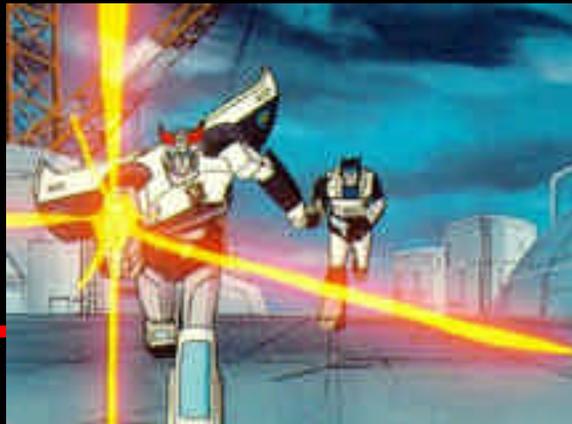

THE TRANSFORMERS

MORE THAN MEETS THE EYE!

FORMERS

E X P A N D E D E D I T I O N

A Role Playing Game for FUDGE



version 3.11

by James & Ed Wedig

THE TRANSFORMERS

EXPANDED EDITION

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ABOUT FUDGE

FUDGE is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of FUDGE are available on the internet at <http://www.fudgerpg.com> and in book form from Grey Ghost Games, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from FUDGE may specify certain attributes and skills, many more are possible with FUDGE. Every Game Master using FUDGE is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so - merely include this ABOUT FUDGE notice and disclaimer (complete with FUDGE copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264.

NOTE ON EXAMPLES

These rules quote directly from the FUDGE rules. However, many of the examples given in the FUDGE rules are not appropriate for this genre and have been changed to fit. These examples cover the same aspects as the ones given in the FUDGE rules. Only the names of the characters and the situations have been changed to fit the Transformer genre.

THE SIDEBARS

The sidebar areas (gray boxes with bold type like this one) give various optional rules, tips, examples, and other useful information throughout the text. They are used as an addition to the rules for the benefit of the players and the GM.

SPECIAL THANKS

I would like to thank the following people who contributed to the creation of FUDGE Transformers. They are in no particular order.

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Special Note:

The Transformers: Expanded Edition is in no way endorsed by Hasbro or any other group associated with the Transformers toy line or cartoon series. This work is solely created by Transformer fans for the enjoyment of roleplaying in the Transformer universe.

CHAPTER ONE: INTRODUCTION

MORE THAN MEETS THE EYE

Many millions of years ago, on the planet Cybertron, life existed, but not life as we know it today. Intelligent robots that could think and feel inhabited the cities. They were called Autobots and Decepticons. But the brutal Decepticons were driven by a single goal, total domination. They set out to destroy the peace loving Autobots. And a war between the forces of good and evil raged across Cybertron. Devastating all in its path, draining the planet's once rich sources of energy. The Autobots, on the verge of extinction, battled valiantly to survive.



A grate in the ground opens and an Autobot climbs out. From inside the hole in the ground several glowing rods are handed up to him. He speaks,

"There's not enough energy in these conductors to last a quartex." He reaches down and pulls up a smaller Autobot from within the hole.

"Well at least we found these, Wheeljack," replies the smaller Autobot, Bumblebee.

"And when these run out?"

"Can't worry about that now. Hey, let's get back to Iacon."

"Load up," says Wheeljack as he transforms into a strange alien vehicle. He opened the rear door and Bumblebee begins to load the energy conductors.

"I bet Optimus Prime will be glad to see us," says Bumblebee as he climbs inside.

They both take off and head home.

"We're nearing the bridge to Iacon," says Wheeljack part way through their trip. "One mega-mile to go."

"Ah, home sweet home," replies Bumblebee as they near the bridge.

"Uh oh, a Decepticon welcoming committee," says Wheeljack as he notices a group of Decepticons up ahead. He raises armor plates over his hull to protect himself.

"Autobots!" shouts one of the Decepticons.

"Stop them!" yells another as he raises his weapon. The Decepticons begin firing at Wheeljack and Bumblebee, but his armored hull protects him for the moment.

A well placed shot causes Wheeljack to swerve and stop suddenly. Bumblebee hops out of the back and begins to return fire.

"Prime told me there'd be days like this," says Bumblebee as he moves behind Wheeljack for cover.

"And you didn't believe him," replies Wheeljack.

"I do now," says Bumblebee as Decepticon fire shoots past his head.

A Decepticon uses a special weapon that surrounds the cornered Autobots in a ring of fire. The other Decepticons keep firing.

"We've got to get these energy conductors back to Iacon!" yells Wheeljack.

"I'm right behind you," replies Bumblebee as he readies himself for action. Bumblebee transforms into his vehicle mode. A flat wedge shaped ground vehicle.

"Mind if I cut in?" says Wheeljack as he starts up full force driving through the fire and charges into the Decepticon roadblock.

Wheeljack crashes into the Decepticons full force and sends them flying in all directions. They don't even realize what just hit them. Bumblebee follows close behind.

"After them!" cries one the Decepticons as they transform to pursue. They transform into triangular shaped space fighter aircraft.

Both Wheeljack and Bumblebee are pelted with Decepticon fire as they try to outrun the pursuing Decepticons. The Decepticons relentless fire gets more and more deadly as the Autobots continue to run. A shot hits Bumblebee in the rear sending him sprawling across the road and eventually skidding to a stop. Wheeljack slows down and opens his rear compartment to catch Bumblebee.

"Bumblebee!" yells Wheeljack, "get in! Quick!" Bumblebee manages to coast into Wheeljack's rear compartment. "You all right?" asks Wheeljack.

"Yeah," replies Bumblebee, "I think it's my rear axel." The words come out slowly from the pain.

"Well hang on to your crankshaft, I'm shifting into over-drive!" says Wheeljack as he uses a last burst of speed to shoot down the road. The Decepticons keep firing but the Autobots make it underground before the Decepticons can catch them.

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"They've gone underground! We'll never catch them now," says one of the Decepticons as they pull away and soar into the sky. "We'd better report back to Megatron."

"Wheeljack to Iacon," says Wheeljack over his radio as the two Autobots near their home base. "We're coming in."

The Autobots enter the base but not with completely evading the Decepticons. Soundwave, a rather crafty Decepticon has hidden himself near the Autobot headquarters. He transforms into his robot form.

"Laserbeak, prepare for flight. Destination: Iacon, Operation: assimilation." Soundwave's chest compartment opens up and out comes another smaller transformer, Laserbeak. Soundwave sends Laserbeak inside the Autobot base as a spy to gather intelligence. Laserbeak carefully watches the Autobots inside as he sends all the information back to his master, Soundwave. Soundwave just manages to get back under cover as another Autobot enters the base.



The Autobot from outside makes his way through the base. He eventually meets up with several other Autobots and transforms into his robot mode.

"Any luck Jazz?" says the largest of the Autobots. It is Optimus Prime, leader of the Autobots.

"Negative." Replies Jazz. "The north side of Cybertron's blacker than the inside of a drive shaft."

"Unless a new supply of energy is found, nobody is going to win this war," says Optimus Prime as he shakes his head.

"When to we start the search mission?" asks Prowl, Optimus Prime's right hand man.

"As soon as you're ready to launch," says Optimus.

Lazerbeak has recorded the entire conversation. He floats into the air and heads back to Soundwave. Soundwave leaves to report to his leader, Megatron.

"If there's a new source of energy to be found, the Decepticons must find it first," says Megatron as he addresses several of the other Decepticons.

"Autobots are set to launch, Megatron," says Soundwave as he enters the room.

"As are we," replies Megatron. "Shockwave," Megatron yells up to a Decepticon high up in the control tower of the Decepticon's base.

"What is your command, Megatron?" says Shockwave.

"You are to stay behind. I entrust Cybertron to you, Shockwave."

"Fear not, Megatron," says Shockwave as he salutes his leader. "Cybertron shall remain as it you leave it."

"Excellent," says Megatron. "Now it's merely a matter of time until Optimus Prime admits defeat."

"The Autobots would have lost eons ago if it I'd been calling the shots," says Starscream, a rather insidious Decepticon whose eventual goal is to replace Megatron as the Decepticons' leader.

"Starscream," addresses Megatron. "Only a select few ever lead."

"My time will come, Megatron," says Starscream.

"Never!" says Megatron, "NEVER!" Megatron shakes his fist angrily at Starscream. "Prepare to blast off!"

Meanwhile at the Autobot headquarters they are nearly ready for launch. The Autobots load up into their shuttle and begin making the final preparations.

"All systems go," says Jazz to Optimus Prime.

"Ignition," says Optimus Prime as he turns on the thrusters of the shuttle. The shuttle's thruster powers up and fires. The ship slowly lifts off of Cybertron's surface. A short distance away a Decepticon ship lifts off as well. The Decepticon ship almost instantly begins to follow the Autobots.

"Look!" says Prowl as he checks he ship's sensors.

"What is it?" asks Optimus Prime.

"An asteroid."

"There's another one," says another Autobot.

"They're going to collide," says Optimus Prime. The asteroids smash together and shatter into thousands of pieces. The ship is pelted with the debris from the asteroids and knocked around violently. Several of the Autobots are thrown from their positions. The Decepticon ship is also pelted with the remains of the two asteroids.

"Hang on everybody," commands Optimus Prime.

A large piece of an asteroid hits the Autobots' ship and Jazz, who was piloting the ship, is thrown out of his chair! Optimus Prime steps in and grabs the controls.

"Ironhide!" yells Optimus Prime. "Man the laser gun."

Ironhide, with much effort, struggles to move in and grab the gun's controls. "Got it," he says.

"Fire!" commands Optimus Prime. The large weapon fires

CHAPTER ONE: INTRODUCTION

and begins to destroy the smaller fragments of the asteroids clearing a path for the Autobot ship. The Decepticons see this and immediately alter their course to fall in behind the Autobots and use their path to escape as well.



The Autobots get out of the field of debris into relative safety, but just then something else comes up on the sensors.

"Viewtrex report," says Prowl. "We are being followed."

"Decepticons," says Optimus Prime. He grabs the controls and tries to evade the Decepticon ship. Though he tries valiantly, he just cannot shake the Decepticon ship.

"Let's just blow them away, they've seen us," shouts Starscream on the Decepticon ship.

"No," shouts Megatron back at Starscream. "I want to know what they're after. Prepare the tractor beam!" The Decepticon ship pulls up beside the Autobot ship and an energy beam shoots out and attaches to the Autobots' shuttle.

"They've made a magnetic junction," says Jazz in back in the Autobot ship. "I can't shake them!"

"Fire the laser!" Orders Optimus Prime as a last resort.

Ironhide grabs the weapon's control and tries to fire, but it's dead. "Nothing," he says. "Power's used up."

"Release the boarding shoot," yells Megatron. A large tube reaches out from the Decepticon's ship and attaches itself to the hull of the Autobot shuttle.

"They're coming aboard," says an Autobot as the Decepticons begin to burn their way through the hull of the ship.

"Prepare for battle!" commands Optimus Prime as the Decepticons begin to break through the hull of the ship.

The Decepticons burst through the hull and enter the Autobots' ship. A battle ensues immediately. Autobots engage the Decepticons as they burst through the opening in the side of the ship. Megatron fights his way through the melee and gets to Optimus Prime. They immediately begin

a heated battle.

Suddenly the ship begins to shake violently!

"What's happening?" says Optimus Prime.

"G-forces," says Prowl. "They're dragging us down" Many of the Autobots and Decepticons are thrown onto the floor and into the walls as the ship is violently shaken.

"We're out of control," says Optimus Prime as he struggles to get to the ship's controls and regain control of the ship.

The ship, too close to a nearby planet, gets pulled away from the Decepticon ship by the planet's gravity and immediately begins to plummet towards the planet's surface. Optimus Prime just barely manages control as the ship quickly approaches the planet's surface. The ship eventually slams into the side of a mountain and is almost completely destroyed. All of the Autobots and Decepticons are thrown against the sides of the ship and torn apart. When the dust settles, no one is left standing.

This was over four million years ago...

That planet was Earth...



Four million years later volcanic activity in the mountain brings the Autobot ship's computer, Teletran 1, back online. Realizing it is very badly damaged it and that there is no one to repair it, it sends out probes to explore its new surroundings. It searches for any information it can use to repair the ship's damaged occupants.

The first probe finds a nearby human air base. The probe scans one of the bases fighter jets and applies that information to the nearest matching transformer, a Decepticon! Teletran 1 then uses that information to repair a random Decepticon. That Decepticon, realizing he is once again alive pulls Megatron's body over to be repaired.

"Megatron, my leader," says the Decepticon, "we are alive again."

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"Quickly, we must revive the other Decepticons," says Megatron. With that the two slowly begin to pull the fallen Decepticons over so they can be repaired. After awhile, all the Decepticons are fully repaired and leave the Autobots' damaged ship. They fly to the top of the mountain to survey their new world.

"Much time as passed," says Megatron as he takes in the new landscape. "We are on a planet far from Cybertron. But our mission has not changed."

"How do we know Cybertron still exists?" asks one of the Decepticons.

"It must exist," answers Megatron. "And if this land is filled with resources, we shall return home with the power to build the ultimate weapon, and conquer the universe "

As the Decepticons are leaving Starscream fires several shots down at the Autobots' ship.

"Starscream!" yells Megatron.

"I was just saying goodbye," replies Starscream.

"Save your energy, the Autobots have taken their last flight."

"Thanks for the ride, Prime," says Starscream as he turns a fires a few last shots. "Too bad you can't go the rest of the way." One of Starscream's shots hits a large rocky section that collapses down the mountain. The shockwave from the falling boulders is just enough to knock Optimus Prime body within range of Teletran's repair equipment. Another of Teletran's probes makes it to a human city and finds a large truck parked on the side of the road. It scans that truck and uses that information to rebuild Optimus Prime. Optimus Prime, now revived, immediately begins to repair the other Autobots.



The Decepticons set out to find materials and energy so they can build a new space cruiser and return to Cybertron. They immediately begin a campaign of destruction attacking human power plants and military installations to steal parts and energy to fuel their efforts.

Optimus Prime is aware of the Decepticons plans. He knows Megatron's plan is to steal all of Earth's resources to create energon for him self. He knows Megatron will stop at nothing, even if it means destroying most of the planet and killing its inhabitants. Optimus Prime will not let that happen.

And so begin the next stage of the war between the heroic Autobots and the evil Decepticons.

This is the world of the Transformers.

TRANSFORMER ORIGINS

Circling the star Alpha Centauri, ages ago, was a planet unlike any other in the heavens, Cybertron. No rock or soil or sand contributed to its bizarre geography. Its content was entirely mechanical. Cybertron existed, from metallic surface to core, as a vast Moon-sized machine world, a world whose origins were lost in the dead past. Yet life had evolved here. It had grown and adapted and thrived in its environment remarkably well. Cities rose across a broad mechanical expanse, cities that were the products of Cybertron's dominant life forms, the Autobots. Whereas life elsewhere in the cosmos usually evolved through carbon bonding, here it was the interaction of naturally occurring gears, levers, and pulleys that miraculously brought forth sentient beings. They created a mechanical paradise, a machine-filled landscape where each Autobot went about his pursuits in peace and prosperity. But every paradise has its serpent, and on this world it was Megatron, commander of those who called themselves the Decepticons.

In the weeks that followed, Decepticons from everywhere reported for clandestine meetings to learn the logistics of the coming clash, and their parts in the struggle. The wonders of their technology bestowed upon the Decepticons the awesome ability to transform into weapons of unprecedented power. With these tasks completed, all was in readiness for the first assault.

The war spread until it was a global conflict; the forces unleashed were staggering, inconceivable. And each attack upon an Autobot stronghold was orchestrated with the precision of which only finely tuned machinery is capable. As the powers at play grew in strength, Cybertron itself was shaken loose from its orbit and sent hurtling through space. And still the war raged across the battle-scarred surface of the runaway planet. Though taken by surprise, and destroyed by the billions in the initial assaults, the

surviving Autobots were not defenseless. Each was gifted with the ability to alter his configuration into strange, unearthly vehicles, vehicles of great offensive potential. And while the Decepticons in their armored aircraft shapes swooped down upon the many Autobot city-states erected during the war the Autobot warriors stood firm and fought back. In time, the magnificent armies on each side of the struggle became known as the Transformers.

The war continued on and most of the planet's energon resources were depleted. The Autobots facing an almost certain defeat were forced to flee Cybertron in search of energy resources. Cybertron was left a burned out shell in the hands of the Decepticons.

The heroic Autobots, now stranded on Earth, must defend the earth from the Decepticons' plans to vanquish all of Earth's resources and win the war.

** Taken from the Online Transformer's Encyclopedia.*



AUTOBOT PROWL



CHAPTER TWO: INTRODUCTION TO ROLE-PLAYING

In a role-playing game a player takes on a certain persona or character of their own creation. In the case of FUDGE Transformers the player makes a transformer character to portray. The character that the player creates is entirely up to the player. The character could be a rough and tough brawler type who is quick to fight but a bit slower when it comes to brains. Or the player could create a character who is highly intelligent and a great problem solver who tends to solve problems with his wit rather than his fists. There is no end to the types of characters that can be created. Players will then try to act as that character. Role-playing is, in a sense, a form of improvisational acting.

In a role-playing game the players portray their characters through scenarios that are designed by the Game Master, or GM. The game master is in charge of running the game. When a player decides that their character is going to do something in the game the GM then tells the player what happens to the character as a result of that action. There is no script or set of actions the player must perform. Rather the GM has a basic outline as to what is going to happen to the character and the player tries to navigate through those events.



PLAYER CHARACTERS

The players are the people who take on the personas of the characters. These characters, which are controlled by the players, are called Player Characters, or PCs. There can be any number of players in a game each with their own PC.

VETERAN ROLE PLAYERS

This section has been written to give a basic understanding of role playing games for novice or first time players and GMs. If you have some experience with role-playing and role-playing games in general then you don't need to read this section and should go straight on to chapter 3, The FUDGE System.



THE GAME MASTER

There is usually only one Game master, or GM, in a game. In some cases there may be more than one, but more often than not there is only one GM in a game. The GM is the person who guides the PCs through various scenarios and adventures that he or she creates. The GM is responsible for the actions of all the PCs as well as the people, places, and things that the PCs encounter over the course of an adventure. The game master is sort of like a storyteller. The GM tells a part of the story and then lets the players decide how their characters are going to react to that part of the story.



NON-PLAYER CHARACTERS

Non-Player Characters, or NPCs, are all of the other characters in a game not controlled by the players. NPCs make

up the rest of the game world. The guy running the gas station that the players talked with is an NPC, but so is the villain that the players are trying to catch. The GM is responsible for the actions of the NPCs and has control over them. How an NPC acts is up to the GM and it is possible that a GM could be controlling multiple NPCs at a single time.

DICE

Dice are common in many role-playing games. Dice are used to determine the outcome of certain actions. Most actions are so mundane and casual that dice are not needed. Actions like sleeping, walking, eating, watching TV, etc. are actions that are so simple or so routine that they are just assumed to happen. Dice are used when there is a certain degree of uncertainty involved in the action. If there is a strong possibility that the character may fail at the action then dice may be used. More on the use of dice is covered in chapter 3, The FUDGE System.

FUDGE Transformers uses a special kind of dice known as FUDGE dice. A FUDGE die is similar to a normal six-sided die that can be found in many different kinds of games. The main difference is that there are no numbers on a FUDGE die. A FUDGE die has two blank sides, two sides marked with a '+' and two with a '-'. More on using FUDGE dice is covered in chapter 3, The FUDGE System.

WHAT YOU NEED TO GET STARTED

There are a few basic things that are required before a group of people can begin playing Transformers. The first obvious thing a group would need is a copy of the FUDGE Transformers rules. But since you are reading this I assume you have that covered. Dice are needed for game play as well. FUDGE dice are not required but highly recommended. There are various other dice techniques that do not require FUDGE dice given in the FUDGE rules but the simplest method is to use FUDGE dice. Some paper and pencils are also useful for making notes and keeping track of things as well as a few blank character sheets. Blank character sheets are available for download at the same location as these rules. Once these things have been acquired you can begin to create characters and begin adventuring. If you as a GM or a player feel that there is something else you would like to have to get started there is nothing stopping you. The things mentioned above are just the basic parts to run a game.

THE TRANSFORMERS GENRE

In order to properly portray a character in the transformers universe one must have a basic understanding of the transformers universe. The first thing that a player needs to remember is that the character they will be creating and portraying is not human; it is a Transformer. A player's character is a machine from another world full of machines. Earth and everything about it is very alien to the character. They have never seen or experienced anything like Earth, so the entire experience can be very interesting.

The second thing that players may keep in mind is that Transformers is a very cinematic style of game. Characters do not have to worry about being realistic too much and will do things that would normally be considered too difficult or too dangerous to succeed. The Transformers universe is full of action and adventure so characters should not sweat the small stuff too much. Once they have achieved an objective they should feel free to move on to the next event without feeling they have missed some minor clue.

Knowing this and having a basic idea of where the transformers came from and how they work, you should be ready to move onto the next chapter, the FUDGE System.

CHAPTER THREE: THE FUDGE SYSTEM

Transformers is written using the FUDGE role-playing system. It is important that both players and GMs have a good knowledge of the FUDGE system before they begin creating characters and campaigns. This section has been written to give a brief overview of the FUDGE system. This section directly quotes sections of the FUDGE rules so a copy of the rules is not necessary. It is, however, recommended, but not required, to have a copy of the FUDGE rules for further reference.



ACTION RESOLUTION TERMS

Dice:

Various options for dice are given: players may use either three or four six-sided dice (3d6 or 4d6), or two ten-sided dice as percentile dice (d%), or four FUDGE dice (4dF), described in the text. It is also possible to play FUDGE diceless.

[3.1 Action Resolution Terms]

There are several different dice techniques given in the FUDGE rules. For simplicity these rules will only refer to using FUDGE dice for given situations. GMs may choose any die technique they choose however.

Unopposed Action:

Some actions are **Unopposed**, as when a character is trying to perform an action which isn't influenced by anyone else. Examples include jumping a wide chasm, climbing a cliff, performing a chemistry experiment, etc. The player

simply rolls the dice and reads the result.

Rolled Degree:

This refers to how well a character does at a particular task. If someone is Good at Climbing in general, but the die-roll shows a Great result on a particular attempt, then the rolled degree is Great.

Difficulty Level:

The GM will set a Difficulty Level when a character tries an Unopposed Action. Usually it will be Fair, but some tasks are easier or harder. Example: climbing an average vertical cliff face, even one with lots of handholds, is a fairly difficult obstacle (Fair Difficulty Level). For a very hard cliff, the GM may set the Difficulty Level at Great: the player must make a rolled degree of Great or higher to climb the cliff successfully.

Opposed Action:

Actions are **Opposed** when other people (or animals, etc.) may have an effect on the outcome of the action. In this case, each contestant rolls a set of dice, and the results are compared to determine the outcome. Examples include combat, seduction attempts, haggling, tug-of-war, etc.

Relative Degree:

This refers to how well a character did compared to another participant in an Opposed Action. Unlike a rolled degree, relative degree is expressed as a number of levels. For example, if a PC gets a rolled degree result of Good in a fight, and his NPC foe gets a rolled degree result of Mediocre, he beat her by two levels - the relative degree is +2 from his perspective, -2 from hers.

Situational Roll:

The GM may occasionally want a die roll that is not based on a character's trait, but on the overall situation or outside circumstances. This Situational roll is simply a normal FUDGE die roll, but not based on any trait. That is, a result of 0 is a Fair result, +1 a Good result, -1 a Mediocre result, and so on. This is most commonly used with Reaction and damage rolls, but can be used elsewhere as needed. For example, the players ask the GM if there are any passers-by on the street at the moment - they're worried about witnesses. The GM decides there are none if a Situational roll gives a Good or better result, and rolls the dice. (A close approximation to 50% is an even/odd result: an even result on 4dF occurs 50.6% of the time. Of course, 1d6 or a coin returns an exact 50% probability.)

Beyond Superb:

It is possible to achieve a level of rolled degree that is beyond Superb. Rolled degrees from Superb+1 to

Superb+4 are possible. These levels are only reachable on rare occasions by Transformer characters. No trait may be taken at (or raised to) a level beyond Superb (unless the GM is allowing a PC to be at Legendary, which is the same as Superb +1.

[3.1 Action Resolution Terms]

For example, the Autobot Prowl is a very accurate marksman with a Superb Skill. In an attempt to thwart a Decepticon attack he tries to shoot an automatic door panel and trap the Decepticons. Prowl rolls to hit and gets a Superb+4 rolled degree, way above the normal maximum. It is not possible for Prowl to have that level of excellence as a routine skill level, however: even Prowl is "just" a Superb marksman, who could sometimes do even better. A GM may set a Difficulty Level beyond Superb for nearly impossible actions.

Below Terrible:

Likewise, there are rolled degrees from Terrible-1 down to Terrible-4. No Difficulty Level should be set this low, however: anything requiring a Terrible Difficulty Level or worse should be automatic for most characters - no roll needed.

[3.1 Action Resolution Terms]

ROLLING THE DICE

There is no need to roll the dice when a character performs an action that is so easy as to be automatic. Likewise, an action so difficult that it has no chance to succeed requires no roll, either - it simply can't be done. Dice are used solely in the middle ground, where the outcome of an action is uncertain.

*The GM is encouraged to keep die-rolling to a minimum. Do not make the players roll the dice when their characters do mundane things. There is no need to make a roll to see if someone can cook lunch properly, or pick an item from a shelf, or climb a ladder, etc. Don't even make them roll to climb a cliff unless it's a difficult cliff or the situation is stressful, such as a chase. (And possibly a Superb climber wouldn't need a roll for a difficult cliff. He should get up it automatically unless it's a *very* difficult cliff.)*

For any action the player character wishes to perform, the Game Master must determine which trait is tested. (This will usually be an attribute.) If the action is Unopposed, the GM also determines the Difficulty Level - usually Fair. (See also Opposed Actions.)

[3.2 Rolling the Dice]

READING THE DICE

Of the four dice techniques presented in FUDGE, this one is recommended. It gives results from -4 to +4 quickly and easily, without intruding into role-playing or requiring complex math or a table.

FUDGE dice are six-sided dice with two sides marked +1, two sides marked -1, and two sides marked 0. They are commercially available from Grey Ghost Games - see the Legal Notice for their address.

You can make your own FUDGE easily enough. Simply get four normal white d6s. Using a permanent marker, color two sides of each die green, two sides red, and leave the other two sides white. When the ink has dried, spray the dice lightly with clear matte finish to prevent the ink from staining your hands. You now have 4dF: the green sides = +1, the red sides = -1, and the white sides = 0.

[3.21 reading the Dice]

(While you can try to play with normal d6s, reading:

1,2 = -1
3,4 = 0
5,6 = +1

this is not recommended. It takes too much effort, and intrudes into role-playing. 4dF is functionally equivalent to 4d3-8, but this is also not recommended for the same reason, even if you have d6s labeled 1-3 twice.)

To use FUDGE dice, simply roll four of them, and total the amount. Since a +1 and a -1 cancel each other, remove a +1 and -1 from the table, and the remaining two dice are easy to read no matter what they are. (Example: if you roll +1, +1, 0, -1, remove the -1 and one of the +1s, as together they equal 0. The remaining two dice, +1 and 0, are easily added to +1.) If there is no opposing pair of +1 and -1 dice, remove any 0s and the remaining dice are again easy to read.

The result of a die roll is a number between -4 and +4. At the top of the character sheet, there should be a simple chart of the attribute levels, such as:

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

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To determine the result of an action, simply put your finger on your trait level, then move it up (for plus results) or down (for minus results).

[3.21 reading the Dice]

Example: Bluestreak, who has a Good Skill, is shooting in an accuracy contest. The player rolls 4dF, using the procedure described above. If he rolls a 0, he gets a result equal to Bluestreak's skill: Good, in this case. If he rolls a +1, however, he gets a Great result, since Great is one level higher than his Good Skill. If he rolls a -3, unlucky Bluestreak has just made a Poor shot.

It is not always necessary to figure the exact rolled degree. If you only need to know whether or not a character succeeded at something, it is usually sufficient for the player simply to announce the appropriate trait level and the die roll result. The game goes much faster this way.

[3.21 reading the Dice]



For example, a player wants his character, Ironhide, to dodge between two rocks that are fairly close together. The GM says this requires a Good Difficulty Level Skill roll (the rocks are pretty close together) and asks the player to roll the dice. The player looks up Ironhide's Skill, which is Good, and rolls a +2 result. He simply announces "Good+2" as the result. This answer is sufficient - the GM knows that Ironhide not only succeeded at the task, but he didn't even come close to hitting the rocks and possibly damaging himself.

Of course, there are many times when you want to know exactly how well the character did, even if it's not a matter of being close. If the character is composing a poem, for example, and his Poetry skill is Fair, you will want to figure out what "Fair+2" means: he just wrote a Great poem! There are many other instances where degrees of success

are more important than merely knowing success/failure.
[3.21 reading the Dice]

There are other dice techniques given in the FUDGE rules in section 3.22: Other Dice Techniques. The rules for FUDGE Transformers recommend the use of FUDGE dice and will not discuss other dice techniques. GMs do have the option of using any technique they wish.

ACTION MODIFIERS

There may be modifiers for any given action, which can affect the odds referred to in the preceding section. Modifiers temporarily improve or reduce a character's traits.

[3.3 Action Modifiers]

Examples: Sideswipe, Fair with a gun, is Hurt (-1 to all actions). He is thus only Mediocre with his gun until he's healed. Brawn has Mediocre Skill, but an exceptionally fine set of tools for his task gives him a Fair Skill while he's using them.

If a character has a secondary trait that could contribute significantly to a task, the GM may allow a +1 bonus if the trait is Good or better.

[3.3 Action Modifiers]

Example: Prowl is escaping from a Decepticon ambush. He uses his SPD attribute of Good, but he also has an END of Superb. The GM decides that Prowl's END is significant enough to give Prowl Great SPD for evading the Decepticons (Prowl can run farther, if not faster). If Prowl's SPD attribute was Superb the GM could simply use that instead. You can't be too fast without having some degree of endurance.

*Other conditions may grant a +/-1 to any trait. In FUDGE, +/-2 is a large modifier - +/-3 is the maximum that should ever be granted except under *extreme* conditions.*

[3.3 Action Modifiers]

UNOPPOSED ACTIONS

For each Unopposed action, the GM sets a Difficulty Level (Fair is the most common) and announces which attribute should be rolled against.

[3.4 Unopposed Actions]

For example, a character wishes to spy on an enemy encampment without being observed. The GM says to use the SKL attribute to hide, but the character has a fairly low SKL attribute, only Mediocre. The player points out that the character's INT attribute is Superb, so the GM allows a rat-

CHAPTER THREE: THE FUDGE SYSTEM

ing of Fair for this attempt at hiding.

The player then rolls against the character's trait level, and tries to match or surpass the Difficulty Level set by the GM. In cases where there are degrees of success, the better the roll, the better the character did; the worse the roll, the worse the character did.

*In setting the Difficulty Level of a task, the GM should remember that Fair is the default for attributes. The average *trained* individual can perform an action most of the time, but the average *untrained* individual will usually get a Fair result or worse. In the example in mentioned above with Bluestreak and the target shoot, if the target is large and close, even a Mediocre marksman could be expected to hit it: Mediocre Difficulty Level. If it were *much* smaller and farther away, perhaps only a Great marksman could expect to hit it regularly: Great Difficulty Level. And so on.* [3.4 Unopposed Actions]

Example of setting Difficulty Level: Two PCs (Sunstreaker and Sideswipe) and an NPC guide (Bumblebee) come to a cliff the guide tells them they have to climb to get to a Decepticon outpost. The GM announces this is a difficult, but not impossible, cliff: a Good Difficulty Level STR roll is required to scale it with no delays or complications. Checking the character sheets, they find that Sunstreaker's STR attribute is Fair and Sideswipe's is Good. Bumblebee's character sheet lists a STR of Terrible. Sunstreaker and Sideswipe decide to climb it, then lower a rope for Bumblebee.

Sunstreaker rolls a +1 result: a rolled degree of Great. He gets up the cliff without difficulty, and much more quickly than expected. Sideswipe rolls a -1, however, for a rolled degree of Fair. Since this is one level lower than the Difficulty Level, he's having problems. Had Sideswipe done Poorly or even Mediocre, he would perhaps have fallen - or not even been able to start. Since his rolled degree is only slightly below the Difficulty Level, though, the GM simply rules he is stuck half way up, and can't figure out how to go on. Sunstreaker ties a rope to a large rock at the top of the cliff, and lowers it for Sideswipe. The GM says it is now Difficulty Level: Poor to climb the cliff with the rope in place, and Sideswipe makes this easily on another roll.

Bumblebee would also need a Poor rolled degree to climb the cliff with the rope, but since his attribute is Terrible, they decide not to risk it. Sideswipe and Sunstreaker have Bumblebee loop the rope under his arms, and pull him up as he grabs handholds along the way in case they slip. No roll is needed in this case, unless they are suddenly attacked when Bumblebee is only half way up the cliff...

(The whole situation was merely described as an example of setting Difficulty levels. In actual game play, the GM should describe the cliff, and ask the players how the characters intend to get up it. If they came up with the idea of Sunstreaker climbing the cliff and lowering a rope, no rolls would be needed at all - unless, possibly, time was a critical factor, or there were hidden difficulties the GM chose not to reveal because they couldn't have been perceived from the bottom of the cliff.)

*Occasionally, the GM will roll in secret for the PC. There are times when even a failed roll would give the player knowledge he wouldn't otherwise have. These are usually information rolls. For example, if the GM asks the player to make a roll against INT attribute, and the player fails, the character doesn't notice anything out of the ordinary. But the player now knows that there *is* something out of the ordinary that his character didn't notice... Far better for the GM to make the roll in secret, and only mention it on a successful result.*

[3.4 Unopposed Actions]



OPPOSED ACTIONS

To resolve an Opposed action between two characters, each side rolls two dice against the appropriate trait and announces the result. The traits rolled against are not necessarily the same.

[3.5 Opposed Actions]

For example, a tackle attempt would be rolled with the SKL attribute for the attacker and with SPD for the defender. There may be modifiers: someone who is quick footed may have a bonus to dodge, while a person who is absent minded (and not paying attention) might have a penalty, or not even be able to dodge.

The Game Master compares the rolled degrees to deter-

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mine a relative degree.
[3.5 Opposed Actions]

For example, Starscream is trying to convince Skywarp into thinking he's should be leader of the Decepticons and rolls a Great result. This is not automatic success, however. If Skywarp also rolls a Great result on his trait to avoid being flimflammed (INT, RNK, etc. - whatever the GM decides is appropriate), then the relative degree is 0: the status quo is maintained. In this case, Skywarp remains unconvinced that Starscream is correct. If Skywarp rolled a Superb result, Starscream's Great result would have actually earned him a relative degree of -1: Skywarp is not going to be fooled this encounter, and will probably even have a bad reaction to Starscream.

The Opposed action mechanism can be used to resolve almost any conflict between two characters. Are two people both grabbing the same item at the same time? This is an Opposed action based on a SKL attribute - the winner gets the item. Is one character trying to shove another one down? Roll STR vs. STR to see who goes down. Someone trying to hide from a search party? INT attribute to spot vs. SKL attribute to hide. And so on.

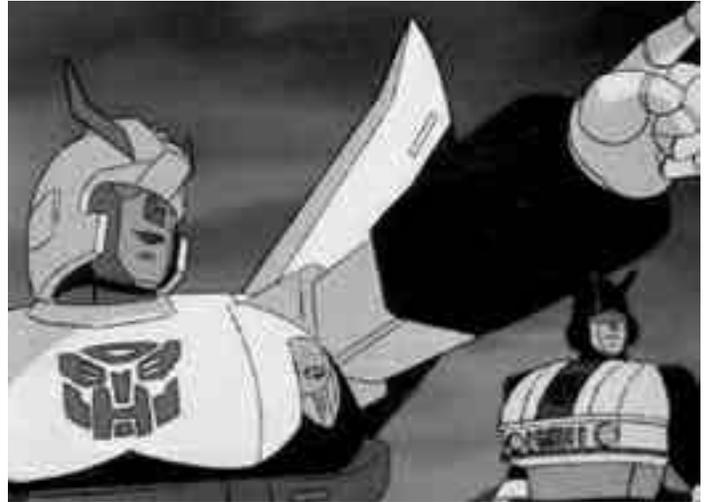
Some Opposed actions have a minimum level needed for success. For example, an attempt to control a character's mind with a Telepathy gift might require at least a Fair result. If the telepath only gets a Mediocre result, it doesn't matter if the intended victim rolls a Poor resistance: the attempt fails. Most combat falls into this category.

An Opposed action can also be handled as an Unopposed action. When a PC is opposing an NPC, have only the player roll, and simply let the NPC's trait level be the Difficulty Level. This method assumes the NPC will always roll a 0. This emphasizes the PCs' performance, and reduces the possibility of an NPC's lucky roll deciding the game.

As a slight variation on the above, the GM rolls 1dF or 2dF when rolling for an NPC in an opposed action. This allows some variation in the NPC's ability, but still puts the emphasis on the PCs' actions.
[3.5 Opposed Actions]

NPC REACTIONS

Sometimes a non-player character has a set reaction to the PCs. Perhaps she's automatically their enemy, or perhaps the party has rescued her, and earned her gratitude. But there will be many NPCs that don't have a set reaction. When the PCs request information or aid, it might go smoothly or it might not go well at all. Negotiation with a



stranger is always an unknown quantity to the players - it may be so for the GM, too.

When in doubt, the GM should secretly make a Situational roll. If the PC in question has a trait that can affect a stranger's reaction, this should grant a +/-1 (or more) to the result. Examples include Appearance, High RNK attribute, Reputation, Status, and such habits as vulgar language. The Reaction roll can also be modified up or down by circumstances: bribes, suspicious or friendly nature of the NPC, proximity of the NPC's boss, observed PC behavior, etc.

The higher the Reaction roll result, the better the reaction. On a Fair result, for example, the NPC will be mildly helpful, but only if it's not too much effort. She won't be helpful at all on Mediocre or worse results, but will react well on a Good result or better.
[3.7 NPC Reactions]

Example: Bumblebee is on a human military base and needs some information about the local general, who suspects is working with the Decepticons. He has observed that most of the soldiers don't know much and those who do are reluctant to talk about it. Bumblebee approaches a talkative tech that is working on repairing a tank. Bumblebee has no real modifiers, but is somewhat charismatic (RNK: Good). He makes small talk for a bit and slowly brings up the subject of the general. The GM decides this was done skillfully enough to warrant another +1 on the reaction roll. However, the situation is prickly: -2 in general to elicit *any* information about the sinister general. This cancels Bumblebee's bonuses. The GM rolls in secret, and gets a Fair result. The tech slips out a bit of useful information before realizing what he's just said. At that point he clams up, but Bumblebee casually changes the subject to the weather, dispelling his suspicions. He

wanders off to try his luck elsewhere.

FUDGE POINTS

*Fudge Points are meta-game gifts that may be used to buy "luck" during a game - they let the *players* fudge a game result. These are "meta- game" gifts because they operate at the player-GM level, not character-character level. Not every GM will allow Fudge Points - those who prefer realistic games should probably not use them.*

The GM sets the starting number of Fudge Points. The recommended range is from one to five. Unused Fudge Points are saved up for the next gaming session. Each player may get an additional number each gaming session. (This is also set by the GM, and may or may not equal the starting level.) Alternately, the GM may simply allow Experience Points (EP) to be traded for Fudge Points at a rate appropriate for the campaign: three EP = one Fudge Point, down to one EP = one Fudge Point.

Fudge Points can be used in many ways, depending on what level on the realistic-legendary scale the game is played at. Here are some suggested ways to use them - the GM can create her own uses, of course. A GM may allow as few or many of these options as she wishes - the players should ask her before assuming they can do something with Fudge Points.

[1.36 FUDGE Points]

Automatic Success

The character may spend one FUDGE point to automatically succeed at a non-combat action. This means the character does not need to roll the dice at all, the action just happens.

Die-Roll Modification

The character may alter any die roll up or down one level as desired. The roll gets either a +1 or -1 per FUDGE point spent. For rolls made by the character, FUDGE points may be used either before or after the actual dice are rolled. For rolls made by other characters or the GM, FUDGE points must be spent before the roll is actually made.

Just a Scratch

The character may spend a FUDGE point to reduce the severity of a Hurt wound to that of a Scratch. This does not work on wounds worse than Hurt and a point must be spent for each Hurt wound. This must be done after combat is over.

Special Ability

The character may spend one FUDGE point to have as ability or gift they do not already have for a short period of

time. This could be a special tool or piece of equipment, or it could be a gift. The character has the ability until its use has been fulfilled. Another FUDGE point must be spent to use the ability again.



ACQUIRING FUDGE POINTS

The GM will determine how many FUDGE points (FP) a character begins a campaign with, usually one to five depending on the level of the campaign. Over the course of play characters will likely use FPs and could eventually run out. There are a few different ways for characters to earn more FPs. The first way is for the character to do something exceptional. Any time a character solves a mystery, defeats a much stronger opponent, etc. they may be rewarded with a FUDGE point. The GM may award it immediately or wait til the end of the playing session.

The second way is by spending Experience Points (EP). More on EP is given in Chapter Eight: Campaigning, GM's Tips. Two FP equal one point of experience. A player may elect to either trade experience for FUDGE points or vice versa.

Lastly, GMs may wish to give out extra FP at the beginning of each playing session. This is usually only done for higher powered campaigns where character are given much tougher challenges to overcome. In these types of campaigns FP may be the only ticket for survival and are therefore highly abundant.

CHAPTER FOUR: CHARACTER CREATION

The following chapter covers all of the rules for creating Transformer characters. This section refers to the FUDGE rules for reference on various rules. The FUDGE rules are not required for this section but may be useful.

OBJECTIVE CHARACTER CREATION

In this system, all traits start at default level. The GM then allows a number of free levels the players may use to raise selected traits to higher levels. Players may then lower certain traits in order to raise others even further. Finally, a player may opt to trade some levels of one trait type (such as attributes) for another (gifts, for example). The whole process insures that no single character will dominate every aspect of play.

[1.6 Objective Character Creation]

ATTRIBUTES

All attributes are considered to be Fair until the player raises or lowers them. The cost of raising or lowering an attribute is

Superb	+3
Great	+2
Good	+1
Fair	0
Mediocre	-1
Poor	-2
Terrible	-3

When the free attribute levels have been exhausted, an attribute can be raised further by lowering another attribute an equal amount. (See also Section 1.64, Trading Traits.) From the previous example, Strength can be raised one more level (to Superb) if the player lowers the character's Charm to Mediocre to compensate for the increase in Strength.

[1.61 Attributes]

Players will have five free levels to add to their character's eight attributes. The attribute descriptions are as follows.

TRANSFORMED MODE

As you probably know by now all transformer characters have two modes. They have one robot mode and one transformed mode. The first section of these rules covers creation of the character's robot mode. A character's robot mode determines certain aspects of the character's transformed mode, so the robot mode must be created first. Rules for creating a character's transformed mode are given in the next chapter.

ALTERNATE ROBOT MODES

Although it is called the character's robot mode that does not infer that that mode must be humanoid in form. While most characters have a robot mode that is humanoid there are a few whose robot mode is a different form. Ravage, one of the Decepticon cassettes, has a robot mode that is the form of a panther. Laserbeak, another cassette, has the form of a bird of prey. In most cases a character's robot mode will be humanoid, but it is not required to be so.

Strength (STR):

Strength represents a character's ability to exert force. Lifting heavy objects, bending bars, etc. require some degree of strength. Strength also determines how much damage a character can do with unarmed attacks like punches and kicks as well as with melee weapons.

Intelligence (INT):

Intelligence measures a character's brainpower. A character with a high intelligence has a better understanding of things and tends to notice clues and pick up on information quicker.

Speed (SPD):

Speed determines how fast a character can move. A character with a high Speed can move much further faster than a character with a low Speed. Speed also helps characters avoid being hit in combat.

Endurance (END):

Endurance represents how much physical torment a character may take before breaking down. It also determines how long a character may operate before refueling. Endurance helps when a character is trying to fight off pain, fatigue, etc.

Rank (RNK):

Rank is a character's ability to organize and lead others. Rank is also a measure of how 'together' a character is and how well they can keep their cool.

Courage (COU):

Courage measures how brave a character is and how well they compose themselves in dangerous situations.

Firepower (FRP):

Firepower is the degree of armament the character has equipped. The higher the rating in Firepower, the more armament they have and therefore the more damage they do.

Skill (SKL):

Skill represents how competent the character is at performing basic actions. Skill is the degree of ability and prowess a character actually has.

CHARACTER CREATION EXAMPLE:

Mike is creating his character, Outback. He feels his character is fairly tough and fast, so he spends two free levels on END and two on SPD bring them both up to Great. He spends his last free level raising his character's SKL to Good. This means he has spent all of his free levels. Mike, however, also wants his character to be brave, so he elects to lower his character's INT one level to Mediocre so he can add one level to COU, making it Good. All other attributes stay at their default value. This means his character attributes are STR: Fair (+0), INT: Mediocre (-1), SPD: Great (+2), END: Great (+2), RNK: Fair (+0), COU: Good (+1), FRP: Fair (+0), and SKL: Good (+1). This gives a total of $(0-1+2+2+0+1+0+1=5)$ five free attributes levels.



ARMOR

Armor defends a character from damage. Armor functions the same as Damage Capacity, which is covered in chapter 6: Combat in the FUDGE rules. Armor is determined by two factors. The first factor is how tough the character is physically. This helps them shrug off damage. The second factor is how tough the character is mentally. This allows them to overcome small amounts of damage and continue

NO SKILLS

One may have noticed that there is no skill section in the rules. That is because there are no skills in FUDGE Transformers. Any time a character wants to perform an action they will use whatever attribute is appropriate for that action. In some cases they may also use a gift to perform an action. For characters that have special areas of study or expertise they should place levels into attributes, gifts, or both to simulate that ability.

CARRIED/BUILT-IN WEAPONS

A character's FRP attribute determines what kind of armament the character is equipped with. This can either be in carried weapons, mounted weapons, or both. Whether a weapon is a carried weapon or a mounted weapon has no effect on the character during creation. A character could be considered to carry a rifle or have a weapon implanted in their arm. This has no effect on game play and, regardless of how the weapon is equipped, it can be targeted and taken away.

LEGENDARY ATTRIBUTES

Legendary attributes are attributes that have gone beyond the normal maximum of Superb. Legendary is the same as Superb+1. A character with a Legendary attribute is considered to be in the top 99.9th percentile of ability. Character may not normally have an attribute at the Legendary attribute except under certain conditions. A Legendary attribute must be earned through the course of play and cannot be taken during character creation.

acting. Armor is determined by the average of a character's Endurance and Courage attributes. Any fractions, however, are always rounded down. It is possible for a character to have a negative Armor value if their END and COU are both below Fair.

CHARACTER CREATION EXAMPLE:

Mike's character Outback has Great END (+2) and Good COU (+1). The average of these attributes is $(3/2=1.5)$ +1.5, which rounds down to +1. Outback will have an Armor value of Good.

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GIFTS

Gifts are abilities that do not fit into the normal FUDGE Terrible-Superb range. They are special abilities that a character can use at any time. Characters start with two free Gifts.

GIFT DESCRIPTIONS

Advanced Optics:

The character has advanced optical sensors. This means the character has the ability to use normal vision and zoom up to 100x. The character also has the ability to see different spectrums including infrared, ultraviolet, etc. as well as thermal patterns. This also allows a character to act normally in complete darkness. A character with Advanced Optics can still be blinded however.

Additional Ability:

This gift allows a character to be particularly good at one narrow aspect of an attribute. A character could be very strong when it comes to lifting objects but may not as strong when it comes to pulling, pushing, etc. A character could be very good at performing certain kinds of actions but is average when it comes to other actions. Having this gift gives a +3 to all die rolls involving the particular aspect chosen. When this gift is selected the player chooses what aspect of an attribute gets the bonus. The following are a few examples of Additional Ability.

Added Strength	+3 Strength for Lifting
Excellent Vision	+3 for Visual Awareness
Super Fast	+3 Speed for Movement
Great Mileage	+3 Endurance to Avoid Fatigue
Very Nimble	+3 Skill for Acrobatics

Additional Ability is a non-combat gift and cannot be used to increase or decrease damage in combat. Depending on the gift Additional Ability may be used in combat but the bonus is reduced to +1 instead of +3.

WHAT ALL CHARACTERS CAN DO

There were a variety of different things the Transformers could do in the cartoon series. Unfortunately there was often some inconsistency with what characters were capable of doing. Sometimes character could fly, other times they couldn't, etc. The following abilities are given to the character automatically and work for all of a character's transformed modes as well as their robot mode. These abilities do not cost the character any free levels, gifts, etc. However, any ability that is not listed here is not given to the character and therefore the character does not have it.

Life Support

All characters have built in life support systems. Since Transformer characters are robots they do not need to eat, breath, etc. as long as they have power. Should a character become deactivated due to power loss they will remain alive and will reactivate when they receive more power.

Atomic Clocks

All characters have a built in time measurement. Characters know exactly what day, month, year, and hour it is at all times.

Radio Communications

All characters have the ability to use short-range radio communications with other characters of the same affiliation. The range on the communications is usually less then 25 miles.

Optical Sensors

All characters have basic vision with the ability to zoom in up to 10x. Characters also have a low light ability that allows them to see in low light conditions normally but does not allow them to see in complete darkness.

Damage Resistance

Transformer characters are naturally much tougher then humans. Therefore things that have the potential to hurt a human may not hurt a Transformer. Small human weapons, like pistols and rifles, have no effect on Transformers, although larger weapons may. High levels of cold or hot, such as fire, do not hurt Transformers (although a very large fire will). It is the GMs call whether a Transformer is immune to a certain type of damage or not.



Armor Piercing Weapon:

The character's weapon is exceptionally good at punching through armor and damaging internal components. A target struck with an armor-piercing (AP) weapon suffers a -1 penalty to their armor value to avoid damage. However, armor piercing weapons use much of their power to puncture armor and therefore do less damage overall. So once an AP shot has struck and done damage, the damage of the wound is reduced one level. The damage of an attack cannot be reduced lower than +1 after it has penetrated armor.

An AP weapon has five shots the character may use at any time. Spending an additional gift will raise the number of shots to ten. Spending three gifts gives the character an unlimited amount of shots using their AP weapon.

Example: Mirage fires his AP weapon at a Decepticon and scores an excellent hit with a relative degree of +3. The Decepticon's Armor value is Good, but is reduced to Fair from the AP weapon. Mirage's FRP is Fair which adds +0 to the damage of the weapon. Mirage applies the +3 wound against the Decepticon's Armor value of +0 for a result of +3, a Hurt wound. But since the shot did penetrate the armor it is reduced one level to +2, just a Scratch.

Example 2: Mirage fires again the next round at a different Decepticon with an Armor value of Great. This time Mirage hits with a relative degree of +2. The Decepticon's Armor value is reduced to Good from the AP weapon. Mirage adds +0 for FRP for a final result of +2. This is applied to the Decepticon's Armor value of +1 and is reduced to a +1 wound, a Scratch. The wound penetrated the armor and so is one level less, but since it cannot be reduced below +1 it remains at +1, a Scratch.

Carrier:

Characters with the Carrier gift have the ability to carry and

transport other characters inside them. A character can carry two other characters for each gift spent on Carrier. The carried characters must be of a scale two levels smaller than the character doing the carrying (for more on size see the Scale gift). So if a character is scale +0, he may carry characters of scale -2. If the character is scale +1 they can carry character of scale -1, etc.

In most cases the carrier character and the carried characters have something in common to link the carrying. This is not required though. For example, the character Soundwave is a cassette player and the carried characters are cassettes.

Earthquake:

A character with the Earthquake gift has the ability to create powerful shock waves in the ground knocking down opponents. To use an earthquake the attacker rolls their FRP or STR (whichever is higher) +1 against the target's SKL. If the attacker is successful, then the target falls and suffers a penalty to their next action while they get back up. The penalty is determined by the outcome of the roll. The following chart shows the progression.

Result	Penalty
+1	-1
+2 to +3	-2
+4 to +6	-3 ...etc

Earthquake has no effect on characters that are not on the ground. If two characters are standing close together (within arms reach) the Earthquake may affect both characters. Earthquake is a short-range weapon with a maximum range of about 100 meters.

The Earthquake gift may also cause major terrain damage.

Example: Rumble is fighting with Bumblebee and uses his Earthquake gift. Rumble's FRP is Superb (+3), and is at +1 giving him a total of +4. Rumble rolls his +4 (Legendary) FRP against Bumblebee's Good (+1) Skill. Both roll a degree of +0. Rumble's outcome is +3 so Bumblebee is knocked to the ground and will be at -2 to his next action.

Extra Tough:

Some character can just soak up more damage than others. This gift allows a character to have one extra wound box in both Hurt and Very Hurt. This brings their maximum wounds to three Hurt and two Very Hurt. More on wounding is discussed in the combat section.

It is possible for a character to have the gift extra tough in one mode and not the other. This means a character has

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extra wound boxes in one mode but not in the other. In the event that an extra wound box is filled and the character transforms, that wound immediately moves up to the next higher level. So a Hurt wound would turn into a Very Hurt wound. This does not work in reverse however.

Example 1: Sideswipe has the gift Extra Tough when he is in robot mode but not when he is in his car mode. This means he has extra wound boxes, but only in robot mode. In a battle he fills all three of his Hurt wound boxes. He then transforms. He does not have the gift Extra Tough in transformed mode, so the third Hurt wound becomes a Very Hurt wound. If he were to transform back into a robot, the wound would become a Hurt wound again.

Example 2: In another battle Sideswipe suffers a Very Hurt wound while in vehicle mode. When he transforms back into robot mode the wound remains as a Very Hurt wound. Because the wound was suffered while he did not have the gift Extra Tough, the wound does not change when he transforms.

Characters may not have the gift Extra Tough and the fault Frail at the same time.

Extra Transformed Mode:

All Transformer characters have the ability to transform between two different modes. Some characters, however, have the ability to transform into more than two modes. This gift gives the character an extra transformed mode beyond the first one. A character that has three modes is called a Triple Changer. The third transformed mode is created the same as any other transformed mode (see the section on Transformed Mode for more). The cost of having a third transformed mode is two gifts. For each additional transformed mode past the third add +1 to the cost. So a fourth transformed mode costs three gifts, a fifth would cost four, etc.

This extra Transformed mode only need to be purchased in one of the character main modes, such as the robot mode. For example, a character has two modes, their robot mode and a car mode. The player has purchased the gift 'Extra Transformed Mode' for the character's robot mode and gives the character a third jet mode. The character may still transform from the car mode to the jet mode even though the gifts were not spent on the car mode.

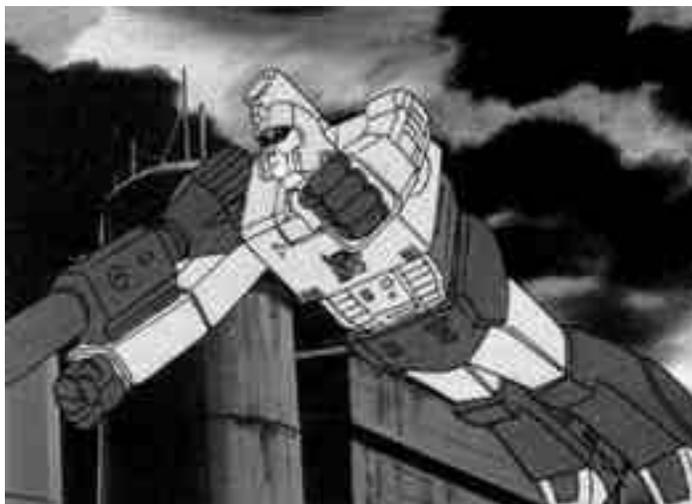
Flash:

The character has the ability to emit a flash of light that blinds an opponent. A character that has been blinded is -3 to all actions that require sight. To use a Flash roll SKL+1 against the target's SKL. If the attack is successful, the target will be blind for a number of rounds equal to the rela-

tive degree of the attack. Flash is a short-range weapon with a maximum range of about 100 meters. After a flash has been used it must recharge for 1 round before it can be used again. During that time the character may act but cannot use the flash.

Flight: Limited:

The character has limited flight capabilities. The character can only move a limited distance of about 1000 meters. During that time the character may hover and maneuver freely but suffers a -1 penalty to all actions. After Limited Flight has been used it takes a few minutes to recharge. During that time the character may act but cannot use Limited Flight.



Flight: Total:

The character has full range of movement while in flight. The character can move, float, and maneuver freely with no penalty. This ability costs two gifts.

Force Field:

The character has the ability to create a force wall that can then be use to protect the character and his comrades. The force field can protect a maximum of five characters if they are close together. A force field gives +2 to the armor value of all characters covered by the force field. To use a Force Field the character rolls their Skill against a difficulty of Fair. The Force Field lasts a number of rounds equal to the relative degree of that roll.

If the character that is using the force field receives a wound of Hurt or worse or becomes incapacitated somehow the Force Field is immediately deactivated.

Group Transform:

The character has the ability to transform with other characters to create one large robot mode. This involves at

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least five characters with a maximum of six. Each character must have the Group Transform gift and specify what other characters they can be grouped with. Only one group of characters may be selected to group. See chapter 7: Gestalt Transformers for more on group transformation.

Group Transform is not considered a third transformed mode.

Holographic Projector:

The character has the ability to create holographic images. These images can be used to create distractions or confuse enemies. To create a holographic image the user rolls their Skill attribute against a Fair difficulty. The character may create a number of holographic images equal to the relative degree of that roll. If a holographic image is struck by a weapon or attack it immediately disappears. A new holographic image cannot be created until the previous images have been deactivated. Using a Holographic Projector is a full action and no other actions (except defense) may be taken while the holographs are active.

Long Range Communications:

The character has the ability to send long-range communications. The character can only transmit messages to other characters that have the Long Range Communication gift or have access to a long-range communications array. The character has the ability to send messages anywhere in the world. Sending messages any further, however, requires an enhanced communications system and other special equipment.



Medic:

The character is skilled in medical and repair procedures and has the ability to heal wounds. To use this ability the character rolls their Skill or Intelligence attribute and applies the result to the following chart. A separate roll must be made for each wound.

<i>Die Roll</i>	<i>Result</i>
Terrible	Add one Hurt wound
Poor	Add one Scratch
Mediocre	No effect
Fair	Heal one Scratch
Good	Heal one Hurt wound
Great	Heal one Very Hurt wound
Superb	Heal one Incapacitated wound
Legendary	Heal one Near Death wound

Using the Medic gift requires certain tools and equipment. Not having the proper equipment gives a -1 to the roll. Having access to a full repair bay and advanced equipment may give a +1 to the roll.

The results from a healing attempt take time. A character is not instantly healed when a successful roll is made. The roll just determines that the character has the ability to repair the wound. It is up to the GM to determine how long the wound takes to heal. Scratches should heal in a matter of a few hours. A Hurt wound might take a day or two. A Very Hurt wound might take a week or more.

Melee Weapon:

The character is equipped with a close combat hand weapon of some sort. Damage from such a weapon is equal to the character's STR Attribute. Spending an additional gift adds +1 to the damage raising the damage to STR+1. A maximum damage of STR+3 can be achieved if enough gifts are spent.

Motion Scanner:

The character is equipped with a sensor that can detect motion in an area. Using a motion scanner requires a Skill roll against a Fair difficulty. The better the rolled degree, the more accurate the reading. A failed roll results in an inaccurate reading. A motion scanner can only detect the general location of movement, not the specific location or the source of that movement. Therefore a motion scanner cannot be used to target enemies.

Invisibility:

The character has the ability to become invisible to normal sight. This does not mean that the character is invisible to all visual spectrums (such as infrared or UV) or sound. The character is only invisible to normal sight. Spending a second gift will make character invisible to all visual spectrums as well as sound. A character is -3 to hit while invisible. Activating invisibility requires full concentration of the character and cannot be activated in combat.

Invisibility lasts three minutes for each gift spend not including a gift for all spectrums (if any). At the end of three

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minutes the character must make a Skill roll against a Good difficulty. If the roll is successful then the character is invisible for another 15 seconds or so. At the end of that time another roll is made with a difficulty of Great. Each successive roll is made at a higher difficulty until the character fails a roll. Invisibility may not be used again for a number of minutes equal to the time invisible (round up to the nearest minute).

A character cannot attack while invisible. If a character makes any sort of attack or offensive action while invisible they immediately become visible. Once Invisibility has been deactivated, it cannot be used again, as above, for a number of minutes equal to the time invisibility was used (round up to the nearest minute).

Radio Disruptor:

The character has the ability to disrupt radio transmissions and prevent them from getting through. To disrupt a transmission roll SKL against the SKL of the character transmitting the message. If the roll is successful then the message is blocked and does not get through. Using this gift requires full concentration and no other actions may be performed other than defense.

Recorder:

The character has the ability to record both visual and auditory information and play it back later. This prevents a character from misinterpreting information and allows them to retrieve large amounts of information accurately.

Rocket Launcher:

The character is equipped with a rocket launcher as an additional weapon. A rocket launcher is used the same as any other attack. Rocket launchers are area affect weapons and are fired at an area rather than a single target, often making them very accurate. In game terms this means using a rocket launcher is an unopposed action. The number of shots and damage for a rocket launcher is

given in the chart below.

<i>Damage</i>	<i>Ammo</i>	<i>Damage</i>	<i>Ammo</i>
Superb	1 shot	Good	4 shots
Great	2 shots	Fair	8 shots

This gift can be selected multiple times for additional ammunition.



Scale:

Scale determines the size of a character. Keep in mind that Transformers are much larger than humans. The average Transformer character is Scale 0. For each gift spent the character is Scale+1. For each level of Scale+1 the character gains +1 STR as well as +1 to their Armor trait. Larger characters are more beefy and therefore tougher. In addition to these bonuses, they also gain +1 to their FRP attribute for every two levels of Scale. On the downside, larger characters tend to be easier to hit in combat. For every two levels of Scale+1 the character is -1 to dodge attacks.

Scale can also work to make a character smaller. For each level of Scale-1 the character loses one level of STR and their armor value drops one level. For every two levels of lowered Scale, they are -1 to their FRP attribute. The upside is that for every two levels of Scale-1 the character gains a +1 to dodge. Scale-1 is considered a fault.

The Scale modifier determines how the character relates to other characters of different sizes/scales. A Scale-1 character may still have Superb STR, but it is Superb in relation to other Scale-1 characters. Therefore on some level a Scale-1 Superb STR character is equivalent to a Scale+0 Great STR character. A character's scale should be noted with both STR and Armor traits. Scale modifiers still apply whenever the character uses either attribute.

GMs should keep in mind that scale is a relative trait. Two Scale+6 character do not gain +6 STR against each other

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and are not -3 to dodge each other. Scale cancels itself.

The following chart shows some examples of different Scale sizes.

<i>Char</i>	<i>Scale</i>	<i>STR</i>	<i>ARM</i>	<i>FRP</i>	<i>Dg.</i>
Rumble	-2	-2	-2	-1	+1
Bumblebee	-1	-1	-1	+0	+0
Hound	+0	+0	+0	+0	+0
Optimus Prime	+1	+1	+1	+0	+0
Grimlock	+2	+2	+2	+1	-1
Devastator	+5	+5	+5	+2	-2
Relative Sizes					
Rumble	Human Sized				
Bumblebee	VW Beetle (Small Car)				
Hound	Jeep (Regular Car)				
Optimus Prime	Semi Truck (Large Vehicle)				
Grimlock	T-Rex (Very Large)				
Devastator	Gestalt Character				
For more on these characters see the <i>Autobots</i> and <i>Decepticons</i> expansion packs.					

A character may not be smaller than Scale -2. There is no limit to how large a character can be. A character may not have levels of both Scale +1 and Scale -1 at the same time.

Sidekick:

The character has a sidekick. A sidekick will always follow their master into any situation and always obey orders. Sidekicks must be related to the character in some way. In some cases they are part of the same transformed mode. For example, if the main character transforms into a pickup truck his sidekick may transform into a canopy that fits over the bed of the pickup. It is required for the character and their sidekick to be related in some way.

A sidekick character is always smaller than the main character by at least one level of Scale. A sidekick is created the same way as any other character. They have attributes, gifts, faults, etc. The amount of free levels a sidekick receives depends on the number of gifts spent. For every gift spent, the sidekick has two attributes levels and one gift. Only the main character must spend a gift on the sidekick. Sidekicks may trade attributes and gifts normally as well as select faults to acquire additional gifts and attributes.

All of a sidekick's actions are rolled by the GM, even though the player has control of the sidekick. Sidekicks do not gain experience like other characters. Sidekicks only gain experience for performing special actions or having

additional gifts spend on them.

Sonic Boom:

The character has the ability to emit a loud burst of sound that deafens an opponent. A character that has been deafened is -3 to all actions that require hearing and -1 to all actions due to disorientation. To use a Sonic Boom roll SKL+1 against the target's SKL. If the attack is successful, the target will be deaf for a number of rounds equal to the relative degree of the attack. Sonic Boom is a short-range weapon with a maximum range of about 100 meters. After a Sonic Boom has been used it must recharge for 1 round before it can be used again. During that time the character may act but cannot use the Sonic Boom.

Super Sonic Speed:

The character has the ability to travel at extremely high speeds. A character is -3 to target while moving at super sonic speed. A character using Super Sonic Speed cannot attack or perform any other action while traveling at top speed. To use this gift the character must already have the gift 'Flight: Total.' This gift can be selected multiple times to represent faster speeds. Super Sonic Speed Lv1 is slower than Super Sonic Speed Lv2. So a character moving at Super Sonic Speed Lv1 is -3 to hit a character moving at Super Sonic Speed Lv2 that is one level higher than themselves.

Teleportation:

The character has the ability to instantaneously move from one location to another. The movement is instant and does not count as an action during combat. A character may only teleport to a location they can see. Teleportation does not work through solid objects. The ability to teleport through solid objects may be purchased for an additional gift. The distance a character may travel is determined by rolling the character's SKL. The character rolls their SKL attribute and compares the result to the following chart.

<i>Result</i>	<i>Distance</i>
Terrible	none
Poor	5 meters
Mediocre	10 meters
Fair	20 meters
Good	40 meters
Great	80 meters
Superb	150 meters
Legendary	300 meters

Tool Kit:

The character has various tools built inside of them. This means that the character always has the right tool for the job and never suffers a -1 penalty for not having the right

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tools. A tool kit can be taken from a character negating the gift until they can recover or replace their tools.

When the character selects the gift Tool Kit they specify what type of tool kit they have equipped. The tool kit will either be Mechanical (tools for mechanical devices), Electrical (tools for working with electrical wiring), or Medical (tools for repairing other Transformers). This gift may be selected multiple times for different tool kits.

CHARACTER CREATION EXAMPLE:

Mike is selecting gifts for his character Outback. Mike has two free gifts to use. He decides that Outback is pretty rugged and can take a hit, so he selects the gift Extra Tough. He also wants Outback to have some sort of back-up weapon, so he selects the gift Rocket Launcher.

CREATING NEW GIFTS

The list of gifts does not represent every gift a character could have. The list just gives some examples of common gifts in the Transformer universe. Players and GMs should feel free to create new gifts for their characters. GMs should be careful when developing new gifts though. It is entirely possible for a player to create a gift that is far too powerful. GMs have the ability to veto any gift that they see is too powerful. On the other hand, one must be considerate not to make gifts too weak as well. No one wants a gift that is useless for his or her character.

FAULTS

Faults are the opposite of gifts. Faults act like gifts in the sense that they do not fit the normal FUDGE Terrible-Superb scale. Unfortunately, faults are bad to have. Faults are the imperfections in the character. All characters start with at least one fault.

FAULT DESCRIPTION

The following is a list of some possible faults a character might have.

Aggressive:

The character tends to act before thinking. This often gets the character into situations that they cannot handle by themselves and leaves the rest of the characters to bail them out.

Code of Ethics:

The character has a specific code or set of morals that they always abide by. Any time the character tries to perform an action that breaks their Code of Ethics that action suffers a -1 penalty or more depending on the severity of the action

in relation to the code. The following are a few examples of a Code of Ethics.

Noble	Will not strike from behind, always fair, doesn't cheat, etc.
Warrior Ethic	Always fights to the end, no matter the cost.

Doubtful:

The character doubts the cause of either the Autobots or the Decepticons (whichever affiliation to which the character belongs). They constantly question the motives and actions of their comrades and always need to be motivated to help out. This can often lead to a great deal of animosity from members of their affiliation.

Easily Distracted:

The character is distracted very easily. It is hard for the character to stay on task for any lengthy amount of time. The character suffers a -1 penalty to any task that is long and involved, or requires concentration.

Frail:

The character just can't take a hit as well as the others. A character that is Frail only has one Hurt wound box and two Scratch boxes. For more on wounding see the Combat section of the rules.

Characters may not have the fault Frail and the gift Extra Tough at the same time.

Limited Ability:

The opposite of the gift 'Additional Ability,' the character suffers a -3 penalty to any action involving a certain aspect of an attribute. The following are a few examples.

Clumsy	-3 Skill for Acrobatics or technical actions
Low Mileage	-3 Endurance to avoid fatigue
Poor Vision	-3 to visual awareness

No Hands

The character has no hands. This means the character cannot perform any kind of action involving fine manipulation. The character may have the ability to grip or carry objects, but they may not use the objects they carry.

No Speech:

The character cannot communicate in the normal manner. The character must perform gestures or use other means to communicate with other characters. This can make it very difficult for a character to get a message across in an emergency.



Obsession:

The character is completely obsessed with something. The character will stop at nothing to obtain whatever the object of their obsession may be. This often means that a character will drop what they are doing in order to obtain something related to their obsession.

Overconfident:

The character feels that they can compete at a level far above their range of ability. This can get a character into trouble when they get into a situation they can't handle.

Rivalry:

The character is constantly trying to outdo another character. The target of the rivalry may not be aware of the rivalry. The character will stop at nothing to make their rival look bad and come out on top. This kind of rivalry can either be a friendly rival or a more hostile form of rivalry.

Secret:

The character has something to hide. This is something so severe that it could be very detrimental to the future of the character. Maybe it is some sort of hidden weakness, or a secret vice, addiction, etc. Whatever the character is hiding, they want to keep it that way, and will do everything in their power to keep it that way.

Super Patriot:

The character believes in the cause of their affiliation no matter what. Whatever their superior tells them is the way things should be. If the character is an Autobot they will never question the will of Optimus Prime and always protect him as well as any other life. If the character is a Decepticon they will always obey the orders of Megatron no matter how dangerous or foolhardy.



Unlucky:

Bad things just tend to happen to the character on a regular basis. There are two ways a GM may have this ability affect a character. The first option is for the GM add a -1 penalty to the characters die roll every so often. The player does not need to be aware of this penalty. This version of the fault just makes it harder for the character to succeed at actions.

The second way is to have bad things just happen to the character on a regular basis. For example, if the unlucky character and his Autobot companions are battling a few Decepticons, and Decepticon reinforcements arrive, they will attack the unlucky character before they will attack the others.

Unlucky can be a very damaging fault. GMs should only have the fault effect the character a few times per playing session. In many cases the player may not be aware of the effects of the gift.

Vulnerability:

The character has a difficult time resisting certain kinds of attacks. The character suffers a -2 penalty to their armor value to avoid being hurt by these kinds of attacks. A vulnerability must be some kind of common form of attack. For example, a character could be vulnerable to melee attacks. They can shrug off laser blasts easily but have a tough time taking punches. Melee attacks are common attacks and so could be considered a vulnerability. The character could not have a vulnerability to falling asteroids since it is not likely that the character is hit by falling asteroids on a regular basis.

CHARACTER CREATION EXAMPLE:

Mike has one fault he must select for his character Outback. He decides that Outback is the kind of character

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who acts before thinking out a situation and often gets into trouble. Mike then selects the fault Aggressive.

TRADING TRAITS

During character creation, free levels may be traded (in either direction) at the following rate:

<p>1 gift = 2 attribute levels 1 gift = 1 fault</p>

Therefore it is possible for a character to select more than their one required fault to have a few extra levels for attributes or an extra gift or two. Player should be careful not to take too many faults. Keep in mind that faults are bad things, and too many can severely hinder a character, even if their other abilities are very high

ROUNDING OUT THE CHARACTER

At this point the character has all the basics covered. A player knows at this point what the character is capable of doing. But also at this point the character is nothing but a few general terms. What makes a character unique are various quirks or a certain personality. Players should have some idea of how their characters act in certain situations and try to develop at least a basic idea of the character's personality.

The following items are also a few elements to help flesh out a character and make them more believable.

Affiliation:

This is what side of the war the character fights for. It can be as simple as Autobot (the good guys) or Decepticon (the bad guys). It could also be more specific a branch of each side. The Constructicons (Decepticons who turn into construction vehicles) or the Dinobots (Autobots who turn



FAULTS THAT AREN'T FAULTS

GMs need to pay attention when players are selecting faults for their characters. It is possible to abuse this part of a character by creating a fault that does not affect the character much or any at all. GMs should keep in mind that a fault that is not a disadvantage is not a fault and does not count. GMs have the right to veto any selected fault that they see as being unfit.

DIFFERENT KINDS OF FAULTS

As you may have noticed some faults have a direct affect on the character (such as a penalty to certain actions) while other do not. The faults that do not assess a penalty are the ones that require the greatest amount of the GM's attention. These are faults that are usually left up to the player to role-play. GMs need to remind players when their characters are about to perform an action that is out of character. If the player insists on the action they may be severely penalized later in the game.

into dinosaurs) are such examples of this.

Function:

This is the character's occupation within the ranks of his or her affiliation. This is often related to what the character is good at. A character with a low intelligence and no medic gift would not make a good medic, and so would not have the function 'Medic.' That type of character would be more likely a soldier. Some examples of possible functions are Artillery, Communications, Medic, Scout, Security Technician, Special Operations, Spy, Tactical Engineer, Transport Specialist, Warrior, etc.

Quote:

This just gives a hint into the character's personality. It could be a catch phrase or maybe more of a personal doctrine.

Background:

This is any sort of information regarding the character's history, actions, etc. Players should try to come up with at least a few sentences regarding a character's origins. They may even come into play for the character at some point.



FINISHING THE CHARACTER

At this point Mike has finished the basic concepts for his character Outback. He has all of his traits filled out and spent some time filling in some background information. Now it is time to move on to the next stage of character creation, the Transformed Mode.



DECEPTICON SOUNDWAVE

CHAPTER FIVE: TRANSFORMED M O D E

All Transformer characters have at least one transformed mode. This is the alternate form the character may 'transform' into. What a character transforms into is up to the player. In most cases the transformed mode is some sort of vehicle used for travel or disguise, but a player may select something else as well.

Characters default to their robot modes. Certain factors of a character's robot mode are used to determine the traits for a transformed character. The following rules cover more on a character's transformed traits.



ATTRIBUTES

A character may have different attributes when transformed. Physical attributes (STR, SPD, END, FRP, SKL) may be modified in transformed mode. However, mental attributes (INT, RNK, COU) cannot be altered. Therefore a character's mental traits (INT, RNK, and COU) are the same in either mode.

All transformed attributes default to their robot mode values. So if a character has Good STR, then the character also has Good STR in their transformed mode. A player may elect to lower a trait in their transformed mode to increase another trait. This means a character could be strong and slow as a robot but weak and fast when they transform.

CHARACTER CREATION EXAMPLE:

Mike's character Outback has STR: Fair (+0), INT: Mediocre (-1), SPD: Great (+2), END: Great (+2), RNK: Fair (+0), COU: Good (+1), FRP: Fair (+0), and SKL: Good. He cannot change Outback's INT, RNK, or COU so they stay the same. Mike decides that Outback is very fast when he transforms into his car mode. Mike raises Outback's SPD attribute one level to Superb (+3). To counter his increase in SPD, Mike lowers Outback's STR one level to Mediocre (-1). Mike also feels that Outback is more maneuverable in vehicle mode as well. He raises Outback's SKL attribute two levels to Superb (+3). To counter this raise Mike lowers Outback's END two levels to Fair (+0). This means Outback's attribute when he transforms are STR: Mediocre (-1), INT: Mediocre (-1), SPD: Superb (+3), END: Fair (+0), RNK: Fair (+0), COU: Good (+1), FRP: Fair (+0), SKL: Superb (+3).



GIFTS & FAULTS

Characters have gifts in their transformed mode much the same as they do in their robot mode. Players have the option of selecting different gifts for their character's transformed mode if they desire. Like in robot mode, characters will have two free gifts for their transformed mode. Selecting different gifts for a character's transformed mode is an option and is not required. A character may have the same gifts in both modes.

The same can be done with faults. A character may have some sort of fault, but only when in a certain mode. Therefore a character can be restricted in different ways in different modes.

There are a few restrictions on a character's choice of gifts and faults for their transformed mode however. The next section discusses those restrictions.

LIMITATIONS ON GIFTS AND FAULTS

Character may have very different traits when they transform. A character may be strong and tough when in robot mode and skilled and fast in transformed mode. There is one consideration when determining a character's transformed traits; any sort of mental or psychological trait cannot be changed. This counts for attributes, gifts, and faults. Mental attributes such as INT, RNK, and COU remain the same when a character transforms (as described previously). Gifts and faults are no exception to this rule. If a character has a gift or fault that is related to a character's mind, it does not change.

CHARACTER CREATION EXAMPLE:

Mike's character Outback has the gifts Extra Tough and Rocket Launcher, as well as the fault Aggressive. Neither of Outback's gifts are mental abilities, so they can be changed in transformed mode. Outback is still pretty tough in car mode, so he keeps the gift Extra Tough. However, Outback is somewhat of a scout character, so he decides he would rather have Advanced Optics when in car mode over the Rocket Launcher. As for Outback's fault, Aggressive, he cannot change this fault when he is in car mode. This is a mental trait and so it remains when Outback transforms.



TRADING TRAITS

A character may trade traits in transformed mode the same way they can in robot mode. See the Trading Traits section in Chapter 4: Character Creation for more on trading traits.

OTHER EFFECTS OF TRANSFORMING

When a character transforms they no longer remain in their robot mode. This has some effects on the character and may restrict the type of actions the character can perform. The first main effect is that the character will not have hands when they transform. This functions like the fault No Hands, except a character does not receive any free levels for the fault.

It may seem that a character is less effective when they transform however. The tradeoff for transforming is that the character that has transformed is always a bit faster than those who have not. A character's transformed mode is often used for travel. This means that in any contest of speed, or requiring the SPD attribute, a character in transformed mode will win ties with a character that is not transformed. If both characters are transformed or not transformed there is no other effect.



WHAT EVERYONE CAN DO WHEN THEY TRANSFORM

All characters are equipped with some sort of headlight or illuminating device. This allows characters to see in the dark, but also may reveal their location in a dark area. This light may not be used to blind a target as by the Flash gift although it may distract a target for a moment. Other than this the character doesn't have any other special equipment for their transformed mode.

CHAPTER SIX: COMBAT

Unless one participant is unaware of an attack or decides to ignore it, combat is an Opposed action in FUDGE. The easiest way to handle combat in FUDGE is as a series of Opposed actions. This can be done simply or with more complexity. The author of FUDGE uses simple and loose combat rules in order to get combat over with quickly and get back to more interesting role-playing. This chapter, largely optional, is for players who prefer combat options spelled out in detail.

[Chapter 4: Combat]



COMBAT TERMS

Melee:

Any combat that involves striking the opponent with a fist or hand-held weapon. Any attack from further away is a Ranged attack.

Story Element:

A distinct segment of the storyline in the game. In combat, the interval between story elements can be a practical place for a die roll.

Combat Round:

An indeterminate length of time set by the GM - around three seconds seems reasonable to some people, while that seems grossly short or absurdly long to others. A given GM's combat round may vary in length, depending on the situation. Generally, when each character involved has made an action, a given round is over.

Offensive Damage Factors:

Those factors which contribute to damaging an opponent: STR (if using a Strength-driven weapon), and the deadliness of a weapon.

Defensive Damage Factors:

Those factors which contribute to reducing the severity of a received blow: armor, and possibly Damage Capacity.

Total Damage Factor (or simply damage factor):

The attacker's offensive damage factor minus the defender's defensive damage factor.

[4.1 Combat Terms]

ALTERNATING COMBAT TURNS

Using alternating combat turns, each combat round consists of two actions: the fighter with the higher initiative attacks while the other defends, then the second combatant attacks while the first defends. With multiple characters involved in combat, the *side* with the initiative makes all their attacks, then the other side makes all their attacks. Or the GM may run the combat in initiative order, even if fighters from both sides are interspersed throughout the combat turn.

[4.23 Alternating Combat turns]

At the beginning of each combat round, all characters involved roll initiative. Each character rolls their SPD attribute +2dF. The character with the highest rolled degree acts first, then the next highest, and so on. If two characters have the same rolled degree, their actions are simultaneous and both act before the results are applied.

A character may make one attack or one action per combat round. Making an attack consists of the attacker rolling their SKL attribute +2dF against their target's SPD attribute +2dF. If the attacker's rolled degree is higher than the defender's the attack is a success. If the rolled degrees are equal or the defender's is higher, the attack misses. Both melee and ranged attacks are handled this way.

ATTACK MODIFIERS

Some situations call for one side or the other's trait level to be modified. Here are some examples:

A fighter who is Hurt is at -1, while one who is Very Hurt is at -2.

If one fighter has a positional advantage over the other, there may be a penalty (-1 or -2) to the fighter in the worse position. Examples include bad footing, lower ele-

RANGE FACTORS

Range could be a factor when making an attack. For simplicity range has been broken down into three categories: Short, Medium, and Long range.

At Short range the characters are assumed to be close enough that they can easily see each other. Characters are also close enough that melee attacks may be made.

At Medium range the characters are close enough to see each other easily, but not close enough to use melee attacks. Most ranged combat is made at this level.

At Long range the characters are very far apart. Melee combat is impossible since the target is way off. Ranged attacks at this range have a -1 penalty.

If a character moves to a range beyond Long Range, they are considered to be too far off to be the target of a ranged attack.

Range is just a tool used to assume a relative distance between opponents in combat. GMs do not have to use this rule and can ignore it completely if they feel it requires too much thinking. GMs may consider applying their own penalties for range depending on the situation. The following rules are given as a very basic system for determining where characters are in combat.

vation, light in his eyes, kneeling, etc.

Aiming at a specific small body part (such as an eye or hand) will require a minimum result of Good or Great to hit and also have a -1 to the trait level. If a result of Great is needed and the fighter only gets a Good result but still wins the Opposed action, he hits the other fighter - but not in the part aimed for.

[4.31 Melee Modifiers]

WOUNDS

FUDGE offers various methods of tracking wounds, with many options. It is impossible to be 100% accurate when simulating damage to such an intricate mechanism as a living being. This is true even for detailed simulations - for an abstract role-playing game, it is hard to get close to reality at all.

Consequently, many GMs don't try to be very accurate, and want a simple system that works and lets the story flow.

MOVEMENT

In combat characters may want to close the range to get closer or move farther away from their opponents. All characters have the ability to move and fire in the same round without penalty. However, if a character decides that movement is their only action for the round, they may either decrease or increase the range to an opponent one level. The character does not perform any other action during that round. If a character decides they want to act while moving, it takes two rounds to decrease or increase the range one level. A character that is concentrating only on movement receives a +1 bonus to dodge incoming attacks.

Targeting a Moving Character

If one character is targeting another character that is only moving to close the range, the range is considered to be the first level for the combat round. So if the first character decides to move from long range to medium range, that is their only action. Another character attacking them later that turn would target them at long range, even though they are moving to medium range. The change does not occur until the end of the round.

Running Away

In some cases the best course of action is to make a hasty retreat. When a character wants to retreat, they must increase the range from their opponents to a level beyond Long Range. In most cases this just means spending a turn or two moving and escaping, but what if the opponent decides to pursue.

In a situation where one character is pursuing another, both characters roll SPD attributes +2dF. If the character trying to escape has a higher rolled degree than their pursuer, then the range increases on level normally. However, if the pursuer rolls higher, they close the range one level. If both rolled degrees are the same, the range stays the same.

Keep in mind that while one character is fleeing, their pursuer might stay close behind, but other combatants may get left behind.

Others want as much accuracy as they can get. FUDGE presents a simple freeform system that works, and suggests some options to make it more mechanical, and encourages each GM to add as much detail as she is happy with.

[4.5 Wounds]



WOUND LEVELS

Combat damage to a character can be described as being at one of seven stages of severity. The stages are:

Undamaged:

No wounds at all. The character is not necessarily healthy - he may be sick, for example. But he doesn't have a combat wound that's recent enough to be bothering him.

Just A Scratch:

No real game effect, except to create tension. This may eventually lead to being Hurt if the character is hit again. This term comes from the famous movie line, "I'm okay, it's only a scratch." The actual wound itself may be a graze, bruise, cut, abrasion, etc., and the GM whose game is more serious in tone may choose to use one of these terms instead.

Hurt:

The character is wounded significantly, enough to slow him down: -1 to all traits which would logically be affected. A Hurt result in combat can also be called a Light Wound. [4.51 Wound Levels]

Very Hurt:

The character is seriously hurt, possibly stumbling: -2 to all traits which would logically be affected. A Very Hurt result can also be called a Severe Wound.

Incapacitated:

The character is so badly wounded as to be incapable of any actions, except possibly dragging himself a few feet every now and then or gasping out an important message. A lenient GM can allow an Incapacitated character to perform such elaborate actions as opening a door or grabbing a gem...

Near Death:

The character is not only unconscious, he'll die in less than an hour - maybe a *lot* less - without medical help. No one recovers from Near Death on their own unless very lucky.

Dead:

He has no more use for his possessions, unless he belongs to a culture that believes he'll need them in the afterlife...

[4.51 Wound Levels]



ARMOR

FUDGE assumes that all character will have some sort of Damage Capacity trait. In Transformers this trait is called Armor. Armor reduces the amount of damage a character suffers in combat. It is possible to have a negative Armor value (if the character's END and COU attributes are low enough). This means a character will take MORE damage in combat. More on applying Armor in combat is covered later. For more on Damage Capacity, see section 4.52 Damage Capacity in the FUDGE rules.

WOUND FACTORS

When determining how wounded a character is when hit in combat, take into consideration all of the following factors: [4.53 Wound Factors]

The Relative Degree of the Attack

A relative degree of +1 only means the character just barely hit their target, possibly hitting the most heavily armored section. A higher rolled degree means the character made a better-placed shot and will have a much better effect.

The Strength of the Attack

A character that is stronger tends to hit harder, and therefore do more damage when they hit. A character with a larger weapon will also do more damage than a character with a small weapon. The strength of the character or weapon will influence how much damage is inflicted.

The Strength of an attack is determined by the type of attack, either melee or ranged. A melee attack is determined by the character's STR attribute. This can be a positive or negative value. For unarmed attacks damage is equal to STR -1.

Ranged attack use the character's FRP attribute. Again, this can be a positive or negative value. Ranged attack strength is equal to the character's FRP.

The Defender's Armor

A more heavily armored character is less likely to be hurt and take damage. Therefore a character's Armor is a significant factor when determining damage.

DETERMINGING WOUND LEVEL

All of the factors mentioned in the above section are used when determining the severity of a wound. The attacker applies the relative degree of their attack plus the numeric value of the strength of the attack. So if a character made a successful ranged attack with a relative degree of +2 and has a Good (+1) FRP, the wound level would be +3.

Keep in mind that it is possible for a character to hit and do no damage. A successful melee attack with a relative degree of +1 and a Mediocre (-1) STR wound result in a wound level of +0! This does not mean the attack misses, it just means the attack hit, but did no damage.

Once the wound level has been determined, apply that number to the following chart.

Level	Wound	Mod.	Num.
1,2	Scratch	-0	[][]
3,4	Hurt	-1	[][]
5,6	Very hurt	-2	[]
7,8	Incapacitated	out	[]
9+	Near Death	out	[]

When a character is wounded they mark the appropriate box on their character sheet. Wound boxes below the wound level are not filled, however. A character may suffer a Hurt wound without suffering any Scratches. A Scratch suffered later, however, will be marked.

If a character suffers a wound in a level that has already been filled the wound jumps to the next higher level. So a Very hurt character suffering another very hurt wound would actually suffer an Incapacitation wound.

Depending on the level of the wound, there may be a modifier to the character's actions. This modifier comes from the effects of pain, shock, etc. This modifier will apply to most of the character's action, but not all. Any sort of physical action will be modified, but a mental action may not.

When a character suffers an Incapacitated wound or worse they are out cold. They cannot act, except maybe to crawl a few feet in some direction. They may still be able to speak, but that's about it.

Once a character has reached near Death they are in real trouble. The character is in danger of dying and may die if medical attention is not soon applied. The amount of time the character has is up to the GM, but should not be more than a few hours.

CHARACTER DEATH

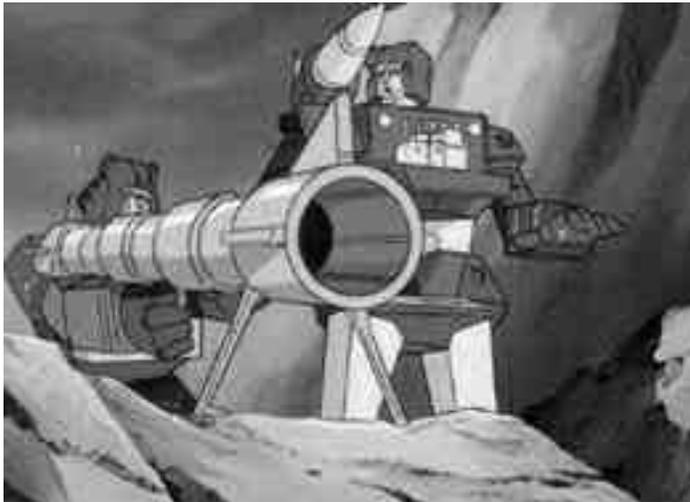
In the original cartoon characters never died. Despite being wounded and damaged a character was never really in any danger of actually dying. GMs have this option if they want to run their campaign that way. A GM who does decide to run their game that way should keep in mind that characters may do more dangerous actions without worrying about them, since they know they can't die. A GM should note to a character that their character 'could' still die in a given circumstance, despite the 'no death' rule.

APPLYING ARMOR

A character's Armor trait helps to reduce the damage taken from an attack. A character's Armor value is applied against the final damage level for an attack. If the character has a positive Armor value, then the attack will be reduced a number of levels equal to their Armor value. So a character suffering a +5 (Very Hurt) wound and having Great Armor (+2) would only suffer a +3 (Hurt) wound. If a character has a negative Armor value, they will unfortunately add the number of levels to the damage taken. So another character suffering a +5 (Very Hurt) wound and having Mediocre Armor (-1) would actually suffer a -6 (Very Hurt) wound.

SPECIAL COMBAT SITUATIONS

There are times when the standard combat rules may need a bit of a tweek to allow a characters to perform special actions. The following are rules for special combat situations. They do not cover all the possible occurrences in combat, but give a few common examples.



Aiming

The character may take the time to aim a weapon before they fire. This mean the character automatically acts last for the combat round, but they gain a +1 to their attack roll. This can be done with either melee or ranged attacks.

Multiple Actions

Characters already have the ability to move and attack in the same combat round. A character may attempt two actions at once (such as firing a weapon while trying to open a locked security door). Each action is rolled separately and has a -1 penalty. Character may not perform more then two actions in a single combat round.

Transforming in Combat

Normally a character has the ability to transform without restriction. Transforming is an action that is so routine that it does not require any sort of roll. However, in the heat of battle, transforming may be a bit trickier. A character that wishes to transform in combat must make a SKL roll against a Fair difficulty. If the roll is successful the character transforms and gets their full action for that round. If the roll fails, the character must spend a half action transforming and can only move OR attack that round.

Wrestling

Sometimes one character might just try and overbear another character to try and subdue them. For this situation each character rolls STR in an opposed action. If the attacker wins they manage to pin the defender. But if the

attacker loses, the defender pins them! Once pinned, another successful STR challenge must be made. The pinned character is -1 to this action and can perform no other action other then to try and break the hold.

Attacking with random objects

Sometimes it just makes sense to grab something from the ground and clobber someone with it. For many improvised weapons, the result is obvious (a club does damage, dust might blind an opponent temporarily, etc.) The following chart gives some examples of the effects of various improvised weapons.

<i>Damage</i>	<i>Weapon</i>
STR -1	Unarmed
STR+0	Small one-handed weapon, Small Pipe,
STR+1	Medium one-handed weapon, Large Pipe, Heavy Wooden Beam
STR+2	Large one-handed weapon, Tree, Steel Girder



Applying Scale in Combat

The majority of the time characters are scale+0. So scale+0 characters are battling other scale+0 characters. The complexity increases when character of different scales are battling. When applying scale in combat, only apply a relative degree. Two characters of scale+2 battling each other should not have any modifiers. But a scale+2 character attacking a scale+0 will gain a significant advantage from size. A scale+2 character fighting a scale+0 character is the same as a scale+1 character battling a scale-1 character. The key thing is if both characters are the same size don't worry about the modifiers. Only use a relative degree of size.

COMBAT EXAMPLE

The following example has been created to give a basic overview of how combat might run. The two combatants are:

Autobot: Ironhide

STR: Good +1
SPD: Poor -2
FRP: Good +1
SKL: Good +1
Armor: Superb+3

Base Melee Damage: +0
Base Ranged Damage: +1

Decepticon: Starscream

STR: Good +1
SPD: Superb+3
FRP: Good +1
SKL: Good +1
Armor: Good +1

Base Melee Damage: +0
Base Ranged Damage: +1

While out scouting an area Ironhide spots Starscream on the horizon. Ironhide decides that Starscream must be dealt with and moves in to attack. The GM determines they are at long range. Both characters roll initiative. Ironhide rolls a +1 for a Mediocre (-1) result. Starscream rolls a -2 for a Good (+1) result. Starscream acts first.

* For simplicity only the first initiative roll was made. Since there are only two combatants, they can just take alternating turns. In a situation with more than two combatants, a separate initiative roll would be made each round.

Starscream notices Ironhide and decides that he needs to close the gap a bit before he attacks. Starscream, in jet mode, spends his turn closing the distance between him and Ironhide. This reduces the range to Medium at the end of the round.

Ironhide stops where he is and fires his weapon at Starscream. Since the change in range does not occur until the end of the round, Ironhide has a -1 to hit for long range. Ironhide rolls +0. This value applied to Good SKL (+1) and the -1 for range is applied resulting in a Fair shot. Starscream rolls his SPD attribute to dodge and also rolls +0 for a Superb result. Ironhide's shot misses completely.

The next round Starscream decides to stop where he is and attack. Starscream rolls to transform and rolls +1. With

his SKL this is a Great result. Starscream transforms with no problem and still has his full action. Starscream decides to return fire. Starscream rolls to hit and gets a +1 result. With his SKL the rolled degree becomes Great. Ironhide rolls to dodge and rolls a +1, but since his SPD is Poor, he only has a rolled degree of Mediocre. This means Starscream hits with a relative degree of +3. Time to apply damage. Starscream takes the relative degree of his hit (+3) and adds the value of his FRP attribute (+1) for a final wound level of +4. Normally this would be a Hurt wound, but Ironhide's Superb armor (+3) will reduce the wound three levels. This reduces the wound level to +1, only a Scratch.

Ironhide decides that Starscream is much too fast to hit with a ranged shot, so he decides he would rather pummel Starscream then shoot at him. Ironhide lowers his weapon and runs toward Starscream. Ironhide spends his entire action closing the range to close range.

The next round, Starscream realizes that Ironhide is right on top of him and fires another shot to slow him down. Starscream rolls to hit and gets a -1. With his SKL his rolled degree is Fair. Ironhide rolls to dodge and rolls a +1 for a rolled degree of Mediocre. Starscream's relative degree is thus +1 and he adds his +1 for FRP for a wound level of +2. Unfortunately for Starscream, Ironhide has +3 Armor that drops the wound level to -1. The shot hits Ironhide, but does no damage.

Ironhide is now right on top of Starscream. Ironhide moves in and takes a swing at Starscream. Ironhide rolls to hit and gets a +2 for a rolled degree of Superb. Starscream rolls to dodge and rolls a -2 for a rolled degree of Good. Ironhide applies his +2 with his base melee damage (STR -1), Fair. His final wound level is +2. Starscream receives a Scratch.

And the battle continues from there...



CHAPTER SEVEN: G E S T A L T TRANSFORMERS

Some characters have the ability to transform, in combination with other characters, into one larger robot. These larger robots are called Gestalt Transformers. A Gestalt Transformer is usually made up of five or six characters. Gestalt Transformers act just like normal characters for actions, combat, etc. They have attributes, gifts, faults, etc. The only difference is that since they are made up of several different characters, those characters must work together to control the larger robot.



GESTALT TRANSFORMER CREATION

The creation of a Gestalt Transformer involves a few different factors. Gestalt Transformers have all the same traits as any other Transformer character. The following sections cover how each of those traits is handled.

But before you get started assigning traits, you have to have a group of characters to make up the larger character. Each character in the group must have purchased the gift 'Group Transform.' Only after a group has been assembled can the real construction of a Gestalt Transformer begin.

Attributes

The Gestalt Transformer has a number of free attribute lev-

els equal to the number of characters involved +4. So if the larger robot is made up of five characters, they would have 9 (5 characters +4) free levels for attributes.

Gifts

A Gestalt Transformer has a number of free gifts equal to the number of characters involved divided by two (round up). So its minimum number of free gifts will be three.

Faults

A Gestalt Transformer has a minimum number of faults equal to the number of characters divided by three (round up). So the minimum number of faults will always be at least two.

Purchasing traits for a Gestalt Transformer is the same as it would be for any other character. Gestalt transformers do have the ability to select additional faults to buy additional positive traits. See the character creation section for rules on assigning traits.

GESTALT SCALE

Because they are made up of several characters, Gestalt Transformers tend to be very large. This translates to a very high scale for size. A Gestalt Transformer's base scale is determined by the largest character involved. Take that number and then add one for every character past the first. So if a Gestalt Transformer made up of four scale +0 characters and one scale +1 character would be scale +5 (base of scale +1 plus four more characters). The Gestalt Transformer gets all the bonuses and penalties for having such large scale, including STR and Armor bonuses and penalties to dodge. Due to their incredible size, Gestalt characters may have their STR and Armor attributes way above the normal limits. They cannot, however, raise any traits that are not modified by scale above the normal maximums.

TRANSFORMING

Gestalt Transformers do not transform. Their transforming consists of them changing back into the smaller robots. Therefore it is unnecessary to create a transformed mode for the Gestalt character. If the players wish, they may buy the option to have their Gestalt character transform. This ability costs two gifts for both modes of the Gestalt Transformer, but does allow them to transform into another mode. The base scale for the transformed mode is equal to the robot mode of the Gestalt Transformer.

CHAPTER SEVEN: GESTALT TRANSFORMERS



GESTALT CHARACTER EXAMPLES:

The Constructicons, a group of six Decepticons who transform into construction vehicles, can transform into a larger robot named Devastator. All of the Constructicons are scale +0. Devastator will have ten free attributes levels (base 4 +6 characters), three free gifts (6 characters divided by 2), and two faults (six characters divided by 3). Devastator will also be scale +5 (base 0 +5 more characters).

USING GESTALT TRANSFORMERS

Gestalt Transformer can be extremely powerful. Their size and strength alone can devastate normal characters. Quite often it is the case that characters who transform into a Gestalt Transformer will have some sort of rival group that form their own larger robot. This can result in two Gestalt Transformer characters battling each other, which can cause tremendous damage to the surrounding terrain as the two giants plow across the battlefield.

Gestalt Transformers should usually be used as a last resort. When the opposition is pounding the characters they could consider transforming into their larger robot to help even the odds.

DAMAGE TO GESTALT TRANSFORMERS

Gestalt Transformers are bigger and tougher than normal characters, but that doesn't mean they don't get hurt. Gestalt Transformers take damage the same way as any other character does. The tricky part comes when the Gestalt Transformer takes a great deal of damage. If a Gestalt Transformer ever suffers an Incapacitated wound or worse, it immediately breaks apart and transforms back into its smaller robots.

Damage sustained by a Gestalt Transformer will transfer to some degree to the smaller robots when they revert to their normal modes (whether intentionally or not). Any damage sustained by a Gestalt Transformer will also occur to each character involved, less one wound category. So if a Gestalt Transformer suffers a Very Hurt wound, all the characters involved will suffer a Hurt wound when they separate.

On the other hand, if a group of character is wounded and transform into their Gestalt Transformer, the Gestalt character is not wounded. The wounds to the individual characters, however, do stay and remain after they revert to their individual forms.



The Constructicons as well as Devastator are given as an example Gestalt Transformer in *Chapter Nine: Character Index*.

CHAPTER EIGHT: CAMPAIGNING, GM'S TIPS

THE TRANSFORMER GENRE

The Transformers genre is that of an action cartoon. It combines cinematic action and high technology to create an epic battle between the forces of good and evil. The following section has been written to give GMs some tips of creating and running Transformer campaigns.



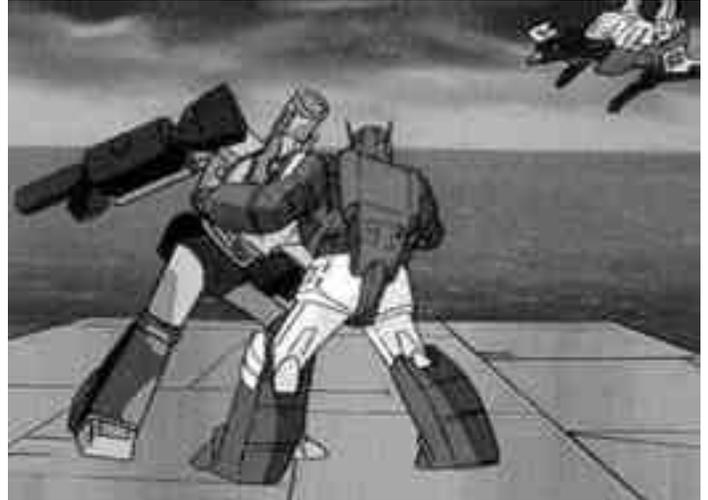
CREATING A CAMPAIGN

Creating a Transformer campaign without having some prior knowledge of The Transformers can be difficult. It was truly a product of the time. This is not meant to discourage any potential players or GMs in any way though. The Transformers can be a fun and exciting gaming world for anyone.

Creating a Transformers campaign can be as simple or as complex as the GM wishes. Many of the plots in the original cartoons were very simple (Megatron attacks this site to steal energon and build a super weapon) but some were more complex (Megatron uses Cybertron's remaining energy to transport the entire planet close to the Earth's surface causing massive chaos in the Earth's climate which Megatron then harnesses to create energon). Either way is suitable for a good Transformer campaign. One possible route is to have one large plot with several smaller plots. The smaller plots, that are more easily solved, give the

players satisfaction while they work towards a larger goal.

Once the GM has a basic idea for a plot there are a few other things to consider for their game as well.



Action

The Transformers genre is full of action. The basis of the plot revolves around the war between the Autobots and the Decepticons, so it is likely that character would be involved in at least some combat every adventure. Most of the time the Decepticons are either attacking human facilities or the Autobots, so combat is an inevitable part of the Transformers genre.

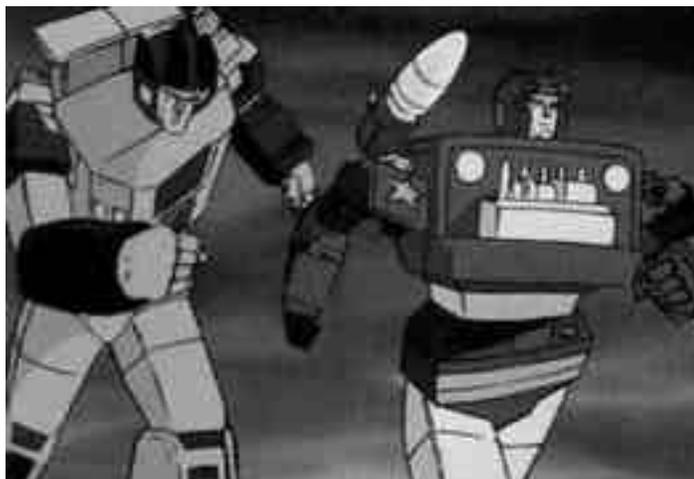
Some GMs may not want to have a campaign solely revolve around combat. Many GMs would rather spend more time with the character problem solving and role-playing. This is fine, and it is possible to have a Transformers campaign with very little combat. GMs who wish to run these types of games do need to keep in mind that combat is an essential part of the Transformers genre and characters should be involved in combat every so often. The Decepticons tend to get what they want through force and are not likely to sit down and discuss a ceasefire, so combat is a likely occurrence.

Adventure

There is also a great deal of adventuring involved in the Transformers Genre. The Autobots are constantly trying to find the Decepticons' hidden bases and locate energy sources of their own. Not everything in the Transformer world involves strictly combat. A good balance of action and adventure can provide the best results when running a campaign.

GMs may also want to keep in mind that the planet Earth is a very alien environment to most of the Transformers. A

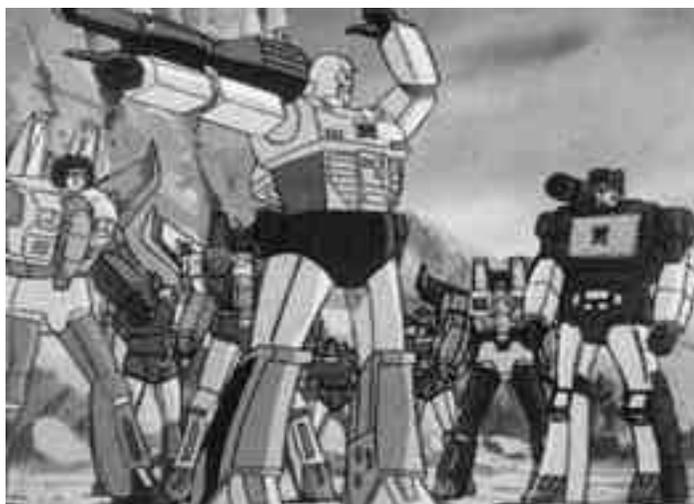
great deal of adventuring can be done in just figuring out how the world works.



Heroes

The Autobots are the good guys, plain and simple. They have made it their goal to protect the Earth and its inhabitants from the Decepticon forces. This is no easy task. The Decepticons are strong and ruthless. The Autobots bravery and ingenuity are their only weapons against their much stronger opponent. They fight valiantly to stop the Decepticons in their every move in hopes of one day defeating the Decepticons and bringing peace to the world.

In most cases the PCs are going to be Autobots. It is much easier to run a campaign where the good guys struggle to overcome the forces of evil.



Villains

The bad guys in The Transformers are the Decepticons. Their lust for power leads them on a path of destruction across the face of the Earth. They have no remorse for

their actions and attack targets to steal what they need to fuel the war. The leader of this diabolical menace is Megatron, a particularly powerful and cruel Decepticon with only one goal, total domination of the universe. He will stop at nothing to destroy the Autobots and win the war. He is the greatest threat the universe has ever seen.

Every good game has villains, and the Decepticons are no exception. They are cunning, ruthless, and diabolical. The Decepticons are driven by their lust for power and will stop at nothing to have it, even if it means destroying everything else. GMs should try to show this side of the Decepticons. They fire without remorse for hurting innocent bystanders; they damage equipment just because they can, etc. The Decepticon are truly evil, and should show how evil they are every chance they get.

In most cases a villain is going to be much tougher than the heroes. This gives the heroes time to grow and expand their abilities so they can one day overcome their enemies. Creating a villain who is too weak would allow the heroes to defeat them too easily. It should be a challenge to fight off the Decepticons every time. The Decepticons should almost always win but just barely be defeated at the last moment.

Villain Abilities

Particularly evil GMs may want to create gifts and abilities for villains that are not available to the PCs. Though this is not always recommended it can sometimes give a particular NPC a bit of an edge over the PCs. GMs must make certain that they do not make the NPC too powerful however.

For examples, in a very early play testing campaign a group of PCs went up against Megatron and a few other Decepticons. Megatron, when translated directly from the toy box, has a Poor SPD attribute. One of the characters with Great SKL and Superb FRP attacked Megatron in the first round of combat. Both characters rolled +0 for their actions. This gave the attacker a rolled degree of Great and Megatron a rolled degree of Poor. This meant the attacker already had a +4 relative degree. Add his FRP on top of that and it ends up being a +7 (Incapacitated) wound. Although with Megatron's Legendary Armor it was reduced to +3 Hurt. But Megatron was still Hurt on the first round of combat.

Some GMs may not see this as a problem. Obviously a character with Great SKL and Superb FRP is very deadly in combat, even against Megatron. Other GMs may not want to have Megatron taken out so easily. There are a few different ways a GM could handle this.

THE TRANSFORMERS: EXPANDED EDITION

One way is allow NPCs to spend FUDGE points to reduce the severity of a wound one category. This means reducing a Hurt wound to a Scratch, a Very Hurt to a Hurt, etc. This should not be done very often though. It should only be done if the PCs are winning too easily against a strong opponent. The same can be done in reverse if the PCs are having bad luck and losing horribly. As the GM you have the power to 'FUDGE' a die roll or two to help out the players when they need it.

Another way is to give them a gift that gives them some additional special ability. With the above examples, perhaps Megatron could have a 'Reduced Damage' gift that gives him additional armor, therefore reducing the wound even more. GMs should be especially careful of this since it can make a particular character very powerful in the long run.

One thing to keep in mind is never to let the PCs see the villains' character sheets. You as the GM need to know what is on that sheet, but the PCs don't. This gives the GM greater flexibility when the time comes to 'FUDGE' a die roll. It also means you can give that NPC that extra ability at a moment's notice without players complaining you changed the sheet in the middle of combat.



TRANSFORMER SCALE

One thing that both GMs and players need to keep in mind is that Transformer characters are not human sized. Transformers are much larger than humans both in size and weight. The average (scale +0) Transformer usually stands between three and four meters tall and weighs between 500 and 1000kg. This is very large in comparison to humans. The following chart gives some idea of how large characters are at different scale levels.

<i>Scale</i>	<i>Height</i>	<i>Weight</i>
-2	2 meters	200-400kg
-1	2-3 meters	400-1000kg
0	3-4 meters	1000-4000kg
+1	4-6 meters	4000-8000kg
+2	6-9 meters	8000-16000kg

Due to their size, Transformer can be restricted in some ways, especially when dealing with human structures and equipment. It is not likely that a character could fit into a normal human home, although they could probably transform and fit in the garage. GMs should always keep in mind that Transformers are much larger than humans and should enforce any restriction because of that.

HUMANS

Chances are after while Transformers will come in contact with humans. Most of the time humans are just there to run around in fear as the Decepticons attack and the Autobots try to save them while stopping the Decepticons. Although every once in awhile a human may prove to be more than that. It is possible to have human allies for either side, Autobot or Decepticon.

Humans should never be PCs, in a world with super powered Transformers, playing a human is nearly worthless. In most cases a human does not have much to offer to the Transformers, except maybe some information. Humans should always be NPCs. All humans are considered to be scale -2 (the smallest possible Transformer size). Humans also suffer a -2 to their STR and END attributes. These attributes are rated on a Transformer scale and humans are extremely weak by comparison. Humans also have a FRP attribute of non-existent. They do not have built in weapons and cannot shoot at Transformers (unless they are carrying a weapon, which usually has a FRP rating of Terrible or worse).

STUNTS

The Transformers genre involves a great deal cinematic action. It is not meant to be a highly realistic system with fine tuned and calculated rules. Rather the system has been designed to be fast and fluent to allow the action to move quickly along without worrying about the fine details.

Because of this characters can perform some pretty daring maneuvers more easily. In a realistic game diving for cover and firing a weapon accurately at the same time would be a very difficult task. In Transformers, the GM should not be as harsh. There may still be a modifier involved (maybe -1), but it should not be as severe as it would be in a more realistic setting.



COURAGE ROLLS

Despite Transformers being bigger, stronger, and tougher than humans, they can still get themselves into dangerous situations. In some situations, the GM may feel that a Courage Roll is appropriate. A courage roll is made using the character's COU attribute. The character will roll their COU attribute against a GM set difficulty. The following are a few examples of possible courage rolls.

Fair	Leaping through fire to save someone
Good	Leaping into battle when outnumbered
Great	Attacking Megatron single handedly
Superb	Attacking Devastator single handedly

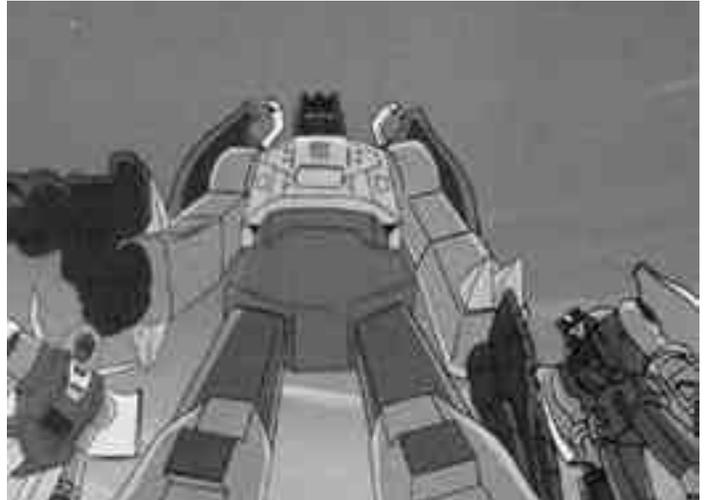
Courage rolls should only be made if the difficulty is higher than the character's COU attribute. A character with a high COU attribute should never have to roll for a task that is below their level. So a character with a Great COU would never have to make a courage roll with a difficulty of Fair.

CONVERTING CHARACTERS

Some GMs may want to give their players the option of playing characters from the original Transformers series. The following chart gives the values for translating characters from the toy boxes into this game.

<i>Num. Val.</i>	<i>FUDGE Val.</i>
1, 2	Terrible
3	Poor
4	Mediocre
5, 6	Fair
7	Good
8	Great
9	Superb
10	Legendary

Gifts and faults were usually listed in the character description. Many of the gifts and faults listed in these rules are derived from abilities listed on original character write-ups. Therefore it should not be difficult to select gifts and faults when translating a character.



EXPERIENCE

Over time characters will have the ability to grow. They will get stronger, smarter, faster, etc. This character development is done with Experience Points, or EP. At the end of an adventure the GM will give each character a certain number of EP depending on the adventure. This is usually about two or three points. GMs should keep in mind that characters get EP at the end of an adventure and not just the playing session. An adventure could run over several playing sessions. The following list shows a few examples of what a character can do to earn EP.

1pt	Base EP for participating in an adventure
+1	The adventure was a success
+1	The player role-played very well
+1	The character were heavily outnumbered
+1	The adventure was long and involved*
+1	The character did something spectacular
-1	The adventure was a miserable failure
-1	The player role-played very poorly
-1	The adventure was very short

*** for this the GM may give an additional one or two EP per playing session past the first.**

A character should almost never receive zero EP for an adventure. A zero represents some sort of conflict between the GM and the player. Somehow the character did not accomplish what was set up for them. Either the adventure was too difficult or the player didn't understand the proper course of action. The fault from this can go either way, to

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the GM or to the player. Either way, a zero means that there is obviously some sort of communication problem between the GM and the player that needs to be addressed.

Spending EP

A player may elect to spend their character's EP between playing sessions. Players should not be allowed to raise a trait during play. The spending of EP is restricted to before or after a playing session. Players may, however, spend as much of their character EP as they wish. Some players may spend a little bit at a time while others may save up for awhile to buy a more powerful trait.

When a player decides they are going to spend some EP, they will spend the EP to alter a trait in the character's default mode. This is usually the character's robot mode. The following section covers the spending of EP on different traits.

Raising Attributes

Character may raise any traits they like up to the maximum value, as long as they have enough EP to do so. The following chart shows the costs to raise attributes.

<i>From:</i>	<i>To:</i>	<i>Cost:</i>
Terrible	Poor	3 EP
Poor	Mediocre	3 EP
Mediocre	Fair	3 EP
Fair	Good	6 EP
Good	Great	12 EP
Great	Superb	24 EP
Superb	Legendary	48 EP + GM's Approval
Legendary	Legendary+1	96 EP + GM's Approval

Once a character has raised an attribute they may receive a free level for their transformed mode as well. A character that raises their character's STR attribute in robot mode may translate that level as a +1 SPD in transformed mode. The only restriction, however, is on the mental traits, such as INT, RNK, and COU. Raising these traits in robot mode also raises them in transformed.

One other restriction on traits is if the character has any trait at the level of Legendary. A character may not have a trait at Legendary in their transformed mode unless they also have a trait at Legendary in their robot mode. Since all EP are spent for the character's robot mode, this does not cause a problem. It is possible to have a different Legendary ability in transformed mode. A character may have Legendary STR in robot mode but Legendary END in transformed mode.



Buying New Gifts

A character may select a new gift from the list or create a new gift. A new gift costs 12 EP plus the GM's approval. The player must have a logical reason why their character has the new gift.

The new gift can also be traded in transformed mode. A character could gain the gift 'Extra Tough' in robot mode but gain a 'Rocket Launcher' in transformed mode. The only restriction is if the GM declares the new gift to be a mental ability. See the rules for Transformed Mode for more on transferring gifts.

Removing Faults

A character may also decide to remove a fault by spending EP. Removing a fault costs 12 EP plus the GM's approval. The player must have a legitimate reason why their character no longer has the fault.

Faults, like other traits, transfers to the transformed mode. This can be traded as above for gifts unless it is a mental trait. Removing a mental trait in robot mode also removes it in transformed mode, but it is possible to remove two different physical traits.

FUDGE Points

FUDGE points can be converted into EP and vice versa. It takes three FUDGE points to make up one EP. Characters may only convert EP to FUDGE points or FUDGE points to EP between sessions.

OTHER TRANSFORMER GENRES

These rules have been meant to design and play Transformer campaigns in the original Transformers world. There were many other genres of Transformers later released however. There was a great deal of difference between the pre-movie and post-movie Transformer series. Also toy lines such as Beast Wars and Beast Machines were released much later than the original Transformers but still bore the same name. These rules are flexible enough to allow playing in such a Transformer world, although much of the background knowledge may not apply. GMs should feel free to modify or alter these rules in any way they see fit to allow for the best role playing experience.

TRANSFORMER GLOSSARY

Here are some terms that have been gathered and could be useful for GMs, old players, new players, or anyone looking for terms that would be good for a Transformers campaign. They cover some of the basic elements that can be involved in any Transformers campaign.

Ark (The): The ship the Autobots used to escape Cybertron. The ship was attacked by Decepticons during the escape and was thrown off course. Passing through a nearby solar system the ship eventually crash-landed on Earth, depositing many Autobots and Decepticons in the process. The force of the impact was such that all of the ship's occupants were severely damaged and it was almost four million years before the ship came back online and managed to repair its occupants.



Autobot(s): The good guys in the Transformer universe. The Autobots' goal is to stop the Decepticons from stealing all of Earth's resources and to protect all sentient life.

Constructicon(s): Decepticons who transform into construction equipment. The Constructicons also have the ability to transform together and form the Gestalt Transformer Devastator.



Cybertron: A small planet by universal standards, the planet Cybertron produced Transformers and they made it their home, despite the odd fact that it did not revolve around any stars like most planets. When the Transformers gained sentience and overthrew their masters, their former masters left the planet leaving it for the Transformers to claim as a home. Thus began the first Golden Age of Cybertron. Many years later (some speculate 2 million years, though it was never specifically mentioned) the Cybertronian Civil Wars broke out. During this time, the planet passed through the Sol system, depositing a number of Autobots and Decepticons on Earth. The Decepticons' main goal was to regain communication with Cybertron and build up enough energon to get back to Cybertron before the Autobots, so that they can conquer Cybertron and destroy the Autobots.



Decepticon(s): The bad guys. Their goal is to steal all of Earth's resources and use them for their own personal

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gain. They also wish to destroy all of the Autobots, who try to stop their plans.

Dinobot(s): The Dinobots were the first generation of Autobots constructed on Earth. Seismic activity allowed the Autobots to find hidden caverns in the mountainsides of their volcanic headquarters. Entering these caverns the Autobots discovered the remains of various dinosaurs that were then used as a model to create the first three Dinobots. Unfortunately due to their very small brains the Dinobots were highly aggressive and proved to be too much of a threat to the Autobots to be of any use. They were deactivated immediately. Later they were reactivated against orders to save several Autobots and the Dinobots were again admitted into the Autobot ranks.



Energon: Energon is, in short, the fuel source used by the Transformers. In the cartoon, it has been shown with a liquid viscosity, the ability to be stored in certain containers, and the ability to be compressed. It is the Decepticons goal to build up enough Energon to get back to Cybertron via spaceship and destroy the Autobots.

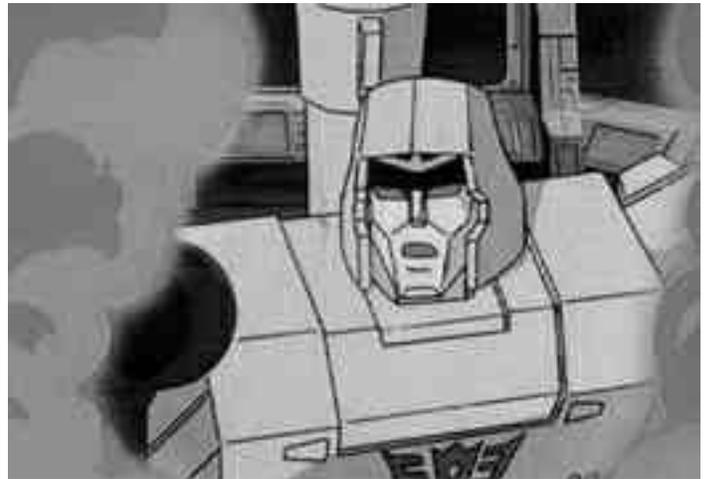
Insecticon(s): The Insecticons are Decepticons with the ability to transform into insect like form. They can eat through just about anything and are often used as cannon fodder while the stronger Decepticons do the real work.

Teletran I: The main computer on the Ark. Quite possibly the most powerful computer on Earth. The Autobots use Teletran to gather intelligence about Decepticon activity as well as using it for data processing and problem solving.

Triple Changers: Any character who has two Transformed modes instead of just one is a Triple Changer. These types of characters are extremely rare though.

Matrix of Leadership: The Autobot Matrix of Leadership was an object that held the combined knowledge and wisdom of the past Autobot leaders who possessed it. It is

past from leader to leader, and is said to have a great amount of power that will "light our darkest hour." It is currently being carried by Optimus Prime.



Megatron: The leader of the Decepticons. He is cold, ruthless, and intimidating. His main goal is to destroy the Autobots, but more importantly, their leader, Optimus Prime. Quite possibly the most dangerous sentient in the universe. See Chapter 9: *Character Index* for Megatron's traits.

Optimus Prime: The leader of the Autobots. His main goals are to stop the evil Decepticons, and protect earth and all its life from the Decepticon threat. See Chapter 9: *Character Index* for Optimus Prime's traits.

Transformer: The characters of this game. Large robot beings that can change their shape into other forms, such as motor vehicles and jets.

CHAPTER NINE: CHARACTER INDEX

THE TRANSFORMERS

The Transformers had an endless series of character released each year for over a decade. The Transformers progressed from a simple child's toy to a major phenomenon. Included here are the original Transformer characters from the first series. They have been translated directly into the rules for ease of use. They can be either used as player characters or as NPCs as the GM sees fit.

HOW TO USE THESE CHARACTERS

This section of the rules has been designed as a background resource for a Transformers campaign. It gives all the necessary information about both Autobot and Decepticon characters from the first series. By knowing the traits of the preexisting Transformer characters it allows a GM to involve the PCs more directly into Transformer universe by having them encounter characters they can remember from the original series. This book provides a good base for a GM to construct his/her campaign on.

ORIGINAL TRANSFORMER CHARACTERS AS PCS

Any of the included character may be used as a player character. But the GM should keep in mind that these characters are translated directly from the toy boxes and so are very unbalanced. Some characters are very weak while others are very strong. Any GM who wishes to use these characters may need to modify them slightly to fit their needs.

CHARACTERS NOT PRESENTED

This text has been presented to give both players and GMs an idea of how the original Transformer characters related to the rules. Unfortunately this text does not cover every Transformer character from the first series. Information on some of the more obscure or less popular characters is very difficult to come by and almost nothing could be found for the Autobot Minicars Huffer and Windcharger as well as the Decepticon Cassette Buzzsaw. All other characters from the first series have been included, however.



AUTOBOTS

OPTIMUS PRIME

"Freedom is the right of all sentient beings."

Function: Commander

Transformed: Semi Truck

Scale: +1

Background

OPTIMUS PRIME is the largest, strongest and wisest of all Autobots. Feels his role is the protection of all life, including Earth-life.

Fights unceasingly to defeat the Decepticons.



Robot Mode:

STR Legendary (Scale +1) **INT** Legendary **SPD** Great

END Legendary **RNK** Legendary **COU** Legendary

FRP Great **SKL** Legendary

Armor Legendary (Scale +1)

Gifts: Scale +1, AP Weapon, Extra Tough, Sidekick (2) - Roller (Trailer, given at the end)

Faults: Protector - Must protect all life forms

Semi Truck Mode:

STR Legendary (Scale +1) **INT** Legendary **SPD** Superb

END Legendary **RNK** Legendary **COU** Legendary

FRP Good **SKL** Legendary

Armor Legendary (Scale +1)

Gifts: Scale +1, AP Weapon, Extra Tough, Sidekick (2) - Roller (Trailer, given at the end)

Faults: Protector - Must protect all life forms

Special Note: Optimus Prime should always be an NPC. No player should ever have control of Optimus Prime. Optimus Prime is the strongest, smartest, and most skilled of all Autobots. Giving control of him over to a player can completely throw off the balance of a campaign. Those six Legendary attributes can be devastating to a GM's carefully laid plots. He is the Autobot leader and should be used more as guidance for the PCs rather than a PC himself. This does not mean that Optimus Prime cannot show up every once in awhile to help out.

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BLUESTREAK

"I never met a Decepticon I didn't dislike."

Function: Gunner

Transformed: Sports Car

Scale: +0

Background

BLUESTREAK often talks incessantly and inanely. Lightens the situation for all Autobots with his good natured manner. Despite formidable weaponry and blazing speed, he hates war. Haunted by memories of Decepticons destroying his home city. Often inhibited by his disdain for combat.



Robot Mode:

STR Fair **INT** Fair **SPD** Good **END** Superb
RNK Fair **COU** Terrible **FRP** Superb **SKL** Good
Armor Fair

Gifts: AP Weapon, Rocket Launcher (2 shots)

Faults: Pacifist - Dislikes fighting

Sports Car Mode:

STR Fair **INT** Fair **SPD** Great **END** Superb
RNK Fair **COU** Terrible **FRP** Good **SKL** Great
Armor Fair

Gifts: AP Weapon, Rocket Launcher (2 shots)

Faults: Pacifist - Dislikes fighting

HOUND

"Observe everything, remember even more."

Function: Scout

Transformed: Jeep

Scale: +0

Background

HOUND loves the natural wonders of Earth, prefers it to Cybertron. Brave, fearless, loyal. Secretly desires to be human.



Robot Mode:

STR Fair **INT** Great **SPD** Fair **END** Good
RNK Fair **COU** Legendary **FRP** Poor **SKL** Superb
Armor Great

Gifts: Rocket Launcher (1 shot), Good Memory, Holographic Projector

Faults: Secretly desires to be human

Jeep Mode:

STR Fair **INT** Great **SPD** Good **END** Good
RNK Fair **COU** Legendary **FRP** Poor **SKL** Great

Armor Fair

Gifts: AP Weapon, Good Memory, Holographic Projector

Faults: Secretly desires to be human

IRONHIDE

"High tech circuitry is no match for guts."

Function: Security

Transformed: Van

Scale: +0

Background

"Go chew on a microchip," is IRONHIDE's slogan. Prefers action to words. Oldest, toughest, most battle-tested Autobot.

Bodyguard to Optimus Prime. In charge of guarding anything of importance. Gruff but kind.



Robot Mode:

STR Good **INT** Good **SPD** Poor **END** Superb
RNK Good **COU** Legendary **FRP** Good **SKL** Good
Armor Superb

Gifts: AP Weapon, Extra Tough

Faults: Aggressive

Van Mode:

STR Good **INT** Good **SPD** Fair **END** Superb
RNK Good **COU** Legendary **FRP** Fair **SKL** Fair
Armor Superb

Gifts: AP Weapon, Extra Tough

Faults: Aggressive

JAZZ

"Do it with style or don't bother doing it."

Function: Spec. Ops.

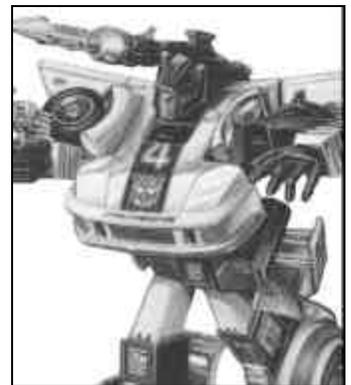
Transformed: Stock Car

Scale: +0

Background

JAZZ loves Earth culture. Always looking to learn more. His knowledge of Earth makes him the indispensable right-hand man to

Optimus Prime. Takes most dangerous missions. Very cool, very stylish, very competent. Versatile, daring, clever, but prone to distraction.



Robot Mode:

STR Fair **INT** Superb **SPD** Good **END** Good
RNK Great **COU** Superb **FRP** Fair **SKL** Legendary
Armor Great
Gifts: Rocket Launcher (1 shot), Sonic Boom
Faults: Easily Distracted

Stock Car Mode:

STR Fair **INT** Superb **SPD** Superb **END** Good
RNK Great **COU** Superb **FRP** Fair **SKL** Great
Armor Great
Gifts: AP Weapon, Sonic Boom
Faults: Easily Distracted

MIRAGE

"Who and what I am I hide from the enemy."

Function: Spy
Transformed: F1 Race Car
Scale: +0

Background

MIRAGE is not thrilled about being an Autobot freedom fighter. Prefers hunting turbofoxes on Cybertron with his high-priced friends. Effective fighter, more effective intelligence gatherer. Unsure of Autobot cause... can't be fully trusted.



Robot Mode:

STR Fair **INT** Superb **SPD** Good **END** Fair
RNK Good **COU** Fair **FRP** Fair **SKL** Legendary
Armor Fair
Gifts: AP Weapon, Invisibility (2)
Faults: Doubts Autobot cause

F1 Race Car Mode:

STR Fair **INT** Superb **SPD** Superb **END** Fair
RNK Good **COU** Fair **FRP** Fair **SKL** Great
Armor Fair
Gifts: AP Weapon, Invisibility (2)
Faults: Doubts Autobot cause

PROWL

"Logic is the ultimate weapon."

Function: Military Strategist
Transformed: Police Car
Scale: +0

Background

PROWL will keep at a task for as long as it takes. Strives to find reason and logic in everything. A listener, not a talker. Has the most sophisticated logic center of all Autobots. Able to analyze and advise on complex combat situations almost instantaneously. Fires wire-guided incendiary missiles and highly corrosive acid pellets. The unexpected can often scramble his circuits.



Robot Mode:

STR Good **INT** Superb **SPD** Good **END** Superb
RNK Superb **COU** Superb **FRP** Mediocre **SKL** Superb
Armor Superb
Gifts: Rocket Launcher (2 shots), Logic Center (+1 to lengthy tasks)
Faults: Must find logic in everything

Police Car Mode:

STR Good **INT** Superb **SPD** Great **END** Superb
RNK Superb **COU** Superb **FRP** Poor **SKL** Superb
Armor Superb
Gifts: AP Weapon, Logic Center (+1 to lengthy tasks)
Faults: Must find logic in everything

RATCHET

"You break it, I'll remake it."

Function: Medic
Transformed: Ambulance
Scale: +0

Background

RATCHET was the best tool-and-die man on Cybertron. Repairs injured Autobots, given the right parts. Likes to party, give back-talk, but does any job as well as anyone. Sometimes his having a good time interferes with his effectiveness.



Robot Mode:

STR Mediocre **INT** Great **SPD** Mediocre **END** Fair
RNK Good **COU** Great **FRP** Poor **SKL** Legendary

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Armor Good

Gifts: Medic, Toolkit: Medic

Faults: Pacifist

Ambulance Mode:

STR Mediocre **INT** Great **SPD** Fair **END** Fair
RNK Good **COU** Great **FRP** Poor **SKL** Superb

Armor Good

Gifts: Medic, Toolkit: Medic

Faults: Pacifist

SIDESWIPE

"I don't break rules, I bend them-- a lot."

Function: Warrior

Transformed: Sports Car

Scale: +0

Background

SIDESWIPE is nearly the equal of his twin brother, SUNSTREAKER, in the combat arts, but less cold blooded. Relishes a fight to the finish with an opponent. Uses underhanded tactics when absolutely necessary. Rash actions often lead to injuries to himself. Takes them all in stride.

Robot Mode:

STR Good **INT** Good **SPD** Good **END** Good
RNK Fair **COU** Legendary **FRP** Poor **SKL** Fair

Armor Great

Gifts: Rocket Launcher (1 shot), Extra Tough, Flight: Limited

Faults: Rival - Sunstreaker, Rash - Overestimates himself

Sports Car Mode:

STR Good **INT** Good **SPD** Good **END** Good
RNK Fair **COU** Legendary **FRP** Poor **SKL** Fair

Armor Great

Gifts: Rocket Launcher (1 shot), Extra Tough, AP Weapon

Faults: Rival - Sunstreaker, Rash - Overestimates himself



SUNSTREAKER

"You can't beat the best."

Function: Warrior

Transformed: Sports Car

Scale: +0

Background

The complete egotist, SUNSTREAKER thinks he is the most beautiful thing on earth. Loves his sleek styling, contemptuous of other Autobot race cars (particularly his twin Sideswipe). Not a team player. Can be baited into dangerous situations, but is a calm, competent and ruthless war machine.

Robot Mode:

STR Fair **INT** Fair **SPD** Good **END** Great
RNK Fair **COU** Good **FRP** Good **SKL** Fair

Armor Good

Gifts: Rocket Launcher (2 shots), Extra Tough, AP Weapon

Faults: Rival - Sideswipe, Arrogant

Sports Car Mode:

STR Fair **INT** Fair **SPD** Great **END** Great
RNK Fair **COU** Good **FRP** Mediocre **SKL** Good

Armor Good

Gifts: Rocket Launcher (2 shots), Extra Tough, AP Weapon

Faults: Rival - Sideswipe, Arrogant



TRAILBREAKER

"An Autobot's as good as the fuel in his tank."

Function: Def. Strategist

Transformed: SUV

Scale: +0

Background

TRAILBREAKER makes light of any situation, no matter how serious. Practical joker and cheerleader, but considers himself a liability to the Autobots since he consumes the most fuel. Lacks self-esteem and often asks to be left behind. Projects nearly impenetrable force-field. Can jam radio transmissions. Slow in comparison to other Autobots. Often mopes about his handicaps, but his bravery and defensive prowess are unquestionable.



Robot Mode:

STR Good **INT** Fair **SPD** Mediocre **END** Legendary
RNK Good **COU** Superb **FRP** Mediocre **SKL** Good

Armor Superb

Gifts: Force Field, Radio Disruptor

Faults: High fuel use, No self esteem

SUV Mode:

STR Great **INT** Fair **SPD** Mediocre **END** Legendary
RNK Good **COU** Superb **FRP** Mediocre **SKL** Fair

Armor Superb

Gifts: Force Field, Radio Disruptor

Faults: High fuel use, No self esteem

WHEELJACK

"Never do what your enemy expects you to do."

Function: Mech. Engineer

Transformed: Stock Car

Scale: +0

Background

WHEELJACK is the mad scientist of the Autobots. Always inventing new weapons and gadgets. Most adept and driving in car mode. Likes to show off his stunts. He is his own worst enemy. Often injured while experimenting with new weapons.



Robot Mode:

STR Good **INT** Superb **SPD** Good **END** Fair
RNK Great **COU** Superb **FRP** Good **SKL** Legendary

Armor Good

Gifts: Rocket Launcher (2 shots), Flight: Limited

Faults: Show off, Unlucky

Stock Mode:

STR Good **INT** Superb **SPD** Superb **END** Fair
RNK Great **COU** Superb **FRP** Fair **SKL** Superb

Armor Good

Gifts: Rocket Launcher (2 shots), Flight: Limited

Faults: Show off, Unlucky

AUTOBOT MINICARS

BRAWN

"Might over microchips."

Function: Demolitions

Transformed: SUV

Scale: +0

Background

To BRAWN, Earth is essentially a hostile environment, and he loves it. Strong, rugged, agile, the most macho of all Autobots. Delights in challenges. Sorry for those not as tough as himself.



Robot Mode:

STR Superb **INT** Poor **SPD** Mediocre **END** Superb
RNK Fair **COU** Legendary **FRP** Poor **SKL** Fair

Armor Superb

Gifts: Extra Tough, Melee Weapon - Fists, Extra Strength (+3 to lift only)

Faults: Macho

SUV Mode:

STR Great **INT** Poor **SPD** Good **END** Superb
RNK Fair **COU** Legendary **FRP** Terrible **SKL** Mediocre

Armor Superb

Gifts: Extra Tough, Melee Weapon - Bumper, Extra Strength (+3 to pull only)

Faults: Macho

BUMBLEBEE

"The least likely can be the most dangerous."

Function: Espionage

Transformed: VW Beetle

Scale: -1

Background

Small, eager and brave. BUMBLEBEE acts as messenger and spy. Due to his small size, he dares to go where others can't and won't. He idolizes the bigger Autobots, especially Optimus Prime and Prowl, and strives to be accepted. He is the most energy efficient and has the best vision of all Autobots. He can go underwater for reconnaissance and salvage missions. Although physically the weakest Autobot, his stealth more the compensates for this inadequacy.



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Robot Mode:

STR Poor (Scale -1) **INT** Great **SPD** Mediocre
END Good **RNK** Good **COU** Legendary
FRP Terrible **SKL** Good
Armor Great (Scale -1)
Gifts: Prowl (+3 Avoid Detection), Great Vision (+1), Underwater Operation (No penalty)
Faults: Overconfident, Scale -1

VW Beetle Mode:

STR Poor (Scale -1) **INT** Great **SPD** Fair
END Good **RNK** Good **COU** Legendary
FRP Terrible **SKL** Fair
Armor Great (Scale -1)
Gifts: Prowl (+3 Avoid Detection), Great Vision (+1), Underwater Operation (No penalty)
Faults: Overconfident, Scale -1

CLIFFJUMPER

"Strike first, strike fast, strike hard."

Function: Warrior
Transformed: Hatchback
Scale: -1

Background

"Let me at'em," is CLIFFJUMPER's motto. His eagerness and daring have no equal. He's driven by a desire to win the battle against the Decepticons. Finds earth terrain a hindrance. Often uses his speed to draw fire away from others. His recklessness often leads to actual blow-outs and situations too dangerous for him to handle.



Robot Mode:

STR Fair (Scale -1) **INT** Mediocre **SPD** Good
END Mediocre **RNK** Fair **COU** Legendary
FRP Good **SKL** Fair
Armor Good (Scale -1)
Gifts: Extra Tough, AP Weapon, Extra Speed (+3 move only)
Faults: Aggressive, Scale -1

Hatchback Mode:

STR Fair (Scale -1) **INT** Mediocre **SPD** Great
END Fair **RNK** Fair **COU** Legendary
FRP Mediocre **SKL** Fair
Armor Good (Scale -1)
Gifts: Extra Tough, AP Weapon, Extra Speed (+3 move only)
Faults: Aggressive, Scale -1

GEARS

"Nobody win a war-- somebody loses."

Function: Transport, Reconnaissance
Transformed: Truck
Scale: +0

Background

GEARS is anti-social, a self-proclaimed misfit. Finds fault in everything and everyone. Acts this way to help cheer others up as they try to cheer him up. Tremendous strength and endurance. Totes heavy loads long distances.



Robot Mode:

STR Great **INT** Good **SPD** Fair **END** Great
RNK Fair **COU** Superb **FRP** Terrible **SKL** Good
Armor Great
Gifts: Extra Strength (+3 to lift only), Flight: Limited
Faults: Anti-Social

Truck Mode:

STR Great **INT** Good **SPD** Good **END** Superb
RNK Fair **COU** Superb **FRP** Terrible **SKL** Mediocre
Armor Superb
Gifts: Extra Strength (+3 to pull only), Extra Tough
Faults: Anti-Social

ROLLER

Background

Roller is Optimus Prime's trailer when in vehicle mode. Not much is known about Roller and he was only rarely used in the cartoon series. It is up to the GM to create Roller as they see fit. Roller is built on two gifts worth of sidekick giving him four attribute levels and two gifts, plus any faults. The following traits are given as a possible creation of Roller in robot mode.

Robot Mode:

STR Fair (Scale +2) **INT** Good **SPD** Mediocre **END** Fair
RNK Fair **COU** Good **FRP** Great **SKL** Good
Armor Fair (Scale +2)
Gifts: AP Weapon, Rocket Launcher (2 shots), Scale +2
Faults: No Hands, No Speech

When Roller is in vehicle mode he is the trailer to Optimus Prime. He is still Scale +2 but otherwise has no use. He just adds to the size of Optimus Prime.



DECEPTICONS

MEGATRON

"Peace through tyranny."

Function: Leader

Transformed: Handgun

Scale: +1/-2

Background

MEGATRON combines brute strength, military cunning, ruthlessness and terror. Aches to return to Cybertron to complete the Decepticon conquest, but only after destroying all Autobots on Earth. Plans to possess all of Earth's resources. Incredibly powerful and intelligent. No known weakness.



Robot Mode:

STR Legendary (Scale +1) **INT** Legendary

SPD Mediocre **END** Great **RNK** Legendary

COU Superb **FRP** Legendary **SKL** Superb

Armor Superb (Scale +1)

Gifts: Scale +1, AP Weapon (Infinite Ammo), Extra Tough, Flight: Full

Faults: Megalomaniac

Handgun Mode:

STR Legendary (Scale -2) **INT** Legendary

SPD Poor **END** Superb **RNK** Legendary

COU Superb **FRP** Legendary **SKL** Superb

Armor Superb (Scale -2)

Gifts: AP Weapon (Infinite Ammo), Extra Tough, Flight: Full

Faults: Megalomaniac, Scale -2

Special Note: Megatron is the most powerful of all Decepticons and is feared by all Autobots. The GM should keep this in mind when players encounter Megatron. Players should never be able to get the edge over Megatron. He should always outsmart them at the last moment. Megatron should also not be easy to take down in combat. Although due to his slow speed he becomes an easy target. The GM may wish to 'fudge' a few die rolls in Megatron's favor for this effect.

SKYWARP

"Strike when the enemy isn't looking."

Function: Warrior

Transformed: Fighter Jet

Scale: +0

Background

SKYWARP is the sneakiest of all Decepticons. Enjoys playing cruel pranks on fellow Decepticons and appearing out of no where to attack Autobots. Would be useless without Megatron's supervision.



Robot Mode:

STR Good **INT** Superb **SPD** Legendary **END** Good

RNK Superb **COU** Superb **FRP** Great **SKL** Great

Armor Great

Gifts: AP Weapon, Extra Tough, Flight: Full, Rocket Launcher (4 shots), Teleport

Faults: No Guidance

Fighter Jet Mode:

STR Good **INT** Superb **SPD** Legendary **END** Good

RNK Superb **COU** Superb **FRP** Superb **SKL** Good

Armor Great

Gifts: AP Weapon, Extra Tough, Flight: Full, Rocket Launcher (4 shots), Super Sonic Speed

Faults: No Guidance

SOUNDWAVE

"Cries and screams are music to me ears."

Function: Communications

Transformed: Cassette

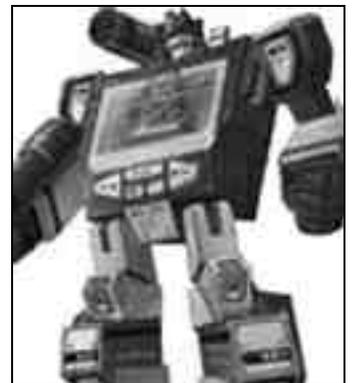
Recorder

Scale: +0

Background

It is said SOUNDWAVE can hear a fly sneeze. Uses anything he hears for blackmail to advance his status.

Opportunist. Despised by all other Decepticons. Locates and identified Autobots, then informs Decepticons. Often target of retaliation by his comrades.



Robot Mode:

STR Great **INT** Superb **SPD** Terrible **END** Fair

RNK Great **COU** Fair **FRP** Fair **SKL** Legendary

Armor Fair

THE TRANSFORMERS: EXPANDED EDITION

Gifts: AP Weapon, Rocket Launcher (1 shots), Carrier (2), Detect Lies - SKL vs. RNK roll
Faults: Disliked by other Decepticons

Tape Recorder Mode:

STR Great **INT** Superb **SPD** Terrible **END** Superb
RNK Great **COU** Fair **FRP** Terrible **SKL** Legendary
Armor Fair
Gifts: Carrier (2), Detect Lies - SKL vs. RNK roll, Long Range Comm.
Faults: Disliked by other Decepticons

STARSCREAM

"Conquest is made of the ashes of one's enemies."

Function: Warrior
Transformed: Fighter Jet
Scale: +0

Background

Seeks to replace Megatron as leader. Ruthless, cold-blooded, cruel...considers himself the most sophisticated and handsome of all Decepticons. Believes Decepticons should rely more on guile and speed rather than brute force to defeat Autobots. Very good at what he does, but sometimes overrates himself.



Robot Mode:

STR Good **INT** Good **SPD** Superb **END** Good
RNK Fair **COU** Great **FRP** Good **SKL** Good
Armor Good
Gifts: AP Weapon, Extra Tough, Flight: Full, Rocket Launcher (4 shots)
Faults: Arrogant, Untrusted

Fighter Jet Mode:

STR Fair **INT** Good **SPD** Superb **END** Fair
RNK Fair **COU** Great **FRP** Great **SKL** Great
Armor Good
Gifts: Extra Tough, Flight: Full, Rocket Launcher (4 shots), Super Sonic Speed
Faults: Arrogant, Untrusted

THUNDERCRACKER

"The deadliest weapon is terror."

Function: Warrior
Transformed: Fighter Jet
Scale: +0

Background

THUNDERCRACKER is contemptuous of anything that cannot fly. Not totally convinced of the Decepticons' cause, but they've persuaded him to continue battling the Autobots. Doubts about his cause sometimes impedes his effectiveness.

Robot Mode:

STR Good **INT** Mediocre **SPD** Superb **END** Good
RNK Fair **COU** Great **FRP** Good **SKL** Good
Armor Good
Gifts: AP Weapon, Extra Tough, Flight: Full, Sonic Boom
Faults: Doubtful

Fighter Jet Mode:

STR Fair **INT** Mediocre **SPD** Superb **END** Good
RNK Fair **COU** Great **FRP** Superb **SKL** Fair
Armor Good
Gifts: AP Weapon, Extra Tough, Flight: Full, Rocket Launcher (4 shots)
Faults: Doubtful



DECEPTICON CASSETTES

These are the cassette tape character that were carried by Soundwave in the original series.

FRENZY

"Sow panic and surrender will bloom."

Function: Warrior
Transformed: Cassette Tape
Scale: -2

Background

If FRENZY needed to breathe, war would be his oxygen. He knows no cause, only craves to spread fear and destruction. His efforts are appreciated by other Decepticons. His devotion to warfare makes him hard to deal with on a personal level. His manic attack can



be countered with cool logic.

Robot Mode:

STR Fair (Scale -2) **INT** Fair **SPD** Poor **END** Fair
RNK Fair **COU** Legendary **FRP** Superb (-1 Scale)
SKL Fair
Armor Great (Scale -2)
Gifts: Sonic Boom
Faults: Bloodlust, Scale -2

Cassette Tape Mode:

STR Fair (Scale -2) **INT** Fair **SPD** Poor **END** Fair
RNK Fair **COU** Legendary **FRP** Fair (-1 Scale)
SKL Superb
Armor Great (Scale -2)
Gifts: Extra Tough
Faults: Bloodlust, Scale -2

LASERBEAK

"The only point I like in Autobots: melting point."

Function: Interrogation
Transformed: Cassette Tape
Scale: -2

Background

LASERBEAK takes pleasure in hunting his prey, usually the stragglers survivors or a battle. Noticeably not brave. Will run for safety if threatened.



Robot Mode:

STR Fair (Scale -2) **INT** Fair **SPD** Great **END** Fair
RNK Fair **COU** Terrible **FRP** Great (-1 Scale)
SKL Superb
Armor Poor (Scale -2)
Gifts: AP Weapon, Flight: Full
Faults: Coward, Scale -2, No Hands, No Speech

Cassette Tape Mode:

STR Fair (Scale -2) **INT** Fair **SPD** Great **END** Great
RNK Fair **COU** Terrible **FRP** Fair (-1 Scale)
SKL Superb
Armor Mediocre (Scale -2)
Gifts: AP Weapon, Flight: Full
Faults: Coward, Scale -2

RAVAGE

"Today's Autobots are tomorrow's scrap metal."

Function: Sabotuer
Transformed: Cassette Tape
Scale: -1/-2

Background

RAVAGE operates best alone. A creature of the night. Craftiest of all Decepticons. Adept at devising deadly new strategies. Remains aloof from others, but his deeds command their respect.



Robot Mode:

STR Fair (Scale -1) **INT** Great **SPD** Fair **END** Fair
RNK Good **COU** Mediocre **FRP** Good **SKL** Legendary
Armor Mediocre (Scale -1)
Gifts: Rocket Launcher (2 shots), Prowl (+3 Avoid Detection)
Faults: Vulnerable - Bright Light, Scale -1, No Hands, No Speech

Cassette Tape Mode:

STR Fair (Scale -2) **INT** Great **SPD** Fair **END** Fair
RNK Good **COU** Mediocre **FRP** Good (-1 Scale)
SKL Legendary
Armor Mediocre (Scale -2)
Gifts: AP Weapon, Prowl (+3 Avoid Detection)
Faults: Vulnerable - Bright Light, Scale -2

RUMBLE

"Destroy what's below and what's above will follow."

Function: Demolitions
Transformed: Cassette Tape
Scale: -2

Background

RUMBLE is your basic street punk. Quick temper and mean disposition. Follows Megatron's orders eagerly. His small size limits his physical strength, but his ability to shatter the ground makes him difficult to approach in a fight.



Robot Mode:

STR Mediocre (Scale -2) **INT** Fair **SPD** Terrible
END Superb **RNK** Fair **COU** Good
FRP Superb (-1 Scale) **SKL** Fair

THE TRANSFORMERS: EXPANDED EDITION

Armor Great (Scale -2)
Gifts: Extra tough, Earthquake
Faults: Aggressive, Scale -2

Cassette Tape Mode:

STR Mediocre (Scale -2) **INT** Fair **SPD** Terrible
END Superb **RNK** Fair **COU** Good
FRP Superb (-1 Scale) **SKL** Fair
Armor Great (Scale -2)
Gifts: Extra tough, Earthquake
Faults: Aggressive, Scale -2

CONSTRUCTICONS

While not being from the first series of characters the Constructicons have been included as an example of a Gestalt Transformer.

BONECRUSHER

"Hit it till it stands no taller the dust."

Function: Demolitions
Transformed: Bulldozer
Scale: +0

Background

Ruble strewn wasteland is his idea of a beautiful landscape. His wild ways create fear and terror. As left arm module, combines with fellow Constructicons to form giant robot Devastator.



Robot Mode:

STR Superb **INT** Terrible **SPD** Terrible **END** Superb
RNK Mediocre **COU** Great **FRP** Fair **SKL** Fair
Armor Great
Gifts: Rocket Launcher (1 shot1), Extra Tough, AP Weapon
Faults: Likes destruction - Thinks it is beautiful

Bulldozer Mode:

STR Superb **INT** Terrible **SPD** Poor **END** Superb
RNK Mediocre **COU** Great **FRP** Poor **SKL** Good
Armor Great
Gifts: Extra Tough, Extra Strength (+3 to push only), Group Transform - Devastator
Faults: Likes destruction - Thinks it is beautiful

HOOK

"Strive for perfection even if others might suffer."

Function: Surgical Engineer
Transformed: Crane
Scale: +0

Background

With the precision of a fine jeweler, performs his job with skill unequalled among The Transformers, whether reconstructing a damaged microchip or setting a two ton girder into place. Snobbish, supercilious, unpopular perfectionist. As shoulders and head module, combines with fellow Constructicons to form giant robot Devastator.



Robot Mode:

STR Great **INT** Superb **SPD** Poor **END** Fair
RNK Mediocre **COU** Fair **FRP** Fair **SKL** Legendary
Armor Fair
Gifts: Extra Tough, AP Weapon
Faults: Arrogant

Crane Mode:

STR Great **INT** Superb **SPD** Mediocre **END** Fair
RNK Mediocre **COU** Fair **FRP** Poor **SKL** Superb
Armor Fair
Gifts: Extra Tough, Extra Strength (+3 to lift only), Group Transform - Devastator (extra gift balanced with lower attributes)
Faults: Arrogant

LONG HAUL

"A battle front is only as good as its supply line."

Function: Transport
Transformed: Dump Truck
Scale: +0

Background

Unhappy with unglamorous role, but understands its importance...helps build Decepticons massive energy-recovery installations. Can be goaded into a fight in which he's overmatched. As torso module, combines with fellow Constructicons to form giant robot Devastator.



Robot Mode:

STR Superb **INT** Fair **SPD** Poor **END** Superb
RNK Mediocre **COU** Great **FRP** Good **SKL** Mediocre
Armor Great
Gifts: Extra Tough, AP Weapon, Rocket Launcher (2 shots)
Faults: Dislikes his function

Dump Truck Mode:

STR Superb **INT** Fair **SPD** Fair **END** Superb
RNK Mediocre **COU** Great **FRP** Poor **SKL** Fair
Armor Great
Gifts: Extra Tough, Extra Strength (+3 to pull only), Group Transform - Devastator
Faults: Dislikes his function

MIXMASTER

"How strong the steel, how quick the conquest."

Function: Materials Fabrication
Transformed: Cement Truck

Scale: +0

Background

Nothing is safe from him...will use anything from unloving rock to living robot in making new materials. Uses acids and bonding agents to reduce and combine almost anything inside mixing drum...a chemistry lab on wheels. As left leg module, combines with fellow Constructicons to form giant robot Devastator.



Robot Mode:

STR Good **INT** Fair **SPD** Poor **END** Great
RNK Mediocre **COU** Fair **FRP** Good **SKL** Superb
Armor Good
Gifts: Extra Tough, AP Weapon
Faults: Cold Blooded

Cement Truck Mode:

STR Good **INT** Fair **SPD** Fair **END** Great
RNK Mediocre **COU** Fair **FRP** Good **SKL** Good
Armor Good
Gifts: Chemistry Lab, Group Transform - Devastator
Faults: Cold Blooded

SCAVENGER

"Everything is worth something, even me."

Function: Mining & Salvage
Transformed: Power Shovel
Scale: +0

Background

Desperately tries to prove his worth to comrades by trying to find things of value...whether by digging up a hillside or a backyard. Only tolerated by Megatron because of ability to use shovel's magnetic, ionic, electrical, and gas sensors to detect the presence of fuels, metals, etc. As right arm module, combines with fellow Constructicons to form giant robot Devastator.



Robot Mode:

STR Good **INT** Terrible **SPD** Poor **END** Fair
RNK Mediocre **COU** Superb **FRP** Fair **SKL** Good
Armor Good
Gifts: Extra Tough, AP Weapon
Faults: Low Self-esteem

Power Shovel Mode:

STR Superb **INT** Terrible **SPD** Poor **END** Fair
RNK Mediocre **COU** Superb **FRP** Fair **SKL** Mediocre
Armor Good
Gifts: Extra Tough, Material Scanner, Group Transform - Devastator
Faults: Low Self-esteem

SCRAPPER

"My work is a monument to - and of - my enemies."

Function: Construction Engineer
Transformed: Bulldozer
Scale: +0

Background

A wizard at designing fortresses and energy plants, but modest. Shows his true malevolent genius by incorporating defeated Autobots into his buildings' structures. As right leg module, combines with fellow Constructicons to form giant robot Devastator.



THE TRANSFORMERS: EXPANDED EDITION

Robot Mode:

STR Great **INT** Great **SPD** Mediocre **END** Good

RNK Fair **COU** Fair **FRP** Poor **SKL** Superb

Armor Fair

Gifts: Extra Tough, AP Weapon

Faults: Cold Blooded

Bulldozer Mode:

STR Great **INT** Great **SPD** Mediocre **END** Good

RNK Fair **COU** Fair **FRP** Poor **SKL** Superb

Armor Fair

Gifts: Extra Strength (+3 to push only), Group Transform - Devastator

Faults: Cold Blooded

DEVASTATOR

"Thinking and winning do not mix."

Function: Warrior

Transformed: none

Scale: +5

Background

Awesome and terrifying, a bizarre combination of the six Constructicons. Pure brutality...sole purpose is to crush all in his path. His mind is a melding together of his six parts, but is limited by their competing thoughts. Enormous height, incredible strength. Slow, awkward, not too bright.

Note: Devastator is built with ten attribute levels, three gifts, and two faults. four of his attributes levels have been traded for two gifts.

Robot Mode:

STR Legendary (Scale +5) **INT** Terrible **SPD** Terrible

END Superb **RNK** Fair **COU** Legendary

FRP Great (+2 Scale) **SKL** Mediocre

Armor Superb (Scale +5)

Gifts: Extra Tough, AP Weapon, Rocket Launcher (4 shots - Great Damage)(2), Melee Weapon - Sword

Faults: Slow (always goes last in combat), Vulnerable - rear attacks

Special Note: Devastator is a Gestalt Transformer created from the six Constructicons. He has been created using the Gestalt rules given in these rules.



DECEPTICON DEVASTATOR

CHAPTER TEN: S A M P L E A D V E N T U R E



The following adventure has been designed as an introductory adventure for a new group of characters. It allows players to get familiar with the rules while interacting in the Transformer universe.

In this adventure the PCs stumble across the Decepticons while out on patrol. They then discover the Decepticons' plan and must do everything they can to stop them. Failure could result in the Autobots being stranded on Earth forever while the Decepticons conquer Cybertron.

This adventure is set to take place a short while after being revived on Earth. At this point the Autobots still have not made contact with any humans and are very cautious about their new surroundings.

INTRODUCTION

Since crash landing on Earth, Optimus Prime, with the aid of other Autobots, has been doing extensive research into this new world he has found himself in. He has been sending out patrols of various Autobots to scout various areas outside the Autobots' main camp.

Optimus Prime will call the PCs to the bridge where he will assign the PCs to go out on patrol. You can either read directly or paraphrase the following monologue.

"As you may know, we've been slowly mapping the surrounding area around our camp. We must gain any information we can about this new planet. We must try to find any resources we can so that we can begin to rebuild our ship and eventually get back to Cybertron."

He then turns his attention to the PCs.

"I want you to scout out the area directly north of the base, about 200km from here. Gather any information you can about the terrain and anything else you might find."

"The most important thing, however, is to keep hidden. We know very little of the life that inhabits this planet, and do not want to alarm them too suddenly. So one of your top priorities is to stay transformed to avoid alerting the humans."

With that Optimus Prime will give the order for the PCs to 'roll out' and go do their patrol.

PART 1: SCOUTING THE NORTH

The first leg of the patrol is pretty boring. The landscape is uninteresting and there is very little to see other than the rocky landscape and random patches of trees.

To keep things interesting on patrol, the GM should throw the players a few false leads. Perhaps a few military jets fly overhead while out on maneuvers. Chances are the player will suspect them of being Decepticons and possibly try to follow them. If they do, just have to jets circle each other for a while and then leave. They may even make a few passes over where the PCs are located. The fact that they don't attack could be a good indication that they are not Decepticons.

INTERACTION WITH HUMANS

Just for a fun stall for the players. Have the PCs run through a small human town while out on their patrol. Have at least one of the characters get stuck at a traffic light and have a human vehicle pull up beside them. The human driver will look over and notice that there is no driver in the car! Before too much commotion can be raised, however, the light turns green and the Autobots can get out of town unhindered.

Towards the end of the patrol is when things get interesting. Just as the PCs are leaving a small human town they get a radio call from Autobot Headquarters. It seems the Decepticons are attacking an oilrig a few miles off shore of the Autobots current location. Optimus Prime wants the Autobots to move in and try to stop the Decepticons.

THE TRANSFORMERS: EXPANDED EDITION

Optimus Prime is sending in reinforcements and they should join up with the PCs at the oilrig.

Getting to the Oilrig

The oilrig is about five miles off the coastline a few miles from the PCs location. So it should take them no time to reach the shore. The tricky part is getting across the water since most Autobots don't fly.

If the Autobots look around a bit they will notice there is a small floating pipeline that connects the offshore oilrig to a storage facility near the beach. Built on top of the pipeline is a narrow access road so various vehicles can get to the oilrig. While it may not be the best approach it may be the only option the PCs have.

OTHER OPTIONS

One of the PCs may elect to spend a Fudge point to have a gift to cross the water, either by air or by water.

PART 2: BATTLE ON THE OILRIG

For the oilrig battle the PCs will be on their own for the first part of the battle. However, Optimus Prime will arrive with some of the other Autobots shortly. Have the PCs do most of the work fighting the Decepticons and then have Optimus Prime and the others show up to help finish the battle.

When the PCs get to the oilrig they will notice the Decepticons have not noticed them. The Decepticons are too busy collecting crude oil and converting it into energon to notice any attackers. This will give the PCs the element of surprise.

There is a great deal of confusion on the oilrig. One of the main control buildings has caught fire. If the fire spreads too much it could ignite the oil stored in the rig and the entire oilrig could explode. Many of the human workers are running about trying to find a way of escape. The PCs know from Optimus Prime's previous orders that the humans must be protected at all costs. This means that the Autobots must watch what weapons they use as well as do something about the fire.

Fighting the fire shouldn't be too difficult. There is a large water tank very near the building. However, shooting holes in the tank will not totally extinguish the flames. However, if a character wanted to lift the tank and pour it on the building the flames could be completely snuffed out. Lifting the water tank requires a STR roll of at least Great. There could be several other ways to fight the fire as well.

As for the humans, they are just more of a nuisance than anything else. Any time it seems an Autobot is getting the upper hand on a Decepticon, have a group of humans run out between them and distract their shot. Or have a group of humans get stuck in a dangerous position (surrounded by fire, unstable floor, etc.) This will distract the Autobots away from the Decepticons long enough that the Decepticons can finish what they were doing and fight back.



The Decepticons

The Decepticons are scattered about all over the oilrig. Skywarp and Thundercracker are on the one side of the oilrig near several large oil tanks. They are filling containers with crude oil and converting it to energon. Too much firing could either hit the oil tanks or the energon. Either way, it's a bad situation. The PCs will have to get the Decepticons away from the tanks and energon before they can really fight them. The only other option would be to move in closer and fight hand-to-hand.

Starscream is moving about the oilrig shooting up the place and terrorizing humans. He's probably the easiest target among the Decepticons, since he's flying around out in the open.

Megatron is on the far side of the oilrig overseeing the loading of energon cubes.

Soundwave is in the drilling tower acting as both lookout and sniper. Soundwave will notice the PCs almost immediately after they get to the oilrig. He will alert the other Decepticons as well. He will then stay in the tower and take well-aimed shots at the Autobots as they move about the oilrig. Don't tell the PCs initially where the shot came from unless they were watching for it. Soundwave is well concealed in the tower. Only after a few shots should Soundwave's position be revealed.

The Decepticons Retreat

After a heated battle Megatron decides that the energon is far more important than destroying the Autobots. He will turn his gun on the oil tanks and fire a few shots to ignite the oilrig. He then gives the order for the Decepticons to grab what energon they can and pull out. This will take a round or two more so the fighting will continue.

Optimus Prime and the other Autobots should not arrive until the Decepticons have declared their retreat.

If at any point it looks like the Autobots are too close to winning the battle have the fire spread more rapidly. Optimus Prime will realize the immense danger of the oilrig exploding and order all Autobots to begin evacuating the humans. This should be enough of a distraction from the battle that the Decepticons should be able to retreat.

Traits for the Decepticons Starscream, Skywarp, and Thundercracker, Megatron, and Soundwave are given in Chapter Nine: *Character Index*.



PART 3: STOPPING THE DECEPTICONS

After the Autobots clean up the mess at the oilrig and rescue all the humans Optimus Prime gathers all the Autobot forces. The Decepticons are up to something and must be stopped. Just then a radio transmission from Autobot Headquarters comes in. An Autobot scouting party has located a Decepticon installation out in the desert not far from the oilrig. It seems the Decepticons have been constructing a new space cruiser and gathering energon so they can get back to Cybertron. Optimus Prime decides action must be taken at once. Optimus Prime will gather a strike team made up of himself, the PCs, and possibly a

few other Autobots to help balance forces. They will leave immediately to go stop the Decepticons.

The players will be free to decide on any strategy they feel is most effective when striking the Decepticon base. The GM should keep in mind that time is of the essence so the Autobots will not have enough time to prepare a complete battle plan. They will need to think on their feet and do the best they can.

After a brief moment for planning Optimus Prime gives the order to move out.

The Decepticon Space Cruiser

The Decepticon space cruiser is ready for launch and only the last of the supplies are being loaded into the hull of the ship. Security around the perimeter is very light since the Decepticons are busy loading the ship. Only one of the jets will be circling while the others load supplies. It should be no problem for the Autobots to move in and surprise the Decepticons.

The Decepticons will notice the Autobots and immediately begin to fire upon them. However, the Decepticons will try to maintain positions close to the ship in case they need to make a hasty retreat. After a few rounds of battle with the Autobots Megatron will give the order for all Decepticons to board the ship. The Decepticons will immediately withdraw into the hull of the ship and close all the doors. There is no way for the Autobots to get inside the ship.

OPTIMUS PRIME

Optimus Prime will accompany the PCs in this raid against the Decepticons. However, Optimus Prime should not be the deciding factor of the battle. Have Optimus Prime go directly after Megatron and get lost in the battlefield somewhere. Keep the PCs distracted with the other Decepticons for the duration of the battle. Only if the PCs are losing badly will Optimus Prime reappear and start blasting Decepticons.

Traits for the Decepticons are given in the index. The minimum number of Decepticons should be the three jets, Skywarp, Starscream, and Thundercracker, as well as Soundwave and possibly a few cassettes. The Autobots are not supposed to have an easy win over the Decepticons, so the more numbers they have the better. Megatron will be too busy fighting Optimus Prime to pose much of a threat.

THE TRANSFORMERS: EXPANDED EDITION



The Decepticons Escape

The Decepticons will blast off immediately. As the ship climbs, however, one of the doors opens and Starscream appears. Apparently he doesn't want to let the Autobots off so easily, and he starts to fire at them with his normal weapons. Starscream's arrogance is just the break the Autobots need. Just behind Starscream is a large pile of energon cubes. The Autobots will have two options.

First, they can try to shoot the energon cubes in hopes of causing an explosion. Hitting the cubes requires a SKILL roll of at least Great. Hitting the energon cubes will set them off and a huge explosion will rock the ship (see below).

Their second option is to try and hit Starscream. He is not moving in the doorway so hitting him only requires a roll of Good or better. A good solid hit (for a Hurt wound or worse) will knock Starscream back into the pile of energon cubes. This will also set them off and cause an explosion (see below).

The Ship Goes Down

When the energon cubes explode the inside of the ship is severely damaged. Smoke begins to pour out of the ship and the engines begin to cut out sporadically. The ship will begin to lose control and will begin to fall from the sky. The ship is very far off by the time it crashes into the ocean several miles off the shoreline. There is a large explosion as what's left of the energon cubes go up in a tremendous explosion. The wreckage of the ship sinks into the ocean.

CONCLUSION

The Autobots have won. The Decepticons have been defeated and their menace for the moment is no more. Optimus Prime will stand for a few moments and look out

into the ocean where the Decepticons' ship crashed. He will look thoughtfully, and then turn to the Autobots and say,

"Autobots. We have defeated the Decepticon threat. We may now concentrate on repairing our own ship so that maybe we can some day return to our home, Cybertron."

Optimus Prime knows that this is not the end of the Decepticons, but for now victory belongs to the Autobots.



THE TRANSFORMERS

MORE THAN MEETS THE EYE

FORMERS



EXPANDED EDITION

Complete rules for role playing in the Transformers universe. The Transformers, cybernetic beings from another planet with the ability to transform, crash landed on Earth over four million years ago. Now the heroic Autobots must protect the Earth and battle the evil Decepticons who wish to steal all of Earth's resources to fuel their own war against the Autobots and eventually conquer the universe.



FUDGE Transformers: Expanded Edition is based on the cartoon from the mid 1980s as well as the popular toy line by Hasbro of the same name. New Expanded Edition includes more background material, new rules, new gifts and faults, and more, much more, then meets the eye!



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