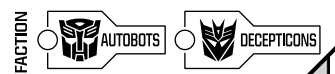


TRANSFORMERS

MORE THAN MEETS THE EYE
ROLEPLAYING GAME

| | | | |
|--------|----------|-------|-------------|
| NAME | PRONOUNS | | LANGUAGES |
| ORIGIN | ROLE | LEVEL | DESCRIPTION |



ATTACK

| NAME | RANGE | ATTACK | EFFECTS | NOTES |
|------|-------|--------|---------|-------|
| | | | | |
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| | | | | |
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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 ○○○○○○

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 |
|-------|------|------------------|

HARDPOINTS

| NAME | RANGE | HARDPOINT | TRAITS | ATTACK | EFFECTS | ALTERNATIVE EFFECTS |
|------|-------|-----------|--------|--------|---------|---------------------|
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ARMOR

| TYPE | DESCRIPTION | EFFECT | TRAITS |
|------|-------------|--------|--------|
| | | | |
| | | | |

ALT MODE

| <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> <div style="width: 45%; border: 1px solid black; padding: 2px;">ORIGIN NAME</div> <div style="width: 45%; border: 1px solid black; padding: 2px;">CREW</div> </div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> <div style="width: 15%; border: 1px solid black; padding: 2px;">HEALTH</div> <div style="width: 10%; border: 1px solid black; padding: 2px;">SIZE</div> <div style="width: 70%; border: 1px solid black; padding: 2px;">MOVEMENT</div> </div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> <div style="width: 70%; border: 1px solid black; padding: 2px;">FEATURES</div> <div style="width: 25%; border: 1px solid black; padding: 2px;">MOVEMENT</div> </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;"> <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-top: 10px;"> <div style="width: 22%; border: 1px solid black; padding: 2px;">TOUGHNESS</div> <div style="width: 22%; border: 1px solid black; padding: 2px;">EVASION</div> <div style="width: 22%; border: 1px solid black; padding: 2px;">WILLPOWER</div> <div style="width: 22%; border: 1px solid black; padding: 2px;">CLEVERNESS</div> </div> | WEAPON | RANGE | EFFECTS | | | | | | | <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> <div style="width: 45%; border: 1px solid black; padding: 2px;">ORIGIN NAME</div> <div style="width: 45%; border: 1px solid black; padding: 2px;">CREW</div> </div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> <div style="width: 15%; border: 1px solid black; padding: 2px;">HEALTH</div> <div style="width: 10%; border: 1px solid black; padding: 2px;">SIZE</div> <div style="width: 70%; border: 1px solid black; padding: 2px;">MOVEMENT</div> </div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> <div style="width: 70%; border: 1px solid black; padding: 2px;">FEATURES</div> <div style="width: 25%; border: 1px solid black; padding: 2px;">MOVEMENT</div> </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;"> <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-top: 10px;"> <div style="width: 22%; border: 1px solid black; padding: 2px;">TOUGHNESS</div> <div style="width: 22%; border: 1px solid black; padding: 2px;">EVASION</div> <div style="width: 22%; border: 1px solid black; padding: 2px;">WILLPOWER</div> <div style="width: 22%; border: 1px solid black; padding: 2px;">CLEVERNESS</div> </div> | WEAPON | RANGE | EFFECTS | | | | | | |
|--|--------|---------|---------|--|--|--|--|--|--|--|--------|-------|---------|--|--|--|--|--|--|
| WEAPON | RANGE | EFFECTS | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| WEAPON | RANGE | EFFECTS | | | | | | | | | | | | | | | | | |
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ORIGIN NOTES