



RPG

By C.A Helmling

Character creation:

Primary stats;

Each character begins with 45 points to be divided among 8 primary statistics. No stat may begin with a number higher than 10 or lower than 1.

Strength (STR): A measure of raw physical power. Used to determine the amount of weight a character may lift. Used to calculate a characters structure points and damage bonuses to hand to hand attacks.

Intelligence (INT): A measure of knowledge and processing power. Used in determining your starting intelligence protocols. Used in calculating initiative bonuses.

Speed (SPD): A measure of movement rate. Divided into 4 categories; land (L), water (W), air (A), and space (S). Used in calculating initiative bonuses.

Endurance (END): A measure of energy efficiency and structural fortitude. Used to calculate structure points and energy points.

Rank (RNK): A measure of your place in the hierarchy of your peers.

Courage (COR): A measure of willpower and strength of character. Used to resist acts of intimidation, coercion, as well as some mind influencing options.

Firepower (FRP): A measure of ferocity and power in combat.

Skill (SKL): A measure of coordination and grace. Used to determine starting skill protocols.

Secondary stats;

Armor: Used to resist damage in combat. Determined by several factors in character creation. All characters (except Humans) must have a minimum of 1.

Initiative: Used to determine who moves first in combat. Calculated by adding your speed plus intelligence then dividing by 2.

Structure: A measure of structural integrity. Points are subtracted as you accrue more damage. Determined by your strength plus endurance and modified by your size class.

Energy: A measure of the power that runs a character. Energy is spent in different ways using options and weapons. Energy is calculated by multiplying endurance times 10.

Spark: A measure of a character's life-force. Spark is used as a measure of experience and accumulated points may be spent on character improvement. Everyone starts with 1 spark point.

Mass Index: a measure of physical mass and over all dimensions. Mass Index has 7 classifications

Class 1 – 1 to 50 kilograms (insects, cellphones, appliances)

Class 2 – 51 to 500 kilograms (humans, motorcycles, ATVs)

Class 3 – 501 to 1000 kilograms (small cars, light trucks, sports cars)

Class 4- 1001 to 5000 kilograms (large sedans, heavy trucks)

Class 5 – 5001 to 10000 kilograms (tractor/trailers, light aircraft)

Class 6 – 10001 to 50000 kilograms (military aircraft, tanks)

Class 7 – 50001 kilograms and up (super heavy construction equipment, large aircraft)

ALLEGIANCE-

Autobot: A generally heroic, honorable group, they tend to be dedicated to peace, and feel a need to protect other races from the Decepticons. As a result, they are usually Transformers who change into non-combat oriented alternate modes such as domestic vehicles, cars, trucks, or rescue vehicles. This is not *always* the case, however, as their ranks certainly contain ne'er-do-wells, malcontents, and unsavory types, and the necessities of war have led many to adopt more combat-oriented alternate forms. While the Autobots have usually found themselves outnumbered by the Decepticons, the Autobots have always had home-field advantage, having not only the humans' military support, but also having more places on Earth to fall back on, while the Decepticons are entirely unwelcome on Earth.

Decepticon: They are typically concerned with such things as conquering Cybertron, defeating the Autobots, amassing large quantities of energon, developing powerful weaponry, and beating people up. Not necessarily in that order. Unlike the Autobots, whose leader is a Prime bearing a Matrix, the Decepticons are led by the most powerful of their ranks. This tends to cause some conflict, given how generally *every* Decepticon thinks that they're the most powerful. Also, the Decepticons are not exactly the most compassionate beings in the universe, but not all fight for greed. More than a few have a sense of honor, while others believe that Cybertron would be better protected by aggressive expansion. Ultimately, the Decepticons desire to protect their homeworld, even if it is at the expense of others.

Unaligned: Not all Cybertronians have chosen a side in the civil war. Some are simply waiting to see who wins. In some cases, Cybertronians fled shortly after the start of the great war and have been living on other worlds (including Earth). These beings can swing either way in support of the war, in most cases they will favor whoever they feel is winning.

Insecticon: Denizens of the under levels of Cybertron, the Insecticons live in destructive swarms. Ravenous and aggressive, Insecticons can digest 95% of known matter, reshaping their findings into enormous subterranean hives. Existing as a near hive mind, they represent a deadly and invaluable resource for those willing to find a way to tame them.

Insecticons have the unique ability to clone themselves, but each successive clone is inferior to its progenitor, leading to increasingly bestial creatures. Some members of the species stand out as being fully sentient individuals, with the ability to assume bipedal robot modes. Far more difficult to manipulate, they require coercion rather than control, and may represent the original members of their race.

Predacon: The Predacons once ruled Cybertron but became extinct at the beginning of Cybertronian history, in an apocalyptic wipe-out known as the Great Cataclysm. During the Great War, Shockwave cloned a small army of Predacons which

Megatron of the Decepticons sent to Earth to destroy Autobots and look for energon. After eliminating the Autobot presence on the planet, the Predacons stood a long vigil on Earth where they awaited the arrival of Megatron but ultimately perished where their fossilized bodies were buried at various points around the world. In time, the Predacons entered in human legends as various mythological monsters though the true nature of the creatures remained a mystery to the inhabitants of Earth, and was eventually forgotten. Project Predacon Many years later, Shockwave discovered more fossilized remains from which he was could extract cybernucleic acid and begin the process of cloning the ancient beasts once again.

FUNCTION- Your character's function defines what it was built to do. It is basically your job among your fellow Cybertronian citizens.

Warrior	Scientist
Mechanic	Engineer
Scout	Espionage
Command	

Warrior-

Base armor: 8
+10 to structure
3 starting weapon pods
1 option pod
Starting protocols:
Awareness 2 Athletics 2
Pilot 2 Melee Combat 2
Fire Combat 2

Scientist-

Base armor: 5
1 free sensor pod
3 starting option pods
Starting protocols:
Awareness 2 Interface 2
Linguistics 2 Sciences 4

Mechanic-

Base armor: 5
1 starting weapon pod
2 starting option pods
Free tool pod
Starting protocols:
Awareness 2 Interface 2
Repair 4 Defense 2

Engineer-

Base armor: 6

Free tool pod	
2 starting option pods	
1 starting weapon pod	
Starting protocols:	
Awareness 2	Engineering 4
Interface 2	Demolitions 2

Scout-

Base armor: 6	
2 starting weapon pods	
1 starting option pod	
2 free sensor pods	
Starting protocols:	
Awareness 2	Linguistics 2
Diplomacy 2	Stealth 2
Tracking 2	

Espionage-

Base armor: 5	
1 starting weapon pod	
2 starting option pods	
Starting protocols:	
Awareness 2	Interface 2
Linguistics 2	Subterfuge 2
Stealth 2	

Command-(Requires rank of 8 or higher)

Base armor: 8	
+ 10 to structure	
2 starting weapon pods	
2 starting option pods	
Matrix port	
Starting protocols:	
Awareness 2	Deduction 2
Diplomacy 2	History 2
Intimidation 2	

GRADE-

Standard	Commercial
Performance	Military
Primal	

Standard- This is the standard Cybertronian frame a protoform adopts after maturing
 .Many Autobots have the standard frame.

+5 energy points
 +2 endurance

+1 option pod

Commercial- This frame is stronger and more durable to put up with the rigors of heavy labor, mining, and construction. Many Autobots and some Decepticons have a commercial frame

+3 to armor
+1 option pod
+10 to structure

Performance- This frame is built for speed and pursuit. Strength and durability are sacrificed to lighten the frame and boost speed. This is a rare frame that not many bots have as soldiers in a war are not apt to sacrifice armor for extra speed.

-2 to armor
+3 to speed
-5 to structure

Military- This is a heavy frame built to carry armor and weapon pods. The heavy frame slows the bot a bit but the added armor makes them tougher in combat. Most Decepticons are military grade.

+5 to armor
-2 to speed
+1 weapon pod
+1 to all weapon damages

Primal- A throw back to an age before Cybertronians evolved to more humanoid frames. The primal frame is more bestial, either stooped or completely quadrupedal. The frame usually sports claws and/or teeth/mandibles/beak, which accounts for the 2 extra melee pods.

+3 to armor
+10 structure
+3 to speed
-3 to intelligence
2 free melee pods

Mass Index-

Class 1 – 1 to 50 kilograms (insects, cellphones, appliances)

The smallest of the mass indexes capable of retaining a protoform. Strength in this category is calculated in strength score x 10 in pounds. Mass class 1 has $\frac{1}{4}$ their base structure points, and have their armor rating reduced by 5, but also spend $\frac{1}{2}$ of all energy costs. Unfortunately this class can hold only 1 option or weapon pod, and weapon damages are also reduced by $\frac{1}{2}$. Fortunately all rolls to detect this class has the TN increased by 3.

Class 2 – 51 to 500 kilograms (humans, motorcycles, ATVs)

The strength of this class is calculated in STR x1000 in pounds. Highly energy efficient, all costs are reduced by ½ but at a cost of ¾ base structure points. An inability to layer on armor reduces the armor rating of this class by 3. Also weapon damages take a -1 penalty.

Class 3 – 501 to 1000 kilograms (small cars, light trucks, sports cars)

This is the mass index of the average Cybertronian, all energy costs, structure points, and damages are kept at the base amounts. Strength is calculated at STR in tons.

Class 4– 1001 to 5000 kilograms (large sedans, heavy trucks)

At this index the bots are built beefier and heavier. Armor is increased by 3 and structure is increased by 50%. Unfortunately, this is at the cost of efficiency so all energy costs also increase by 50%. Bots at this size can select an additional option or weapon pod. Strength is calculated at STR x 10 in tons.

Class 5 – 5001 to 10000 kilograms (tractor/trailers, light aircraft)

At this class Armor is increased by 5 and structure is increased by 50%. This is also at the cost of efficiency so all energy costs also increase by 50%. But in addition to an additional option or weapon pod, all weapon damages also increase +1. Strength is calculated at STR x 25 in tons.

Class 6 – 10001 to 50000 kilograms (military aircraft, tanks)

Armor at class 6 is increased by 5 and structure by 75%. Energy costs at this size double and but a larger frame allows for an additional option and/or weapon pod as well as a +2 to weapon damages. Strength is calculated at STR x 50 in tons.

Class 7 – 50001 kilograms and up (super heavy construction equipment, large aircraft)

Armor at class 7 is increased by 10 and structure doubles. Energy costs at this size double and but a larger frame allows for two additional option and/or weapon pod as well as a +4 to weapon damages. Strength is calculated at STR x 100 in tons.

PROTOCOLS-

Every character begins with intelligence + skill + 20 points to spend in protocols. You may not spend more than 5 points to start with in a single protocol. Protocols break down further into specialties. Protocols may be used without specialties, but these are general protocols with out specific focus. If a specialty applies to a protocol roll, then any 12s rolled count as successes, but each 12 may be rerolled and if it is a success it is also counted toward the total. You may take a one specialty for every die in a particular protocol. If you do not have any points in a protocol you may attempt to make a roll with an applicable stat, but your TN increases by 4 for the task.

Intelligence protocols: (specialties)

Awareness- The ability to sense of your environment, what's happening around you or things about to happen.

(notice, insight, introspection, search...)

Diplomacy- Convincing others to see a certain point of view or come to a mutual agreement. The art of letting other people have your way.

(etiquette, negotiation, treaties, commerce...)

Deduction- The art of forming logical conclusions based on evidence. Following these logical conclusions to predict the out come of current happenings or reveal causes of unknown events past.

(tactical, mechanical, forensic, predictive...)

Engineering- The ability to design and create new things or manipulate current thing to new ends.

(mechanical, electrical, chemical, genetic...)

History- An in depth knowledge of the past or study of past events.

(Galactic, Cybertronian, Earth, Primeist...)

Interface- The ability to connect with and manipulate non-sentient computer systems.

(programing, hacking, counter-intrusion...)

Interrogation- The art of forcing information from a subject willing or not.

(subtle, aggressive, torture...)

Intimidate- To cower another being into submission by threat of force.

(prowess, strength, berserk...)

Linguistics- Knowledge of languages other than your native tongue.

(Cybertronian, English, Japanese, ancient Prime...)

Subterfuge- The art of hiding your actions or intentions.

(bluffing, slight of hand, distraction...)

Sciences- The study of natural reactions in various fields to postulate causes or outcomes.

(astronomy, biology, chemistry, geology...)

Repair- To return damaged objects to working order.

(restoration, field work, jury rig...)

Skill protocols: (specialties)

Athletics- The skill of rapid and practiced motion over varying terrains.

(running, jumping, climbing, swimming...)

Brawling- The arts of hand to hand, unarmed combat.

(leverage, overbear, lightning strikes...)

Defense- The art of avoiding various types of damage.

(dodge, parry, shield block...)

Demolitions- The skill of harnessing volatile, chemical reactions.

(pyrotechnics, EOD, breaching...)

Gunnery- The ability to fire non-personal mounted weapons.

(artillery, vehicle, tripod)

Melee Combat- The art of wielding non-ranged weapons in combat.

(dual wielding, sundering, fencing, Metallikato...)

Perform- The art of expression through an outside medium.

(dance, sing, compose, sculpt, instrument [choose instrument]...)

Pilot- The skill to control vehicles other than your personal alt-mode.

(ground, air, space, navigation...)

Ranged Combat- The ability to fire ranged weaponry.

(marksman, dual wielding, suppressive, sniper...)

Stealth- The skill of moving without being detected.

(shadowing, ambush, intrusion...)

Tactical Combat- The ability to make attacks with non-direct, or self-guided weapon systems.

(thrown, barrage, strafing, high altitude bombing...)

Tracking- To follow another being, or object through past physical evidence.

(overland, urban, ballistics...)

NANO-MORPHICS

Nano-morphics are what set Cybertronians apart from ordinary machines. All Cybertronian life forms start out as a semi-liquid cluster of nano-machines called a protoform. This protoform contains the life spark and is what the Cybertronian truly is. Centuries of evolution have allowed them to develop an outer shell covering of shifting plates and armor called nano-morphics. This shell of plates is formed by the spark when the protoform is ready and reaches maturity. These plates can move and shift to not only reveal options and weapons, but change their overall form and even mode of transportation. A special organ called a T-cog controls and maintains the Nano-morphics and allows the Cybertronian to control these changes.

ALT-FORM- The advanced sensor systems of the protoform can scan a machine of similar mass and reformat the nano-morphic shell to be able to shift into the form of the machine. Besides the ability to blend in on other worlds with this new form, this transformation affords them a new mode of transportation. After all wheels, or especially flight, can move much faster than running. Also, having an alt-form adapted for a specific terrain means you need not roll athletics to traverse this new terrain. Only one form can be taken at a time but a form can be scanned and reformatted at anytime at a cost of 5 energy points and 3 rounds to finish reformatting.

WEAPON PODS- Weapon pods are the nuts and bolts of Cybertronian combat. The amount of pods you have to start with is determined by your function, grade and mass index. Pods are interchangeable and may be swapped out for different kinds of weapon types anytime they are available (GM's discretion).

Melee- This pod allows the formation of close combat weapons. These can be edged, blunt, chain, or any matter of melee weapon. Damage is calculated at STR+2. Takes up 1 slot.

Blaster- This pod forms a weapon that ejects a energized pulse of plasma with a base damage of 2. Each shot uses 1 energy point. Takes up 1 slot.

HVY Blaster- A larger version of the blaster. Damage starts at base of 5 and uses 2 energy points per shot. Takes up 2 slots.

Auto Blaster- A multi-fire version of the blaster. TN to hit is lowered by 2 at a base damage of 3 and you can target multiple enemies at once. However it uses 3 energy points per shot. Takes up 1 slot.

Repeater- This pod fires hollow glass beads in rapid fire succession. TN to hit is reduced by 2 in addition the beads are filled with a variety of chemicals. The repeater uses only 1 energy per shot, but only carries a number of shots equal to your firepower stat. Takes up 1 slot. Damage is dependent on what the payload is. Examples include:

Acid: reduces permanent armor by 1 point per success over the first to hit, after armor is gone begin reducing structure the same way.

Cosmic Rust: A microscopic organism that attacks and digests the organic metal that comprises the make-up of Cybertronian life-forms. Infection has a base damage of 3 and continues to deliver the damage over 5 rounds. Armor only counts against the initial attack. Cosmic rust may be neutralized by intense heat (damage equal to the current infection damage to neutralize).

Cryo-gas: reduces temperature of target to below zero. Reduce Speed of target by 1 point per success. At zero; target enters stasis-lock till they can be thawed.

Fire fog: covers a space per success with flammable gas that can be ignited at any time for a base damage of 5.

Glue: reduces speed by 1 point per success, requires a STR roll with each success removing one to get free.

Grease: covers an area of 1 space per success with a frictionless fluid. Athletics roll to remain up right or moving targets on land must make a number of success (TN 6) equal to their current speed or lose control and crash.

Laser- A focused light weapon delivering a base damage of 2 for 1 energy per shot. Takes up 1 slot.

HVY Laser- A larger version of the laser. Damage starts at base of 3 and uses 2 energy points per shot. Takes up 2 slots

Null Ray- A ray that disrupts the flow of energy in its target. All targets receive a penalty to all TN equal to the amount of successes over the initial success to hit. Each round this penalty reduces by one till the effect dissipates. 2 energy per shot. Takes up 2 slots.

Sonic Blaster- A compressed infrasonic weapon that delivers a base damage of 3 for every energy point spent. Also ignores shields and force fields.

Streamer- This is a cannon style weapon that sprays one of a variety of substances over a range of 5 spaces. A blast cost 1 energy per shot. 2 weapon spaces.

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Grease: covers an area of 1 space per success with a frictionless fluid. Athletics roll to remain up right or moving targets on land must make a number of success (TN 6) equal to their current speed or lose control and crash.

Plasma: a stream of super-heated matter that does Base 8 damage.

Blaster Cannon- A massive plasma energy launcher. Base damage of 8 at a cost of 3 energy points. Takes up 2 slots.

Laser Cannon- A massive laser emitter. Base damage of 8 at a cost of 3 energy points. Takes up 2 slots.

Fusion Cannon- This cannon fires a beam that causes a fusion reaction in the target's atomic structure. Base damage of 12 at a cost of 5 energy per shot.

Missile- This pod forms a missile battery that can fire as many missiles as your firepower stat. Missiles are self powered so cost no energy to fire and are self-guided so reduce the TN to hit by 2. Base damage of 8.

Rocket- Forms a rocket pod with a number of shots equal to your firepower stat with a base damage of 8. Requires 1 energy to fire. Takes up 1 slot.

Bomb (or grenade)- A bomb rack with as many bombs as your firepower stat. Requires a tactical combat roll to hit. Base damage of 8 and covers a 5 space radius. Takes up 2 slots

Cluster Bomb- Same as bomb rack but the blast radius is 10 spaces. Takes up 2 slots.

Payload Bomb- This is effectively the bomb version of the repeater with a 5 space radius. Payloads are the same. 2 slots

Implosion Bomb- This bomb has 20 space radius, targets must make a STR or SPD roll to escape the gravity well (TN 7). Base damage of 10 and armor does not apply. Takes up 2 slots for ½ of your firepower's worth of bombs.

External weapons: Not all weapons are in pods. Any weapon pod can be utilized as a separate unit and may be carried without taking up weapon pod spaces. Weapons that use energy are considered to have an independent battery of 10. The biggest disadvantage is that these weapons can be taken away and used by anyone, and because they are not integrated, must be carried in some way in any vehicle mode.

External Shield: A hand held shield, like an external weapon, but with a successful defense roll you can add an additional 5 dice onto your armor roll. A shield may require a holster pod to carry it in Alt-mode.

OPTION PODS- Each Cybertronian is more than the wires and servos that allow it to move and act. Centuries of ingenuity and experimentation on their mechanical forms have let them house inside their bodies the tools they need to do their day to day work or give them the edge over their enemies.

All Cybertronians have the following options automatically upon creation of their nano-morphic shell-

- 1: a communications system with a 1500 kilometer range
- 2: an automatic self repair system that can restore 1 structure point per day at a cost of 1 energy point
- 3: a basic sensor suite that includes optic, audio, tactile and olfactory sensors as well as a passive infrared and a x10 telescopic option

Armor pod- This pod reinforces the exo-frame and dermal layer of the bot. Each pod raises the Armor of the bot's frame by 2.

Booster pod- Each pod can add 3 points to your speed for 1 energy per round.

Communication pod- Each pod doubles the effective range of your standard communication system. Each pod above the first adds an additional die to interface rolls to link and control non-sentient computer systems. No energy costs.

Flight pod- This pod lets the character fly in robot mode. SPD is equal to flight speed in vehicle and costs 1 energy per round.

Gestalt pod- This pod allows two beings (both have to have a pod) to link their systems together and share energy, knowledge, and the capabilities of each others pods.

Holo Pod- This pod allows the creation of realistic holograms. An Awareness roll is needed to figure out that it is an illusion (TN your INT). Costs 1 energy per round.

Holster pod- This pod does nothing other than create a space for an external weapon that can transform along with you and store the weapon in alt-mode. No energy costs.

Micro-factory pod- An internal nano-factory capable of reconstructing raw materials into useful parts and components. Each pod can reformat 1 metric ton of material for 1 energy point.

Multi-pod- This pod allows the Bot to have multiple limbs or tentacles. This gives you 3 extra dice on actions in which you must split your pool for multiple actions.

Quantum pod- A miniature space-bridge that can transport yourself and other objects up to a kilometer at a rate of 1 energy per mass index of the target (Total the mass indexes of all targets in the jump).

Sensor pod- Each pod adds 2 dice to awareness and deduction rolls. 1 energy point per round you are actively scanning. Passive sensor rolls require no additional energy costs.

Shield pod- This pod can create a force field that has an armor point per energy point spent that round.

Stealth pod- Each pod adds 2 dice to any stealth rolls. After 3 pods your character is effectively invisible to visual sensors (or eyes). Costs 1 energy per round to use.

Tool pod- A pod capable of forming any tool needed for repair or engineering (adds 2 dice to these rolls), as well as grapple and towing lines of 1000 meters (additional pods each add another 1000 meters). Also plasma torches capable of cutting through 3 armor points per round for each pod. 1 energy point per round for the cutting torch, no cost otherwise.

Tractor pod- This pod allows you to exert your STR on a target from a range of 10 spaces. Pulling, pushing, or even both (ripping your target apart) are possible. Costs 1 energy per round.

Combat-

Initiative: Roll 1d12 and add the result to your initiative bonus. Lowest number declares their action first. Highest declares their action last. The round is then resolved from highest to lowest and all rolls are made.

Actions: As a general rule all characters have 1 action per round. Multiple actions may be taken but all action dice must be divided between the number of actions. For example two actions divide the dice of both actions in half. Three actions divide the dice by three and so on.

Actions in one round include:

- Transforming (including opening a weapon pod)
- Making an attack
- Dodging an attack
- Parrying an attack
- Using an option that requires the spending of energy points
- Moving up to your max range
- Performing the use of a protocol

Attacking: Attacks are made by rolling the number of twelve sided dice equal to either your applicable protocol. Each success over the target number (TN) is a successful attack. In addition every success over the first initial hit raises the damage of the attack by 1 point.

Melee combat target numbers start at 5

Ranged combat numbers start at 6

Some modifiers to attacks are:

- A called shot is +3 to the TN
- Being blinded is +4 TN
- Ambushing an opponent is -3 TN
- Aimed shots are -1 TN for each round spent aiming (max -3)
- For each size class a target is smaller than you is +1 to the TN
- For each size class a target is larger than you is -1 to the TN

Moving targets: Ranged combat against a moving target adds the speed rank of the target (the speed it is moving not its max speed) to the difficulty of the TN to hit. If both target and attacker are moving then the difficulty is only equal to the difference between them.

Dodging: you may for-go an attack in a round and attempt to dodge the attack by making a defense roll TN 6. Each success on your dodge roll removes a success from your opponent's attack roll.

Grappling: Grappling attacks are resolved by an opposed strength roll TN6. Each success cancels out an opponent's success. The player that still has successes left is the winner. For every 12 rolled your opponent takes 1 structure point in damage. These are canceled last.

For every size class the attacker possesses above the opponent subtract 1 from the TN

For every size class the opponent possesses above the attacker add 1 to the TN

Parrying: You may for-go an attack in a round to parry an opponent's attack by rolling a melee combat test TN 6. Each success removes a success from your opponent's attack roll.

Armor: So you've been hit, but don't worry you're not dead yet. You have armor to reduce the damage and maybe even stop it. Roll as many d12s as your armor rating TN 6. Each success reduced the final damage by 1 point.

Wildfire: Sometimes hitting the target isn't as important as getting a shot at everyone you can. Wildfire reduces your attack by 3 dice and your base damage by 3 levels. You may then use your new calculation to make an attack roll against each target in your fire arc.

Critical hits: Sometimes a hit doesn't just damage, it cripples. For each actual 12 roll on an attack roll that damage point is considered to be a critical hit. Each critical hit deals not only 1 structure point in damage but a point of energy is lost as well (it is considered to have bled out). Critical hits may not be negated by dodge or parry rolls and may only be negated last in an armor roll.

Death: If you run out of energy with your structure intact you simply shut down till you can be replenished (this is referred to as stasis-lock). However, if your structure is reduced to 0 or below you begin to lose 1 point per round unless repaired. If you run out of energy then your spark then begins to bleed out. When your spark is gone your character is dead and may not be rebuilt.

Falling: Some robots have the ability to fly. Some however cannot, or have damaged flight systems. In these cases the robot must contend with falling. Whenever a robot falls more than 3 times the minimum height for its size class it takes damage. For each height increment past 3 times his height he takes 1 point of damage. Armor may negate the damage but the large amount of kinetic energy raises the TN by +3.

Energon-

Energy is the basis for the existence of every Transformer. Just as money makes the human world go round, in the world of robots it all comes down to energy. Everyone has an energy stat equal to 10x their endurance stat and modified by different factors. In addition to energy used in the operation of various options and weapons, every robot uses 1 energy point per day in normal operation (size class will effect this rate).

Some options are capable of replenishing your energy pool on their own; however most of you will be reliant on energon.

1 energon crystal holds 1 point of energy per ounce

1 energon cube holds 100 energy points

Sometimes energon is not readily available. In emergency cases you may make a repair roll (TN 10) to rig a direct line into your energy converter, but this is slow and inefficient at best. It requires 10 minutes of being hooked into the equivalent of a human power plant main line to replenish 1 energy point.

Stasis lock: When a robot has 0 energy points left he does not die but instead shuts down to preserve his spark. This is known as stasis lock. You may take no actions until your energy level somehow reaches at least 1 point again.

Running on spark: In most cases when you reach 0 energy points you shut down and enter stasis lock till energy can be given to you, and most of the time this is just what you want. But sometimes you simply must keep going. In such cases you can make a

COR test (TN 6) and then you may spend spark points in place of energy points each round you succeed this test. These raw and unpredictable energy points last only 1 round but all weapon and option uses, regardless of usual cost, use only 1 point.

Dark Energon: Also called the blood of Unicron, dark energon acts as a form of anti-energy. Each round in range of dark energon a bot loses 10 energy points. An END roll is made to reduce this loss at TN 7. Dark energon may be placed in a bot's fuel tank (END roll TN 7 or be killed) and the dark energon will replace the energon in it's system. After which the bot will no longer be affected by exposure to dark energon, but they will forever be under the thrall of the world devourer. Having dark energon in your system allows you to add 3 extra dice to all actions from its unstable boost to your system. Dark energon also replenishes itself at a rate of 1 point per round. Dark energon in your system may also let you wield some of the powers of Unicron himself (GM's discretion). Dark energon placed in the chassis of a dead bot will reanimate it as a terrorcon.

Synthetic Energon: Synthetic energon, also known as Synth En, is a manufactured version of energon which tends to resemble a greenish liquid form of that fuel. Unrefined samples can provide greater energy efficiency, but it can also be addictive and corrupt the user's personality. Created to relieve the energon shortage synthetic energon however, causes side effects. Having synthetic energon in your system allows you to add 3 extra dice to all actions from its unstable boost to your system. Unfortunately this boost also causes uncontrollable rage and hostility in the user. A COR roll must be made TN 7 to avoid flying into a rage and attacking any problem before you with physical violence.

Tox-En: Tox-En is a highly poisonous energon variant, easily identified by its sickly green color and visible fumes. It has the opposite effect as regular Energon on Transformers, to feel nauseous and weakened by the slightest physical contact. Prolonged exposure to Tox-En can outright paralyze a Transformer, eventually extinguishing their spark. All TN when infected raise by 3 and the bot begins to lose 3 energy points per round.

Red Energon: Red energon is an extremely volatile and rare type of energon. When it is refined into fuel, it provides the user with the power of hyperspeed as well as some measure of increased strength. When in your system add 1 extra die to STR related rolls and 3 to SPD rolls. Also double your SPD stat (recalculating initiative) and make 2 extra actions per round due to the speed at which you are functioning.

Terrorcons-

Cybertronian chassis that have been reanimated by dark energon are called terrorcons. The stats are identical to the being when it was alive however; the protoform is gone and the chassis is powered by the blood of Unicron. Because the being feels no pain and its vital systems are no longer necessary to survive, structure damage to the bot is halved and it becomes a mindless killing machine that attacks any living being it comes across, unless that being has dark energon in it's system. Regenerate all previous structure points to start but no ranged weapons or options will function, not that it is smart enough anymore to use them.

Vampire infection- The experiments of Knockout and Starscream to perfect synthetic energon yielded unexpected results after they introduced a drop of dark

energon. It mutated into a energy virus that transforms the infected into energon craving monster that drains the energon from its victim while infecting it with the virus. The bot now burns through energy a a rate of 5 points per day. The virus re-formats the mouth of the bot to siphon energon out of the victim and bite for D2 base damage. Any successful bite attack deals only 1 structure point, the remaining successes equal the amount of energy points drained from the victim into the attacker. If the victim is not completely drained, the they remain alive, just infected and now a vampiric feeder. If the victim is completely drained it dies and arises as a vampire terrorcon.

Protocols-

Most protocols function the same, roll the number of dice equal to the protocol you are using. Difficulty will be set by the gamemaster and at least 1 success is needed to accomplish your task, with each success afterward increasing the intensity of success. Most all protocols follow this pattern with the following exceptions:

Repair- Repair functions mostly the same as the other protocols except that each success restores 1 structure point to the object or person you are repairing. You may restore as many points per round as the number of successes you roll. A note on Cybertronian biology, you cannot simply repair a destroyed organ (such as a t-cog or vocal unit) or limb . To fix critical parts a mechanic must have access to proto-matter to regenerate the part or grow a new one.

Engineering- To engineer something you must roll a number of successes equal to the total of all the stats the invention might have (including armor and protocol ranks) plus all the slots its weapons and options take up. Then the number is multiplied by the invention's mass index. You may not build a weapon with a base damage greater than your engineering rank. Your engineering rank also determines the maximum ranks for the stats and armor of vehicles or robots you may build. The maximum structure points of buildings you can construct may be up to 10x your engineering rank.

Athletics- All characters may jump a distance equal to twice their height increment, plus each success on an athletics roll equals an additional increment. All characters may swim at ½ their SPD stat. Climbing is also at a rate of ½ your SPD.

Movement-

Movement is based on the speed stat and is modified by the terrain of what your transformation is. In general you move as many spaces per round (about 6 seconds) as your speed rank.

In combat 1 space usually equals 100 meters.

In land or water movement 1 space equals 100 meters

In air movement 1 space is equal to 5 kilometers

In space movement 1 space equals 1 light year

So how fast is my character: Rough vehicle speeds for your transformation can be calculated as follows:

Land = speed x 50 kph

Water = speed x30 kph

Air = speed x 500 kph

Space = speed x C (speed of light)

Spark-

Inside each Cybertronian is a fragment of the life essence of their creator Primus. This fragment, or spark, is what gives each Transformer a life of its own, or soul. It is what makes them so much more than just machines running programs. Transformers can actually think and feel for themselves. When a Transformer dies its spark returns to the well of all sparks on Cybertron to rejoin with the spark of Primus. All characters must have at least 1 point of spark at all times or they are considered dead. As you gather experiences in life your spark will grow and your spark level will rise. The spark points you accumulate can be spent on improvements so long as you retain at least 1 point. Also, in desperate situations you may spend a spark point to gain 1 automatic success per point spent, so long as you retain at least 1 point.

You will gain 10 spark points for each completed adventure

You will gain 1 spark point for every natural 12 you roll

Spark points may be spent in the following ways:

50 spark to raise a protocol 1 point

500 spark to raise a stat 1 point

200 spark to add an option slot

200 spark to add a weapon slot

500 spark to change your grade

300 spark to change your size class 1 step

500 spark to change your function

The Matrix-

The Matrix is the symbol of Autobot leadership and a piece of the living essence of Primus himself. First bestowed on Primus' first creation Prima, it was passed down through every chosen leader of the Autobots since then. He who holds the Matrix with in him **is** the Prime. In order to possess the Matrix an Autobot must meet the following 3 criteria:

They must be of command function

They must have a minimum courage stat of 8

They must be at least Mass Index 5

The Matrix measures 3 meters long by 1.5 meters high. The central orb measures 1 meter in diameter. It is considered to possess 15 armor points and 25 structure points.

The Matrix possesses the following powers:

20 point die pool- To be used in any task of the holder's choosing per day or up to 20 phantom energy or structure points per day.

Repository of ancient wisdom- The Matrix possesses the accumulated wisdom of all the past Autobot commanders who have come before. Treat this as a history protocol of 15.

Light in the darkest hour- For each round it remains open; the Matrix deals 20 points of structure damage to Unicron.

Humans-

You need not be a large metal skinned robot to play in this game. Humans while not as durable as their Cybertronian counterparts are in possession of their own advantages. The rules for generating human player characters are as follows:

All humans are mass index 2 (1.5 to 2.5 meters tall)

Lift capacity = STR x 100 in lbs.

Grade is Human but still choose a function.

Humans start with 30 protocol points + INT & SPD

No starting options or weapons, humans use gear instead

No starting armor without gear

Structure = STR + END / 3 (rounded up)

Energy – N/A (humans effectively have unlimited energy, so long as they eat twice a week and drink water once every 3 days, and can breathe)

A few notes on playing humans- Humans in direct combat with other mechanical based lifeforms quickly expire. But before you think there is no reason to play humans or it would be unwise, there are a few points that make playing humans not only possible but rewarding. To the majority of Decepticons humans are literally ignored. As humans are barely above the other organic vermin scurrying around this planet, the Decepticons then to just ignore them unless they are in a position to expose them. Now while the human military poses no real threat to the Decepticon war engine, having to take on the armies of Earth would be time consuming and set their time tables back, as well as draw the attention of the Autobot forces (whom they actually view as a threat). Typically if a Vehicon trooper is assigned a duty other than keeping the human population out or unaware, most of them will just ignore the pest (“Hey Thrust, was that a human that just scurried past the security console?” “Forget about it Dirge, I’ll call an exterminator drone to kill it later.”). As well as being ignored by the Cons, humans are able to go anywhere they want on Earth with out arousing suspicion. Since Autobots and Decepticons both find it in their best interest to keep their presence a secret, human characters don't have to worry about staying in disguise to move about on this planet. When combat does break out, the Cons will be more focused on the Autobot forces than any humans scrambling about. When they do deem the humans as significant, the smaller humans have the advantage in stealth and hiding, as well as being a small and difficult target to hit (+1 TN for every mass index level below the attacker). Humans also gain an additional +1 Tn to be hit by Cybertronian weapons or detected by their sensors due to the fact that we are not made of metal and most Cybertronian systems seem to use this to target.

Transportation Equipment-

Decepticon battle cruiser (Nemesis)-		
SPD: 6		Armor: 20
Structure: 500		
Energy: 300	Crew: 100	Space-bridge unit
Tractor beam: 7 STR (@MI:7)		Plasma cannons: 25 base damage
Autobot shuttle-		
SPD: 8	Armor: 10	Structure: 200
Energy: 100	Crew: 10	Belly guns: 10 base damage
Emergency escape pod: SP: 3 AR: 4 ST: 10 E: 40		
The Jackhammer-		
SPD: 8	Armor: 10	Structure: 100
Energy: 100	Crew: 10	Belly guns: 10 base damage
Missile pods: 8 base damage	Shots: 12	

Space Bridges- Space bridges are a form of interplanetary transport, allowing Transformers to move from one planet to another almost instantaneously without the need for a spacecraft, via a "short-cut" through the extra-dimensional realm of trans warp space. Early models required machinery at both ends of the bridge to open a stable dimensional portal, but later iterations of the technology consisted only of a generator at the departure point, which could open bridges to the desired location without the need of a receiver at the other end. These generators consume 10 points of energy per round. Smaller versions (called ground bridges) have only planet-wide range at half the energy cost.

Cybertronian excavator-		
SPD: 3	Armor: 6	Structure:100
Energy: 100	Crew: 2	Drill: D10
Sensors x2		

Cybertronian Special Equipment-

Apex Armor- The Apex Armor is one of the relics of the Thirteen (or an armor of Decepticon Design; it depends on who you ask). While normally compacted in a disk, when placed over a Transformer's chest it will expand into a huge set of armor impervious to any attack, as well as enhance the wearer's strength. Though built for Cybertronians, the artifact can also be used by humans, forming a proportionally smaller but no less invincible set of armor. The armor when worn raises the equivalent mass index by +1 (min 3, max 6) for lifting and adds 10 armor points + 10 automatic successes to all armor rolls.

Polarity Gauntlets- Polarity gauntlets grant the user a powerful control over the forces of magnetism. They can be used to draw objects to or push metal away from the wielder, as well as magnetizing metal objects in various ways. For a race of beings made largely out of metal such as the Transformers, such a weapon is a force to be reckoned with. The devices were invented by the Decepticons during the Great War. These artifacts allows the wearer to use magnetic to exert 10 STR, at mass index 5, at a range of 10 spaces. Uses 5 energy per use from the wielder.

The Spark Extractor- A spark extractor is a device that is used for pulling a Transformer's spark out of its mechanical body. This process can be accomplished even against the will of the target Transformer (as was, in fact, the norm). Once removed from its body, a Transformer's spark is more or less helpless. When an extractor is near a Transformer and activated, even before the spark emerges, the Transformer often appears to be stunned or dazed such that they find it difficult to resist. The extraction itself is quite fast, taking well under 10 rounds in most cases. Extractors are therefore quite effective as weapons, requiring only that the victim be momentarily immobilized in order for the extractor to do its work.

The Immobilizer- A powerful experimental weapon, the Immobilizer can be used to freeze Autobots in their tracks. It functions by removing the target from the time flow. This of course, renders the target both immobile and indestructible. Uses 5 energy per shot from the wielder.

Cortical Psychic Patch- Shockwave developed the cortical psychic patch during the Great War. It is a procedure through which the mind of one Transformer can be joined with another, using a cable connected directly between the two Transformers' brains. By this means, the victim's memories can be viewed by both parties, allowing information to be extracted, though it appears to be a read-only arrangement. The procedure was banned by the Autobots, though there are a substantial number of texts on the subject available to interested Autobot medics. An Autobot hooked to the system must roll a Cor test vs the operator's interface protocol (TN 6) each round to resist.

Cybertronian Artifacts-

The Energon Harvester- An Energon Harvester was used by the Ancients to harvest energon. As energon flows in the bodies of all Transformers, the Harvester can be a deadly weapon in Decepticon hands. It can absorb up to 1000 energy points at a range of 10 spaces.

The Key to Vector Sigma- This is the only object capable of powering up Vector Sigma, the super computer in Cybertron's core that links to the essence of Primus. Only Vector Sigma is capable of refilling an emptied Matrix.

The Star Sabre (Dark Star Sabre)- Wielded by Prima, one of the original Thirteen Transformers at the dawn of time, the Star Saber sword was a weapon unlike any other. Though several other swords throughout the ages share its name, only one could snuff out stars and crumble the stuff of planets into dust. Many legends swirl around this blade of blades, from its origin to its precise nature to the circumstances surrounding its disappearance into the annals of history, but somewhere between fiction and fact, the Star Saber waits to be discovered again by one worthy enough to wield its power... Dealing STR+8 damage it is a force to be reckoned with, even more so if you factor in its wave attack that deals STR+5 damage at a range of 10 spaces.

The **Dark Star Saber** is a sword made from pure Dark Energon. Intended to be a dark counter-part of the Star Saber itself, this blade possesses all the powers of the original blade, and is Rumored to be even stronger than its counterpart. Unlike the original blade the Dark Star Saber doesn't require a Prime to activate its powers.

The Forge of Solus Prime- The Forge of Solus Prime is the symbol of office of the master-artificer of the Thirteen. Oddly, it is not actually a forge in the classic sense, but rather a hammer the size of which suggests that Solus Prime and her brothers towered over modern Cybertronians.

Utilizing the power of a miniature neutron star at its very heart, the forge operates through the convergence of “magic” and science. It is not known just how powerful the forge is, but it is believed that it can be used to make anything out of anything, with the possibilities only being limited by the skill and knowledge of the Prime wielding it. The forge was used to craft all other artifacts of the Thirteen, and is noted to be one of the few things which could craft the core components of a Cybertronian body from scratch. Although largely incapable of forging anything when not in the hand of a Prime, its power can certainly be used to pack a *slagging huge* whallop that's second only to the Star Saber (STR+5). The thing is so heavy that only a select few have the strength to carry it without any difficulty.

The Omega Lock & Omega Keys- Eons ago, the life-force of Primus was divided into the four Omega Keys and scattered across the galaxy. The **Omega Lock** is the device that the Keys join with to reawaken Primus's power. The Omega Lock was located in the Rust Sea, disguised as a nondescript object in the barren wastes. When the four Omega Keys were brought to it, however, its true nature was revealed. The ground transformed and

pillars rose from the ground, forming a portal. Optimus prime described it as a link to the AllSpark.

The Requiem Blaster- The Requiem Blaster is a powerful weapon of the Thirteen that is able to draw power from a quasar's sound waves, a supernova's thermal energy, or a black hole's gravity. The blaster is massive enough to have its own gravity and is far too large for a modern transformer to wield or even pull the trigger.

The former archivist Optimus Prime has never encountered any record of anyone surviving a direct hit from the Requiem Blaster. It might just be the most powerful weapon ever.

The Phase Shifter- The phase shifter is an Iacon relic that grants the user the ability to pass through solid objects. It works intuitively, allowing the user to phase through objects or not depending on the needs of the situation.

The Autobot Matrix of Leadership- see the Matrix section.

Sample characters & generic foes-

Optimus Prime

Allegiance: Autobot

Function: Autobot Commander

Grade: Commercial

STR: 10

INT: 10

SPD: 8

END: 10

RNK: 10

COR: 10

FRP: 10

SKL: 10

Armor: 16

Structure: 60

Energy: 200

Mass index: 5

Initiative: 9+

Spark: 10

Protocols-

Awareness 8

Deduction 8

Diplomacy 10

Engineering 4

History 10

Interface 4

Interrogation 2

Intimidation 8

Linguistics 2

Repair 4

Sciences 6

Subterfuge 2

Athletics 6

Brawling 8

Defense 8

Demolitions 2

Fire Combat 8

Gunnery 6

Melee Combat 8

Perform

Pilot 6

Stealth 4

Tactical Combat 4

Tracking 2

Current Alt form: Peterbuilt semi-tractor (experimental military heavy truck [Beast])

Weapon Pods

HVY blaster D6

(x2)Melee D13

Star Sabre(ex)

Option Pods

Matrix of leadership

Communication

Holster

(Flight pod [Beast Hunters])

Arcee

Allegiance: Autobot

Function: Warrior

Grade: Standard

STR: 7

INT: 7

SPD: 9

END: 10

RNK: 7

COR: 8

FRP: 8

SKL: 8

Armor: 5

Structure: 13

Energy: 105

mass index: 2

Initiative: 8+

Spark: 10

Protocols-

Awareness 2

Deduction 2

Diplomacy 2

Engineering

History

Interface

Interrogation 2

Intimidation 2

Linguistics

Repair 2

Sciences

Subterfuge 2

Current Alt form: Motorcycle

Athletics 2

Brawling 5

Defense 5

Demolitions 2

Fire Combat 5

Gunnery

Melee Combat 4

Perform

Pilot 2

Stealth 4

Tactical Combat

Tracking 2

Weapon Pods

HVY Blaster D4

Melee D8

Option Pods

Booster pod

Communication

Holo Pod

Bulkhead

Allegiance: Autobot

Function: Warrior

Grade: Commercial

STR: 10

INT: 5

SPD: 4

END: 10

RNK: 5

COR: 8

FRP: 7

SKL: 7

Armor: 16

Structure: 45

Energy: 100

Mass index: 4

Initiative: 4+

Spark: 10

Protocols-

Awareness 2

Deduction

Diplomacy 2

Engineering

History 2

Interface

Interrogation

Intimidation 4

Linguistics

Repair 2

Sciences

Subterfuge

Current Alt form: Humvee

Athletics 4

Brawling 5

Defense 4

Demolitions 2

Fire Combat 4

Gunnery 2

Melee Combat 5

Perform

Pilot 2

Stealth 2

Tactical Combat 2

Tracking

Weapon Pods

HVY Blaster D5

Melee D12

Bomb Rack D8

Option Pods

Communication

Tool Pod

Sensor

Ratchet

Allegiance: Autobot

Function: Mechanic

Grade: Commercial

STR: 7
INT: 10
SPD: 6
END: 8
RNK: 8
COR: 7
FRP: 7
SKL: 10

Armor: 11
Structure: 25
Energy: 80
Mass index: 4
Initiative: 8+
Spark: 10

Protocols-

Awareness 8
Deduction 8
Diplomacy 4
Engineering 8
History 6
Interface 6
Interrogation 2
Intimidation 4
Linguistics 6
Repair 10
Sciences 8
Subterfuge

Athletics 2
Brawling 4
Defense 7
Demolitions 5
Fire Combat 7
Gunnery 6
Melee Combat 7
Perform
Pilot 3
Stealth 2
Tactical Combat 2
Tracking 4

Current Alt form: Ambulance

Weapon Pods

Blaster D2
Melee D9

Option Pods

Tool(x2)
Sensors(x2)
Communication

Bumblebee

Allegiance: Autobot

Function: Scout

Grade: Standard

STR: 6

INT: 8

SPD: 8

END: 8

RNK: 5

COR: 8

FRP: 8

SKL: 8

Armor: 6

Structure: 14

Energy: 85

Mass index: 3

Initiative: 8+

Spark: 10

Protocols-

Awareness 4

Deduction 2

Diplomacy 2

Engineering

History

Interface

Interrogation

Intimidation

Linguistics 2

Repair 2

Sciences

Subterfuge

Athletics 4

Brawling 5

Defense 5

Demolitions

Fire Combat 5

Gunnery

Melee Combat 5

Perform

Pilot 2

Stealth 4

Tactical Combat

Tracking 2

Current Alt form: 2010 Chevy Camaro

Weapon Pods

Blaster D2

Melee D8

Option Pods

Sensor(x2)

Booster

Stealth

Communication

Wheeljack

Allegiance: Autobot

Function: Warrior

Grade: Standard

STR: 7

INT: 6

SPD: 7

END: 8

RNK: 5

COR: 10

FRP: 8

SKL: 8

Armor: 8

Structure: 25

Energy: 85

Mass index: 3

Initiative: 6+

Spark: 10

Protocols-

Awareness 2

Deduction

Diplomacy

Engineering 4

History

Interface

Interrogation 2

Intimidation 2

Linguistics

Repair 2

Sciences

Subterfuge

Athletics 4

Brawling 4

Defense 4

Demolitions 6

Fire Combat 2

Gunnery

Melee Combat 4

Perform

Pilot 4

Stealth 3

Tactical Combat 4

Tracking

Current Alt form: 2011 Lancia New Stratos

Weapon Pods

Blaster D2

Bomb Rack D8

Swords(ex) D9

Option Pods

Sensors

Communication

Holster

Smokescreen

Allegiance: Autobot

Function: Warrior

Grade: Performance

STR: 6

INT: 6

SPD: 10

END: 8

RNK: 6

COR: 8

FRP: 6

SKL: 6

Armor: 8

Structure: 24

Energy: 80

Mass index: 3

Initiative: 8+

Spark: 1

Protocols-

Awareness 2

Deduction 2

Diplomacy 2

Engineering

History 4

Interface

Interrogation

Intimidation

Linguistics

Repair 2

Sciences

Subterfuge

Athletics 2

Brawling 2

Defense 4

Demolitions 2

Fire Combat 4

Gunnery 2

Melee Combat 4

Perform

Pilot 4

Stealth 4

Tactical Combat 2

Tracking

Current Alt form: McLaren MP4-12C sports car

Weapon Pods

Blaster 2D

Melee 8D

Option Pods

Booster pod

Ultra Magnus

Allegiance: Autobot

Function: Command

Grade: Commercial

STR: 10

INT: 6

SPD: 8

END: 10

RNK: 9

COR: 10

FRP: 10

SKL: 8

Armor: 16

Structure: 60

Energy: 100

Mass index: 5

Initiative: 7+

Spark: 10

Protocols-

Awareness 8

Deduction 6

Diplomacy 4

Engineering 2

History 4

Interface 2

Interrogation 6

Intimidation 8

Linguistics 3

Repair 4

Sciences 4

Subterfuge 2

Athletics 6

Brawling 8

Defense 7

Demolitions 5

Fire Combat 7

Gunnery 4

Melee Combat 8

Perform

Pilot 5

Stealth 4

Tactical Combat 6

Tracking 4

Current Alt form:

Weapon Pods

(x2)HVY Blaster D6

Melee D13

(ex) Baster Shotgun D7

Missiles D8

Option Pods

Communication

Tool Pod

Holster

(Forge of Solus Prime D16 [Beast Hunters])

Cliffjumper

Allegiance: Autobot

Function: Scout

Grade: Standard

STR: 7

INT: 6

SPD: 8

END: 8

RNK: 4

COR: 7

FRP: 7

SKL: 7

Armor: 6

Structure: 25

Energy: 80

Mass index: 3

Initiative: 7+

Spark: 10

Protocols-

Awareness 2

Deduction

Diplomacy 2

Engineering

History 2

Interface

Interrogation 2

Intimidation 2

Linguistics 2

Repair 2

Sciences

Subterfuge

Athletics 4

Brawling 4

Defense 4

Demolitions

Fire Combat 4

Gunnery

Melee Combat 4

Perform

Pilot 2

Stealth 3

Tactical Combat

Tracking 2

Current Alt form: Plymouth Barracuda

Weapon Pods

Blaster D2

Melee D9

Option Pods

(x2)Sensors

Booster pod

Communication

Tailgate

Allegiance: Autobot

Function: Scout

Grade: Standard

STR: 7

INT: 6

SPD: 8

END: 8

RNK: 4

COR: 7

FRP: 7

SKL: 7

Armor: 6

Structure: 25

Energy: 80

Mass index: 3

Initiative: 7+

Spark: 10

Protocols-

Awareness 2

Deduction

Diplomacy 2

Engineering

History 2

Interface

Interrogation 2

Intimidation 2

Linguistics 2

Repair 2

Sciences

Subterfuge

Athletics 4

Brawling 4

Defense 4

Demolitions

Fire Combat 4

Gunnery

Melee Combat 4

Perform

Pilot 2

Stealth 3

Tactical Combat

Tracking 2

Current Alt form: Dodge Challenger

Weapon Pods

Blaster D2

Melee D9

Option Pods

(x2)Sensors

Booster pod

Communication

Megatron

Allegiance: Decepticon

Function: Command

Grade: Military

STR: 10

INT: 10

SPD: 10

END: 10

RNK: 10

COR: 10

FRP: 10

SKL: 10

Armor: 18

Structure: 54

Energy: 100

Mass index: 6

Initiative: 10+

Spark: 10

Protocols-

Awareness 8

Deduction 6

Diplomacy 4

Engineering 4

History 8

Interface 4

Interrogation 8

Intimidation 10

Linguistics 6

Repair 4

Sciences 6

Subterfuge 5

Athletics 8

Brawling 8

Defense 10

Demolitions 6

Fire Combat 10

Gunnery 8

Melee Combat 8

Perform 2

Pilot 6

Stealth 6

Tactical Combat 8

Tracking 4

Current Alt form: Cybertronian Strato-fighter

Weapon Pods

Fusion Cannon D15

Melee D13

Dark Star Sabre(ex)

Option Pods

Armor pod

Communication

Booster pod

Flight pod

Holster pod

Starscream

Allegiance: Decepticon

Function: Command

Grade: Performance

STR:	6	Armor:	6
INT:	8	Structure:	26
SPD:	10	Energy:	80
END:	8	Mass index:	3
RNK:	9	Initiative:	9+
COR:	4	Spark:	10
FRP:	8		
SKL:	9		

Protocols-

Awareness	4	Athletics	6
Deduction	3	Brawling	4
Diplomacy	8	Defense	7
Engineering	3	Demolitions	3
History	3	Fire Combat	6
Interface	3	Gunnery	6
Interrogation	8	Melee Combat	4
Intimidation	5	Perform	
Linguistics	2	Pilot	6
Repair	3	Stealth	8
Sciences	5	Tactical Combat	6
Subterfuge	7	Tracking	3

Current Alt form: General Dynamics F-16 Fighting Falcon

Weapon Pods

Missiles D9

Melee D9

Blaster D3

Option Pods

Booster pod

Flight pod

Sensors

Communication

Soundwave

Allegiance: Decepticon

Function: Espionage

Grade: Military

STR: 7

INT: 10

SPD: 8

END: 10

RNK: 9

COR: 8

FRP: 6

SKL: 10

Armor: 10

Structure: 27

Energy: 100

Mass index: 3

Initiative: 9+

Spark: 10

Protocols-

Awareness 7

Deduction 8

Diplomacy 8

Engineering 4

History 8

Interface 10

Interrogation 8

Intimidation 8

Linguistics 10

Repair 4

Sciences 8

Subterfuge 7

Athletics 6

Brawling 4

Defense 8

Demolitions 2

Fire Combat 5

Gunnery 8

Melee Combat 6

Perform 6

Pilot 5

Stealth 8

Tactical Combat 8

Tracking 6

Current Alt form: Predator B Drone

Weapon Pods

Melee D10

Missiles D9

Option Pods

(x2)Communication

Sensors

Gestalt pod

Stealth

Multi-pod

Laserbeak - Grade: Military

Function: Scout

STR 3 INT 4 SPD 8 END 5 RNK 1 COR 6 FPR 6 SKL 8

Armor: 5 Structure: 10 Energy: 50

Awareness 8 Athletics 8 Fire Combat 6 Stealth 8

Laser Pod D2 Stealth pod Gestalt pod

Knockout

Allegiance: Decepticon

Function: Mechanic

Grade: Performance

STR: 6

INT: 8

SPD: 8

END: 8

RNK: 8

COR: 5

FRP: 6

SKL: 9

Armor: 3

Structure: 9

Energy: 80

Mass index: 3

Initiative: 8+

Spark: 10

Protocols-

Awareness 2

Deduction 2

Diplomacy 2

Engineering

History

Interface 2

Interrogation 4

Intimidation 2

Linguistics

Repair 6

Sciences 4

Subterfuge 3

Athletics 4

Brawling 2

Defense 4

Demolitions

Fire Combat 4

Gunnery

Melee Combat 2

Perform

Pilot

Stealth 4

Tactical Combat

Tracking

Current Alt form: Custom Kit Sports Car

Weapon Pods

Blaster D2

Melee D8

Option Pods

Tool pod

Communication

Sensors

Booster pod

Shockwave

Allegiance: Decepticon

Function: Engineer

Grade: Military

STR: 8

INT: 10

SPD: 6

END: 10

RNK: 9

COR: 10

FRP: 8

SKL: 8

Armor: 16

Structure: 42

Energy: 100

Mass index: 5

Initiative: 8+

Spark: 10

Protocols-

Awareness 8

Deduction 10

Diplomacy 4

Engineering 10

History 7

Interface 8

Interrogation 8

Intimidation 8

Linguistics 6

Repair 7

Sciences 10

Subterfuge 4

Athletics 6

Brawling 6

Defense 8

Demolitions 6

Fire Combat 7

Gunnery 7

Melee Combat 6

Perform

Pilot 4

Stealth 4

Tactical Combat 7

Tracking 4

Current Alt form: Cybertronian Tank

Weapon Pods

Blaster Cannon D10

Melee D12

Option Pods

Tool pod

(x2)Sensors

(x2)Communication

Airacnid

Allegiance: Insecticon

Function: Command

Grade: Standard

STR: 5

INT: 8

SPD: 7

END: 8

RNK: 9

COR: 8

FRP: 7

SKL: 10

Armor: 5

Structure: 16

Energy: 85

Mass index: 2

Initiative: 7+

Spark: 10

Protocols-

Awareness 7

Deduction 7

Diplomacy 4

Engineering 4

History 2

Interface 5

Interrogation 8

Intimidation 8

Linguistics 2

Repair 4

Sciences 6

Subterfuge 8

Athletics 8

Brawling 6

Defense 8

Demolitions 2

Fire Combat 6

Gunnery 3

Melee Combat 8

Perform 5

Pilot 3

Stealth 8

Tactical Combat 7

Tracking 4

Current Alt form: RAH-66 Stealth Helicopter

Weapon Pods

Laser D2

Melee D7

Streamer (glue/webs)

Option Pods

Multi-pod

Stealth pod

Vampire Infection

Breakdown

Allegiance: Decepticon

Function: Warrior

Grade: Commercial

STR: 10

INT: 4

SPD: 6

END: 10

RNK: 4

COR: 8

FRP: 8

SKL: 6

Armor: 14

Structure: 60

Energy: 100

Mass index: 4

Initiative: 5+

Spark: 10

Protocols-

Awareness 2

Deduction

Diplomacy

Engineering

History

Interface

Interrogation

Intimidation 4

Linguistics

Repair 4

Sciences

Subterfuge

Athletics 4

Brawling 4

Defense 4

Demolitions 2

Fire Combat 4

Gunnery

Melee Combat 6

Perform

Pilot 2

Stealth 2

Tactical Combat

Tracking 2

Current Alt form: Armored Car

Weapon Pods

HVY blaster D5

Melee D12

Option Pods

Sensors

Tool pod

Communications

Dreadwing

Allegiance: Decepticon

Function: Warrior

Grade: Military

STR: 10

INT: 6

SPD: 8

END: 10

RNK: 7

COR: 10

FRP: 10

SKL: 10

Armor: 16

Structure: 60

Energy: 100

Mass index: 5

Initiative: 7+

Spark: 10

Protocols-

Awareness 6

Deduction 4

Diplomacy 4

Engineering

History 8

Interface 3

Interrogation 8

Intimidation 8

Linguistics 2

Repair 3

Sciences 3

Subterfuge 4

Athletics 6

Brawling 8

Defense 8

Demolitions 5

Fire Combat 8

Gunnery 5

Melee Combat 8

Perform

Pilot 4

Stealth 4

Tactical Combat 8

Tracking 4

Current Alt form: Lockheed Martin F-35 Lightning II

Weapon Pods

Missiles D10

HVY Blaster D7

Blaster Gatling(ex) D10

Option Pods

Booster pod

Sensors

Holster

Skyquake

Allegiance: Decepticon

Function: Warrior

Grade: Military

STR: 10

INT: 6

SPD: 8

END: 10

RNK: 7

COR: 10

FRP: 10

SKL: 10

Armor: 16

Structure: 60

Energy: 100

Mass index: 5

Initiative: 7+

Spark: 10

Protocols-

Awareness 6

Deduction 4

Diplomacy 4

Engineering

History 8

Interface 3

Interrogation 8

Intimidation 8

Linguistics 2

Repair 3

Sciences 3

Subterfuge 4

Athletics 6

Brawling 8

Defense 8

Demolitions 5

Fire Combat 8

Gunnery 5

Melee Combat 8

Perform

Pilot 4

Stealth 4

Tactical Combat 8

Tracking 4

Current Alt form: Lockheed Martin F-35 Lightning II

Weapon Pods

Missiles D10

HVY Blaster D7

Broad Sword(ex) D14

Option Pods

Booster pod

Sensors

Holster

Makeshift

Allegiance: Decepticon

Function: Espionage

Grade: Standard

STR:	7	Armor:	5
INT:	7	Structure:	14
SPD:	7	Energy:	90
END:	9	Mass index:	3
RNK:	7	Initiative:	7+
COR:	7	Spark:	10
FRP:	7		
SKL:	7		

Protocols-

Awareness	4	Athletics	4
Deduction	4	Brawling	4
Diplomacy	4	Defense	4
Engineering	4	Demolitions	4
History	4	Fire Combat	4
Interface	4	Gunnery	4
Interrogation	4	Melee Combat	4
Intimidation	4	Perform	6
Linguistics	4	Pilot	4
Repair	4	Stealth	4
Sciences	4	Tactical Combat	4
Subterfuge	4	Tracking	4

Current Alt form: varies

Weapon Pods

Option Pods

Makeshift has a rare exo-frame that allows him to imitate the frame of another bot he scans. He can then imitate that bot's appearance, vocal patterns, and current alt-mode. The target's current weapon and option pods are also duplicated. The only limits on duplication it seems is mass index is limited to the range of one higher or lower than his base mass (3). This option takes up all of his pod spaces so he depends on those of his targets to defend himself.

Vehicons

Allegiance: Decepticon

Function: Warrior

Grade: Military

STR:	6	Armor:	11
INT:	6	Structure:	32
SPD:	8	Energy:	60
END:	6	Mass index:	3
RNK:	4	Initiative:	7+
COR:	4	Spark:	10
FRP:	6		
SKL:	6		

Protocols-

Awareness	2	Athletics	2
Deduction	2	Brawling	2
Diplomacy		Defense	4
Engineering		Demolitions	2
History		Fire Combat	4
Interface	2	Gunnery	2
Interrogation	2	Melee Combat	4
Intimidation	2	Perform	
Linguistics		Pilot	2
Repair	2	Stealth	2
Sciences		Tactical Combat	2
Subterfuge	2	Tracking	2

Current Alt form: Sports car, Seeker jet, Helicopter, or Tank

Weapon Pods

Blaster D3

Melee D8

Option Pods

communication

Either:

Booster pod (if seeker)

Sensor pod (if Sports car or Helicopter)

Armor pod (if Tank)

Decepticon Miner

Allegiance: Decepticon

Function: Engineer

Grade: Commercial

STR: 7

INT: 6

SPD: 6

END: 7

RNK: 3

COR: 4

FRP: 6

SKL: 7

Armor: 9

Structure: 24

Energy: 70

Mass index: 3

Initiative: 6+

Spark: 10

Protocols-

Awareness 2

Deduction 2

Diplomacy

Engineering 5

History

Interface 2

Interrogation

Intimidation

Linguistics

Repair 3

Sciences 2

Subterfuge 2

Current Alt form:

Weapon Pods

Blaster D2

Athletics 2

Brawling 2

Defense 4

Demolitions 4

Fire Combat 2

Gunnery 2

Melee Combat 2

Perform

Pilot 2

Stealth 2

Tactical Combat 2

Tracking

Option Pods

Tool pod

Sensor

Hardshell

Allegiance: Insecticon

Function: Warrior

Grade: Primal

STR: 10

INT: 5

SPD: 6

END: 10

RNK: 6

COR: 10

FRP: 7

SKL: 8

Armor: 16

Structure: 60

Energy: 100

Mass index: 4

Initiative: 5+

Spark: 10

Protocols-

Awareness 6

Deduction 2

Diplomacy 2

Engineering 2

History

Interface

Interrogation 4

Intimidation 8

Linguistics

Repair 2

Sciences

Subterfuge

Current Alt form: Rhino Beetle

Athletics 6

Brawling 8

Defense 8

Demolitions 2

Fire Combat 4

Gunnery 2

Melee Combat 8

Perform

Pilot

Stealth 4

Tactical Combat

Tracking 6

Weapon Pods

(x2)Melee D12

HVY Blaster D5

Missiles D8

Option Pods

Armor pod

Flight pod

Insecticons

Allegiance: Insecticon

Function: Warrior

Grade: Primal

STR: 7

INT: 3

SPD: 6

END: 8

RNK: 3

COR: 5

FRP: 4

SKL: 6

Armor: 14

Structure: 34

Energy: 80

Mass index: 3

Initiative: 4+

Spark: 10

Protocols-

Awareness 2

Deduction

Diplomacy

Engineering 2

History

Interface

Interrogation

Intimidation 3

Linguistics

Repair 2

Sciences

Subterfuge

Current Alt form:

Weapon Pods

(X2) Melee D7

Blaster D2

Missiles D8

Athletics 4

Brawling 4

Defense 4

Demolitions

Fire Combat 5

Gunnery

Melee Combat 5

Perform

Pilot 2

Stealth 3

Tactical Combat 3

Tracking

Option Pods

Flight pod

Bombshock

Allegiance: Insecticon

Function: Scout

Grade: Primal

STR: 7

INT: 3

SPD: 6

END: 8

RNK: 3

COR: 5

FRP: 4

SKL: 6

Armor: 14

Structure: 34

Energy: 80

Mass index: 3

Initiative: 4+

Spark: 10

Protocols-

Awareness 4

Deduction 2

Diplomacy

Engineering 4

History

Interface

Interrogation 4

Intimidation 4

Linguistics

Repair 2

Sciences

Subterfuge

Current Alt form:

Weapon Pods

(X2) Melee D7

Blaster D2

Bomb rack D8

Athletics 6

Brawling 6

Defense 6

Demolitions 4

Fire Combat 4

Gunnery 2

Melee Combat 6

Perform

Pilot

Stealth 4

Tactical Combat

Tracking 6

Option Pods

(x2) sensor

Flight pod

Predacons-

Predaking

Allegiance: Predacon

Function: Command

Grade: Primal

STR: 10

INT: 6

SPD: 8

END: 10

RNK: 10

COR: 10

FRP: 10

SKL: 8

Armor: 23

Structure: 80

Energy: 100

Mass index: 7

Initiative: 7+

Spark: 10

Protocols-

Awareness 8

Deduction 4

Diplomacy 4

Engineering

History

Interface

Interrogation 8

Intimidation 10

Linguistics 2

Repair 2

Sciences

Subterfuge 2

Current Alt form: Dragon

Athletics 8

Brawling 8

Defense 8

Demolitions 4

Fire Combat 8

Gunnery 2

Melee Combat 10

Perform

Pilot

Stealth 4

Tactical Combat 8

Tracking 8

Weapon Pods

(x2)Melee D16

Plasma Streamer D12

(x2)Missiles D12

Sword(ex) D16

Option Pods

Flight pod

Armor pod

Holster

Darksteel

Allegiance: Predacon

Function: Warrior

Grade: Primal

STR: 7

INT: 5

SPD: 8

END: 8

RNK: 4

COR: 6

FRP: 7

SKL: 8

Armor: 16

Structure: 53

Energy: 80

Mass index: 6

Initiative: 6+

Spark: 10

Protocols-

Awareness 2

Deduction 2

Diplomacy

Engineering

History

Interface

Interrogation

Intimidation 4

Linguistics

Repair

Sciences

Subterfuge

Athletics 2

Brawling 5

Defense 6

Demolitions

Fire Combat 4

Gunnery

Melee Combat 4

Perform

Pilot 2

Stealth 4

Tactical Combat 4

Tracking 4

Current Alt form: Ursagryph

Weapon Pods

(2)Melee D11

Plasma Streamer D10

Option Pods

Flight pod

Grapple line

Skylinx

Allegiance: Predacon

Function: Warrior

Grade: Primal

STR: 7

INT: 5

SPD: 8

END: 8

RNK: 4

COR: 8

FRP: 7

SKL: 7

Armor: 16

Structure: 53

Energy: 80

Mass index: 6

Initiative: 6+

Spark: 10

Protocols-

Awareness 2

Deduction

Diplomacy

Engineering

History

Interface

Interrogation

Intimidation 4

Linguistics

Repair

Sciences

Subterfuge

Current Alt form:

Athletics 4

Brawling 4

Defense 4

Demolitions 2

Fire Combat 6

Gunnery

Melee Combat 6

Perform

Pilot 2

Stealth 4

Tactical Combat 4

Tracking

Weapon Pods

(x2)Melee D10

Plasma Streamer D10

Bombs D10

Mace(ex) D11

Option Pods

Flight pod

Holster

Humans & Supporting Cast

Jack Darby

Allegiance: Autobot

Function: Scout

Grade: Human

STR: 5

INT: 6

SPD: 6

END: 7

RNK: 2

COR: 6

FRP: 3

SKL: 7

Armor: N/A

Structure: 4

Energy: N/A

Mass index: 2

Initiative: 6+

Spark: 10

Protocols-

Awareness 3

Deduction 3

Diplomacy 2

Engineering 2

History 1

Interface

Interrogation

Intimidation

Linguistics 2

Repair 4

Sciences 2

Subterfuge 4

Athletics 4

Brawling 2

Defense 6

Demolitions

Fire Combat 1

Gunnery

Melee Combat 2

Perform

Pilot 6

Stealth 6

Tactical Combat

Tracking 2

Weapons

Gear

Cell Phone

Backpack

Bicycle

Miko Nakadai

Allegiance: Autobot

Function: Warrior

Grade: Human

STR: 3

INT: 4

SPD: 6

END: 7

RNK: 2

COR: 8

FRP: 2

SKL: 6

Armor: N/A

Structure: 7

Energy: N/A

Mass index: 2

Initiative: 5+

Spark: 10

Protocols-

Awareness 2

Deduction 2

Diplomacy 2

Engineering

History 4

Interface

Interrogation 2

Intimidation 2

Linguistics 4

Repair

Sciences

Subterfuge

Athletics 6

Brawling 4

Defense 6

Demolitions 2

Fire Combat 2

Gunnery

Melee Combat 2

Perform 6

Pilot 2

Stealth 6

Tactical Combat

Tracking

Weapons

Gear

Cellphone

Backpack

Electric guitar

Raf Esquivil

Allegiance: Autobot

Function: Engineer

Grade: Human

STR: 3

INT: 10

SPD: 4

END: 6

RNK: 2

COR: 6

FRP: 2

SKL: 7

Armor: N/A

Structure: 3

Energy: N/A

Mass index: 2

Initiative: 7+

Spark: 10

Protocols-

Awareness 6

Deduction

Diplomacy 4

Engineering 6

History 4

Interface 6

Interrogation

Intimidation

Linguistics 3

Repair 4

Sciences 4

Subterfuge 2

Athletics 4

Brawling 2

Defense 4

Demolitions 2

Fire Combat

Gunnery 2

Melee Combat

Perform

Pilot

Stealth 4

Tactical Combat

Tracking

Weapons

Gear

Cellphone

Backpack

Laptop computer

William Fowler

Allegiance: Autobot

Function: Command

Grade: Human

STR: 7

INT: 7

SPD: 5

END: 8

RNK: 8

COR: 8

FRP: 6

SKL: 7

Armor: N/A

Structure: 9

Energy: N/A

Mass index: 2

Initiative: 6+

Spark: 10

Protocols-

Awareness 2

Deduction 2

Diplomacy 2

Engineering

History 2

Interface 2

Interrogation 2

Intimidation 2

Linguistics

Repair 2

Sciences

Subterfuge 2

Athletics 4

Brawling 4

Defense 4

Demolitions 2

Fire Combat 4

Gunnery 2

Melee Combat 4

Perform

Pilot 4

Stealth 2

Tactical Combat 4

Tracking 2

Weapons

Hand gun D1

Assault rifle D1

Gear

Cellphone

Military vehicles

Military armor: armor 2

June Darby

Allegiance: Autobot

Function: Mechanic (nurse)

Grade: human

STR: 5

INT: 7

SPD: 6

END: 7

RNK: 3

COR: 6

FRP: 2

SKL: 9

Armor: N/A

Structure: 4

Energy: N/A

Mass index: 2

Initiative: 6+

Spark: 10

Protocols-

Awareness 2

Deduction 4

Diplomacy 4

Engineering

History 4

Interface 2

Interrogation 4

Intimidation 4

Linguistics 2

Repair 6

Sciences 2

Subterfuge 2

Athletics 4

Brawling 2

Defense 6

Demolitions

Fire Combat

Gunnery

Melee Combat 2

Perform

Pilot 4

Stealth 2

Tactical Combat

Tracking

Weapons**Gear**

Cellphone

Car

Silas (Leland Bishop)

Allegiance: Unaligned

Function: Warrior

Grade: Human

STR: 8

INT: 8

SPD: 8

END: 10

RNK: 9

COR: 8

FRP: 7

SKL: 8

Armor: N/A

Structure: 9

Energy: N/A

Mass index: 2

Initiative: 8+

Spark: 10

Protocols-

Awareness 4

Deduction 2

Diplomacy

Engineering 4

History

Interface

Interrogation 2

Intimidation 2

Linguistics

Repair 2

Sciences 2

Subterfuge 2

Athletics 4

Brawling 4

Defense 4

Demolitions 2

Fire Combat 5

Gunnery 2

Melee Combat 5

Perform

Pilot 4

Stealth 2

Tactical Combat 2

Tracking 2

Weapons

Assault Weapons D1

Heavy Weapons D2

Gear

Tactical gear: Armor 2

Assault vehicles

Communication gear

(Silas Breakdown: Use Silas's INT, RNK, COR & SKL and Protocols & Breakdown's other Stats and Nano-morphics)

MECH Soldier

Allegiance: Unaligned

Function: Warrior

Grade: Human

STR: 8

INT: 5

SPD: 6

END: 8

RNK: 5

COR: 6

FRP: 7

SKL: 7

Armor: N/A

Structure: 5

Energy: N/A

Mass index: 2

Initiative: 5+

Spark: 10

Protocols-

Awareness 4

Deduction 2

Diplomacy 2

Engineering 2

History

Interface 2

Interrogation 4

Intimidation 2

Linguistics

Repair 2

Sciences

Subterfuge 2

Athletics 4

Brawling 4

Defense 5

Demolitions 2

Fire Combat 4

Gunnery 2

Melee Combat 4

Perform

Pilot 5

Stealth 2

Tactical Combat 2

Tracking 2

Weapons

Assault Weapons D1

Heavy Weapons D2

Gear

Tactical gear: Armor 2

Assault vehicles

Communication gear

Scraplets

Allegiance: Unaligned

Function: Espionage

Grade: Primal

STR: 3

INT: 2

SPD: 5

END: 4

RNK: 1

COR: 8

FRP: 2

SKL: 5

Armor: 3

Structure: 4

Energy: 40

Mass index: 1

Initiative: 5+

Spark: 10

Protocols-

Awareness 2

Deduction

Diplomacy

Engineering

History

Interface 2

Interrogation

Intimidation 2

Linguistics 2

Repair

Sciences

Subterfuge 2

Current Alt form:

Athletics 6

Brawling

Defense 6

Demolitions

Fire Combat

Gunnery

Melee Combat 6

Perform

Pilot

Stealth 6

Tactical Combat

Tracking 3

Weapon Pods

(x2)Melee D5(½ afterward)

Option Pods

+3TN to detect



Name:

Allegiance:

Function:

Grade:

Primary stats-

Secondary stats-

STR:

Armor:

INT:

Structure:

SPD:

Energy:

END:

Mass index:

RNK:

Initiative:

COR:

Spark:

FRP:

SKL:

Intelligence Protocols-

Skill Protocols-

Awareness

Athletics

Deduction

Brawling

Diplomacy

Defense

Engineering

Demolitions

History

Fire Combat

Interface

Gunnery

Interrogation

Melee Combat

Intimidation

Perform

Linguistics

Pilot

Repair

Stealth

Sciences

Tactical Combat

Subterfuge

Tracking

Nano-morphics-

(a communications system with a 1500 kilometer range, an automated self repair system that can restore 1 structure point per day at a cost of 1 energy point, a basic sensor suite that includes optic, audio, tactile and olfactory sensors as well as a passive infrared and a x10 telescopic option)

Current Alt form:

Weapon Pods

Option Pods
