TRANSFORMERS BEAST WARS
For the White Wolf roleplaying system

TABLE OF CONTENTS

CHAPTER ONE
WAR DAWN
THE ORIGINS OF THE GAME

Who Are They, and Where Do They Come From?

"The Autobots are a highly advanced form of robot. I don't really know if they're from the past, or the future, but they can think, and have real feelings."
—Spike, child of Earth, "More Than Meets the Eye"

Cybertron is a planet far beyond our galaxy, which is populated by an intelligent race of people. These people just happen to be mostly made of metal.

Cybertron civilization is old, older than most humans can even fathom. And as long as there are Cybertrons, there have been wars. Wars fought between races, wars fought over territories, wars fought crossing galaxies.

Now are the Beast Wars: where robots who have learned to transform themselves into animals fight to secure the promises of their past and the uncertainties of the future.

But to understand the present, we start with the deepest past.

The Great War

"Well, it all began about nine million years ago."
"Oh, great. It's gonna be one of those LONG stories."
—Optimus Prime and Ratchet, "War Dawn"

Legend has it there was a time before the war. Cybertron was a planet inhabited by the Autobots: peace-loving, hardworking robots who lived their days in golden cities basking in sunlight. The Autobots were bound to their lovely cities. They burrowed deep into the ground for energy, but had no wish to defy the gravity that held them there.

However, someone—no one is quite sure who—had the notion that there might be something beyond the sky. To discover it, he designed a new type of robot. This robot would be like others of the race, but for one thing: the ability to fly. This robot was called Megatron.

Soon, more of these flying robots were built. They immediately recognized their differences from the Autobots, and took a new name, the Decepticons. Not only, Megatron realized, were they different from the Autobots, but they were superior. They had mastery over the air: an element that Autobots did not understand. They considered themselves to be the rightful rulers of Cybertron, and, as their numbers grew, they decided to conquer it.

Megatron, in command of his Decepticon forces, made a single, foolish error when he attacked a group of innocents, wounding a young Autobot named Orion Pax. Alpha Trion, an Autobot leader who was repairing the injured, saw a great energy in the nearly-destroyed Orion. He rebuilt his body, fashioning a war commander for the Autobots, one whom he knew could fight back the threat to their peaceful ways. Alpha Trion called his creation Optimus Prime.

However, the war was far from over. Creating a fighting force to counter the Decepticon threat perpetuated the violence rather than finishing it. The Autobots were forced to adapt themselves to the Decepticon's ability of flight, eventually creating space travel and taking their war into far-off galaxies. Both races colonized, spreading throughout the universe; their virtually limitless lifespan allowed them to continue to increase in number despite the constant battling. Autobots and Decepticons eventually spawned many other races on many other planets, countless in number, but the battle between Optimus Prime and Megatron remained the same; they would fight until one failed.

Five million years of fighting showed little change in the struggle, but there was one great, infamous battle that seemed at first to be the conclusion. Prime's Autobots, far from Cybertron in their ship, the Ark, were battling Megatron's forces over an unknown, blue planet. The Decepticons, always eager to finish the fight, had boarded the Ark. Their fantastic battleship, Nemesis, had already been lost, somewhere in the oceans of this alien world.

There was an accident on the Ark.

The ship, peopled with Autobots and Decepticons alike, crashed down on the foreign planet, and embedded itself in a long-dormant volcano. The Cybertrons, weakened from their battle and losing power quickly, were forced into emergency stasis. They would remain this way for four million years.

At last the volcano erupted, waking the Autobots and Decepticons from their sleep. When the Cybertrons finally awoke, their battle was ready to resume. The fighting on Cybertron had continued without its commanders, and the citizens of Cybertron had long been missing their greatest warriors. However, these commanders found a new race on this planet they had encountered, one that had developed while they were slumbering. These were called Humans.

On Earth, as this planet was called, Autobots mainly chose ground-bound vehicles as secondary froms, to reflect their origins as those who came from below. Decepticons still ruled the sky. Humanity, a seemingly primitive race in comparison, realized that the Autobots were the race most inclined toward peace. Over a period of less than thirty years after Prime and Megatron reawakened, the Humans helped the Autobots to finally win their ancient war.

The Beast Wars

"Now is a day of reckoning for those who would make us slaves!"
—Predacon commander, "Megatron," "The Agenda, Part Three"

The Pax Cybertronia was signed, declaring peace on Cybertron for the first time in over nine million years.

Now, a mere three-hundred years later, society has changed again.

The descendants of the Decepticons are beginning to revolt. Their society, now blossoming of its own right, has been punished by the mistakes and failures of their once-proud ancestors. These self-named Predacons began a silent uprising, working against the Autobots' children, the Maximals. The conquest is whispered in the alleys of Cybertron... On other planets, especially Earth itself, it is again a full-scale war.

Maximals

"Freedom is the right of all sentient beings."
—Maximal saying, said to be first uttered by Optimus Prime

Maximals are the sons and daughters of the victors: descendants of the Autobots. Maximals carry with them their ancestors' sense of peace before war. They believe in the peace codes signed at the end of the Great War, and they believe in the teachings of Optimus Prime. They are in a fine position to make these kinds of statements, having enjoyed for centuries the benefits given to victors. They are the upperclass citizens of Cybertron, its rulers and its protectors. They are also its artists, poets, actors, and musicians, its doctors, its lawyers, its scientists.

Maximal rule is upheld by a Council of Elders, who is in effect the ruling body of all of Cybertron. Maximals run and operate the tightest and cleanest military operations on Cybertron. They are also its prime explorers and colonizers. Maximals subjugate the Predacons and keep them at bay, disallowing them from the centers of their cities. They fear an uprising from below, but, most of all, they fear another Great War. Cybertron was a planet that fought itself for millions of years. If only the Predacons would realize that there's a more peaceful solution...

The Pax

The treaty signed to end the Great War was called "The Pax Cybertronia." In it, the long tradition of racial violence on Cybertron was supposedly ended for good. Maximals keep their own code, based on the details of the treaty, which was named for an ancient word meaning "peace" and the nearly lost name of one of the Autobots' greatest leaders.

1. Race is meaningless; All Are One.
The Letter: The "All Are One" saying is said to date back to the Third Great War, when Autobots promised they would fight for freedom "until all are one." Assumedly, this problem was resolved when the Great War finally reached its conclusion. Maximals and Predacons alike are one under Cybertron, and should be considered equals.
The Truth: One of the most scoffed-at sections of the Pax. Though many Maximals do indeed regard Predacons as their equals in life and law, there are just as many who are racist against them, seeing them only as the Decepticons from whom they have descended. The conflict between the Maximals who follow this element of their peace code and those who do not is sometimes as great as the conflicts between the races themselves.

2. Freedom is the right of all sentient beings.
The Letter: Optimus Prime's saying has filtered its way into Maximal parlance. Taken literally, it

means that no race should be subjugated under Maximal law. It is the "Prime Directive" of Maximal space travel—conquer no planets already inhabited; make peace with other cultures and nations; allow them to govern and provide for themselves.

The Truth: This directive is followed universally, save on Cybertron itself—where domination over Predacons is the expected norm. The occasional rogue Maximal commander who violates this rule does so usually under the penalty of criminal prosecution.

3. Let peace prevail over battle.

The Letter: The Maximal race is in constant fear of a return to Cybertron warring. Therefore, this code states that peaceful solutions can and must be found over any violence, even the retaliatory type.

The Truth: This is all well-and-good on Cybertron, where warlike acts can be discussed in committee, but this rule simply doesn't work on foreign planets if there's a sudden rebellion. It's scrap or be scrapped when you're out on your own, and Maximals know this just as well as they understand the good intentions behind their own code.

4. Respect the heroes of the past.

The Letter: The Great War was a terrible time, but it was also a time of great heroes and great deeds. Respect those deeds for what they are; though war is in the past, it should be understood.

The Truth: A very popular addition to the code, for hero-worship is a common trait of any intelligent race. On the good side, this rule has led to everything from war documentaries to novels to comic books. However, it is just as easy to make light of the past, and some of the racist "stupid Decepticon jokes" Maximals compose are even better than the "Autobot jokes" Predacons like so much.

5. Support a return to the Golden Age.

The Letter: Ages ago, Cybertron was a place of utter peace and prosperity. With continued work, the world can again be that bright, without the stain of racial disharmony.

The Truth: The Golden Age is one idea, but—most Maximals know—it was also a time of very little economic development, very little political development, and no exploration. Some question if a return to a backwater "age of peace" is really in the best interest of their planet...or if, perhaps, war is simply the unfortunate result of continued progress.

The Maximals, for the most part, follow their code well, though some more strictly than others.

Predacons

"Three gigabytes of attitude on a two-gig hard drive."
—Rhinox, "Dark Designs," describing a Predacon

If Maximals are the happy descendants of victorious Autobots, Predacons are the downtrodden: the descendants of the Decepticons. Predacons feign respect for Maximals, but secretly many factions of Predacons work to usurp rule from the upperclass and take Cybertron as their own. Among the Predacons are a great number of hardened warriors, generals, and military leaders. There is also the veritable "scum of the planet," the poor, wretched, the rulebreakers, the unloved and unappreciated.

The upper echelons of the Predacons operate a tight, strict society. Rule among the Predacons is decided by strength in battle. The greatest ruler among Predacons is a triumvirate of generals known as the Tripredicus Council. Many rumors about the strength of Tripredicus abound. Some Predacons even believe that the three members of Tripredicus are in fact descendants of the infamous Unicron, a world-devouring Transformer older than Cybertron itself.

Treachery and cunning are the norm among Predacons, and any Predacon leader unprepared for these eventualities will not remain a leader for very long.

The Predacon Honor Code

Just as the Maximals have a code for maintaining peace, Predacons have carried from their days as Decepticons an honor code, which of late is followed only by the strictest and truest of the race.

1. No fair challenge may be ignored.
The Letter: A law dating back to the ancient days of the Great War still holds true in the eyes of the most devout Predacons. Challenges for leadership are many, and challenges must be upheld with proper honor.
The Truth: A leader once in a position of power dare not allow such a thing as an archaic Decepticon rule to stand in his way. Leaders have been known to let their most loyal followers be the ones to put down a leadership challenge.

2. All challenges must be fair.
The Letter: It is not honorable to outnumber an opponent, nor outweapon him. There is great honor in winning, but never let a Predacon shoot an opponent while he is down, nor while he is unarmed.
The Truth: The most powerful of Predacons know how to cheat in a challenge: it's a rule they learned long ago. If to back down when one has a marked advantage would be foolishness, to lose a way to gain advantage is just as bad.

3. Failure is to be punished.
The Letter: Those Predacons that fail in their duties, either to allies or the Predacon force itself, should be chastised, ostracized, or terminated. Predacons do not allow for the weak among their ranks.
The Truth: Predacon leaders love this rule and love to evoke it to weed the unwanted out of their armies. However, Predacons in need of allies may let small transgressions go... Predacons in dire need ignore larger transgressions, too. Many of the Predacons who fight the Maximals do so because they are weak—war is their only chance to move up in the world.

4. Successful treachery keeps the leader strong.
The Letter: While failure is punished severely, when treachery within ranks is successful, it keeps Predacon leaders sharply focused. Treachery which does not fail is to be praised. The traitor himself should be destroyed.
The Truth: The most popular type of treachery of late has become desertion and defection: who wants to be a Predacon, when those rich Maximals are recruiting? This type of treachery cannot be conquered by a Predacon individual, but must be met on the battlefield. However, this rule is followed more carefully than one might think. Predacon leaders love a chance to point out when their troops have been disloyal.

5. It is an honor to die for one's cause.
The Letter: When a Predacon dies, let it be on the battlefield, winning the war for his side. Let it not be in hiding from the truth of war.
The Truth: Who wants to terminate, when Cybertron life can be so long? There are more self-serving Predacons than this rule suggests; plenty of Predacons are sick of the war, and while kissing up to the Maximals isn't their idea of a good life, it's better than the alternative.

Ironically, the Predacon Honor Code has created as many harsh rulers as it has created fine warriors. Those who follow it to the letter are few.

The original "Predacons," a faction of Decepticons, would probably be mistaken for Maximals by the Predacons of today, as they took mammalian and avian secondary forms. Only those who are very knowledgeable about the Great War realize this about the ancestors who gave them their name.

The Vok

"Such a simple name, for so ARROGANT a race."
—Tarantulas, "Other Victories," staring down a Vok

This malevolent alien race was first encountered by those fighting the Beast Wars on the planet Earth. Not only did aliens deposit energon on earth—not only did they build structures on Earth of their own design, but, it seems, they made this planet, for their own experimentation.

When it became evident to the Vok that the Beast Wars on Earth were skewing their data, they decided to destroy the planet. Earth was eventually spared due to the work of Maximal forces. However, the Vok unwittingly shared some impressive technology: the Transmetallization beam and the Transmetal II Driver.

The Vok are present in many things; their work is evident in much of planet Earth, their technology even beyond Cybertronian imaginings.

A member of this race appears as a ghost-like creature: the image of a floating, skull-like face, with streams of wind and light behind it. It does not appear this way for long; all who have seen a Vok face-to-face have not survived the confrontation.

Lexicon

"Aw, frag, I can never remember the answer to that slagging question!"
—Bob Skir, "Beast Machines" story editor, responding to a question about Beast Wars profanity.

Autobot: The peaceful race of transforming robots who inhabited Cybertron before and during the Great War.

Cybertron: The Transfomers' planet of origin. Also the name given to the species in general, and the word used throughout this document to describe a Transformer.

Decepticon: Race of transforming robots who lived to conquer. Ancient foes of the Autobots, near-annihilated during the Great War.

Energon: The main source of fuel for a Cybertron. Also his main source of weakness.

"Gear!": Positive slang expression among younger-minded Maximals.

Matrix: 1) Maximal Valhalla. Where the sparks of heroes are laid to rest, and All Are One.
2) The name given to the birthplace of Maximal protoforms.
3) "Matrix of Leadership," the physical device within the body of Optimus Prime and all Primes to follow him, symbolizing his role as leader of the Autobots.

Maximal: Descendants of the peace-loving Autobots and the upper-class citizens of Cybertron. Maximals typically seek an end to the warring on Cybertron, but believe one must make war to make peace.

"Maximize!": Battle cry and activation code of the Maximal race. Often shouted before a transfer from beast mode into robot mode.

Pit/Inferno: 1) Maximal Hell. Where the sparks of the damned are supposed to reside.
2) Complex where Predacon protoforms originate.

Predacon: Descendants of the Decepticons, violent race who lost the Great War. The lower-class and downtrodden of Cybertron, who actively propagate the Beast Wars in an attempt to win back the past.

Prime: Maximal parlance for something great or extraordinary. Now used sarcastically as often as literally. A reference to the Autobot commanders of the same name.

Primus: God of all Transformers, sometimes said to be the first Transformer, or Cybertron itself. Worshipped mainly by Maximals.

Protoform: A Cybertron who has not yet been born; a Cybertron fetus.

Slag: 1) Cybertron remains.
2) Most vilely connotated yet most widely used Cybertronian swear word. A lesser version would be "scrap."

Spark: The soul of a Cybertron.

Stasis pod: Housing for unrealized Protoforms.

"Terrorize!": Battle cry and activation code of the Predacon race.

Unicron: The darkest figure in Cybertron history, a devourer of worlds who was a Transformer the size of a planet. Though he was destroyed during the last battles of the Great War, all Cybertrons fear and respect Unicron even today. His space-strewn remains were a long-time home for rogue Decepticons.

Units of Time

On Cybertron, time is measured differently from on Earth. The conversions are relatively simple, though approximate.

Nanoclick: one second

Cycle: one minute

Megacycle: one hour

Decacycle: one month

Stellar Cycle (Stellar): one Cybertron year (approximately 400 days).

Protoformation

"Let's crack the egg and say hello!"
—Rattrap, "Coming of the Fuzors, Part One"

The fetal form of a modern Cybertron is a partially organic, partially robotic pre-body called the Protoform. Protoforms are neither manufactured nor born, but something in between. The exact process which creates a protoform is kept secret by the higherups of Maximal and Predacon government (as is the process which creates a Spark, though it's been rumored that a few couples have figured this one out through their own experimentation...). However, most Cybertrons know that Protoforms originate from one of two places: the Matrix and the Pit.

The Matrix that provides a Protoform is not that same Matrix where lost Sparks go, although there are some similarities. It is rather a place named for that same Matrix, where Maximal protoforms originate. A Maximal protoform is a silvery form shaped like a humanoid robot. They are angular humanoid forms coated in a kind of blue, glowing gel. A spark is placed in the central torso cavity.

Predacon protoforms originate from a complex known as the Pit—alternately called the Inferno due to the fiery red glow of the gels that congregate there. Predacon protoforms are typically golden, and with a red sheen, but otherwise resemble Maximal protoforms in every way. Maximals tend to view the Inferno as the Matrix's direct opposite—as a place where unworthy sparks go to be tortured in the afterlife. True Predacons, however, view their Pit with a sense of pride.

Protoforms are usually fitted with sparks upon their formation, although some are not. A protoform without a spark is called a "blank." Blank protoforms are kept on hand for emergency situations, as it is sometimes possible to transfer a spark from a dead body into a fresh protoform.

A protoform which has received a spark is ready for the second stage of formation. This involves choosing the Cybertron's secondary form and installing her personality and memory files. Memory files typically include information on the race and alliance of the new protoform as well as information about Cybertron itself. Cybertrons are, in effect, born full-grown, though sparks and protoforms differ in their capabilities. A Cybertron may seem young if fitted with "a young spark," or may seem very old the minute she emerges.

Protoforms, whether they are blank or fertilized, are rarely completed in the complex itself. Protoforms are stored in Cybertronian-sized "stasis pods," which are airtight shells fitted with scanning equipment and central processing units. Stasis pods are loaded in great numbers onto exploration ships, which are sent into the galaxy searching for worlds to colonize. When a suitable world is found, the protoforms within the pods are activated.

Errors in stasis pods have resulted in fascinating amounts of difficulties, ranging from Cybertrons who protoform without any sight, to Cybertrons who emerge with no concept of who they are and

what they are doing. It was a spectacular error in protoformation which resulted in the first of the Fuzors—life-scanners which were meant to choose only one beast form accidentally chose and fused two of them. Cybertrons with protoformation errors who are created on Cybertron itself are typically destroyed, especially by the Predacons, who believe handicap has no place in their society. However, colonization ships have very little choice in what their protoforms become.

Protoforms are nearly always Maximal or Predacon in nature. However, a Cybertron who had his ancestry in the days of Autobots and Decepticons was built rather than formed, and therefore is not of the Matrix or Pit. There are rumors that a third type of protoform does exist: the type which spawned the Tripredicus Council. These protoforms have descended from Unicron himself, and are a greater fear to Cybertron than any Predacon or Maximal war.

Choosing a Beast Mode

"Scanning for lifeforms..."
—Maximal Stasis Pod, routine procedure

Beast modes were first chosen in order to dull the effects of raw energon damage to robotic bodies. Cybertrons discovered other advantages to being part animal, as well, and many prefer it to the archaic notion of having only a vehicle for a secondary mode.

Predacons and Maximals retain their differences as groups. Maximals nearly always choose mammals, birds, or fish for their beast modes. Predacons, on the other hand, choose from the creatures that creep and crawl: reptiles, arachnids, insects, and crustaceans. This difference in choice is nothing spoken of or written in stone; it is only a matter of personal preference. Plenty of Cybertrons have gone against the grain in their alliance without much retribution, but, for the most part, this unwritten rule is followed.

Cybertrons are not sure if it is beast mode which reflects the personality of the individual, or personality which reflects the choice of beast. However, Cybertrons always seem to choose a beast which compliments their spirit. A Cybertron's beast is typically evident in his robot mode appearance: perhaps the tiger's stripes still decorate the arms, or the bee's wings still grace the back.

The beast mode for a Cybertron is typically chosen right before he emerges from his stasis pod. The pod does a quick scan for lifeforms in the area, chooses the most appropriate one, then protoforms the Cybertron. Fuzor stasis pods combine two animals from the scan. Some Cybertrons are fortunate enough to choose their beast mode on their own; they inspect a scan, then choose the form they like best. This is a method used when native Cybertrons explore a new planet for the first time. Cybertrons often change even their names to reflect a change in alternate mode. Each Cybertron has a name immediately upon emerging from his stasis pod, and after altering the body to a new form, the act of choosing a name for oneself to reflect this change is common and well-understood.

Life as a Cybertron

Cybertrons only die when death overtakes them by force. Cybertrons do not die of old age, so, in effect, they may live forever. The Autobots and Decepticons who finished the Great War were millions of years of age, so, among any given group of Cybertrons, it is easily assumed that there can be an age range of any type—from the newly protoformed to the ancient.

In practice, the ancient are few, having left the near galaxies at the end of the Great War in search of a final respite. The newly protoformed are many, as Cybertron tries to reclaim the galaxies it once knew. Some of Cybertron's greatest warriors are less than a few hundred stellars

of age. They are old by human standards, but a far cry from the age of the warriors who fought in Cybertron throughout time. Many of Cybertron's newer leaders are young indeed.

Cybertrons, like humans, have two definite sexes: male and female. During the Great War, females nearly died out entirely. A small faction of Autobot females hid themselves from the warring around them, and though they learned to take an active part in ending the fighting, they were never at the front line of combat. Females were considered a resource that was to be protected. Few female frames were built during the Great War, as builders automatically chose male frames for combat purposes.

Now that Protoformation as opposed to direct construction is the method of Cybertron procreation, females have again begun to populate Cybertron. Their numbers are swiftly rising to catch up with the males of the planet, although there are never as many as the males would like. It is estimated that the ratio is still flawed: there is perhaps a woman on Cybertron for every three men. Maximals claim equality for all females of their race, and, for the most part, this is practiced, as women are given mostly the same opportunities as males. However, there are those males that still see them as a rarity that should be sheltered, and would keep them from having an active part in the war. Predacons do not sublimate their women.

Cybertrons of all newer factions, being partially organic, enjoy the benefits of having two distinct sexes. This includes gawking, flirting, topless bars, anatomical correctness... The Autobot "interface" procedure is said to have been fairly stale; the Cyberorganic type is anything but. (Perhaps that's why there were millions of years of fighting in those days, say some of the young Predacon females.) There is no sanctioned marriage "ceremony" on Cybertron, but there is the occasional couple who decides to become mates for life. Cybertrons who decide to become official lifemates must be of the same Alliance; otherwise, the mating will not be recognized by others. Lifemates are registered with their Alliance's government. Lifemating is much more common among Maximals than Predacons.

As there are things that make Cybertrons like humans, there are things which make them like robots. One of these traits is the need for "repair" as opposed to medicine. Maximal doctors operate with screwdrivers and wrenches. Most Maximal exploration or battle ships are equipped with standard Critical Recovery Chambers (CR Chambers for short, or "R Chambers," Recovery Chambers) which will automatically take care of repair and refueling for the injured. A more Predacon invention is the Recovery Bath, which combines leisure with repair work.

Being robots, Cybertrons tend to be loud during movement. Cybertrons, especially the larger variety, have servos that move their larger joints, and the heavier Cybertrons can have very loud footsteps. Luckily, fur, feathers, and other flesh mute these noises completely in a Cyberorganic beast mode, and the lighter and smaller a Cybertron is, the less likely she is to have joints that sing every time she bends her arms or legs.

Cybertrons typically "sleep" during the night, as humans do, to recover energy. This is accomplished by going into a mode called "Stasis Lock," where all but the most vital functions are shut down and the body begins recharging energy and doing simple repair work. Cybertrons in stasis lock may experience dreams, which are a function of the data being passed back and forth through their circuits. A Cybertron who is injured to the Incapacitated level will go into Stasis Lock immediately. He is not dead, but will require repairs before he is functional again. (This can be counteracted with Spark; see below.)

Cybertrons all have an internal repair function which can heal minor injuries. Internal repairs function at a variable rate; see Chapter Four for more information. Cybertrons also have an internal computer that will give them occasional warnings when they have reached critical

damage. Strangely, the computer for those of Maximal alliance is most often male in nature, the Predacon computer female.

Transformation

The ability to adapt to new situations by choosing a secondary form is one of the prides of the Cybertron species. Transformation is in the very core of being of every robot on the planet.

Transformation is assumed to be automatic for any uninjured character. That character need only inwardly articulate his activation code. For Maximals, the code to shift to robot mode is most typically the Maximal's name, followed by the word, "Maximize!" Predacons use the activation word "Terrorize!" A shift downward into beast mode is accomplished with just those words: "Beast mode!" Shouting the code for transformation is used in heavy battle situations or any other situation where alliance is openly declared. Sometimes, there just isn't time to yell.

If a character is injured greatly, he may lose his ability to transform. A Cybertron who has reached the Wounded health level or below must make a Stamina plus Primal-Urge roll to transform to or from his beast mode. Penalties to the pool incurred by injury still apply, but only one success is required to transform successfully. Once a successful transformation is made, it is readily assumed that that character is capable of transforming to either form until he is injured again. An Incapacitated character will go into Stasis Lock in whichever mode he was in before taking the final health level of damage; he does not transform into his "native mode." (Injured characters who would like to alter modes before going into Stasis Lock may spend a Willpower to do so.)

Transforming uses up an entire round of combat. If a character would like to, for example, transform and attack in the same round, he must spend a point of Energon for the extra action.

The Spark

"When a spark goes on-line, there is great joy..."
—Rhinox, "The Spark"

A Cybertron's Spark is his soul—the essence of his personality and life force. It is an actual physical object, a perfect sphere about the size of a human fist, which is made of a gel-like material and pulsates with a blue glow. It is typically located in the torso of a Cybertron, in a cavity at either the stomach or chest level. Chest-level sparks can be centered, or off-set either to the left or right. The spark cavity is usually well-armored.

The spark has energy of its own, measured as a character's Spark power. The power of the spark's life force can be converted into useable energy two ways. First of all, it can be used to prevent stasis lock in emergency situations. A character falling to the Incapacitated health level can expend a point of temporary Spark to remain conscious (see Expending Spark, Chapter Four, for complete details). He can also tap into the spark's energy by converting Spark energy into usable Energon (Spend one temporary Spark point, recover one Energon). Such practices are risky because using up life force brings Cybertronians closer to death. If at any time a Cybertron's entire Spark pool is depleted, he will die.

The power of a character's spark can also be accessed for certain supernatural abilities. Spark is rolled in situations involving spark power—most commonly used by Transmetal IIs. See Chapter Five for more information on Spark Powers.

Stories are told of Cybertrons who purposely removed their sparks before entering dangerous situations. For every round that the spark is outside the body without a secondary energy source, remove one point of temporary Spark power. Naturally, the spark cannot survive for very long in this situation. It is also possible for one Cybertron to "incubate" the spark of another for a short period of time: the process which creates an Optimal.

Spark and Alliance

The power of a character's spark is directly related to his commitment toward his beliefs. If a Maximal is true to the ways of his Pax, his spark will grow because of it; similarly, if a Predacon follows his Code, he gains in life force.

Characters who wish to recover lost Spark energy must make a roll of Wits plus Matrix. This roll can only be made once per story, and recovers as many points of temporary Spark as successes made. This roll has a difficulty based largely on the character's conviction as portrayed during gameplay. The base is only 5, but it is modified every time the character strays from his Alliance's Code. Add difficulty as below if the character strays from his code. This is not meant to prevent characters from straying from their codes if it is dramatically appropriate, but is designed as a check against these Alliances' primary programming directives. Difficulties are cumulative, so if a character commits two "+1" actions, their roll difficulty is modified to +2. Use these lists as guidelines to decide where other types of actions may fit onto the Alliance chart.

Difficulty modifiers for Maximal Pax

+1: Verbally insulting a past hero or member of the Autobot race; Believing Maximals to be intrinsically superior to Predacons
+2: Racist (but non-lethal) actions against Predacons or other forms of life; Firing the first shot in a pre-combat situation
+3: Escalating an attack when the problem can be solved without violence; Failing to cooperate with Maximal allies to promote unity among the race
+4: Robbing a sentient lifeform of its basic right to freedom; Destroying or damaging any ancient artifact
+5: Failing to show mercy to a surrendered opponent; Destroying a sentient being outright ("sparking" during combat); Destroying or damaging an Autobot artifact

Difficulty modifiers for Predacon Code

+1: Verbally renouncing competition of any type; Publicly (and obviously) denouncing one's own leader
+2: Failing a duty assigned to one by one's Commander; Failing to take an opportunity in a combat of wits (treachery)
+3: Cowardice in the face of death; "Going easy" on one's own followers or underlings after a failure; Relying too much on one's allies
+4: Cowardice in the face of a fair challenge; Refusal to fight against continuing oppression; Fear of attacking/destroying a fairly matched or stronger opponent
+5: Destroying an opponent while he is down; Taking an unfair advantage in physical combat

If the character ever commits an act marked in the +4 or +5 sections of the above chart, that character may actually lose a point of permanent spark for his digression. Have the player roll the character's Willpower, at a difficulty of 8 for "+4" acts, or 9 for "+5" acts. If the roll fails, that character loses a *permanent* point of Spark. Obviously, accumulation of actions against one's primary programming is not wise, and if a character finds himself constantly checking to preserve his Spark, a change of Alliance may be in order.

Barring this method, there is also a Procedure which can be used to revive a spark to its full capacity, though it has its risks. At Storyteller's discretion, the experiencing of powerful emotions related to life force (such as love), can be used to recover Spark.

Energon

"Yes! The planet has energon."
"Too much energon. Field readings are off the scale. Continued exposure to robotic forms could cause permanent damage."
—Megatron and Predacon computer, "Beast Wars, Part One"

Energon is the main fuel of all Cybertrons. It comes in two forms: refined, usable energon, and unrefined, unstable energon.

Unstable energon appears as a blue, glowing crystalline structure. The crystals may be tall and thin, or clustered as the inside of a geode, and sparkle and flash at random. Stable energon appears in a cubical form, also glowing and usually ranging from clear-blue to clear-purple in color. Unstable energon can be refined into stable fuel through a carefully orchestrated procedure. Stable, processed energon is what keeps Cybertronians running. It is used to power certain abilities related to Weapons and Mechanisms.

When energon is raw, exposure to it is actually detrimental to the health of Cybertrons. During any prolonged exposure to raw energon, Cybertrons take damage. This damage is dependent on the proximity and amount of energon, but is typically one health level per round. The damage is aggravated, but purely internal, so that Cybertrons damaged by energon exposure will not be dented or scratched. If a Cybertron falls into Stasis Lock in proximity to raw energon, the damage he next takes will be to his spark, so he should be moved to a secure area immediately.

Raw energon is highly unstable, and when struck by an energy-based weapon (photon blasters, bombs, missiles, etc.), it will explode. This explosion is immensely powerful; energon explosion damage is always aggravated.

Because raw energon is so potentially dangerous, it is often used by the more violent and crafty Cybertrons to make weaponry. An Energon Blade is a small knife the size of a surgical tool, which can be used to cut enemies or to pierce sparks. Larger blades can be fashioned, but are extremely rare because of their danger to the wielder and their difficulty of concealment. Darts, bullets, or venom can also be laced with raw energon, and raw energon can be used to create powerful explosives.

Weapons made of raw energon are considered to do aggravated damage. However, any Cybertron carrying an energon weapon must subtract a point of temporary Spark off his total rating so long as he carries the weapon, due to the proximity of the dangerous material. Cybertrons must be at a Generation of Transmetal or higher to consider carrying any energon weapon-otherwise, they will not be able to soak the energon damage. A small blade or bag of bullets is not enough raw energon on the person of a Transmetal to warrant a soak roll every round. However, a large piece of energon, such as an energon-fashioned broadsword, would be. (See below for the specifics about Generations.)

The other type of energon is fully processed energon which is used as fuel. Ironically, the Cybertrons are dependent on this type of energon to function. The Energon rating on a character sheet is the maximum amount of fuel a character's body can handle; it is also an indication of how much fuel the Cybertron needs to operate at his peak. Energon ratings fluctuate frequently as energon is accessed to power Mechanisms and Weapons.

If a character's Energon pool is completely depleted, he no longer has the energy to function. He will be sluggish and unresponsive, and, if overworked, will collapse into stasis lock out of weariness. Consider a character out of Energon to be at a -5 to all dice pools. A character with only one point of energon left is at -4, two points at -3, three at -2, and four points, -1; he is running out of energy at a steady rate, and debilitating himself because of it. Starting Energon pools are at 10; the utter maximum size for any energon pool for a protoformed character is 20.

Lost energon can be easily recovered through repair and refueling. Any generation of Cybertron can also process natural fuels, such as food, into useable fuel. Granted, all prefer "the real thing," but the body of a Cyberorganic Beast is more than used to processing meat, grains, etc., into fuel. A Cybertron, regardless of generation, can only process that type of food which their beast mode would be comfortable with. Hence, a Cybertron with a lion beast mode must eat meat; a horse would eat grass; a rat would eat almost anything. Cybertrons like the Autobots of old, who chose vehicles as secondary forms, were more than comfortable with gasoline! All Cybertrons can also fuel themselves with processed energon, which is given "intravenously," or readily consumed.

During a game, a Cybertron may spend a point of Energon to gain an extra action in a round. A Cybertron can have no more full-roll actions per turn than he has dice in his Dexterity pool.

Willpower

Willpower is a character's strength of purpose. It is spent to gain one extra success on an important roll. It can also be spent to resist instinctual actions or to resist mental control from outside. Like the Energon pool, the Willpower pool can fluctuate a great deal over the course of the story.

Maximal protoforms have a starting Willpower of three, and Predacon protoforms have a starting Willpower of four. A character who spends all his Willpower will be tired and listless, unable to summon the strength to care much anymore about anything.

Characters can recover Willpower through frequent rest—one point after a night of sleep. They recover Willpower at the Storyteller's whim at the end of each story. Willpower is also recovered when a character fulfills part of his Nature; see Chapter Three for more information.

Blood and Metal

"This is a dumb plan, web-face. I don't HAVE any real blood! Just mech-fluid!"
"Oh, my circuits will adjust. It's the act I enjoy more than the nourishment."
—Cheetor and Tarantulas, "The Web"

A word or two about spiders. Spiders of the giant variety such that Cybertronian Protoformation would produce are not able to substantiate themselves on ordinary bugs. Cybertrons who choose a spider for a beast mode are automatically able to create a web in proportion to their size (this web seems far from natural, rather, it glows blue with the strength of the energon used to create it). The spiders can capture larger animals and survive off of their blood. In general, animals can eat food to survive, and the Cybertron that protoforms an animal can eat whichever kind of food is natural to his beast form, to regain Energon levels.

"Vampirism" among Cybertrons is possible, though it is considered a deviant behavior at best. A spider or other blood-sucker can get nourishment from the mech-fluid of other Cybertrons, but at

half potency (where two energon points taken from the victim results in a gain of one point for the recipient). Consider the Energon pool of Cybertron spiders to be much like the Blood Pool of White Wolf vampires, but keep in mind that to a Cybertron, food is food and blood is blood, with no issue as to "vitae" or blood potency. Cybertrons have no actual blood of their own, only mech-fluids which are internally processed. As such, they are incapable of being blood-bound, ghouled, or Embraced. (Really, what would be the point?)

Cybertrons *are* machines, albeit of the most complex type imaginable. Therefore, spells and affects which are aimed at technology can affect them. However, because of their sparks, these effects are difficult to use or predict. For example, a Control Complex Machine roll on a Cybertron would be contested against his Willpower, and though it would control the bodily actions of the Cybertron, it would not control his thoughts. (See Mechanisms for more information on controlling the Cybertron frame.) In a way, Cybertrons have this as a special racial disadvantage: they are machine as well as living creature, and subject to the rules of machines.

A Jam Technology roll or other such effect used on a Cybertron would indeed work, causing this Cybertron to instantly enter Stasis Lock. However, after one turn, a temporary Willpower may be paid to counteract this effect, and with no health penalties. Sparks themselves are the seat of Cybertron consciousness. They are supernatural and are not subject to mechanical logic.

Water

"I HATE water."
—Cheetor, "Deep Metal"

Cybertrons are made of metal and are typically poor swimmers. Unless a Cybertron has purchased an underwater beast mode as a Mechanism, assume that the Cybertron cannot swim. Rather, they are dense, and sink like lead to the bottom of any pool of water. They can act as they do on land, but Dexterity is at one third due to their weight. (Round up.)

Winged "flight" underwater, swimming, is possible, but the same restrictions apply. Jet engines will not function unless they are specifically designed to do so. See Chapter Five for more information on Mechanisms.

A Cyberorganic Beast must drink water like any beast of its natural type would. Transmetals and above do not find it necessary, though some enjoy it. Oddly enough, Cybertrons do not have to breathe air, even in beast mode, and may thus remain submerged for extended periods of time, as well as speak as soon as their vocal receptors have adapted to the new surroundings. However, vocal receptors require some circulation, either of water or air, to function; Cybertrons cannot speak in a vacuum, and their voices may still be "cut off" by injuries to the throat and neck.

Contrary to what a beginner might assume, water is not "the secret weakness" of a robotic race. Exposure to water does not cause Cybertrons to short out. However, acid rain has been known to cause problems, as have certain types of fire-retardant foams.

Death

There are only two ways for a Cybertron to die completely. Both of them involve the Spark.

The first way is for the Cybertron's spark to be destroyed in a violent manner: stabbing it, explosion, etcetera. A spark's nature is such that it is not easily crushed (it tends to bounce back into its original, rounded shape after pressure is applied). In extreme circumstances if the spark is

exposed to high pressure for a very long time, this may destroy it as well, but, typically, only piercing or energy damage will destroy a spark.

A spark will also die if it simply fades away due to lack of energy. The spark inside the body of a Cybertron will remain energized so long as it remains inside this (or any) energon-charged body. However, if the spark is removed or tapped for power, it will begin to drain. When a Cybertron's spark has been completely depleted, and the body it resides in is destroyed, the spark fades away into the Matrix, and the Cybertron dies.

The Generations

"So...you're a big, bad, Transmetal now..."
—Blackarachnia to Tarantulas, "Coming of the Fuzors, Part Two"

At one time, all Cybertrons were metallic. Then, later, they became partially organic, until having organic parts was the norm. The concept of "Generation" refers to a Cybertron's advancement on this scale. It is a reflection of his model type, a reflection of what is strong and what is weak about his construction.

Cyberorganic Beast

Shorthanded "Organic," this is what any Transformer in the Beast Wars will start out as if no points are spent to alter the form. This form, like any form, has its advantages as well as disadvantages.

Generation One Beasts are allowed only two forms. The Beast Mode is a single, common animal of any type, any animal for which DNA is available to scan. A Cyberorganic may choose a now-extinct animal, such as a dinosaur or saber-tooth tiger, for his beast mode, but may not have as a beast mode any supernatural animal such as a unicorn or griffin. The "original" form, or robot form, is a humanoid robot of any appearance, typically incorporating elements of the beast form into its overall design.

The Cyberorganic has fully functional organic parts in beast mode, and therefore must eat food as well as deriving energy from energon. The advantages to the fully organic beast mode are many: first of all, the animals are not effected by the presence of raw energon. In beast mode, a Cyberorganic can approach and handle raw energon at will without damage to body or spark. Also, a Cyberorganic who chooses a common animal of comparable size to himself can blend in with natural animals of the same type without looking conspicuous.

Because there are immense internal variations in Cybertronian height, fitting all of a Cybertron's mass into a corresponding realistic animal form may not always be feasible. For example, a character who has an insectoid beast mode will not be able to fit all of his mass into the size of an average insect under normal circumstances. However, Cybertrons who choose larger mammals as forms blend in well.
Starting Spark: Three

Fuzor

These Cyberorganic-classifed "Fuzors" behave exactly like the Cyberorganic Beast, but with one extra ability: they may choose two animals as opposed to one for their beast mode. This is still one single mode; however, the two animals are blended together into a supernatural animal.

Being a Fuzor makes creatures like griffins suddenly completely possible, giving the character both the wings of the eagle and back claws of the lion. However, fuzors have a much more difficult time blending in with animals in the "real" world, since the combinations that fuzors form typically do not exist. Creativity and variety is encouraged while choosing animals; try to find two creatures that support each other in interesting ways.
Starting Spark: Four

Transmetal

A Transmetal Cybertron is one whose beast and robot modes are both metallic in construction. Where a Cyberorganic would form an animal that was real for all intents and purposes, a Transmetal only forms a robotic version of that animal. This makes blending in with nature impossible.

Transmetals have a special advantage in that they can choose for themselves a third form, the vehicle form. The vehicle form is nearly always a logical extension of the beast mode, though sometimes a simple change can produce an entirely new function. For example, a racecar is made from a beetle simply by adding wheels.

Transmetals have another advantage in that they can soak the damage related to exposure to raw energon. For each round of damaging exposure, roll soak to ignore the potentially aggravated damage. This soak roll is not necessarily standard, and its difficulty can fluctuate depending on the proximity and amount of raw energon nearby. However, because Transmetals have no organic form, they must make this roll whenever they are exposed, regardless of form.
Starting Spark: Three

Transmetal Fuzor

A Transmetal Fuzor behaves exactly like a combination of the two forms above. He gains all the benefits and weaknesses of a Transmetal (soak energon damage; choose vehicle form) as well as the ability to create a beast mode of two different animals combined together.
Starting Spark: Four

Transmetal II

A new class of Transmetal created by melding Cybertron technology with that of the Vok, the Transmetal II Cybertrons are able gain supernatural power directly from their own sparks.

A Transmetal II chooses one beast form, which like the Transmetal beast form is a robotic version of the animal she mimics. She keeps the Transmetal ability to soak raw energon damage, but loses the third, "vehicle," form.

The ultimate benefit of becoming a Transmetal II are their innate "Spark Powers," which are mental and magical in nature.

Because Cybertronians in the know dislike Vok technology, and because Cybertronian scientists have little or no explanation for the Spark Powers gained by Transmetal IIs, TIIs are often feared or disliked by others, particularly Cyberorganic Beasts who believe advancement should have stopped with their class.
Starting Spark: Three

Optimal

The final edge of Cybertron evolution. It was discovered by accident, and it probably shouldn't have happened, but it was found that, when a Cybertron attempted to incubate the spark of another, he would change. The body would grow to accommodate the new energy, and would gain special powers and abilities.

An Optimal Cybertron is any Cybertron whose body has, at some time, contained two sparks. These sparks are generally highly compatible: a Cybertron with an amount of Pure Design or Past Spark seeks out their original ancestor, and places their spark inside his own spark cavity, or, two Cybertrons with affection for each other can make the decision to become one entity. The Optimal's body may still contain two sparks, or, the secondary spark can be removed and placed in its original body. For more information on the process that creates an Optimal, see Optimization, under Procedures.

The advantages to being Optimized are many. Optimals can soak damage from raw energon like Transmetals. They can, if they desire, choose to be Fuzors with more than one animal feature to their beast modes, Chimera with as many animal features as they desire, or mythological beasts such as dragons. They can also choose up to three alternate vehicle forms if they so desire by spending five freebie points per alternate form, and can have Transmetal II Spark Powers, though they pay twice as much for them. Unlike Transmetal IIs, Optimals are generally well-respected, and often feared and awed for their ability. Optimals are typically large and of a high size Class. Optimals can access their secondary sparks for help in solving problems they cannot understand: decide on abilities for the secondary spark, and use this like the Past Spark background.

However, there is an important disadvantage to being an Optimal: Optimals can often pick up difficulty in distinguishing their current spark with their secondary spark. Botches on rolls for the Spark bring an Optimal closer to insanity as he wars with his other self... Any Optimal who botches a Spark roll becomes overwhelmed by the power of his secondary spark. He may be possessed by the other personality, or flooded with memories from the Matrix. This other Spark will likely challenge the Optimal for control of the body unless he can somehow be subdued. Particularly frightening encounters will cause the Optimal to gain a Derangement, the most common being "Flashbacks," "Nightmares," and "Split Personality."

Optimals are rare, and no Cybertron is Protoformed as an Optimal. For starting characters who are Optimals, decide how the character was Optimized and when.
Starting Spark: Five

Size

Unlike human beings, Cybertrons as a race have a great variation in height. Though the majority of the Beast Wars Transformers are a lot smaller than their Autobot and Decepticon ancestors, which conserves their fuel output, some of these robots are still giants among the others. Players can spend Background points in the Size Background to determine their character's initial height and mass. For every dot spent in this manner, the Cybertron gains one extra die to his soak pool, along with some advantages in intimidating and overpowering members of smaller Classes. However, he also may gain difficulty in tasks that require fine manipulation, stealth, three-hundred-sixty-degree perception, and in some cases subtracts from opponent's difficulties to hit him. A character's Size Class should be noted on his character sheet. Changes in Size Class are common during changes of Generation.

Normal

A Normal-sized protoformed Cybertron is an ordinary human-sized robot. Most range from four to six feet in height, though certain extremes (three or seven feet) are still within the range of the class. For Beast Wars purposes, robots smaller than four feet are still considered Normal size protoforms. These robots typically weigh between one and three hundred pounds.

Deluxe

A Deluxe Transformer ranges in height from about six to eight feet, with females smaller than males. They typically have an even distribution of mass, and weigh between two and six hundred pounds.

Mega

Mega-sized Cybertrons are not usually very much taller than their Deluxe counterparts, but are a good deal more massive due to a lower or sometimes back-heavy weight distribution. This is the Size Class with the greatest height ranges between males and females, as male Megas can be up to nine feet tall, but female Megas barely reach seven. Female Cybertrons above this size class are extremely rare. Mega Cybertrons can weigh from five-hundred pounds to a few tons, though females have been known to weigh less and still belong to this class.

Ultra

An Ultra-sized Cybertron is a good deal larger than a Mega-sized robot, and can be anywhere from nine to fifteen feet in height. Cybertrons protoformed from stasis pods at this Size Class are rare though not impossible; characters of this Class are more likely to be formed from the Matrix or Pit complexes directly. This is the largest possible size class for any stasis-pod originated character.

Super

Super-sized robots are considered Autobot or Decepticon-sized robots, and can range from fifteen to twenty-five feet in height. Robots of this size must come from the Matrix or Pit complexes directly, or else have gained this size through a drastic change such as achieiving Optimal Generation. Cybertrons of this size are very rarely protoformed.

Giga

Giga-sized robots, which can be from twenty-five feet to the size of a starship, are enormous robots who are just as often interacted with as used as vehicles for smaller Cybertron passengers. For a Cybertron of this size, simply allowing information to pass freely from one joint to another across the great distance of his frame can often be a hassle. All Wits roll difficulties for Giga-sized Transformers are increased by one. However, all Strength-related difficulties are decreased by one to account for this Cybertron's massive size. Due to their general lack of mobility and difficulty getting into tight places, Giga-sized Transformers are generally not suitable as player-characters.

Combiners

"Constructicons form Devistator, the most powerful robot!"
—Scavenger, "Transformers: The Movie"

Legends tell of groups of Autobots and Decpticons who could join together into one mind to create even more powerful warriors. This technology is all but lost on the current crop of Cybertrons, though there are some who still understand and practice it.

If a player would like to generate a character that is a Combiner (sometimes called a Gestalt), he must declare this during character generation. He must then spend as many points in the Allies background as people he wishes to combine with. He or the Storyteller must then generate these other characters, whether they are PCs or NPCs. All of the aspects of one Combiner must be of the same Generation, same Protoformation, and Alliance. Finally, the final form of the combination must be generated. Its Protoformation and Alliance are the same as its components. For gaming purposes, consider this character to be an Optimal (place the background points there automatically), although it is not Optimized in the traditional manner. The final form of a Combiner has only one mode—that of a giant robot or, in some cases, a giant beast—but does not take the "No Transformation" flaw. It is automatically considered to be of a size in proportion with what it actually is: a combination of many other forms.

Because of this size, a Combiner is often much stronger than its component parts. However, there are tales of Combiners who had other exaggerated attributes. When creating the final form of a Combiner, place a "x 3" next to its Strength Attribute (as the "x 2" effective robot mode Strength; see Chapter Three). Also, place a "x 2" next to another Attribute. The most logical Attribute for this rating is Stamina, to account for the large size, but a Combiner may be instead super-fast, super-smart, or even super-beautiful!

If more than one aspect of a Combiner is run by a player, when the Cybertrons have combined form, have the designated "leader" of the group run the combined form. A Combiner's final form may take the flaw "Split Personality," if more than one of its aspects is fighting to control it.

A Combiner's final form may never have a higher rating in any Ability or Mechanism than those who make up its components. It may have more powerful weapons, but these should be a logical extension of its components' weaponry. Freebie points for the final forms of Combiners are typically placed directly into Attributes.

If one of a Combiner's components should be destroyed, the Combiner's final form cannot again be made. All of the components for a Combiner must be present to join forms. A Combiner's final form does not have its own Spark or Energon, but, rather, relies on the energy of those present within its structure. Thus, the main advantage to Combining is that Cybertrons joined in such a manner can pool resources to access more abilities. However, the resources used must come from one component originally. When the single Cybertrons transform down to their native forms, divide the combined form's expenditure among them equally.

Being a Combiner is difficult and complex, and, thus, Combiners are very rare now, much rarer than they were at the time of the Great War. Rumor has it that Tripredicus is a Combiner.

Organizations, Neutrals, and Other Unaligned

"Isn't there a way not to be either...?"
—Uriah Jackson, White Wolf Storyteller, after overlooking early Beast Wars RPG notes

Having an entire planet populated by only two races is harsh on some people's logic circuits. There are those on Cybertron who do not choose an alliance, but they are rare indeed.

All Cyberorganics on the planet today are protoformed as either a Maximal or Predacon. This is the only way approved by the rulers of Cybertron, but, in any tightly controlled system, there are those who slip through the cracks. During the Great War, Cybertrons were generated "the old

fashioned way:" built from scratch. This may be possible if, for example, a spark was accidentally created and needed a non-government-approved housing, or a spark was without a body and without a blank protoform to be inserted into. Any Cybertron created in this manner would have no organic parts, and would thus be of a generation of Transmetal or above. The new creation would most likely have a name reflecting its origin. A Maximal dedicated to her cause would call her new creation an Autobot, and only the most apathetic of Predacons would not refer to her creation as a Decepticon. However, some more peaceful Cybertrons would not want such a connotation to befall their creations, and would not call the new Cybertron anything at all.

There are a handful of individuals who refer to themselves as Unicron protoforms. However, they do not do this referring out loud, for revealing their origins would mean nothing less than immediate deactivation. These are true protoforms that have descended from a Pit worse than the Pit: the mouth of Unicron himself. Unicronian protoforms, should one be found intact and unawakened, are platinum in color and coated with a blackish-purple gel. A Unicron's starting Willpower is five. (See disclaimer.)

Once a Cybertron has been protoformed, the choice of alliance is typically simple. Cybertrons are forced from their beginning to follow the alliance they were protoformed into. Changing alliances willingly is difficult, and a change typically only happens to the strongest-willed among Cybertrons, or those that are forced to change due to circumstances beyond their control. Most actually neutral Cybertrons simply stay with the alliance they were protoformed into, then stay as far as they can away from the war. Not all aligned are soldiers.

However, certain smaller factions have decided on different causes than the two main alliances offer. These factions, called Organizations, sometimes go as far as to create for themselves their own activation code to signify their lack of allegiance. Usually, an Organization has a common bond tying its members together, such as protoforming the same type of beast.

Organizations are difficult to recruit for, have a difficult time gaining power, and are usually crushed by the larger war. However, players may create Organizations, making them as simple or complex as they desire. Organizations may have their own rules for recruiting, and their own special requirements of their members. Most importantly, any player-created Organization must have a clear mission and code so that the Storyteller knows when to require members of this Organization to roll to preserve Spark. It is important to create Organizations with real methods and purposes, and not to use them simply as an excuse to stray from roleplaying the other "standard" Codes. Ask your Storyteller before using your Organization.

CHAPTER THREE
CALL OF THE WILD
CREATING A CHARACTER

Getting Started

"WHO are YOU? ...For that matter, who am I?"
—Silverbolt, "Coming of the Fuzors, Part One"

As in any White Wolf game, characters are built on day one of gameplay, no rolling required. Players need only decide certain facts about their character, and make note of them on a

character sheet. With a Cybertron character, you have plenty of freedom. You can literally be any age (from 10 million to one day) and from any place (from Earth, to Cybertron, to a foreign galaxy). Your only true limitation is having to conceive a character who fits in with the Chronicle you'll be entering her into.

The following is a walk-through on how to create a character for this compendium. Most of the information will look familiar to White Wolf players; however, those who are not familiar with White Wolf will probably not find all the information they need here. Players are encouraged to learn and understand the White Wolf system before they create a Beast Wars character with this method.

Step One: Concept

First, decide on an idea for your character. It can be something as simple as "robotic paladin" to something as complex as "I'm a former security chief who lost my home and family to a monstrous invader on a far-off colony, and I've now dedicated my life to tracking him down." Find a way to simplify your concept into a word or two, and jot that on the sheet.

Some very beginning players have a difficult time coming up with an exact concept right away. Those players should simply move on to the nitty-gritty of character construction, and see what kind of concept their creation grows to fit. However, it is more important to have an interesting concept than a set of unfeeling numbers, and a character, no matter what her scores, is only as interesting as what the player invests in her.

As part of concept, there are a few very important things which need to be selected: Beast form, Generation, Nature, Alliance, and Protoform.

A character's beast form is very important to fleshing out his concept. Choose an animal that you find interesting or that fits with your idea of the character. **Be specific** in the type of animal you choose. For example, "peregrine falcon" is better than just "falcon," and "bird" is much, much too vague.

For the Generation section, specify whether your character is a Cyberorganic Beast, a Fuzor, Transmetal, Transmetal/Fuzor, Transmetal II, or an Optimal. Characters all start out as a Cyberorganic unless they spend background points on their generation, but don't worry about that for now if your concept involves a character who has more than one animal form or who is a robot all of the time.

A character's Nature is how they are inside; what really motivates them. Your Nature is the set of rules you live your life by, and is a result of the way you deal with things life throws at you.

For your Alliance, decide what type of Cybertron your character is. The two most common alliances are Maximal and Predacon, but there is also the possibility of creating independent characters without an alliance. Alliance determines the character's activation code, as well as his general attitude.

A character's protoform may be the same as his alliance, or different. This is what the character's original Protoform is: whether the Protoform originated in the Matrix, the Pit, or has different origins. Ask your Storyteller where your characters are coming from geographically. You might face a limitation in this category if, for example, new characters are primarily generated from all-Maximal stasis pods as in the original series. Typically, however, you can choose whichever type of protoform reflects your character design the most.

Nature

A list of Natures and their corresponding descriptions can be found in nearly any White Wolf book on the market (with the exception of *Werewolf*). In most books, Natures and Demeanors are classified under "Archetypes;" in *Changeling,* they are called "Legacies." Naturally, some of these work better as Cybertronian Natures than others, but just about any of them can be used.

For the most part, the character's "Demeanor," the face that he shows to the world around him, which can be different from or similar to his Nature, is determined by his beast mode. A butterfly automatically carries a certain connotation; a tiger another. Demeanor is purely an outside trait, and effects roleplay, not gameplay. If players are having a difficult time deciding how to roleplay a character, they may annotate a Demeanor as well as the character's inner Nature.

Step Two: Attributes

Attributes are as normal for the White Wolf system. A rating of one is poor, two is average, three is above average, four is excellent, and five is exceptional. Attributes listed below are only those which require alteration from the ordinary.

Strength
Cybertronian strength is almost always greater than human strength. After choosing your Strength rating as compared to other Cybertrons, multiply it by two to find your effective Strength in robot mode. Thus, giving your character a Strength of one is actually giving her a Strength of two, and a Strength of five works out as an effective Strength of ten. Freebie points spend to alter the Strength attribute after initial creation count as one effective point and not one "virtual" point. An example: a player initially gives his character a Strength of two, then multiplies that result by two for his Strength in robot mode: four. With Freebie points, he gives himself another point of Strength, for a total of five. The maximum amount of Strength for a Cybertron in robot mode is ten.

Appearance
Effects how people treat you and interact with you, effects first impressions. Note that Cybertronians definitely have a different definition of what is beautiful: the most captivating Maximal would look positively alien to a normal human, although probably still good-looking in a strange way.

Attributes in Beast Mode

After choosing your initial attributes, decide on your character's attributes in beast mode. This is done by taking the character's Strength, Dexterity, Stamina, and Appearance, and pooling the result into one number. (Use your character's virtual Strength and not his robot mode "doubled" Strength.) Then, redistribute this one number among those four Attributes. Example: In robot mode, a character has a three Strength, a three Dexterity, a four Stamina, and a two Appearance. Those numbers are pooled into a total of twelve. With twelve points to spend, this character can have a new combination for beast mode: Strength of four, a two Dexterity, a two Stamina and a four Appearance—two Strength, five Dexterity, three Stamina, two Appearance—three Strength, four Dexterity, two Stamina, three Appearance. No Attribute in Beast Mode may have less than one dot; however, it may have more than five.

This redistribution is done before freebie points are spent. Freebie points can then be used to alter the Attributes of one mode or the other, but not both at the same time.

No Mental Attributes are altered in Beast Mode. Alteration of senses, abilities, etc., is covered in the chapter on Mechanisms.

Step Three: Abilities

Abilties describe what your character knows and has learned, and what your character can do. The Abilities used on the typical prototype Beast Wars sheet are as follows:

TALENTS	SKILLS	KNOWLEDGES
Alertness	Animal Ken	Computers
Athletics	Etiquette	Demolitions
Brawl	Firearms	Enigmas
Dodge	Leadership	History
Empathy	Melee	Investigation
Expression	Performance	Matrix
Intimidation	Piloting	Repair
Primal-Urge	Stealth	Science
Subterfuge	Survival	Procedures
Streetwise	Security	Politics

Abilities as above are normal as for other White Wolf systems save those which are "new" or which require further explanation below. Players may feel free to add their own Abilities from other sources in any category.

Primal-Urge
Measures the character's connection to his beast mode. A Cybertron with a low Primal-Urge rating does not understand his beast form; a Cybertron with a high Primal-Urge rating embraces it.
1 You know for sure you are part beast.
2 You willingly practice the habits of your beast mode.
3 The animal within you is your better half.
4 You have routine animal instincts.
5 You embrace your beast mode completely.
Specialties: (Varies greatly by beast mode), Hunting, Sense of Direction, Instinct, Combat

Animal Ken
Measures the Cybertron's ability to communicate with other animals—both those of his chosen beast form, and those that are not. A real beast will instantly recognize a Cyberorganic Beast who has no animal ken as "something different" from what it is used to. If the Cybertron does not have animal ken, he does not speak the language of his "own kind" of beast.
1 You can approach some creatures without frightening them instantly.
2 Animals of your own type see you as a possible friend, though still an "outsider."
3 Animals of your own type see you as one of them; you can communicate with them freely.
4 Other animals regard you as a normal beast; you are part of the group.
5 You can speak to creatures of almost any type.
Specialties: Typically the character's own beast mode.

Piloting
Practical replacement for "Drive." Refers to the Cybertron's ability to pilot land vehicles as well as planes or starships with ease. This does not typically refer to his ability to control his own vehicle mode, save at Storyteller's discretion in a very tense situation. If a Cybertron, for any reason, needs to drive an ordinary car, assume his rating in Piloting to be an equal rating in Drive.
1 You can start it up and hit "Autopilot."
2 You can pilot a starship of a simple class or two.
3 Starships of several classes are drivable; unfamiliar classes of ships are not a problem.

4 Not only can you figure out how to fly any ship, you can fly it under duress.
5 You're a Cybertronian Han Solo.
Specialties: 3-D Chase, Tight Maneuvering, any certain class of vehicle

Security
Refers to both the ability to break security systems, and the ability to design them.
1 You can pick a simple lock.
2 You can break or encode an electronic lock.
3 You can design a competent if simple security system, or break into one.
4 You can crack a safe or dismantle a bomb with ease.
5 Sentinel has nothing on you.
Specialties: Escape, Locks, Computer systems, Break-ins

Computers
An interesting knowledge to require purchase of, given that all Cybertrons know how to communicate with their internal computers. This rating refers especially to communicating with unknown computers and hacking into unauthorized data. Though all Cybertrons understand how to talk to their own computer, not all of them can use an outside computer, and not all can program or hack.
1 You can plug into a foreign system and log on.
2 You can plug into a system you have never seen before and understand its workings.
3 Programming your own interface or another's is a simple task.
4 You are an excellent hacker and can bypass most computer security.
5 Any system, any program, any computer, any time.
Specialties: Password Deduction, Encoding, Reprogramming, Designing, AI

History
In most cases, a knowledge of Cybertronian lore: of their wars, travels, colonizations, etc. However, this can vary greatly based on the individual and the setting of the story.
1 You know there was a lot of war on Cybertron.
2 You know who started it and why; you know a few names.
3 You know the names of important people and locations.
4 Your hard drive is a colonization database.
5 You know all the names, all the faces, all the places, and all the events.
Specialties: Colonies, Geography, Military, Human History

Matrix
Cybertronian theology: the Cybertron version of "Occult." Matrix refers to communication with ancient sparks and the Matrix itself. It also refers to knowledge of legends and Cybertron "magic." Matrix can often be rolled instead of Occult or Awareness, depending on the situation.
1 You've dabbled in Matrix lore.
2 You understand your origins.
3 You know something of the power of the Cybertron collective.
4 You know what the legends really say, and what they don't.
5 You've been to the other side and back.
Specialties: Spark Communication, Spark Powers, Legends, Restoring Spark

Repair
Refers to repairing any electronic device; however, also is the Cybertron equivalent of "Medicine," since medical knowledge and repair knowledge are essentially the same to a race of robots.
1 You can patch up battle wounds.
2 You can reattach a Cybertron limb, or fix a small computer.
3 You can fix anything or anyone you need, as long as the patient's spark is working fine.
4 Need a ship? You can build one.

5 You could have saved Dinobot.
Specialties: Data Tracks, Energon Damage, Emergency Repairs, Mechanisms, Drone Building

Science
Refers to sciences not involving repair, such as biology and chemistry. Can also refer to knowledge of earth type medicine, or the science of any foreign planet.
1 You can work a child's chemistry set.
2 You understand scientific textbooks.
3 You have a solid ground of scientific knowledge.
4 You've made up a few theories of your own.
5 You're a scientific master.
Specialties: Biology, Astronomy, Chemistry, Physics, Medicine, Theories

Procedures
Cybertron's knowledge of the various procedures of Cybertron culture. Compare this ability to "Rituals." It may be related to Computers, Matrix, History, Repair, etc. See Chapter Six for a list of Procedures and explanation on how they are used.
1 You know a bit about what do to and when.
2 You can stand in the right spot at a Cybertron funeral.
3 You know what Predacons do versus what Maximals do, and can make an impression on either.
4 You can figure out how to act in plenty of odd situations on the home planet.
5 You know secret ceremonies dating back to the days of Prime.
Specialties: Predacon/Maximal Culture, any given Procedure, Repair, Design, Supernatural

As in other White Wolf games, you cannot begin a character with more than three dots in any given category, save those dots which are added with freebie points.

Decidedly missing from the above list is the Knowledge: Linguistics. The knowledge is logical for interplanetary travelers, but not utilized much on-planet. Characters may add the Linguistics knowledge if they wish to give themselves languages other than their native language, which, basically, is English. However, because languages are so simple for Cybertrons to learn, this is not particularly necessary. See the "Society and Learning" chapter for more information on languages.

Step Four: Advantages

Now is the time to decide what your character can actually do. First we begin with the simplest element, that of your character's background. The other character Advantages—Weapons and Mechanisms—are slightly more complex, and are covered in the subsequent chapters.

Backgrounds

A character's background is the elements from her past which shape her present. Backgrounds cannot be purchased with experience points after a character is created, but are dictated by the play of the game itself. You have five starting points to spend on Backgrounds.

Allies
People who are loyal to you: one ally for each point you spend on this background. Allies who are part of a character's own unit, of course, do not have to be purchased, unless they are extremely loyal and have known this Cybertron for some time. Spending a large amount of points in this Background can also mean a very important ally, like a general. Most often, Allies are people who

have some influence in their geographic area, or political field.
1 One Ally of moderate influence.
2 Two Allies of moderate influence.
3 Three Allies, one of which is well-respected.
4 Four Allies, one of which is very well-known.
5 Five Allies, one of which has a large following.

Computer
The Computer Background, unlike the computer skill, is the rating assigned to the computer that the Cybertron personally owns. Central base computers also have a rating from one to five, as below, but this Background is not purchased for these computers, only a private computer. Many Cybertron citizens do not bother to own their own computers, since the government provides the needed access...however, if the computer is someone else's besides your own, it's public property. See Computer Learning in Chapter Six for more information on how to utilize computer contact.
1 Low-level, wimpy computer: A lap-top.
2 Government-approved computer stored in a Cybertron home.
3 Central base computer: computer on the Axalon.
4 Greatly important computer.
5 Computer at a great base or outpost: Teletran One.

Contacts
Sometimes it isn't what you know, but who. Contacts differ from allies in that they are not always loyal; sometimes they require manipulation. However, contacts are always in a place of advantage. Spend one point in this Background for every Major Contact the character will have, anywhere in the universe. A character who spends points in this Background also has several Minor Contacts; rolling this rating will determine whether or not these Contacts could be...(er...) contacted. Players should develop their Major Contacts as characters, and also be willing to state exactly where the Major and Minor Contacts are located.
1 One Major Contact; a few Minor Contacts in a small location.
2 Two Major Contacts; several Minor Contacts in several areas.
3 Three Major Contacts; Minor Contacts in more than one colony.
4 Four Major Contacts; Minor Contacts with a good geographic spread.
5 Five Major Contacts; Minor Contacts in about every nook and cranny.

Devices
Some Cybertrons, in their journeys, can encounter extremely rare items used during the Great War. Others simply have been protoformed with practical mechanical objects to aid them. Spend points here to start a character with a certain type of device: at lower levels, a useful gizmo, at higher levels, possibly a one-of-a-kind treasure.
1 One Level One Device
2 One Level Two Device, or two Level One Devices.
3 Three Level One Devices, one Level One Device and one Level Two Device, or one Level Three Device
4 One Level Four Device or combination of Devices adding up to four
5 One Level Five Device or combination of Devices adding up to five

Generation
Points spent here are used to alter the starting mode of the Cybertron. A Transformer who spends no points in the Generation background automatically defaults to the standard Cyberorganic Beast.
1 Fuzor
2 Transmetal
3 Transmetal Fuzor

4 Transmetal II
5 Optimal

Mentor
One or more important people who guide the Cybertron. A Mentor can be just about anyone.perhaps a Cybertron's original creator, perhaps a commanding officer from his unit in the army. A powerful mentor may be more than one person (perhaps this character knew the Maximal Elders personally!). Mentors provide guidance, knowledge, and assistance, though there are times they may ask for something in return.
1 A "father-figure" the character can look up to.
2 A parental figure with some rank and influence.
3 A high-ranking mentor with a great deal of respect.
4 A mentor with an amazing store of knowledge and wisdom.
5 A powerful, knowledgeable, ancient mentor, perhaps still alive from the Great War.

Past Spark
Cybertrons believe that, upon a return to the Matrix, all become one. A Cybertron well-tuned to the Matrix may be able to access the data files of earlier sparks. A character's Past Spark may refer to their tuning to the collective mind in general, but more likely consists of one or several special bonds with Cybertron ancestors in the Matrix. A Cybertron with this Background may utilize his ancestor or ancestors' knowledge once per session by rolling this Background at a difficulty of eight. Each success allows him to add one to the dice pool of an Ability or create a dice pool for an Ability he does not have. This effect lasts for only one scene. Botching this roll is very unfortunate, for it may indicate that the Cybertron is possessed by the ancient spark, or is bombarded with information as the entire Matrix contacts him at once.
1 A hazy dream or two, perhaps, of the Great War.
2 You remember a few famous figures as if you actually knew them.
3 A special connection with one particular ancestor, or with a few minor ones.
4 An ancestor speaks to you clearly when you are in need.
5 You understand the concept of "All Are One."

Procedures
How many different Procedures and of what level the Cybertron begins with. Does not effect learning new Procedures, only those which the Cybertron will already know.
1 One Level One Procedure
2 One Level Two Procedure, or two Level One Procedures
3 Three Level One Procedures, one Level One Procedure and one Level Two Procedure, or one Level Three Procedure
4 One Level Four Procedure or combination of Procedures adding up to four
5 One Level Five Procedure or combination of Procedures adding up to five

Pure Design
Stands for a physical resemblance of this character's design to the design of an infamous hero from their respective Protoform background or Alliance. A higher rating of Pure Design will cause some instant respect among certain Cybertrons. However, it may impede a change of alliance, since some groups of Predacons will not abide by a suspected Autobot in their ranks, and vice versa. When choosing a high level of Pure Design, it is recommended to also choose the ancient Cybertron this character resembles. In some situations, the Pure Design rating can be added to the dice pools for social rolls involving other Cybertrons. (Against those of opposite alignment, it may very well be taken away!)
1 Slight resemblance to Autobot or Decepticon ancestry.
2 Better resemblance, possibility of specific resemblance to minor hero.
3 Very familiar countenance, personality, or voice.
4 Practically a screen out of the history files.
5 "Hey...aren't you Optimus Prime?"

Rank
In war, some players are more respected than others. This Background is just how respected. Those who spend no points are assumed to be a normal citizen, or of low rank in an army. (Maximals have different terms than the Predacon terms used below; adjust accordingly.) Cybertrons of high rank enjoy lower difficulties when ordering around subordinates (at least, the loyal ones).
1 Cadet
2 Lieutenant
3 Sub-commander
4 Commander
5 General

Resources
Affluence in terms of amassed wealth, allowance, and other material possessions. Means more on Cybertron than on a war-torn faraway planet, though wealth does sometimes entail an amount of respect. Resources can also include things like ships, homes, and influence. Interestingly enough, Maximals place less emphasis on this factor than Predacons do, as their society is by and large socialist, and the economy is kept as evenly distributed as logically possible. Those Predacons that are poor have next to nothing; the rich Predacons have it all.
1 Small savings: a little land vehicle, a place of your own on the home planet.
2 Middle class: money from a steady line of work, good credit, maybe even a small ship.
3 Savings: good job, nice dwellings.
4 Well-off: lavish home, quick ship.
5 Very wealthy: You own your own galaxy-class starship; you can buy anything you desire.

Size
This Background determines the character's height and weight as positioned on the Size Class scale. A character who spends no points in this Background is of the Normal size class. Other points can purchase extra levels of mass:
1 Deluxe
2 Mega
3 Ultra
4 Super
5 Giga

You will be given twelve points to spend on your character's weapons, and eight points to spend on her Mechanisms. Choose Weapons and Mechanisms that fit your character's concept and current Abilities. When choosing Mechanisms, be sure to only choose those Mechanisms for which you already have the Required Ability or Attribute skill.

Step Five: Metal Made Flesh

Now's the time to add any details you may have forgotten while you were dabbling in numbers. How did your character get involved in her unit? How does she express her alliance? How does she feel about all the other characters?

Record your character's Spark, which is based on Generation; her Willpower, which is based on Protoform; and beginning Energon, which is 10. Your character will always start with a maximum Energon Pool of 10; freebie points can be spent to increase this.

This is also the time that you can use freebie points to purchase additions to the character, such as Merits and Flaws. A complete listing of these is found in Chapter Six. Use freebie points to

purchase Merits; use Flaws to gain extra freebie points. There is a limit of seven points that can be gained by adding Flaws to a character, so don't load a character down with Flaws simply to stock up on power in other categories. Use Merits and Flaws more as an avenue for roleplay than as a method of getting power. If none of the Merits or Flaws interest you, skip them completely.

Freebie points can also be used to add extra Weapons, Backgrounds, and Mechanisms. Here is the complete conversion chart for freebie points:

Attributes: 5 per dot
Abilities: 2 per dot
Backgrounds: 1 per dot
Weapons: 1 per weapon point
Mechanisms: 3 per dot
Spark: 2 per dot
Energon: 1 per added slot
Willpower: 1 per dot
Extra forms (Optimal only): 5 per added form
Spark powers (Transmetal II): 1 per dot, maximum of Spark rating
Spark powers (Optimal): 2 per dot, maximum of Spark rating

A Sample Character

Just to prove that this system actually works, let's run through a brand new character—a beast that has never been on the show before.

Step One: Concept I want someone that will fit well in any situation, and I want a good war character with lots of fighting skills. I'm also pretty sure I want a femme-bot, someone colorful and likable. Definitely sounds more like a Maximal than a Predacon. I decide to make her a scout, and give her a flying beast mode, so, a Maximal bird. I'll choose a cardinal. Granted, usually only male cardinals are red, but I'm bending the rules a bit just to give the character a little flavor. (Besides, protoform and spark decide gender, not beast mode.) I fill in the Beast name, the Generation—I'll stick with Organic, so she'll be able to hide more easily—and the Protoform and Alliance, both Maximal. I'll keep her Class at Normal. I decide on an Investigator Nature for this character—meaning she is always curious and wants to learn new things. Now I'll give her a name: Redstreak.

Step Two: Attributes Next I'll move down to the Attributes section. For a scout, Perception is the most important, so I'll choose Mental Attributes first. I wanted Charisma, so Social will be second, then Physical. Three dots in Perception for a total of Four—that's an excellent rating. I'll make the other Mental Attributes three apiece, still not too shabby. For Social I want a three in Charisma and a three in Appearance; that leaves only average Manipulation, but I don't see Redstreak as the manipulative type. Finally, only three points to spend in Physical. I want her to be fast, so I give her a Dexterity of three; Stamina of two. That leaves only one dot in Strength. Not great, but, for a female bird, it makes sense.

Before I move down, I have to decide on Beast Mode Attributes. I have 1 Strength, 3 Dexterity, 2 Stamina, and 3 Appearance: a total of nine points to redistribute. A bird has *got* to be fast, so I put four of those points in Dexterity. I stick with a 1 Strength, and put two points in each other Attribute. Looks okay.

Finally, on the Attributes section, I put a "x 2" next to her Strength. That's a 2 in Strength, then, which means she's as strong as an average human.

Step Three: Abilities

Moving down. I decide to spend the majority of my points in Skills: the kinds of things a person would learn involved in heavy combat. A point of Survival, a point of Stealth, a point of Security. Two of Leadership, since she would have to work well with others. A point of Piloting and a point of Animal Ken. Three points each in Melee and Firearms. This is a working woman.

Talents next. Two Alertness—a scout has to have this—and three Athletics (that's important later). A point of Brawl and a point of Dodge. A point of Primal-Urge, and a point of Streetwise. For Knowledges, I have only five points to spend. Yuck. I want to spread them out, if I can, so I put one each in Computers, Investigation, History, Repair, and Procedures.

Step Four: Advantages

I have five Background points to spend. Since I want Redstreak to be important in an active unit, I'll spend three of them on Rank. As for the rest...I know there used to be an Autobot named "Bluestreak," so I'll shove those last two points into Pure Design just to keep the Gen-One Purists guessing.

Twelve points of weaponry seem like a lot, but they usually go fast. Start with the obvious, and give her claws in bird mode. That's two points. Now, robot mode. I want at least one Melee weapon and one Firearms weapon, and more of the latter, if I can afford it. I'll spend five of my points on the Paired Swords option, because they look so nice shaped like feathers. Now, to give my character an edge, not to mention fitting her name, I'll choose a flame thrower. I decide to shoulder-mount the weapon, so I note that it is Attached. Already, all my weapon points are gone.

I can spend eight points on new Mechanisms. I want to make sure Redstreak has wings in both of her modes, so I spend three of these points on Flight. (That's why purchasing a three in Athletics was so important.) I'll mix the rest up. She needs a Radio, because she's in an army. I also decide to give her a point of Speed—great news; now I can give her bird mode an extra Dexterity point, for a total of five. The next Mechanism is a bit tricky, but I want to make sure my scout can hide easily from enemies, so I give her the Demolecularize Mechanism to allow her to shrink to the size of an "ordinary" bird. She just barely has the Stamina to cover it. I have only one Mechanism point left, so I decide that Tracking 1—Scanning for active allies—is useful.

Step Five: Metal Made Flesh

I have three starting Willpower, three starting Spark, and ten starting Energon. I decide on the all-important Spark Location: the usual female location, at the center of the chest.

Now I can decide if I want to give Redstreak any Merits or Flaws. I decide on a simple Merit for one extra Freebie point: Intolerance. Redstreak simply can't abide by insects of any type. A strange hatred, but an appropriate one to work into a Maximal character. Perhaps her unit was once ambushed on a routine missionby a group of Insecticons.

That gives me a total of sixteen points to dish out. First of all, I'm dismayed that I haven't given my scout any vision-related Mechanisms. I decide to correct the problem by giving her two points of Spectrum vision. The problem is, I only have one point of Investigation, and I need two of those, too. I spend a total of eight points; two for the extra Investigation point, and six for the two dots of Spectrum vision. Now I have eight more to spend. I decide that a flame thrower is a poor distance weapon, and purchase a pair of lasers, also attached, one to each hand, at a cost of two points apiece. I sink two points into Energon, and two points to give Redstreak one additional point of permanent Spark. Done.

Well, mostly done. I have a good idea of this character's background and what she can do, but it remains to be seen how well she will fit into the current Chronicle. I'll write out a more detailed

history of the character, and make a sketch. She's sure to see a lot more development as she's played.

If you want, compare these notes to the final version of Redstreak, which will open in a new browser window.

How About a "Real" Character?

To take another look at the process, let's put together a different character—this time, a familiar face. Here's a quick-and-easy character-generation, a sample of how the Beast Wars regulars were initially generated with this system.

Step One: Concept
I'm taking a look at the Merits and Flaws section, and I see one that interests me a lot: the "Indestructible Spark of Starscream" Merit. It looks like a tough call, but I think maybe I can pull it off. As a Character Concept, I'm thinking along the lines of an insane criminal type...perhaps someone who realizes his terrible origins as a clone of one of Cybertron's Most Hated, and while he pities himself about it, revels in it as well. Since he'll be a clone of Starscream, let's give him a designation instead of a name: Protoform X. But, since we're being personable about it, we'll give him a name, too: Rampage.

No problem. Rampage was a Maximal experiment, so he's a Maximal protoform. However, he's way too violent to stay with the peace-loving race, so his alliance is with the Predacons. His nature is Monster. His beast mode is that of a king crab. And he has a vehicle mode—a tank—which means that he's a Transmetal. This is all pretty easy when you're sure of what you're doing.

Step Two: Attributes
Rampage is all about just that: causing physical mayhem. So I'm going to put the majority of his points in Physical Attributes. Optimus Primal described him as "brilliant," so I'd better go with Mental next. That leaves only three points for Social, but that's fine by me, since Rampage doesn't have a lot of time to attend parties while he's looking for colonies to destroy.

Rampage's best category is Stamina. He keeps going and going and going. I put three points there for a total of four. Rampage is *huge,* so I'll put three in Strength, also. That leaves him with a total Dexterity of two, which is only average, but he's not particularly quick. For Mental, I'll put two dots in Perception, and two in Intelligence. Above-average in both categories there, and a point left over for Wits. For Social, I'll put two points in Manipulation, and one in Appearance. That leaves him with an abysmal Charisma, but he's not the type for making fast friends.

Now for the Beast Mode. I reorganize all my Physical dots, plus Appearance. Twelve dots altogether. I'll sink most of them into Strength, giving the crab mode a Strength of six. Rampage's Stamina will be the same in both modes. That leaves him with a beast mode Dexterity of one and Appearance of one. I agree with these ratings, since a six-legged crab-tank is hard to maneuver, and not particularly cute.

Finally, I go ahead and jot down the "tank" vehicle mode. I place his Spark, which is on the left side of his chest (my right). Then I go back and write the "x2" next to his Strength rating. His robot mode Strength is now 8.

Step Three: Abilities
I'll go ahead and put most of my stock in Talents, followed by Skills and Knowledges. A point in Alertness; a point in Athletics; a point in Dodge; a point in Subterfuge. Two points for Brawling, two for Primal-Urge. It seems like an odd move, but Rampage is definitely interested in shared emotions (fear, pain...), so I give him two points of Empathy. Finally, I sink three points into Intimidation, because he freaks me totally out.

I remember Rampage being capable of some fancy Melee combat, so I'll give him two points in that. Three points in Firearms, since a missle-launcher is his weapon of choice. Finally, two points in Stealth (it's hard to find a place for him to hide, but he manages to pull it off), and two in Survival.

Five points don't feel like enough for the Knowledge section, but they will do. A point in History; a point of Computers. One in Investigation; one in Enigmas; one in Matrix.

Step Four: Advantages
First-off, Backgrounds. I need to sink two points into Generation, since Rampage is a Transmetal. Rampage is also enormous: Ultra-class, so I'll put my other three points into the Size background.

Next is Weapons: the fun stuff. Rampage has a hand-held missile launcher, which costs five points. It also shoots plasma bursts. I can put both these functions on the same gun, so I do—there goes another four weapon points. I wouldn't want to forget the pinchers he has in his beast mode: three points for that. Twelve weapon points go pretty fast when you're making a heavy-hitter. Actually, I'm not done with weapons, but I have to quit for now.

Mechanism time, and all I can think about is armor. I'll give him a total of four points worth; it's one of the easiest purchases. Two of those will be general, all-over armor, but I'll specify on a different line for another two points. This armor is on his back; it's his shell in crab mode, and his claws in robot mode, either way, protected from a surprise attack.

It'd be a shame to put all those points in Empathy without giving him a little Mimicry, so I'll give him Mimicry 1, photographic memory. Good for tormenting old enemies. He hangs out underwater a lot, so I'd better not forget the Naturistics Mechanism. Most Cybertrons have a Radio, so I'll give him a dot of that, as well. He has the Primal-Urge to cover it. Finally, a point in Magnetism, so he can crawl down the rocks in crab mode. I have only one dot of Computer skill, but it's all I need.

Step Five: Metal Made Flesh
Ten points of Energon. Three Spark for a Transmetal; three Willpower for a Maximal protoform. And now I have fifteen freebie points to spend.

Well, not quite. Those points were sunk the minute I started, since every single one goes into purchasing Rampage's special Merit: Indestructible Spark of Starscream. Easy come, easy go. According to the text of this Merit, I have to choose a Derangement, so I do—Sadism. I'm glad to have it, since it fits with the concept.

I have to get a few Freebie points from somewhere, so I'd better pile on a few more Flaws. Here's one that looks interesting for a criminal type: Hunted. I guess that means I'll have to design the hunter, too. I'm thinking maybe manta ray, but let's leave that for another time. I'll also choose a Supernatural flaw: Emotional Vampire. Fear is the target emotion, and I'm thinking that now I've done enough to this character to drive him completely over the edge.

I took a lot of Flaws, but I can only use seven points to add on to the character. First-off, there's a weapon point I forgot; his gun is attached to his vehicle mode. That's taken care of in the Firearms listings. It's going to cost me two points.

Rampage is all about causing fear, so I'll sink two more points and give him a total of four in Intimidation. That allows me to choose a specialty, so I write "Soft voice." ("Is that *fear* you're feeling, Maximal...?") While I'm handing out specialties, I'll give them out up top, too. Stamina specialty: Survival, and Strength specialty: Grapple. He likes to keep an opponent in his grasp for as long as possible. I'm going to give him another point of Enigmas, too. Finally, since clones are bound to have echoing voices and old lives, I'll give him a point of the "Past Spark" Background.

Now I'm done. I make note of his weapons on the combat chart, and jot down his armor. I can spend time thinking of ways to flesh out the character even further while he's devouring humans on Colony Omicron.

For reference, take a look at Rampage's entire sheet in a new browser window. Be warned: it contains series spoilers.

CHAPTER FOUR
THE TRIGGER
BATTLE AND WEAPON SYSTEMS

Why Weapons?

"That is the law of the jungle—hunt, or be hunted—scrap, or BE scrapped."
—Dinobot, "Law of the Jungle"

Cybertron is war; it is a planet based on fighting and conquest. Thus, even the most peaceful-hearted Maximal will be protoformed with a number of weapons at her immediate disposal. She will emerge from her stasis pod knowing how to fight and who to fight.

Weapons can be attached to a Cybertron's main frame, or, they can be separate from it and hand-held. A Cybertron's weapons are "dedicated." They are always assumed to be handy in whichever mode they are purchased for, unless they are destroyed, knocked out of the hand, or lost.

Typically, the heaviest weapons are outfitted for robot mode use, though Transmetals can fit their beast modes with weapons as well. Players are given twelve points to purchase weapons for their character during character generation. Extra weapons can be purchased with freebie points at the cost of one freebie point per point of weaponry. It is not required for a player to spend all her weapon points if she does not want to; however, unused weapon points can not be reapplied to another part of the character. (They can, however, be "saved" for use in combination with Freebie points later, if a player wants one last weapon which is slightly more expensive than she can afford.) Weapons have default costs where a certain amount of weapon points must be spent to gain that weapon. Details for all weapon costs are listed below.

Each type of weapon has a certain skill which is required for use of that weapon. Weapons below are organized based on the Ability required for their use.

Characters can fit themselves with new weapons during the course of a chronicle by paying three times the weapon's listed cost in experience points. If they wish to have an internal weapon added on, or a weapon attached to their body, they must be rebuilt per the rebuilding rules outlined in the Mechanisms section. For an external weapon, they can make an extended Intelligence plus Repair roll to build the weapon themselves, or have an ally fashion the weapon.

Weapons in the list below do not have a concealment rating. Why? Most of the time, Cybertrons don't bother. Everyone knows everyone else was protoformed with arms. In beast mode, no matter the size of the weapon or the beast, all weapons save those attached to the beast mode are automatically concealed. Cybertrons that need to disarm other Cybertrons typically know where to look to take everything away, and attached weapons can't be taken away, only deactivated. If needing to conceal weaponry, use common sense. Eye-lasers are always a hidden weapon; a plasma cannon is going to take up more room.

Characters may use weapons they find or own even if they are not "purchased." However, this weapon will not last if the character should transform, unless he manages to carefully carry the weapon in all of his modes, and no attached weapon can never be ignored in purchasing.

Brawl

"You fight with a RAT...you'd better fight DIRTY."
—Rattrap, "Other Voices, Part One"

Brawl weapons are common accessories for beast modes, as normal melee weapons cannot be held with animal forms. All brawl weapons do standard damage.

Standard brawling maneuvers such as punches and kicks do not have to be purchased.

Claws
Form accessible: Any
Cost: one point per clawed hand/foot per mode.
Difficulty: 6
Using claws during a brawl situation causes Strength +1 damage. Beast modes with claws can still be attained without spending points on the claws, but these claws cannot be used as weapons. Claws affixed to hands in robot mode are common brawl weapons.

Hand blades
Form accessible: Robot
Cost: one point apiece.
Difficulty: 6
Blades on the hands, which are long as a knife and typically retractable, do Strength +2 damage. These blades can also be fitted to other body parts, such as elbows or knees.

Spikes
Form accessible: Any
Cost: one point per spiked area.
Difficulty: 6
Spikes are a common fixture for robot elbows and knees, but can be fitted to any part of the body.

A kick with a spiked knee does Strength +2 damage, as does a shot with a spiked elbow. In beast mode, a "spike" is a horn.

Stinger
Form accessible: Any
Cost: Two points per mode
Difficulty: 9
A common feature for insects and arachnids, a stinger does damage as a spike, Strength +2, and can be adapted for Cybervenom. However, due to its often odd placing, it is difficulty 9 to hit. A Stinger can be declared as a projectile weapon if both a Stinger and a Dart launcher (see Firearms) are purchased; hitting a target with this weapon is the same difficulty as hitting it with a standard dart.

Teeth
Form accessible: Any
Cost: One point per mode
Difficulty: 5
Plenty of animals don't have teeth at all, or have flat herbivore teeth with no bite; therefore, teeth used as weapons must be purchased as such. This savage weapon is typically only accessed in beast mode, though there are those robots with nasty canines in their robot modes, as well, who don't fear getting in close and making the chomp. Biting an opponent does Strength +1 damage. (Avian characters can purchase a beak with this same cost and modifiers.)

Fangs
Form accessible: Any
Cost: Two points per mode
Difficulty: 5
Fangs are teeth which are designed to be used as weapons. The main difference between fangs and ordinary teeth is that fangs can be adapted as a vessel for cyber-venom weaponry, and a character who has taken the Cyber Venom Mechanism can inject this venom through the fangs. Fangs do slightly more damage, as well: Strength +2.

Pinchers
Form accessible: Any
Cost: Three points for two pinchers, per mode. (Cannot be purchased individually)
Difficulty: Special
Pinchers are commonly Predacon weapons, as they are most often used by crustaceans, arachnids, and insects. Pinchers are used as grappling weapons. A Cybertron with pinchers has a -2 to the difficulty of grabbing an opponent (Grappling successfully does damage equal to Strength). Larger Cybertrons may even be able to permanently capture an opponent this way. A Cybertron who has pinchers in robot mode probably does not have hands.

Vice
Form accessible: Any
Cost: Three points per mode.
Difficulty: Special
This single version of a pincher can be added as an accessory to a tail, arm, etc. It is typically a three-pronged claw which is used to grip and subdue an opponent; like the pinchers, allows a -2 to grappling difficulties.

Tail
Form accessible: Beast
Cost: Two points.
Difficulty: 7
A thick tail, used for bashing or tripping opponents, does Strength +1 damage. A Cybertron who

has purchased a tail as a weapon need only pay two points to use this same tail as a Whip in robot mode, or three points for a Javelin, but cannot take advantage of more than one discount. (See Melee for details.)

Brawl Complications

Non-Cybertrons attempting to use simple attacks, such as fists, etc, on other Cybertrons will have a difficult time doing so, as all damage from ordinary organics who attempt brawling attacks is halved before it is soaked if the Cybertron is in a metal form. This does not apply to the attacks of other Cybertrons who are in beast mode, as they still have metal components beneath their coat of flesh, and teeth and claws are generally still metal. (It also does not apply to supernatural claws or their like in a crossover Chronicle.) However, an ordinary organic can take out a Cyberorganic beast in beast mode with normal brawling attacks.

During a brawl, a character may elect to block an opponent's attack rather than dodging it. As long as there is still dice in the character's pool, the block can be preformed. Due to the Cybertron's metal structure, unarmed blocks can be made against many types of attack, including attacks with melee weapons; however, these types of blocks are more difficult to make without causing damage. The usual difficulty for a block is the same as a straight dodge: 6. Roll Dexterity plus Dodge to dodge an attack, Dexterity plus Brawl to block it.

To grapple an opponent, the difficulty is normally 6. The action of the grapple takes one round, but immobilizes the opponent for one round. After this round, damage equal to the grappler's Strength is done, and characters make contested Strength plus Brawl rolls to see if the grappled foe escapes. To grapple with pinchers or a vice, the difficulty is only 4.

Cybertrons who are especially adept at brawling attacks may choose to take a few modified special attacks, as listed in other White Wolf books such as the Werewolf manual or Combat manual.

Melee

"What's a warrior without his weapons?"
—Quickstrike, "Code of Hero"

Melee weapons are only accessible in robot mode. While this list contains a number of common Cybertronian weapons, it cannot possibly contain every melee weapon available to the White Wolf player; consult your Storyteller if wanting to choose a weapon not listed below. White Wolf systems tend to be inconsistent about weapon statistics (certain weapons do different damage and have different difficulties depending on the age of the source book). Use the statistics below for all Cybertronian weapons. Use other White Wolf books as desired for alternate statistics, and use the point totals below as a guide as to the "weapon cost" of any addition to the list.

Knife
Cost: One point
Difficulty: 4
A small switchblade or knife, usually purchased in pairs. This very simple melee weapon does Strength +1 damage. It is too small to be an effective parry weapon.

Club
Cost: Two points

Difficulty: 4
An unadorned club does damage as a knife, Strength +1, but can be used to parry attacks.

Razor wheel
Cost: Two points
Difficulty: 8
A short-range weapon usually taking the form of a single, freely rotating razorblade. Getting a slice in with a single blade is very difficult, but does good damage for its size: Strength +3. Not an effective parry weapon.

Whip
Cost: Three points
Difficulty: 7
Cybertronian whips are usually of a thin metal or wire, and very rarely of cord; most have bladed ends and are fairly rigid in nature. A whip is a common conversion weapon for a Transmetal that has a long tail in beast mode. Whips can also be used to grapple opponents or even objects: the standard difficulty to entrap an opponent in a whip is 9. Whips do Strength +2 damage, and grant the Cybertron two extra dice for any roll to disarm his opponent.

Energon knife
Cost: Three points
Difficulty: 4
A knife composed of raw energon. This weapon is much like an ordinary knife, but rarely is more than one carried due to the penalties to Spark for wielding energon weaponry. Energon knives do aggravated damage, Strength +1, and can be used to pierce enemy sparks, with sometimes explosive results. Cybertrons of generations under Transmetal cannot soak damage from this weapon.

Straight staff
Cost: Three points
Difficulty: 5
A long, unadorned staff, as a bo. Made from metal, as Cybertronian weapons are never made from something as earthly and simple as wood. Strength +2 damage, and very useful for disarming opponents.

Sword (Standard)
Cost: Three points
Difficulty: 6
Use the above cost and statistic for most types of single swords, such as a broadsword or katana, or even a large knife such as a klave. These swords do Strength +3 damage.

Axe
Cost: Four points
Difficulty: 7
A battleaxe, whose appearance can vary greatly based on beast mode, does Strength +5 damage.

Barbed club
Cost: Four points
Difficulty: 4
A club adorned with sharp barbs, which does slightly more damage in an attack: Strength +2.

Javelin
Cost: Four points

Difficulty: 6

Javelins are most often used as a throwing weapon, though they can also be used to attack in close quarters. When used hand-to-hand, treat a Cybertronian Javelin as a sword, doing Strength +3 damage. A thrown Javelin does Strength +2 damage. The throwing range depends on the Cybertron's Strength; use a base range of 40 feet, and modify.

Rotary blade
Cost: Four points
Difficulty: 7

A common addition to the Drill-bit sword, listed below, a rotary blade is a propeller-like weapon with four to six sword-length blades that flower from the center and rotate freely. Its most common function by far is as a shield for deflecting enemy fire—it may not only be designated as a 1-3 point Shield (see Mechanisms), but has a +1 die bonus for deflecting projectile and energy weapons. (If its soak roll as a shield should result in a botch, the weapon is dropped.) Its rotation function is also useful for disarming foes (-1 difficulty). When used to attack an opponent, it does Strength +3 damage.

Spark staff
Cost: Five points
Difficulty: 5

A sort of wizard's staff, with a barbed head, typically only used by the more mystical members of the Cybertron race. This staff, when used in combat, does Strength +2 damage as a regular staff. However, this staff has an added function; when purchased, it may be given a single dot in a single Spark power (See Spark Powers, Chapter Five). It may also be given an additional dot in this one power for every extra Weapon Point spent when it is purchased. It may never have more than one power associated with it. For those powers which require that the Transmetal II's spark be drained, drain Spark from the wielder of the staff. Not to be used by the superstitious.
Spark staffs are very rare weapons, and, as such, each staff is unique to the character that purchases it. If this weapon should ever be lost or destroyed in combat, the character that wields it must find or fashion an entirely new staff, rather than having the weapon restored in ordinary repair cycle. The purchase cost for this weapon must be repaid if it is destroyed.

Paired swords
Cost: Five points
Difficulty: Special

A pair of thick blades is a common Cybertron weapon, as they can be used well for both attack and defense. This type of blade is almost always used with one weapon in each hand, allowing for two attacks per turn with no penalty to either, difficulty 9 to hit. A Cybertron who is taking only one attack with either blade has a difficulty of 6 to hit, as with a single sword. These swords vary greatly in appearance but often reflect the beast mode of the character. They do Strength +3 damage.

For a cost of four points, clubs can be paired, as swords. They are difficulty 7 to hit two attacks per turn; difficulty 4 for one attack, and do Strength +1 damage. Another common modification is to fight with paired javelins—hand-to-hand, these function as swords, above, but they may also be thrown. Spend 6 points for this weapon. Also spend 6 for paired axes (Difficulty 10 to hit with both attacks; Strength +5 damage), or a pair of barbed clubs (Difficulty as paired clubs, Strength +2 damage). Other weapons may be paired at Storyteller's discretion, but are not recommended.

If a Cybertron is declaring a double attack with a paired weapon, and the attack fails, neither the first nor second attack hits the foe.

Drill-bit sword
Cost: Five points
Difficulty: 6

A sword composed of several (4-10) freely rotating blades, layered on each other like the blades of a drill. This weapon, Predacon in origin, was designed for only one thing: piercing the spark. Because of this, the difficulty to pierce through an enemy is significantly lowered, and a called shot to the spark (provided the wielder knows the location) is at a -2 difficulty. The truest of Predacons believe that to take an enemy off-line is to show the greatest mercy. Maximals, however, have all but outlawed this weapon. Under normal circumstances, the drill-bit sword, also called an electron sword, does Strength +4 damage.

Two-handed sword
Cost: Five points
Difficulty: 6
Use this to purchase a large sword, like a claymore, which must be wielded with two hands and is incapable of being paired. This sword can vary in appearance based on beast mode, and does Strength +5 damage.

Energon saber
Cost: Six points
Difficulty: 6
A weapon whose power was utilized during the Great War. Today, few Cybertrons can summon the will to carry one, for even being in the same vicinity as such a weapon can cause injury among members of the race. An energon saber is a long, glowing blade made entirely of raw energon. It does aggravated damage which is unsoakable for Cybertrons of generations below Transmetal. The damage for an energon saber is Strength +4. Other large weapons made of raw energon are rumored to exist—for example, a raw energon axe once wielded by Optimus Prime. An energon axe would have the same purchase cost as an energon saber, and do Strength +5 aggravated energon damage; its difficulty would be 7. Most Cybertrons cannot wield an energon weapon of this size, unless they have advanced Energon Shielding or are otherwise immune to its effects. Even an Optimal who carried an energon weapon of this size would be forced to make soak rolls every other round simply from contact with the raw energon.
Heavy energon weapons of any type are considered rare enough that they are unique to the character who purchases them. If a "dedicated" energon saber is destroyed or lost in a combat situation, the character who lost that weapon must fashion a new one over time rather than having that weapon restored instantly in a repair cycle. However, the weapon cost does not need to be repaid.

Melee Complications

Add one to a weapon's normal difficulty if attempting to use that weapon to disarm the opponent. It takes at least three successes on the attack roll and successes greater than the enemy's Strength on the damage roll to disarm the opponent. A botch, and you disarm yourself instead. Roll Dexterity plus Melee to parry an attack instead of dodging it.

A called shot with a melee weapon is of variable difficulty. A called shot to the opponent's spark, if the location is known, is typically of difficulty 10, but variable depending on the situation. A Cybertron who is aiming for the spark but does not for certain know its location can guess at the area, and make the called shot as desired. At least four successes on a damage roll are required to pierce the spark, more if the opponent has special armor.

Firearms

"Hunting from the air with automatic weapons: now THAT'S a SPORT!"
—Terrorsaur, "Call of the Wild"

Firearms are typically only accessible in robot mode. However, a Cybertron of Generation Transmetal or above who wishes to outfit her beast mode with mounted guns may do so, but at twice the normal cost. Firearm weapons already purchased for robot mode may also be fitted to the vehicle mode of a Transmetal or Transmetal Fuzor if two more points are allotted toward that weapon. (For a multiple-function custom gun as below, this cost need only be paid once.)

Firearm weapons come in two basic categories: those which require traditional ammunition, and "energy weapons," which run on Energon. The same gun can be modified to function as more than one type of weapon: for example, a rocket launcher that also fires plasma bursts. To create a custom weapon like this, purchase both weapons and mark this choice on your character sheet. (If more than one is energy-based, allot all Energon pools to this single weapon.) Ammunition does standard damage; energy-based firearms do aggravated damage. However, this damage can always be soaked by a Cybertron target (not dependent on generation, unless the weapon's statistics say otherwise), and is aggravated for non-Cybertron targets and Cybertron targets alike.

Firearm weapons may be either attached or hand-held when purchased. It does not cost any extra points to attach a "dedicated" firearm weapon to a Cybertron's frame, only mark the choice of attached or free on the character sheet. Attached weapons cannot be dropped unless they are shot off or damaged, but run off the character's own Energon pool. Hand-held weapons have their own personal Energon pool, as below. Once a hand-held gun is out of Energon, it cannot be used until refueled. It does not run off the character's own Energon or Spark.

With Firearm weapons, add the number of successes on the attack roll as dice in the damage roll.

This list is more complete than the melee list, but is still imperfect. If a player chooses a firearm which is not on the list below, he should use the point totals as guidelines. Remember that Cybertron weapons are created with the protoform, and as such are unique. They have no specific model number, and must be repaired and reloaded on an individual basis.

Ammunition Weapons

Cybertronian ammunition weapons are very rarely emptied. There is no "Clip" listing for the weapons below. If a botch should ever occur on a to-hit roll with a standard gun, the gun is considered out of ammunition, and is useless until reloaded.

Pistol
Cost: One point
Difficulty: 7
Range: 20
Rate: 4
Damage: 4
A regular pistol with regular bullets doesn't stop an advancing Cybertron very much, but if it's all you got, use it while you can.

Automatic machine guns
Cost: One point for two
Difficulty: 5
Range: 50
Rate: 4
Damage: 1
It is typical for a Cybertron to purchase multiple machine guns, as they are fairly small and cost-effective. Machine guns are an extremely common accessory for spiders and insects, for whom they double as extra legs. If an automatic machine gun is being fired, consider every machine gun on the character's person to be fired, all at once, as a single attack. For example, a character

who has purchased eight machine guns will have a total of 32 automatic shots available per round; 8 shots without splitting her dice pool. However, these guns typically do a smaller amount of damage than a regular firearm, so do not add attack roll successes to this damage roll.

Rifle
Cost: Two points
Difficulty: 8
Range: 200
Rate: 1
Damage: 8
A rifle fitted with standard ammunition can be used to take down an advancing opponent. Typically, more than one is purchased, or the rifle is paired with another type of gun with a quicker rate of fire.

Rocket launcher
Cost: Two points
Difficulty: 7
Range: 150
Rate: 2
Damage: 5
Rockets are miniature missiles, capable of doing less damage, but nice for taking opponents off guard or knocking flyers out of the air. Rockets typically explode on impact.

Dart launcher
Cost: Three points
Difficulty: 6
Range: 50
Rate: 2
Damage: 3
Darts don't do a lot of damage on their own. However, darts are a fascinatingly variable weapon with many different applications. For example, darts can be adapted to contain Cyber Venom. Also, they can be adapted as carriers for grenades or other explosives (see Demolitions). Dart-launchers themselves are also extremely variable—some are hand-held, some attached; some are blow-guns, others function as miniature crossbows (capable of shooting wooden stakes in a crossover chronicle).
(Also spend three points for a 6-difficulty, 2-damage Slingshot with the same modifications and range variable to Strength. This is included simply for Wheelie purposes, but is not intended to *ever* be used for such.)

Disk launcher
Cost: Four points
Difficulty: 6
Range: 100
Rate: 3
Damage: 4
Bladed disks, as Razor Wheels, fired as projectiles. A good weapon for the removal of the attached weapons of a foe, this allows a -1 to the difficulty of any called shot to a limb or attached firearm.

Chain gun
Cost: Five points
Difficulty: 6
Range: 100
Rate: 5
Damage: 2 (per bullet, total of 6)

A Cybertronian chain-gun, when fired, is always on triple-burst, and will empty three bullets per shot without a split in the character's dice pool. The rate for the weapon is five, allowing for fifteen total shots per round.

Missile launcher
Cost: Five points
Difficulty: 7
Range: 200
Rate: 3
Damage: 8
Cybertronian missiles typically explode on impact, doing heavy damage. They have an incredible recoil, but this is compensated for by their heat-seeking capabilities.

Energy Weapons

When a battle begins, pay one Energon—either from your own pool, or from the weapon's personal pool, depending on whether the weapon is attached or hand-held—for each energy-based weapon you plan to activate. This cost need not be paid again until the weapon is deactivated, but a weapon cannot be activated for more than one scene without repaying. Activating weapons does not use up battle time; therefore, weapons can also be activated during battle if needed. However, it is best to activate only weapons you are sure you need to use.

Laser beam
Cost: Two points
Difficulty: 6
Range: 50
Rate: 4
Damage: 3
Energon pool: 3
A common mounted weapon, usually purchased several times, the laser is a small, hot beam of any color. If multiple mounted lasers are purchased, the activation cost for the weapon need be paid only one time to activate the entire suite. However, if the weapons are hand-held, they must be activated separately.

Fusion pistol
Cost: Three points
Difficulty: 6
Range: 50
Rate: 4
Damage: 5
Energon pool: 6
A simple hand-held weapon, easy to aim, quick to fire. Sometimes attached to an arm, but rarely so, given the size of its typical ammunition pool.

Plasma cannon
Cost: Four points
Difficulty: 7
Range: 100
Rate: 3
Damage: 6
Energon pool: 5
A burst of hot plasma; a common secondary energy-based function for a large standard weapon, hand-held or attached.

Fusion rifle
Cost: Five points
Difficulty: 7
Range: 200
Rate: 2
Damage: 8
Energon pool: 5
A primarily Maximal weapon, this rifle has a nice range and does good damage with little recoil. If attached, it is typically within a torso cavity or shoulder-mounted, but is usually hand-held as the fusion pistol. Like all Cybertron weaponry, the appearance of the fusion rifle varies greatly depending on beast form. This weapon is sometimes called a quasar cannon.

Ice cannon
Cost: Five points
Difficulty: 8
Range: 100
Rate: 1
Damage: 6
Energon pool: 4
An ice cannon is like a plasma cannon in many ways, but has one added feature. It operates on an element of cold rather than of heat, and has special effects regarding the number of successes on the attack roll:
1 The target definitely feels a chill, but damage is as normal.
2 Target must check against Stamina + Survival, at standard difficulty. If he botches this roll, one internal Mechanism goes off-line. (Storyteller's choice.)
3 Target must check against Stamina + Survival, at standard difficulty. If he botches this check, one internal Mechanism or Weapon goes off-line. (Storyteller's choice.)
4 Target is trapped in solid ice, and is effectively Incapacitated, instantly. He may use a Spark point to break out of this bond, but only after one round has already passed. If he has no Spark remaining, he is Incapacitated until an ally finds a way to melt the ice.
5+: Target is trapped in solid ice and is Incapacitated in this fashion for a minimum amount of rounds equal to the number of damage success above four that was scored on the initial damage roll. After this time has passed, he may spend Spark to escape as above.
If 4 or 5 successes are gained, do not roll damage on the ice cannon. On organic targets, ignore effects for 2 and 3 successes; apply effects for 4 and above, with modification

Flame thrower
Cost: Five points
Difficulty: 7
Range: 50
Rate: 1
Damage: 8
Energon pool: 5
A flame-thrower is basically a short-range weapon, which creates a sweep of flame in front of its scope. At point-blank range, there is a good chance the flame will cause a target to catch fire, causing additional damage. While "ordinary" fire does not do aggravated damage to a metal frame, the flame from another Cybertron's flame thrower will, as it is energon-created.

Cutlass blaster
Cost: Six points
Difficulty: 8
Range: 200
Rate: 2
Damage: 8
Energon pool: 4

Most energy weapons are capable of shooting only single bursts of laser fire or plasma. However, the cutlass blaster was developed to produce not only burst fire, but a sustained energy pulse: a blast which lasts for an extended period of time and does large amounts of damage. To activate a sustained pulse, the Cybertron must charge the blaster for a number of rounds equal to the number of rounds he wants the blast to be sustained. He can charge for a shorter time if he spends energon (the weapon's own energon, if hand-held) in place of extra rounds, but must charge the weapon for at least one round before firing the sustained pulse. The sustained pulse, if it hits, does 8 dice of *energon* (unsoakable for low generations, always aggravated) damage for the first round of attack, and four dice every round thereafter. It is most effective in combination with the Focus Mechanism. Therefore, a cutlass blaster is almost always an attached weapon.

Firearms Complications

A Cybertron who takes multiple guns, one for each hand, or several mounted guns, may fire all guns at once for a single attack as long as there is enough dice in his Dexterity plus Firearms pool to split among all these weapons. The difficulty for a single shot with multiple weapons is the same as the standard difficulty for each weapon. For each shot after the first, the difficulty of the shot is increased by one. Cybertrons can continue to split their dice pools to take multiple shots up to the listed Rate of the firearm, or spend Energon for extra actions to replenish their Dexterity + Firearm pools. As one can imagine, Cybertronian firefights are some of the fastest and most furious in the universe.

Two Cybertrons with sustained-pulse weapons can sometimes engage in a face-off with one-another, where two sustained weapons are matched barrel-to-barrel in a contest of sheer force. This lock-up happens when a Cybertron rolls Dexterity plus Firearms to shoot off a sustained pulse, and his opponent uses Dexterity plus Firearms to block. The blocking opponent does not need to charge his blast to block the opponent's shot. Should such a lock-up take place, the two weapons are feeding off of each other's energy, and thus the sustained weapon pulse may last indefinitely, until one weapon eventually overpowers the other. During a face-off, no to-hit rolls need be made, only damage rolls. One damage roll is made by both competitors, per round. For every success that one Cybertron gets over his opponent's successes, he advances on him by one total damage die. If the damage rolls are even, a stalemate is reached, and the pulse-battle continues without a direction. One Cybertron must beat the total amount of sustained-pulse damage dice of the other to win the stalemate, which will knock his opponent backwards, stunning him for one round, and do the weapon's initial amount of damage.
As an example, take two Cybertrons who are warring with cutlass blasters. They begin the sustained-pulse battle with eight damage dice each, and connect with each other, nullifying the first damage roll. Every round thereafter, they have four damage dice apiece. One rolls 3, 5, 6, 3: only one success, and his opponent rolls 6, 7, 8, 2. The latter Cybertron advances two dice on the former. If the second roll were to have a similar outcome, the latter Cybertron would have advanced on all four of his opponent's damage dice. He then rolls eight dice for his final damage total. His opponent can still roll soak, but only if he is Transmetal or higher; this is energon-type damage.

A common use of firearms is to dispatch flyers from below. The number of health levels for each type of Flight Mechanism has been provided for this reason. If a character using a firearm scores five or more successes on the to-hit roll on an airborne opponent, he has hit the enemy in his Flight area—a wing, rocket engine, etc. The amount of damage successes indicates whether or not the Flight Mechanism has been destroyed. Damage that applies to one of these targets still applies to the Cybertron's health levels in general. If a Flight mechanism is successfully hit, the damaged Cybertron must make a Wits plus Athletics roll to avoid careening out of control. If he fails the roll, he crashes, and is vulnerable for a round of combat while he collects himself. He may take off again after this, depending on his Mechanism.
Characters with Firearms skill can also target a Flight Mechanism specifically, but the base difficulty for this target is +2.

If a wing designated as a shield is hit in this fashion, use either the shield's soak or the Cybertron's base soak: whichever is greater. Count the damage, if it connects, to the shield, not the body.

Cybertronian characters are encouraged to use their rounds of distance combat to provide "cover fire" for their allies rather than aiming to destroy specific targets. A Cybertronian providing cover fire for an attacking ally makes a single to-hit roll on his weapon of choice. If this roll has five or more successes, an enemy has been hit at Storyteller's choice, and damage is rolled based on the standard damage of the weapon (no added successes). Otherwise, the gun is fired only to cover the attacking ally. A botch on this roll, naturally, means that this ally has been hit. The difficulty for the enemy to shoot at any character for whom cover fire is being provided is increased by one for every ally that character has covering him. Covering an ally counts as an action, but spending Energon can purchase an extra action for a character providing cover fire so that he may logically cover as many allies as the Rate of his weapon. No matter the number of allies being covered in this manner, make only one to-hit roll per turn. In many firefights, it is logical for Cybertrons to protect one another in this manner so that a single "strike force" character may be rendered very difficult to hit.

As with other White Wolf games, the range listed for any given firearm is its median range, in yards. Firing at up to twice this range is possible at +1 difficulty. Point-blank-range shots are at difficulty 4. Shooting at a moving target can increase the difficulty of a shot—typically by one, but sometimes by much more if the target is using a Speed Mechanism. In addition, modifiers may be added to shot difficulty depending on the type of cover a target has.

A character who spends time aiming at a target may add one die from his Perception pool to his Dexterity plus Firearms roll for each round he spends aiming. (Certain Mechanisms may also increase the accuracy of aiming.) He can take no other actions during the aiming rounds.

"Modified" firearms, such as guns with special ammunition, or guns with silencers and scopes, are permitted, at Storyteller's discretion. Assume that standard-ammunition weapons have a "default" type of ammunition which, if other than the ordinary, is chosen during character creation. Other ammunitions can be used, but in limited amounts as opposed to the usual unlimited amount. ("Non-dedicated" firearms have this same restriction.) Cybertrons who have the Cloaking Mechanism can attach a silencer to their gun without a purchase cost; Cybertrons who have the Tracking Mechanism can attach a scope.

Demolitions

"Blow it."
—Optimus Primal, "Other Visits, Part Two"

Demolitions weapons are fairly variable, and not all require a Demoltions roll. The weapons below are usually only used in robot mode (though an animal with prehensile thumbs may still have the manual dexterity to lob a grenade). Demolitions experts are extremely useful in both exploration and war.

Charges
Cost: Three points per charge
Difficulty: 6
Range: 10
Damage: 6
Charges are by no means distance weapons, as they need to be set ahead of time. A charge will

effect an entire area—not just one target, so a Cybertron who sets a charge must leave the area immediately. Usually a Cybertron may decide how long to set the charge: whether it will explode in one combat round or a megacycle is up to the Cybertron who sets it. The charge will effect an entire area, not just one target, hence the "range" above, which is the approximate diameter of the area effect. This range may be effected by area energon. Charges are also useful for getting into sealed areas, destroying enemy weapons, and other uses of that variety. Roll Dexterity plus Demolitions to set a Charge. A Charge, once used, is lost until the next repair session.

Grenades
Cost: Five points
Difficulty: 4
Range: 30
Rate: 1
Damage: 6
A Cybertron who purchases grenades as a weapon is assumed to have an unlimited amount of them. Grenades have a short range-basically, as far as they can be thrown-but, like charges, have a 10-foot-diameter area effect and may hit several opponents at once. Strong characters can throw the grenade much further, so add 5 yards to the grenade range for every dot of Strength above two (total x 2 Strength) of the thrower. The usual roll to lob a grenade is Dexterity plus Athletics, but a Cybertron must have at least one Demolitions dot if he wants to purchase this weapon.
For a "Grenade Launcher," have the Cybertron purchase the Dart Launcher listed under Firearms, and follow its rules. The roll to launch grenades is Dexterity plus Firearms.

Energon Nukes
Cost: Six points per charge
Difficulty: 6
Range: 30
Damage: 10
One of the most dangerous types of weapon is one that does damage akin to an energon explosion. Like the standard charges above, this weapon cannot be used at a distance and must be set to explode ahead of time. The "range" above is the diameter of the effect area. This can be increased even more if the Cybertron sets multiple charges, but each single charge must be purchased separately.
Damage from an Energon Nuke is energon-type damage, which is aggravated and unsoakable for lower generations. It is dangerous for all Cybertrons in the area, so, once an Energon Nuke is set, the Cybertron who sets it had better run, or suffer the consequences.
A useful weapon for destroying entire enemy complexes, or—for even more explosive results—enemy energy reserves, though if attempting this trick, take care that the resulting chain reaction does not destroy more than intended.

Special Weapons

The weapons in the below list take traits from more than one category of weapon, or require an odd roll to activate, and thus do not fit well in any of the above categories. All of the weapons below are energy weapons; therefore, they have the single-energon activation cost. All are internal and do not have their own energon pools.

Eye-lasers
Form accessible: Robot
Cost: Four points
Difficulty: 7
Range: 100
Rate: 3
A Cybertron with eye-lasers is capable of shooting a laser beam directly from the eye to damage

an opponent. Eye-lasers, though technically distance weapons, are accessed only from the Cybertron's internal mechanisms. These lasers are energy-based and do aggravated damage. They are also capable of both blast fire and sustained pulse, as a cutlass blaster. They require a roll of Dexterity plus Alertness to hit (the same roll to block a charged shot). On a single blast, eye lasers do damage equal to the attacker's Manipulation +2. For a sustained pulse, they do Manipulation +2 energon-type damage the first round, and even Manipulation damage for each following round. They can be adapted for use with the Focus mechanism (and often are). As with a firearm weapon, a Cybertron may split his dice pool to take extra shots per round with Eye-lasers, but the difficulty for each consecutive shot is increased by one.

Ultrasonic Scream
Form accessible: Any
Cost: Six points
Difficulty: 6
Range: 200
Rate: 1
The Ultrasonic Scream is a variable energy-based weapon, a beam generated from the vocal receptors of an attacker. It is nearly impossible to predict this weapon's effects and power. It takes a single turn to charge this weapon for attack, as with a sustained blast. After that round, roll Dexterity plus Performance to hit, then roll a single, additional die. The damage from the sonic blast is equal to 5 plus the Cybertron's Attribute score, the Attribute used dependent on the random roll: 1, Strength; 2, Dexterity; 3, Stamina; 4, Charisma, etc. If a 10 is rolled, the blast does an even 10 dice of damage. All Cybertrons in range when this weapon is fired may be subject to hearing difficulties for several rounds; on higher-damage attacks, they may be knocked off their feet just from area energy.
A botch on the to-hit roll with this weapon can have incredibly disastrous results, including wild explosions.

Spark force
Form accessible: Robot
Cost: Six points
Difficulty: 7
Range: 200
Rate: 1
Damage: 6
The ultimate way to appear unarmed is to generate your attacks from within. This type of weapon—most commonly accessed among Transmetal IIs and Optimals, but usable by any Cybertron with sufficient focus—draws out a Cybertron's own energon to create balls of force which can damage an opponent. Although a spark force is much like a firearm weapon, the Cybertron rolls Dexterity plus Matrix to hit with this energy, which typically is generated from the fingertips or the spark cavity. As with firearms, add your attack roll successes to the damage roll. The weapon is named for the spark because it can draw upon the spark's energy; spend a Spark point up front on a spark force attack for an extra automatic success on both the attack and damage rolls. (Multiple points may be spent for this purpose.) Like a cutlass blaster, spark force is also capable of a charged shot, sustained pulse fire, which does 6 energon damage the first round of attack, and 5 damage each additional round.

Aggravated Damage

"Wazzpinator has a headache in his whole body..."
—Waspinator, "Posession"

White Wolf players will be familiar with the term "aggravated damage" from other systems. In the case of the Cybertron race, aggravated damage is done specifically by energon or energy-based weaponry. An aggravated wound can only be healed quickly by outside aid, such as an R Chamber. Otherwise, it will take an entire day for the Cybertron's internal systems to heal the wound.

Cyberorganic Beasts and Fuzors cannot soak energon damage. Those of higher generations can soak damage from energon weaponry, but it will still be considered aggravated damage.

Supernatural weaponry that is considered to do aggravated damage to other races will also do aggravated damage to Cybertrons, unless there is a very specific reason why it should not. For gaming purposes, treat radiation damage as energon damage.

Critical Damage Chart

When a character uses Spark to recover from Incapacitating damage, there is a good chance that the character will suffer a system failure. If the damage was standard, roll a ten-sided die; if it was aggravated, roll two ten-sided dice, and check the chart below to see which systems, if any, fail. In special situations, such as a large-scale energon explosion, add ten to the roll, or roll three dice. Use this roll and the chart below to determine which system(s), if any, fail.

Systems damage is applied immediately, not at the end of combat. Systems damage can be repaired after combat is complete; any standard R chamber, bath, or repair session will heal this damage unless noted otherwise below. In desperate situations, Critical System Damage can also be fixed with internal repairs. Pay one Spark up front to use this ability, then roll Stamina plus Repair to fix the damage. Be warned: botching this roll indicates that the System damage is now permanent. A character can take no other action while repairing System Damage. If multiple systems have failed, they must be repaired on a one-for-one basis.

1-3 No systems damage incurred.
4 Damaged audio: Character is at a -2 for all rolls involving hearing. Hearing-related Mechanisms are off-line.
5 Damaged optics: Character is at a -2 for all rolls involving sight. Vision-related Mechanisms are off-line.
6-7 Damaged weapon: One of the character's weapons is off-line. Choose an attached or internal weapon first; if none are available, an unattached weapon has been broken or lost.
8-9 Damaged casing: Character's armor is dented. Soak rolls are now at +2 difficulty.
10 Difficult transformation: Character may transform, but transformation is extremely painful. The character will incur one point of aggravated damage when altering modes. This damage can be soaked, but armor is ignored.
11 Missing arm. One of the character's arms has become detached. This disallows use of whichever weapons that arm was holding. If character is in beast or vehicle mode, adjust accordingly—an insect may lose one or two legs—a bird a wing—a jungle cat its front leg—a car its wheel, etc.
12-13 Damaged Mechanism: One of the character's Mechanisms, chosen randomly by the Storyteller, is now off-line.
14 Missing leg. One of the character's legs has become detached and drops off of the body. The character cannot stand up bipedally and will drop to the ground. Dexterity, not including fine motor work, is at one. If a character is in a quadripedal beast mode, consider this to be a back leg. The leg cannot be reattached until combat ends.
15 No vocal receptors: Character cannot speak and is completely mute until repairs can be made.
16 No audio: Character is completely deafened until repairs can be made.
17 No optic sensors: Character is completely blinded until repairs can be made.
18-19 Missing head: Ooops. Character is okay, relatively speaking, but his head has been

detached from his body and thrown 2D10 -2 yards. The head has enough energy to remain active for a while, but will lose consciousness without reattachment to its body. If the character's head is not retrieved within two rounds, the character will become Incapacitated again. They may spend Spark to recover, but must make another systems damage check. For the most part, replacing the head nullifies the effects of this damage. It will not become a permanent problem, save that the head will be slightly loose until complete repairs are made, and it has a fair chance of falling off again. (Characters with the Remote Processor Merit do not have to worry about losing their heads.)

20 Fuel leak: Character will lose Energon at a rate of one point per round until all Energon has been depleted.

21 No transformation: Character cannot change modes until repairs are made.

22-23 Roll two ten-sided dice, twice, and apply both penalties as above.

24-25 Roll two ten-sided dice three times and apply all penalties as above.

26 No internal computer: Internal computer communications are off-line. This includes internal repairs: character cannot recover damage on his own until repairs are made. This also includes most Mechanisms, particularly the ones relating to communication or perception. External or Separate Mechanisms such as Cyber Venom still function, as do attached weapons.

27 Damaged data. Roll one ten-sided die. If the roll comes up 1-4, subtract a permanent point of Wits; 5-7, a permanent point of Intelligence. On an 8, some data tracks have been deleted; character loses all knowledge related to Procedures. A 9 indicates lost Procedures as well as two other missing Knowledges, Storyteller's choice. On a roll of 10, all data tracks are lost, and character is overcome by complete amnesia.

Some or all of this data can be typically be recovered; however, Storytellers reserve the right to make this damage permanent.

28 Roll two ten-sided dice and three ten-sided dice; apply both penalties as above.

29 Roll two ten-sided dice, and apply the penalty as above. This penalty is permanent and cannot be altered by any amount of repair. (If the roll comes up 18-20, re-roll.)

30 Foot-in-the-grave: Subtract one point of permanent Spark. Character gains one Derangement. This is non repairable, though Spark can still be purchased with experience points.

Other Sources of Damage

"A STICK? Against a Transmetal?"
—Megatron, "Code of Hero"

Other than damage during combat situations or damage from energon poisoning, there are not a lot of situations nature can throw out that damage a Cybertron. Aging is not a concern, breathing is not a concern, and starvation only effects energy levels. Only those poisons specially formulated to effect a Cybertron system will act on a Cybertron at all, and all but the rarest of diseases are counteracted by internal repairs. However, certain items have been known to cause more trouble than others.

Certain types of electrical disturbances, such as lightning storms or power surges, can be especially harmful. A Cybertron in a metal form is as susceptible to electric shock as a robot would be expected to; a Cybertron in beast mode is as susceptible as an average animal of that type. Electrical shock can do damage in a wild range: from one to ten dice. However, this damage is normal and can be easily soaked.

Disease

The Cybertronian race, being mostly robotic, is generally immune to diseases which effect organic creatures. However, their race does have a certain number of diseases which are unique to Cybertrons. Because Cybertronian science is so advanced, the only kind of diseases they allow to survive are those that kill quickly and mercilessly. One such disease, called "The Cosmic Rust," or "The Autobot Plague," is a highly contagious disorder which causes a heavy rust (which

the Cybertrons are otherwise immune to) to corrode and destroy the Cybertronian frame. The Plague is caused by a space-borne microbe which clings to certain asteroids in a now forbidden-system. The Plague, though making a brief appearance in the later parts of the Great War, has never reached Cybertron; the cure (a corrosion-resistant coating made from a rare element), once administered, is permanent.

There is also rumor of a viral infection which causes a Cybertron to very violently expel energon at an alarming rate, destroying both himself and everything around him in a matter of megacycles. However, due to the disease's resistance to spread—it must be fluid-transferred once contracted—it is rare indeed.

Energon Explosion

When a highly combustible source of energy is stockpiled during a war, there's a good chance it is going to be seen as a target.

An area energon explosion can do an average of ten dice of damage—or, even more, depending on its size. The problem with area explosions is that they are quite often fatal.

Storytellers should be fair in judging whether a character's spark is effected by an energon explosion. Spark cannot be *drained* in an explosion; therefore, if an explosion takes place, the spark is either unharmed or it is destroyed. A good rule of thumb in a large explosion is to have characters make Spark rolls. In most explosions, only a botch means that their spark was caught in the blast, and is now destroyed. In more dramatic situations, require a preset number of successes for survival and/or substitute another logical roll, such as Stamina plus Survival.

Watch for Falling Rocks

This particular source of damage is so rampant on the Beast Wars series that it would be remiss not to mention the system for calculating it. Give a falling rock a rating from one through ten, based on size and velocity. A simple stone might rate a one; a ten would be reserved for a large cascade of wreckage. Have a Cybertron caught beneath the rock roll to soak an amount of damage equal to this rating. If the Cybertron's Strength (this is a rare case when you *do not* use the robot mode multiplication modifier) plus Stamina is lower than the "rock" rating, that Cybertron is also completely immobilized for a number of rounds equal to the difference between his Strength plus Stamina and the rock rating.

This adjustment is known as "The Wile E. Coyote Modifier." "Serious" gamers and others who dislike the slapstick falling rock element may ignore it entirely. It does have its uses even in a "serious" game, if a rockslide is at hand.

Damage Recovery

A quick summary of how to recover damage incurred by any of the above sources.

Internal Repairs

Internal repairs, provided they are still on-line, will be able to recover minor damage automatically. If the damage is standard, use the chart below to gauge recovery, with each increment equal to the amount of time it takes to advance a single health level:

Bruised: 30 cycles
Hurt: 1 megacycle
Injured: 2 megacycles
Wounded: 4 megacycles
Mauled—Incapacitated: Not recoverable

Internal repairs will not function during a combat situation. If wanting to reap the benefits of self-repair during a megacycle which involves combat, a Cybertron must make a Stamina plus Survival roll. Internal repairs do not function in robot mode: only beast or alternate modes.

Internal repairs cannot heal any health levels which were contracted from an aggravated damage source. A single exception to this is environmental energon-source damage, which is recoverable only in beast mode. If the Cybertron has taken a health level of damage from exposure to an energon source, internal repairs can recover it if the Cybertron spends the requisite healing time entirely in his beast mode. This does not account for energon battle damage, which internal repairs cannot correct, only exposure.

Ally Repair/Self-Repair

Any character with the "Repair" Knowledge can use this ability to recover the health levels of others or of himself. Typically, the character may only recover as many health levels on another as he has dots in this Knowledge, though Storytellers may allow for more recovery on extremely good rolls in tight situations. The typical roll for Repairing another Cybertron is an Intelligence plus Repair roll, though this is only in situations where the character has time to actually work with his "patient." Under more duress, a Wits plus Repair or even Dexterity plus Repair roll is used. Aggravated damage can be recovered by Repair sessions, as well, though the difficulty for the roll will be higher.

Characters with the Repair ability can also use this to recover Critical System Failures in other characters or themselves under great duress, but only the simple external type, such as reattaching an arm. The calmer Repair session listed above can typically recover any System Failure with a megacycle of work or so.

R-Chambers/Baths

This is really the way to go for characters who need recovery in a flash. An R-chamber or bath, usually located at a unit base, will recover all lost Health Levels and all Critical System Failures in a short amount of time. The time needed for an R-Chamber to function properly is directly related to the extent of the injury. To heal away the Bruised Health Level takes no more than a few nanoclicks, but to heal a character who has been Crippled and had two System Failures will take a long time. Consider the R-Chamber or Bath to need the following amounts of time to recover wounds. The time listed on the chart below is the time required for full recovery.

Bruised: 30 nanoclicks
Hurt: 1 cycle
Injured: 10 cycles
Wounded: 30 cycles
Mauled: 1 megacycle
Crippled: 2 megacycles
Incapacitated: 4 megacycles
Plus, thirty cycles for every Critical System Failure the Cybertron has incurred.

As a bonus, an R-chamber will recover all of the fuel (Energon) of a Cybertron, provided a fuel source can be located easily. The Predacon Recovery Bath does not do this, and refueling must be done separately.

Unless grievously injured, the Cybertron is still partially conscious while in the recovery stage (though more accessible in a bath than a chamber). He may not move during this time, but may use the time to meditate to recover lost Spark.

Expending Spark

Expend one point of temporary Spark for a character to recover from the Incapacitated Health Level up to the Mauled Health Level. Spark can heal no more Health Levels besides this on its own.

Spark expenditure for this result may be declared one of two times. It may be declared before the character has dropped to the Incapacitated level, and then must be immediately spent. Afterwards, the character will immediately "bounce back" from the Incapacitated level without ever actually falling unconscious. If the character never actually reaches this level of damage, the Spark is still forfeit.

The character may also opt to wait to expend this until he has already fallen to Incapacitated. If he waits, he will still be unconscious for a number of rounds equal to the number of Health Levels he has fallen below the Mauled level. This is a minimum of two rounds, but if the blow that took him down was very painful, it may be more.

Characters can also use Spark to recover Critical System Failures, as detailed above the Critical System Failure chart. One Spark must be used for each Failure the Cybertron wishes to negate. Willpower can (and should) be spent to ensure that this roll does not botch.

CHAPTER FIVE
CUTTING EDGE
MECHANICAL ABILITIES

Mechanisms

"Any sufficiently advanced technology is indistinguishable from magic."
—Arthur C. Clarke

Mechanisms are the special abilities granted to Cybertrons: the abilities inherent to them as robotic forms. Some of these are very simple; others, decidedly complicated. Mechanisms of Level Three and below are fairly typical abilities, but some of the more advanced capabilities of Cybertron technology have been "lost" over the years. Legends have been told of Autobots with near-god-like powers. Most of these abilities were simply Mechanisms installed on their robotic frames and in their processing chips.

Most Mechanisms have a "Required Ability" listed. Other Mechanisms list a "Required Attribute." A character can never have more points in any given Mechanism than they have in its Required

Ability or Attribute. For example, a character wanting to take four points of the Cyber Venom Mechanism would first have to take four points in Science.

Characters begin with eight points to create their own Mechanisms, and may buy more with freebie points at a cost of three freebies per one point of Mechanism.

Mechanisms which give a Cybertron special abilities are cumulative unless otherwise noted, meaning that a Cybertron who spends five points in one Mechanism can access all of that Mechanism's special abilities. Mechanisms can also be combined where applicable—for example, zooming in on a target in infrared mode, or combining a hologram with a mimicked voice for a perfect likeness.

(The perceptive player may notice that certain Mechanisms seem to overlap each other. This is provided to allow for as many variations in ability as are displayed on the Transformers series. I watched everything and tried to include everything. If an official Transformer displays an ability that has been somehow overlooked in my listings, please provide me with a proposed revision.)

Reprogramming and Rebuilding

Adding new Mechanisms after character creation can sometimes be difficult.

A Mechanism which is classified as "Hardware" would require that the Cybertron be rebuilt before upgrading this Mechanism. Only an ally with the Repair skill can rebuild a Cybertron's frame. In order to be rebuilt, the Cybertron must be put into Stasis Lock and "operated" upon. The Cybertron who is making the repairs must make a roll of Intelligence plus Repair. This roll will be extended, with a number of successes required which is three times the level of Mechanism desired. Each roll stands for thirty cycles of work. "Ones" rolled cancel out successes; if successes fall below zero, the Mechanism operated on has been permanently damaged in some way.

A "Software" type Mechanism is reprogrammed upon upgrade. This type of Mechanism can only be learned from a computer of a level higher than or equal to the desired level of ability. A Cybertron must link up to the computer, then roll Wits plus Computers to process the information. The roll is extended; the same rules as above apply. A Cybertron requires no outside aid other than the computer to pick up new Software.

A few certain Mechanisms are classified as "Special," meaning they require both rebuilding and reprogramming. Use the rules as above, and consider these activities to be simultaneous. The Cybertron being repaired processes computer information while in stasis.

Finally, there are Mechanisms which are considered "Separate." For these, the Mechanism does not effect the Cybertron himself, but, rather, an external factor such as designed weaponry. To upgrade these Mechanisms, the extended roll follows the same rules as above, and is made from the Cybertron's Wits plus the Required Ability for the Mechanism. Alternatively, the Cybertron can ask for outside help to build this Mechanism.

In addition to Mechanism type, Mechanisms are marked with a "Frequency." This is a guide for the Storyteller and her players as to how common certain abilities are. Players should consult with the Storyteller before taking any type of "Rare" Mechanism during character creation. If attempting to have a Rare Mechanism installed during play, the character may have to have a special contact who is certain to have the needed technology. The Storyteller reserves the right to disallow players from taking any Rare Mechanisms during character creation. Normally, lower levels of Mechanisms are Common, and higher levels are Rare. Those Mechanisms marked as "Very Common" are usually the first Mechanisms to consider when designing a new character.

The cost in EXP to upgrade Mechanisms during gameplay is five times the desired rating of the new Mechanism. More than one dot may be purchased at once, but they must be purchased separately. For example, a Cybertron wanting to upgrade from flightlessness to the Flight 3 Mechanism must pay 5 for Flight 1, 10 for Flight 2, and 15 for Flight 3, which is a total of 30 Experience Points (and no small amount, at that).

Mechanism List

"...Hang onto your bobbysocks..."
—Tracks, infamously questionable Autobot, "Make Tracks"

Armor Plating

Extra-thick armor coats parts of the Cybertron's body. This Mechanism can be applied one of two ways. Armor can be an all-over coat, allowing for the addition of one extra die to the soak pool of the character per point of Armor. Or, Armor plating can be used to cover specific parts of the body. Consider this an armor Specialization which allows a character to cover only this specific part with thick armor. This type of armor allows for the extra soak die to blows to this area, plus the ability to re-roll rolls of "ten" on a soak roll. A common place to apply extra armor is the spark cavity. Each point spent in Armor is one added to the soak die of the overall body or of the armored area. Normally, the more points spent on specific armor, the larger that armor's target area. A Cybertron can split armor among specific and non-specific, but can never have more than five total dots of armor. It is notable that any type of armor will add to the weight of the character, so that heavy armor may make certain tasks more difficult.
Type: Hardware
Required Ability: None
Frequency: Common

Audio Decryption

Cybertron has hearing abilities above the norm, and can decode audio messages as well as magnify quiet or faraway speech.
1 As the Werewolf or Vampire "Heightened Senses," but only in regard to audio.
2 Cybertron can decode any unfamiliar language, and respond in kind. This does not count as learning the language; it is only a way to understand each sentence spoken. Note that this does not count for any unfamiliar written languages, only those transmitted by sound. This ability also applies to "languages" without words, such as Morse Code.
3 Ability to hear through walls and other objects as if there was no obstacle. Hearing through solid objects perfectly requires expenditure of one point Energon. Cybertrons with this level of Decryption can also identify familiar electronic devices by the pitch of their sound. A roll of Perception plus Investigation, variable difficulty, will allow him to identify what types of electronic devices are operating in the area. This ability is also useful to determine if any other Cybertrons are active in the area. On an exemplary roll he may be able to divine a Cybertron's alliance with this method, but never specific unit or name.
4 Cybertron can not only hear and understand specific languages, but can now learn the entire audio component of a language simply by hearing a few sentences. Spend three Energon and roll Intelligence plus Investigation, with the difficulty variable depending on the difficulty of the language and how much of it the Cybertron has heard.
5 Clairaudience. Cybertron can hear anything specific, provided he can locate the source of sound and focus on it. Requires the expenditure of one point Energon per mile distance of source target (therefore, not practical at extreme distances). Roll Perception plus Enigmas to activate, with the number of successes indicating the clarity of "Transmission." Difficulty of the roll typically

standard, but may be increased in situations where the target is trying to remain secretive.
Type: Software
Required Ability: Enigmas
Frequency: Common at 1-3, Rare at 4-5

Chemical

The ability to produce various substances—organic and artificial—that may help, hinder, hurt or heal, was developed by Cybertron scientists during the Great War, and is used to good effect in modern times. The Chemical mechanism is associated with a Firearm weapon, either attached or hand-held, which must be declared upon the Mechanism's purchase. It can be a weapon with multiple functions, or a weapon designed solely for the use of the Mechanism. Dexterity plus Firearms rolls below are the rolls required to use the Mechanism in combat. The range for a chemical fired from a firearm weapon is 30, unless otherwise specified. Out of combat, other rolls may be required for more peaceful/creative Mechanism use.

1 Cybertron can produce a flame-retardant foam, allowing him to put out fires and nullify some explosions. This foam is not particularly thick, and is propelled from an apparatus on the Cybertron's person: usually an attached gun, or something which is "created" by Demolecularization. It is more easily spread from the air (in a "crop dust" pattern) than from the ground. Oddly enough, this foam does nothing to organic types (who find it as harmless as water, if just as distracting), but tends to "gum up the works" of Transmetal or higher generations. If used in combat, flame retardant foam is "shot" as a Difficulty 8 firearm, and will subtract one die from the Dexterity pool of a Transmetal or higher-generation target for the rest of the scene. This penalty is not cumulative upon multiple shots.

2 Cybertron creates a slippery oil, which can be used to lubricate joints and facilitate repair. In combat, it can cause a moving target to slip and slide if blasted at the floor. The oil is fired at Difficulty 6, and effects the area beneath the feet of one target, who makes a Dexterity roll at Difficulty 8, or trips and falls. Thereafter, anyone who steps on the effected patch of floor loses two combat dice as they attempt to avoid the fall; the spill lasts until it is removed. At Difficulty 8, the weapon can be shot at a target's hands, forcing him to make a Dexterity roll or drop his hand-held weapon. Modify the Difficulty of the Dexterity roll as needed; it is 6 if the target is merely holding a firearm, or 9 if the target is trying to hold onto a sword during fierce melee combat.

3 This Mechanism produces a sticky glue-like substance that holds a target in place. The difficulty to aim and shoot a glue-bearing weapon is 7; each success signifies the number of turns the target is held. Targets are entitled to dodge rolls to avoid the blast. Typically, glue is only targeted at the feet, which stops a target from advancing or fleeing, but not from firing a weapon or using his hands or mouth. However, players are invited to specify different targets, for example, gumming up a Cybertron's hands to prevent him from accessing a keyboard, with difficulties adjusted as needed.

4 Cybertron can produce a corrosive material with the approximate effects of acid. As a weapon, it requires a Dexterity plus Firearms roll, Difficulty 7, to aim and shoot. It does six dice of damage. For every two damage rolled, the acid melts enough armor plating to subtract a die from the enemy's subsequent soak rolls, a penalty that lingers until the foe is healed or repaired. Of course, corrosive acid has plentiful non-combat uses as well, and dissolves metal and organic objects at a moderate rate. A Cybertron uses up one Energon for each acid round fired.

5 A freezing gas which approximates the effect of the Freeze Ray, also called "Glass Gas." Glass Gas is capable of freezing multiple targets in place for the remainder of the scene, disallowing any type of movement whatsoever. It also makes inanimate objects brittle and easily destroyed, and serves as a useful counter for pyrokinetic abilities. Glass gas has an area of effect, rather than a specfic target. Under normal circuimstances, it requires a Difficulty 6 Dexterity plus Firearms roll; only one success is required to release a frozen blast that stuns all targets in a 20-yard cone in front of the Cybertron, and typically freezes them to the floor as well! The stun effect lasts until the end of the scene, or until the targets are thawed. Aiming the firearm at a specific target takes some doing even at short range, and is a Difficulty 10 action. Glass gas costs two Energon per blast.

Type: Special
Required Ability: Science
Frequency: Rare

Cloaking

Cloaking is a stealth ability, involving audio, scent, and vision. Compare it somewhat to the Vampiric discipline of Obfuscate. This type of cloaking, however, cannot disguise the energy signature of a Cybertron, save at advanced levels, and energy scanners will still alert foes to the presence of the unit.
1 Cybertron can go into "Stealth Mode," where transformations and other motions make practically no noise. The servo sounds of transformations may still be heard in situations requiring absolute quiet—for these situations, use a roll of Dexterity plus Stealth to determine if the transformation is silent. Stealth Mode itself requires no activation roll: players simply tell the storyteller when it is in use.
2 Cybertron has a measure of camouflage, which allows him to blend into any background. Combined with Stealth Mode, the Cybertron will blend into most backgrounds, provided others are not actively seeking him out. Movement in camouflage mode requires standard Stealth rolls. Activities can be done as normal in this mode, but the mode will dissipate if any firearm or energy weapon is fired by the disguised target unless one Energon is spent.
3 Advanced camouflage. Expend one Energon to activate this mode, which covers all visual aspects of the Cybertron, and decreases the difficulty of Stealth rolls related to movement. This mode remains on the Cybertron until he deactivates it. Ammunition-based weapons may be used without penalty; however, energy-based weapons will disperse the mode, as above. A Cybertron in this mode may still leave behind footprints, or cast a faint shadow in harsh light. His energy signal will still show up on scanning equipment.
4 Complete undetectability. Expend two points of Energon and become completely invisible, inaudible, and undetectable—no rolls required. A character in this mode may do anything he wishes, including firing energy weapons (the blast becomes visible once it leaves the weapon). This character makes no noise while moving, but can deactivate some of the cloak to speak—the voice will come from all directions and seem completely sourceless. This character casts no shadow, leaves no footprints, and the Cybertron's energy signature is now nullified. The character may still leave behind a faint scent, but cloaked enough that identifying the character is next to impossible. Tracking this indistinct scent is at a base difficulty of 9. Tracking 4, however, will see through the invisiblity automatically.
If a character cloaked in this manner is damaged in a fight, he must roll Willpower at standard difficulty and respend the activation cost; if he makes the roll successfully, the cloak does not fail. If the roll is failed, the cloak disperses for a turn (it can then be raised again); if botched, this level of cloaking cannot again be raised until repairs are made.
Attacks directed at an invisible character who has not acted at all are at +4 difficulty. However, if the character has been very active in the battle, is firing weaponry, and making himself otherwise known, this modifier can be decreased to +2.
5 Cloak the Gathering. Cybertron can expand undetectablity as above to cover as many targets and objects as he desires. Requires a roll of Manipulation plus Stealth, with as many successes needed as targets. Expend Energon by size and number of targets: one point per extra robot-sized target, larger amounts to cloak an entire vehicle. If the cloak disperses on the character who has raised it, it disperses from all targets.
Type: Special
Required Ability: Stealth
Frequency: Common at 1, Rare at 2-5

Cyber Venom

Some of the more brutal Cybertrons have discovered poisons which will infect robotic systems. These venoms are typically attached to darts which are fired out of standard guns or venom-

launchers, or are injected through stingers or fangs. When using Venom, a Cybertron must first declare what type of Venom she is using out of the options listed below. These venoms also work on organic targets in the basically same way they work on other Cybertrons, unless an exception is listed below.

Using any type of venom costs one point of energon per venom dosage. A Cybertron can also use a "double dose," or even "triple dose" of any given type of venom, allowing for double and triple effectivness at double or triple the cost. However, using any dosage above the standard amount requires a round of preparation (during which no other actions may be taken).

Cybertrons with high levels of scientific ability may attempt to design their own type of venom, with its own special effects. Consult your Storyteller before trying out a new invention on an unwilling target.

1 Cybertron can devise a poison which will enhance the damaging power of her weaponry. This poison, when added to a weapon that normally does standard damage, now does aggravated damage. This type of venom does +2 damage at a double dose and +4 at a triple dose.

2 Cyber Venom of this level causes a loss of muscle control. Cybertrons affected by this venom lose two points of Dexterity and one point of Stamina as their joints become limp and weary. This loss is incurred multiple times, for a number of successes equal to the damage roll. If Dexterity or Stamina fall below one, Cybertron is unable to move. This particular type of venom only stays in the Cybertron's system as long as the administering device remains in contact with the Cybertron. For example, a dart filled with this type of venom would continue to disable the Cybertron it effected until removed by an outside source. If this venom is administered by fangs, stingers, or the like, it can only effect its target if the bite or sting remains in contact, and disspates from the system one combat round thereafter.

3 Cybertron has devised a poison which is laced with raw energon. This poison remains in the system for a number of turns equal to the success of the damage roll. It does 1 additional health level of aggravated energon damage for each turn it remains in the system. Transforming into beast mode will not counteract the effects of this poison, as it is an internal defect. If this poison should ever cause a Cybertron to go to Incapacitated, it dissipates from his system.

This venom is to no effect on non-Cybertron targets, who are not weak to energon. In fact, it has been known to even rejuvenate some of its intended victims.

4 Cybertron has concocted a poison which can infect the processing unit of the attacked. This poison causes temporary insanity in the victim, to a degree displayed by the number of successes on the damage roll: one success indicates minor disorientation; five or more means the subject is reduced to a drooling, incoherent mass. This venom remains in the Cyberton's system until repairs can be made, or, in a pinch, if all his fuel is "bled out" and he is refilled.

5 The most deadly type of Cyber Venom is a venom that works on the spark itself. This venom hits right to the core and will begin to drain the spark of its victim. When the poison is injected, an activation roll of the creator's Intelligence plus Science, standard difficulty, is required. The number of successes indicates the potency of this particular dose of poison, which is the number of rounds it will act on the effected system. Each round the poison remains in the system, the infected must roll Spark to counteract its abilities. He must subtract a point of temporary Spark each round he fails this roll. (This roll cannot be botched, save for Optimals who have disastrous consequences for botched Spark rolls.)

When used on non-Cybertron targets, this venom causes immediate tranquilization, frightening nightmares, and some temporary loss of memory. However, life force is not damaged in any way.

Type: Separate

Required Ability: Science

Frequency: Common at 1-3 among Predacons (dependant on Beast Mode) Rare at 4-5 among Predacons, and all levels Rare among Maximals.

Demolecularization

Cybertrons, after learning the advantages to transformation, eventually learned to access an ability allowing them to rearrange the very molecules of their bodies. Cybertrons who understand Demolecularization can use this to rearrange their bodies, and, at advanced levels, take them

apart and piece them back together.

Demolcularization effects are cumulative, but only by choice. Therefore, a Cybertron who wanted to learn advanced Demolecularization could effectively ignore the lower ranges of the power if she so desired. Demolecularization is very complex, and difficult on a Cybertron body. Adding Demolecularization after character creation will require rebuilding.

1 Cybertron can shrink or grow slightly when changing modes, allowing for a beast mode that would have a slightly different amount of total mass from his robot mode.

2 Cybertrons can use Demolecularization to make parts of their body into different items. The modular portion of the body is typically one of the arms; only a small part of the body can be made modular in this fashion—no modular forms or advanced shape-shifting can be accomplished other than ordinary Transformation. When selecting this ability, decide which portion of the body is modular, and what types of items it can be transformed into. (You may automatically choose two additional items; after that, pay one freebie point per item. During a rebuilding phase once a character has already been created, pay two points of experience for each item past the first two.) Common objects include repair tools or recording devices. A Cybertron can also modulate his arm into a weapon, and many do. However, if you choose a weapon as one of your modulations, you must pay for the weapon.

Modulation is considered automatic during stress-free situations where time is not a concern. To make a modulation under duress, such as in combat, roll Stamina plus Repair.

A Cybertron *can* modulate into a raw energon blade, if he is willing to take the penalties for wielding it. He cannot modulate into refined energon.

3 At this level, a Cybertron can now shrink or enlarge great amounts in various modes. This size difference does not happen in the same mode. Therefore, a robot could not suddenly grow to twice her size to attack, but could grow to twice her size if shifting into the beast form of an elephant, or shrink to the size of an insect if shifting into the beast form of a mantis. This ability was heavily accessed during the Great War, when disguise was a concern, but is not typically used anymore due to its limitations. Demolecularizing does not seem to allow for "unnatural" sizes of creatures, like tiny dinosaurs or giant insects. It does not allow for the addition of any health levels for large-sized creatures, but does take levels away from creatures smaller than the average Cybertron. (For example, a Predacon demolecularized into the form of an "ordinary" bee would have only two health levels: Okay, and Squashed.)

4 Limited teleportation. Cybertron can now take apart his molecules and piece them together at a different location, normally a location within sight distance and never exceeding half a mile. This requires the expenditure of two points of Energon. Teleportation is perfect if Cybertron can see his intended location. If the location is hidden, teleportation requires a roll of Intelligence plus Athletics, difficulty and successes needed depending on distance, etc. Short-range teleportation is most often used to gain advantage in combat and therefore is instantaneous and does not use up a character's combat round.

5 Advanced teleportation. Cybertron can now teleport to any unseen location. Requires an expenditure of one point of Energon per ten miles distance, not practical at outrageous distances. Teleportation of this type uses up a round of combat, possibly more for longer distances. Roll Intelligence plus Alertness to use this ability. The difficulty of the teleportation is directly related to the Cybertron's familiarity with the location he is attempting to access: to teleport to a familiar location would be a simple task, but the difficulty could be up to 10 for a place the Cybertron does not know. A botch on a teleportation roll may be disastrous.

Type: Special
Required Attribute: Stamina
Frequency: Common at 1-2, Rare at 3-5

Distract

Cybertrons with Distraction Mechanisms have distinct advantages in battle, as they can take the upper hand before firing a shot.

1 Cybertron has a beast mode with a natural, built-in distraction. This may include the ink burst of a squid, the spray of a skunk, or anything related. Naturally, the rolls for this ability vary greatly,

but usually involve the Performance Ability. Distracted targets suffer a -1 to all dice pools.

2 Cybertron can use a weapon to eject a burst of "black light," which will blind a target completely for a number of rounds equal to the number of successes on a Dexterity plus Firearms roll. This Mechanism can only be used in conjunction with a purchased Firearms weapon, and otherwise does no damage to the target. However, the blindness can not be countered by any means. It will go away on its own after the rounds have passed. Black light works on any type of target that can see.

3 Smokescreen: a highly messy Mechanism which can never be used in an organic mode. Cybertron uses his robotic body to give off a thick smoke, which blinds everyone near him. Targets will also suffer from coughing fits; they must roll Willpower, difficulty 6, or they will be unable to act for the duration of the scene. Even if they succeed on this roll, they suffer a -2 to all dice pools where vision is required, and scent-related Mechanisms are impossible. The expelled smokescreen requires no roll, but does require the expenditure of two points of energon.

4 In another Mechanism which is not possible in any organic mode, the Cybertron glows with a brilliant light, shooting off flares at random and disorienting his targets. Because the light emanates from a single Cybertron, efforts to attack or target him are at a -1 difficulty. However, sight-related Mechanisms are impossible, and other Cybertrons in the room will not be able to see anything save the Cybertron using this ability. This power requires the expenditure of one energon, and a roll of Manipulation plus Performance, difficulty 6. The number of successes equals the rounds of general disorientation. This power is probably best used to cover an escape, as when it is in effect, all gathered are effected and not much else is possible.

5 Special Power of Elita One. A dangerous ability utilized by Cybertron's greatest female warrior, this allows for the complete distraction of all foes. Anyone submitted to the force of this ability views nothing but flashing, spinning lights and hears deafening and hypnotic melodies. During the duration it is as if time has stopped for them; when they finally come out of this trance, they may not even remember the Cybertron who inflicted it on them. To use this ability, a Cybertron must spend one point of Spark for each round she wishes her opponents to be debilitated. She must also spend one Energon for every target she wishes not to be affected by the power. During this time, everyone in the area save the Cybertron who uses the ability and those she does not wish to be affected can make no action. They must remain frozen in time. After this time, they awaken, and will act at the Storyteller's discretion, usually forgetting that the Cybertron who used the power was even in their vicinity.

The Cybertron who used this power will lose all of her Willpower and Energon after the duration of the hypnosis has passed. She will also lose her remaining Spark at a rate of one Spark point per round unless she is immediately repaired and has at least one point of Spark forcibly restored. Use of this ability is often a last-ditch effort as it can prove fatal.

No rolls are required to activate this ability, and no Willpower expenditure, etc., can counteract the rounds of hypnosis.

Type: Software
Required Attribute: Charisma
Frequency: Rare

Drone Force

Cybertrons can create extensions of themselves and place them in smaller, sparkless robot drones who will do work for them. Drones are all automatically capable of relaying video and audio back to their creators, either directly to their owner's processor or to a monitoring screen the owner has set up. Drones have a small amount of memory capabilities and can be programmed to do simple tasks without constant monitoring. Drones can, like full-fledged Cybertrons, have Mechanisms attached to them. Use the Cybertron's own Mechanism points or his freebie points to buy these Mechanisms. This typically requires the Repair or Science abilities of the creator and not the Required Ability for the Mechanism. Dronemasters pay only one freebie point (or two experience points) per point of Mechanism to add that Mechanism to a Drone; however, no Drone can have a Level Five Mechanism. Drones are not capable of speech on their own, but owners of Drones may record messages on the Drones for later playback if the proper

Mechanism is installed. Drones are not cumulative. They can be purchased during character creation, or, new Drones can be built when old Drones are destroyed. If a Drone is destroyed (Incapacitated) the owner loses that Drone. He must respend experience points and make the proper rolls to repair it, unless the statistics for the Drone say otherwise. However, because of the disadvantages regarding purchasing Drones during gameplay, players need only pay for the cost of the level of Drone they are attempting to create (and not, also, the costs for all levels of Drone beneath that level). Drone Force is the only Mechanism where a player can buy the same level of the power twice (for example, buying two Level One Drones to have two drones with different abilities).

When creating Drones, take care to decide the appearance of the Drones and how their functions and Mechanisms operate. Players and Storytellers are free to modify or add to the types of drones listed below; discuss with your Storyteller your idea for any new type of drone.

1 Cybertron has a single Drone of medium size (able to be held in two hands). This drone can send video and audio information back to its master, though the quality of the video is typically poor and grainy. This Drone has three health levels (Full, Wounded -2, Incapacitated) and a Dexterity of 2, Stamina of 1.

2 Cybertron has a small force (4-10 in number) of Drones as Drone Force 1, and does not need to respend to rebuild lost Drones. All of these Drones are identical and have the exact same capabilities.

3 Cybertron has one Drone roughly half his size. These Drones make poor scouts, but may be outfitted with attached weaponry (Spend Freebie points to access this). The large drone has no Mental or Social attributes, but has Physical attributes of the owner's choosing of a total of five in number. (Example: Given Drone has Strength 1, Dexterity 2, Stamina 2.) The Drone has no Abilities, but rather relies on the owner's Abilities to attack, dodge, etc. This Drone has five health levels: Full, Injured -1, Wounded -2, Crippled -5, Incapacitated.

4 Cybertron has a large force of small Drones, slightly larger than the typical spark. These Drones are capable of building each other and are thus effectively infinite in number—destroying every last Drone would be next to impossible and respending to restore these Drones is not required. They have three health levels as the Drone in Drone Force 1, and have three Physical Attributes of the owner's choosing.

5 Cybertron has drones as Drone Force 4, and, also, several Drones as the large Drone listed in Drone Force 2. Choose a specific number of large drones (4-10, usually). Unlike the smaller Drones, these may be destroyed; they can be repaired, but if they are wiped out, must be repurchased. This Cybertron can also fit weapons to his smaller Drones.

OR

Cybertron has a single, gigantic, transformable drone. He should make a character sheet for this drone, which is allowed the usual amount of points for all Attributes, Abilities, Weapons, and Mechanisms, but has no personality and no free will. This character is Transmetal in Generation and has no Background points. The drone also has no Spark—allot no points in its Spark rating, and, if it falls to the Incapacitated health level, it is destroyed. It must be rebuilt as well as repurchased.

Type: Separate
Required Ability: Repair
Frequency: Common at 1, Rare at 2-5

Download

Though all Cybertrons can download information by wire through willing computers, some are advanced enough to access information which is encoded or is not willingly given.

1 Cybertron can plug in and log on to a computer which does not belong to his Alliance. More importantly, he can plug his mind into that of a downed, unwilling Cybertron in stasis lock. If using this ability for espionage purposes, he will have to make a Wits plus Computers roll to access the information he desires. At Storyteller's discretion in important situations, the downed target may fight back with Willpower.

2 Cybertron has an advantage when decoding the encoded material of others. Consider this

Cybertron to be at a -2 for the difficulty to understand an encrypted document.

3 If, in the Matrix, all are one, on this world, all are, too. An organic mind is not that different from a computer, and a Cybertron who understands this level of Downloading can access information from an organic target such as a human with little difficulty. Use of this ability requires direct contact between the Cybertron and the mind he is trying to access—typically fingers placed on the head. A roll of Wits plus Empathy is used, with the difficulty based on the Willpower of the target from which the Cybertron is trying to extract information. Failure indicates no information received; a botch indicates the wrong information. Drain one Energon to use this ability. Information cannot be implanted or altered, only "read."

4 Cybertron has remote access to computer and organic systems. He can access information from a single computer or mind from across a room, or any time he can sense the source first-hand. Wits plus Security is used for computer systems, Wits plus Empathy for organic targets. Accessing information from a distance drains two Energon.

5 The Final Purge. Using this ability instantly increases the knowledge of the user, as he sucks out all information from all possible targets within the immediate area. He does not remove the knowledge from their minds but simply bombards his own mind with copies of the information. Targets for this power include the brains of all organics present and the information from the drives of all computers, as well as any Cybertrons in the area. Any highly sensitive or carefully encoded information he retrieves will be impossible to decipher unless downloaded into a secondary computer source. A Cybertron cannot use The Final Purge to retrieve information from a computer or another Cybertron with Encoding 3 subroutines without dire consequences per the subroutine designer's and Storyteller's discretion. He can also not learn Procedures, etc., from the information without making the proper rolls. The Final Purge may, however, be the last hope for a powerful Cybertron desperately lost for clues. Activating this power requires a Wits plus Investigation roll of standard difficulty. Use of this power drains all of the user's remaining Energon and garbles his logic circuits for the remainder of the scene while he processes the data, regardless of number of successes. Failing The Final Purge means no information is gained; a botch means that, along with no information, the Cybertron gains a new Derangement. A Cybertron who activates this power will require repairs immediately, but will be able to relate what he has learned when he is fully functional again.

Type: Software
Required Ability: Matrix
Frequency: Common at 1-2, Rare at 3-5

Encoding

A computerized mind can be an open slate to downloading and hacking programs; therefore, Cybertrons have devised methods which allow them to encode and protect their most important files.

1 Cybertron has advanced encoding information which allows her to prevent hackers from accessing several of her internal data files. A Cybertron with this basic level of coding ability can also use security procedures to guard information: for example, only allowing Cybertrons of his unit access to classified information. Cybertron must be willing to state which files are coded, as all files must be decoded before use and to encode normally accessed files would be a waste of time and resource.

Foes wishing to decode the Cybertron's encoded files must roll Intelligence plus Enigmas (typically, a difficulty of 8) and score a number of successes equal to the encoder's Intelligence. This roll may be reattempted (at +1 difficulty), but, if botched, the information will not be decoded and is worthless.

2 Cybertron can encode even basic information about herself, such as alliance and common energy signature, to confuse the scanners of others. She cannot use this type of Encoding to alter her frequency to that of another Cybertron, only scramble her frequency so that it will not be easily detected. Expend one Energon and roll Manipulation plus Stealth, difficulty 8, to use this ability. The amount of successes equals the permeability of the temporary jamming code. This encoding can only last for one scene before it must be reactivated. It confuses Cybertron

scanners of all types and Alliances equally, and nullifies radio communication even within the Cybertron's unit. Therefore, it is not often used in an organized army.

3 At this level, a Cybertron has put walls around her own information to prevent unwanted download. Any Cybertron attempting to hack into her own personal system is subject to becoming lost in a subroutine: another part of the memory where challenges will be offered, etc, for the information. These subroutines and security procedures vary greatly and are usually fatal or damaging to the hacker. A subroutine can offer a very interesting avenue for role-play. When taking this Mechanism, design your character's subroutine with great care.

The subroutine will still function if the character's mind is attempted to be accessed through means other than direct download, including Spark Telepathy. Occasionally, subroutines are also attached to the files on the Cybertron's personal computer.

4 Cybertron can remotely encode the files of others, temporarily confusing her target. To use this ability, the Cybertron must choose a target which is already distracted in some manner—perhaps engaged in combat with another foe. After choosing a target and spending one Energon, she rolls Manipulation plus Empathy, with a difficulty of the target's Willpower. The target may spend Willpower points to resist the attack, but only if he realizes what is being done. If he does not realize it, the attacker can remotely alter files which are part of his memory, causing them to be garbled and indistinct (though not usually changed in any specific way save on an exemplary roll). This ability has sometimes been accessed to alter the activation codes of newly Protoformed Cybertrons, causing them to mistake their true alliance. This ability may also be used on organic targets, but at a base difficulty of 8—higher difficulties for the very strong-willed.

This ability can also be used to garble the information in an enemy's computer, but only one file at a time. To use this ability, roll Wits plus Security, and expend one Energon. The target file is now encoded with the Cybertron's own special code, although the target information is not retrieved in this manner. This ability can be used with remote computer access, at a difficulty of 9, but is much simpler to use when plugged directly into the system (difficulty 6). The number of successes on the roll effects how difficult the coded file is to decipher.

5 Cybertrons with this much skill in encoding can garble information the very instant it is passed on. Information they have uttered only cycles ago can without warning vanish from a target's mind; messages from one Cybertron to another can sound like gibberish to all others collected in the area. Roll Wits plus Subterfuge to instantly garble information; expend one Energon for each target for which information is to be denied. This ability is best-used to confuse a target into non-action. If an Encoding roll of this caliber is successful, next to nothing can retrieve the information the Cybertron plans to hide.

Type: Software
Required Ability: Security
Frequency: Common at 1-2, Rare at 3-5

Energon Shielding

Upon realizing that their greatest strength is also their greatest weakness, Cybertrons developed ways to protect themselves from energon damage. With greater development, shields made of pure energy were used to deflect physical harm as well as energon.

1 Cybertron enjoys slight energon resistance benefits. Transmetals with this level of shielding do not need to roll soak for energon every third round of exposure—consider it soaked automatically—and can carry small energon weapons without Spark penalty. Cyberorganic Beasts with this level of shielding can soak damage from raw energon every third round of exposure.

2 At this level, Transmetals avoid soak every other round, and Cyberorganics may soak every other round. Larger weapons such as energon sabers may now be carried by Transmetals (though in this case, they must still take the -1 to Spark penalty). Also, a Cybertron at this level can sense Energon in any given area no matter his mode. With a roll of Wits plus Alertness, he can also sense of what type and at what concentration.

3 Cybertron can raise shields which will protect him completely from the effects of raw energon in the area, even in areas of high concentration. Activating these shields requires a roll of Wits plus

Survival, with the number of successes indicating the number of rounds he is so protected. Activating these shields requires one point Energon. These shields may be reactivated when they fail so long as the Cybertron has enough internal Energon to replenish them. When a character's field dampeners are activated, electromagnetic pulses have no effect on him.

4 A Cybertron with this type of shielding can use his own internal energon to create a physical forcefield. This field is energy-tight, meaning that no energon radiation or energy-based projectiles can pass through the shield. Also, supernatural attacks will be stopped by this shield. However, the shield does not exist to ordinary solid objects, which pass through it without difficulty. Roll Manipulation plus Matrix to raise this shield, with the number of successes equaling the initial number of rounds the shield will remain active. The difficulty of the roll is based on the size of the shield—a difficulty 6 shield might protect a single character from the front; a difficulty 10 roll would be needed to shield an entire army. It costs a single point of Energon to raise this shield initially—after its normal duration has passed, the character that raised it may spend one additional Energon to keep it active another round, as long as he is taking no other action during that round. Electromagnetic pulses do not penetrate this shield.

5 Cybertron can divert power from an energon source, effectively nullifying its damaging properties and restoring his own fuel. Roll Wits plus Procedures, with the number of successes equal to the amount of Energon the character regains. Use of this ability drains no Energon, save on a botch, where a single Energon is drained. The raw energon that was effected by this ability is now stabilized. Energon shielding this advanced can nullify energon explosions, also, the force shield as Energon Shielding 4 can be solidified so that no object—ordinary projectiles, living creatures, even air—can pass through it.

Type: Special
Required Ability: Survival
Frequency: Common at 1-3, Rare at 4-5

Flight

Though flight was at one time unique to Decepticons, now all types of Cybertrons enjoy its benefits. Abilities related to flight are not cumulative. Flight can only usually be purchased during character creation; altering a character's flight mode during gameplay would require extensive rebuilding and is usually only attempted if the character selects a new beast form or changes Generation.

"Maneuverability" ratings specified below regard actions like dodging, etc. Use the character's regular Dexterity for other acts which take place during flight—mainly, shooting—keeping in mind possible increased difficulties regarding air speed, etc.

1 Character has a "glide mode," low-altitude flight. This mode can only be accessed in one of the Cybertron's forms, typically his beast mode. His maneuverability is equal to his Dexterity in this mode. Gliding panels have three health levels each (Okay, Wounded -2, Destroyed) unless designated as shields.

OR

Character has helicopter-style fight, accessible in only one mode (typically robot mode, or vehicle mode for a Transmetal). This allows flight up to median altitudes, but poor maneuverability: halve the character's Dexterity in the air (here and for all Flight Mechanisms, round up after dividing). Propeller blades typically number four and have two health levels apiece (Okay and Destroyed). If targeted successfully by an armed opponent, helicopter blades have no soak roll.

2 Cybertron has jet engines, which are accessible in only in robot mode. He can fly to median altitudes with a maneuverability equal to his current Dexterity. Transmetals who spend this amount on Flight can at their own choosing instead affix these engines to their beast modes to create a "flying beast" vehicle mode. Jet engines are assumed to have two health levels apiece (as propeller blades), and are typically two in number. A Cybertron can still fly with only one engine, but at half maneuverability. Jet engines drain Energon at a rate of one point per megacycle of air time. (Do not drain Energon for short flights.)

OR

Cybertron has a beast mode which is a winged creature. This allows for true winged flight, as

Flight 3, but is only accessible in beast mode. Maneuverability is equal to the character's beast mode Dexterity.

3 Winged flight. Cybertron has a beast mode with wings—bird, insect, bat, flying dinosaur, fuzor combination, etc. These wings allow flight to median altitudes and are accessible in both beast and robot modes. For one mode, air maneuverability is equal to the character's current Dexterity- in any other mode, it is halved. Choose which mode has the Dexterity bonus when choosing this Mechanism. Wings are assumed to have three health levels each (as glide panels) unless designated as shields. A Cybertron requires two wings to fly—one damaged wing will ground him. Winged flight expends no Energon.

OR

Cybertron can affix jet engines as in Flight 2 to one other mode. Halve the Dexterity to find the Maneuverability for this mode.

4 Cybertron has both wings and rockets, which are accessible in all modes. Flight 4 must also be purchased for Optimal Cybertrons who plan to have an odd amount of wings (greater than two).

5 Space flight. Cybertron can break through the atmospheric barrier allowing space travel at any distance: planet to planet, star to star, provided he has enough Energon to make this trip. Rocket engines drain Energon at a rate of one point per megacycle. At levels within atmosphere, count these rocket engines as the jet engines in Flight 2. Rocket engines are accessible in only one mode, typically vehicle mode.

Type: Hardware
Required Ability: Athletics
Frequency: Common at 1-4, Rare at 5

Focus

The Focus Mechanism refers to a character's ability to convert sheer force of will into energon. Focus can be reused to fuel the frame, but is typically applied to attached weapons. Focus is only used on attached or internal energy-based weapons; it is impossible to power a hand-held weapon through sheer force of will, and impossible to make a standard bullet any more powerful than it already is. Focus rating refers to how many damage dice a character can add to a weapon per point of Energon spent. When choosing Focus as a Mechanism, choose to which weapon the Focus applies. It may only apply to a single weapon unless Focus is purchased twice.

1 Cybertron can use Willpower to add to his fuel, but only if he is doing nothing but concentrating. The Cybertron must meditate for one cycle for each Willpower he plans to convert, then roll Wits plus Matrix, difficulty 6. The total number of successes is the amount of temporary Willpower which is converted into Energon. This Cybertron can also use his Focus to add one die of damage to his attached Focus weapon by spending a single point of Energon during his attack.

2 Cybertron can spend Energon for extra damage dice as above, with no limit to spending, on his Focus weapon. In addition, he can add an extra die to any one roll involving Physical Attributes by spending a point of Energon. This second ability can only be accessed once per day.

3 The Cybertron can now score automatic successes on energy damage with no limitations. Spend one point of Willpower for each automatic success desired on the damage roll. As an alternative, power the weapon with internal Energon to gain two extra damage dice per Energon spent. (Both methods cannot be applied simultaneously.)

4 Cybertron can now use Willpower to replenish his bodily energy. This ability can only be accessed if the Cybertron's Spark is about to be extinguished due to lack of energy, and is typically a last-ditch effort to regain power until a battle is won or until help arrives. If the Cybertron is in critical health and his Spark has fallen to one, he may roll Stamina plus Matrix at difficulty 6. For a number of rounds equal to the Cybertron's successes, he ignores all wound penalties, takes no damage from local energon sources, takes aggravated damage as normal damage, and ignores all critical systems failures. He is +2 to all attack rolls, and +2 to all soak rolls. After these rounds of near-invulnerability have passed, he loses all Willpower, and will lose his final point of Spark in a number of rounds equal to ten minus his rounds of invulnerability.

5 Cybertron gains three damage dice per point of Energon spent on his Focus weapon, with no limit to spending. Contrarily, he can use Willpower for two extra damage successes per point of

Willpower spent. A Cybertron with this amount of concentration can also use his internal Energon to increase his Physical Attributes temporarily, on a one-for-one basis. The effect wears off after the end of the scene.
Type: Software
Required Ability: Leadership
Frequency: Common at 1-3, Rare at 4-5

Holographic Imaging

Holograms are used for a variety of reasons; trickery, disguise, espionage, or even entertainment.
1 Cybertron can record short video clips into his memory and play them back either for the benefit of his own optics or on a computer screen through direct computer link-up or disk/chip transfer. Only one video clip at a time can be stored in such a fashion. Video clips do not include audio, which must be purchased as a separate mechanism.
2 Cybertron can project still pictures onto blank air, as a 3-D slide show. These "slides" have no solid form and are not capable of producing movement or sound. He can also transfer visual images over radio signal, if he has purchased the radio.
3 Cybertron can project three-dimensional movies of events he has already witnessed and recorded. At this level, the character is capable of recording up to three such scenes. Moving scenes are radio-transferable.
4 Cybertron can create any three-dimensional visual illusion of his own design, which is capable of movement. The illusion can be no larger than the Cybertron himself. This ability is most useful for disguising the Cybertron as a different type of animal or as a common object as it can be layered on top of the Cybertron as a cloak as well as in a different location altogether. The illusion costs one Energon for each scene it remains in existence, and requires a roll of Intelligence plus Subterfuge to raise, with the difficulty of the roll representing the difficulty of the duplication and the number of successes indicating the illusion's permeability or lack thereof. (If the illusion is extended for more than one scene, make this roll only once.) Imagery difficulty is based on the target. To create an illusion of a common object or any random-looking animal or human being would be standard difficulty; to reproduce someone exactly whom the character had recorded to video file would be difficulty 7; to reproduce someone the character had met only once would be difficulty 10. The illusion can speak, but only in the voice of the Cybertron who is creating it (unless Mimicry is applied).
5 Cybertron has internal cameras capable of producing holograms of any size. These illusions are stable and solid but are the exact same for all who witness them. They are capable of movement. In this manner whole cities of people could be created, or illusions of any size. These illusions are also capable of speaking in the Cybertron's own voice. Spend three Energon for a hologram that stretches from horizon to horizon; intermediate amounts for smaller illusions. This hologram lasts the duration of one scene, but may be prolonged indefinitely by expenditure of one point Energon per extra scene. The illusion requires an Intelligence plus Subterfuge roll to raise as in Holographic Imagery 4, with the difficulty equal to the complexity of the illusion the Cybertron is trying to create.
Type: Software
Required Ability: Expression (Artistic Expression acceptable/preferred)
Frequency: Common at 1, Rare at 2-5

Magnetism

Cybertrons with this Mechanism can manipulate magnetic and pseudo-magnetic forces.
1 Cybertron has a beast mode which is an insect, spider, etc., and, in beast mode, can cling to any surface. (This is true even if the surface is not metallic!)
2 Cybertrons with this level of magnetism can cling to any surface as above in any mode. This ability can be used regardless of the beast mode of the character.
3 Cybertron can emit a magnetic pulse which will disable all complex machines in the area. This pulse will cause any complex machine—household appliances, computers, even other

Cybertrons, to "turn off." When the effect is used, the only active machine in a fifty-foot area will be the Cybertron who used the effect, who is immune to his own magnetic frequency. Spend one Energon and roll Manipulation plus Repair to use this ability, with the number of successes equal to the number of rounds that the machines cease to function. Other Cybertrons can spend a Willpower point to counter the effect of this power, but only after one round of inactivity has passed. This ability does not damage a Cybertron frame in any way, and no health is lost for targets it effects.

4 The magnetic pulse the Cybertron creates at this level is much more powerful, and can cause even simple machines, like knives and levers, to cease functioning. In addition, the Cybertron can use the frequency to control simple machines, such as levers, pulleys, locks, etc. Roll Manipulation plus Repair to use this ability, and spend one Energon. This Cybertron can also use Magnetism to attract small metal objects from distant locations, though nothing at more than a few feet of distance, and nothing so large as another Cybertron. No complex machines can be manipulated in this fashion.

5 The most powerful type of magnetic pulse can control any type of machine, including the body of another Cybertron. Roll Manipulation plus Repair for an ordinary complex machine, such as an automobile, Manipulation plus Computers for a computer interface, or Manipulation plus Matrix to control another Cybertron. Controlling a complex machine requires an upfront expenditure of two Energon. If another Cybertron should happen to be the target of this ability, he can spend Willpower to resist it, but only if he realizes the nature of the attack. If this Cybertron should indeed fall under the other character's control, his actions are dictated by the character who masters him, but his thoughts and feelings are not. This control lasts for one scene, but may be prolonged with the expenditure of one Energon per extra scene.

The difficulty for this ability is lessened by 2 if the Cybertron has direct contact with the machine he is trying to manipulate, and decreased by 4 if he is somehow "plugged in" to this machine. Magnetism of this caliber is well-combined with an Energon Shielding Mechanism (4 or 5) to create magnetic force-fields, which are capable of pulling other Cybertrons into a targeting range.

Type: Software
Required Ability: Computers
Frequency: Common at 1-2, Rare at 3-5

Mimicry

Cybertrons have developed several Mechanisms which allow for the easy transfer (or alteration of) audio information.

1 Cybertron has excellent memory circuits that allow him to repeat back specific scenes in good detail and recall specific events without fail.

2 Cybertron has a "record and play back" function in regard to audio, where he may store any statement made into his memory, and play it back exactly, word for word, in the voice in which it was spoken. This is an actual recording including background noise, etc, and does not actually use the Cybertron's personal vocal apparatus, but a different, internal recording device. This ability is limited to short statements, transmissions, or conversations, and only one such quantity can be stored at a time.

3 Cybertron can alter his vocal apparatus to imitate the distinct voice of another. This must be a person whom the Cybertron has heard speak many times and whose voice patterns he is familiar with. Expenditure of one point Energon and a roll of Wits plus Subterfuge are required to activate this ability, with the number of successes indicating the exactity of the duplication. The mimicry lasts for the duration of the scene.

4 At this level, the recording ability of the Cybertron is extended to record longer scenes and store greater amounts of data. Many short transmissions, one very long conversation, or the like, can be stored and played back at a later date. With the expenditure of one point of energon and a Wits plus Subterfuge/Performance roll, conversations can also be altered and edited at the Cybertron's whim, producing fascinating and difficult to detect forgeries that do not emanate from the Cybertron's main vocal apparatus. For single vocal mimicry as Mimicry 3, they can now throw the mimicked voice to a location up to twenty yards away.

5 These Cybertrons have a much simpler time mimicking specific voices and can get a grip on the vocal patterns of people they have heard speak only a few times. In addition, they can at the expenditure of one point Energon per voice mimic any group of voices as Mimicry 3, and can throw these voices to any location.
Type: Software
Required Ability: Empathy
Frequency: Common at 1-2, Rare at 3-5

Naturistics

Though the citizens of Cybertron are robots, nature is not a foreign element to them, and some are extremely in tune with its workings.
1 Cybertron has chosen a beast mode which is an underwater creature, and is therefore comfortable under water and near the sea. Cybertron suffers no Dexterity penalties underwater.
2 Cybertron is in tune with the natural rhythms of the earth beneath him. He can use his weight and natural power to generate small quakes. Roll Strength plus Brawl to strike at the earth. (In some cases, other weapons such as a bashing melee weapon or a missile can be used.) The magnitude of the resulting quake is equal to the number of successes the Cybertron scores: one success is a small tremor—five or more can put cracks in the earth. The difficulty of this roll is increased if the Cybertron is indoors and increased further if he is far from the earth, as on the second floor of a building. Tremors near water can also be used to create small tidal waves. Also, a tremor in a mountainous area may cause a rockslide, which will effect everyone in the area save the one who summoned it.
3 This character understands currents, both underwater and in the air. He can use this ability to decrease the likelihood that projectiles will damage him. Spend one Energon to activate this ability, then roll Wits plus Survival. The successes gained in this roll are converted to an equal number of automatic successes on all Dodge rolls for the remainder of the current combat, and often visible winds or waves. Summoning currents for this purpose uses up one round of battle.
4 Cybertron can harness the natural energies around him. This ability is typically most useful in situations where there is a high amount of electrical energy in the air, such as during a lightning storm. This ability can be accessed one of two ways. The Cybertron can use the jolt of energy to charge his own batteries, meaning that absorbing an amount of lightning during a thunderstorm could recharge him to full-capacity Energon. Roll Stamina plus Survival to access this ability, at standard difficulty, with the number of successes equaling the amount of Energon replenished. Or, he can use himself as a conduit for lightning, drawing the energy through himself and outward at any target. Lightning typically does ten dice of damage to all targets—roll Dexterity plus Matrix to hit with the bolt. Harnessing lightning for this purpose costs one Energon per bolt as energy is rushed through the body. A Cybertron can harness electrical energies without the aid of a storm, but the difficulty for this roll is a ten.
5 Cybertron can summon storms of any type, including thunderclouds, blizzards, fogs, and tornadoes. This ability costs Energon depending on the strength of the storm—up to five Energon for very large and violent storms, only one for small rains. Roll Manipulation plus Primal-Urge to summon the storm, Wits plus Matrix to control it.
Type: Special
Required Ability: Primal-Urge
Frequency: Common at 1-2, Rare at 3-5

Radio

All Cybertrons have an internal radio which is capable of communicating with members of their own unit over short geographical distances. However, more powerful radios opened up can also pass along coordinates, wordless signals, and communicate over limitless spans. Additional information, such as video, may be sent by remote if Mechanisms are purchased for this reason.
1 Cybertron has an internal radio unit which allows him to communicate with other Cybertrons on a single frequency. There is a standard Maximal frequency and a Predacon frequency, as well as

many other private circuits. Unlike the standard equipment radio, this radio has no limits regarding distance, and it can allow the Cybertron to communicate with any members of his current alliance. However, it will not respond in situations where frequencies are being intercepted and jammed, and is interfered with by high levels of raw energon.

2 Cybertron can "force" his radio signal upon other Cybertrons, even those who do not share his frequency. The communication will be audible to all who are near the target of this ability; it is not "telepathy," but a simple radio communication opened to an otherwise unknown channel. Unlike the above, it will only work at short distances, and costs one Energon for every mile past the first that the channel is opened up. This can only be used to communicate with nearby Cybertrons; it does not effect standard radios, nor can it (for obvious reasons) be used on organic targets.

3 Cybertron can easily understand electronic messages, even those with no sound base. A character with this type of radio can listen to phone conversations through wires, satellite transmissions, or radio transmissions not on his frequency. Roll Perception plus Enigmas at difficulty 6 and expend one point of Energon to use this ability, which lasts for the duration of the scene.

4 Cybertron can output a random radio frequency of immense volume, loud enough to distract all others in the room and even scramble some Cybertron circuitry temporarily. Expend one Energon and roll Charisma plus Performance (difficulty 6) to begin the sonic assault. All others present, Cybertron and organic alike, must make resisted Willpower rolls, gaining more successes than the Cybertron with the radio transmitter. Those who manage to gain these successes feel no adverse effects other than ringing ears; the rest are at a -2 to all dice pools for the remainder of the scene, and are partially deafened. Anyone who botches the resisted roll becomes completely deafened, a quivering mass who can do nothing but cover his ears for the rest of the scene.

5 Cybertron can now create an audio signal at any frequency. He can use this ability to intercept conversations on any frequency, or communicate with others through satellite transmissions or wires. When communicating on a frequency, roll Intelligence plus Security to send the transmission, variable difficulty, with the number of successes suggesting the clarity of the message. When jamming a frequency, roll Wits plus Security, difficulty depending on the difficulty of the jam itself.

Type: Software
Required Ability: Enigmas
Frequency: Common at 1-3 (Very Common at 1), Rare at 4-5

Shield

Cybertron has a physical shield which is part of his external structure. This is different from armor plating because shields can absorb a lot more damage, and will typically direct all damage from the Cybertron's main frame. When designating a shield, decide how the shield is carried and where it is typically located. Wings and fins are popular shields—when a wing has been designated as a shield, it has as many health levels as below as opposed to the default three. For any shield listed below, Cybertron must roll Dexterity plus Alertness to activate the shield. If the roll is successful (only one success is needed), the shield is assumed to deflect the incoming fire. The shield then has a soak roll as designated below to nullify some damage. The difficulty for a shield to soak is only 3: a roll of 2 means no soak, and a "botch" removes a success. Shields have a certain number of health levels; after they take this much damage, they are destroyed. Shields can be repaired once destroyed, but not usually during combat. Shields can soak energon-based (sustained-pulse) damage even if held by a Cyberorganic Beast or Fuzor, but cannot protect a Cybertron from area energon radiation. Using a shield counts as a dodge; therefore, an extra action must be spent for a character to attack the same turn he raises his shield. Shields can only be used in robot mode.

1 Small shield: can deflect energy weapons or thrown weapons. Has three health levels (Functional, Damaged, and Destroyed). This shield has a soak roll of three.

2 Larger shield as above. Four health levels: Functional, Damaged, Ruined, Destroyed. Soak roll of five. Shields of this size are still primarily for deflection and not for full body coverage.

3 Giant shield—allows for coverage of approximately one quarter of the body. May be of some

help in explosions. Four health levels as Shield 3—soak roll of six.

4 Wraparound shield. Shields with this much coverage are often wings or fins. Six health levels: Functional, Damaged, Crippled, Ruined, Scrapped, Destroyed. Soak roll of seven. If a wing is designated as this type of shield, and it is "Destroyed" in combat, it is Storyteller's discretion whether or not it can still be used in flight.

5 Full body shield. Shields of this size may be an encumbrance, but are excellent deflectors and good at nullifying explosions. These shields may even be able to provide coverage for several Cybertrons at once. Six health levels as Shield 4—soak roll of ten.

Type: Separate if hand-held shield; Hardware if attached shield. (Hand-held shields are a snap to fashion, but may be dropped in combat. Attached shields cannot be dropped.)

Required Attribute: Strength (allotted, not x2 effective)

Frequency: Common

Spectrum Vision

Cybertrons with Spectrum Vision can see different waves of light, allowing for increased visual abilities.

1 Ultraviolet: Character can enhance the output of any available light, increasing the brightness in the room slightly, mimicking the nightvision of a cat. This ability is dependent on the existence of available light, and works poorly underground. Perception rolls may be necessary in locating objects if it is still very dark.

2 Infrared: character can activate "Infrared Mode," allowing him to see sources of heat. A character with infrared scanners can see heat patterns regardless of the light in the room: the hotter the object, the warmer the color. Anomalies in heat output can also serve well to tell if a creature is a biological animal or a Robot in Disguise. Because objects appear only as vague blotches in this mode, spotting any specific target requires a roll of Perception plus Alertness.

3 Cybertron has a scanner which can view energy patterns, particularly signatures left by energon. He will automatically be able to tell whether there is energon in any given area simply by activating this level of sight. Energon-charged beings—other Cybertrons—will leave a faint trail, which may be tracked by a roll of Perception plus Investigation. Failing this roll indicates that such a trail was too faint to be located properly.

4 At this level, the Infrared Scanners give a clearer picture, where shapes are outlined distinctly and recognizing targets does not require a roll. They also allow the Cybertron, at the expenditure of one Energon, to see heat auras where warm objects have recently passed, and follow heat signature trails for specific targets. A Cybertron with this level of infrared can automatically tell when animals are actually Cybertrons. He can also tell other types of heat anomalies on sentient creatures when they are present (with a Perception/Alertness roll).

5 Character can see all colors and waves of light. At this level of ability, even pure darkness is not an obstacle for the character's ultraviolet scanners. He can also "see" when radio communication is being broadcasted (roll Perception plus Enigmas to determine the source), and can see spark-related auras, allowing him to understand the extent of the power of an ally or enemy. For this last ability, roll Perception plus Matrix, difficulty 6, with the number of successes detailing the amount of gained information. An excellent roll will provide information on another Cybertron's age, Protoform, and Mechanisms.

Type: Software

Required Ability: Investigation

Frequency: Common

Speed

All Cybertrons are capable of human-like speed and dexterity, though some are capable of more speed than others. Speed engines depend greatly on the character's beast mode, so choose your mode carefully when planning to activate this Mechanism. Odd beasts can still access superspeed if they are Transmetals with a vehicle mode. Speed engines are considered cumulative, but require careful rebuilding before they can be advanced.

1 Cybertron has an advantage over others in beast speed. This allows for the choice of a beast mode that runs particularly fast. Combined with winged flight or basic submersability (Naturistics 1), this also accounts for speedy birds, insects, or fish. If a Cybertron has purchased this Mechanism at this level, give his Beast Mode one extra point of Dexterity.

2 Cybertron has booster engines allowing him to combine rockets and exceed ordinary speed. To access this ability, Cybertron must have purchased either flight or submersability capabilities. Expend one point Energon and make a roll of Stamina plus Athletics to turn on these boosters, which double the flyer's speed and air Dexterity (or the swimmer's underwater speed and Dexterity).

3 Cybertron can run, roll, fly, or swim at speeds exceeding the speed of sound. Choose which mode this speed is accessible in, and whether it is land, air, or underwater speed. (In order to use this in the sea or in the air, Cybertron must also have purchased Flight Mechanisms or submersability as Naturistics 1.) Make a Stamina plus Athletics roll to activate the booster rockets—spend one Energon only once, when the engines kick in. A character at this level of Speed effectively doubles his Dodge pool, but halves his Dexterity (here and below, round up) due to possible loss of control.

4 Cybertron can run at speeds exceeding Mach Two, the fastest possible Cybertron land speed. These booster engines require the expenditure of one point of Energon per megacycle of travel—expend no Energon for short distances. This type of speed is only possible in one mode—choose one. For Cyberorganics, this must be a robot mode Mechanism, though it is very uncommon. These boosters can also be combined with flight or submersible engines as in Speed 3, and must be turned on and off as in Speed 3. This triples the user's Dodge pool, but disallows fine manual Dexterity. Halve the Dexterity pool and do not allow operations which require a fine touch.

5 Light speed. Cybertron can travel at the speed of light, allowing for quick trips around the planet or longer interstellar trips. Traveling at light speed requires flight capabilities (of Flight 2 or above), as light speed cannot be reached by a Cybertron who is ground to the earth. Expend one point Energon when entering Warp, and roll Stamina plus Athletics to make the jump successfully.

Type: Hardware
Required Attribute: Dexterity
Frequency: Common at 1-3, Rare at 4-5

Tracking

Tracking—seeking both allies and enemies—is a very common function for a Cybertron to access. Cybertrons can also use this ability to find out information about their targets, or about anyone else in the vicinity.

1 Character can activate radar to tell how many Cybertrons of his alliance are active in up to a half-mile radius. If these Cybertrons are part of his active unit, he knows their names and exact location as well. He can also ask his internal computer to locate (by grid and vector) those of his unit which are not in normal tracking range, though this requires a roll of Perception plus Computers.

2 Cybertron can track specific targets. This method of tracking is based on scent and can only be used in beast mode. Roll Perception plus Primal-Urge to get the scent of a target; Intelligence plus Investigation to track its direction. If either roll fails, it may not be reattempted. Difficulty and number of successes needed are based on the target's intelligence, stealth, etc.

3 Cybertron can, at the expenditure of one Energon, activate a simple scan which will tell him how many life forms are in the current area. Life forms who are Cybertrons will read as "active units," and Alliance can be identified, including specific name if the Cybertrons located are part of the tracker's unit. Roll Perception plus Investigation to activate the scan. This scan does not tell what type of non-Cybertron lifeforms are active in the area, only the number. No more than a half-mile radius around the Cybertron may be scanned in this fashion.

4 Cybertron can attach his senses to the Spark of another, and in this way will always know the target's location: in what direction, and at what distance. This type of tracking is based on more of an internal sense than scent, but is still considered a scent-based operation as Cybertrons struggle for words to explain it. Expend two Energon and roll Intelligence plus Primal-Urge to "fix

the scent" of this Spark when in contact with the target. From then on, tracking is automatic regardless of target's stealth. Multiple sparks, not just one, can be fixed to memory in this fashion. (Organic targets who are non-Cybertron may still be tracked by this method, but the difficulty for the roll to "lock the spark" is a 9.)

5 Cybertron can scan any area as Tracking 3, at the expenditure of one point of Energon per mile radius scanned. This scan will tell him not only the Alliance of Cybertrons located, but also the name, even if he has never met these Cybertrons before. He can also use this scan to seek out a specific target whose spark he has not fixed to memory, so long as this target is not too far away.

Type: Software
Required Attribute: Perception
Frequency: Common at 1-3 (Very Common at 1), Rare at 4-5

Zoom Vision

The ability to increase the size of surrounding elements, rendering things easier to see at great distances. At higher levels, even micro-vision is possible.

1 As the Werewolf "Heightened Senses," but only in regard to video.

2 "Dramatic zoom": A certain amount of zoom vision, allows for tighter close-ups on faraway objects, with some magnification. Pinpointing a specific detail at a distance will typically require a Perception plus Investigation roll.

3 Cybertron has the ability to select a specific section of her video sphere, zoom, and magnify. Spend one point of temporary Energon to zoom and magnify anything within visual range to perfect clarity. Because the Cybertron is so engrossed on one target, using this ability requires perfect concentration and a roll of Perception plus Alertness with difficulty depending on area light. This Cybertron can magnify a particle of dust at a hundred feet, but can never see individual cells or atoms.

4 This Cybertron can now see much more than ordinary eyes can see, all the way down to the microscopic level. The object to be magnified in this manner must be no more than a few feet from her optics; however, she can zoom in on it so completely as to see its component elements. Spend one Energon to magnify with this type of clarity; roll Perception plus Enigmas to get images in focus. Depending on what the Cybertron is trying to do with this ability, several varied rolls may be required.

5 Cybertron can ignore obstacles to her vision, effectively projecting her internal camera beyond those points and giving her the ability to see through walls. Requires a Perception plus Alertness roll with difficulty depending on the permeability of the obstacle: five to see through clouds, ten to see through solid steel. One flat Energon is spent for this ability, plus one other Energon for each additional object to be bypassed. This ability allows for basic clairvoyance, since this Cybertron can see anything at a great distance provided there is light to see it by.

Type: Software
Required Ability: Alertness
Frequency: Common at 1-3 (Very Common at 1-2), Rare at 4-5

Spark Powers

"Transmetal power...better get used to it."
—Blackarachnia, "Crossing the Rubicon"

In addition to the normal robotic Mechanisms provided to members of the Cybertron race, those Cybertrons who have been altered by advanced, supernatural means can create a kind of power from their own spark. Spark powers are never subtle. Rather, they are accompanied by glowing, energy forces that emerge directly from the Transmetal II's spark cavity. These glowing forces are always visible when these powers are in use, and may wrap around a body to heal it or lift an enemy into the air like ethereal arms. The powers below are only available to Transmetal IIs and

Optimals, TIIs primarily. Unlike the Mechanisms listed above, Spark Powers are indeed magical in nature. They are sometimes distrusted by those Cybertrons who believe not to take something too far that has no basis in logic. Spark powers can be used in any mode.

A Cybertron can never have more total dots in Spark Powers than he has in his Spark pool (therefore, no one Cybertron can ever "master" all of the abilities listed below). He cannot "unlearn" abilities to gain new ones, and so must practice carefully. To add new Spark powers to a character after creation, a player must have the Spark prerequisite, then spend experience points: 3 times his desired rating in the power if he is a Transmetal II, and 6 times if he is an Optimal. After that, his character must "learn" the power before he can use it to its fullest, learning the details of the power through either training or experimentation. In some stressful situations, a Transmetal II power may develop without practice (though the experience must always be spent).

There are rumors of some of the more inadvanced Generations gaining comparable psychic abilities during protoformation. For example, there are stories of Predacons who can tell the future, and a few Maximals whose empathic abilities seem beyond the norm. However, these legends are largely unfounded; typically, a Cybertron must be modified into a Transmetal II before he is capable of any true magic.

Combust

Spark Combustibility, or Pyrokinesis, is a telekinetic power used to cause damage. It includes the setting of spontaneous fires, and the starting of spontaneous explosions.
1 Transmetal II can use Spark points to set small, energy-based fires. These flames are often of varying colors and strengths. Roll Spark to use this ability and light with energy any object with which the Cybertron has direct contact. These flames are light, primarily, and do little or no property damage, but may cause some confusion.
2 Transmetal II can cause high levels of light energy to flood from her spark, blinding targets and possibly starting fires. Roll Spark, difficulty 7, for this ability. For a number of rounds equal to the number of successes, all dice pools related to sight are at a -2 to all who witness this glowing display, no matter their alliance. In addition, at three successes or more, all flammable objects in the vicinity will burst into flame. "Flammable objects," at this level, does not include sentient targets.
3 Cybertron can now cause non-sentient objects to explode from within. To use this ability, spend a point of temporary Spark, and make a Spark roll. Larger or extremely important objects, such as computers, require more successes, though simple objects will be completely destroyed. This power can also create disastrous chain reactions if used in high-energon environments. This ability can only be used on objects within the Cybertron's range of sight.
4 Cybertron can cause even sentient targets to spontaneously combust. To use combustion as an attack, spend a point of temporary Spark, and make a Spark roll, difficulty 9. If successful, the resultant explosion will do ten dice of damage to your target. The target does not get a soak roll, as it is damaged caused by the target's own body. Though this can be fatal to organic targets, this power does not harm another Cybertron's spark. Organic targets may make a Willpower roll to avoid certain death by this power—each success on a difficulty 7 roll cancels out one success made by the Transmetal II on the inital attack roll.
5 Cybertron can lock her spark to the spark of another, causing this spark to combust. Though this is indeed a highly dangerous, highly frightening ability which is very rarely used in combat and seen as highly dishonorable, sometimes using all of one's options is the only course. To assault the spark of an enemy, spend two points of temporary Spark up front, and make a Spark roll at difficulty 8. You will need one success for every point of Spark you hope to drain. Your opponent may spend Willpower to nullify your successes on this roll. If you are willing to spend another point of temporary Spark, this can be made into an extended roll, although the difficulty increases by one each time. If you do not gather all the successes you need, the roll fails, and your opponent loses no Spark. If you have more successes than your foe has points of permanent Spark, your foe is destroyed, from the spark out, in a catastrophic explosion. Botch a

roll, and the same happens to you. This ability can also be modified as a psychic assault on an organic target. If one Cybertron uses this power on another who knows it, the attack can easily become a face-off.

Successful use of this power always results in a morality check for permanent spark loss if used by a Maximal, and often does in the case of a Predacon, as well.

Healing

Cybertrons with Transmetal II power can sometimes use their sparks to recover injuries to themselves or others. Using any of the healing abilities below counts as taking an action; some may even take more than one turn depending on the extent of the damage the Cybertron is trying to heal.

1 Transmetal II Cybertron can use his Spark to recover his own injuries. Roll Spark to access this ability, and recover as many Health Levels as successes on this roll. This ability may only be used once per day. It cannot be used to recover aggravated damage.

2 Increased healing abilities as above may now be activated up to one time per megacycle. However, spend a point of temporary Spark for every time this ability is accessed after the first in the day. This ability can now recover any type of damage.

3 Ethereal healing. Roll Stamina plus Repair; as long as this roll is successful, recover all lost Health Levels instantly regardless of type of damage. A failed roll indicates no health is recovered. On a botch, spend one point of temporary Spark, and recover no health. This ability may be used more than once a day, but spend a point of Spark for every time each day it is accessed after the first.

4 Cybertron can use his Spark to recover the injuries of others, even those who are non-Cybertron. To use this ability, spend a point of temporary Spark, and roll Spark, healing the target as many Health Levels as successes on this roll, regardless of type of damage. Cybertron should be in direct contact with the target he is trying to heal.

5 Cybertron cannot only recover the injuries of his comrades, but their psychic energy as well. Roll Charisma plus Matrix, and transfer temporary Spark from the Transmetal II to a target of his choice. The Transmetal II can transfer as many points of Spark as he has successes on the roll. Botching this roll means that a point of temporary Spark is lost from the Transmetal II, but nothing is gained by his companion. This ability can be modified to allow the rejuvenation of the "soul" of an organic target.

Hypnosis

Certain Transmetal IIs can use their powers not to read the thoughts of others, but to influence them. Cybertrons with hypnotic abilities at lower levels are typically regarded as trustworthy and influential. On the other hand, Cybertrons who display this openly at its higher levels are rarely trusted.

1 Cybertron can access his spark to quell the fighting instinct in a single foe. To accomplish this, he must make physical contact with the target; his spark, eyes, and possibly even hands will glow while he activates this power. He must not be taking arms against the enemy nor threatening him verbally, or the power will not work. Roll Spark to use this power. The difficulty begins at 6, but is increased if the target is very angered or is prone to becoming upset. When used on an already peaceful target, multiple successes may cause the target to fall into sleep mode.

2 Hypnotic power as above is now expanded in range. Transmetal II can subdue any number of targets as successes on a Charisma plus Empathy roll, without making physical contact with these targets. The difficulty for this roll is as difficult as it would be to quell the single most violent person in the group (as a mob can often be raised to anger by just one loud voice).

3 A Cybertron with this ability can create a psychic field of invulnerability, which can prevent foes from being able to harm her. In order to use this power, the Transmetal II must not be taking arms against her foe, but must assume a peaceful posture. She then rolls her Appearance plus Empathy, against a difficulty of the target's Intelligence plus Subterfuge. Because the energies surround the user, not the target, multiple targets may be effected at once (use only one roll, and

figure the number of successes differently based on the different targets). Only one success indicates that the target will have a difficult time attacking; three or four and the target will not be able to strike at all. Five or more successes on this roll, and the target is enthralled for the rest of the scene, and may even try to prevent his own former allies from harming the Transmetal II. The effects of this power can be removed by the user at any time, and will instantly be removed (save in the case of five or more successes) should the Transmetal II attempt to attack her opponent. If the Transmetal II is damaged while the power is in effect, she must roll Willpower to keep the shield raised.

4 Transmetal IIs with this level of hypnotic power can implant single-phrase suggestions in their subjects, which the subject will almost always obey. The Transmetal II must make eye contact with her target, then speak the phrase clearly. This power can also be combined with Telepathy, provided direct eye contact is still made. However, the eyes of the user will always glow when this power is in operation, so it is very difficult to conceal it. The suggestion itself must be a single sentence or less—no complex orders may be issued in this fashion. The target will also not act on directly damaging commands such as "Explode," or "Die," or be coerced into directly suicidal acts, though some self-damaging commands may be issued ("Walk into that energon field.") Popular commands include "Destroy him," "Don't move," or "Give that to me." The suggestion should be as clearly stated as possible; a target cannot act on a suggestion he does not understand. Roll Spark to use this ability, contested against a difficulty of the target's Willpower. The amount of successes indicates the amount of time the target will continue to act on the suggestion. For example, one success may be sufficient for a simple "Give that to me," command, but suggestions which take more time ("Hunt him down and deactivate him.") may "wear off" before they are achieved. The amount of time a single suggestion will last is as follows:

> 1 Success: 1 combat round
> 2 Successes: 10 combat rounds
> 3 Successes: twenty cycles
> 4 Successes: one megacycle
> 5 + Successes: a day or more

The suggestion, once implanted, can be removed by Incapacitating the hypnotized Cybertron, or by doing the same to the Transmetal II that used the power. New suggestions on an already hypnotized target replace the old instructions; a Cybertron can only act on one suggestion at once. The Storyteller has the option to increase the difficulty of the Transmetal II's roll if she is trying to get a target to do something which clearly violates his programming.

5 Cybertron can unleash from his spark a massive hypnotic suggestion, which will effect all in the area, allies and enemies alike. This suggestion, rather than taking the form of an instruction, is a single emotion. For example, unleashing "confusion" on a group at battle could cause everyone present to forget the nature of their allies and enemies, and possibly turn on their friends. Unleashing "peace" can cause battle to stop entirely; unleashing "fear" on a charging horde might cause them to turn tail and run away. The Transmetal II spends a point of temporary Spark, and rolls Spark at standard difficulty. One success, and the emotion effects the group in a minor way; at three it is definite, and five absolute. Naturally, the Transmetal II is not effected by his own suggestion.

Shining

Transmetal IIs with Shining power can use their sparks to create supernatural weaponry, which increases their power in battle.

1 Cybertron can apply the energy of his spark to one of his ordinary weapons, allowing the standard-damage weapon to do aggravated damage. To use this ability, Cybertron must spend one round "charging" the weapon with the energy of his spark, be the weapon his claws, his sword, or the bullets in his gun. After this round, the effect will last for the rest of the scene. This power has no effect on weapons which already do aggravated damage.

2 Cybertron can use his spark to infuse a Mechanism of his choice. The effects of this can vary

greatly, but, among them are the ability to strengthen an energon shield, the ability to reflect energy weapons through standard armor, and the ability to see the spark energy of others. Creativity is encouraged. Depending on what the Cybertron is trying to do, a Spark roll may be required. Even if a roll is not required, infusing a Mechanism takes a single round, as with Shining
3 Cybertron can infuse the energy of his spark to an ordinary weapon, allowing it to do damage which is not only aggravated but is aggravated, energon-type. This attack will be unsoakable by low Cybertron generations, and difficult for Cybertrons to heal. There is no difference, however, when this attack is used on organic targets. Infuse the weapon as with Shining 1.
4 Spark energy can be used to mimic the Focus Mechanism, allowing for not only aggravated damage, but damage in greater amounts. Adding damage to a weapon requires a round of infusion as above, as well as a Spark roll at difficulty 7. For every success on this roll, one automatic success is added to the damage roll for the Cybertron's weapon. This is energon-type damage.
5 Cybertron can create energon-charged weapons which will explode on impact, creating explosions which will damage all but the wielder. This power requires an expenditure of temporary spark points, and a number of rounds of infusion equal to the number of points which are spent. When the weapon (it can be of any type) meets its target, it explodes in a wave of energon-type damage. The weapon's intended target takes the weapon's regular amount of damage, plus one extra automatic point of damage for every Spark point the Transmetal II spent on the ability. All others in the room also take the amount of spent Spark points in damage. Note that this ability does not effect the Transmetal II, but effects everyone else within the range of the explosion: both allies and foes. The exact range of the explosion depends on the amount of Spark points spent—roughly 50 feet per point. Note that the rolls to attack with the weapon must still be successful; if botched, results may be disastrous. This power also poses a special risk in high-energon areas.

Telekinesis

One of the first spark powers to be utilized, telekinetic abilities grant a remarkable advantage in battle.
1 Cybertron can lift small objects at short distances, such as retrieving his weapon from halfway across a room. Unlike Magnetism, this ability is never dependent on the material from which the object is made. Simple acts, such as lifting a stationary object nearby, are automatic, but more difficult acts, like stopping an object thrown at the character, require a Spark roll. At this level, the manipulated object must be small enough to be held in the hand of the Cybertron using this ability.
2 Cybertron can telekinetically lift objects of a weight rating equal to her effective robot mode Strength. This requires a Spark roll; difficulty and number of successes needed vary by object and intent. This power is now expanded to include any object she can see, Zoom-Vision-range objects included. This does not include lifting any sentient targets; only objects.
3 Cybertron can use Telekinesis to create a repelling force-shield, as with Energon Shielding. This shield is always energy-tight. The shield is generated from the spark-cavity out in a spherical pattern; it grows until it dissipates. It requires a Spark roll, difficulty 6, which indicates the duration, in rounds, of the energy shield. At difficulty 8, a Cybertron can also use this shield to repel solid objects (she must declare which objects the shield is to repel, and needs at least one success for each). The strength of the shield decreases as it grows farther from the spark cavity of the Transmetal II.
4 Cybertron can lift a single target into the air of a weight rating of up to twice her Strength. At this level, this includes a sentient target such as another Cybertron, though he may use Willpower to resist being controlled in this fashion. (In this case, the Transmetal II's Spark expenditure could be used to counter Willpower expenditure, until one or the other was exhausted, or a contested rolling system may be used.) Targets can be manipulated to actions they would not normally take, but cannot be forced into work that requires fine Dexterity, and cannot be forced to speak, etc, only manipulated in wide gestures like a puppet on strings.
5 Cybertron can lift larger targets of nearly any weight, and manipulate them as she wishes. This

is now expanded to include multiple simultaneous targets. No roll is needed to lift a single object; a Spark roll is necessary for every object beyond the first.

Telepathy

Spark telepathy, psychic communication, is a varied and confusing ability. It is expanded to include "Telempathy," the sharing of emotions, which is both the most complex and most simple form of psychic communication. The spark of a Transmetal II who is using this ability will always be visibly glowing, so that telepathy sources can be visibly detected. Telepathy can target both Cybertron and organic targets equally.

1 Cybertron can, by concentrating on her own Spark, get a feel for the latent emotions of those around her. For example, she can tell which among her comrades are afraid or angry, and may gain some insight into their actions when others are confused. This ability has no specific target; rather, it feeds equally off of all the emotions of all gathered. It requires no roll. Cybertrons with this ability will often get sudden flashes if emotions are very powerful, sensing, in just one example, "disturbances in the force."

2 Cybertron can use spark telepathy to communicate with a far-off target without using a radio signal. This type of communication is two-way, as with a radio, but makes no audible noise. To establish communication, the Transmetal II must roll her Spark. The difficulty may be as low as 4, for a willing target that the Transmetal II knows very well, or as high as 10, for an extremely stubborn stranger. The Cybertron using Telepathy does not gain any information from the target other than that which he willingly communicates to her.

3 This Transmetal II can now, through telepathic probe, gain information which is not necessarily willingly provided. She must roll Spark as above to begin contact, then roll Charisma plus Empathy to unlock stored information. Information that can be obtained in this fashion includes memories (even the repressed, though at a higher difficulty), specific emotions, and future plans. Each piece of information requires a single roll; an extremely unwilling target can spend Willpower to nullify the Cybertron's successes and attempt to break her contact.

4 This Cybertron can expand Telepathy 2 to include multiple simultaneous targets. With this ability, she can send a spirit message to her entire unit, no matter their locations. Spend a point of temporary Spark to access multiple targets; only one point of Spark is spent, but a separate contact roll is required for each target. Setting up a large "party-line" over telepathy may take several megacycles, but this has its advantages in that the linked Cybertrons can speak not only to the Transmetal II, but to each other.

5 This Cybertron can provide both messages and images to a target. This ability is most effective in altering the dreams of another Cybertron; if the Cybertron to be affected by this power is currently in stasis lock, the difficulty to create the dream is only 6, regardless of the target's willingness or identity. Once the Transmetal II establishes contact, she has full control over the dreamed images of the Cybertron. She has contacted him on another plane, where she can create realities as she sees fit (often requiring many variable rolls). Outside of stasis lock, this telepathy can still be accessed, though at a minimum difficulty of 8. If this roll succeeds, the Cybertron contacted is put into an immediate trance.

Whaaaaaa!!
"That's one of those things where I look, and say, 'that person has got WAAAY too much time on their hands.'"
—Matt Priest, fellow computer-graphics major, upon seeing my web site.
The Mechanisms section is really complicated. Granted, it's no more complicated than the Disciplines in Vampire, or the Gifts in Werewolf, but it's pretty complicated, especially for people who already *learned* the White Wolf systems and are sick of messing with this stuff. It's probably the most complicated aspect of the most complicated fan-generated White Wolf adaptation on the net...(though I could indeed be wrong). The admission that the list probably isn't even complete is sure to be enough to drive people over the edge.
The suggested rolls above are designed to work most of the time. If, for some reason, a different roll seems more appropriate for a Mechanism's intended use, use the roll that makes the most sense.

If you hate the Mechanisms and Weapons, if you don't want to bother with all these rules…don't. Don't worry about it. Remember that the most important rule is that there are no rules, and you're here to have fun, not to be a mathematical genius. I provide the rules for you, and for me, because I like structure and I know a lot of roleplayers that thrive on it. I also know a lot of roleplayers that throw out rules. If your Storyteller is one of the types who will let you run an alien cartoon-character in his World of Darkness campaign, I'm betting he's the latter. On the other hand, if this is a one-hundred-percent Beast-Wars-only campaign...well, first of all, I'm honored that you're even *using* my little rules, but... Just have fun with it. Use what you like, change what you don't; I'll probably never know.

CHAPTER SIX
WEBWORLD
SOCIETY AND LEARNING

Computer Learning

"Do you know how to fly it?"
"Not yet."
—Neo and Trinity, The Matrix

Learning on Cybertron is typically done through computer. Cybertrons can plug wires into their own processors and download specific types of knowledge directly into their minds from computers that have the knowledge on file. They can also download knowledge from each other through direct cable link. They can then use the knowledge where applicable, or simply encode it and store it away for later use. However, not all Cybertrons are capable of carrying all knowledge, for a basic intelligence is required to understand the more complex workings of history and robotic procedures.

Each unit in a Cybertron army has a central base computer, which is attached to their internal computer. This allows for different Cybertrons in the same unit to have similar energy signatures, which many Mechanisms can detect.

Rumors persist of more powerful, ancient computers, which exceed the levels of the surviving Autobot computers to great degrees. What kinds of mysteries a higher-level computer could hold are, so far, only the subjects of dreams.

Languages

"Ancient languages? Mega-boring! COBOL, FORTRAN...they're dinosaurs!"
—Enzo Matrix, Reboot, "The Tiff"

Cybertrons speak a language which sounds almost exactly like Modern English. No one is quite sure why, but it is quite possible that the process is inverse; that what we speak today is developed from the language the Cybertrons spoke when Cybertrons first visited Earth.

Of course, the purest, simplest language is the language of the processor: 11000101010010 0111100101...

Everything in between is relatively simple to understand. Spoken languages and even computer syntax languages can be downloaded into the brain of a Cybertron in mere nano-clicks, provided the language is documented in a computer. This is the simplest explanation for the reason why Cybertrons of different races still speak the same exact language, and why Cybertrons on far-off colonies still understand those they have had no contact with in over millions of years.

Basically, if it is logical that the Cybertron has heard a language regularly, assume she knows it. Only a Cybertron who was under-curious about languages in general would not bother to download knowledge on a language she heard spoken day-to-day. A Cybertron would obviously not know a language she had never heard before; a Cybertron of low Intelligence might know only a few languages. A Cybertron who had rarely left planet might only know her native language, having never heard anything else spoken.

Experience

Just because gaining facts is relatively easy does not mean that all Cybertrons know everything there is to know. Most increases in ability can only be gained through practice. A Cybertron can look at the schematics of an electron sword all he wants, but it will not make him any more capable of wielding it.

Characters are given experience points at the end of each gaming session, and at the end of a story. Each character gets **one point automatically** at each session; in addition, characters can earn extra single points for:
1. Good acting and creative role-play
2. Proving their character learned something from the session
3. Fulfilling their character's Nature/Concept
4. Acting in a heroic manner (or, perhaps for Predacons, a treacherous manner?)

At the end of an entire story, assign extra points for story success, danger, and/or character wisdom.

The following is the Experience Chart for gaining new Traits during role-play:

Attribute: current rating x 4
Ability: current rating x 2
New Ability: 3
New Weapon: weapon cost x 3
Mechanism: desired rating x 5
Spark Power (Transmetal II only): desired rating x 3
Spark Power (Optimal only): desired rating x 6
Energon: current rating
Spark: current rating x 3
Willpower: current rating

Do not allow players to gain Traits for no reason; make sure it is a gain which is justified by events in the story. For Knowledges, justifying Trait increases may be as simple as having the Cybertron find the right computer and plug in for a few megacycles. Other Traits are much more complicated to increase. Don't allow illogical increases simply because players "want" an ability. An all-brawn warrior with a single dot of Intelligence trying to plug into an exploration computer and gain the Science Knowledge "just to have the dot" doesn't work without some actual role-play and character-searching. Characters shouldn't gain more than one dot in any one Trait per story, though some Storytellers make exceptions. (Example: stockpiling a large amount of Experience for one Rebuilding overhaul to increase Flight abilities several notches.)

Characters gain new Backgrounds through roleplay itself, not through purchasing with Experience points. Characters can buy Willpower, earn Willpower through good play, or even lose Willpower if botching an important Willpower roll.

Procedures

Learning new Procedures is in some ways similar to learning internal Mechanisms. In order to understand a new Procedure, the Cybertron attempting to learn it must have as many dots in the Procedures ability as the Level of the Procedure he is trying to learn. He must then locate a computer or another Cybertron who has the Procedure's information, and download the knowledge. Downloading Procedural knowledge requires an extended roll of Intelligence plus Computers, standard difficulty, where a number of successes equal to four times the Procedure's level must be accumulated. Success on this roll indicates that the Cybertron has now learned the new Procedure. Failure indicates that they were unable to learn this Procedure from this computer or ally and must now locate a different source of knowledge. A botch means that the Cybertron has received corrupt data, and will now never understand the Procedure, or, worse, will attempt the Procedure incorrectly. Each roll in this extended roll is one cycle of downloading. A Cybertron can typically attempt to download a Procedure for as long as he desires, but if the number of total successes falls below zero, the botch stands.

In practice, Procedures are organized more often by type than by level, so a Procedure of a higher level than the accessed computer may indeed be stored there if it is truly appropriate. For the most part, however, assume that the higher-level Procedures will only be stored on higher-level computers, due to their obscurity. Also, a high-level Procedure need not necessarily be found on every high level computer. Some Procedures are much rarer than others.

Characters with high levels of Procedural Knowledge may use this to develop their own Procedures. If you would like for a character to execute an unprecedented Procedure, ask your Storyteller for the possible required rolls. Developing a new Procedure is typically an arduous process, requiring extended rolls over long periods of in-game time.

Level One Procedures

Alter Activation Code
This procedure allows a character to renounce their current alliance and choose another. A Cybertron who knows this procedure need only access his internal computer and alert it that he is willing to alter his activation code to signify his belonging to a different alliance. After this point, he will change his alliance symbols, and his new activation code—typically "Terrorize," or "Maximize," will reflect his choice. This Procedure is easily programmed into a Cybertron by a computer that understands it.
Willing Alliance changes are not common on Cybertron, but happen often enough in farther-off places. Other Cybertrons are sometimes doubtful of a comrade who was once an enemy, but this is to be expected.

Realize Signature
This Procedure is used to add a new solider into a unit. It involves an interaction with the unit's base computer, and almost always requires the participation of more than one Cybertron from the unit. The Cybertron who knows the Procedure takes the new recruit's name and personal energy signature and feeds it into the computer, and the other members of the unit authorize the addition. From there on, the soldier is considered part of the unit, and carries the unit's radio signature and collective computer memory. Different units have different requirements for adding new recruits; some require that the recruit pass a competency challenge before being added to

the base computer's data files. Smaller Maximal units usually require that all current unit members accept the new recruit; larger units only get support from the higher-ups.

Hero's Farewell
In war, death is a common reality. A Cybertron funeral is called a "Recycling," and, any Cybertron that understands this Procedure knows how to orchestrate this funeral. Cybertron bodies, after their Spark has faded, are placed on pyres. The look of the funereal pyre differs considerably depending on locality and Alliance, but most are tall and spired structures, with their height indicating the prestige of the departed. The Cybertronian shell is then ritually atomized, its particles becoming one with the air, and, eventually, so legend says, the Matrix.
Bodies are atomized completely for several reasons. Most important among these reasons is preventing the possible desecration of an honored friend. The worst fate a Cybertron can imagine for a fallen comrade is to see his body reprogrammed and refitted with a new Spark: at the best, a lookalike shadow of the fallen, and, at the worst, a friend's visage on a new enemy. A second, equally important reason is spiritual, as the atomization of an ally's worldly body is said to ease his passage into the next world, and, eventually, next life. Finally, the atomization is logical; it saves the space that the body would otherwise occupy, and assures that the body's metal and organic components will again be usable resources in a relatively short amount of time.
The newer generations of Cybertrons consider lesser rites, such as burning the body, to be far less honorable than total atomization. To be buried, intact, is a disgrace.

Universal Greeting
Because Cybetrons tend to travel throughout outer space, a way of communicating with new and different life forms had to be developed. During the Great War, Cybertronian researchers studied the customs of foreign life, and finally arrived at a greeting which would be recognized throughout the cosmos. This greeting, "Bah weep grah nah weep ni ni ban," though generally meaningless, is recognized to all forms of life as a statement of peace. While the greeting is administered, a small piece of energon is typically offered as a token of goodwill. Any Cybertron who understands this Procedure can administer the greeting without difficulty. With hostile or unusual lifeforms, a Charisma plus Procedures roll may be required.

Level Two Procedures

Jamming Frequency
A popular Procedure for military operations, a Cybertron who understands this Procedure can set a device to output a signal that confuses all normal signatures in the area. In any given jammed zone, Cybertron Radios will not work, and energy signatures from individual troops will be impossible to detect. Jamming stations, as these devices are called, are completely stationary; a jamming frequency covers an area, not a group or individual. Jamming frequencies do not interfere with vision-related Mechanisms, but may cloud the hearing-related to some degree (usually +1 difficulty). The area that can be cloaked under a jamming station depends on the size of the station itself; a small, easily hidden device can hide signatures over a few yards, but a giant tower can block out energy signatures for miles. Constructing the jamming station, for a Cybertron who has learned the Procedure, requires no rolls, only a matter of time.
Jamming stations can be useful when erected over hidden bases. Beware, however, for the station will also cloak the signatures of any approaching enemies, and prohibit radio contact.

Recover Lifeforce
In a pinch, this Procedure can be used to heal a weak Spark back to its full power. A Cybertron cannot heal his own Spark through this manner, only the spark of a comrade. In order to Recover Lifeforce, the Cybertron must plug his own circuitry into the damaged spark. He then transfers his internal Energon into the spark of the other. Once the Cybertron has hooked his circuitry into his ally's, he rolls Stamina plus Matrix, difficulty 6, to transfer his energy. Each success equals one Spark point that is recovered in his target. He uses his body's energy to replenish the spark, not his own Spark energy, but that does not mean the Procedure is without risk. For every point of

Spark that the Cybertron is able to recover, he himself loses two Energon, and takes a single Health Level of damage. Too many successes, therefore, can be debilitating. A botch on the required roll means that the healer loses a temporary Spark point; no Spark is recovered in his target.

Optimize

Though most Cybertrons regard Optimization with an element of ignorance and awe, a Cybertron who is very intelligent or very lucky may learn the process of Optimization and how to go about Optimizing himself or another. He may attempt it on himself or lead a Cybertron who wants to be Optimized on a quest to find the perfect secondary spark.

Typically, an unwilling target in stasis lock has his spark temporarily removed and placed in the Cybertron to be Optimized to produce the transformation effect. If the new, "secondary" spark decides it is compatible with the new host, it may decide to communicate with the host and challenge him on a secondary memory plane. This is common with ancestral sparks who will discuss their role in preparing the Optimal. Failing the ancestor's challenge indicates that no Optimal is created, nor can the Cybertron ever attempt Optimization again.

If the spark is completely unwilling, the host's spark must overcome it by force. A straight Spark roll is required in contest with the Spark power of the secondary spark. Success indicates that an Optimal is indeed created from the original spark, with a 50% chance that the "Split Personality" Flaw will apply to the new Optimal. Failure on this role indicates complete rejection of the new spark—no Optimal is created, nor can the Cybertron ever attempt the procedure again. A botch on this role indicates that the Cybertron is now possessed by the "secondary" spark, which becomes his new personality.

The secondary spark is, ideally, removed from the new Optimal and placed in its original body; however, there are certain cases where an Optimal has refused to return his new spark and has instead carried two for the rest of his existence.

In a variation on this procedure, two living and awake Cybertrons with deep feeling for each other may choose to be "Spark-bound." One opens his spark cavity and places his spark into the cavity of the other; afterwards, the spark is returned, and the new Optimal places her spark in her companion. These Cybertrons are now bound to each other forever, and can communicate with one another telepathically. Because it is assumed that the sparks are willing, no roll is required for spark acceptance. If only one of the Cybertrons survives the procedure, the other's personality still exists within part of his consciousness.

A third possible source of a "Second Spark" for a would-be Optimal is an unrealized Protoform whose spark is intact and unused. This type of "spark-stealing" is frowned upon greatly, for the spark of the living Cybertron nearly always consumes the new spark utterly. If the Procedure is attempted in this fashion, there is no ancestral challenge or telepathic gain. The "overcome by force" method must be used, as with the first method, above.

The final risk to Optimization, for any version of the procedure, is the pain of the physical transformation that must occur. An extended roll of Stamina plus Matrix, difficulty 8, is required. Fifteen successes must be accumulated for the procedure to be completed, with each roll representing one cycle of difficult concentration. "Ones" subtract from total successes; if ever the would-be Optimal's total number of successes on this roll falls into the negatives, his spark is consumed, and he dies. Once the first spark is consumed, the secondary spark loses Spark power at a rate of one point per round unless it is put back into the original body; therefore there is the risk of it dying, as well.

When an Optimal is created, add half of the total spark pool for the secondary spark to his current Spark rating. Decide on the power of the secondary spark for Past Spark rolls, and give the new Optimal ten freebie points to spend as he will: on secondary modes, spark powers, etc. Decide how the secondary spark manifests itself. If it is very powerful or the margin of success of Optimization was very narrow, consider adding a Flaw such as Split Personality or Flashbacks.

Optimize may seem like a very simple Procedure...the reason it requires such low-level knowledge to learn. However, due to its risk, and relative obscurity, the Optimization procedure is rarely attempted. Optimization can *only* be learned from another Cybertron that knows the Procedure, though the curious may find records of the Procedure being attempted in some of the more important mainframe computers.

Storytellers reserve the full right to disallow player characters from attempting this Procedure if they feel it upsets game balance or is not dramatically appropriate. Despite this Procedure's low purchase cost, no Cybertron who is not already an Optimal may begin play understanding this Procedure.

Level Three Procedures

Reprogram Alliance
This Procedure is used to alter the Alliance and data files of a stasis pod containing an inactivated Protoform. In order for the Protoform to have its Alliance altered, its pod must be found intact, and inactive. From there, a Cybertron who understands this Procedure can alter the files of the stasis pod computer, adding a shell program to the protoform inside, and thereby creating a member of an Alliance other than the protoform origin.
To attempt this Procedure, a Cybertron must have a chip with the shell program applied. This chip needs to be created ahead the fact, and each chip can be used only once. Typically, a Cybertron should have Repair and Computer skills to design this shell program; he may also specify its nature, if he desires. Creating the chip takes no less than a megacycle, and, perhaps, longer. A standard roll is Intelligence plus Computers to design the chip; if the Cybertron wants to add more specific information, such as certain data files, onto his shell program, the Storyteller should decide on the difficulty, rolls, and creation time for the alliance chip. If the chip's workings are designed to be very complex, the Storyteller may make these rolls in secret; then, the programmer will not know if his chip will succeed. Cybertrons who spend a lot of time altering Alliances may already have several of these chips in storage, waiting for stasis pods to link them to.
When the pod is approached, the shell program is applied to the computer on its outside. A Cybertron altering a protoform's Alliance simply removes the current data chip, being careful not to disturb the workings inside (make a Dexterity plus Repair roll, difficulty 7, for this), and places the new chip onto the stasis pod computer. He then runs the stasis pod's activation program.
The Reprogram Alliance Procedure may be attempted on an already-activated stasis pod, so long as the protoform has not yet emerged, but there is a very reasonable chance there will be several internal errors in the conflicting programs. Errors in alliance changes commonly result in Derangements for the newly created Cybertrons.
This Procedure was the most common way that Predacons in the Beast Wars on Earth gathered allies. It is also sometimes used by Organizations desperate for recruits.

Refine Energon
This Procedure allows for the refinement of raw, potentially damaging energon into the kind which is used for fueling. A Cybertron who understands this procedure is capable of handling raw energon carefully and without causing accidental explosions. He can find the fracture lines on an energon crystal and cut the crystal to a processable size without making a roll.
Refining raw energon requires a sterile lab and specific equipment. The energon is ignited with a particle beam, causing a chemical reaction within the crystal that alters its properties. Refining energon requires an extended roll of Intelligence plus Procedures. The difficulty is standard; the number of successes required is dependent on the amount of energon. Typically, refining only one crystal requires only one success, but one crystal is hardly worth the trouble of firing up the equipment.
Scientific computers often carry energon-refinement information.

Store Identity
Cybertrons realize that death, to them, is a "recycling" procedure, and that there will sometimes be chances to revive themselves nearly intact even after they have passed into the Matrix. Because of this, Cybertrons invented this Procedure to ensure that, in their next life, they are as solid as in their current life.
To store his identity, a Cybertron must first find a vessel. The most common storehouses for Cybertron identity are large computers; however, drones and the stasis pods of unrealized

protoforms are other possible locations. Once a Cybertron chooses his vessel, he may choose only one; no Cybertron will have his identity stored in more than one location. (However, if the computer, pod, etc., is later destroyed, the Cybertron may again attempt this Procedure.) After a suitable vessel is found, the Cybertron makes two rolls: Manipulation plus Computers, and Stamina plus Procedures, difficulty 7. If both rolls succeed, the storage is a success; if either fails, the Cyberton has been unable to store his identity, and must find a new vessel on which to reattempt the Procedure. The whole Procedure takes an average of a megacycle to complete, during which time the Cybertron can do nothing else.

Now, this Cybertron has made a "soft copy" of his personality files in the local computer. Typically, these files are for emergency use only, though what he does with the files is entirely up to him. Some Cybertrons only make these files as assurances that their life's work will be carried on after they have passed on to the Matrix. A new Protoform uploaded these personality files will not have the same Spark as the original, but he will certainly have a high Past Spark rating, and be very similar in form and personality to his "creator." Other, more ego-driven Cybertrons will insist on using their personality files, in whole or in part, on any Cybertrons protoformed in their vicinity, to promote similarity or obedience.

(Note: Beast Wars megafans know that this Procedure was used only once: in the episode "Bad Spark," and that its ability was realized in the unfilmed episode, "Dark Glass." Because "Dark Glass" serves to fill several gaps in the series and helps to explain the ending of the show in greater detail, *it is canon* despite its absence from film.)

Level Four Procedures

Transmetallize
Transmetallization occurs when one Cybertron is bombarded with rays from a transwarp explosion. Without a transwarp signature, this Procedure is impossible, so, the transwarp core must first be located. Cybertrons who understand the Design Transwarp Core Procedure can build this core themselves, but others must find another source for the signature. Common sources include starship engine drivers, or modified energon-refinery equipment. (An alternate source is a Transmetal II Driver, which alters the Procedure only slightly; see Devices for more details.)

Once the vessel for the beam has been set up, a cage-like element is usually used to contain the Cybertron to undergo the Procedure. The exact appearance of the apparatus varies greatly, and uses a tremendous amount of energy. Insufficient energon reserves will prevent the Transmetallization Procedure from working before it even begins.

During the Beast Wars, the most common cause by far for Transmetallization was accidental exposure. Transmetal rays were an accidental product of the Beast Wars encounter with the Vok on early Earth. The same Procedure was altered considerably with the advent of the Transmetal II Driver, which allowed for even more advanced Generations of Cybertrons. Apply a Transmetal II Driver to the following Procedure to create a Transmetal II; in the absence of the Driver, a Transmetal is created.

Constructing the apparatus to create the Transmetal requires an extended roll of Intelligence plus Procedures. Each roll indicates a day's worth of work, and fifteen successes are needed. The difficulty of the roll is 7, but may be increased if the Cybertron has fewer resources to work with. After this device is completed, the Cybertron who is to undergo the transformation (this target may be either an already-concious Cybertron, or an unrealized protoform still in its stasis pod, who will become Transmetal upon activation) takes a place before the device. Because the subsequent energy bombardment is painful, standard procedure includes putting the target in stasis lock, although it is not required.

The activation roll for the final stage of the Procedure is Manipulation plus Repair. A new Transmetal will have to rest for a number of megacycles before he can do much at all. The number of megacyles of rest is equal to ten minus the number of successes on the Manipulation plus Repair roll. A botch on this roll indicates that the target is grievously injured, and sometimes, even destroyed. (As an alternative, the Storyteller may wish to make several of the construction rolls above in secret, not letting the Cybertron know how well the Procedure will take hold.) A

stasis pod with a Transmetallized occupant cannot be activated until this time has passed. For characters who were already created before their Transmetallization, modify the character sheet as needed to reflect this change. Storytellers may allot a number of Freebie points (5-10), or insist that the player spend accumulated EXP. The vehicle mode of the Transmetal form is "free," but newly created Transmetal IIs must use experience points to purchase their starting Spark Powers. The Transmetallization Procedure often yields unexpected results, so players waiting for an opportunity to overhaul their character's Weapons or Mechanisms can do so at this time. Weapons and Mechanisms can be "traded in," one point to one point (keeping prerequisites in mind), or purchased. No Abilities are altered through this Procedure (though it is an excellent time to purchase additional Attributes).

Note: There are no starting characters that are Transmetal II Fuzors, but combining a character who started as a Fuzor with the Transmetal II version of this Procedure may yield such a result. Therefore, roleplay is the only way this system can create Transmetal II Fuzors who are not Optimals.

Restore Alliance

This Procedure can be used to restore the "proper" alliance of a protoform who has changed sides through no will of his own. Because this Procedure is done to a fully aware Cybertron, after the fact, it is far more difficult than the Procedure used to alter an inactivated protoform.

In order to remove the shell program which alters initial protoform Alliance, the Cybertron to be altered is put into stasis lock, with primary Spark functions detached. This dangerous Procedure disables all vital functions, so, past this point, failing the Procedure results in death for the subject.

The Procedure requires several megacycles of careful and uninterrupted repair. First, a Dexterity plus Repair roll is used to carefully locate the program on the physical form of the subject. After that, a Wits plus Computers roll is used to deprogram and remove the shell. The difficulty for both rolls is usually 7. However, if the shell program is specifically safeguarded, the difficulty can be much higher, and more variable rolls may be required. Failing any roll results in catastrophe. Success on the Procedure means that the subject's Alliance has now been permanently restored to match his original protoform. Altering this Cybertron's Alliance through any means is now at a +2 difficulty.

Personality is often altered somewhat through this Procedure, though never completely. One additional boon of this Procedure is that it often counteracts "impurities" which were inherent from the altered Alliance, wiping most Derangements clean from the motherboard. However, no memories, Attributes, or Abilities are altered.

Because the risks involved in restoring Alliance are great, the Procedure to remove the shell program is undergone only for those who require complete absolution regarding their changed Alliance. Less fastidious Cybertrons who wish to return to their original protoform Alliance merely alter their activation codes, and leave the shell program intact. It is not unheard of for unwilling subjects to have Alliance forcibly restored, but usually restoration is a matter of choice.

Restore the Faded Spark

Most Cybertrons know there is a reason why blank protoforms are taken on important missions. However, it is rare that more than one Cybertron in a unit knows what do to with a blank protoform should the spark of an important Cybertron be destroyed.

A Cybertron who understands how to restore faded sparks can use this Procedure to return a fallen comrade to the world of the living, in a newly protoformed frame. This typically can only be accessed if the Cybertron died a violent or too-soon death which resulted in the utter disruption of his spark. If the Cybertron "spent" all his spark, or if his spark simply faded away, this Procedure is nearly impossible.

The Cybertron attempting the Procedure must have a way of attaching himself to the protoform that his ally's spark will enter, typically by wiring himself directly to the stasis pod. He must then concentrate completely on the Matrix for a megacycle, allowing his consciousness to drift. Only after this time does the Procedure even begin. The Cybertron first makes Perception plus Matrix rolls. The base difficulty for this roll is 10, but it is decreased by one for every remaining point of

temporary Spark that the fallen Cybertron had at his passing. It may be increased if a great deal of time has passed between the Cybertron's passing and the Procedure's attempt (a Storyteller may declare certain revivals to be impossible). Each roll indicates a full megacycle of concentration. If a roll fails, the Cybertron attempting the Procedure must also roll his Spark. If he fails this roll, he loses a temporary point of Spark. He may try the first roll again in another megacycle, with the same risk, adding successes to the number he gained before, but always losing Spark for any roll where there are no successes. Therefore, it is possible for the Cybertron attempting this Procedure to calmly fade away into the Matrix himself, extending his consciousness into nothingness while seeking his former ally.

The Cybertron must accumulate as many successes as twice his fallen friend's permanent Spark. Once he has accumulated all of these successes, he has finally located his friend's entire Spark in the Matrix. He then begins pulling the Spark back towards the new body. This is a single, standard roll of Charisma plus Procedures. It requires only one success, but may only be attempted once, or the Procedure has failed.

From there on, the Cybertron who has completed the Procedure will awaken from his trance. It is now only a matter of time before the Cybertron he revived awakens in his new body: typically, the reviving process takes as many megacycles as the initial Procedure. Make a character sheet for this "new" Cybertron. He will have all of the same memories as he did in his original body, and, therefore, most of the same Abilities, but may have very different Attributes, having reached enlightenment or gone completely mad while in the Matrix. His permanent Spark rating will be exactly one less than it was before he was assumed into the Matrix (death is typically quite a shock to the system). This Cybertron will also typically have a larger Past Spark rating than he did before he was destroyed, having had his spark mingled with the sparks of countless generations. The new body will mingle with his Spark, and will likely be both different from and similar to the Cybertron's old body. Friends will probably recognize the revived Cybertron right away, despite the change, but mere acquaintances may or may not make the connection. This Procedure is somewhat controversial, and many Cybertrons, particularly Predacons, frown upon the idea of ripping a Spark from the Matrix when it has obviously earned a warrior's rest.

(Note: I had some qualms about including a system for this ability, accessed by Rhinox in "Coming of the Fuzors," since some of the dialogue seemed to indicate that the circumstances of Optimus Primal's initial passing were extremely unusual. However, since Rhinox seemed to understand right away what needed to be done with the blank protoform, and had the equipment needed to do it, I feel there must have been some precedence for this ability.)

Level Five Procedures

Design Transwarp Core
A warp core that can travel through both time and space is not a simple device. While a common fixture for both Maximal and Predacon ships, many transwarp cores have their time travel functions disabled, or other such preventative measures. A Cybertron who understands this difficult procedure can not only repair broken cores, but can create a new, fully functional transwarp core, provided he has the required parts.

Building a transwarp core from scratch can require up to a decacycle of work: each day roll Intelligence plus Science, difficulty 6, for every megacycle spent on the device, and accumulate forty total successes. A botched roll at any time may be catastrophic, due to the very unstable nature of the transwarp cell.

Storytellers should decide on the damage to transwarp cores which require repair, and choose the amount of successes needed. The difficulty of the roll is typically standard, so long as the character understands the procedure. Characters that do not understand this procedure may attempt to repair a faulty core at difficulty 9, or 10 for extensive damage; they may not build a core from scratch.

Pure, refined energon is one of the components required to create a functional transwarp core. No core may be completed in areas where energon is not accessible.

Create the Frame

During the Great War, Cybertrons were built from metal and circuits, and had no organic properties. Frames were built, which housed the sparks of Autobots and Decepticons. Not all Cybertrons knew how to construct these frames; now, in this age of Protoformation, the technology is becoming rarer and rarer. Still, there are those creators who understand how to build a frame for sparks from nothing but metal.

Building such a frame requires a lot of resources as well as a lot of time. Use an extended roll to build a Cybertron frame; Intelligence plus Repair, with each roll representing one day of work. Accumulate at least twenty successes. If ever the number of successes falls below zero due to "ones" rolled, the frame is a failure and cannot be made into an active Cybertron. Then, a roll of Intelligence plus Computers is used to design the internal processors. For this roll, the designer need accumulate only a number of successes equal to the Mental attributes he wants his new creation to have. (Typically, a creation can not be more intelligent than its creator.) As above, "ones" subtract from total successes, and a negative amount of successes indicates the frame must be scrapped.

Finally, a spark is fit to the frame. Roll Wits plus Matrix to make the fit successfully. The number of successes on this roll is the current Spark power for the newly created Cybertron. If this roll is failed or botched, the spark was destroyed.

Make a sheet for this new character, who is considered to be a Generation of Transmetal due to lack of organic parts. This character may have both beast and vehicle mode, or only vehicle mode, if desired. This character may be a Transmetal Fuzor as well, but cannot be a Transmetal II or an Optimal (unless two sparks were given to the frame as per the Optimization Procedure). The Cybertron created by this method is not protoformed and thus is neither Maximal nor Predacon initially. It is an Autobot or Decepticon, if named so by its creator, or, it is nothing at all. This Procedure can only be learned from another Cybertron who knows it, or from a schematics file dating before or during the Great War.

Merits and Flaws

White Wolf players should be familiar with the optional Merits and Flaws system, which allows the addition of extra abilities or extra freebie points during character creation. The Merits and Flaws listing below is by no means complete, and is mainly restricted to those Merits and Flaws which are unique to Cybertrons or which must be altered for Cybertron purposes. White Wolf books contain many listings of Merits and Flaws related to personality, etc., some of which are certainly perfect for Cybertronian usage. However, certain Merits and Flaws do not apply, and discretion should always be used.

Cybertron-Supernatural Merits/Flaws

Indestructible Spark of Starscream (15 pt Merit)

The infamous Decepticon traitor Starscream was, after his physical death, found to have a spark that could not be destroyed by most ordinary means, such as running out of energy or being exposed outside the body. After this discovery, many scientists sought to reproduce the phenomena. Characters with the Indestructible Spark of Starscream merit are either spark-clones of the original Starscream, or very careful replicas, and are thus highly rare. These Cybertrons are nearly incapable of being destroyed. They spend Spark energy as normal, but recover it at an increased rate: one point per scene, automatically. Also, a character with the Indestructible Spark will not display any physical deprivation from spark loss, even if their Spark rating falls to zero. When a character with the Indestructible Spark falls below Incapacitated, they can like any Cybertron spend Spark to rise up again; however, when they recover, it is to full health as opposed to the Mauled health level. These characters can only be completely Incapacitated when they lose all their spark energy *and* fall to Incapacitated again. After that, they will recover Spark at the end of the scene.

The Spark of Starscream is so durable that it can survive outside the Cybertron's body indefinitely without draining (so, if he has a safe place to keep it, he may choose not to leave it in his body at all). The spark can also be cut up into several pieces and re-used, if one is careful. The only known way to destroy the Spark of Starscream is by cutting directly through its core with raw energon. This will destroy the spark, along with creating an explosion so powerful it destroys any sparks within a quarter-mile radius.

There is a downside to the Indestructible Spark of Starscream. Characters who are found to have this kind of spark are generally feared and hated due to their origins (no one likes or trusts Starscream). The pure power of the spark also carries with it a kind of madness: characters who take this Merit must also take at least one Derangement.

(Note: The spark of the original Starscream has never been destroyed. Although it currently has no body, it is somewhere in the universe, still seeking a host.

(This Merit has an enormous cost for an important reason: Storytellers beware when allowing a player to take this Merit for her character.)

Misplaced Spark (5 pt Merit)
The Spark of this Cybertron is in an unusual location in his body and not in the usual Spark cavity areas in the torso. This serves as an advantage to confusing enemies who will aim for the spark cavity to strike a mortal blow. However, remember that if an opponent accidentally hits the area where the Spark is now located, he may still strike a mortal blow unintentionally.

Emotional Vampire (5 pt Flaw)
Cybertron must be in the presence of a certain emotion to operate at full capacity. This emotion is chosen at the time the Flaw is assigned. After that, the character cannot recover Spark by the ordinary means outlined above, save in the presence of that particular emotion. (Once per day, a Wits + Empathy roll to "drain" the power from an emotion for Spark recovery.) In addition, if they should go for an entire week without experiencing the emotion, one point of temporary Spark will automatically drain.

(This Flaw will override the "automatic" spark recovery provided by the Indestructible Spark of Starscream, but, in this case, Spark recovery will not require a roll if the target emotion is present.)

Note that this flaw is potentially fatal: Storytellers beware when allowing a player to choose it.

Energon Allergy (3-5 pt Flaw)
Although all Cybertrons dislike contact with raw energon, characters with this flaw are extremely weak to its energy. Characters with a three point energon allergy are at the risk of double the normal health levels of aggravated damage per turn during any exposure to raw energon. As a four-point flaw, Transmetal and above characters cannot soak energon damage, and even refined energon does one health level of damage to you per round when you are exposed to it outside your system. As a five-point flaw, the above follows, refined energon damages as fully as unrefined normally, and energon damage of double the norm seeps into any mode, even the fully organic model one Beast.

Feral Beast Mode (4 pt Flaw)
When in beast mode, this character becomes of the animal and loses all touch with his robot self. Character will act only as an animal and forget his ability to speak and to Maximize/Terrorize. If the character wants to return to robot mode, he must be carefully reminded of this ability.

This Flaw may be programmed out or repaired quite easily after initial creation, but unless the character's motherboard is wiped entirely, it will continue to manifest throughout his life. In any situation where it is appropriate for the Cybertron's feral mode to come to the surface, roll his Primal Urge dice, alone, at difficulty 8. If the roll "succeeds," he succumbs to his beast.

Destiny (5 pt Merit)
A Cybertron with this Merit has been chosen for something great. A character's Destiny hangs

over him, and other Cybertrons may realize that he is going to be something grand or important. The exact nature of this Destiny is secret, and up to the player and/or Storyteller.

Dark Fate (5 pt Flaw)
This character has a terrible destiny, which will come into play during the course of the Chronicle. This destiny need not be anything specific, and is often better left vague ("You are doomed to betray someone near to you..."). The Storyteller reserves the right to choose the time and place the fated situation will come into play.

Guardian Angel (6 pt Merit)
Someone or something protects this character from harm. Though it is not common to have actual angels watch over the Cybertrons, occasionally a Matrix spirit or simply the circumstances of Fate itself will cause prevention of harm to a character with this Merit. The Storyteller decides what if anything special watches this character, and when it manifests itself. This can often get characters out of otherwise fatal situations.

Derangements

"He's whacko."
"No! Not whacko! Wonko! Wonko the SANE!"
—Blackarachnia and Waspinator, "Dark Designs"

The mental flaws below—all too common when programming goes awry—are considered derangements.

Sadism/Masochism (2 pt Flaw)
This Cybertron is excited by the giving or receiving of pain. Masochists, who enjoy pain, are given an extra difficulty of one on all rolls to soak damage (they enjoy the pain rather than attempt to resist it). Sadists, who deal out pain, must make willpower rolls of difficulty 5 to halt any combat situation. Those with these Flaws often actively go out to find sources of pain they can experience (on one side or the other).

Paranoia (3 pt Flaw)
This Cybertron sees enemies everywhere: perhaps even among his own unit. Very few can be trusted; all others are servants of evil, and frightening. Sometimes paranoids craft complex conspiracy theories to explain their delusions; other times, they are simply skittish, seeing every stranger as "one of *them."* Paranoid Cybertrons add one to the difficulty of all social interactions, and even the hint of suspicious behavior in an outsider may provoke them to activate their weapons.

Obsession (2 pt Flaw)
A character with this Flaw has an obsession with any one thing. It could be a type of common object, or an abstract concept: the classic "mania" will fall into this category. Whenever the character is in direct contact with his object of obsession, he must make a Willpower roll, difficulty 7, to resist being drawn toward the object. If he fails this roll, he will fly into a sort of frenzy, letting nothing get in his way. (Note that if he feels no need to resist the attraction, the roll is not required, and neither is the frenzy.) Where abstract obsessions are concerned, apply the modifier situationally...for example, an obsessive perfectionist would have to make this "sanity check" every time he failed a roll.

Manic/Depressive (3 pt Flaw)
A Cybertron with this Derangement has severe mood swings. If he fails a task, sometimes he will be required to make a Difficulty 8 Willpower roll. If this roll is not successful, he will lapse into temporary depression, suffering a -2 to all dice pools. This Cybertron will always become

depressed if a roll is botched, and has half his normal Willpower rating. The Storyteller rolls a die to determine how many scenes the depression lasts, and does not tell the player the result. After the depression has passed, the Cybertron will approach his activities with a new fervor, extremely upbeat and aggressive for the same number of scenes.

Garbled Identity Circuits (3 pt Flaw)
In this specific form of schizophrenia, the character has a difficult time separating his robot life from his beast life. He will for all intents and purposes behave as his beast would behave— though not feral and perfectly capable of transforming and communicating, he only thinks in accordance with how his animal would think.

Phobia (1-3 pt Flaw)
Character has an irrational fear of any one thing. A one-point phobia is a minor fear that causes a subject to retreat from the hated object (or make a Willpower roll to remain). A three-point phobia is a major fear of a very common object—three successes on the Willpower roll are needed to avoid running away in terror. Consult the Storyteller when choosing an object of fear.

Nightmares (1 pt Flaw)
The Cybertron's imagery circuits bombard him while he is at rest or in stasis lock. He often has unrestful fits while trying to relax. Sometimes a character's nightmares will be so terrible as to give him difficulty functioning the next day. After a particularly difficult night, the Storyteller may choose to give a nightmare-inflicted character a -1 to all dice pools.

Flashbacks (3 pt Flaw)
In stressful or familiar situations, part of the Cybertron's past spark (or some of his own repressed memories) begins to take over. Suddenly, he will be reliving a vision of some other time, oblivious to the world around him. Visions are not always unpleasant experiences, but they are always disorienting. A remembrance of a "good" time is easily as distracting as a terrible memory, as characters in flashback sequences are completely unaware of their current situation. Characters in flashbacks will often refer to others by different names, or even mistake inanimate machines for friends and foes. A common Flaw for Optimals.

Split personality (5 pt Flaw)
Cybertron has a second, latent personality, which manifests itself at often inappropriate times. Some Cybertrons even develop several, multiple personalities; each other personality has its own emotional stimuli which it responds to. Storyteller and player must agree on the personalities the character possesses; most often, it is a single secondary personality which manifests as part of the character's connection with his Past Spark. Sometimes, a Cybertron can manifest different Abilities or Mental Attributes when his second personality is in control, and the voice and mannerisms of a Cybertron change drastically depending on which personality he is employing. The second personality can manifest at any time; all or both personalities are part of the same person. This Flaw is another common symptom of faulty Optimization.

Damaged Memory Circuit (2 pt Flaw)
When this Cybertron was first protoformed, his memory and identity circuits were not functional. Therefore, he knows nothing of his alliance and planetary heritage; though he understands transformation, he does not know of Cybertron or the Cybertron race. This is an illogical Flaw for characters who were protoformed on Cybertron itself, and is more appropriate for characters activated far from home. If any Cybertron were protoformed on-planet with this Flaw, it would be immediately corrected.
An alternative version of this Flaw, which is perfectly acceptable on Cybertron or any colony, is to create an amnesiac character whose memory circuits were damaged after a traumatic event, causing him to forget his former life. Players who wish to play amnesiacs may take an additional 1-5 points of Flaws, if desired, which the Storyteller chooses and keeps secret until such time as they should be revealed.

Emotionless (4 pt Flaw)
A flaw which is found solely among robots, but, is very rare among Cybertrons. A Cybertron with this flaw is, as a usual robot, completely lacking in all emotions. He does not understand hurt, pain, love, or happiness... He may take no dots in Empathy, and will have increased difficulties in all Social rolls where stirring or understanding emotion is necessary.
This can be a fascinating flaw to roleplay, as a character with this absolute lack can be very cold-hearted and goal-oriented, or may have a sort of longing to understand.
A character cannot take this flaw along with the Emotional Vampire Flaw.

Other Mental Merits/Flaws

Code of Honor (1 pt Merit)
This character has a strong sense of honor and a code to which he strictly adheres. This can be the Predacon Code of Honor, any Maximal peace code, or a code invented strictly for this character (if constructed in great detail). This character can automatically resist temptations that are contrary to his code, and any enemy attempting to reprogram him against his code does so at a +2 difficulty.

Vengeance (2 pt Flaw)
Someone or something has wronged this character, perhaps destroyed a home, murdered a friend, or tainted your name. That thing must be destroyed. The Cybertron's obsession with vengeance is so overpowering that, in any situation where he has the opportunity to enact it, he must spend Willpower to resist the compulsion. Of course, this Cybertron will resolve the conflict eventually, but only when the Storyteller decides it is time, and then perhaps at great cost.

Soft-Hearted (1 pt Flaw)
Some more peaceful-minded Maximals simply cannot stand the suffering of others. Cybertrons with this Flaw suffer penalties whenever they see pain and suffering, and will do almost anything to prevent it. If this Cybertron witnesses suffering, the difficulties for all her rolls for the next megacycle increase by 2. A very rare Flaw among Predacons.

Iron Will (3 pt Merit)
A Cybertron with the Iron Will Merit is difficult to break. Characters with Iron Will can always spend a point of Willpower to resist the effects of another Cybertron's Download Mechanism, damage from Encoding subroutines, and a Transmetal II's Spark Telepathy or Hypnosis. In crossover Chronicles, this expenditure can also be used to resist supernatural domination, such as the Dominate Discipline or a Mage's Mind Sphere. However, this merit does not effect emotional appeals or other such non-mechanical/supernatural attempts.

Programmed Loyalty (4 pt Flaw)
When this Cybertron came on-line, or when he went through a repair cycle, an extra line was added to his programming. Because of it, he is always forced to obey the will of another single individual, or, in rare cases, a faction. Willpower *cannot* be spent to resist the instructions of this Cybertron's "master," and the Cybertron is incapable of doing any damage to the Cybertron he is programmed to obey. In most cases, the Cybertron does not realize he is being manipulated. The loyalty is an intrinsic part of his programming, and obeying the whims of his master does not make him in the least unhappy.
In rare cases, it may be possible for a Cybertron to break out of this hold naturally, but only under a life-changing circuimstance (such as renewing a link with his Past Spark, or falling in love). In those cases, shattering through the programmed barrier can sometimes cause damage to the Cybertron (drain points of Spark rather than Will while to disobey a master while the bond is being broken) before the bond is completely destroyed.

Confused (2 pt Flaw)

To this Cybertron, the world seems confusing and bewildering. The galaxy: even worse. This behavior should be roleplayed most of the time, and confusion becomes more overpowering in certain situations: large crowds, new places, strangers with names to remember… Willpower expenditure can sometimes override confusion, but only for a little while.

Multitasking (5 pt Merit)

A Cybertron with Multitasking has an incredibly quick processor: so fast that the character is literally able to think two thoughts at once. In game terms, this means that any Wits rolls this character must make are at a -1 difficulty. Combining this ability with Spark Telepathy or Download/Encoding Mechanisms can also yield some interesting results. Giga-sized Cybertrons may not take this Merit, as it nullifies their size class disadvantage.

Programming Block (2 pt Flaw)

After spending some time in beast form, some Maximals decided they did not want to embrace their secondary form, which was too animal and not at all sophisticated. In response, they designed a programming block which would keep their beast selves from interfering with their robotic identities. However, the programming block proved to be a mistake.

Characters with the Maximal Programming Block cannot take any dots in Primal-Urge or Animal Ken during their character creation. They are not used to their beast half, and if they should spend too long in their beast mode, this Flaw will suddenly manifest itself. The character will regress into an animal mentality as with the Flaw "Feral Beast Mode" until an ally can return them to robot form. This Flaw is one that can be easily be corrected and reprogrammed, but many Maximals are stubborn about their programming and will not allow anyone to remove the block which they insist "protects them."

This Flaw is almost unheard-of among Predacons, who do not deny their beast natures.

(Note: This flaw is, of course, designed after the events in the Beast Wars episode "Call of the Wild." However, I give it a greater range of limitations, and do not apply it to any of the "ordinary" season-one characters, most of whom *did* seem to have Primal-Urge ratings despite the sudden manifestation of the block in this episode.)

Physical Handicaps

"It cannot even transform! This thing is useless."
—Megatron, "Transmutate"

Though handicaps are not particularly common in a race of robots, sometimes there are those Cybertrons who become handicapped either from protoformation malfunction or extensive battle damage. All of the Flaws listed below are assumed to be unrepairable due to an internal problem preventing the repair. At Storyteller's discretion, these Flaws may eventually be corrected by means of a total overhaul and reprogram, or other drastic methods.

Poor Video (2 pt Flaw)

Cybertron receives, for some reason, extremely poor-quality video feed. It may be fuzzy and indistinct, without color, or at a terribly inconvenient aperture (decide which, to aid role-playing). Mechanisms related to sight are very hard to work with. Difficulties of dice rolls related to vision are increased by two.

No Video (6 pt Flaw)

Character has no internal cameras, and, therefore, is completely blind in any mode. Characters with this Flaw fail all vision rolls and cannot take any Mechanism involving special sight, although other senses can develop well enough to compensate for this loss. Loss of video feed is common for those Cybertrons who have survived large energon explosions.

Poor Audio (1 pt Flaw)
This character receives audio at a lower quality than most. It is generally garbled, soft, and indistinct, and this Cybertron has to often ask to have phrases repeated. Dice difficulties related to hearing are increased by two; hearing Mechanisms are nearly impossible to use.

No Audio (4 pt Flaw)
This Cybertron receives no audio messages, and is completely deaf. Characters with this Flaw cannot take special hearing Mechanisms. Due to the neatness of Cybertron circuitry, the speech of the deaf is still completely clear, however, others will have to communicate with an audio-impaired friend in some other way. (Direct radio link-ups into the processor are common, but risky.)

No Vocal Apparatus (4 pt Flaw)
Cybertron cannot form sounds, as he has no vocal apparatus to work with. He will have to find some other way, such as signing or projecting images, to communicate with others. Some Cybertrons with this disability compensate by becoming relay scouts and simply recording the messages of others.

No Olfactory Sensors (3 pt Flaw)
Due to a damaged circuit, this character has permanently lost his sense of smell. It is impossible for him to accomplish any task involving finding a scent, or to take a Tracking Mechanism involving scent.

No Transformation (7 pt Flaw)
The ultimate in Cybertronian physical defects is the lack of a secondary form. A character with this Flaw is assumed to have a robot form, and only a robot form. He cannot derive any of the benefits from having a secondary form (if not Transmetal, he will take damage from energon exposure, etc.). He cannot transform into anything else, nor can he be reconstructed to do so without a total overhaul. Cybertronians who cannot transform are hated and pitied by others of their race, Maximal and Predacon alike. Most Cybertronians protoformed with the inability to transform are put into permanent Stasis Lock.

Other Physical Merits/Flaws

Remote Processor (5 pt Merit)
Character has a processor which can operate without being directly attached to his body. This allows the character's separate pieces to operate independently from one another—missing arms and legs returning to the body; the head and body functional even if separated—for an indefinite amount of time. A character with this merit can be in pieces and still functional: he has no Physical attributes while in pieces, but does not lose Mental attributes and may salvage himself and put himself back together while fully aware and conscious.

Misconstruction (4 pt Flaw)
This character has extremely weakened joints that often fall apart. If the character ever falls below the Injured health level, he will begin to lose limbs, attached weapons, etc., as a result. The parts are generally salvageable and the damage is repairable, but the loss can be very irritating to a Cybertron attempting to accomplish an important task. If a character with this Flaw falls to the Incapacitated health level, he is considered to be in many pieces, with the head and body separated from each other.

Shrunken Spark (2 pt Merit)
This Cybertron has a spark which is somehow smaller than average, and may be very cleverly hidden in the torso. Opponents aiming directly for the spark have a +1 difficulty to hit it (making

the shot impossible under most circumstances). Characters cannot take this Merit along with the Flaw, Obvious Spark.

Obvious Spark (2 pt Flaw)
This character's spark cavity is clearly marked and wide open. It may be a circle drawn on her outer plating, a glow that emanates from the spark area, or some other obvious target. The casual observer can easily guess where the spark is located, and opponents aiming for the killing blow are at a -1 difficulty to hit the spark cavity. Characters cannot take this Flaw along with the Merit, Shrunken Spark.

Moving Parts (2 pt Flaw)
Although most Cybertrons make the general servo clamor when they walk, transform, etc., on a Cybertron with this flaw the sounds are exceptionally irritating. This Cybertron is at a plus two difficulty for all rolls involving Stealth. The Moving Parts flaw can also consist of a sound that follows the character around where ever he goes, such as a high-pitched whine or a loud buzzing. (It does not, however, apply to theme music.)

Metallic Sheen (1-2 pt Flaw)
The character's organic beast mode, for some reason, has a metallic appearance. This may be due to shining hair, feathers, scales, skin, or another feature. A Cyberorganic Beast takes this as a two-point flaw, as he loses his ability to blend in with natural animals of the same type. A Fuzor can also take this flaw, though it is only a one-point flaw. He was never able to "blend in," but this flaw makes him easily recognizable as a robot. This Flaw may not be taken by any characters with a generation of Transmetal or above (it is already assumed). It does not effect a character's organic nature or energon-soaking ability, only appearance.

Second Head (1 pt Merit)
The character's beast mode head is, in robot mode, one of his hands. This is a Merit because it allows for a secondary processor: though animal-like in nature when the character is in robot mode, this arm is capable of some thought. It can serve as a secondary pair of eyes; it will also be able to function without rest of the body if it is somehow detached. This is not a very powerful Merit, however, because of its disadvantages; the character will have to use the "mouth" on the hand for mechanical operations.
It is common to attach a weapon to the mouth of a secondary head, and combining this merit with a Drone Force Mechanism also yields interesting possibilities. (When designing a character's robot mode, feel free to place the beast mode head wherever you like, and feel free to give a Fuzor a second head as desired. The head, however, will not be capable of operating separately from the robot body unless this Merit is purchased.)

Strange hunger (2-4 pt Flaw)
Cybertron, for some unknown reason, has faulty energon processors, and requires sustenance which is different from the natural food of his Beast Mode. At a 2-point level, the food required is simply unusual, such as a wolf who eats grass. At 3 points, the food required is also terribly inconvenient: a single, specific type of meat. Some Cybertrons develop hungers that are downright horrific, such as those who must sustain themselves off the mech-fluids of Cybertron foes. Cybertrons who can only take sustenance from refined energon, and nothing else, may take this as a 4-point Flaw.

Poison resistance (3 pt Merit)
Character is unaffected by all types of venom, and can ignore all penalties imposed by Cybervenom attacks.

Social Merits/Flaws

True Love (2 pt Merit)
The character has found his only love in the world, someone true and perfect. This entitles him to an automatic success on any Willpower roll he makes in order to protect or be closer to the object of his affection. In addition, a Cybertron gains a second benefit from this Merit: Once per story and at Storyteller's discretion, he can use thoughts of his true love (and an on-the-spot Wits/Empathy roll at standard difficulty) to regain a single point of Spark.
As always, this can be an exacting merit to play over the course of a Chronicle, and must be roleplayed.

Foe Aversion (2-4 pt Flaw)
Cybertron has a specific aversion to a certain type of opponent, such that he will absolutely never hurt a person of this designation. This mainly applies to foes that the Cybertron will not hurt due to prejudice or superstition. As a lower-level flaw, the foe the Cybertron avoids is relatively uncommon—a 2-point aversion might consist of an inability to harm the Cybertron's same protoform animal. At three points, the category is much broader, for example, a Cybertron that will not harm females, or those of his same protoform alliance. A four-point flaw is an extremely broad category, such as all flying Cybertrons.

Speech Impediment (1 pt Flaw)
Cybertron has a slight impediment to his vocal processing. These impediments normally do not make the Cybertron any more difficult to understand, which would be counterproductive to the design of the race. At worst, they can be slightly irritating, and can make the Cybertron an easy target for mockery. However, certain speech impediments are actually *good*, as speech patterns passed down from Great War heroes occasionally make their way into their offspring. A speech impediment is a very minor Flaw because unusual speech patterns are relatively common to Cybertronian culture. It is not considered common among Cybertrons to ridicule the speech patterns of others, but other cultures may not be so tolerant. Cybertronian speech impediments have a lot of variation: examples would be the need to speak in third person, the need to repeat the last word of every sentence, or a propensity for speaking in rhyme. Creativity is encouraged, and speech impediments should be roleplayed. (Most official White Wolf books say you *don't* have to roleplay them, but where's the fun in that?)

Dark Secret (1 pt Flaw)
Cybertron has a dark secret about his past which he will take enormous pains to hide from others. Perhaps he killed a good friend on accident, or destroyed an important artifact. When choosing this flaw, decide what the character's terrible secret is, then hope no one ever figures it out.

Intolerance (1 pt Flaw)
Character has a heavy dislike for one particular type of person or thing. When choosing this Flaw, choose that one thing. It should be something dramatically appropriate and common to the chronicle—there's no reason to give a character an unhealthy hatred for torque wrenches or blue pens, and an unhealthy hatred of vampires makes no sense for characters born and raised on Cybertron.

Hunted (4 pt Flaw)
Character is a criminal or other type of rogue, and is hiding out from a specific hunter or group of hunters. The Storyteller creates the hunter and does not tell the hunted character all of the hunter's abilities. A very difficult Flaw to enact over time, as it is quite possible that the hunted criminal may be captured...

Enemy (1-5 pt Flaw)
Character has, through his travels, made himself a sworn enemy for life. This Flaw varies in cost depending on the severity of the enemy...a one-point enemy is nothing but a small nuisance, but at five points, the character might be hated by a powerful organization.

Devices

Devices, the special objects Cybertrons use in their experiments, journies, battles, and day-to-day lives, can be purchased during character creation or fashioned or discovered during the course of a Chronicle. The Devices listed below are only suggestions and are by no means a complete list. Players are encouraged to have their characters design and create their own Devices depending on their situation.

A character who is going to design a Device should have high levels of Repair, Science, Matrix, and/or Procedures, or another applicable Ability. He should declare what the Device's intended purpose will be, and begin an extended roll for the invention—usually based on Intelligence. The difficulty and number of successes required will depend on what type of Device the character is intending to create.

Most of the common Devices can be built in this fashion. A powerful unique Device is usually constructed by circumstance, and not by simple invention.

Characters can be protoformed with Devices on the common Device list, unless the statistics for the Device say otherwise. It goes without saying that no unique Devices will be attached to a protoform. Certain Devices are special forms of ordinary weapons. A player who wants to use a Device as a "dedicated" weapon must simply pay for both and declare the similarity on his sheet.

Common Devices

Hotbox
Level: One
A simple Device used to temporarily confuse Infrared scanning to hide from attackers under cover of darkness. A Hotbox is approximately the same size as a standard Charge, and is activated with a roll of Wits plus Demolitions, difficulty 6. Only one success is required to activate the Device, which will output an area of heat approximately the size of a Cybertron figure. Opponents using Infrared will have to roll Perception to tell the difference between the false heat and their target. Hotboxes are not effective against more advanced Infrared.

Video Transfer
Level: One
This Device, a favorite of unit commanders, allows for full-video transfer accompanied with an audio message. The video picture is sent with the accompanying radio message, where it must be received at a device with its own viewscreen—most often the unit's central computer. It provides nothing more than the usual radio communication, other than an accompanying visual image of the speaker. This Device must be used in conjunction with the Radio Mechanism, or it has no function. It requires no activation roll.
A Level Two adaptation of this same Device allows for the inverse: video information transmitted from the unit's main computer to any specified location, where the speaker's image will appear as a 3-D translucent hologram projected onto the air before the addressee. This Device, called a Holotransfer, must still be centered at a computer, and cannot be "dedicated." Hologram Mechanisms render it obsolete for any usage beyond unit communication.

Cable launcher
Level: Two
A special type of firearm weapon, adapted to shoot a grappling hook or other type of cable. It is best used as a means of escaping combat or gaining advantage. The roll to shoot the cable is the standard Dexterity plus Firearms. The difficulty to find a hold and grapple to a higher location

typically depends on the area: only 4 to catch the branch on a tall tree; 6 to catch a beam on the ceiling of a complex; 8 to catch a safe hold on a rocky cliff. Its maximum range is fifty feet, and it may only be shot once per turn. This firearm can indeed be shot at an opponent; the difficulty to hit a foe with the attached hook is 7; it does 4 dice of damage. However, a Cybertron who wishes to use this as a weapon must pay two Weapon Points for the privilege.

Matter Scanner
Level: Two
A Device of Autobot design, put to special use by scientists and repair forces. When activated, this design will read back the material composition of any given object. This can be useful to discover information about object origin. The Device's function is usually automatic. A roll of Perception plus Science (variable difficulty) is required to operate the device if the matter being scanned is particularly alien, or is cloaked in a special way (for example, a Cybertron using a Cloaking Mechanism).

Telepathy Talisman
Level: Two
This Device, a piece of engineering developed by a devout Maximal in fear of increased Transmetal II influence, functions like a portable and interchangable version of the Encoding Mechanism. The Cybertron operating the Device, a circuit-crossed crystal which resembles a high-tech jewel, must wear it somewhere on his person. As long as he employs the Talisman in this manner, he will always be aware of outside forces attempting to contact him mentally. Cybertrons attempting to use Spark Telepathy or Download on this target do so at increased difficulty; in addition, he may roll his own Spark to counteract the successes accumulated by the influencer. The Device glows with a bright light when in operation. If the Talisman's wearer should happen to botch the activation roll, the Talisman shatters.
[Note: A Device designed for our own Chronicle, catalogued here for your everyday use.]

Glitch Kit
Level: Three
A favorite toy among Cybertron hackers, the glitch kit hides the traces of outside manipulation in local computers. Its usual appearance is a rectangular metal box; the bottom is lined with ports, chips, and wires designed to allow it to interface with almost any type of computer. It is physically attached to the system, then activated from the system internally with a Wits plus Computers roll, difficulty 7. After the Device is activated, the hacker can consider himself secure. Cybertrons later trying to detect any tampering with the computer's internal workings may still do so, in extreme situations, but only at difficulty 10. They will not be able to receive detail on which files were altered, or information on who made the alterations.

CR Scanner
Level: Three
A Device invented to aid repair sequences, the CR Scanner can check a Cybertron frame for damage, then quickly alert the Cybertron's internal repairs on how to recover it. In essence, the scanner makes "unrecoverable" damage recoverable by internal repairs by converting aggravated damage into normal damage. The Device, a rectangular mechanism with ports which must be directly connected to the Cybertron during the time of repairs, requires a Wits plus Repair roll, difficulty 7, to activate. Each success indicates one health level of aggravated damage which has been converted to normal. In addition to this benefit, if the patient is Incapacitated, but has already spent the Spark to recover, he will recover to the Mauled level immediately as opposed to waiting for a minimum number of Incapacitated rounds. If a Cybertron uses a CR Scanner during a round of combat, he may take no other actions that round.

Transfixatron
Level: Three
This Device, first created during the Great War and used sporadically thereafter, is designed to

"transfix" another Cybertron, forcing him to remain permanently in his alternate mode. Transfixatrons are sometimes used as actual weapons (Weapon cost: four points), attached to the Cybertron who operates the device. However, more often, they are standalone devices, or fitted to Drones. (A Drone of any type may be fitted with a single Transfixatron, no additional cost.)

Dexterity plus Repair, (either the activator's Dexterity or the Dexterity of the Drone the Device is attached to), difficulty 6, is the usual roll to activate this beam. The beam has a range of 50 feet, and targets may dodge. Any target who is hit with the beam automatically transforms into Beast Mode, and must remain in that mode for the rest of the scene or until he can be repaired.

It is rare, but not impossible, for a Cybertron to protoform with this Device.

Transmetal II Inhibitor
Level: Three

A Transmetal II Inhibitor comes in the form of an injection device. When used on a Transmetal II Cybertron, it will temporarily nullify his mystical powers, particuraly those related to attack or healing. The owner of the Device makes a Dexterity plus Melee roll at 9 to inject his target with the inhibitor virus. He then makes a Wits plus Science roll at 7 to decide the "potenency" of the shot. Each success on this roll deprives the Transmetal II target of his spark powers for a single combat round. When purchased, the Inhibitor has three such shots in its system; it can be "refilled" by a science-minded Cybertron with about a megacycle of work and an Intelligence plus Science roll at difficulty 8. Purchasing a Level Four or Five version of this Device is possible, where these versions have four or five shots in their system, respectively, but lower-cost versions are not advised.

Action Figure
Level: Four

A mysterious Device, first discovered on planet Earth during the Great Wars, the Action Figure is a tiny, accurate or otherwise, simulacrum of a Cybertron figure. Figures have been found representing everyone from the most minor figures of the War to heroes like Optimus Prime. Though the figures were a relatively common artifact during the Great War, they have become much rarer now that contact between Cybertron and Earth has broken up. An odd ability of the Figures is their seeming ability to predict the future appearance of new colleagues. A Cybertron may have an Action Figure which turns out later to be someone he meets, or, may have a figure of a strange character which turns out later to be his own future self. The Action Figures, despite their mysterious appearance, have no true abilities, magical or otherwise, though some of the more important figures are extremely sought-after by Cybertron collectors.

Burnout Bug
Level: Four

Another Device used primarily by hackers allows for the utter extermination of a computer's internal workings, if only temporarily. This Device is fairly inconspicuous, usually no bigger than a computer chip. When attached to the circuits of any computer, it causes the computer's functions to shut down. To activate the Device, the Cybertron must attach it *directly* to the innards of the target computer, though any of the computer's circuits will usually do. Activation requires a roll of Wits plus Demolitions, difficulty equal to 4 plus the Level of the computer being attacked. The computer will shut down for a number of rounds equal to 5 plus the number of successes on this roll. Larger amounts of successes may indicate that functions are impaired more than temporarily, and five or more successes means that the computer will have to be manually repaired. Stored data, however, is not typically lost as a result of the burnout. Communications and scanning functions are the most common elements to be destroyed by the bug.

Holographic Projector
Level: Four

This Device is used to project images and illusions into blank air—a trickery utilized by Cybertons which have not internally developed their own Hologram Mechanisms. The hand-held projector

works as Holographic Imagery 4: see the rules for the Holographic Imagery Mechanism for more details. The advantage to having this ability contained in a Device is that carrying a projector requires less fine-tuning of a difficult ability; the disadvantage is that anyone who discovers the Device may use it for his own purposes.

Transmutor Beam
Level: Five
Another Device which must be attached to a unit computer to function properly, a Transmutor is nevertheless a deadly weapon. This laser, when used on an opponent, will alter the polarity of his memory circuits, causing him to believe that he is part of an opposing alignment. The activation code of the target is altered, and his obedience to his new cause is complete, though the main parts of his personality still remain. Targets of this Device usually find themselves expressing latent impulses which drew them toward the causes of the other side of the war. For example, an intelligent Maximal may become a devious Predacon; a Predacon who was fastidious about planning may now find himself caring as well. The alteration in alliance is complete once it takes effect, though it may be reprogrammed into normal, or realtered with another shot of the beam. The beam's activation roll is the user's Manipulation plus Procedures, with a difficulty of the target's Willpower. This roll should be done in secret by the Storyteller (the results shared with the Device's target), so that the user can not tell how well his experiment has succeeded. The target will retain all his memories, and it is possible that his former friendships will manifest even after his alignment has changed; a likely target for this Device is an enemy who made his friends through competition and opposition. This laser is part of a larger apparatus, and is typically only used on restrained targets. If, for some reason, the beam is being aimed and fired, a standard Dexterity plus Firearms roll is used to hit.
Stories of the earliest part of the Great War tell of a version of this Device which could be hand-held without requiring central computer back-up. However, such a Device has not been fashioned during modern times.

Control Chip
Level: Five
In devising more ways to turn others to their sides, a clever Faction developed this technology during the Great War. Like the Transmutor Beam, it is designed to turn prisoners of war against their former allies; however, unlike the Transmutor Beam, the domination expressed by a control chip is absolute. The target of the chip loses all traces of personality, becoming dominated by the Cybertron who implants the chip. The chip's effects are variable dependant on programming. Some brands turn the targets into utter zombies, who can do nothing save obey commands; other models of the chip change their targets into puppets, who speak the voice and perform the exact actions of the controller.
The most foolproof way to install this chip is while the target is in stasis lock. However, attaching the control chip to a drone or dart-based weapon for implantation is not unheard of. (Attempting to install a chip this way requires a to-hit roll.) The activation for the chip is Manipulation plus Computers: as above, with a difficulty based on the target's Willpower. However, only one success is required for the programming to take hold.
Control chips attack the processing unit, and are counter to Spark. Therefore, a Controlled Cybertron can access no spark-based functions, including recovering from Incapacitated health. If the Cybertron falls to the Incapacitated health level while being Controlled, there is a 50% chance that the chip will be dislodged. He will still lose the Spark advantage for the moment, but will be mentally recovered when he is revived. If the Cybertron who has activated the Control Chip falls to Incapacitated, the hold he has on all of his subjects is released. A Control Chip can be implanted on an organic target, but only if the target is unconscious and forcibly operated on. Organic targets do not have Control Chips dislodged when they fall unconscious; in this case, the chip must be physically removed. The Cybertron will lose his control on the target if he is Incapacitated, but may regain the control on the organic target when he awakens again. (Certain supernatural abilities can be used to resist control, Storyteller's discretion.)

Usage of this Device (and even the Transmutor Beam, though to a lesser extent) is considered in direct violation of The Optimus Prime Directive. It is almost never employed by Maximals.

Transmetal II Driver
Level: Five
The original Transmetal II Driver was developed by the Vok race, for reasons unknown. Though the original Driver was destroyed in the Beast Wars, the technology, and driver schematics, eventually found their way back to Cybertron. A Transmetal II Driver is a spherical Device which can be held in two hands. Most completed Drivers are of a dark metal, with red inlaid stones, though appearance may vary slightly. This highly rare, often sought-after Device is the key element to creating a Transmetal II Cybertron. A Cybertron who understand the Transmetallize Procedure can build the Transmetallization apparatus in conjunction with this Driver; the end result will be a Transmetal II Cybertron. Combining the Procedure and Device are the only known way of creating a Transmetal II. The Driver can be used multiple times, creating as many Transmetal IIs as necessary.
No character will ever be protoformed with a Transmetal II Driver. The Driver must be manufactured by a Cybertron with the (very rare) plans, or it must be a found object. There should be a good explanation to go along with a starting character who has this Device in his possession.

Unique or Highly Rare Devices

The following Devices are of Level Five and are extremely rare, or, in some cases, one-of-a-kind. Consult your Storyteller before starting a new character with one of these Devices. Most of these devices only make sense as such if a Chronicle is set after the run of the Beast Wars television series. Ignore them if setting a chronicle before this series. The list for unique Devices used during the series is found in Chapter Eight.

Note that this portion of the Device list contains series spoilers. Skip to the next chapter if you do not want to read this list.

Sword of Dinobot
Recurrence: Unique
Level: Five
Appearance: As a typical Predacon drill-bit sword: six-bladed.
Abilities: This sword, though a Predacon design, was wielded by the Maximal named Dinobot throughout his struggle against the Predacon general Megatron. The blade was finally lost in his struggle to save early humanity from destruction. Most sources say the sword was scrapped, but there are those who hold that the sword still exists, buried somewhere beneath the valleys of Mesopotamia.
This sword, when wielded by a Predacon, is an ordinary drill-bit sword of the traditional type. However, should the sword be picked up by a Maximal warrior, it becomes more powerful. It allows the Maximal fighter to add his current permanent Spark score to every damage roll he makes, and has a lowered damage difficulty of five. Dinobot's spark is strong surrounding the blade and guides its blows for warriors with honor. A fighter who is deemed lacking in honor, Maximal or Predacon, will be completely unable to use this weapon. It is possible that a Predacon with extreme honor would be allowed to obtain the benefits of this weapon, but it is likely that an alliance change would be required of him within a short time.
A similar blade, The Sword of Grimlock, is rumored to exist, and have even greater power. Certain Maximal legends hold that the ancient Autobot commander is secretly holding ranks among the Maximal forces in a far-off colony. If this is true, it is possible he still holds his own sword.

Hammer of Dinobot
Recurrence: Unique

Level: Five
Appearance: This hammer seems to be a primitive weapon indeed, as it is little more than a stick fastened crudely to a sharpened stone.
Abilities: This is an improvisatory weapon, which Dinobot created and wielded to prevent Megatron from harming a tribe of pre-humans at the dawn of time. It is said to be the first tool ever taken up by man, and in this way, is partially responsible for the existence of the human race. As an artifact, it has been endowed with certain unexplainable powers. It is virtually immune to ordinary methods of decay; the wood does not rot or burn, and the hammer will never fall apart. When used in combat, the Hammer does aggravated damage (Strength +5, Difficulty 7, as an axe) to Cybertrons and all other races, and ignores all armor. It has been passed down through generations of human tribes.
Other possible devices that may have filtered their way through human tribes include the so-called "Predacon Masks" (in actuality, the intact portions of the remains of two of the Beast Wars' Predacon force), rumored to cause temporary or permanent insanity in their wearers. These morbid artifacts were last known to have been in the possession of the Predacon survivor, Waspinator.

The Rubber Duckie of Megatron II
Recurrence: Unique
Level: Five
Appearance: This toy appears to be an ordinary yellow "rubber duck," with painted features. It was possessed by the Predacon commander who called himself Megatron, who used it in his recovery baths throughout the course of the Beast Wars on planet Earth.
Abilities: Don't laugh at the duck. Rumors that this toy still exists somewhere on planet Earth has spawned many arguments and even the occasional quest among curious and enterprising Predacons, who believe that it may contain some sort of valuable message or fascinating ability. Other Predacons say that's the dumbest thing they ever heard.

The Spark Chamber
Recurrence: Unique
Level: Five
Appearance: A small box with two equally sized halves and opened sides. It is just the right size to accommodate a single spark, and the inside of the chamber is lined with tiny blades of raw energon. The two halves of the box may be squeezed towards the center until the blades touch the far sides. The box springs back to its original state when not compressed. It is clearly marked with the Predacon symbol.
Abilities: This devious device was designed by Megatron II to contain the core of an indestructible spark: that of Protoform X, a Starscream clone known by most as Rampage. Megatron removed this core with an energon blade, then placed it in the box. When he pushed inwards on the box, the energon would not damage the indestructible spark, but would cause its owner intense pain. In this way, Megatron could control Rampage, despite his objections. Another such device could possibly be fashioned, if necessary, though the device that controlled Rampage is rumored to be the only such spark chamber that could contain the spark of Starscream himself. The device was last known to have been discarded when Megatron used the spark it contained for a different purpose, and may still be somewhere on planet Earth.

Golden Shard
Recurrence: Ultra-rare
Level: Three—Five
Appearance: A silver of shattered disk, colored gold. Most of these, if found, would be too small to be useful; however, a small number of still-readable shards exist, which would be a tiny fraction of a much larger disk.
Abilities: The Golden Disk, a Cybertronian artifact warred over during the Beast Wars on Earth, was eventually shattered. However, a few fragments, large enough for data to be read and extracted, remain. The data on the Golden Disk itself varies greatly, but among its information

were the codes to open the doors to the Autobot ark, a message to future followers from the Decepticon commander Megatron, and a wealth of information about the planet Earth and its people. It is possible that several shards may still exist—either in Predacon hands or on planet Earth—which contain bits and pieces of this information. The power level of the shard depends greatly on what information it contains. Any shard that contained any part of Megatron's message would be a level Five shard, but a shard with nothing but Earthly music would be at a lower level.

The Covenant of Primus
Recurrence: Two exist.
Level: Five
Appearance: A file-book dating back millions and millions of years, containing a Cybertronian tape-data system and a viewscreen. The volumes are marked on the front covers with the Autobot symbol, and despite their different ownerships are virtually idential.
Abilities: One Covenant was owned by Optimus Prime; the other copy by the original Megatron. This work, the Cybertron Bible, contains passages about the histories of Primus and Unicron, and predictions about the future of Cybertron. Though countless copies of the work have been filed, the original two copies (which may contain apocrypha not transfered into common knowledge) were lost when the Autobots and Decepticons first crashed on planet Earth. Maximals and Predacons located the volumes during the Beast Wars, but they were again lost. The books have no special properties other than being the original volumes of a great work, but that alone, plus the circumstances of their ownership, makes them the target of great religious argument. It should be noted that not all Cybertrons believe the words in the Covenant as fact; some of the more scientific types dismiss "the Primus theory" entirely.

The Mint Condition Action Figure of Optimus Prime
Recurrance: Extremely rare.
Level: Five
Appearance: An Action Figure, as above, in the perfect likeness of the Autobot hero Optimus Prime. This Figure, if found, would be in perfect shape, and still in the original box in which it was contained while on planet Earth.
Abilities: Fetches a really good price at conventions.

CHAPTER SEVEN
PROVING GROUNDS
STORYTELLING

An Example of Roleplay

To understand how this system can be used to its fullest, here is an example of gameplay. Rather than an invented situation, this example and the others below use scenes and characters from the Beast Wars television series. An explanation of the events of the scene is provided, along with a sample of what a Storyteller and players might be doing if the episode were actually a roleplayed event.

Greg Johnson, today's Storyteller in the Beast Wars Chronicle, has gathered his whole nutty troupe around to do a little episode he calls "Bad Spark." (Yes, of course, many more people deserve credit for this work than just voice actors and writers! But, just for fun…) In this episode,

he plans to premiere a new antagonist for the Beasties to fight over. This is a "Season Two" Scenario, so if you're using the character sheets to follow along, remember to scroll down.

There's no comic book or short story for you to follow along on this one, so I would suggest going to the video tape, if you can!

Optimus Primal (Gorilla), Cheetor (Cheetah), and Silverbolt (Wolf/Eagle)—three Maximals with Flight Mechanisms—have made their way to the center of a jungle, where they have found a stasis pod ominously marked with a giant red "X." Optimus Primal, the unit commander, explains to his allies the origin of the stasis pod: inside is a criminal, and murderer…"Protoform X," whom the Maximal unit had hoped to dump on a barren planet before their mission accidentally crash-landed on Earth.

The stasis pod, as luck would have it, has landed on a bed of raw energon. Optimus Primal and Cheetor are Transmetal; Silverbolt is a Fuzor, and can't soak the damage. Greg gives his players the benefit of the doubt; he tells them they'll be rolling soak every other round. The Transmetals soak all the damage, but situation forces Silverbolt to stay in robot mode, and he's taken two Health Levels already.

Right around the corner, a few Predacons also have their claim on the stasis pod, which they believe could hold a possible ally. Greg asks his Maximals to make a Perception roll, but the difficulty is 9: even though their attacker is a noisy type, the surrounding trees are blocking most of the sound. They fail, meaning the Predacons get a head start…

Blackarachnia (Black widow spider) and Waspinator (Wasp) arrive on the scene. Blackarachnia can't fly, so she's being carried by Waspinator in beast mode. She's the one in position to attack. Her Dexterity + Firearms pool is 6, and she's armed with exploding darts. Venus makes her roll: 4, 1, 7, 5, 3, 2. She has a single success, but the "1" cancels it out. The shot smacks the side of the stasis pod, and if the Maximals didn't know the Predacons were there before, they do now.

"Predacons claim that protoform!" she shouts, regaining her composure from that lousy shot. Waspinator puts her on the ground, and transforms into robot mode. Transforming uses his round, so it's all he can do, this time.

Now everyone can roll initiative, and the fun can start. Waspinator has the highest Wits/Altertness pool—6—and scores 3 successes on his roll. Blackarachnia has a pool of five, and rolls 4, 6, 8, 9, 6…four successes, this time! Cheetor scores 3 successes; Optimus 2, and Silverbolt only one.

Meanwhile, "off-screen," Alec says he wants to get his Predacon, Tarantulas, in to join in on the fun. Greg says he can arrive on the scene, since he, too, was tracking the pod, but only after this round and the next are resolved.

Blackarachnia decides to take another shot. She sees a possible weakness in Silverbolt, because of his lower generation, and declares he'll be her target. This time, she scores 2 successes on the roll to hit. With a firearm weapon, she can add these successes to the damage roll, so, Venus rolls five dice. 7, 6, 2, 3, 8. Three damage: not too shabby. Silverbolt's Stamina is four, and he rolls 6, 8, 1, 4. He only soaks one point, so he's already down to the Wounded level.

Waspinator has the same weapon as Blackarachnia, but a larger Dexterity + Firearms pool: 7! He wants to take his shot at Cheetor; Ian, fearing the worst, declares he'll dodge, then spend an Energon so he can attack back. His Dexterity + Dodge pool is the same as Waspinator's pool to attack. Ian drops his roll: 3, 5, 6, 7, 8, 8, 0; and Scott (who always plays several characters a night) drops his: 1, 2, 2, 3, 7, 7, 8. The result is Cheetor's deft roll to the side, having beaten Waspinator's successes by two. Ian erases two points of Energon from his sheet, one so that he

doesn't have to split his dice pool on the next shot, and another to activate his energy-based weapon, which is attached to his hands. Since Waspinator didn't declare any expenditure, he has to take what's coming next: an exemplary roll. Cheetor's fusion rifle fires off a 2, 5, 7, 8, 9, 0, 0. Five successes, meaning that not only does Waspinator have a lot of damage to eat, but he's going to be knocked out of the sky. The damage roll tops off at eight points. The soak roll has two successes, but the whole of it is enough to send Waspinator to the dirt. Scott, who's already had to deal with Silverbolt's failing health, complains that the dice have not been liking his characters tonight. He decides not to spend any Spark if Waspinator loses that last Health Level. Greg says that, in one round, the area energon will knock him out cold.

Seeing that Blackarachnia is sorely outnumbered now, Gary, running Optimus, decides to use his action to propose a truce:

OPTIMUS PRIMAL: "This isn't necessary! Its spark was extinguished! We're too late!"
BLACKARACHNIA: "Pardon me if I don't *buy* that *load,* monkey!"

...and our players engage in some aggressive roleplay.

Silverbolt has a rather interesting Flaw that's going to come into play now: his Foe Aversion won't allow him to harm a female. Scott says he'll use this turn to get Silverbolt a little distance from the energon pit.

Venus still doesn't like these odds. She's spent two rounds in this area now, and, since Blackarachnia is a standard Organic, she's taken a Health Level of damage. Venus says she'll be spending some Energon, this time, hoping she can get enough actions in to beat the Maximals. She asks Greg if there is a tree, or such object, that she could use to slow the Maximals down. Since he's encouraging creative play, he says that—yes, he'll do her one better—there is a rocky outcrop right above Optimus's head, bringing the "Coyote" modifier into play. He declares that the amount of successes she scores on damage to the outcrop will determine the "rock rating" of the debris that tumbles down. She's hoping for a good roll to-hit, since a level 3 rock won't be enough to stun Optimus. The to-hit roll has 4 successes, and the damage roll has 5. That will do it. Optimus can still soak the damage (he soaks all but two), but he's not going to be able to act this round. Venus crosses off an Energon so she can take another shot. Her newest plan is to send Cheetor into the energon pit, hopefully increasing his damage. Greg says if she has three successes on the to-hit, he'll give her an extra die of damage for knocking him into the energon. However, he's Transmetal, and can still soak the damage. Her to-hit roll is 2, 4, 5, 7, 8, 9: just enough. The total damage roll is 5, and Cheetor soaks only 2. He's taken a good amount of damage, now, too, so, so far, Blackararchnia's doing a great job all by herself.

Meanwhile, the fighting is starting to agitate the unstable energon, which is all according to the Storyteller's plan...

Now, only one obstacle remains between Blackarachnia and the stasis pod, and that is a very unwilling Maximal who's taken his share of damage already. Scott declares that Silverbolt will not attack—he can't, in fact, because of his character Flaw. Feeling somewhat annoyed by that fact, Blackarachnia assaults him with her bare…pinchers. Venus rolls 6 dice for a punch. It connects, but Blackarachnia's Strength is only "1," meaning that in robot mode, she rolls 2 dice for Strength. Silverbolt's Stamina is 4, so he soaks the punches without much trouble, all the while attempting to stop the fight.

Alec wonders if it's his turn yet. He's ready to have Tarantulas make an entrance, but...since he waited all that time, he wants something flashy. After having his first idea—an "energon-discharge" match with Cheetor"—shot down by the Storyteller ("Look, we already *apologized* for 'The Low Road!'"), Alec has a better plan. He'll use the pre-established "rocky outcrop" as a ramp

for his motorcycle vehicle mode, getting enough air to transform before hitting the ground, and grab Blackarachnia on his way down. This is a neat idea, so Greg's all for it, but it will be difficult at best. He declares that Tarantulas will need to spend a total of two Energon to pull this off: moving in is one action, transforming is a second, and attacking is another. He'll also have to succeed on a Dexterity + Athletics roll, difficulty 8, to get enough air to attack, but, Greg will subtract his successes from the difficulty of the grapple. If he fails the roll, no grapple, and if he botches, he'll look like a complete fool. Alec erases two Energon, and crosses off a Willpower, too, for an extra success. He didn't even need it: 3, 5, 8, 8, 9, 0: a total of five successes not only makes for a beautiful arc, but makes the grapple automatic. The crowd goes wild.

Blackarachnia is, needless to say, confused by the act, since it's usual Predacon behavior to fight with Maximals before fighting with each other.

BLACKARACHNIA: "What are you doing here?"
TARANTULAS: "You have information I want!"

The pair little suspects that yet more Predacons are privy to this conversation, over an open transmission. Silverbolt, meanwhile, has been holding action forever, and, finally, he sees a target he can take out. He starts his own fistfight, with Tarantulas…

What happens next? Energon explosion, group separation, a couple of characters who can't soak spending Spark to stay standing, and Critical System failures all 'round. A Maximal and a Predacon are going to have to work together to get themselves out of the jungle alive...and the real menace has now just awakened. If you're following this on videotape, see if you can guess how the dice fell.

Systems

"The future is not determined by a throw of the dice. It is determined by the conscious desicions of you and me."
—Phong, Reboot, "Identity Crisis"

Some examples of how to resolve Beast-Wars-specific non-combat actions are below. For information on resolving certain types of rolls during combat, see Chapter Four, "Battle and Weapon Systems." For information on non-combat actions which are not unique to this system, see other White Wolf publications.

Virtual Reality

Storytellers are encouraged to make computer work and hacking as interactive as possible. Cybertrons can, by plugging themselves into computer systems via Download, actually explore these virtual systems in a "physical" form. However, when traveling inside a dangerous system, Cybertrons can actually be forced to fight for their lives without leaving their seats. Inside a computer system, replace a Cybertron's Strength with her Intelligence, her Dexterity with her Manipulation, and her Stamina with her Wits. Intelligence is not doubled as a Strength modifier, and guns do only half their normal damage.

If a Cybertron should be unfortunate enough to engage combat inside the computer, she will be forcibly logged off the system if her astral projection is brought to Incapacitated. She must still spend a point of Spark to regain conciousness after this abrupt failure (in fact, nothing else will revive her), but she will not be damaged outside of the computer as she has taken no physical

damage. She can then log on again without penalty, save the loss of time, effort, and Spark. Alternatively, she can spend "bounce-back" Spark before dropping to Incapacitated if she wishes to remain logged onto the system, but in this case she must roll a Critical System Failure. A Cybertron who spends her last point of Spark inside the virtual world, or who has her Spark destroyed in the virtual world, becomes a mental vegetable with no hope of recovery.

Mechanisms and spark powers work as normal in a computer world (save the substitutions for Physical rolls), but certain uses (such as the Magnetism 3 Electromagnetic Pulse) are strongly discouraged.

Applying to Transformers

Transformers "purists" no doubt are wondering where the all-important Autobot and Decepticon information is located. However, this is another task in itself, requiring extra modifications to that which I've written above.

If this system is met well by Beast Wars fans, I have full plans to release a compendium: "Transformers: The Great War," which will provide all the details for creating Autobot and Decepticon characters. However, this system alone will likely suffice, with only a few modifications.

In a Great War Chronicle, do not mark a Cybertron's "Protoform" and "Alliance." Rather, mark Alliance as normal, and mark the character's "Faction" within this alliance. A sample Faction/Alliance combination would be Dinobot/Autobot, or Constructicon/Decepticon. Characters typically owe more loyalty to their Faction than Alliance.

Notice that the Mechanism section is basically complete for all types of Great War Transformer. (Perhaps you even noticed a few of your favorite Autobots in those rules above!) For Great War heroes, Level Five Mechanisms were much more common, and Cybertrons all had one ability for which they were specifically designed. For each character, choose a certain statistic: be it a specific level of a certain Mechanism (not the entire Mechanism), an attribute, a weapon, etc, and mark it with an "S." This is the character's personal "Shtick," and he may consider himself specialized in it, allowing for one automatic success on all rolls involving this ability, and the ability to re-roll tens for greater successes.

Background points will obviously require a different kind of spending. The ideas of "Pure Design" and "Past Spark" still apply, but to a lesser degree, given that most of the great heroes are still alive. "Generation" is especially tricky; no Autobots or Decepticons should spend Background points there, as their Generations do not follow the Beast Wars rules—a Generation of Transmetal is already assumed. However, allow Autobots and Decepticons to spend Background points in a new category:

Age
An Autobot or Decepticon who spends no Background points to his age is assumed to be a fledgling, recently built, but may be aged more than a century. Otherwise, the ages chart as follows:
1 Several hundred years old, up to one thousand.
2 Several millenia old, one-hundred-thousand at maximum.
3 From a hundred-thousand to four million years old, covering the gap between the departure and awakening of the great heroes.
4 Anywhere from four to nine million years of age, having lived for a good part of the Great War

but never experiencing Cybertron's Golden Age.
5 Over nine million years of age, possibly as old as the dawn of time.

"Modern" Cyberorganic Cybertrons do not need to spend for this Background as they will as a rule never be more than a few hundred years of age. However, if the Storyteller's Chronicle is set in a *very* distant future, this Background may be used for all types of Cybertrons.

A Great War Autobot or Decepticon spends one Energon every day automatically, just to function. (They are major fuel-suckers, because they're so huge.)

The obvious: Rather than having beast modes, most Great War Transformers had vehicle modes. Generate vehicle modes as beast modes: by rearranging the Physical attributes as well as Appearance; however, add Manipulation into this mix. To create a "Triple-changer" (or more), spend five freebie points for an added form, as with Optimals.

Autobots begin with four points of Willpower; Decepticons with three. All Great War Transformers begin with three points of permanent Spark, but may add a point for every point they spend on the Age background.

Great War Transformers may buy any Mechanism, but may not buy Spark Powers.

Live-Action Roleplaying

Transformers would be a fascinating experiment in Live-Action Roleplaying. While I love White Wolf, I'm not a huge fan of the Mind's Eye Theatre "trait-bidding" style of play, which seems somewhat unwieldy for a Cybertron firefight. I do plan to study and revise it as I am very interested in running a live-action Beast Wars based directly on the series which I will call "Beast Wars: The Agenda." If I create a complete live-action compendium for this Transformers system, it will cover all four major races, and be called "Cybertron: The Other."

If you're deciding to run Transformers as a live-action game, remember the No Touching rule. For added Humiliation Factor, players should probably crawl on their hands and knees while in Beast Mode (unless, of course, the mode does not require it; I predict a lot of raptors and eagles). Arms-out like you're playing Airplane for a character in Flight Mode. Use toy weapons which are obviously toys, but, please, retain some verity and use toy weapons. Index cards are okay, but they're pretty sad. It's not that I'm telling you to ignore White Wolf's safety rules, it's that I'm telling you not to fill your Supersoakers with hydrochloric acid and play this in an airport. Another fun option is to dig out your old action figures for play. If you're into roleplaying with miniatures, the figures are a great idea! You'll have to manufacture your own hex board, but it might be worth it just to see the way a game plays out (and you can finally get some use out of that Cybershark figure you bought on a "hot tip"). Of course, if your Optimus Prime is still in the box, I would leave him there, that or send him to me as gratitude for "creating" this role-playing system.

This is bound to be a combat-based simulation, so prepare for it. Allow for surprise-attacks and ambushes. Choose settings that make sense; stick to indoors if you're playing on Cybertron, but if you're on Earth, finding a wooded area might add to the realism. Teamwork and treachery would be the ultimate keys to survival, along with good in-character acting.

I'm not required-by-law-or-I'll-get-sued if I say this, but I can't resist pointing out in my own genial way that you shouldn't use my Transformers system as an excuse to do something completely stupid. I don't care if you're a bobcat Transmetal with a jet-plane vehicle-mode; don't climb to the top of a two-hundred-foot pine tree and take a flying leap.

(I've broken every major copyright law in the book, so I might as well cover my butt on the injury suits.)

Playing On-Line

Considering you took the time to find this web site, I'm betting you've done a little bit of roleplaying on-line. Before I got into sitting around a table with dice, books, and flesh-creatures, that's where I started, too. In fact, on-line info might even be what you were looking for in the first place.

Playing on-line is a great idea if you can't find a local troupe (or a lenient enough Storyteller) to play Beast Wars. The simplest way to do it is to have every person make a character sheet, and gather in a chat room to play. AOL has as dice-rolling feature, and certain World Wide Web chat rooms provide this, as well. If your system doesn't allow you to roll dice, you'll have to take the other players' rolls on faith, so make sure you pick a group you can trust.

Cybertrons in the World of Darkness

Though this system is probably best suited to reproducing the events of the Beast Wars themselves, it is possible to cross this over with other World of Darkness systems.

Probably the easiest way to cross Cybertronians into the World of Darkness is to create Transformers: Autobots and Decepticons, the Great War heroes themselves, who can disguise themselves as the character's cars, computers, flashlights, whatever. The other simplest way is to incorporate Cyberorganic Beast time-travelers, who choose the forms of common animals and hide themselves among animals of the same type. A Transmetal in vehicle form might be able to hide in a common garage, if the form was good enough, or an Optimal might have even better luck.

There also is the odd possibility of a Cybertron who decides to choose a human being as his "beast" form, or as one part of his Fuzor form! It has never been done, but is not impossible. A Cybertron who chose this would be a fully organic human (to the point of reading as human to most special forms of detection!) in his Beast Mode. There would be exactly no point in a Transmetal choosing this form, though Fuzors can create winged humans, Satyr-pretenders, or a hundred other possibilities.

Finally, a Cybertron in robot form can disguise himself as a human being by taking enough points in the Hologram mechanism. An Optimal would likely be too large to have much luck with this trick, but combining this trick with a Transmetal II yields interesting possibilities. If this Mechanism is used in this way, remember to also take one point in the Cloaking mechanism to hide the machinery sounds of Cybertron movement.

Once the problem of hiding is solved, coming up with a character origin for the World of Darkness should be easy enough. Cybertrons are excellent space travelers. Though it's 100% certain that the Transformers series *didn't* take place in the World of Darkness (imagine the complications if it did!), that doesn't mean you can't bend a dimension or two.

If you are adding Cybertrons to your WoD campaign, beware the lure of "cross-over characters." Remember that Cybertrons do not have blood, so turning one into a ghoul, or, worse yet, Vampire, is out of the question. A Vampire who tried to bite a Cybertron in beast mode would get

a rude awakening indeed as the organic layer on top gave way to wires and mech fluids underneath!

And juuuust so you don't have to ask:

There are no Cybertron Mages. Cybertrons may believe in whatever system of reality they like, but most believe in an intact reality, and very few place much stock in "magic." However, Cybertrons do not count as Sleeper witnesses. ("That Mechanism is totally gear! When you get the chance, would you let me browse your data tracks?") In addition, spark powers are, in a way, Prime magick: they are flashy, immediate, and vulgar as all get-out. It is up to the Storyteller to decide on Paradox backlashes for these powers in high-reality areas; they are not normally recommended, but may lead to some interesting roleplay. Mechanisms, transformation, energy-based weapons, and the like, are purely scientific and will never cause such backlash.

Cybertrons have a life pattern, which reads as strongly as the Cybertron's current Spark rating. The pattern is centered in the spark cavity; Mages can tell the location of a Cybertron's spark with an excellent Life or Spirit roll. However, Life magic cannot be used to repair robotic frames, even in Cyberorganic Beast mode. Prime magic can be used to recover Spark; Matter to repair physical damage. A Spark itself is part Life, part Prime, and part Spirit. The Cyberorganic Sparks will read highest in Life; the Transmetal IIs' highest in Prime. A Mage can tell the exact power of a Cybertron spark with Spirit Sight, and may also gather readings on a Cybertron's past sparks.

Cybertrons are essentially Banal creatures and typically have a Banality equal to the average Vampire, though Cybertron does have its occasional jokester, too.

The Humanity rating of any given Cybertron tends to be pretty low, though some can work their way up the charts. Consider Predacons to be at a small disadvantage with an average Humanity in the 4-6 range. Maximals' Humanity ranges from 5-7. Variations abound.

Cybertrons, being robots, tend to read of Weaver, but will also read however their beast modes would. Predacons read of more Wyrm than Wild; Maximals of more Wild than Wyrm. Most Predacons will show up under use of a Sense Wyrm gift, unless they have protoformed a very harmless beast and do not act according to usual Predacon nature. A Unicron protoform will always read of Wyrm regardless of Alliance. (Consider Unicron himself to be an aspect of the Wyrm—a descendant of Eater of Souls, perhaps. A Vok alien would read in perfect balance.) A Scent of True Form on a Cyberorganic in beast mode will not come up unusually at all save on an exemplary roll. Cybertrons in beast mode will read as Cybertrons with a difficulty ten (if the Garou is familiar with the species); Cybertrons in robot mode who are disguised with Hologram or Cloaking are at the same difficulty.

Cybertrons return to the Matrix when they die, not the Shadowlands, and there are no Cybertron Wraiths. The Matrix itself can be considered a part of the Deep Umbra and a particular offshoot of the Digital Web. It is mostly unknown to Umbral travelers who are not Cybertronian. Dead Cybertrons do have spirits—in their sparks—and may be summoned as such, but not returned to life from death save through traditional Cybertron means.

Ordinary Cybertron weapons, even energy weapons, cannot damage Wraiths. However, a supernatural, unique Cybertron weapon can, as can a weapon infused with spark power. Energy weapons still do aggravated damage to organic targets; they are like flames or radiation.

Certain Cybertrons are very spiritual creatures, and all have some connection to the Wild. They can travel into the Umbra with their forms and weapons intact, and even enjoy the place, depending on their beast modes. However, they cannot make this jump on their own.

A Cyberorganic Beast can only protoform a singular animal which is (or was once) natural to the area it inhabits and of which DNA is available, and cannot protoform as a shifter such as a Garou, or as a Changeling. (Nice try.) A Cyberorganic cannot protoform a Vampire as it is not a living creature. (Nice try again.) A Fuzor only protoforms *two* animals, so the organic "horse/dove/narwhale" combination that femme-bot fan-fic writers adore so much doesn't work in this system. (Sorry there.) Cybertrons of the Optimal generation can protoform whatever type of *living* creature they desire, but must pay five freebie points for every mode they have beyond the first two. ("Okay, I'm an Optimal, and I'm going to have a Crinos Garou Beast Mode, and a second mode that's a Satyr, and another mode that's a dragon." "Okay, fine...pay ten freebie points for those two extra modes, and, remember, they're going to be METAL... And where are you getting all your Mechanisms from, then? Um...that flame thrower is going to cost extra.")

As you can see, I do not recommend writing Cybertrons into World of Darkness campaigns for the sole purpose of munchkinism. I do give the potential formulas for munchkinism in this system, but I don't condone people who play just for that purpose.

Do *ask* a regular White Wolf Storyteller before entering a Cybertron into his campaign. You can spring it on all the other players if you want (There's a lot of glee in taking people unaware when your quiet wolf character everyone assumed was a stunted Garou suddenly *maximizes*...), but don't spring it on the guy or gal in charge.

To Spend, or Not To Spend?

Some readers may be puzzled by the decision *not* to spend reserved points. Why wouldn't a player spend a point of Spark to revive himself, every single time he falls unconscious? Why wouldn't a character with a five Dexterity use his "Poor Man's Celerity" to win every fight, the minute he gets initiative?

Storytellers are encouraged to monitor the Energon rules extremely carefully in crossover Chronicles. White Wolf tends to be wishy-washy about its Celerity rules, altering them at whim if they feel they gave too much power to characters. Energon can, sadly, do the same. Luckily, Energon is used for many, many applications, so the overuse of it for extra actions is sure to catch up with players eventually. Players also must keep in mind the dice penalties for running on low energon, and Storytellers are encouraged to make these penalties more severe if energon actions are imbalancing their Chronicle.

Cybertrons tend to deal damage and take damage very quickly. Thus, the "Spark" rule. They rise again. Why not spend Spark? Well, it's a good idea to go ahead and accept stasis lock any time you're sure you're going to get out of the situation. If you have allies left at all after a fight, they will have a much easier time repairing you if you *haven't* taken any System Failures. Most importantly, remember that running out of Spark points is the way you end up dead. Spending Spark several times in a row can result in a no-win situation if you're completely outnumbered; sometimes, playing possum is the best way to wait for reinforcements.

The Character Sheet

To create a character sheet which is perfect for use in Transformers, use a four-page Werewolf sheet and a four-page Vampire sheet. These sheets will probably be for a specific clan and tribe, but it doesn't matter which. On the Werewolf sheet, label the top "Beast Wars." The bracket underneath the logo should read as follows:

Name: **Generation:**   **Protoform:**

Player: **Beast:**   **Alliance:**

Chronicle: **Nature:**   **Class:**

Alter Skills and Knowledges as needed to reflect the categories used above. Cover the "Renown" section with the "Other Traits" section from the Vampire sheet (I would have liked to have used it! But it got way too complicated...the same goes for Virtues...). Cover the "Rage" section with the Vampire "Blood Pool," and label it "Energon." Relabel "Gnosis" as "Spark."

Label one of the "Gifts" columns as "Weapons." For the other, cut the "Backgrounds" slots out of the Vampire sheet and tape it overtop: mark this as the Mechanisms column. (Chances are, a few of your Mechanisms will spill out onto "Other Traits," and your Spark Powers assuredly will, if you have them.) Cover the "Weakness" section with an Experience box. We don't worry about weaknesses. If you're really into them, you can always write down the Weakness for your particular Generation, (**Weakness: CANNOT SOAK ENERGON DAMAGE IN ROBOT FORM; Weakness: MISTRUSTED BY LOWER GENERATIONS -1 SOCIAL ROLL**) but I bet you can remember it.

Take the Merits and Flaws box from the second Vampire page and place it overtop of the "Forms" chart on the second page of the Werewolf sheet. Take the (usually ten-dot; mine are cut to eight) Attributes from the Vampire sheet; place the three Physicals and the Appearance Attribute on the sheet, and label it "Beast Mode." Leave spaces for your Vehicle Mode (in case you have one). Also, leave space to write or sketch the location of your character's Spark—it's very important! I like to place the Vampire Combat Chart on top of part of the Werewolf Combat Chart, allowing for more room to detail out my weapons. (The "Stargazers" sheet has the nine-slot Combat Chart I use.) There should still be the "Rites" box left open; label it "Procedures." Any extra space is useful for writing down the rolls for your favorite Mechanisms.

Now the most difficult and important stuff is out of the way. The Expanded Background third Werewolf sheet is pretty much okay, with a little relabeling. Unless the Werewolf tribe you used has Background restrictions, you'll have all the slots. Ignore the "Nature" and "Demeanor" bit at the top. Also forget about the extra "Merits and Flaws" box, or paste "Gear" and "Equipment" on from the Vampire sheet; it's a good place to list your Devices and how to roll them, and you'll need a little extra space. Instead of "Sept," write "Base." You'll want to know the level of your base's computer. My sheet has lines labeled "Name," "Location," "Alliance," "Commander," "Computer/Level," "Security" (Have auto-guns set up? Note 'em!), and "Description." Experience is covered, so use the "Feeding Grounds" and "Vehicles" or similar from the Vampire sheet and label them "Refueling/Recovery" and "Ships." Same basic idea, right?

The fourth page of either sheet is pretty much the same, so use whichever one you like. It's a "Unit Chart" instead of "Pack" or "Coterie." Under "Description," be sure and leave space to describe both your robot and beast modes. (If I have space leftover anywhere on any White Wolf sheet, I like to do a "Personal Quote.") On the left sidebar of "Description" I only use a few values: "Age," "Apparent Age" (A tough call, basically, choose a range, like "Middle," "Teenager," etc.), "Optics" (AKA Eye-color, but number, too, if you're a spider or such), "Sex," "Apparent Race" (A frame-of-reference for those who look at the character, for example, Blackarachnia is basically Asian, and Quickstrike is from Texas), "Height," and "Weight." "Nationality," as in planet, might be a nice thing to add if you're dealing with a colonizer, and for mammals, "Hair" might apply.

There! That wasn't so annoying, was it? Now, if you're feeling really jazzy, you can put your Alliance symbol in the top corners of all the pages.

Alternatively, you now can download my blank Beast Wars sheet, which is a Word 97 document about half the file-size of a 3¹ floppy. It still has that "freshly homemade" look, and it's not the world's cleanest print, but at least it's already put together. I even utilized the Beast Wars logo font to make the whole of it look "less Werewolf." (I would like to improve on this rough sheet when I have the time.)

"Tech-Specs"

"Tech-Specs," the character information included with every Transformers action figure, are currently a very popular way of generating character sheet information for Transformers-based role play. They are nowhere near as specific as the method used above, but popular enough to warrant a look in this document.

Converting your White Wolf character sheet into your character's Tech-Specs involves some relatively simple math. Tech-Spec information is on a scale of 1 to 10+. Once you have received your final number for any of the ratings below, round it to the nearest tenth. If the number is above 10, simply write 10+. Tech-Specs can be created at any time—right after initial character generation, or whenever a character has been altered.

Strength: Take your character's full robot mode Strength. Add one if his Beast Mode Strength is above 4.

Intelligence: Add the character's Mental Attributes together, and divide this number by two. Add one to this for every Knowledge the character has which is above 2 points.

Speed: Multiply the character's Dexterity by two. Add one point for every point in the Speed Mechanism the character has. If the character has the Speed 4 Mechanism, his Speed rating is 10. If he has Speed 5, it is 10+.

Endurance: Multiply the character's Stamina by two, and add his Survival score.

Rank: A highly situational modifier, and more difficult to judge. If your character is in an active unit, start with the number 3. Add the character's Rank and Resources Backgrounds to find his total Rank. If the character is not in an active unit, Rank plus Resources will provide his total score.

Courage: Add the character's Charisma to his Willpower for the total Courage rating. This is not to be confused with the Vampiric virtue of Courage. (Typically, use Willpower if a White Wolf "Courage" roll is required.)

Firepower: Start with the number 4. Subtract one point from this for each Weapon Point which was lost during character generation (ignore this modifier if creating Tech Specs for a pre-existing character). Add one point to this for every purchased Weapon of a cost of 5 or above. Add one point for each of the following Mechanisms the character possesses: Cyber Venom, Distract, Drone Force, Flight, Focus, Magnetism (if 3 or above).

Skill: The least perfect conversion of the bunch. Add the character's scores in Athletics, Brawl, Melee, Firearms, Demolitions, Repair, Science, and Procedures, and divide by two. Add one for each of the following Mechanisms the character possesses: Audio Decryption, Cloaking, Demolecularize, Encoding, Energon Shielding, Holographic Imaging, Mimicry, Naturistics, Spectrum Vision, Zoom Vision.

To complete the Tech-Specs, add a condensed version of the character's description and history and, sometimes, a favorite quote.

Some Beast Wars roleplayers support other varieties of Tech-Specs, including different statistics such as Maneuverability, and numbers that operate on different ranges, such as 1-20. Your White Wolf sheet can conform to these statistics, as well—devise your own system for these conversions.

Because the Beast Wars action figure line was created separately from the characterizations on the show, the Tech-Specs created with the system above from the character sheets below will not match up with the Tech-Specs packaged with the action figure line.

Long-time players are somewhat encouraged to write "Tech-Spec" and packaging information completely different from their actual character's information.

CHAPTER EIGHT
BEAST WARS
THE TELEVISION SERIES

The Beast Wars Storyline

Here, you will find the statistics generated by this system for the individuals, locations, and many of the situations of the recurring characters on the Beast Wars television series. If you have not seen all of the episodes of the series, consider the below to be major spoilers. Do not look at this chapter if you do not want certain episodes of the series to be ruined for you.

When putting together a Chronicle with the Beast Wars characters, time is a very important factor. Consider who is alive and who is dead, and what happens in each individual episode, before putting together a story. Adding in your own characters to compliment these in an "alternate" storyline is not only possible, it is fun. For general information on what happens in each episode, and the order in which events take place, check The YTV Episode List, which will open in a new browser window. Alternate sources for series information are available on the Links Page.

The Beast Wars Cast

In this chapter are the statistics for all characters featured on the Beast Wars television series.

All of the characters were initially generated by the recommended generation method in Chapter Three. However, since certain characters have "end of season" prerequisites, and others simply don't come out correctly from standard generation, most characters have more than one sheet—one generated normally, and one which was simply added to. Standard generation barely does justice to most of these characters. For serious Season One chronicles, using the "Complete" sheet is recommended. Use the Standard sheet only for Chronicles *beginning* with Episode One of the series, or if your Storyteller is a rules stickler.

After the character's initial sheets, there are several extra sheets which show how that character played out throughout the series. Some characters, who changed forms several times, will have up to four different sheets in one file. (I only put sheets for a character on the same page if that character is "the same person." Therefore, while Blackarachnia shares a page with Transmetal II Blackarachnia, Dinobot does not share a page with Transmetal II Dinobot. Megatron is Mega Megatron, but Tigatron is not Tigerhawk.) When using an earlier sheet, look to later sheets as a guide on logical ways to spend experience points. However, these are only suggestions, and once you are controlling the character, he or she is yours.

Just for fun, the "player" marked on a character sheet is the actor who voices the character. For your own sheets, copy what you need, and change what you must (the Player name, and usually the Chronicle name).

Character sheets use Tables for formatting. Character sheets are graphic-based, and may take a few seconds to load. Please be patient.

Season One

A group of Maximal explorers are the only ship in range to stop a Predacon criminal, calling himself Megatron, who has stolen the Maximal artifact, The Golden Disk. During the ensuing space battle, both ships are shot down, and crash on an unknown planet. All involved choose new beast forms. Lines are drawn between the two factions, as Megatron declares he is out to win back Cybertron for the Predacons. Disgusted with his commander's plans, Dinobot switches sides.

The units set up bases in their flightless ships. New characters are added from Maximal stasis pods which fall from the sky. These pods were ejected into the upper atmosphere as an emergency method to prevent them from being damaged should the Maximal ship, the Axalon, have exploded on impact. The Maximals managed to claim two of their own; the Predacons also claim two pods.

The planet is discovered to have large deposits of unrefined energon, as well as several structures of alien origin. The Cybertrons tamper with these devices, alerting the aliens to their presence on the planet. Because their experiment is important to them, the aliens do not condone the Cybertronian interference. They use a weapon, disguised as the planet's second, smaller moon, to send an energy beam to destroy the planet. Optimus Primal, in a makeshift ship built from a stasis pod, is able to stop the beam and destroy the weapon. However, Megatron tampers with the ship so that it will destroy Optimus as well.

Maximal Characters

Optimus Primal

Rattrap   Rhinox
Cheetor   Dinobot

Tigatron   Airazor

Predacon Characters

Megatron

Scorponok   Terrorsaur

Waspinator   Tarantulas

Blackarachnia   Inferno

Season Two

The wave from the explosion of the alien weapon causes several of the original space travelers to become Transmetals. Terrorsaur and Scorponok are killed when the force of the blast knocks them into the lava pits below the Predacon base. The existence of only a single moon alerts the units that they are actually on planet Earth. It is then they realize the extent of Megatron's plan: to use the information on the Golden Disk to alter Earth's past so that Decepticons will win the Great War.

Tarantulas, injured in the explosion, manages to put some of his consciousness into Blackarachnia to ensure his survival. He recovers, Transmetallized, but she manages to foil him, downloading the knowledge from the Golden Disk into her own files. The explosion damages some of the downed stasis pods, creating the first Fuzors. Rhinox manages to restore Optimus Primal into a blank protoform, now, also, a Transmetal. On a scouting mission to retrieve other downed pods, Tigatron and Airazor are captured by the aliens and taken into far-off space. A Maximal criminal called Protoform X, an indestructible Starscream clone, who was hidden in one of the stasis pods in the Axalon hold, escapes, and is forced to the Predacon side by Megatron. Silverbolt, the Maximal Fuzor, begins to fall in love with Blackarachnia, who uses this to her advantage. Dinobot makes a final effort to stop Megatron's plans to destroy the first human beings on Earth and alter the past of his race and theirs. Humanity is saved and the disk is destroyed, at the cost of Dinobot's life.

At last, the waves of the explosion reach Cybertron. A Predacon outpost is altered first; they quickly block the signal from Maximal radar and send their own operative: a former Decepticon named Ravage. Ravage aids the Maximals in capturing Megatron, but is convinced by a recorded message from the original Megatron that he should switch sides for the glory of the Decepticons. Meanwhile, Blackarachnia, with Silverbolt's help, uses the information that now only she possesses to locate the original Autobot Ark and enter it. Megatron uses her codes to enter the Ark, destroying Optimus Prime, which means that all Maximals cease to exist.

Maximal Characters

Optimus Primal

Rattrap   Rhinox

Dinobot

Cheetor   Silverbolt

Tigatron   Airazor

Predacon Characters

Megatron

Inferno   Waspinator

Tarantulas	Blackarachnia
Quickstrike	Rampage

Season Three

The rift in time is fixed by Blackarachnia, who realizes her origins as a Maximal protoform. The Maximals repair Optimus Prime. Optimus Primal, his direct descendant, allows his body to incubate the spark of Prime during the repairs, and becomes Optimal Optimus. Meanwhile, the Predacons use this advantage to destroy the Maximals' Axalon. The Maximals repair Prime and set up a base outside of the Ark, in order to prevent the Predacons from reaching Prime again.

Blackarachnia joins the Maximals permanently, but does not alter her activation code. A Maximal hunter, Depth Charge, lands on the planet seeking out Protoform X; he also joins, though begrudgingly. The Maximals struggle to protect both the Ark and the early humans, who have allied with them. Megatron discovers an alien device which allows him to create a new type of Transformer called a Transmetal II. He uses part of Rampage's spark to create a Transmetal II Dinobot. Cheetor becomes a Transmetal II by accident. Blackarachnia is also interested in the technology; she is betrayed again by Tarantulas, but eventually becomes a Transmetal II with her cause set on the Maximal goals and her heart belonging to Silverbolt.

Megatron manages to infiltrate the Ark once more, this time using the spark of the original Megatron to become an Optimal Megatron with the form of a dragon. The aliens—who identify themselves as "the Vok"—use the bodies of Tigatron and Airazor to create an Optimal Tigatron, called Tigerhawk. Tigerhawk becomes a Maximal, but only after the alien influence leaves him to destroy their real enemy: Tarantulas, who is discovered to have Unicronian origins. Megatron locates the original Decepticon ship, The Nemesis, which Tarantulas had planned to repair and use to destroy the Ark and escape. The Maximals fight back, and Nemesis is sent back into the ocean, Megatron captured. The remaining Maximals use an Autobot escape pod to return home with the criminal. Inferno, Quickstrike, Tigerhawk, and the Transmetal II Dinobot are killed in the final struggle; Rampage and Depth Charge destroy each other. Waspinator, who defected from the Predacon alliance right before the battle began, remains on Earth to protect and be protected by the early humans.

Maximal Characters

Optimal Optimus Primal

Rattrap	Rhinox
Silverbolt	Blackarachnia
Cheetor	Depth Charge
Tigerhawk	

Predacon Characters

Megatron

Inferno	Quickstrike
Tarantulas	Waspinator

Locations

The Axalon

The original Maximal base, the Axalon, spans a crevasse high above a winding river. It is a downed exploration ship with non-functional engines and a broken transwarp drive. It is intact, but completely grounded. It has a computer at Level 3; however, this computer is exploration and science-based and does not contain many weapons schematics or historical information.

In any story set after the episode "A Better Mousetrap" the Maximal defense system, Sentinel, is on-line. Sentinel arms the ship with autoguns capable of homing in on enemy signatures, which can attack from any side of the ship. Treat these guns as Plasma Cannons with five dice apiece to hit. There are also similar autoguns and security cameras lining the inside hallways of the base, quick to retaliate against intruders of any type. Sentinel also provides an energon force shield which can be activated and deactivated only by members of the Maximal unit. Once activated, it must be attacked with heavy firepower to bring down. Consider the shield to have 25 health levels, and a 5-die soak; even after destroyed, it may be reactivated from the inside of the ship so long as energon resources hold out.

The Maximals have a single CR Chamber, located on their bridge. An elevator from the bridge area leads both outdoors and to the lower, bunking area. Each member of the unit has his own quarters. Here there is also a cargo hold, and a small mechanical laboratory with energon-refining equipment. The hold, which was designed to hold stasis pods, is now largely empty, though it functions somewhat as a storage place for refined energon and excess supplies and weaponry.

The inside of the Maximal base is protected fully from energon radiation by a dampener coil attached to the hull. Directly outside the base, energon field readings are fairly strong. Characters will take one level of energon damage for every two rounds they spend outside the base in their robot modes. Consequentially, beast mode is the mode of choice for situations requiring travel. In the second season, area energon near the Axalon is stabilized, and no longer an environmental concern.

The Axalon is the home of the Maximals for the first two seasons. In "The Agenda," at the end of the second season, the Predacons pull it into the water.

The Darkside

The Predacon base, the Darkside, is, like the Maximal base, the remains of a downed ship. The difference is that, while the Maximal ship was designed for peaceful exploration, the Predacon ship is designed as a vessel of attack.

Having landed on a very unstable lava field, the Predacon battleship is highly damaged. To make up for its shattered weaponry, the Predacon force set up a system of auto-guns which stand up in the fields and surround the base, protecting it from attacks in all directions. The guns are set to seek and destroy all Maximal signatures within range. These guns are considered Plasma Cannons; they have four dice to hit, and up to three of them may fire at once. The Predacon autoguns, being ground-locked as opposed to attached to the base itself, are capable of 360-degree rotation. The hull of the ship itself is protected by a system of lasers, which have two dice

to hit. The interior of the ship has no automatic intruder protection (the Predacons are sure no one will be getting that far).

The Predacon ship is larger than its Maximal counterpart; each unit member has private quarters, and the bridge and hold are extensive. However, the crash has caused much of the ship's flooring to be destroyed, and boiling lava leaks through the bottom, particularly in the bridge area. To counter this problem, the Predacons use floating magnetic platforms to navigate the ruined areas. Megatron has his own personal chair, set up for this function.

Several energon dampener coils keep the Predacon base radiation-free. Outside of the base, the local energon field causes damage at a rate of one health level per three rounds of exposure. Additional damage may be incurred for those pedestrians who step too closely to the lava fields.

The Predacon computer is Level 3, and set up for both exploration and military operations. The Predacon ship contains several Recovery Baths, including one in the still-intact portion of the lower hold, and Megatron's personal bath, in his chambers. In Season Two, the alien disks have allowed the Predacon computer a slight upgrade, to Level 4. Any time after the episode "Changing of the Guard" in the third season, the Maximals' Sentinel is attached to this computer. The base is finally destroyed in "Other Victories."

Note: The name "Darkside," though never used on the series, has been applied to this ship retroactively by most fan sources. Purists may prefer not to use a name for this base.

Tarantulas's Lair (Season One)

Tarantulas, who needs plenty of space to do his more secretive experiments away from prying Predacon optics, has fashioned for himself a lair, underground and a good distance away from the Predacon lava field. This Lair is spacious, and with good scientific equipment allowing for energon refinery among more devious things. The Lair has good, if imperfect, energon dampers; take energon damage every tenth round spent out of beast mode in the Lair. Tarantulas has set up his own personal web between stalactites and stalagmites within the cave, on which he catches his dinners and entraps his prisoners. A subterrianian network of tunnels leads in and around the Lair.

Tarantulas has his own computer, provided by Tripredicus, which is of Level 4 and has good scientific, historical, procedural, and mechanical information. He will provide either side with his knowledge if he feels he needs to impart it, but mostly operates according to his own agenda.

The downside to the Lair is that while it is well-hidden, it is poorly defended, and very dark. Only simple spider-traps prevent intruders from entering the Lair once they have located it, and, once it is found, intruders are very hard to spot. Seeing any distance at all within the Lair requires advanced Spectrum Vision.

Tarantulas's Lair (Season Two-Three)

At the end of the first season, Tarantulas's orginal Lair is destroyed during the transwarp explosion. Luckily, Tarantulas's drones were able to salvage most of the wreckage from the lair. When Megatron alerted his troops to an energon-rich cave, Tarantulas decided to set up his lair there. He managed to convince the other Predacons that the cave was destroyed by blowing up the entrance; other entrances exist on the sides and the ground outside (some of Tarantulas's original tunnels still survive).

This Lair is not as spacious as the original, but is better defended and better stocked. The cave has no unstable energon nearby and requires no dampening. In fact, the concentration of naturally occuring stable energon is so great here that there is practically no chance that Tarantulas will run out of the fuel. His computer has been salvaged and set up once more. At any scenarios prior to "Other Visits," alien data tracks have allowed Tarantulas to upgrade this computer to Level 5.

The Ark (New Maximal Base)

After the Axalon was destroyed, the Maximals set up its wreckage on the inside of the active volcano, right outside of the crashed Autobot Ark.

The Ark itself is impenitrable without the access codes. Between the episodes "Coming of the Fuzors" and "Crossing the Rubicon," Blackarachnia is the only character with the access codes for the Autobot ship. After "Crossing the Rubicon," Optimus can also access the codes. As long as someone with the access codes accompanies the Maximals, they can enter the Autobot ship. Within are the slumbering forms of Cybertron's greatest warriors: including Optimus Prime and the original Megatron. The Autobot computer is Teletran One: a Level 5 computer with complete information. The Maximals use knowledge from this computer to upgrade their own to match, though the Autobot computer has better resources overall.

The Maximals still reside within their same quarters, though transported and somewhat rearranged. The Axalon bridge, which has been positioned over the lava fields outside the Ark, is still intact.

The outside of the volcano has only one entrance. After being dug out by Silverbolt and Blackarachnia when they first approached the Ark in "The Agenda," the entrance was sealed with two large iron doors. The doors, which are capable of scanning for enemy energy signatures, are defended with a ring of automatic guns: treat these as Plasma Cannons with four dice apiece to hit. There are also two manned guns flanking the outside of the doorway. Maximal sentry duties are rotated. Treat each of these guns as a rack of Automatic Machine Guns, x 10.

There is no local energon radiation directly outside the volcano.

Devices

Because certain objects are highly crucial to the Beast Wars, the statistics for all important Devices are listed below, as well as notes regarding other Devices which are acquired by the Beast Wars cast. Characters have *not* paid "purchase costs" for unique Devices which change hands over the course of the series.

The Golden Disk

Recurrance: Unique
Level: Five
Appearance: The Golden Disk, a Maximal artifact of immense value, is, as its name suggests, a flat, round, golden object, inscribed with grooves and ridges on one side, and arcane Earth symbols on the other. The Earth instructions printed on the surface of the disk include directions to the planet, which can be followed from any area in the cosmos.
Abilities: As well as a supposed map to the planet Earth, the Golden Disk is rumored to contain important information about Earth and the Great Wars. Its significance as a symbol of the once-

good relations between Earth and Cybertron, and as a unique Maximal artifact, make it extremely important.

Megatron spends his time decoding the information on the Golden Disk, and copying anything of importance to his personal files. Among this is vital information about the future of planet Earth, including the evolutionary history of the Human race, which he assumes will be invaluable to him once he is able to correctly follow the map to Earth. Also encoded on the Disk is a message from Decepticon commander Megatron to his future followers, and the access codes to the Autobot Ark. Megatron II has listened to his forefather's instructions, and examined the included codes, but has not shared them with his followers, nor downloaded them to his own memory banks.

In the second season, when the Predacons and Maximals realize that they are indeed on planet Earth, the disk's abilities become extremely important. Megatron hastens to use the Disk's information on the Human and Autobot races to allow the Decepticons to win the Great War.

Timeline: Megatron steals The Golden Disk prior to the Beast Wars, and its recovery is the main focus of the Maximal forces. Dinobot recovers both Golden Disks during a raid of the Predacon base during "Coming of the Fuzors, Part One." (Season Two) Rather than share the disks with the other Maximals, however, he hides them in separate locations. The original Golden Disk is hidden in under a rock on a cliff on Maximal ground. The backup copies of the Disk's information are downloaded into Blackarachnia's memory in "Coming of the Fuzors, Part Two," and promptly destroyed, leaving Dinobot with the only copy. During "Maximal No More," Dinobot returns the Disk when he temporarily places himself under Megatron's command. The Disk's potential for predicting the future of Earth is explained in "Code of Hero." When Dinobot discovers Megatron's plan to destroy the Human race with the Golden Disk, he destroys it.

Second Golden Disk

Recurrence: Unique
Level: Five
Appearance: This Disk, though constructed by an alien culture, is very similar in appearance to the Golden Disk constructed on planet Earth. It is the same diameter, though slightly thicker. Both sides are engraved with alien symbols of unknown significance.
Abilities: The alien disk seems to have encoded information based on a strange and heretofore unknown race. Among this information: the locations of several undiscovered alien artifacts, greater in power than those that are already known; and information that points to this race creating the planet for their own experimentation. The disk also seems to have a power regarding the usage of one of the alien devices, but how to apply it is unclear at this time.
Timeline: In the episode "Before the Storm," (very late in the season) Inferno discovers the Second Disk in an underground cavern on the planet Earth. Not knowing of its importance, he delivers it to Megatron, who stores it with the other, as well as copying its important files to his own computers. In this same episode, Tigatron discovers Megatron's files, and makes a third copy, so that the alien information is known to all in the Beast Wars. Dinobot recovers this disk along with the other during "Coming of the Fuzors, Part One." This disk is hidden within the Maximal ship, the Axalon. In the episode "Other Visits, Part One," the disk is recovered by a Predacon raid on the base. Megatron attempts to use the alien weapon to return to Cybertron, but the teleportation sequence is interrupted. The device returns to the alien world, along with the Second Disk, still within.

The Spark Chamber

Recurrence: Unique
Level: Five
Appearance: A small box with two equally sized halves and opened sides. The inside of the chamber is lined with tiny blades of raw energon, and the box itself contains the core of a single spark. The two halves of the box may be squeezed towards the center until the blades touch the far sides, sending their energy through the spark within. The box springs back to its original state when not compressed. It is clearly marked with the Predacon symbol.

Abilities: The core of the Spark of Protoform X, called Rampage, is contained within this box. This device is used as a mechanism for controlling the powerful Predacon; when Megatron compresses the box, Rampage feels terrible pain from the damage to his dislodged spark. Threatening Rampage with the box does well to convince him to follow the commander's orders.
Timeline: This Device is constructed by Megatron during "Bad Spark," and used throughout the second season. In the Season Three episode "Feral Scream," the spark is removed from the box and placed inside the body of the Transmetal II Dinobot (who can torture Rampage of his own accord).

Transmetal II Driver

Recurrence: Unique
Level: Five
Appearance: A cold, hard metal sphere, decorated irregularly with red gems. The Driver radiates a glow, through the gems, and around the outside of the device.
Abilities: This driver, created by the aliens, is the only known item that can create a Transmetal II Cybertron. The Device must be used in conjunction with the Transmetallization Procedure, known only to a few.
Timeline: This Device is discovered by Megatron sometime before the episode "Feral Scream." During this episode, he uses it to create a Transmetal II Dinobot. Cheetor is also exposed to the Transmetal II Driver, and becomes a Transmetal II. Blackarachnia eventually gains control of the device. In "Crossing the Rubicon," Blackarachnia becomes a Transmetal II, as well, before the device is destroyed.