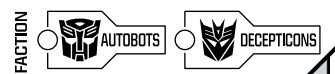


TRANSFORMERS

MORE THAN MEETS THE EYE
ROLEPLAYING GAME

NAME	PRONOUNS		LANGUAGES
ORIGIN	ROLE	LEVEL	DESCRIPTION



ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

INFLUENCES

HANG-UPS

ENERGON MOVEMENT

HEALTH

○○○○○○○○○○○○○○○○○○○○

DAMAGE

STRENGTH

TOUGHNESS

10 + + +

ESSENCE PERKS ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

BRAWN D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

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

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INTIMIDATION D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

MIGHT D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

SPEED

EVASION

10 + + +

ESSENCE PERKS BONUS

ACROBATICS D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

DRIVING D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

FINESSE D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

INFILTRATION D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

INITIATIVE D2 D4 D6 D8 D10 D12

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TARGETING D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

SMARTS

WILLPOWER

10 + + +

ESSENCE PERKS BONUS

ALERTNESS D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

CULTURE D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

SCIENCE D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

SURVIVAL D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

TECHNOLOGY D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

SOCIAL

CLEVERNESS

10 + + +

ESSENCE PERKS BONUS

ANIMAL HANDLING D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

DECEPTION D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

PERFORMANCE D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

PERSUASION D2 D4 D6 D8 D10 D12

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SPECIALIZATIONS

STREETWISE D2 D4 D6 D8 D10 D12

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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="background-color: black; color: white; padding: 2px; text-align: center; 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="background-color: black; color: white; padding: 2px; text-align: center; 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