

BUMBLEBEE

Autobot Spy



Quote: "The least likely can be the most dangerous."

Profile: Bumblebee is the Autobots' little brother. He's small, eager, and at times can be a bit of a smart-mouth. Yet for all his wisecracks, he obviously idolizes the bigger robots, especially Optimus Prime and Prowl. He is useful as a messenger and a spy; he can go where other vehicles would not dare, because he does not look threatening, and his relatively small size occasionally enables him to use routes not available to the others. More than anything, Bumblebee wants to be accepted, and this sometimes causes him to take chances he shouldn't.

Abilities: Bumblebee's visual acuity rate tops of all Autobots: he can spot a 10" x 10" object at a distance of 48 miles on a clear day. His adaptability to water environments makes him particularly important in undersea reconnaissance and salvage operations, and he has a strong resistance to extremes of cold and heat.

Weaknesses: Bumblebee is physically the weakest of the Autobots, and the most easily damaged. His stealth more than compensates for this liability.

Oomph: 2 **Stunt Points:** 3
Hurt Points: 35 **Size:** Large

Story Hooks

Overconfident – Major

Traits

Athletics (Swimming) 4/4(5)
Ranged Combat 2
Speed 0 [4(3) in VW Bug form]
Stealth 4(3)
Unarmed Combat 3
Detective 4(2)
Perception 4(5)
Survival (Ocean) 4/4(5)
Willpower 4(2)
Persuasion 4

Special Abilities

VW Bug Form (TSA, Power Level: None)
Bumblebee can turn into a yellow VW Bug.
Travel Mode: Land, Sea
Size: Large
Capacity: 1 enclosed (3 humans)
VDM: 0

Special Abilities

Trait Change: Speed (Trait Mod A:
+6 *Speed*)

Underwater Operations (Power
Level: Low, No Components)

Total cost: 8 (20 SCP)

Underwater Operations (MiscSA, Power
Level: Low)

Bumblebee can operate indefinitely in any water environment, and can even go skiing with his built-in skis!

No Components

Total cost: 4

Cold/Heat Resistance (DSA, Power Level:
Medium)

Bumblebee has a strong resistance to extremes of cold and heat.

Protection 10

Bonus: Hardened 5

Restriction: Only affects heat/cold attacks

Total cost: 31

Total CP value: 150 CP

HOUND

Autobot Scout



Quote: "Observe everything, remember even more."

Profile: Hound would just as soon be sniffing around the Grand Canyon as he would a secret Decepticon base. Unlike his home planet, he finds the natural wonders of Earth endlessly fascinating. Hound's bravery, fearlessness, and loyalty are unwavering, like any good advance scout. But his secret desire is to be human.

Abilities: While in his jeep mode, Hound uses his turret gun to sweep over the landscape, like a radar scope, and stores this information as a topographical map. Hound's turret gun is also an infrared radiation collector – it can detect heat differentials as small as .02 degrees Centigrade, and he uses this ability in tracking machines as well as humans. Hound's hologram gun can project 3-dimensional grid laser light images of terrain maps. He sometimes also can use it to cast simple illusions. He also has a shoulder-mounted rocket launcher.

Weaknesses: Hound's infrared tracking ability can be countered by thermal interference. High frequency electromagnetic waves can distort or completely destroy his map-making ability.

Oomph: 3

Stunt Points: 2

Hurt Points: 37

Size: Very Large

Story Hooks

Wants to be human – Major

Traits

Armed Combat 1

Armor 2

Athletics 3

Body 2

Speed 1 [4 in jeep form]

Ranged Combat 4(2)

Stealth 4

Computers 2

Detective 4(3)

Knowledge – Earth 1

Perception 4(4)

Science (Planetary) 3/4(2)

Psychology 3

Special Abilities

Jeep Form (TSA, Power Level: None)

Hound can turn into a green military jeep.

Travel Mode: Land

Size: Very Large

Capacity: 1 enclosed (3 humans)

VDM: 8

Special Abilities

Trait Change: Speed (Trait Mod A: +3 *Speed*)

Turret Gun (Power Level: Medium, Trait Mod A: +5 *Perception* [radar/thermal])

Total cost: 8 (20 SCP)

Hologram Gun (MiscSA, Power Level: Medium)

Projects topographical maps and simple static illusions

Duration 1d12 minutes

Range: Medium

Rating 4 (to see through)

Bonus: Area of Effect 21 yards

Restriction: Disadvantage, Major (no moving holograms)

Restriction: Item

Total cost: 26

Shoulder-Mounted Rocket Launcher (OSA, Power Level: Medium)

DR 8+2

Range: Medium

Bonus: Area of Effect 16 yards

Bonus: Armor Piercing 5

Restriction: Disturbance, Major (explosions)

Total cost: 22

Total CP value: 150 CP

IRONHIDE

Autobot Security Officer



Quote: "High tech circuitry is no replacement for guts."

Profile: "Go chew on a microchip" is Ironhide's calling card. Never the sort who likes to be told what to do, he prefers action to words. He refers to what he considers excessive talking as "leaking lubricant." He's the oldest Autobot, probably the toughest, most battle-tested and certainly the orneriest. His gruff exterior hides his kind inner soul; his concern for the protection of life extends to the lowliest gasketroid or smallest sparrow.

Abilities: Ironhide's skin is made of a trithyllium-steel alloy impregnated with irradiated carbon fibers, giving him near immunity to most forms of artillery and electromagnetic attacks. His main weapon is what he playfully calls his "water gun." It can shoot a stream of any number of liquids up to 1,000 feet. His choices include super-cooled liquid nitrogen, superheated liquid lead, and a petro-chemical fluid that ignites upon contact. He also has sonar, radar, and a radiowave detector.

Weaknesses: Ironhide is the slowest Autobot. Due to his advanced years, he breaks down the most.

Oomph: 4 **Stunt Points:** 2
Hurt Points: 69 **Size:** Very Large

Story Hooks

Prone to breaking down – Moderate
Aggressive – Major

Stubborn – Major

Traits

Armed Combat 4
Armor 4(5)
Body 4(5)
Speed -1 [2 in van form]
Ranged Combat 4(3)
Unarmed Combat 4
Demolitions 2
Perception 2
Willpower 4(3)

Special Abilities

Van Form (TSA, Power Level: None)
Ironhide can turn into a red commercial van.

Travel Mode: Land
Size: Very Large
Capacity: 2 enclosed (6 humans)
VDM: 36

Special Abilities

Trait Change: Speed (Trait Mod A:
+3 *Speed*)

Energy Detector (Power Level:
Low, Trait Mod A: +5 *Perception*
[sonar/radar/radiowave])

Total cost: 8 (20 SCP)

Water Gun (OSA, Power Level: Medium)

Range: Long
Restriction: Item

Super-cooled Liquid Nitrogen Ammo

DR 6+2
Duration 1d12 turns
Bonus: Multi-SA
Bonus: Advantage, Major
(immobilizes target for duration)
Bonus: Double Damage (heat)
Restriction: Linked

Super-heated Liquid Lead Ammo

DR 6+2
Bonus: Multi-SA
Bonus: Armor Piercing 8
Restriction: Linked

Petro-chemical Fluid Ammo

DR 6+2
Duration 1d12 turns
Bonus: Multi-SA
Bonus: Advantage, Major (does
1d12 Hurt Points for duration or until
put out)
Bonus: Double Damage (cold)
Restriction: Linked

Total cost: 49

Total CP value: 150 CP

JAZZ

Autobot Special Operations Officer



Quote: "Do it with style or don't bother doing it."

Profile: Jazz would be cruising down Bourbon Street in New Orleans if he weren't in the middle of a war. He can talk fluently about ballet or break-dancing, and he's always on the lookout for more stuff to turn on to. He's often given the most dangerous assignments, and usually pulls them off using something out of his bag of tricks with characteristic coolness. He'd rather dazzle you with style than accomplish a mission the easy way.

Abilities: In robot mode, Jazz can use his solar-powered photon rifle up to a distance of .9 miles from target, and he can shoot it from virtually any physical position he may be in. He can also use a combination of his overhead flame-thrower, full-spectrum front grill beacon and 180 dB stereo speakers to create a spectacular, disorienting light and sound show. His biggest asset is the versatility and cleverness he possesses in using the resources at his disposal.

Weaknesses: Jazz is prone to being distracted from his primary assignment by Earthen behavior patterns that he finds interesting. This sometimes leads to disastrous consequences.

Oomph: 3
Hurt Points: 44

Stunt Points: 3
Size: Very Large

Story Hooks

Easily distracted – Minor
Show-off – Major

Traits

Armor 2
Athletics 4
Body 3
Coordination 2
Ranged Combat 4(4)
Speed 4(2)
Stealth 2
Unarmed Combat 2
Demolitions 2
Detective 2
Knowledge – Earth Culture 3
Perception 4
Willpower (Cool) 3/4(2)
Appearance 2
Performer (Light Shows) 0/4
Streetwise 1

Special Abilities

Porsche Form (TSA, Power Level: None)
Jazz can turn into a racing Porsche.

Travel Mode: Land
Size: Very Large
Capacity: 1 enclosed (3 humans)
VDM: 8

Special Abilities

Overhead Flamethrower (DR 4+2,
Range: Medium, Double Damage
[cold], Disturbance, Minor [flames],
Charges, Minor [25 uses])

Sound and Light Show (Power
Level: Medium, Trait Mod B: -4
Perception, Disturbance, Moderate)

Total cost: 8 (20 SCP)

Photon Rifle (OSA, Power Level: Medium)
DR 7+2

Range: Visual
Bonus: Auto Fire
Bonus: Advantage, Minor (ignore
negative modifiers for positioning)
Restriction: Item

Total cost: 23

Sound and Light Show (MiscSA, Power
Level: Medium)

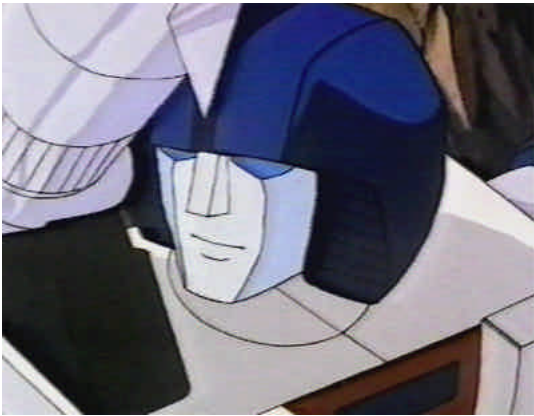
Trait Modification B: -4 *Perception*
Restriction: Disturbance, Moderate

Total cost: 9

Total CP value: 150 CP

MIRAGE

Autobot Counter-Intelligence Officer



Quote: "Who and what I am I hide from the enemy."

Profile: Mirage is not thrilled about being with a bunch of rough-and-tumble freedom fighters like the Autobots. If he had a choice he'd be in Monte Carlo, or better yet, back on his beloved Cybertron hunting turbofoxes with his high-priced friends. Autobot leader Optimus Prime must constantly cajole him into continuing his service with the Autobots, but he feels it may be a losing battle. Despite his coolness to the cause, Mirage is a surprisingly effective and deadly fighter and an even more effective intelligence gatherer, which is the role he much prefers.

Abilities: Mirage carries a rear-mounted electro-disruptor which is able to interfere with the circuitry of an opponent by casting discrete packets of electrical charges at him. Hence, he has effective invisibility, which he can sustain for up to six minutes. All of this contributes to his effectiveness as an intelligence agent. He can also hit a screw-head dead center from 200 yards with his armor-piercing hunting rifle. It shoots liquid-fuel-powered darts.

Weaknesses: He's unsure of the Autobots and their cause, and

consequently cannot always be fully trusted. Optimus Prime is well aware of his coolness to the group, but considers him too valuable to let go.

Oomph: 3 **Stunt Points:** 2
Hurt Points: 38 **Size:** Very Large

Story Hooks

Wants to be home – Major

Traits

Body 2
Ranged Combat 4(5)
Speed 4(2)
Stealth 4(5)
Unarmed Combat 4
Demolitions 3
Detective 4
Perception 4(3)
Repair 3
Willpower 3

Special Abilities

F1 Race Car Form (TSA, Power Level: None)

Mirage can turn into a drag racer.

Travel Mode: Land

Size: Very Large

Capacity: 1 exposed (3 humans)

VDM: 4

Special Abilities

Invisibility (Power Level: Medium, Duration 6 minutes, Trait Modification A: +3 *Stealth*, Disadvantage, Major [does not muffle sound])

Total cost: 6 (10 SCP)

Hunting Rifle (OSA, Power Level: Medium)

DR 8+2

Range: Long

Bonus: Armor Piercing 10

Bonus: Burst Fire

Restriction: Item

Total cost: 31

Invisibility (MiscSA, Power Level: Medium)

Duration 6 minutes

Trait Modification A: +4 *Stealth*

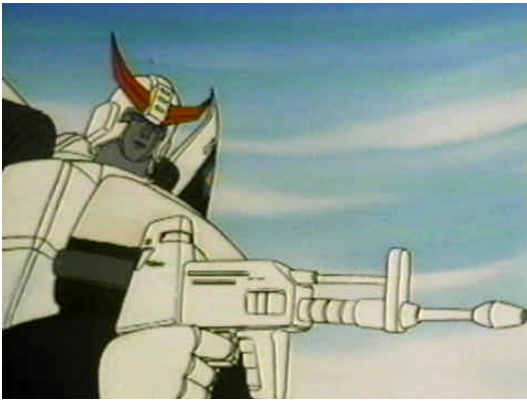
Restriction: Disadvantage, Major (does not muffle sound)

Total cost: 7

Total CP value: 150 CP

PROWL

Autobot Strategist and Analyst



Quote: "Logic is the ultimate weapon."

Profile: He is quiet, competent, and very loyal, but perhaps his most valuable trait is his almost endless patience - once Prowl is assigned a task, he will keep at it until it is accomplished. He hates doubts in any form, and he strives to make everything he encounters reasonable and logical. He believes it only when he can explain it. On a personal level he's a listener, until someone says something unreasonable.

Abilities: Prowl has the most sophisticated logic center of all the Autobots, giving him the ability to analyze a situation almost instantaneously and advise on the optimal course of action. From his shoulder cannons he can shoot wire-guided incendiary missiles that reach temperatures of 12,000 degrees Centigrade upon explosion. He also carries a semi-automatic rifle that shoots pellets filled with a highly corrosive acid.

Weaknesses: His dedication to logic and reason makes Prowl particularly vulnerable to the unexpected. Irrational and inexplicable situations can really scramble his circuits, sometimes to the point of total shutdown of his mechano-cortex center.

Oomph: 4

Stunt Points: 2

Hurt Points: 50

Size: Very Large

Story Hooks

Must find logic in everything – Major

Traits

Armor 4

Body 4(2)

Ranged Combat 4 [4(3) in robot form]

Speed 0 [4(2) in police car form]

Unarmed Combat 4

Detective 4(5)

Knowledge – Strategy 4(5)

Perception 4(3)

Willpower 2 [3]

Special Abilities

Police Car Form (TSA, Power Level: None)

Prowl can turn into a police car.

Travel Mode: Land

Size: Very Large

Capacity: 1 enclosed (3 humans)

VDM: 20

Special Abilities

Trait Change: Speed (Trait Mod A: +5 *Speed*)

Logic Center (Power Level: Medium, Trait Mod A: +3 *Perception* (analysis), +3 *Knowledge – Strategy* (analysis), +3 *Detective* (analysis), +1 *Willpower*)

Total cost: 12 (30 SCP)

Shoulder Cannon (OSA, Power Level: Medium)

DR 4+2

Range: Medium

Restriction: Disturbance, Minor (small explosions)

Total cost: 9

Semi-Automatic Acid Rifle (OSA, Power Level: Medium)

DR 5+2

Range: Long

Bonus: Burst Fire

Restriction: Item

Total cost: 15

Logic Center (MiscSA, Power Level: Medium)

Trait Modification A: +3 *Perception* (analysis), +3 *Knowledge – Strategy* (analysis), +3 *Detective* (analysis), +2 *Ranged Combat*, +1 *Willpower*
Restriction: Disadvantage, Major (will short out on a failed *Willpower* roll when confronted with the illogical)

Total cost: 16

Total CP value: 150 CP

RATCHET

Autobot Medic



Quote: "You break it, I'll remake it."

Profile: Ratchet was known as the best tool-and-die man on Cybertron. In his work-area bay, he can fashion anything from a pin to a cruise missile and repair most of the Autobots and their specific parts, given the right materials. His rough language and manners belie his gentle touch on the operating-assembly table. He knows how to have a good time despite his involvement in a combat group. "When does the party begin?" is his usual query after he's completed patching up his latest fallen comrade. He's more prone to giving his leader, Optimus Prime, a lot more backtalk than the other Autobots, but does his job as well as anyone.

Abilities: Ratchet has an assortment of laser scalpels, arc-welders, electron microscopes, electrical circuit sensors and fluid dispensers (both lubricating and super-cooled) at his disposal.

Weaknesses: His preference for partying to anything else sometimes interferes with getting his job done. Otherwise he's only limited in doing his work by time and materials available.

Oomph: 2
Hurt Points: 41

Stunt Points: 1
Size: Very Large

Story Hooks

Pacifist – Moderate
Partier – Major

Traits

Armor 2
Body 3
Coordination 4(2)
Ranged Combat 1
Speed 2
Unarmed Combat 1
Computers 4(3)
Inventor 2
Knowledge – Cybertronian Physiology 4(3)
Medical 1
Perception 3
Repair 4(5)
Science 4
Willpower 1
Performer (Partying) 0/2

Special Abilities

Ambulance Form (TSA, Power Level: None)

Ratchet can turn into an ambulance.

Travel Mode: Land
Size: Very Large
Capacity: 2 enclosed (6 humans)
VDM: 10

Special Abilities

Medical Bay (Power Level: Medium, Trait Mod A: +2 *Medicine*, Disadvantage, Major [cannot be used by self])

Total cost: 6 (10 SCP)

Medical Kit (MiscSA, Power Level: Medium)

This medical kit helps Ratchet in tough situations. His Repair can't go above 4(5), but the bonus from this kit can help with negative modifiers.

Trait Modification A: +4 *Repair*
Restriction: Item

Total cost: 10

Improvised Medical Kit Weapons (OSA Cluster, Power Level: Medium)

Ratchet can use his Medical Kit as low damage improvised weaponry. Some examples available are below.

6 CPs worth of weapons

Total cost: 36

Examples: *Laser scalpel (DR 6+Body, Range: Point Blank), arc-welder (DR 5+2, Range: Short), plasma fuser (DR 4+2, Range: Medium), and pulse laser (DR 2+2, Range: Short, Burst Fire).*

Total CP value: 150 CP

SIDESWIPE

Autobot Warrior



Quote: "I don't break rules, I bend them – a lot."

Profile: Although just as capable as his brother Sunstreaker in combat, Sideswipe is less cold-blooded about it. He relishes engaging an opponent in a fight to the finish. Back on Cybertron this conduct extended to his lifestyle: getting what he can out of life and enjoying it to the fullest. His exile to Earth has only changed his cause – instead of doing for himself, he does it for freedom for all. Personal safety takes a backseat to his reckless but brave actions.

Abilities: Sideswipe's arms can be used as piledrivers. Each exerts 8000 pounds of force with five impacts a second, useful in close combat and breaking through fortifications. A rocket backpack can sustain him in the air for two minutes. When launched, two shoulder-mounted magnesium flares can each be seen from a distance of 18 miles on a clear night.

Weaknesses: If it weren't for his rash behavior, Sideswipe wouldn't have any serious weaknesses. Sideswipe, more than any other Autobot, finds himself being patched together by Chief Medical Officer Ratchet. Naturally, he takes his injuries in stride.

Oomph: 3

Hurt Points: 56

Stunt Points: 3

Size: Very Large

Story Hooks

Rash and reckless – Major

Traits

Athletics 4(3)

Armor 4

Body 4(2)

Coordination 2

Ranged Combat 3

Speed 2 [4(2) in sports car form]

Unarmed Combat 4(5)

Perception 0 [-1 in sports car form]

Willpower 4(2)

Appearance 2

Persuasion (Fast-Talk) 0/4

Streetwise 4

Special Abilities

Sports Car Form (TSA, Power Level: None)

Sideswipe can turn into a red sports car.

Travel Mode: Land

Size: Very Large

Capacity: 1 enclosed (3 humans)

VDM: 20

Special Abilities

Trait Change: Speed (Trait Mod A:

+3 *Speed*)

Trait Change: Perception (Trait

Mod A: -1 *Perception*)

Total cost: 6 (10 SCP)

Piledriver Arms (OSA, Power Level: Medium)

DR 8+Body (14)

Range: Point Blank

Total cost: 14

Rocket Backpack (MSA, Power Level: Medium)

Mode of Travel: Flying

Rating 3 (speed)

Rating 4 (skill)

Duration: 2 minutes

Bonus: Super-scale movement

Restriction: Item

Total cost: 26

Shoulder-Mounted Flares (OSA, Power Level: Medium)

DR 4+2

Range: Long

Bonus: Advantage, Major (can be seen for 18 miles)

Restriction: Disturbance, Moderate (can be seen for 18 miles)

Restriction: Charges, Major (2 uses)

Total cost: 6

Total CP value: 150 CP

SUNSTREAKER

Autobot Warrior



Quote: "They can't beat the best."

Profile: Sunstreaker is the complete egotist. He is constantly discussing his sleek lines, his aerodynamic styling, and is loudly and continually grateful to the Ark for giving him such a magnificent body. Sunstreaker is faintly contemptuous of the other sports-car Autobots, particularly his brother Sideswipe, whose design is spoiled by his rear-mounted engine. Sunstreaker is the most dangerous, most ruthless of the Autobots; a calm, competent war machine. His biggest fault is his tendency to stop so that people can admire him when he ought to be tending to business.

Abilities: Sunstreaker wears a right shoulder-mounted, laser-guided missile launcher. Each missile can hit a Decepticon jet fighter at a maximum distance of 37.5 miles. He also carries an electron-pulse gun capable of emitting a beam of highly energized electrons. His upper torso construction incorporates a tough polymer-steel skin, making him particularly resistant to artillery fire.

Weaknesses: A potent arsenal and tough hide like Sunstreaker's would be sufficient to preclude any serious weaknesses, if it weren't for his ego and sociopathic tendencies. His inability to be a team player and overriding lust for battle often diminishes his overall value to the Autobots, and the ease with which he can be baited by anyone, including adversaries, often puts his well-being in serious jeopardy.

Oomph: 3
Hurt Points: 52

Stunt Points: 3
Size: Very Large

Story Hooks

Egotistical and arrogant – Major

Traits

Athletics 4(3)
Armor 4(2)
Body 4
Coordination 2
Ranged Combat 4(5)
Speed 2 [4(2) in sports car form]
Unarmed Combat 3
Perception 0 [-1 in sports car form]
Willpower 3
Appearance 4(2)
Performer (Posing) 0/4

Special Abilities

Sports Car Form (TSA, Power Level: None)
Sunstreaker can turn into a yellow sports car.

Travel Mode: Land
Size: Very Large
Capacity: 1 enclosed (3 humans)
VDM: 20

Special Abilities

Trait Change: Speed (Trait Mod A: +3 *Speed*)

Trait Change: Perception (Trait Mod A: -1 *Perception*)

Total cost: 6 (10 SCP)

Shoulder-mounted Missile Launcher

(OSA, Power Level: Medium)

DR 8+2

Range: Visual

Total cost: 18

Electro-Pulse Gun (OSA, Power Level: Medium)

DR 8+2

Range: Medium

Restriction: Item

Total cost: 16

Reinforced Torso Armor (DSA, Power Level: Medium)

Protection 8

Restriction: Fickle

Total cost: 12

Total CP value: 150 CP