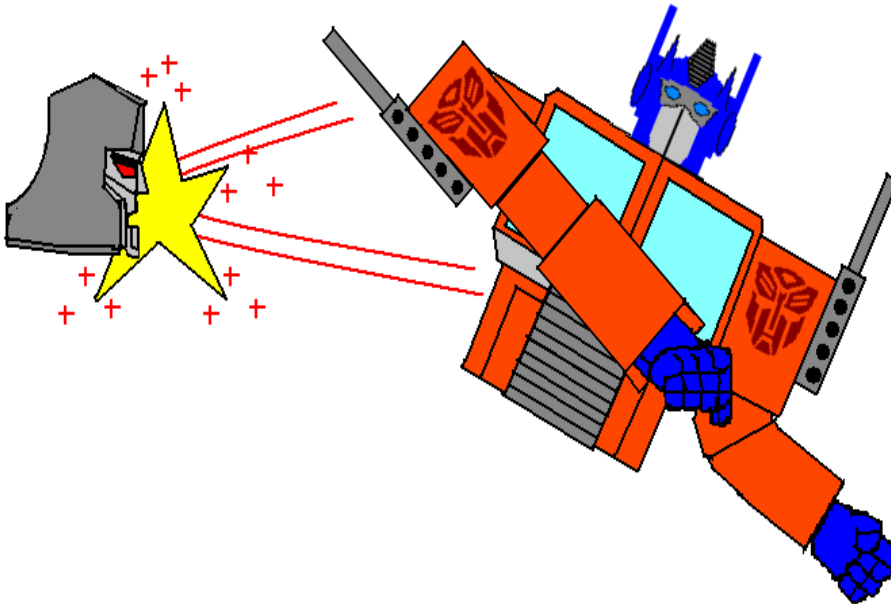
Optimus Prime delivers a right cross to Megatron's jaw and is preparing to follow through with a left jab...Combinations...

Combination Mastery – Every one die in Martial Arts allows an extra action when parrying or striking with brawling + Martial Arts. A character who has 6D in Brawling and 3D in Martial Arts who is only going to engage in martial arts actions for the round (punches, kicks, parrying, etc.) can add the 6D and the 3D together for a total of 9D and perform up to 3 actions (punches, kicks, parrying, etc.) without being penalized! Three hand to hand actions at 9D, or four hand to hand actions at 8D, or five hand to hand actions at 7D…and so on.

What types of Martial Arts are there?

There are countless open-hand martial arts and weapon martial arts. Ordinarily, Martial Arts effects Brawling. If there are no specializations involved, then Martial Arts is added to brawling. If there is

a weapons martial arts specialization under martial arts, it would effect the base skill of melee weapons.

Specializations in martial arts usually determine how the skill is used.

For example, a specialization in Kung fu would be rolled as such: Brawling 5D + Martial Arts 4D: Kung Fu 5D = 10D. Likewise, a specialization in Kendo would look as such: Melee Weapons 4D: Katana 6D + Martial Arts 3D: Kendo 4D = 10D

Are there Cybertronian Martial Arts?

Yes, there are four mentioned (specializations), and are available for use if one meets the pre-requisites for them.

Circuit-Su is a martial art that can be used in conjunction with the special ability "Charger" to unleash devastating "charged" attacks with their hands and feet at the expense of a Cybertronian's energon count.

Prerequisites: Must have the Charger Special Ability or Mutant Spark allowing similar effects; Must have Martial Arts Advanced Skill to get the Circuit-Su specialization. Must find a teacher.

Cyber-Ninjitsu is a form of martial arts that focuses on evasion, deceit, acrobatics, and maximizing advantages with the goal to be either to escape or destroy an opponent at all costs. One of the most devastating aspects about Cyber-Ninjitsu is that it is a specialization that affects both Brawling and a wide variety of martial arts weapons (hands, feet, short blade, medium blade, long blade, grappling weapon).

Prerequisites: Must have Melee Weapons at 4D; Must have Brawling at 4D; Must have Martial Arts at 1D; Must be accepted as a Cyber-Ninja.

Metallikato is a martial art that draws from Circuit-Su, Cyber-Ninjitsu, and Crystalocution and in many instances, it uses several different martial arts at the same time. It is said to be very rarely encountered, as most Cybertronians do not have the capacity to be able to harness a jack-of-all-trades martial arts form. Those who use it are very dangerous and usually have ions of training.

Prerequisites: Must find a teacher willing to teach; Must have two other Cybertronian martial arts specializations (i.e. in the example below, the Autobot Cyber-Ninja has Circuit-Su and Cyber-Ninjitsu which are combinable through Metallikato)
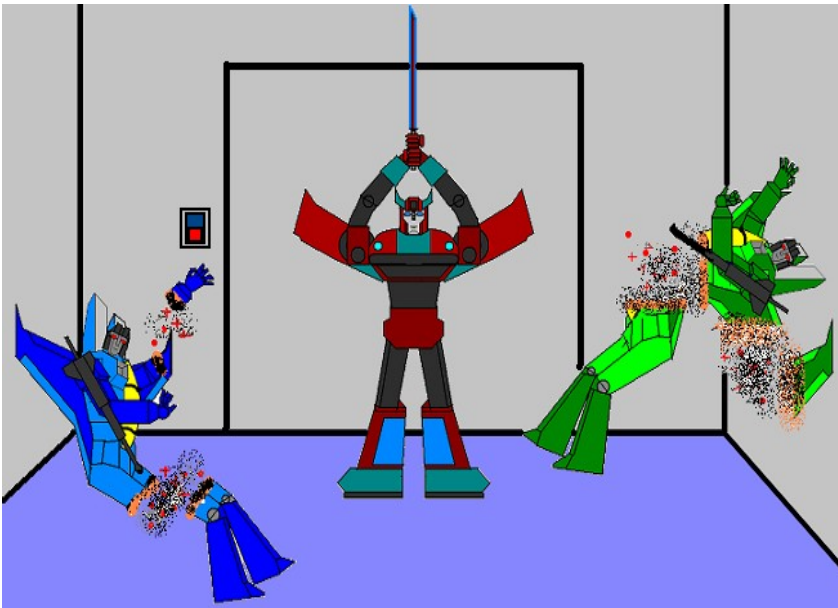
An Autobot Cyber-Ninja sneaks up on two Decepticon guards and lays waste to them with a Metallikato quadra-slash. Since he studies Metallikato, he is able to incorporate a melee weapon from Cyber-Ninjistu in a martial-arts strike and combine it with the deadly effects of Circuit-Su in charging his blade.

Crystalocution is a martial art in which targets are blown apart at their seams. It requires anatomical and engineering expertise (Engineering and Robotics skills are required). A practicioner of this martial art must study an opponent for 5 rounds at 1D with the Crystalocution specialization (4 rounds at 2D, 3 rounds at 3D, 2 rounds at 4D, 1 round at 5D and beyond). After the sizing up of the opponent for the time period, the Crystalocution student must roll his or her Engineering or Robotics skill (whichever is higher) versus the target's Perception. If the Crystalocution user is successful, he or she can deliver punches and kicks at double the normal damage with the special knowledge gained at where connection points are within a target's structure. (i.e. a character that can deliver a blow at STR+2D damage can deliver a blow at STR+4D).

Prerequisites: Must find a teacher; Must have Brawling at 4D; Must have Martial Arts at 2D; Must have Engineering at 2D; Must have Robotics at 2D

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