Races D6 / Cybertronians/Transformers (Sim



CYBETRONIANS (TRANSFORMERS)
By Hellstormer1

The Transformers (Cybertronus cybertronii) are a species of sentient, living robotic beings (mostly) originating from the distant machine world of Cybertron. The stories of their lives, their histories, and most especially their wars have been chronicled across many different continuities in the vast multiverse.

The designation "Transformer" stems from the species' generally-shared ability to transform, to change their bodies at will, rearranging their component parts from a robotic primary mode (usually, but not always, humanoid) into an alternate form; generally vehicles, weapons, machinery, or animals. In some continuities this ability to transform is innate to all members of the species, in others it was a wartime innovation that was adopted by most, but not all, of the populace.

While this species is commonly known throughout the galaxy as "Transformers", the technical term for these beings is Cybertronians, which they generally use to refer to themselves. Other, less-frequently used terms to refer to beings from Cybertron include Cybertronic or simply Cybertron.

[NOTE: This write-up uses the rules from the Star Wars Roleplaying Game Revised & Expanded, as well as the REUP version for rules references. Also worth mentioning, these character creation rules may seem complicated at first. Once the altmode is figured out, just pay attention to the Special Abilities, and everything else for Cybertronian characters "should" work out just fine.]

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SPECIES ATTRIBUTES

Type: (Template Type)
Species: Cybertronian

Attribute Dice: 12/18
DEXTERITY 1D/5D
KNOWLEDGE 1D/5D
MECHANICAL 1D/5D
PERCEPTION 1D/5D
STRENGTH 1D/5D
TECHNICAL 1D/5D
Move: 20/24

Special Abilities:

-Mechanoid Lifeforms: Transformers at first glance may appear to be droids or robots. Upon deeper inspection, they are actually a form of "mechanoid lifeforms", created through a form of mechanoid evolution or divine creation by a greater power such as their god Primus or the super computer Vector Sigma. As mechanoid lifeforms, their advancement differs from biological charcters as such:

--Attributes: They start with 18 dice and distribute these among their attribute minimums/maximums as normal for other characters. Except for how explained here, attribute improvement is performed the same as other Star Wars D6 characters. When improving an attribute die code, they still need to perform "training time" as biologicals do. This is because the time is not about training, but

about preparing the body to receive an "upgrade" to improve the mechanoid character's functions, as well as preparing the equipment that will cause the upgrade in their body, along with any other preparation required (such as studying the body to figure out the process to be performed to install the upgrade, much like how a mechanic might work on a vehicle, or someone modifying a house or other structure or equipment). If they have the Character Points, these can be spent to perform upgrades to the character's body. This may seem similar to how droid characters advance, but is a reflavoring of the standard improvement time rules for biologicals. Unlike droid characters, the Transformer character is still limited to how far they can improve their attributes, just like biological characters. Every upgrade requires the character to roll their new attribute die code against 3D rolled by the Gamemaster. If the character rolls under the GM's result, the upgrade takes and the character now uses the new die code. If they roll over the GM's result, then the upgrade does not take due to their spark not being powerful enough (yet) to sustain the modification to the character's body. They must wait two weeks before trying again so their spark can recover from the previous attempt. GMs can negate the "training time" or require money to purchase the upgrade equipment when mechanoid lifeforms wish to improve their attributes, but this is not explained here for the sake of keeping things simple.

--Move: Transformer characters in their robot mode have a Movement speed depending on their size. Character scale characters have a Move of 10/12 like most characters in that scale. Speeder scale characters (the expected scale of most Transformers characters) have a Move of x2, 20/24. For Transformers characters of higher scales, increase the Move speed x2 for every scale increase (Walker scale x4, 40/48; Starfighter scale x8, 80/96; Capital scale x16, 160/192; Death Star scale x32, 320/384)
---Alternate Rule: If GMs/players want Move speeds more in line with the Movement Speed chart in the Star Wars D6 rules, they could instead apply speed as: Characters scale 10/12; Speeder scale 21/25; Walker scale 45/53; Starfighter scale 80/96; Capital scale 160/192; Death Star scale 330/394.
---Vehicle Speed: This is handled in the rules for Altmodes below.

--Force Sensitive/Skills/Powers: Due to being "alive", Transformers characters could potentially learn how to use The Force. On the other hand their mechanoid nature could deny this. GM discretion here for which way they prefer to go. If they choose to allow Transformer characters to use The Force, then rules are the same as for biological characters.

--Dark Side Points: Same as with biological characters, even if Transformers cannot use The Force, as this is a good way to keep track of characters falling to evil. Even non-Force users collect Dark Side points for performing evil actions.

--Skills: Learned and improved the same as biological characters. Whether Transformer character can improve their skills the same as droid characters by installing upgrades is up to the GM (though this could be allowed in a similar fashion to attribute improvement, possibly even requiring the player to roll against the GM for the upgrade to take in the characters brain module).

--Size: Standard size for most Transformer characters is Speeder scale, though they can exist at Character, Walker, Starfighter (rare, combiners), Capital (extremely rare, titans/city bots), and in some exotically rare cases Death Star scale (Unicron, Primus).

--Combat, Injury, and Healing VS Repair: When suffering wounds and damage in combat the damage is treated similarly between droid and biological characters in Star Wars D6 rules. However, to recover, Transformer characters do not heal. They must repair themselves in a similar fashion as droid characters do. "Healing" for Transformer character requires a Repair skill

(possibly called Mechanoid Repair, Cybertronian Repair, Transformer Repair). Droid Repair is not quite the same, but could be used to figure out a Transformer character's "anatomy" and perform repairs (GMs may increase the Difficulty Level if this is done). Tools and spare parts are still required to repair such characters.

--Natural Armor: Due to their bodies being made of metal, all Transformer characters have a ntural armor that biologicals usually do not possess. This starts at +1D vs all forms of damage (even radiation), but GMs can raise this if they feel the need to (before doing this, please read Tech Level below).

--Tech Level: Due to their highly advanced nature and mechanoid bodies, Transformer characters may be highly resistant to Damage depending on what they are fighting. If fighting humans on modern day Earth, Transformers would have +3D to their Strength to resist Damage from modern day weapons (or more if GMs believe this is too weak). In the Star Wars setting this may be +1D, or perhaps negated alltogether due to Star Wars' tech level and widespread use of energy weapons and other advanced technologies. (Inspiration for this comes from the fan-made Galaxy Guide 16 The Old Republic and the Era Modifiers chart found on page 6 within, though may not be exact for simplicity, as the difference of millions of years could make these modifiers become ridiculous; GM discretion is advised).

[NOTE: Even at its lowest, Tech Level and Natural Armor would give Transformer characters +4D vs modern Earth weapon damage and +2D vs Star Wars weapon damage, and even more when taking into acount most Transformers are Speeder scale (+2D) on top of this (+6D vs modern Earth, +4D vs Star Wars). Add to this the character's Strength, which could be as high as 5D, and these characters start to become very formidable when fighting against most biological characters in Star Wars D6!]

--Equipment: Weapons, armor and other equipment for Transformer characters functions much the same as for biological characters. If being obtained for larger scale characters, the price will be x4 per scale increase (x4 price for Speeder scale Transformer characters; x8 for Walker scale; x16 for Starfighter scale characters). For Capital and Death Star scale characters, GMs could say x32 and x64 respectively, but due to how large such characters can become, GMs can increase these price increases as they see fit. Transformer characters can wear armor, but if it is not made with their technology to be able to transform with their bodies and become part of their almodes, then they may not be able to transform when using such armor without damaging it or themselves. Weapons of choice (melee and/or ranged) may be able to become part of their altmodes, and in some cases may actually be a key part of said altmode. Unless their altmode has been made to have extra carrying capacity or to be of a larger scale than their robot mode, the altmode has the same encumbrance limits as their robot mode. Carried items in altmode are carried on or in the characters altmode form. Items going beyond the character's encumbrance limits cannot be carried by the altmode unless it has been specified to have some ability to do so (see altmode rules below).

--Vulnerability (Ion Weapons): When ion weapons are used against Transformer characters they receive the full Damage effect as droid characters would.

--Cybernetics/Upgrades: Where biological species surgically implant/install technological prosthetics and devices to their organic bodies, adding such items to the body of a Cybertronian should be looked at more as upgrading a droid or vehicle or other such item. Like those items there's usually a limit to how far these upgrades can go, and Cybertronians' bodies can only take so many upgrades. These upgrades could follow the rules on The Force and Cybernetics where

they limit or negate the character's access to The Force, since these upgrades are not a natural part of the mechanoid body their spark shaped for them when they were "born" during a Spark Surge on Cybertron (If using the origin where Transformers were robots created by another species, then these limits should be the same as droids, but they also should not be able to use The Force). Otherwise, upgrades could be limited either by their Strength attribute (1 minor upgrade per +1 pip, 1 major upgrade per 1D), or be counted as an increase to their attributes (Ex: If increasing ability score from 4D+2 to 5D but also having 2 minor upgrades (+2), when rolling their new attribute dice against the Gamemaster's 3D and having to roll under the GM, the player rolls their 5D with +2 due to the presence of the upgrades).

-Spark: Transformer characters have a Spark that counts as their heart and soul, literally their spark of life and sentience. The Spark requires Energon to maintain it and remain lit, one of the main reasons Transformers consume this substance. When wounded and in a state where they may be "bleeding out", Transformer characters run the risk of running low on Energon and having their Spark dim and fizzle out, dying like other biological characters. Oddly enough, such characters have also been known to be able to have their Spark and its Spark chamber removed from their bodies and either reinstalled in said body or installed in a new body (which could be seen as a life saving action if circumstances require such a transfer, such as suffering from the Rust Plague).

-Energon: Transformers characters do not consume food and drink like biologicals, and do not need power recharging like droids. Instead, they consume Energon, a substance vital to keeping their Spark alive. Energon can even be mixed and altered to produce kinds of "fuel" that consume, and some variants of this can even inebriate the character (hence why Transformers have bars on their homeworld of Cybertron and colony worlds). Transformer characters can go a long time before needing to consume more Energon, possibly years, decades, or even centuries, millenia, and longer. When they do reach their limit of needing Energon, instead of starving they will enter a state known as Stasis Lock (see below). In some cases, Transformer characters have access to Synthetic Energon though this is usually not as good as the real stuff.

-Stasis Lock: When a transformer character is injured to the point of death or Energon starvation (Killed result on the Combat Damage chart), instead of dying they will enter Stasis Lock. This appears like a deactivated, depowered robot but is in reality a form of deep coma. Characters in Stasis Lock can have their bodies be repaired (like droid characters) and then be reactivated and "brought back to life". This can often be done even if the character has been ripped apart or blown to pieces. The only necessity is that their Spark chamber must be intact, though the Spark may need an Energon infusion if the body has lost this somehow. If the character reaches Incapacitated or Mortally Wounded on the Damage chart their onboard computer will recommend entering Stasis Lock to preserve their life. The character also has the ability to override this, but if they do, a Killed result will result in their actual death and they cannot be revived. Their Spark will move to the afterlife, where "all become one".

-Altmode: Most Transformer character have an altmode, the ability to transform their mechanoid bodies into some other form, often a vehicle of some kind, but can also be something stationary that performs a specific purpose or function. On rare occasions a Transformer may not have an altmode, or can have two or more altmodes. Transforming bwteen robot mode and altmode(s) is a full-round action in a combat round (GMs may decide to make this a single action if they feel this takes too long, and "upgrades" or advantages could be used to speed this up too). When creating a Transformer character, players need to look below at the Altmode Creation Rules to decide what their altmode will be. While their altmode may perform a certain way, the mode can look like almost anything they want. This can allow the character to look like a vehicle common on the world

they are adventuring on, and therefor blend in and hide in plain sight, becoming a "robot in disguise". Altmode Creation Rules are presented below, and should be read when making a Transformers character.
--TransScan: Some versions of the Transformers setting have the characters using an ability often referred to as TransScan. The character has a scanner wave emitted from their body to scan over an object desired as their altmode (full-round action). Once scanned the character's altmode can look like the scanned object (+2D to Hide skill rolls to look like scanned object). If the Hide skill roll is failed, this does not affect how the altmode performs, but it will not look quite like the scanned object. Scanned objects can also affect the character's robot mode appearance. GMs can require a Perception roll to scan objects for altmode appearance, especially if this is happening during combat or tense circumstances.

Force Sensitive: See above
Force Skills: See above
Dark Side Points: As normal
Skills: As normal
Size: Speeder Scale*

*= Can be as normal, but read above just in case.

Starting Credits: As normal
Starting Equipment: See above

Anything else not mentioned here about character creation should be assumed as normal for Star Wars D6 rules.

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ALTMODE CREATION RULES

When deciding a Transformer's altmode, there are two ways to approach this, one simple, and one more advanced. The simple way is for the character to use their "trans-scan" ability to scan a technological machine like a vehicle (but just about any machine can be used as an altmode, and even lifeforms on occasion), and take on that machine's appearance and functions. The advanced way is to use the characters attribute dice, break them down into pips as points, then redistribute these into the altmode's stat block to customize its functions and abilities. In this instance, trans-scan is only used to decide the altmode's appearance to disguise and blend in.

SIMPLE ALTMODE RULES

For the simple way, the character uses trans-scan to scan the desired altmode, requiring a dice roll to succeed at the scan based on their Perception attribute dice. If the scanned object is the same scale as the character and is relatively simple in function, the Difficulty is Moderate. The

more complex or powerful the scanned machine, or the greater the difference in scale from the character, the higher the Difficulty number a Transformer character needs to roll with Perception to have the desired altmode. If successfully scanned, the Transformer character's altmode now has the stat block and abilities (including weapons) of the scanned

Character abilities like Triple Changers, Combiners, or alt-robot modes (Punch/Counterpunch) are not covered here and instead should be gained by using the Advantage/Disadvantage system.

In short, pick the vehicle or object you want as an altmode, look at the list below, pick the altmode base, altmode other traits, add it all up, and now you have the Difficulty to roll Perception against to acquire this altmode.

ALTMODE BASE

-Base Vehicle (Unarmed Ground/Nautical vehicles) = Moderate/11-15 (Ex: cars, jeeps, trucks, semi trucks, boats, etc, these altmodes are just for simple travel and getting around and typically don't have any extra abilities).

--[NOTE: For all vehicle altmodes, Moderate also counts as the base Difficulty that all Transformer characters roll against. This is increased by the other traits and abilities of the scanned vehicle. Flying vehicles start with this as their base Difficulty, then add Enhanced Mobility (Flying) to make a jet or other flying altmode. Helicopters and fovering flight vehicles instead use the VTOL trait.]

-Base Static (Stationary/Unmoving objects) = Easy/6-10 (Ex: Sounwave's miniplayer, Blaster's boombox, Perceptor's microscope). This is also the base Difficulty for all unmoving static altmodes.

-Base Beast Mode (Base for unarmed animal/monster altmodes)= Moderate/11-15.

--[NOTE: Beast altmodes will usually have speeds comparable to Transformer robot modes, not vehicles, and usually will not have weapons. To have weapons or special attack abilities, the Enhanced Functions trait is added to the scan Difficulty.]

ALTMODE OTHER TRAITS

-Enhanced Functions = +5 (Ex: Construction vehicles that can build or demolish other objects and structures; Soundwave's miniplayer being able to connect to and hack computer systems; Perceptor's microscope which can analyze objects in great detail and sometimes allows him to work as though he has a science lab available; Beast Wars characters having real flesh with their beast modes that protect against Energon overload and help with disguise among real animals; etc).

-Combat (armed vehicles) = +5 (Ex: Jeeps with guns, tanks with cannons, jets with guns, cannons, and/or missiles, also counts for adding weapons to usually unarmed vehicles and objects).

-Enhanced Mobility (Submersible/Flying/Space Flight/Drilling/Repulsorlift/VTOL) = +5 (Note: Flying vehicles by default cannot hover or use VTOL, to have this the VTOL vehicle trait must be added; Repulsorlift Ex: Bumblebee and Wheeljack in Transformers G1 series episode 1 at first had

hovering Cybertronian vehicle modes before coming to Earth and taking the altmodes they would use there).

--[NOTE: Interstellar Space Flight would need Flying + Spaceship + Interstellar, +15 all together, Heroic Difficulty 31+, and +5/Heroic 36+ if also a combat vehicle on top of that.]

--[NOTE: Ground vehicles could add VTOL and effectively fly like helicopters, moving at ground vehicle speeds but able to fly over obstacles and buildings. Flying vehicles without VTOL must take off and land like most planes and cannot hover; if VTOL is added to Flying, they can now fly at jet speeds but use VTOL to land/take off and can also hover in the air.]

-Scale Difference = +5 per scale level from character (Ex: Astrotrain is Speeder scale but his space shuttle altmode is Starfighter scale, two Scale levels of difference, = +10 Difficulty).

-Superior Function = +5 (This is for characters wanting altmodes that may be overpowered or give the gamemaster pause on whether this almode should be allowed due to its abilities. Examples include Megatron's gun mode, which can change its scale size to be smaller than his robot mode, yet often is shown to be powerful enough to take out characters in one shot).

EXAMPLES OF ALTMODE TRANS-SCAN DIFFICULTIES

-Bumblebee's car mode = Moderate 11-15 (Base Vehicle, no extras)

-Soundwave's miniplayer = Moderate 11-15 (Base Static + Enhanced Functions (for connecting to and hacking computer and surveillance systems)).

-Starscream's Jet Mode = Very Difficult 21+ (Base Vehicle + Combat + Enhanced Mobility (Flying)).

-Optimus Prime's Semi-Truck = Difficult 16-20 (Base Vehicle + Enhanced Functions (for the trailer)).

-Megatron's Gun Mode = Very Difficult 26+ (Base Static + Combat + Enhanced Function + Superior Function (for changing scale between human and Transformer character sizes and still be powerful in damage)).

-Astrotrain's Space Shuttle = Heroic 31+ (Base Vehicle + Enhanced Mobility (Flying + Interstellar) + Scale x2).

-Broadside's Aircraft Carrier = Very Difficult 26+ (Base Vehical (Nautical) + Combat + Scale x2).

--NOTE: Broadside is often portrayed as being bigger than most Transformers characters and could easily be Walker scale. If he is used this way, the Scale Difference would be x1, and his altmode's scan Difficulty would be Heroic 31+.

-Springer's Helicopter = Difficult 16-20 (Base Vehicle + Enhanced Mobility (VTOL)).

-Perceptor's Microscope = Moderate 11-15 (Base Static + Enhanced Functions (science tools)).

-Constructicons' Construction Vehicles = Difficult 16-20 (Base Vehicle + Enhanced Functions

(Build/Demolish Structures).

-Dinobots' Beast Forms = Difficult 16-20 (Base Beast + Enhanced Functions (for flaming breath, horn lasers, shooting spikes, short ranged ranged attacks, etc).

-Cosmos' Flying Saucer = Difficult 16-20 (Base Vehicle + Enhanced Mobility (Space Flight)).

-Scattershot's Artillery Mode = Moderate 11-15 (Base Static + Combat (for the cannon).

-An X-Wing Starfighter = Very Difficult 26+ (Base Vehicle + Flying + Space Flight + Superior Function (Hyperdrive).

-Star Destroyer = Heroic 41+ (Base Vehicle + Flying + Space Flight + Superior Function + Scale Difference x3 (Capital Scale).

-Luke Skywalker's Landspeeder = Difficult 16-20 (Base Vehicle + Enhanced Mobility (Repulsorlift))

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ADVANTAGE/DISADVANTAGE RULES EXPANSION

Star Wars D6 has been using the fan-made Advantage/Disadvantage system for a long time, and fans have adopted it so much that it seems you can't have one without the other. The A/D system was even integrated in the fan-made REUP version of the Star Wars D6 rulebook. A/D not only grants more options for players both in combat and for roleplay, it also grants the D6 system a lot more options. For example, if you like certain class features in another R{G system, A/D could be used to work those class features into the D6 system.

Here is a collection of Advantages and Disadvantages that, while other types of characters could make use of them, they are meant for Transformers characters, and can grant many options Transformers has had in their franchise since the beginning, options that didn't really seem to fit anywhere else, but TF fans would want them available in some form.

ADVANTAGES

Action Master (A/D), Cost: 3

You no longer have an alt-mode, but your robot mode has been greatly enhanced. +1D to Strength Attribute, or use these extra pips to purchase more Advantages at 1 pip/Advantage point (Up to 3 Advantage points).

Armor, Cost: 1-3

You have armor that helps protect VS Physical OR Energy damage (not both). +1 pip per 1 point, +1D per 3 points. Cannot be altered or modified using skills (that's for armor as equipment,

this is for extra armor from how your Spark created your body).

Built-In Equipment, Cost: 1-4

You have a tool or helpful device built into your body that transforms to replace a limb (hand/arm, foot/leg, tentacle?) when needed. 1 point per 1-handed device, 2 points per 2-handed device. (ex: wielder, jackhammer, cement gun, acid gun, other tools, scanners). Requires Difficult Search roll to detect.

Cassette Carrier, Cost: 1-4

You can carry Character Scale NPCs on or inside your body and eject them when needed. Use rules for NPCs when making them (12D Attributes), but these are Character scale. NPC alt-mode is cassette mode to fit within your body, cassettes fit in your alt-mode, even if you change scale counts as stationary type and cassette function. 1 cassette per Advantage point.

Cityspeaker, Cost: 1

You can communicate with Titans/Citybots in a way no one else is capable of, able to link with their vast and ancient minds full of overwhelming amounts of data, history and experiences, and not be subsumed by it, communing with the minds of these near godlike mechanoid beings. No one can "hack" into these communications.

Combiner Link, Team, Cost: 3

You can combine with a team of 5-6 other 'bots to make a bigger bot character that is 2 scales larger (standard Transformer character are Speeder scale, most combiners are Starfighter scale). Each team member must be same scale. Use character creation rules to make new combiner character. Combiner character's altmode is to disassemble back into team members.

Combiner Link, Dual (A/D), Cost: 2

You can combine with another character to create a new character that is 1 scale size larger than you were before. The two members must be same scale. Use character creation rules to make new character. Altmode is to disassemble back into 2 individual characters.

Computer Link, Cost: 1

In your robot mode, you have a small, retractable device somewhere on your body (ex: finger) that allows you to link and interact with computer systems with a connection port, this device is automatically a part of certain alt-modes but not robot modes unless this Advantage is taken.

Dual Alt-Mode (A/D), Cost: 2

You turn into two separating altmodes, but risk one being damaged or destroyed or lost and not being able to reform your rebot mode. Both altmodes are reduced -1 scale unless using rules for increasing/decreasing scale size when making altmodes, Attribute Dice reduced -2D when making pips pool to create these altmodes.

Energy Shields, Cost: 1-3

You hcan create energy shields that help protect VS Physical OR Energy damage (not both, select one). +1 pip per point, +1D per 3 points, cannot be altered or modified using skills (that's for energy shields as equipment, this is an ability eminating from your Spark).

Fast Trans-Scan, Cost: 2

Trans-Scan is usually a full-round action. You can now do it in a single action (attack action, move action, etc).

Fast Transform, Cost: 2

Transforming ois usually a full-round action. You can Transform as a move or attack action instead, and this can be done as a double move action to transform and then move at your alt-mode's speed.

Fine Manipulators, Cost: 1

Your body has a set of fine detail manipulators used for handling small and delicate objects, such as tiny items used by Characeter scale characters. Using these manipulators does not incur penalties for handling objects of smaller size (Usually you would other suffer a high Difficulty to roll against), or if yopu would usually not be able to interact with such objects, now you can.

Internal Storage Compartment, Cost: 1-4

You can carry some cargo inside your body. 1 point per 1-handed item, or 2 points per 2-handed item. At 3-4 points you effectively have a light or heavy "backpack" storage compartment on your back or in your body.

Jump Jets, Cost: 1-3

You have jet thrusters on your feet, legs, or elsewhere, that allow you to jump higher and further than normal. +1D per point to Jumping skill. Also gives 1 space speed per point and +1D per point maneuverability when in space or zero-G environments (in robot mode, not alt-mode). At 3 points you can hover in the air indefinitely.

Junkion (A/D), Cost: 4

Your body is easy to repair (-5 to Difficulty Level), but is also easier to damage (+3 on the Damage Chart). As long as most of your bodily components are still around, you can be reassembled and restored to functionality, not really dying unless your components are truly destroyed, such as by incineration.

Multi-Body Robot Mode (A/D), Cost: 2-4

Your robot mode has a mind shared between more than 1 body, but they must combine together when changing into their altmode. When making the stats for each extra body, your Attribute Dice are reduced -2D per body, 2 points for +1 body (2 bodies total) or 4 points for 2 extra bodies (3 total). However, this is also a Disadvantage, if one or more of your extra bodies are damaged, incapacitated, or destroyed, you cannot form your altmode, and your other bodies will be stunned for 1D rounds (damaged), also incapacitated, or effectively "Wounded" for 1D hours due to the trauma (destroyed).

Nemosurgery Spikes, Cost: 1

Your hands are equipped with Mnemosurgery spikes, the tools used to perform Mnemosurgery on the brains of other Cybertroninians, and perhaps even other mechanoids (Advanced skill - Mnemosurgery). Can be used as a melee attack in combat to perform Mnemosurgery on a target of choice.

Powerlifter, Cost: 1-3

Enhanced Lifting skill, +1D to Lifting skill per point (OR -1 Lifting Difficulty Level per point).

Powerpuncher, Cost: 1-3

You can punch harder than most mechanoids your size. +1 pip per point to unarmed and melee combat damage.

Process Energy For Fuel, Cost: 1

Your mechanoid body can absorb, process, and subsist on various energies for fuel as an alternative to needing energon.

Process Metal For Fuel, Cost: 1

Your mechanoid body can absorb, process, and subsist on various metals, both raw ores and refined, for fuel as an alternative to needing energon.

Process Organics For Fuel, Cost: 1

Your mechanoid body can absorb, process, and subsist on various organic materials, such as crops, wood, and especially animals and sentient organic beings, for fuel as an alternative to needing energon.

Resistance (Energy), Cost: 1-3

You are more durable VS Energy damage. +1 to Strength VS Energy per point (OR, +1D to Strength per point VS specific energy type (ex: fire, cold, electricity, etc)).

Resistance (Physical), Cost: 1-3

You are more durable VS Physical damage. +1 to Strength VS Physical per point (OR, +1D to Strength per point VS specific Physical damage type (ex: blunt, blades, ballistic/slugthrowers, etc).

Resistance (Organic), Cost: 1-3

Your are more durable VS Organic substances (ex: acids) and infections (ex: Cybercrosis, The Rust Plague). +1 to Strength or Stamina per point VS Organic based damage and effects (OR, +1D to Strength per point VS specific Organic damage type).

Six Changer* (GM), Cost: 8

You have 4 extra alt-modes including the one most Transformers characters start with (5 altmodes, 6 forms total including your robot mode).

Sound Bafflers, Cost: 1-3

Your body is built to be extra quiet when moving. +1 to Sneak and Move Silently skill rolls per point, +1D per 3 points to Sneak skill. Robot mode mode only. (Effectively the same as the Stealth Advantage from the original Advantage/Disadvantage rules, but in this case it's more that the Transformer character is literally "built" for stealth).

Spy Changer, Cost: 2

You have an extra altmode that is actually another robot mode that looks entirely different from your original robot mode, like a different character This can help you as a spy, and might even have different personality traits that make life difficult (see Disadvantages). +2D to skills related to situations involving hiding your true identity (Persuasion, etc).

Stealth Field, Cost: 1-3

Your body can alter and bend light to make you less vissible. +1 to Hide skill rolls per point, +1D per 3 points to Hide. Robot mode only.

Triple Changer, Cost: 2

You have an extra alt-mode (2 altmodes total).

Use Weapons In Alt-Mode, Cost: 2

If you have weapons on your body, either hand-held or attached, you can now use these weapons in your altmode.

Use Weapons In Robot Mode, Cost: 2

If you have weapons in your altmode, such as those of the original vehicle or machine scanned to be used as your altmode, you can now use these weapons in your robot mode.

DISADVANTAGES

Action Master (A/D), Cost: -3

See above for details. Action Master is taken as both an Advantage (3 point cost) and Disadvantage (-3 points).

Biophobia, Cost: -1-3

You have a fear and hatred for biological organic life in all its forms. -1D per point to related skills when interacting with biologicals (Persuasion, Diplomacy, etc), -1D per point to Willpower rolls to resist attacking biologicals in combat when applicable. Some Transformers settings seem like all Decepticons have this Disadvantage, and even some Autobots on occasion.

Constructed Cold, Cost: -1

Your spark was harvested and body constructed through nonstandard or "unnatural" means, and some who were properly "forged" may dislike you, be difficult to reason with, or may outright hate you, on those grounds alone, and you may also be vulnerable to galaxy-spanning weapons that are meant to kill only sparks that were constructed cold, but like that would ever happen...again...

Combiner Link, Dual (A/D), Cost: -2

Taken as both Advantage and Disadvantage, see above for details.

Dual Alt-Mode (A/D), Cost: -2

Taken as both Advantage and Disadvantage, see above for details.

Empurata*, Cost: -6

Somewhere along the way you pissed off the wrong bot and had your face replaced with an expressionless mono-eye, possibly also your hands and fingers replaced with pincers or other poorly performing digits. You have max point Clumsiness and Unattractive Disadvantages (-1D Bargain, Command, Con, and Seduction skill rolls, -1D to Dexterity related rolls). Sometimes combined with Shadowplay.

Extra Heavy, Cost: -1-3

Your body is heavier than normal and hinders your ability to jump off the ground under your own power. -1D per point to Climb and Jump skill rolls. At 3 points you cannot jump at all.

Functionism, Cost: -1-3

You believe Cybertronians should be socially ranked by importance of their altmodes and find it difficult to interact or care for those with "lesser" or "obsolete" altmodes, and Primus help any monoformers that have no altmode at all. -1D per point to skills involved with interacting with such characters (Persuasion, Diplomacy, etc). -1D to Willpower skill rolls to resist attacking such characters in combat if ever applicable.

Junkion (A/D), Cost: -4

Taken as both Advantage and Disadvantage, see above for details.

Mechaphobia, Cost: -1-3

You have a fear and hatred for technological life in all its forms. -1D per point to related skills when interacting with technologicals (Persuasion, Diplomacy, etc), -1D per point to Willpower rolls to resist attacking technologicals in combat when applicable.

Multi-Body Robot Mode (A/D), Cost: -2-4

Taken as both Advantage and Disadvantage, see above for details.

No Trans-Scan, Cost: -2

In games where Transformers use trans-scan ability, you cannot do this and require the use of external devices to acquire or change your altmode.

Shadowplay*, Cost: -3

Somewhere along the way you pissed off the wrong person and they had brain module surgery performed on you to remove your emotions, including your empathy, the ability to care for others. Your moral compass, and possibly other factors, effectively works like a max point Psychological Limitation Disadvantage. Sometimes combined with Empurata.

Technoism, Cost: -1-3

You think technological life is superior to organics, and may even have a hatred for organic lifeforms (Biophobia, see above). -1D per point to related skills when interacting with organics (Persuasion, Diplomacy, etc), -1D per point to Willpower rolls to resist attacking organics in combat when relevant.

Uncontrollable Hunger (Energy), Cost:-1-3

You have an unnatural urge to feast upon energies of all kinds, some having better flavors than others. Your body is capable of processing and digesting such energies. -1D per point to Willpower rolls to resist devouring various energies when they are available, including in objects like teammates' weapons and gear, and perhaps even their bodies! (You are not immune to damage from energies, however, and would need Resistance (Energy) for that).

Uncontrollable Hunger (Metals), Cost: -1-3

You have an unnatural urge to feast upon metals of all kinds, some having better flavors than others, and your body is capable of processing and digesting such metals. -1D per point to Willpower rolls to resist devouring metallic objects, substances, and mechanoid characters!

Uncontrollable Hunger (Organics), Cost: -1-3

You have an unnatural urge to feast upon organics of all kinds, some having better flavors than others, and your body is capable of processing and digesting such organics. -1D per point to Willpower rolls to resist devouring organic objects, substances, and characters!

Vulnerability (Energy), Cost: -1-3

You are especially susceptible to Energy damage in all its forms. -1 per point VS Energy (Or, -1D VS specific Energy type (ex: fire, cold, electricity)).

Vulnerability (Physical), Cost: -1-3

You are especially susceptible to Physical damage in all its forms. -1 per point VS Energy (Or, -1D VS specific Physical type (ex: blunt, blades, ballistic/slugthrowers, etc)).

Vulnerability (Organic), Cost: -1-3

You are especially susceptible to Organic substances, infections (Ex: Cybercrosis, Rust Plague), and related effects (Ex: acid) in all its forms. -1 per point VS Energy (Or, -1D VS specific Organic

type).

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