

Transformers: Construction and Devestation

A Mutants and Masterminds scenario for ConFESS 2008

Introduction

This isn't a terribly complex scenario. Everyone knows the Transformers in some way. And everyone secretly wants to play the evil Decepticons, crushing puny humans and kicking the fenders of those self-righteous Autobots. This scenario sees the players playing one of the quirkier teams of Decepticons, the Constructicons. They will partake in a set of raids on human facilities in order to build the Decepticons new Ultimate Weapon, while fighting the army, the Autobots, and possibly their own treacherous kin, before a climactic encounter where they will face Optimus Prime himself!

The Characters

These are listed in the approximate order you should hand them out, i.e. plot importance.

Scrapper: The team leader, Scrapper is actually quite meek, which makes it a little more difficult to keep his team working, but prevents him from plotting behind Megatrons back, which is probably why he was given the job. Best given to a mature player.

Hook: The team fuddy-duddy, endlessly bitching about little mistakes the other team members made because they didn't take 4 years to prepare. Probably wishes he was in charge but knows noone would listen to him if he was. Also team healer, of sorts.

Mixmaster: The slightly mad member of the team, able to chemically transmute materials into other materials, squirting acid and smoke around like nobodies business. Sort of the wizard of the group. If the player starts to talk chemistry and other stuff you don't get, just handwave it as comic-book science.

Bonecrusher: The simple guy who just wants to hurt things. It would be perfectly in-character for him to be played by an inattentive young boy.

Scavenger: A magpie of sort, endlessly looking out for interesting stuff to show to his buddies, because finding things is all he's good at. Now terribly essential to the team, but an interesting one to roleplay.

Long Haul: The real complainer of the team, supposed to just do all the heavy lifting but really wants to get stuck into the action and be a big hero/villain. Least essential team member, and thus last to be handed out when assigning characters.

Some notes on Mutants and Masterminds

M&M is a superhero RPG based on the same d20 system as D&D and Star Wars, but implemented much differently. Everything in the game can be done using just a d20. The most common rolls in this game will be combat. Each time a character attacks, he rolls and adds the relevant bonus, and has to equal or beat the targets Defense (10+Defense Modifier). If it hits, the target must make a toughness save (DC 15+damage modifier) to prevent being injured. The effects of a failed save depend on the margin of failure:
Failed by up to 5: Bruised (-1 to future damage saves, cumulative)

Assume any bruised results heal between chapters, while Hook can use his healing powers on each Constructicon once between each chapter (as well as any in-combat uses) to heal greater injuries.

Chapter 1: The Nemesis

The adventure starts in the Decepticons Underwater Base, a crashed warship called the Nemesis (If anyone brings up continuity arguments over this, tell them that technically its

the Nemesis 2). The team is in Megatron's audience chamber, and the Slagmaker is sitting on his throne as the team come in. Let the players interject into the conversation as they wish: Megatron is surprisingly lax on speaking rights for an intergalactic dictator.

(Try to do an impression of Megatron here for best effect. If you never saw the cartoon, it's Frank Welker, so it's a more high-pitched Doctor Claw from Inspector Gadget, or an evil Ray from the Ghostbusters cartoon.)

"Welcome, my loyal Constructicons! I have reviewed your plan for this...ultimate weapon, and I am pleased. However, the timing of your request is unfortunate, as I have devoted the resources of the Decepticons to an assault on the human city of San Fransisco tonight, where their vehicle manufacturers have created a new type of fuel. This fuel formula must be mine, and it will take a full-scale assault to capture it from the accursed Autobots that are guarding it!"

At this point, the players may protest, asking Megatron to give them time, or volunteering to take the formula themselves. Or they might just shrug and give up, players are unpredictable like that. Modify Megatron's next bit as needed:

"Fear not, as I desire this Ultimate Weapon just as much as this new fuel, and what Megatron desires, he gets! I have sent a scout to find locations where you can find the components needed to construct the weapon. They will be of human manufacture, but they will suffice with your superior Decepticon skills. Ah, here comes our scout now."

"I AM NOT A SCOUT!!" Starscream is not in a good mood, making his horribly screechy voice even worse than normal (If you can't channel the Chris Latta voice, imagine Spongebob Squarepants if he were evil and really pissed off). "This is a job for Soundwave's little cassettes, not a proud Decepticon warrior like myself!!"

"Soundwave is being useful to the Decepticon cause elsewhere, I thought you could try being useful as well. Now give the Constructicons their targets, and prepare for the Assault. Constructicons, I expect you to rendezvous with us tomorrow in the new capital of our Empire, with your Ultimate Weapon. Now go!"

Starscream will walk them to the airlock tower, handing Scrapper a datapad with the locations of the needed parts, and grumbling about how Megatron is a fool, and how he should be leader instead. Anyone thinking of telling Megatron that his second-in-command is plotting against him is to be reminded that this is equivalent to telling him the sky is blue or the Earth is round. It is to be hoped the Constructicons will fly off to their first target now.

Note that all journeys take place in Cartoon Time, and take exactly as much time as the plot needs them to take. Tell the players not to think how they're crossing have the Pacific Ocean and three American states in a half hour or so.

Chapter 2: McCharlie Army Base

The first target is an Army base in a secluded valley, where the US Army are doing

Chapter 3: Reinstein University

The second target is

Chapter 4: McKein Power Solutions

Note that this chapter is **optional**, and you can skip it or handwave it away if you need to move onto the climax.

Chapter 5: The Ultimate Weapon

Accumulate Successes: 20?

Devastator

Abilities: STR: 18 [50] (+20), DEX: 6 (-2), CON: -- (--), INT: 4 (-3), WIS: 12 (+1), CHA: 20 (+5)

Skills: Craft [Structural] +5, Intimidate +21

Feats: All-Out Attack, Interpose, Power Attack, Sweeping Strike

Powers:

Acid 8 (Extra: Range [+1]; Flaw: Action [-1]; 16pp)

Blast 10 (Extra: Area [Explosion; +1]; 30pp)

Blast 12 (Power Feats: Homing 2 [x5], Split Attack; 27pp)

Device 7 "Thermal Cannon" [Easy to Lose] (21pp)

Flight 1 (10 MPH; 2pp)

Gestalt 10 (Flaw: Feedback [-1]; Power Feat: Progression 2 [6 components]; Drawback: Involuntary Transformation [into components when stunned; Common, Major; -4pp]; 3pp)

Growth 16 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 49pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Penetrating Damage 14 (14pp)

Protection 15 (Extra: Impervious [15]; Drawback: Weak Point; 29pp)

Super-Senses 1 (Radio; 1pp)

Super-Strength 4 (Heavy Load: 3,200 tons; 8pp)

Growth Effects

Mass x ~4,000

Base movement +20 feet

+32 Str, +8 Toughness

Carrying capacity +20 Str

Intimidate +8, Stealth -16

Devices:

Thermal Cannon (34pp total)

Blast 13 (Power Feats: Improved Range 4, Progression 4 [maximum range]; 34pp)

Combat: Attack +8; Damage +13 (Thermal Cannon) / +20 (Unarmed, +14 Penetrating); Defense +4 (-2 flat-footed) // -8 (size); Initiative -1

Saves: Toughness +23 (+15 Impervious), Fortitude --, Reflex +1, Will +5

Yes, that's a full 15 imperviousness, and up to damage +20 (DC 35!!!). Looks pretty tough, doesn't he? Why, he's probably unstoppable compared to those silly toylike autobots, right?

Well, there's a catch. Scrapper's wonderful "Mass Intellect" software, that integrates the 6 minds of the Constructicons together, isn't as bug-free as he'd hoped. The entire team is essentially struggling to impose their will on this behemoth, and, as you've probably seen over the course of the scenario, they're not the most cohesive of groups.

From now on, **every action Devastator makes is the combination of the actions the players give you.** They can cajole each other and plan strategy if they like, but each of them must give you their action separately, ideally on a piece of paper. Then you decide

what Devestator does based on what the combined vote is. For example, if 4 vote to shoot an enemy and 2 vote to charge a different enemy, he'll run towards the other enemy while shooting. If 3 vote to grapple a nearby foe and 3 vote to shoot a faraway one, he'll attempt to pick up the near enemy and throw it at the faraway one. And if 2 vote to attack Megatron, 2 vote to steal the Decepticon Energon supply and fly into space, and 2 vote to eat Optimus Primes head, He'll stand there roaring in rage and confusion, making intimidate checks against everyone nearby.

It's possible the players will work together and make Devestator mostly cohesive, in which case this might end up a short fight with them standing on a pile of Autobot bodies. But I'm trusting in the divisive nature of most RPG groups to throw a bit of chaos into the mix. Just remind them that it's their decision what they write, not the decision of the loud guy on the other side of the table. Discourage them from telling each other what they're writing down. Chaos of some sort will ensue.

There are many possible outcomes to the fight. The main one is if Devestator gets stunned (most likely by being shot in the weak point), causing the combination to fail and the group to become separate. The likelihood there is, unless Megatron is winning by a good margin (like beating Optimus Prime himself), he'll call a "RETREEEEAAAT", and the Decepticons (including willing PCs) will retreat to fight another episode

PC stats

Scrapper

My work is a monument to—and of—my enemies.

Abilities: STR: 18 [36] (+13), DEX: 10 (+0), CON: 19 (+4), INT: 18 (+4), WIS: 12 (+1), CHA: 10 (+0)

Skills: Craft [Mechanical] 10 (+14), Craft [Structural] 12 (+16), Knowledge [Tactics] 8 (+12), Knowledge [Technology] 10 (+14)

Feats: Attack Specialization [Laser Pistol] 3, Inventor, Melee Focus 1, Fast Overrun, Improvised Tools, Skill Mastery

Powers:

Device 4 "Laser Pistol" [Easy to Lose] (12pp)

Flight 2 (25 MPH; 4pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects (Limited: Organic); 16pp)

Morph 4 (into wheel loader; Power Feat: Metamorph; 5pp)

Protection 12 (Extra: Impervious [9]; 21pp)

Super-Senses 1 (Radio; 1pp)

Growth Effects

Mass x~108

Base movement +10 feet

+18 Str, +9 Con

Carrying capacity +10 Str

Intimidate +4, Stealth -9

Devices:

Laser Pistol (20pp total)

Blast 8 (Power Feats: Improved Range 2, Progression 2 [maximum range]; 20pp)

Combat: Attack +6 / +12 (Laser Pistol)/ +7 melee; Damage +8 (Blast) / +13 (Unarmed); Defense +4 (+1 flat-footed)

Saves: Toughness +16 (+9 Impervious), Fortitude +6, Reflex +2, Will +5

Alternate Mode

Scrapper transforms into a wheel loader. Replace his Powers, Combat, and Drawbacks lines with the following:

Powers:

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into robot; Power Feat: Metamorph; 5pp)

Protection 12 (Extra: Impervious [9]; 24pp)

Speed 2 (25 MPH; 2pp)

Shovel: Penetrating Damage 7 (7pp)

Super-Senses 1 (Radio; 1pp)

Super-Strength 4 (Heavy Load: 100 tons; 4pp)

Flight 2 (25 MPH; 4pp)

Combat: Attack +6/+7 melee; Damage +13 (Unarmed, Penetrating 9); Defense +4 (+1 flat-footed); Initiative -1

Drawbacks: Disability (no hands; Very Common, Major; -5pp)

Background: You are the leader of the Constructicons, but you're not sure why. You don't have any major leadership skills, you're not terribly ambitious, and you're not a big fan of combat. You're just a designer, a mech who likes to make blueprints of giant fortresses and artillery pieces and watch as your teammates build them from the corpses of dead Autobots. But for whatever reason, Megatron has put you in charge of the Constructicons, and you're not one to gainsay your leader. So you go about your task, keeping the different teammates together, building the future of the Decepticon Empire.

Recently, you've designed a new system of power cables, computer interfaces, and mechanical augmentation called the Gestalt System, which will allow a fixed number of transformers to unite their powers and form the core of an Ultimate Weapon, one that hopefully the Decepticons can use to finally win the 10-million year long Great War. You've pitched the idea to Megatron, who seems interested. You now graciously wait for his final decision. Perhaps your skills as a designer are useful after all...

Teammates:

Hook: Hook probably should be the team leader, as he has the greatest technical skill, even if it takes him megacycles to actually do anything. His creations take forever but are worth the wait, and he certainly has the assertive personality of the typical Decepticon Commander. You can rely on him, so long as you're patient.

Mixmaster: Mixmaster is literally the glue that holds the team's projects together, pumping out all manner of seemingly impossible materials using his drum. He's an invaluable team member and probably your best ally. Also, he's skilled enough with his chemical mixer and shaper to turn an Autobot into a sheet of plate metal while still showing its tortured face. It's that kind of artistic skill that shows a true master.

Scavenger: Scavenger is very useful for finding building materials, but the poor mech has an awful habit of digging up useless pieces of junk and trying to find uses for them. He seems to think he has to show off his one skill all the time, to the point where the other Constructicons resent him for it. You try to sympathise, but sometimes he leaves one too

many rusty car engines lying around the base.

Bonecrusher: Sometimes you wonder why a team that's supposed to build things is doing with a guy who can't stand seeing two bricks stacked on top of each other. Bonecrusher is the hardest of the Constructicons to keep in line, and take the most time and energy by far. But sometimes, you really do need stuff knocked over...

Long Haul: You really wonder why Long Haul is on the team, because he's not very interested in building things. He wants to run off and be a big hero like all the other Decepticon warriors. But he can't do that, because he's the team's supply haulage and you need him to carry your supplies. It's a source of great tension between you two.

Scavenger

Everything is worth something, even me.

Abilities: STR: 16 [34] (+12), DEX: 8 (-1), CON: -- (--), INT: 4 (-3), WIS: 8 (-1), CHA: 16 (+3)

Skills: Craft [Structural] 8 (+5), Notice 8 (+7)

Powers:

Device 4 "Laser Pistol" [Easy to Lose] (12pp)

Flight 2 (25 MPH; 4pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into steam shovel; Power Feat: Metamorph; 5pp)

Protection 11 (Extra: Impervious [9]; 22pp)

Super-Senses 17 (Detect Energy 8 [mental; Ranged, Extended 4, Acute, Analytical], Detect Metal 8 [auditory; Ranged, Extended 4, Acute, Analytical]; Radio; 17pp)

Growth Effects

Mass x~108

Base movement +10 feet

+18 Str, +4 Toughness

Carrying capacity +10 Str

Intimidate +4, Stealth -9

Devices:

Laser Pistol (20pp total)

Blast 10 (20pp)

Combat: Attack +8; Damage +10 (Blast) / +12 (Unarmed); Defense +5 (+1 flat-footed); Initiative -1

Saves: Toughness +15 (9 Impervious), Fortitude --, Reflex +1, Will +0

Alternate Mode

Scavenger transforms into a steam shovel. Replace his Powers, Combat, and Drawbacks lines with the following:

Powers:

Device 6 "Missile Launcher" [Easy to Lose] (18pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into robot; Power Feat: Metamorph; 5pp)

Penetrating Damage 12 (12pp)

Protection 11 (Extra: Impervious [9])

Speed 2 (25 MPH; 2pp)

Super-Senses 17 (Detect Energy 8 [mental; Ranged, Extended 4, Acute, Analytical], Detect Metal 8 [auditory; Ranged, Extended 4, Acute, Analytical]; Radio; 17pp)

Devices:

Missile Launcher (30pp total)

Blast 10 (Extra: Area [Explosion; +1]; 30pp)

Combat: Attack +8; Damage +10 (Blast) / +12 (Unarmed, Penetrating); Defense +2 (+1 flat-footed) // -2 (size); Initiative -1

Drawbacks: Disability (no hands; Very Common, Major; -5pp)

Background: You're not the best member of the team, its true. You can't design intricate blueprints like Scrapper, or weld seams to micron accuracy like Hook, or drive straight through plate steel like Bonecrusher. But you do have a useful skill, yes, you can find things using the sensors in your shovel. Like supplies of building material. Or metal ore. Or powerlines buried in the ground. Or rusted car engines just begging to be restored. Or old nails. Or leaky car batteries. You beleive nothing is useless, not even you, no matter how much the other Constructicons may complain about your antics. You'll show them, you'll find something really useful some day, and then they'll see.

Scrapper has been talking about his secret project for ages now, talking about uniting the whole team together to make some kind of weapon. You like this idea, because it'll finally prove you're an essential part of the team. He said he'd need all sorts of wierd components though: Maybe you can help track them down for him. That'll really show off your skills.

Teammates:

Hook: Hook is mainly interested with what's in front of him, to the exclusion of all else. More than once you've been damaged and needing repair, and he's made you wait while he finishes fiddling with some minor project of his. And mechs say you're obsessed with junk...

Mixmaster: Mixmaster is the proof that theres nothing useless in the world, since if all else fails you can just put it in Mixmasters drum and reprocess it into something else. But even Mixmaster doesn't like your habit, saying processing most of your find is "no challenge".

Scrapper: As team leader, you gotta look up to Scrapper. He alone in the team is willing to listen to you and give you a fair hearing, and even once or twice, he's been inspired by a piece of debris you've found. You can easily see why Megatron made him the boss.

Bonecrusher: Bonecrusher is the happiest Decepticon you know. He may seem surly between battles, but once theres anything happening involving breaking things, he grins like a madman and gets stuck in. More than once he's claimed to have found a perfect use for something you've found: Target practise. You want to dislike him, but someone who's that enthusiastic just can't be hated.

Long Haul: You get a lot of gearstick from your teammates about your habits, but you never get flustered about it. Long Haul is the opposite: Eveyone is thankful for his lugging all of their building supplies around, but Long Haul just complains about it anyway. He desperately wants to be a big Decepticon hero, and resents all the 'grunt work' he gets saddled with. He especially hates it when you ask him to carry something you've found.

Mixmaster

How strong the steel, how quick the conquest.

Abilities: STR: 16 [34] (+12), DEX: 12 (+1), CON: -- (--), INT: 12 (+1), WIS: 8 (-1), CHA: 12 (+1)

Skills: Craft [Chemical] 15 (+16), Craft [Structural] 5 (+6)

Powers:

Device 5 "Laser Pistol" [Easy to Lose] (15pp)

Flight 2 (25 MPH; 4pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into cement mixer; Power Feat: Metamorph; 5pp)

Obscure 6 (6pp)

Protection 13 (Extra: Impervious [8]; 26pp)

Super-Senses 1 (Radio; 1pp)

Growth Effects

Mass x~108

Base movement +10 feet

+18 Str, +4 Toughness

Carrying capacity +10 Str

Intimidate +4, Stealth -9

Devices:

Laser Pistol (24pp total)

Blast 12 (24pp)

Combat: Attack +8; Damage +12 (Unarmed) / +12 (Blast); Defense +3 (+1 flat-footed); Initiative +1

Saves: Toughness +17 (+13 Impervious), Fortitude --, Reflex +3, Will +1

Alternate Mode

Mixmaster transforms into a cement mixer. Replace his Powers, Combat, and Drawbacks lines with the following:

Powers:

Acid (Touch Damage, repeats next round) 8 (Extra: Range [+1]; Flaw: Action [-1]; 20pp)

AP: Transform 8 (Inanimate to inanimate 5/rank; Extra: Duration: Lasting [+1]; Flaws: Action [-1], Check Required [Craft [Chemical] DC 10+rank; -1], Range [-1]; Limited (Place inside drum) [-1]; Feats: Progression 4 (2.5 tons) 1pp)

Device 6 "Infrared Cannon" [Easy to Lose] (18pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into robot; Power Feat: Metamorph; 5pp)

Protection 13 (Extra: Impervious [7]; 26pp)

Speed 2 (25 MPH; 2pp)

Super-Senses 1 (Radio; 1pp)

Devices:

Infrared Cannon (30pp total)

Blast 12 (Power Feats: Improved Range 3, Progression 3 [maximum range]; 30pp)

Combat: Attack +8; Damage +12 (Unarmed) / +12 (Blast); Defense +3 (+1 flatfooted); Initiative +1

Drawbacks: Disability (no hands; Very Common, Major; -5pp)

Background: Hee hee. Some might call you a chemist. Heh. Some would call you an alchemist. Heh heh. The humans might even call you a witch with a magic cauldron. Hahaha. Whatever they call you, name you, or refer to you as, you are a genius with materials, yes, very smart. Your special drum can render any material, any metal, any mineral, and render it into its component elements, with which you can create new, better, superb materials. You furnish most of the Constructicon materials, for their buildings, their weapon platforms, their radar dishes, all of it. What Long Haul doesn't carry, you can make on-site. And in battle, or fights, or altercations, the acids from the drum are a handy weapon, oh yes, melt right through Autobots.

Scrapper has a plan, an idea, which he's put to Megatron, indeed. He's going to build something, not sure what, its unclear, but its big, huge, enormous, and he needs all of the team to help. He said he needs precision parts, not the kind of work you can do, which is annoying. But you'll help glue the whole thing together, you're sure, literally if need be. And there might be some tasty, yummy, scrumptious Autobots along the way.

Teammates:

Hook: He calls your work crude, unfinished, imprecise. He has no inkling of the atomic-scale reactions you have to use to make your materials. He's never happy unless he's scribbling microcircuitry all over your beautiful, wonderful, superlative work. It's not fair, at all.

Scrapper: Scrapper designs the projects, you design the materials. It's a wonderful working relationship, superb, marvellous. You love it when he asks for some impossible super-material and you have a tonne of it made for him within the hour.

Scavenger: This guy is only occasionally useful, sometimes beneficial. Sometimes he sniffs out a big supply of metal or other useful materials that you can use to great effect. And sometimes he digs up some rusty old piece of junk, and Scrapper orders you to process the foul thing to stop it stinking up the base.

Bonecrusher: Bonecrusher turns large things, like buildings, shuttles, small hills, into tiny pieces that easily fit into your drum. He's always happy to do it too, never has to be asked twice, eager to be of crushy service.

Long Haul: Your supply train. Why does he complain so much, go on and on about his job, yearn for something more? Why can't he just look in awe at what you turn the things he carries into?

Hook

Strive for perfection even if others must suffer.

Abilities: STR: 18 [36] (+13), DEX: 14 (+2), CON: -- (--), INT: 18 (+4), WIS: 8 (-1), CHA: 12 (+1)

Skills: Craft [Electronic] 4 (+8), Craft [Structural] 8 (+12)

Feats: Attack Specialization [Blast] 2, Precise Shot 2

Powers:

Device 4 "Laser Pistol" [Easy to Lose] (12pp)

Flight 2 (25 MPH; 4pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into crane; Power Feat: Metamorph; 5pp)

Protection 11 (Extra: Impervious [9]; 22pp)

Super-Senses 1 (Radio; 1pp)

Growth Effects

Mass x~108

Base movement +10 feet

+18 Str, +4 Toughness

Carrying capacity +10 Str

Intimidate +4, Stealth -9

Devices:

Laser Pistol (20pp total)

Blast 10 (20pp)

Combat: Attack +6 / +10 (Blast); Damage +10 (Blast) / +13 (Unarmed); Defense +5 (+1 flat-footed); Initiative +2

Saves: Toughness +15 (9 Impervious), Fortitude --, Reflex +3, Will +0

Alternate Mode

Hook transforms into a crane. Replace his Feats, Powers, Combat, and Drawbacks lines with the following:

Feats: Attack Specialization [Blast] 2, Improved Overrun, Precise Shot 2

Powers:

Blast 10 (Extra: Area [Explosion; +1]; 30pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into robot; Power Feat: Metamorph; 5pp)

Protection 11 (Extra: Impervious [9]; 22pp)

Speed 2 (25 MPH; 2pp)

Super-Senses 1 (Radio; 1pp)

Super-Strength 1 (Heavy Load: ~12 tons; 2pp)

Combat: Attack +6 / +10 (Blast); Damage +10 (Blast) / +13 (Unarmed); Defense +4 (+2 flat-footed) // -2 (size); Initiative +2

Drawbacks: Disability (no hands; Very Common, Major; -5pp)

Background: You are perfect. The perfect surgeon, the perfect builder, the perfect Decepticon. The secret is taking your time with things, you see. All the other Decepticons just rush in and hope for the best, never take the time to create a perfect strategem like you do. You are the most accurate because you take the time to aim and deliver critical shots, rather than others who use bigger guns and use more shots. So wasteful... Scrapper is talking about building a new weapon, one that unites the powers of the Constructicons together. You're not sure why he can't just make one that improves your power to higher levels, but Scrapper always thinks of the team rather than its best member. You refuse to be left out of this though. You'll build this weapon of his, and it will be perfect,

and then maybe Megatron will finally see who the best member of the Constructicons really is.

Teammates:

Scrapper: Why Megatron made Scrapper the leader of the team, you'll never know. It's probably because Scrapper will lower himself to dealing with the rest of this rabble on an even basis, but that hardly counts as true leadership skill. At least he's a skilled designer, even if he won't design things to nano-centon accuracy like you keep asking him to.

Mixmaster: Mixmaster is sort of your opposite on the team. You make microcircuitry and nanowelds in sensitive apparatus, he makes giant sheets of metal and glues them together with goopy cement. You've resolved to have as littler to do with him as possible.

Scavenger: You'll say one thing for Scavenger, he's focused. Once he's sniffed out something interesting with his sensors, he'll keep at it until he finds it. Unfortunately, he usually digs up some old pile of rusted junk, so goopy and disgusting....No standards, none at all.

Bonecrusher: Bonecrusher is the most imprecise being you have ever met. He just drives in a vague direction and smashed things into nuggests scattered everywhere. So ungraceful, so undirected. Why is he even on the same team as you?! There's nothing useful he can do here!!!

Long Haul: At least someone around here is dependable. Long Haul always brings you the exact materials you want, exactly on time, but they always come with complaints. He wants to be a big loud smashy warrior like Bonecrusher, why can't he want to be more like you??

Bonecrusher

Hit it 'till it stands no taller than dust.

Abilities: STR: 20 [38] (+14), DEX: 6 (-2), CON: -- (--), INT: 6 (-2), WIS: 8 (-1), CHA: 16 (+3)

Skills: Craft [Structural] 8 (+6), Demolitions 8 (+6), Intimidate 12 (+11)

Feats: All-Out Attack, Attack Specialization [Blast] 2, Power Attack, Startle

Powers:

Device 4 "Laser Pistol" [Easy to Lose] (12pp)

Flight 2 (25 MPH; 4pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into bulldozer; Power Feat: Metamorph; 5pp)

Protection 13 (Extra: Impervious [10]; 26pp)

Super-Senses 1 (Radio; 1pp)

Growth Effects

Mass x~108

Base movement +10 feet

+18 Str, +4 Toughness

Carrying capacity +10 Str

Intimidate +4, Stealth -9

Devices:

Laser Pistol (20pp total)

Blast 10 (20pp)

Combat: Attack +6 / +10 (Blast); Damage +10 (Blast) / +14 (Unarmed); Defense +3 (+0 flat-footed); Initiative -2

Saves: Toughness +17 (+11 Impervious), Fortitude --, Reflex -1, Will +3

Alternate Mode

Bonecrusher transforms into a bulldozer. Replace his Powers, Combat, and Drawbacks lines with the following:

Powers:

Blast 10 (Extra: Area [Explosion; +1]; 30pp)

AP: **Penetrating Damage 14** (1pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into robot; Power Feat: Metamorph; 5pp)

Protection 13 (Extra: Impervious [11]; 26pp)

Speed 1 (10 MPH; 1pp)

Super-Senses 1 (Radio; 1pp)

Super-Strength 1 (Heavy Load: ~24 tons; 2pp)

Combat: Attack +6; Damage +10 (Blast) / +14 (Unarmed, Penetrating); Defense +0 (-1 flat-footed); Initiative -2

Drawbacks: Disability (no hands; Very Common, Major; -5pp)

Background: The main problem with this team is that they spend too much time buildin' slag. No-one else on the team really appreciates the joy of breakin' slag instead. You're the expert for when stuff needs to not be there anymore, because if the rest o' this pack o' cybermoose were left to it, they'd be turning Autobot fortifications and human houses into condos and minimalls. Or somethin'. Sometimes you mix up the times for buildin' and the time for breakin', but hey, no-ones perfect. You don't let the complaints get to you, because the only complaint worth a ding is a fist in the faceplate.

Scrapper's buildin' something, says it'll let the team become a powerful weapon and crushing those slaggin' Autobots once and for all. Awesome, about time this team got its act together and started smashing stuff properly. But you're gonna needs parts first apparently. Well, maybe some people will need convincing to hand them over. You like convincing people.

Teammates:

Scrapper: Team leader, supposed to know what each team member should do at a given time. So why does he keep asking you to help out with the building? Keeps designing complicated new weapons to do the same slaggin' thing you do, just with lasers and the like instead.

Mixmaster: Mixer keeps following after you, scooping up the bits you don't quite grind into dust and stuffing them into his drum to make new things. Don't see the point of it yourself, probably one of those circle-of-life things the elder bots go on about.

Scavenger: Scavenger is always hunting for things, sniffing round in the dirt for stuff that no-one else wants. You, you don't put an lot of wieght in having stuff, so you don't get why he bothers. Scrapper always tell him to throw it away anyway.

Hook: Primus-damned stuck-up sonuvaglitch! Always complaining about things not bein' neat and tidy, and taking a frackin' cycle to get anything done! Does this mech even live in the real world. There's a slaggin' war on!!!

Long Haul: Long Haul's good folk. He understands what's important in life: Fame, Energon, and a fembot on your arm. Shame he can't convince Scrapper to let him fight with you, and gets stuck on transport duty. What a waste.

Long Haul

A battle front is only as good as its supply line.

Abilities: STR: 20 [38] (+14), DEX: 6 (-2), CON: -- (--), INT: 10 (+0), WIS: 8 (-1), CHA: 16 (+3)

Skills: Craft [Structural] 8

Feats: Improved Overrun, Power Attack

Powers:

Device 5 "Laser Pistol" [Easy to Lose] (15pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into dump truck; Power Feat: Metamorph; 5pp)

Protection 14 (Extra: Impervious [12]; 28pp)

Super-Senses 1 (Radio; 1pp)

Super-Strength 2 (Heavy Load: ~50 tons; Power Feat: Bracing; 5pp)

AP: **Flight 2** (25 MPH; 1pp)

Growth Effects

Mass x~108

Base movement +10 feet

+18 Str, +4 Toughness

Carrying capacity +10 Str

Intimidate +4, Stealth -9

Devices:

Laser Pistol (24pp total)

Blast 12 (24pp)

Combat: Attack +8; Damage +12 (Unarmed) / +12 (Blast); Defense +2 (+0 flat-footed); Initiative -2

Saves: Toughness +18 (12 Impervious), Fortitude --, Reflex +0, Will +3

Alternate Form

Long Haul transforms into a dump truck. Replace his Powers, Combat, and Drawbacks lines with the following:

Powers:

Blast 12 (Power Feats: Homing 2 [x5], Split Attack; 27pp)

Growth 9 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 28pp)

Immunity 31 (Aging, all Fortitude effects; 31pp)

Morph 4 (into robot; Power Feat: Metamorph; 5pp)

Protection 14 (Extra: Impervious [12]; 28pp)

Speed 1 (10 MPH; 1pp)

Super-Senses 1 (Radio; 1pp)

Super-Strength 3 (Heavy Load: ~100 tons; 6pp)

Combat: Attack +8; Damage +12 (Blast, Homing, Split Attack) / +12 (Unarmed); Defense -2 (-2 flat-footed); Initiative -2

Drawbacks: Disability (no hands; Very Common, Major; -5pp)

Background: This is not what you joined the Decepticons for. Supply transport? Just because you can carry 100 tons of building material a thousand miles without a lube job doesn't mean you should be stuck doing all the lifting. You signed up to this Decepticon gig for the fame, the Energon, and the Fembots! Well, you're not going to be the rear fender of this team! One of these days you're gonna show them all that Long Haul is the real champion on this team!!

Scrapper is designing something to make the team work together and create an Ultimate Weapon. You're not clear on the details, but anything that puts you on the front lines is fine by you. Scrapper's not sure about you'll like it though, something about "being the crotch"...

Teammates:

Scrapper: Slaggin' nerd, spending so much time designing weapons and fortresses that he can't see you're rustin' away in the this crummy function. He's big on the whole "We're all cogs in the Decepticon Machine" speech, but it's easy for him to say, he's doing what he wants to.

Mixmaster: Mixer is the guy you carry the most stuff around for, since it all goes into his drum to be processed into building material. This makes yo rather resentful. Why can't the guy get a trailer and carry the stuff himself?

Scavenger: Scavenger is always looking around for stuff, be it building material or the junk he's so fond of, and you always end up having to carry it. Gunk-piped little punk.

Bonecrusher: Bonecrusher's got it made. Whenever theres something he doesn't like, he gets to drive through it, be it an ugly building or an Autobot position. Why does he get to do that and you don't?? What's he got you don't?

Hook: Hook's tolerable, you guess, but dang is he so hoighty-toighty. Always going on about how prim and precise everything should be. And the way he takes so long to do anything. Ugh.

NPC Stats

Megatron

Abilities: STR: 20 [40] (+15), DEX: 16 (+3), CON: -- (--), INT: 22 (+6), WIS: 20 (+5), CHA: 18 (+4)

Skills: Craft [Mechanical] 8 (+14), Intimidate 16 (+25), Knowledge [Tactics] 16 (+22), Knowledge [Technology] 12 (+18), Notice 8 (+13), Survival 4 (+9)

Feats: Assessment, Attack Focus [Melee], Benefit (Status: Decepticon Leader), Dodge Focus 3, Improved Aim, Leadership, Master Plan, Startle, Takedown Attack

Powers:

Fusion Cannon Device 11 (Easy to Lose;; Blast 16 (Extra: Penetrating [+1]; Power Feats: Improved Range 3, Progression 3 [maximum range];; Alternate Power: Disintegrate 12 (Flaw: Tiring [-1]; Power Feats: Improved Range 3, Progression 3 [maximum range])

Growth 10 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate)

Morph 4 (into pistol; Power Feat: Metamorph; May be used by others with same stats as

Fusion Cannon;)

Protection 10 (Extra: Impervious [+1])

Super-Senses 8 (Vision 4 [Extended 2]; Infravision, Radio, Ultra-Hearing, Ultravision)

Super-Strength 6 (Heavy Load: ~800 tons)

Flight 6 (500 MPH; 2pp)

Energon Mace Penetrating Damage 15 (Drawback: Temporary Disability [one hand; Common, Moderate; -3pp]; 2pp)

Combat: Attack +12 / +13 (Melee); Damage +12 (Disintegrate) / +15 (Unarmed) / +16 (Blast, Penetrating); Defense +13 (+4 flat-footed); Initiative +3

Saves: Toughness +15 (+10 Impervious), Fortitude --, Reflex +7, Will +10

Starscream

Attributes: STR 26, DEX 16, CON 17, INT 12, WIS 18, CHA 10

Skills:

Acrobatics +11, Bluff +12, Computers +5, Craft [Technology] +5, Intimidate +12, Knowledge [Technology] +9, Notice +12, Pilot +15, Search +9, Sense Motive +8

Feats:

Jack of All Trades, Dodge Focus 10, Sneak Attack 2, Improved Aim

Powers:

Null Ray: Blast 8 [Alternate Power: Ranged Stun [Limited to Mechanical creatures and objects] 8]

Flight 4

Impervious Protection 6

Growth 9 (Huge Size, Base movement +10 feet, +18 Str, +9 Con)

F-15 Form

Enhanced Flight 4 [Alternate Power: Enhanced Reflex 8]

Missiles: Blast 8 (Extra: Area (Burst))

Saves: FORT +5, REF +3 [+11], WILL +8, TOUGH +9

Combat: Attack +10; Damage +8/+10 sneak attack, Defense +9 (-2 flat-footed); Initiative +3

Optimus Prime

Abilities: STR: 20 [40] (+15), DEX: 18 (+4), CON: -- (--), INT: 20 (+5), WIS: 22 (+6), CHA: 22 (+6)

Skills: Craft [Mechanical] 8 (+13), Diplomacy 16 (+22), Knowledge [Tactics] 16 (+21), Notice 8 (+14), Profession [Dock Worker] 4 (+10), Survival 4 (+10)

Feats: Attack Focus [Ranged] 3, Benefit (Status: Autobot Commander), Dodge Focus 3, Improved Aim, Inspire 5, Interpose, Leadership, Precise Shot 2, Teamwork

Powers:

Laser Rifle Device 9 (Blast 12 (Extra: Penetrating [+1]; Power Feats: Improved Range 4, Progression 4 [maximum range])) -

Growth 10 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate)
Immunity 30 (all Fortitude effects)
Morph 4 (into semi; Power Feat: Metamorph)
Protection 12 (Extra: Impervious [+1])
Super-Senses (Normal Sight 2 [Extended 2]; Radio)
Super-Strength 6 (Heavy Load: ~800 tons)
Energon Axe Penetrating Damage 15 (Drawback: Temporary Disability [one hand; Common, Moderate])

Combat: Attack +13/ +16 (Ranged); Damage +12 (Blast, Penetrating) / +15 (Unarmed); Defense +11 (+3 flat-footed); Initiative +4

Saves: Toughness +17 (+12 Impervious), Fortitude --, Reflex +8, Will +12

Bumblebee

Power Level: 8 (150pp)

Abilities: STR: 12 [24] (+7), DEX: 14 (+2), CON: -- (--), INT: 16 (+3), WIS: 16 (+3), CHA: 20 (+5)

Skills: Bluff 8 (+13), Disable Device 8 (+11), Gather Information 8 (+13), Navigate 4 (+7), Notice 12 (+15), Pilot 8 (+10), Stealth 8 (+10)

Feats: Defensive Attack, Environmental Adaptation [Underwater], Taunt, Teamwork 2

Powers:

Growth 6 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate; 19pp)
Immunity 31 (Aging, all Fortitude effects; 31pp)
Morph 4 (into car; Power Feat: Metamorph; 5pp)
Protection 4 (Extra: Impervious [+1]; 8pp)
Super-Senses 5 (Normal Sight [Extended 4]; Radio; 5pp)

Growth Effects

Mass x8

Base movement +5 feet, Carrying capacity +5 Str, Intimidate +3, Stealth -6
-1 Attack and Defense bonus, +12 Str, +3 Toughness

Combat: Attack +10 // -1 (size); Damage +7 (Unarmed); Defense +10 (+5 flat-footed) // -1 (size); Initiative +2

Saves: Toughness +7 (+4 Impervious), Fortitude --, Reflex +8, Will +5

Alt Mode: Bumblebee can transform into a Volkswagen Beetle. Replace his Feats, Powers, Combat, and Drawbacks lines with the following:

Feats: Defensive Attack, Environmental Adaptation [Underwater], Fast Overrun, Taunt, Teamwork 2

Powers:

Growth 6 (Extra: Continuous [+1]; Flaw: Permanent [-1]; Power Feat: Innate)
Immunity 31 (Aging, all Fortitude effects)
Morph 4 (into robot; Power Feat: Metamorph)
Protection 4 (Extra: Impervious [+1])

Speed 4 (100 MPH)

Super-Senses 5 (Normal Sight [Extended 4]; Radio)

Combat: Attack +9, Damage +7 (Unarmed); Defense +9 (+4 flat-footed), Initiative +2

Drawbacks: Disability (no hands; Very Common, Major)

Grimlock

Abilities: STR 30 DEX 14 CON 30 INT 8 WIS 14 CHA 10

Skills Bluff +4, Intimidate +8, Notice +6, Sense Motive +6

Feats: Fearless, improved overrun, improved initiative, power attack, startle, takedown attack

Powers

Plasma Breath Blast 10 (Extra: penetrating)

growth 9 (feat: innate, flaw: permanent -1)

Immunity 11 (critical hits, life support)

Impervious Toughness 10

Morph 1 (Robot mode, power feat: metamorph)

saves:

Toughness +10 (Impervious), FORT +10, REF +5, WILL +6

Combat:

+6 init, +8 ATK, +8 DEF (+4 flat-footed)

+10/10 DMG (unarmed/plasma breath)

Grimlock is the true Alpha Mech of the Autobots, and he and his Dinobot allies could probably oust Optimus and put Grimlock on a macabre throne made of dead Decepticons except for the fact that they barely have enough microchips to run a calculator between them. Grimlock himself is smart enough to realise this but way too proud to admit, so he spends his days smashing and eating Decepticons to make him feel better. It does. Grimlock is depicted here in his famous T-Rex mode, and there's little need for him to change to robot mode. He may not have awesome powers but he is a relatively good tank with his Imperviousness and immunity to criticals. Except compared to Devastator, that might not mean as much.