

TRANSFORMERS

MORE THAN MEETS THE EYE

ROLEPLAYING GAME

NAME

PRONOUNS

LANGUAGES

ORIGIN

ROLE

LEVEL

DESCRIPTION

FACTION



ATTACK

NAME

RANGE

ATTACK

EFFECTS

NOTES

INFLUENCES

ENERGON

MOVEMENT

HEALTH



DAMAGE

HANG-UPS

STRENGTH

TOUGHNESS

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

BRAWN D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

MIGHT D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SPEED

EVASION

10 + + +
ESSENCE PERKS BONUS

ACROBATICS D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

DRIVING D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

FINESSE D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

INFILTRATION D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

INITIATIVE D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

TARGETING D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SMARTS

WILLPOWER

10 + + +
ESSENCE PERKS BONUS

ALERTNESS D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

CULTURE D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SCIENCE D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SURVIVAL D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

TECHNOLOGY D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SOCIAL

CLEVERNESS

10 + + +
ESSENCE PERKS BONUS

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

DECEPTION D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

PERFORMANCE D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

PERSUASION D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

STREETWISE D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

TRANSFORMERS

MORE THAN MEETS THE EYE
ROLEPLAYING GAME

PERKS	GEAR	BACKGROUND BONDS
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HARDPOINTS

NAME	RANGE	HARDPOINT	TRAITS	ATTACK	EFFECTS	ALTERNATIVE EFFECTS

ARMOR

TYPE	DESCRIPTION	EFFECT	TRAITS

ALT MODE

<div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> ORIGIN NAME CREW </div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> HEALTH SIZE MOVEMENT </div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> FEATURES MOVEMENT </div> <div style="text-align: center; background-color: black; color: white; padding: 5px; margin-bottom: 10px;">ATTACKS</div> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center; margin-bottom: 10px;"> <thead> <tr> <th style="width: 33%;">WEAPON</th> <th style="width: 33%;">RANGE</th> <th style="width: 33%;">EFFECTS</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </tbody> </table> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> TOUGHNESS EVASION WILLPOWER CLEVERNESS </div>	WEAPON	RANGE	EFFECTS							<div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> ORIGIN NAME CREW </div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> HEALTH SIZE MOVEMENT </div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> FEATURES MOVEMENT </div> <div style="text-align: center; background-color: black; color: white; padding: 5px; margin-bottom: 10px;">ATTACKS</div> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center; margin-bottom: 10px;"> <thead> <tr> <th style="width: 33%;">WEAPON</th> <th style="width: 33%;">RANGE</th> <th style="width: 33%;">EFFECTS</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </tbody> </table> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> TOUGHNESS EVASION WILLPOWER CLEVERNESS </div>	WEAPON	RANGE	EFFECTS						
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ORIGIN NOTES