

Welcome to the Transformers TTRPG! This game is designed with two goals in mind: Simplicity and creativity! Creating a character is a labor of love so getting your character's stats down should not be overwhelming or labor intensive. Players and GMs alike are encouraged to get creative with their 'bots and if something is desired that is not explicitly written down in this handbook, they should come together and discuss how it can be added. This document represents a very simple guidebook to creating and playing a Transformers styled game and by no means intends to cover every inch of Transformers lore. This system is designed to allow anyone to add almost anything they can imagine to create the 'bot of their dreams.

Included is a character sheet, intended to only be a single page and potentially complimented with a second page for a character description or rendition if desired. Everyone is encouraged to describe their 'bot, their attitudes, their history, their dreams and desires and play up these aspects during a game. At the heart of this game's design, stats are intended to represent only a general idea of a 'bot, while the players bring their characters to life through role-play. Initially, this game was founded on a D6 basis in order to help keep numbers low, however as a 'bots power grows, other dice can become involved.

Players start the game with 20 points to spend in any way they choose to represent their desired character. All stats start with 3 points in them in addition to the 20 the player may spend. A player may also choose to select a Frame, the basic mold in which they were created. To be considered "functional" a player's character must have a score of 3 or higher in every stat.

Power: Determines the bonus damage you deal through ranged and melee weapons.

Accuracy: Determines your bonus to-hit.

Durability: Determines your health and armor.

Intelligence: Your ability to use normal computers, understand complicated things, history and generally not be a Lugnut.

Wisdom: Your awareness of mythology and lore, usually of Cybertron but also of other planets and people you may have encountered and be interested in.

Charisma: Your natural ability to lie, persuade and con your way to what you want.

Once a player has assigned their points, they can now calculate their Health Points (HP), Defense Class (DC), Armor(AR), and Energon Points(EP). Health Points represent how much damage a 'bot can take before being too damaged to function, HP is calculated as 1d6 times your Durability score. Defense Class represents how hard it is to hit a 'bot. A 'bots DC is their Durability score plus 5. Being made of living metal has its perks though, and all bots have Armor equal to their Durability score. Armor reduces the damage taken from every hit. Finally, all 'bots need Energon to run and burn Energon while taking any action. Energon is often in short supply, but a smart 'bot knows how to better use their reserves. All 'bots get Energon points equal to 3d6 times their Intelligence score and being trained in Technology can increase this further, see below for more notes about Energon. Consult with your GM if you are going to be rolling your HP and EP, or using the maximum.

The most important thing to do after a player has set out their stats is to choose their allegiance. The Great War has been raging for millions of years and there are two primary factions, the noble Autobots and the treacherous Decepticons. Most Cybertronians are either one or the other. Players may however, elect to have no allegiance. Being aligned with one faction or the other simply keeps them from blowing his or her transistors off at first sight, it will however cause the opposing faction to shoot first and ask questions later. Decepticons and Autobots alike will attempt to sway non-aligned

'bots, and while an Autobot may accept a player's choice to remain neutral, Decepticons are just as quick to shoot neutrals as they are Autobots.

Keep in mind that allegiance is a purely a role-play factor and that 'Bots and 'Cons alike will grow to love or hate each other based on their actions over their allegiance. The GM should consider whether a player's actions have helped or hindered their chosen faction and how that will affect their treatment by NPCs within that faction.

Of course, no 'bot is complete without an alt mode. In the Transformers universe there are two basic kinds of alt modes: flight and wheels. As a giant ground-pounding robot, he or she has a Speed of 5 squares. Distance is not measured with specific numbers in this game, so how far a "square" is depends entirely on the situation, as the usual measurement systems get silly when you have a reach of 30 feet. Suffice to say that a 'bot takes up 1 square. In their alt mode a 'bot has an increased speed of 6. If a 'bot has a flying alt mode their alt speed increases to 8 and they may fly at ½ their robot Speed while in robot mode. If a 'bot has a ground-based alt-mode, they receive +2 to their DC while in vehicle mode and may make a Charge while in alt-mode, with damage based on their melee damage. Normally 'bots cannot take special actions, and may only attack with ranged weapons, unless they get some upgrades. A 'bot with a flying alt-mode cannot later take on a ground alt-mode without selecting the "Triplechanger" perk, and a 'bot with a ground alt-mode cannot take on a flying alt-mode without the same perk. They just don't have the parts for it.

Be they jet or Jaguar, the specific visual appearance of an alt mode is an entirely personal matter and should be used for the basis of alt-mode role play. Bots are often fighting secret wars on alien worlds, with the native populations completely unaware of their presence among them and take on alt modes that resemble the machines of the locals. Though most bots cannot replicate organic forms and when attempting to do so often appear to be mechanical versions of them, not the greatest way to hide in plain sight. If your players will be visiting worlds with little or no technology on a regular basis, it may be worth giving them the "Pretender" perk, see below for details.

Combat:

Combat is designed to be as simple as possible. Even though every bot is a little different, fighting comes down to the same features. All 'bots come equipped with two blasters and two melee weapons built into their arms. These weapons replace their hands while active, so picking up that scampering human might be hard while your blasters are armed. Dual-wielding is as natural as transforming for a bot, and they suffer no penalty for doing so. Each 'bot may make two attacks per turn, of any combination of weapons. There is no action to switch between a blaster and a blade, but you must be adjacent to your target to hit them with a melee attack, without any special ability to do otherwise. All blasters have a default range of 5, and a bonus range equal to one-half their Accuracy.

Attacking:

Attack rolls are made using 1d6, with a bonus to your attack roll based on your Accuracy.

Damage:

Damage rolls are made using 1d6, with a bonus to your damage based on your Power.

Each weapon is a separate attack and damage roll, and their dice types can be improved, but each is improved separately. See below for a breakdown:

Melee 1 Attack:	Accuracy
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Melee 1 Damage:	Power
Melee 2 Attack:	Accuracy
Melee 2 Damage:	Power
Ranged 1 Attack:	Accuracy
Ranged 1 Damage:	Power
Ranged 2 Attack:	Accuracy
Ranged 2 Damage:	Power

Actions:

There are three basic actions a 'bot can take on their turn. Any action can be exchanged for a single action that uses fewer Energon Points than it. A Standard can become a Move or Minor and a Move can become a Minor.

Standard: This includes attacking and transforming and uses 3 Energon Points.

Move: A 'bot can use this action to move up to their speed, and uses 2 Energon Points.

Minor: A 'bot can use this action to perform a check or a save, or make other quick movements and uses 1 Energon Point.

Skills:

Now that your 'bot has speed and specs and can fight, it's important to consider what they can do when not blasting or beating their way through a situation. There are 7 Basic Skills in this system, Acrobatics, Hauling, Lore, Repair, Resilience, Speech and Spot. There are 3 Advanced Skills which require specialized training to advance, Explosives, Stealth and Technology. Lacking training in these skills doesn't mean you can't toss a grenade, slip around corners or use a computer, it just means that training in them isn't something you can practice in your spare time. Like damage, points can be spent to improve the die-type of a skill, and each skill is unique.

<u>Basic Skills</u>	
Acrobatics:	Accuracy
Hauling:	Power
Lore:	Wisdom
Repair:	Intelligence
Resilience:	Durability
Speech:	Charisma
Spot:	Accuracy
<u>Advanced Skills</u>	
Explosives:	Soldier Class
Stealth:	Scout Class
Technology:	Scientist

Classes:

Though any bot is capable of improving and enhancing themselves through the traditional means of bigger guns and heavier plates, there is more to being a capable combatant than simple arms. For everything above and beyond improved firepower, there is specialized training. In this game there are three base classes that represent the regular roles of Transformers throughout the years:

Soldier: Soldiers are the go-to fighting force of any army. They wield larger weapons (d8 for all damage) and are trained in Explosives (+3 to all Explosives rolls)

Scout: Scouts are quick on and off the battlefield (Speed: +1, both modes) and are trained in Stealth (+3 Stealth rolls)

Scientist: Commanders aid their comrades from behind (+1 armor, both modes) and are trained in Technology (+3 Technology rolls)

Advanced Classes:

Basic training is as the name implies, basic. Should your experiences take you far enough, you may receive Advanced Training. Each class diverges into two Advanced Classes, representing different aspects of the Base Class. They are as follows:

Soldier>Wrecker: Wreckers are offensive battlefield combatants, possessing the mightiest of weapons. (d10 melee damage, +3 Explosives)

Soldier>Gladiator: Gladiators are defensive battlefield combatants, with the most durable of armor. (+2 DR, +3 Durability)

Scout>Tracker: Trackers relentlessly pursue their targets, and never let them go. (+1 speed in both modes, +3 Acrobatics)

Scout>Sniper: Snipers take out their targets from the distance, (d10 ranged damage, +3 Range)

Scientist>Medic: Medics support their comrades with quick repairs and defense (+1 armor all allies within range, +3 Repairs)

Scientist>Engineer: Engineers develop new ways to aid their allies (+1 speed all allies within range, +3 Technology)

A player may only take one Base Class and may only take one advanced class. Of course, there is no need to take a class at all, and classes may not even be available in your game. Consult with your GM if classes are going to be available. Depending on your setting, you may even begin with training in a class already!

Of course, a 'bot still needs a way to upgrade themselves, even if they cannot get specialized training in the field. For that and everything else, there are perks. All perks have an Experience Point cost. There are no levels in this game. Experience points are earned by defeating foes, completing missions, resolving difficult situations and many other things. But there is no hard and fast rule for how experience should be awarded. GMs should consider how quickly they want their players to progress in power when deciding how to award experience for completing objectives. Always remember though that even when a player goes above and beyond the call of duty, they could not have done so were it not for the aid of their fellow 'bots. Above all else, good role-play is paramount, and GMs are encouraged to reward and promote role-play. At a bare minimum, a good rate of gaining experience points is about 10 points for a full night of gaming. It may sound small, but a single point or two for completing an important mission is reasonable.

Below you will find some basic perks. These present a general outline for power progression, but more importantly they are designed to outline what sort of things you may consider making available to your players in your game. Similarly, they can also provide guidelines for players to create

their own content, and how the GM should price those player created aspects. Always remember: every bot is unique in size, shape, appearance and capabilities and players should be encouraged to advance their characters as much as their numbers.

Perks:

10 pts:

+1 skill point (May not be used for Explosives, Stealth or Technology unless trained)

+1 range (ranged weapons only)

+1 speed (to one mode of the players choice)

20 pts:

Increase one type of damage, skill or accuracy die to D8

Choose a base class.

+1 ability score (may not increase a score beyond 10)

30 pts:

Gain the ability to deal secondary effects with one of your attacks. See below.

Increase damage, skill, or accuracy dice to D10

Gain Skill Training (+3) in Explosives, Stealth or Technology. May only be taken once per skill.

40pts:

Increase damage, skill or accuracy die to d12.

Gain an additional weapon attack per round (melee or ranged, vehicle or bot)

Gain the ability to deal ongoing damage with one attack per round (melee or ranged). See below.

50 pts:

Sub-class choice.

Gain resistance to one ongoing damage type. (apply DR to ongoing damage effects)

Gain a Special Weapon or Special ability.

100 pts:

"Triplechanger", select one additional alt mode, can be taken multiple times.

"Pretender", gain the ability to mimic the shape and appearance of organic creatures instead of appearing as mechanical parodies of them or simply being unable to do so.

As always, consider these guidelines and not the complete list of what is available in any game. Every GM, every player, and every game, just like every 'bot is unique.

Of course, there's more than meets the eye to taking actions, upgrading your bot and playing a game. Below you will find some alternate actions and special statuses that can be taken or applied to 'bots throughout the course of gameplay:

Special actions:

Below are some special actions. These actions require more than quick thinking with a blaster or a blade and as such often consume multiple actions within a turn, and the requisite amount of energon for those combined actions.

Charge: This action uses a move and a standard action, but you can move +3 or +1/2 your speed (if greater) and deal double PWR damage.

Focus: This action uses a move and a standard action and you cannot move, but your range increases by +5 or 1/2 your range and deal double ACC damage.

Throw: This action uses a move and a standard action and you cannot move: Make a ranged attack and use your melee weapon damage in place of ranged damage. Alternatively, you may throw an object in an attempt to cause damage with it.

Run: This is a type of move action. Using this action gives you a +3 or 1/2 your speed (if greater) bonus to movement, but reduces your DR by -3.

Sneak: This is a type of move action. Using this action reduces your speed by -3 or 1/2 your speed (whichever is less), but you do not need to make a stealth check in the next round unless you take any other kind of action.

Readied action: This uses all your actions on a turn. You may choose one type of action to use at a specified point in time. It does not have to be on your turn. You gain a +3 to any attacks, movement or checks you make with that action.

Statues:

Below are a variety of statuses that can be inflicted upon players, or by players. These represent the most basic of statuses that any being can be put under, as well as a few that are specific to Transformers.

Prone: You are knocked to the ground and must take a move action to return to your standing state. You grant a +3 to all attack rolls against you.

Pinned: You are held against an object by some force. You can often move your limbs, but you can make no movement, consult your GM if you can transform.

Restrained: One or more of your limbs cannot move, often the result of cuffs, bonds, webbing, or other forms of restraint, if a part of your body with a weapon is free, you may attack with it. You may not transform.

Immobilized: Your entire body is frozen in place, but you are still able to hear and see in the direction your optics are facing. You cannot transform.

Unconscious: You are functional but not aware. You cannot see or hear anything that goes on around you, and you cannot transform.

Damaged: You become damaged after losing 1/2 your health. You may be able to transform, but it is difficult and uses all your actions on your turn. You usually cannot transform if you are missing parts.

Stasis Lock: You enter a Stasis Lock at 1 HP. You are heavily damaged and your systems have shut down to protect your spark. You are rendered unconscious and considered damaged as well.

A player's system alerts them to impending stasis lock at 5 HP or less. A player may use a minor action at any time before or after a stasis lock warning to disable their Stasis Lock function.

A player who has disabled their Stasis Lock function will not receive a Stasis Lock warning and will not enter Stasis Lock at 1 hp. They are at risk of Dying. The Stasis Lock function can only be reactivated out of combat.

A player whose Stasis Lock is enabled cannot be reduced below 1 HP unless attacked after their Stasis Lock has engaged.

Dying: You enter the state of "dying" at 0 HP and lose 1 HP on your turn, to a maximum of your Con score. Another bot can perform a Repair check (DC: 6+negative HP score) to give you +1 HP and prevent you from losing HP on your next turn. You are unconscious and considered damaged.

Rest:

A 'bot may take various forms of rest when they are out of combat in order to recover and repair themselves. In addition to simply kicking back their thrusters, 'bots can regain Energon while taking any form of Rest, but **only** if they are resting in a facility with available Energon. Energon can often be quite rare and even when it is found it may not be enough for everyone to get a full tank. How long it takes to recharge is a call at the table and you should check with your GM about how much Energon is available and how much you need.

Resting: A 'bot can simply sit down and take a load off for a while, usually about 30 minutes. This will recover 1d6 HP, but special weapons and abilities will not recharge. Usually, a 'bot can only recover 1d6 points of Energon while resting, if available.

Stasis Nap: A 'bot can shut down most of their systems but remain aware. They can do this for as long as they want, but must do so for a full 12 hours for special weapons and abilities to recharge. Bots in a Stasis Nap are considered immobilized, it takes a minor action to enter and a Standard Action to come out. This will recover about 2d6 worth of HP per hour. Being out while recharging allows a 'bot to recover Energon about twice as fast as when they are Resting, but how long they are napping will determine how many Energon points they can recover.

Powerdown: A 'bot can shut down all of their systems for rest and repair, but must be in Powerdown at least 6 hours to have any effect, and receive none of the benefits of a Powerdown if they do not complete the process. Once the Powerdown is complete, all special weapons and abilities are recharged, as well as all HP. A 'bot is considered to be at 1HP while in a Powerdown, immobilized and unconscious. Energon can be recharged completely to full in this time, if supplies last.

Special weapons:

Below are some forms of Special Weapons that a player may be interested in adding to their bot. This is not a be-all, end-all list and GMs and players are encouraged to get creative with what special weapons might be available, and what special weapons they might desire to have. Special Attacks take a full Standard Action by themselves, leaving no room for any additional attacks. A special weapon may only be used once in combat, and requires a powerdown to recharge unless you have taken the ability multiple times.

Energy Canon: You forgo the usual built-in blasters in exchange for a single, large energy weapon, usually mounted on your arm, shoulder or in your torso. You deal 1d10+PWR damage. While this weapon can be added later, a 'bot may give up their blasters at the start of the game in exchange for an

Energy Canon, but still requires a full Standard Action to use. If they start with an Energy Canon, they may use it for their normal attacks every round.

Massive Blade: You forgo the usual blades built in your arms for one single, more powerful blade. This weapon deals $1d10 + \text{PWR}$ damage. This weapon may be added later, or you may exchange your built-in blades at character creation, but still requires a full Standard Action to use. If they start with an Massive Blade, they may use it for their normal attacks every round.

Missile Launcher: You gain the ability to fire a missile. This weapon deals $1d8 + \text{PWR}$ damage and has a speed of 7 and a range of 10. Essentially, once a missile has been fired, it gains a "turn", controlled by the firing player. Missiles track their target. If your target moves after you fire, your missile will attempt to follow them if there is room to maneuver (at least 5 squares to turn) and can stay within range of the target. If the target moves out of range of the missile the missile will crash. Missiles have a limited fuel to them and can only travel 100 squares before their fuel is exhausted and they crash. Missiles may or may not explode when they crash.

Net Launcher: This weapon fires a net or series of cables designed to restrain the target, it deals no damage, uses ACC for targeting and has a range of 5. A successful attack with a net launcher restrains the target. A net launcher may be upgraded to deal ongoing electrical damage. Simply take the ongoing damage perk and apply it to this weapon, only electrical damage can be applied. It can only be removed with a successful Repair or PWR check with the difficulty of the check determined by the Accuracy of the 'bot who launched the net. Variants of this weapon, such as web launcher, are a style choice. This device if successful restrains all parts of a 'bot.

EMP Blast: This weapon deals no damage and uses AGI for targeting and has a range of 3. This weapon renders the target unconscious.

Grenade: A thrown weapon that deals damage similar to a missile $1d6 + \text{AGI}$, but is thrown and uses a timer of 6 turns. This weapon deals additional damage equal to your ranks in Engineering. How far you lob a grenade is an Engineering check. A Grenade has an explosive range of 5 squares +1 square for each point in engineering and hits everything in its range, friend and foe.

Special Abilities:

Cybertronians are a diverse bunch and there are many different possibilities for special abilities. Consult with your GM if you have something specific in mind.

Flight: You gain the ability to fly at your full robot movement speed in your robot mode.

Special Movement: you gain the ability to move in a non-standard way, such as wheels, treads or jets for legs (vehicle speed while in robot mode), the ability to tunnel with a part of your body like a drill, or move across non-horizontal surfaces as though they were horizontal.

Stealth Generator: Using a Standard Action you may activate this device to become nearly invisible (-10 Spot) to all optical sensors. You gain a +5 To your Stealth checks. You still make noise while moving and your stealth generator deactivates the moment you make an attack. You may not use a stealth device without first being trained in stealth, they are complicated and fickle devices.

Force-Field: Using a Standard Action you may activate this device which will absorb a set amount of damage equal to 2xCON. When the field has absorbed that much damage it deactivates and will not recharge until a power down. You may not use a Force-field without being trained in Technology, they are delicate and rare devices.

Grapling Hook: Using a standard action you fire a grapling hook with a base range of 10 and may pull yourself to the target or the target to you.

Secondary Effects:

These are non-damaging effects caused by successful weapon attacks.

Push: The force of your attacks knock your enemy backward 1 square. Able to be taken multiple times on the same weapon for increased distance.

Shift: Your attacks are combined with fancy footwork, allowing you to move 1 square with a successful hit.

Knockdown: The force of your attack knocks your opponent prone.

Objects:

Tiny: Tiny objects are often difficult to spot (+6 Spot check), they are roughly 2' or smaller in size.

Small: Smaller objects are easier to see, but can often go unnoticed (+4 Spot check), they are usually 6' or smaller. Humans are considered "small".

Medium: Medium objects are easy to notice (+2 Spot), they are usually 12' or smaller.

Large: Large objects are very easy to notice (+0 Spot), they are usually 20' or smaller. Most 'bots are considered "large".

Huge: Huge objects are obvious to the bare optics without significant coverage (-3 Spot), they are usually 30' or smaller, a few 'bots are Huge.

Enormous, 1d12: Enormous objects are obvious to even the most blind of bots (-6 Spot). These objects range from 50' and up. This category usually includes ships, space stations, moons, planets and everything else. Only a few 'bots of legend are this large, if you encounter one, running away is suggested.

Moving an Object: In order to move an object, you need to make a Hauling check, all objects have a haul score based on two factors:

Size: Tiny +1, Small +2, Medium +3, Large +4, Huge +5, Enormous +6*.

Weight: The weight of an object depends on two other factors: Materials and Density.

Materials: Light +1, Medium +2, Heavy +4

Density: Loose +1, Average +2, Dense +4

Together these create the Haul check. An Enormous, Dense, Heavy object would be +6+4+4, for a total of 14, immovable for all but the strongest of bots. A human on the other hand is small, light and rather loosely held together, giving them a haul score of 4. Only the weakest of bots would have trouble lifting a human.

*Keep in mind that this number is for Enormous, yet realistic objects. A mountain, planet, or moon would have a much higher Haul score.

**Damaging or crushing an object is a raw strength check.

Encounters:

Last, but certainly not least, are encounters. Encounters can range from battling hordes of enemy bots to sneaking through ancient catacombs in search of lost treasure. Experience should be awarded for completing encounters and being creative while doing so. Of course, there's more than dusty relics and ancient computers lurking in the dark, so what will your players be fighting?

There are three categories of foes that players may encounter, or that may encounter them! They are: Minion, Soldier, Legend and Titan. But how does one make a NPC? Simply put, NPCs are characters. Full-fledged 'bots and 'cons of their own, and like any 'bot, may possess a variety of skills and special abilities. However, there are some simple changes to the rules for each category of foe that may be encountered.

Minion: A minion is a 'bot like any other, but often weak in design. They deal half additional Power damage with their attacks, and have only 6 points of health and have only the most basic of weapons. Minions are common flunkies, foot-soldiers and civilians. These 'bots use energon, but they rarely last long enough to run out.

Soldier: A soldier is your standard 'bot. They're built just like any other, deal damage just like any other and burn energon just like any other. They are not limited to basic weapons only and deal damage like a normal player 'bot would.

Legends: A legend is just what it sounds like, they are 'bots like no other. With scores well beyond the average and power rarely heard of. They deal double damage with all attacks and have double health. Often have the ability to make many attacks on their turn, with a large compliment of weapons at their disposal. These are the Megatrons, the Primes and the Combiners of the world. These are powerful figures who can change the course of an entire battle simply by showing up, and win one they start firing. Legends burn energon just like the rest of the 'bots, but often have such plentiful supplies of it within them it is difficult to run them down.

Titans: A titan is a special class of 'bot. Titans are creatures of myth and legend and unspeakable destructive power. They possess powers and abilities that most 'bots think impossible. Encountering a titan is something a 'bot may experience once, if ever in their entire life. Defeating them is often done with wits and guile, as even the most powerful of 'bots do not have the firepower to even scratch these ancient beings. These are the Metroplex, the Trypticons and to the extreme includes even Unicron himself. These 'bots sometimes use energon, but often in ways the average 'bot cannot even fathom. Unless they are severely damaged or deprived, energon is never a concern for them.

A GM deploying 'bots on the battlefield should consider an average encounter to include a mix of Minions and Soldiers. Legends alone can be an entire fight unto themselves, and when they bring their own Soldiers and Minions to bear, can often be unstoppable. Titans should be used sparingly, as their existence in the universe is limited, but it is not uncommon for an encounter to take place *inside* these giants, battling their internal defenses instead of attempting to directly destroy them. Remember that encounters are intended to be quick, and that many things may happen every session and prolonged battles may attract unwanted attention, making it difficult to remain "robots in disguise".