



THEIR

WAR.

OUR

WORLD.

TRANSFORMERS

INTRODUCTION

+1000 Cyber-Points (CP).

"Before time began, there was the Cube.

We know not where it comes from, only that it holds the power to create worlds and fill them with life. That is how our race was born.

For a time we lived in harmony, but like all great power, some wanted it for good, others for evil.

And so began the war, a war that ravaged our planet until it was consumed by death, and the Cube was lost to the far reaches of space.

We scattered across the galaxy, hoping to find it and rebuild our home, searching every star, every world.

And just when all hope seemed lost, message of a new discovery drew us to an unknown planet called... Earth.

But we were already too late."

The speaker of this message was Optimus Prime, leader of the Autobots. The Autobots are a small Cybertronian rebel group who fight for the freedom of all sentient life. It was them that doomed their planet by launching the Allspark Cube into space to keep it out of the hands of the power hungry Decepticons.

In his single-minded obsession with the Cube, the Decepticon leader Megatron chased the Cube to the planet Earth, before being frozen by the arctic temperatures paired with his own exhausted energy reserves.

In the midst of this battle between colossal shapeshifting alien robots are the humans. Weak, cowardly, selfish humans. In many ways, humans are little better than the Decepticons, but time and time again, they will prove that their potential for heroism is no lesser than any Autobot.

Like their alien visitors, there is much more to them than meets the eye.

SPECIES OPTIONS

Choose age & gender as appropriate.

Humanoid [+300 CP, +0 TP / -0 CP, +0 TP (w/ Ancient)]

A small biped between 4-8 feet on average. You are a human being. Your kind's personal power and technological expertise are dwarfed several times over by the Cybertronians, a source of envy and dread for many of your kind. Still, many humans manage to close that gap and put up a fight against these titans through teamwork, tactics, and unshakable willpower.

If taken alongside Ancient, you are the same type of being as Quintessa. You vaguely resemble a metallic human in size and proportions, but your lower body is a mass of tentacles. Your origins are a mystery. You clearly have some connection to the original creators of the Transformers, but as the creators were a mostly organic species, it's unlikely you were ever one of them.

Humanoids are barred from the Chassis sections.

Cybertronian [-0 CP, +600 TP]

You are a member of an alien race of sapient robots. Transformers are 10-20 feet tall on average but can be as tall as 100 feet or as short as a few inches. In addition to your monstrous strength, durability, and technology (compared to humans) your species' defining trait is your ability to scan and disguise yourself as seemingly any similarly-sized piece of technology, usually vehicles.

If taken alongside Ancient, you are one of the ancient Seekers, or perhaps even one of the original Primes. Your kind traveled the galaxy harvesting stars to keep the Allspark alive. However, one of the Primes, now only known as The Fallen, sought to break the taboo of harvesting the sun of an inhabited world. That world was Earth, and unable to defeat The Fallen in head-on combat, the other ancient primes collectively sacrificed their lives to hide the key to the star harvesting device away from their deranged brother.

Cybertronians may use the Chassis sections to build their mechanical body.

FACTION OPTIONS

You may choose any location on Earth as your starting location.

Autobot [-0 CP]

Short for “autonomous robotic organisms”. Originally an organization dedicated to historical and scientific enquiry, the name “Autobot” soon came to refer to the brave few who opposed Megatron and his new Decepticon faction. In general, the Autobots prioritize peace and freedom, but can be just as brutal (arguably moreso) as any Decepticon to defend those ideals. Regrettably, their idealism will lead to their betrayal time and again in the years to come.

Decepticon [-0 CP]

The militarized faction created by Megatron who saw how weak years of peace had made Cybertron to external threats. To a Decepticon, the only true evil is weakness. In-fighting, betrayal, and abuse of power are not only allowed, but tacitly encouraged to keep your blades sharp and their minds sharper. Not to say that Decepticons are wholly incapable of loyalty or selflessness, especially now that their planet is wasting away without the power of the Allspark.

Neutral [-0 CP]

While “Autobots” and “Decepticons” set up a convenient “good” vs “evil” narrative, war is rarely that black and white. You fall somewhere in-between, or perhaps entirely outside this dichotomy. Perhaps you’re a gun-for-hire. Perhaps you see all Transformers as equally responsible for all this destruction and wish they’d both pack up and leave. Or maybe, you serve a greater master that makes the Autobot-Decepticon war seem inconsequential.

ORIGIN OPTIONS

Any Origin other than Commander may be Drop-In.

Everyman [-0 CP]

A complete nobody. You don't have any exceptional talents or connections upon entering this world, but no responsibilities to drag you down either. You are as average and unassuming as any man or bot could possibly be.

Soldier [-0 CP]

An expert in simple, violent solutions to problems. Whether you fight for a country, an organization, or the whole damn planet, you're the one who has to march into Hell to kick whoever's ass is in need of kicking.

Support [-0 CP]

The brains of any operation. You could be an engineer, a medic, or even a history professor. You may not be the one fighting for the fate of the world, but you're the one who needs to rebuild it once the meatheads are done breaking it.

Agent [-0 CP]

It takes more than strength or book smarts to keep the world turning. You work with people and information. Whether you're a federal agent, a shady spec ops strategist, or something as dramatic as a spy. The truth is what you say it is.

Commander [-100 CP]

There are a lot of moving parts to a war, and it falls to you to keep all those parts working together. You are some kind of leader. Whether that be a general, politician, cult leader, etc. You have a long history of effective leadership that you can leverage to recruit a small platoon with relative ease.

PERKS : GENERAL

No discounts.

More Than Meets The Eye [-0 CP / -50 CP]

You may choose to accompany any transformations into any of your altforms with the iconic Transformers sound effect. For an extra 50 CP, you can take this a step farther and alter the aesthetics of said transformations. Whether that be reassembling yourself like Transformium, breaking apart into countless jagged panels like the Bayverse movies, something closer to G1 Transformers, or something born from your own imagination. This is a purely aesthetic change.

Bayisms [-0 CP (This Jump) / -50 CP (To Keep)]

Micheal Bay has a very particular directing style, and with this, the whole world around you is shot like a Micheal Bay film. Girls are sexier, explosions are bigger, and lens flares are constant. There will occasionally be other oddities like random slow-mo shots, sudden product placement, or excessive military propaganda. If purchased this becomes togglable post-jump.

Top Billing [-50 CP]

You have a particularly striking voice. It is pleasing to the ears and gives precisely the impression you desire, whether that be compassion, terror, dignity, etc. You can even choose for this voice to be oddly similar to a notable Earth celebrity or voice actor. I assure you; this similarity is purely a coincidence.

Prequel [-100 CP]

Whenever you find yourself surviving a brush with death or a similarly traumatic experience, you will receive a sudden premonition. It will show you a flash of a significant scene from the far future. Whether it's a horrifically destructive battle, the death of a long-time foe, or even yourself. These visions are brief and devoid of context, but they will serve as vital clues, or if nothing else allow you to prepare mentally for the trials that await you.

Sequel [-500 CP]

No matter how thoroughly you are destroyed, fate will twist itself into knots to bring you back to life by any means necessary. Regardless of whether you're stabbed, dismembered, decapitated, atomized, or even if your very soul is destroyed. However, the more thorough your destruction, the more time it'll take you to come back. 1-2 years is the minimum time, but more extreme damage could take up to a decade, and something like total annihilation could take centuries to recover from. Failing to revive before the end of a given Jump will mean the end of your Chain. Also, it's best not to think too hard about the philosophical implications of this. Ship of Theseus and all that.

Ancient [-800 CP / -1200 CP]

Legend has it that the original Primes were more than just powerful robots, they were extra-dimensional beings with seemingly mystical abilities. If taken as a Cybertronian, you are the last survivor of the original Primes, barring The Fallen himself. As a Humanoid, you are instead the same type of being as Quintessa. This grants great control over space, from telekinesis, short-ranged warps, galactic teleportation, dimensional storage, and more. This even provides abilities seemingly unrelated to space, like weak hypnotic suggestion or draining life energy from nearby sources. For an additional 400 CP, this can be further upgraded in one of two ways.

- **Warrior** - Like The Fallen, your physical and mental abilities have been super-charged by a mysterious accident and the conquest of countless worlds. You assimilated hardware, sciences, weaponry, and new ways of raging war. You have expanded your consciousness by absorbing the mental mass of a hive intelligence seventy trillion strong and probed the neural functions of creatures that swim in unrefined thought.
- **Sorcerer** - Like Quintessa, your esoteric abilities defy imagination. Your hypnotic and energy manipulating abilities are greatly enhanced, but you also gain a variety of new abilities like illusions, and technokinesis. You can completely reformat a machine on a molecular level, drive an entire metal planet like a spaceship, or enslave a being as strong-willed as Optimus Prime with a touch, at least briefly.

PERKS : INSIGNIA

Everyone may only receive one Primary and one Secondary Insignia.

Primary Insignia [-0 CP / -50 CP]

Each insignia embodies the ideals and values of their faction and encourages them in others. You must choose the insignia of your Faction choice above. You may choose how it manifests in different forms, whether as a tattoo, T-shirt logo, birthmark, etc. You can even have it alter copied forms to proudly display this insignia. You can even choose to represent this faction in a more abstract fashion, like changing text on your body saying "To protect and serve" into "To destroy and enslave". You may toggle your insignia(s) on and off as you will.

For an added 50 CP any recreations you make of this mark will carry the same aura as the one you possess. Also applies to Minor Insignias.

- **Autobot** - Embodies justice, defending the weak, willpower, sacrifice, and the belief that freedom is the right of all sentient beings. This symbol encourages allies to fight to the bitter end, and see those they protect not as a weakness, but as the source of their strength.
- **Decepticon** - Embodies power, revolution, deception, and the belief that peace demands strength and strength demands conflict. This symbol encourages an almost insatiable thirst for conflict in order to refine their own power and prove the superiority of their mission through force.
- **Neutral** - Embodies independence, competence, and practicality. You're here to do a job and do it better than anyone else. Encourages potential allies to set aside their scruples to collaborate with you for mutual self-interest, while maintaining a professional level of distance. Manifests as an empty space or large scar where your insignia would be.

Minor Insignia [-0 CP / -50 CP]

Other than the main allegiances, there are plenty of other sub-factions in this world with their own beliefs and ideals. If you purchased the ability to give your Primary Insignia to others, that extends to this. You may choose to have this in addition to your Primary Insignia, or find some way to combine the two.

- **Loyalist** - You fully devote yourself to the cause of your faction. This simply enhances the potency of the aura given off by your Primary Insignia. You aren't just one member of your faction; you are the quintessential example as far as your allies and enemies are concerned.
- **Deserter** - In time, you became disillusioned with your faction and switched sides. You may choose a second Primary Insignia to receive the effects of. You may choose which of the two insignias represents your former or present allegiance. This doesn't impact Faction discounts.
- **Maximal** - Embodies nature, understanding, the patience to form new bonds and the ferocity to protect them. You have a serene outlook that allows you to recognize the strength in those around you, no matter how different or unassuming they may seem.
- **Terrorcon** - Embodies fear, brutality, the thrill of the hunt, and absolute power. You are a hunter. As such, this insignia strikes terror in the hearts of any unlucky enough to become your prey, while encouraging allies to embrace sadism and submit to their own dark desires.
- **Sector 7** - Embodies secrecy, thoroughness, ingenuity, and mastery of the unknown. Rather than fearing the unknown, this symbol instills a thirst for it. It stimulates the desire to understand, repurpose, and monopolize esoteric or occult forces, ideally under controlled circumstances.
- **N.E.S.T.** - Embodies efficiency, camaraderie, and unity across races, nations, and even species. It encourages allies to work together like a well-oiled machine, and to never let pointless bureaucracy come between their bonds or their own sense of justice.
- Cont.

Minor Insignia (Cont.)

- **Cemetery Wind** (Exclusive Human) - Embodies brutality, vengeance, security, human exceptionalism, and internal unity. It encourages allies to feel no sympathy towards an enemy and band together against an external threat, even when the methods used seem cruel or hypocritical.
- **Transformers Reaction Force** (Exclusive Human) - Embodies loyalty to one's country, faith in one's cause, and the will to do what needs to be done. It encourages allies to look past their personal feelings and grudges in order to fight for what they believe is in their country's best interests.
- **The Initiative** (Exclusive Human) - Embodies industry, secrecy, and using everything at your disposal. It encourages allies to acknowledge an enemy's strength and do everything in their power to take an enemy's advantages and technology for themselves. The initiative doesn't have a designated insignia, so you may design one yourself.
- **Witwiccans** - Embodies nobility, planning, and destiny. It encourages allies to recognize seemingly unassuming individuals with the potential to change the future as we know it, and to use subtle manipulations to ensure their actions have the desired effect on the current of history. This insignia takes the form of a coat of arms specific to your family.
- **Earth** (-50 CP) - Choose one Earth group or ideology. Whether that be a nation, a philosophy, religion, economic system, etc. This embodies everything that group/ideology seeks to exemplify (regardless of whether it fulfills those expectations) and encourages those ideals in allies.
- **Custom** (-50 CP) - If none of the above insignias appeal to you, then you may simply design your own from scratch. You may freely decide the design of the insignia, and what concepts it represents. The impact is purely psychological, and no greater than that of the other insignias.

PERKS : HUMANOID

One 100 CP Perk Free and others 50%-off for Humanoids.

Foxy Lady [-100 CP (Free or Discounted Humanoid)]

You're quite the looker. Your skin, your proportions, everything about you just radiates inhuman sex appeal. You wake up looking like you just walked out of a modeling shoot. This makes others more likely to underestimate you. Most people just have a hard time believing anyone this hot can be competent.

Conspiracy Addict [-100 CP (Free or Discounted Humanoid)]

You were born blessed by the conspiracy theorist gods. Whenever you make some baseless mental leap regarding extraterrestrials, government cover ups, the occult, etc. at least 60% of the time you're right on the money by pure accident. The closer you get to the truth, the higher this accuracy climbs.

Human Exceptionalism [-200 CP (Discounted Humanoid)]

Isn't it convenient that all the most powerful Cybertronian artifacts keep winding up on Earth? Similarly, in future jumps whatever planet you start on is just a magnet for beings and artifacts of galactic importance. It's like your planet is the main character of the universe. This won't drastically alter the "main plot" of a setting, but if there's any doubt as to where an artifact lost somewhere in the galaxy will end up, Earth is always a safe bet.

Quid Pro Quo [-200 CP (Discounted Humanoid)]

You have a natural affinity for forming relationships with extraterrestrials, especially those of the mechanical variety. Such beings who are normally ambivalent towards humans will feel an instinctive fondness towards you, and those who should categorically despise you will be far more tolerant. This even goes as far as them being willing to do quite extreme favors for you, like serving as a bodyguard or intervening in conflicts they have no business intervening in.

Leap of Faith [-400 CP (Discounted Humanoid)]

You find that violent force against you often follows Hollywood rules. Being caught by a stronger being can break almost any fall, assassins tend to expose themselves before attacking, and any gunfire aimed at you seems to hit every location around your body. The level of protection you receive scales with how dramatic a moment is. If you make a point to avoid any and all dangerous situations, this won't have any effect. If you directly involve yourself in a battle for the fate of the world, the odds of you dying are low, but never zero.

Playing Catch-Up [-600 CP (Discounted Humanoid)]

You are a master of reverse-engineering. As long as you have enough samples to work with, you can eventually figure out how to replicate and (theoretically) improve on technology from alien civilizations centuries ahead of anything on Earth in a matter of months. If you had a piece of the original along with the functionally limitless resources of a group like The Initiative, the total recreation of clarketech artifacts like Merlin's Staff or even the Allspark itself aren't completely outside the realm of possibility.

PERKS : CYBERTONIAN

One 100 CP Perk Free and others 50%-off for Cybertronians.

Kickass Driver [-100 CP (Free or Discounted Cybertronian)]

As you'd imagine for a race that mostly turns into automobiles, Transformers are naturally spectacular drivers. Every vehicle you drive feels like an extension of your body, even when it isn't literally your body. You're able to pull off absurd stunts and maneuvers on a dime with minimal collateral damage.

Defrost [-100 CP (Free or Discounted Cybertronian)]

You find that you recover bizarrely fast when released from any incapacitating condition. Whether you're thawed from a block of ice after a century or just barely brought back from death, you'll be fully awake and aware of your surroundings within seconds of waking up.

Hidden in History [-200 CP (Discounted Cybertronian)]

The Transformers have been interfering in human history as long as there have been humans, but only the most secretive of organizations know it. You only leave as much of a mark on history as you wish to. The more blatant your involvement in an event, the longer it takes for you to be silently shuffled out of the history books. Even if a major world war was fought with giant robots on the front lines, in a few years that'll just be seen as an insane conspiracy theory.

Robots in Disguise [-200 CP (Discounted Cybertronian)]

With or without their camouflage, Cybertronians are improbably stealthy. Even if your every step should be creating tremors, you can hide and sneak around with impossible ease. Even once you have a disguise, you're better at inserting yourself into locations where your alternate mode would fit in. Like adding yourself to the inventory of a used car lot in broad daylight or taking the place of an office photocopier that wasn't there mere seconds ago.

Cybertron R & D [-400 CP (Per, First Discounted Cybertronian)]

It's only natural that a race of living machines would know a thing or two about technology. Whether it's vehicles, weaponry, architecture, chemistry, physics, the miracle of technology that is their own physiology, or anything else, their technology is at least centuries ahead of humanity. With each purchase, you may choose one or more areas of Cybertronian science to specialize in. The more specific your selection, the deeper your mastery. Alternatively you could have a broad but shallow grasp of the full spectrum of Cybertronian sciences.

Robot Husbandry [-600 CP (Discounted Cybertronian)]

Cybertronian reproduction is a messy and convoluted affair. You are privy to the process to create Energon Wombs. With a steady supply of energy and a genetic sample from one or more Cybertronians to serve as a base, you can breed an infinite variety of Cybertronian soldiers or hyper-specialized drones in a matter of months. Whether it be standard Cybertronian foot-soldiers, insect-sized spy drones, or even a behemoth like the Driller. Though expedient, the energy cost is not negligible and will be the primary constraint on your rate of production.

PERKS : AUTOBOT

One 100 CP Perk Free and others 50%-off for Autobots.

Autobot Spirit [-100 CP (Free or Discounted Autobot)]

The true strength of the Autobots is their ability to continue to look heroic while acting like total psychopaths. You find that as long as your enemies have presented themselves as unambiguously evil, being witnessed brutally tearing them limb from limb will have surprisingly little impact on your reputation.

Silent Speaker [-100 CP (Free or Discounted Autobot)]

As long as nobody gets hurt, more often than not people brush aside objectively absurd situations you cause. Whether it's a car honking so loud it breaks all glass in several meters or a radio that changes stations on its own to fit the mood, people don't think about these things nearly as hard as they should.

PG-13 Violence [-200 CP (Discounted Autobot)]

The Autobots' idea of "protecting" humanity, more often than not involves highly destructive battles in public spaces. Unless you're intentionally trying to kill as many people as possible, you don't cause anywhere near as many civilian casualties as you should. You could fly through a busy office building before crashing into the street to discover only a handful of humans god hurt. This only prevents deaths you would otherwise be directly responsible for.

Deafening Whisper [-200 CP (Discounted Autobot)]

Autobots take great pride in their bonds. Even when the whole world has turned against them, A true Autobot will never betray one of their own. Any call to action from you inevitably reaches the ears of allies, no matter how many miles or planets away they may be. Though, how long it takes them to reach you is another matter. To those you have an especially deep bond with, a few heartfelt words from you can even snap allies out of mind control.

Prime Condition [-400 CP (Discounted Autobot)]

There's some unquantifiable quality that allows the Autobots to keep fighting, even when outnumbered and outgunned. You have this same "something" that increases your combat effectiveness proportional to how outmatched you appear to be. If an enemy has an obscenely destructive weapon, your shots are almost magnetically guided to its weak points. If outnumbered 100:1, you'll effortlessly tear through soldiers by the dozen. With that said, if your numbers or firepower are clearly equal or superior to your opponent, this will be of little help.

Unite Power [-600 CP (Discounted Autobot)]

A rather morbid but undeniably effective means of accumulating power. Much like the union of Optimus Prime and Jetfire, you are able to add the power of fallen allies to your own. This can be done manually with any deceased corpse, but if the other person willingly gives up their life for this purpose, then the boost is more potent. How exactly this manifests can vary on a case-by-case basis. Maybe you just absorb some intangible "life energy" from them, or they change into power armor for you, or maybe your bodies physically merge, etc.

PERKS : DECEPTICON

One 100 CP Perk Free and others 50%-off for Decepticons.

Two of a Kind [-100 CP (Free or Discounted Decepticon)]

When up against an enemy attempting to take the moral high ground, most third parties won't bother making the distinction. Whatever evil you commit will be held against your enemies as much as yourself. Doesn't apply to individuals who are familiar with your opposition on a personal level.

Decepticon Pride [-100 CP (Free or Discounted Decepticon)]

Decepticons aren't opposed to back-stabbing but hold far more respect for those bold enough to look you in the eyes when they kill you. A similar bias is held towards you going forward. Even if you're unambiguously evil, people will respect you far more than someone who relies on trickery to get their way.

Undeserved Hope [-200 CP (Discounted Decepticon)]

Even when your ambitions seem truly thwarted, there's almost always a small ember of hope left behind. The MacGuffin may be destroyed, but the corpse of your ally contains a detailed scan of it. Your double agent died, but your enemies conveniently discovered an artifact that can revive them. Your army was wiped out, but it turns out there were some troops who missed your initial call to arms. The responsibility for tending this ember into a flame falls to you.

Lasting Scars [-200 CP (Discounted Decepticon)]

When most of your enemy's body parts can be swapped out like dead batteries, dealing lasting harm can be a struggle, but you manage. When you make a point to mutilate an enemy when you could easily just kill them, this damage is impossibly difficult to mend. The best doctors/mechanics on the planet will struggle to repair it, and even if they replace the damaged part entirely, 9 times out of 10 these replacements will malfunction or be rejected by their body.

Decepticon Peacekeepers [-400 CP (Discounted Decepticon)]

It's shocking how willing people are to trust giant alien robots who call themselves *Decepti-cons*. When it comes to you, no flag is red enough. Even if you look like a demon and are personally responsible for billions of deaths, people are more willing to strike a deal with you than your enemies who risked their lives to save their world on several occasions. Your ability to sway others is almost as strong as Megatron himself when he pulled the majority of the peaceful population of Cybertron under his banner in a matter of days.

Evil Chromosomes [-600 CP (Discounted Decepticon)]

Megatron is a Cybertronian like any other, but in another sense, he's more akin to a virus than anything. Like him, your "essence" has a way of infecting everything made by you or with you as a base. The morality of your underling gradually shifts to mirror your own, weapons you create are just as brutal as you are, even if someone attempts to reverse-engineer your biology, they'll just end up accidentally creating a clone of you. If brought to the brink of death, you can assume the form of a literal virus seeking a new compatible body to possess.

PERKS : NEUTRAL

One 100 CP Perk Free and others 50%-off for Neutral.

Freelancer [-100 CP (Free or Discounted Neutral)]

You're no Autobot, and no Decepticon either. You're something else entirely, and everyone recognizes it. Even if someone categorically despises your species, faction, or some other demographic, they'll happily make an exception for you as long as it furthers their goals, and you show no interest in stopping them.

Veteran [-100 CP (Free or Discounted Neutral)]

You weren't built yesterday. You can practically smell when someone is trying to manipulate you with flowery words. The second a client is trying to overstep the professional distance between you, you can spot it, and always know just what to say to shut down and dissuade them from any further mind games.

Predator [-200 CP (Discounted Neutral)]

You aren't a mere soldier, you're a hunter. In addition to enhancing your reflexes, you are a master of tracking prey. This doesn't just apply to chasing some deer through a forest. Once you have someone's trail, they can never shake you, no matter where on the planet or even the galaxy they try to flee. As a side benefit, if you wish to claim trophies from your prey's body, like a tooth or even a tattoo, you'll be able to cleanly (albeit painfully) tear it from their body.

The New Evil [-200 CP (Discounted Neutral)]

As a rule of thumb, those used to uncontested power are rarely keen to serve under someone else. Unless that someone else is you. As long as you have the power to back it up, those used to being in charge show surprisingly little resistance to playing second fiddle to you. Whether they're heroes for justice or cosmic tyrants, they follow your orders so obediently you'd think they were born to serve under you. Of course, that's only so long as your goals align.

Test of Character [-400 CP (Discounted Neutral)]

A common trick used by ancient Cybertronians to keep their artifacts out of the wrong hands was to apply special “locks” that barred anyone who didn’t meet some criteria from using them. Perhaps it can only be used by a certain species or bloodline. They could even require the wielder to demonstrate one or more arbitrary qualities like “sacrifice”, “chastity”, “honor”, etc. You can apply similar conditions on any of your own creations, and alter these conditions at will. Only a being of equal or greater power to you could even attempt to bypass this.

Harbinger [-600 CP (Discounted Neutral, Requires Zealot)]

Somehow or another, you have formed a pact with Unicron, the destroyer of worlds. You will be bound to his service for this Jump, but afterwards may utilize this power with no strings attached. For starters, your body has been infused by a potent fuel called Dark Energy or Nucleon, making you nigh-inexhaustible while greatly increasing your raw power, regardless of species. You are able to infuse this energy into weapons to infect foes like a virus, slowly corrupting them into savage beasts loyal to you.

PERKS : EVERYMAN

One 100 CP Perk Free and others 50%-off for Everymen.

Loser Charisma [-100 CP (Free or Discounted Everyman)]

Your love life is far more successful than it has any right to be. Even if you have barely any redeeming qualities, you have no trouble scoring one 10/10 romantic partner after another. Whether these relationships will last is another matter.

Empath [-100 CP (Free or Discounted Everyman)]

You have an odd talent for grasping the emotions of beings completely different from you. Whether it's reading the body language of a sentient car or parsing the sorrow of a monotone AI, the intent always somehow gets across.

Extortionist [-200 CP (Discounted Everyman)]

Whenever you find yourself with bargaining power over someone else, you have an uncanny natural talent for milking such debts for all they're worth. You can instinctively tell how much you can afford to mouth off to someone before they decide to just kill you, and that threshold is usually higher for you than most.

Shifting Cast [-200 CP (Discounted Everyman)]

Out with the old, in with the new. You have no trouble inserting yourself into a pre-existing dynamic. This can even go as far as replacing a specific person, like inheriting all the closeness your romantic partner had with their Ex or being able to inherit all the connections of your dead superior officer.

Marked [-400 CP (Discounted Everyman)]

You are inherently important, even if nobody is sure why. You always seem to find yourself in the center of major incidents, while having the luck to get out of said incidents unharmed. In general, allies will value their bond with you disproportionately highly and go to great lengths to protect you, even if you have nothing to offer them and constantly treat them like garbage.

PERKS : SOLDIER

One 100 CP Perk Free and others 50%-off for Soldiers.

Something Bigger [-100 CP (Free or Discounted Soldier)]

In a war, there's so much more at stake than one's own life. You know how to communicate the importance of what you're fighting for, and help your allies work up the courage to put their lives on the line for the greater good.

Covert Ops [-100 CP (Free or Discounted Soldier)]

You are a master of working behind your superior's backs. Nine times out of ten your allies will choose to follow you even if it goes against orders. Even if you get demoted as a result, it rarely lasts long. You're just too valuable as a soldier.

Kick and Scream [-200 CP (Discounted Soldier)]

Your thirst for battle is frankly terrifying. If you aren't dead, you're fighting. No matter what injuries you sustain you refuse to fall until you drop dead. If you lose your eyes you'll use your ears, if you lose your legs you'll crawl towards enemies. You aren't scared of pain or death, only giving up before you've won.

Military Propaganda [-200 CP (Discounted Soldier)]

Your involvement in any military organization or operation automatically makes it look more noble and morally justified to the public. Your operations won't receive anywhere near the expected pushback from the press or bureaucrats, and even those who do speak up can't help but act like intolerable assholes.

Live and Learn [-400 CP (Discounted Soldier)]

The more battles you survive against an enemy, the more effective you and your whole organization becomes against them. You may lose hundreds of soldiers on first contact with an enemy. After a few years you can fight them on mostly even footing. In a decade a few dozen of your soldiers can take down ten times that many enemies, even if said enemies are giant alien robots.

PERKS : SUPPORT

One 100 CP Perk Free and others 50%-off for Supporters.

Think Tank [-100 CP (Free or Discounted Support)]

You are an expert in some mundane Earth science like physics, chemistry, signal analysis, etc. You aren't the best of the best, but in whatever world you find yourself, you can easily find other unknown geniuses in this particular field.

So-Called "Magician" [-100 CP (Free or Discounted Support)]

You are a master of presentation. Whether it's using a deluge of buzzwords to pass off death machines as peacekeepers or using trickery to frame yourself as a magician. You have a knack for making people think what you want.

We Don't Need You [-200 CP (Discounted Support)]

For you, the "greater good" is like a get out of jail free card. Whether it's leaking government secrets to get help from unknown geniuses or secretly hoarding the severed heads of your allies to steal their technology. As long as it pays off in the end, you'll rarely face legal repercussions for such immoral or illegal acts.

I'm an Inventor [-200 CP (Discounted Support)]

You're a savant at engineering and electronics. More impressively, something about how your brain is wired lets you intuitively make sense of completely alien technology. You find it impossibly easy to use, repair, and upgrade technology centuries beyond anything on Earth in a matter of hours, if not minutes.

Wizard's Lineage [-400 CP (Discounted Support)]

Whether you're truly descended from some kind of sorcerer, there's something anomalous about you that lets you ignore artifacts that normally require specific criteria from their users. Whether it demands specific ideals you don't meet or a bloodline you aren't part of. You are inexplicably able to bypass any such restrictions, automatically registering as a valid user for the artifact.

PERKS : AGENT

One 100 CP Perk Free and others 50%-off for Agents.

ONE MAN! [-100 CP (Free or Discounted Agent)]

Whatever you do, you do with passion. Not only does this drastically improve your own willpower, this passion is infectious. You have the unhinged charisma to make a best-selling book from any one of your adventures.

Declassified [-100 CP (Free or Discounted Agent)]

Even when you lose a position of power, the aura of authority that comes with it sticks around. If you once dealt with the best-kept government secrets, most people would be able to tell long after the fact, just by the tone of your voice.

Exposition Magnet [-200 CP (Discounted Agent)]

People have this bizarre habit of giving extremely detailed exposition useful to you whenever you happen to be eavesdropping on them. You could listen in on a government meeting and find out the existence, location, and exact security around an artifact vital to your mission, within the first three minutes.

Shaken Up [-200 CP (Discounted Agent)]

You have all the skills of a James Bond-style spy. Disguises, seduction, code breaking, hand-to-hand combat, designing all manner of wacky gadgets, and more. The actual practicality of these skills in the modern age are debatable, but you'd be hard-pressed to call such a diverse skill set useless.

Working the Crowd [-400 CP (Discounted Agent)]

You have an almost comical skill for cover-ups. Whether it's concealing the well documented giant alien robot battles or altering records to hide the fact that they had a hand in every major historical event. This also extends to framing a specific group or individual as the cause of an incident, in spite of overwhelming evidence to the contrary. Be warned, this is rarely a cheap process.

PERKS : COMMANDER

One 100 CP Perk Free and others 50%-off for Commanders.

Veiled Thread [-100 CP (Free or Discounted Commander)]

You are a master of building up a strong image. With the right word choice, you can frame yourself as a champion of justice or an embodiment of terror. It will take quite a few major fuck-ups before this reputation is threatened.

Babysitter [-100 CP (Free or Discounted Commander)]

You have a knack for focusing even the most dysfunctional bunch of idiots into an effective team. Even if they actively despise each other, they'll immediately set aside their interpersonal issues as long as you're present.

Idealist [-200 CP (Discounted Commander)]

You are a master of pulling others into ideals or problems that realistically shouldn't concern them. Whether that's getting an alien robot bizarrely invested in the battle of capitalism vs communism, or convincing a civilization that has known only peace for centuries to adopt a "might makes right" ruling style.

The Last Knight [-200 CP (Discounted Commander)]

You are a natural-born Prime or a similarly noble lineage. In future Jumps, even if they don't recognize your lineage, people will instinctively recognize leadership and nobility as your inborn right and will almost always be a first pick for such positions over even those who appear far more competent or deserving.

As Above, So Below [-400 CP (Discounted Commander)]

Optimus and Megatron are more than just commanders. They are embodiments of their respective factions. Any faction you champion will have a similar bond to you. As you gain a second wind in battle, so do all of those under you. If you personally defeat or subdue the leader of all enemy forces, all those under them inevitably fall to disorder, regardless of any established line of succession.

CHASSIS : BASICS

CP can be converted to TP at a rate of 1:1.

Cybertronian Engineering [-0 TP]

All Transformers are composed of living metal capable of slowly mending minor damage on a molecular level. It is through a similar mechanism that they can “regrow” spent ammunition, akin to how a human grows fingernails. All Cybertronians run on a potent energy source called “Energon”. Raw Energon is rare, but their internal systems allow them to convert almost any fuel source into Energon, though the conversion rate isn’t especially efficient.

The Cybertronian mind is a hyper-advanced computer capable of parsing absurd quantities of data in seconds (not to say all Transformers are necessarily “intelligent”). This is usually paired with their natural hacking ability, which allows them to interface with any sufficiently unsecured computer terminal. This also allows them to catch similar wireless transmissions like radio waves.

Projector [-0 TP]

Hologram projectors seem to be a standard feature for every Cybertronian. You can use this to display recordings, or create scenes born entirely from your imagination. You can only create holograms directly in front of or inside you. The most common use for this is for creating a holographic driver for vehicle modes.

Directive [-0 TP]

Every Transformer has a role to fill. Your systems are designed to excel in a specific job or focus. For instance, a medic might have tools and sensors specialized in detecting internal damage, while a soldier would be noticeably stronger and have better aim. This only affects how well-suited your body is to your role. So even if you chose “inventor” as your role and have a body filled with all the tools you could need to take apart machines and put them back together, this alone won’t grant you encyclopedic knowledge of Cybertronian technology.

Advanced Sensors [-100 TP (Per)]

You have enhanced one of your sensors to an abnormal degree. Such as being able to “smell” a human’s pheromones to determine their emotional state or being able to hear a conversation from miles away. Or you could enhance a sensor with no human equivalent. Perhaps you would rather enhance a sensor with no human equivalent. Like being able to see in infrared or being able to scan machines for internal damage like some kind of X-ray.

Advanced Holograms [-200 TP]

Your hologram projectors have been enhanced well beyond the norm. You can create several complex holograms simultaneously. The holograms you make are indistinguishable from the real thing and are capable of limited independent action in accordance with your will. Holograms can be maintained within 100 feet of you, even without direct line of sight for you to be projecting them from.

Advanced Synthesis [-200 TP]

You have modified your internal synthesizer to slowly produce any simple inorganic matter you desire. Something like gold coins or precious gems are easy enough. Producing complex electronics would require extensive practice with this mechanism, and perhaps manual modifications.

Advanced Networking [-200 TP / -300 TP]

All Cybertronians have a natural hacking ability, but you take it to the next level. For starters, you have some kind of special tool or manipulator like a knife or tentacle you can use to interface with computers on a deeper level than most Cybertronians. With this physical connection established, you can weave viruses potent enough to paralyze an entire world power in a matter of hours, and only the strongest firewalls on Cybertron could hope to detect, let alone stop you.

For an extra 100 TP, you share Soundwave’s absurd processing ability. This would allow you to filter through sixty thousand zettabytes of information in just a few hours and have enough concentration to spare for banter.

Advanced Recovery [-200 TP / -400 TP]

The greatest strength of Cybertronians is their adaptability, but even they can be killed when they sustain enough damage. Still, it takes a lot more to kill you than most. Dismemberment, decapitation, disembowelment, whatever. As long as your head is mostly intact, you can survive almost any level of damage.

For an extra 200 TP, this has reached a ridiculous extreme. The joints of your body are held together by some kind of strong magnetic force. This allows you to detach and reassemble your body at will. Even then, you are able to remotely control any of these detached body parts. This doesn't protect you from damage sustained between any of these joints, but your systems are pretty good at utilizing this mechanism to distribute the impact of most attacks.

CHASSIS : SCALE

Choose only one. Vessels must choose Deluxe Class or higher.

Size Class [Varies]

Your choice here determines the height of your robot mode, and by extension what size of machines you can scan for an alternate mode. In general, the larger the size class the greater their strength and durability. Smaller bodies are naturally less armored, but often make up for it with speed and stealth.

- Legends (1" - 1') : +200 TP : Potential alternate forms available at this form are small toys or tools like a microscope or electric razor.
- Scout (1" - 10') : +100 TP : Potential alternate forms include motorcycles, 4-wheelers, or larger machines like CD players or copy machines.
- Deluxe (10' - 20') : -0 TP : The most common height for Cybertronians. Most regular cars fall under this size class.
- Voyager (20' - 30') : -50 TP : Potential alternate forms include large trucks, boats, or fighter jets.
- Leader (30' - 40') : -100 TP : Potential alternate forms include fire trucks, tanks, construction vehicles, and large jets.
- Supreme (40' - 50') : -200 TP : Potential alternate forms include large construction vehicles, jumbo jets, and large yachts.
- Ultimate (50' - 100') : -600 TP : You are comically large. There are very few Earth vehicles large enough to serve as your alternate mode, such as aircraft carriers, space shuttles, and certain construction vehicles.

CHASSIS : TRANSFORMATION

Exclusive Cybertronians

Transform [-0 TP / -50 TP]

You are able to scan any sufficiently complex vehicle or machine. Doing so reformats your exostructure, allowing you to reconfigure your body into an almost perfect imitation of it. You are unable to replicate a machine that differs too greatly from you in scale, power, or functionality. For instance, if you aren't normally capable of flight, you couldn't replicate the functions of a jet or spaceship. You may choose to start the Jump with a base Cybertronian or Earth vehicle form already scanned. After this jump, you may revert your exostructure to this "base" altmode at will, disposing of any currently scanned forms.

If you have a robot altform or own a vehicle / machine that would be valid robot or alternate mode respectively, you may import one or both for 50 TP.

All Transformers have a limited ability to alter their body in accordance to their will. Perhaps you could extend your hand to reach into a narrow hole or replace missing limbs with rudimentary spider legs. Few can consciously tap into this, limiting them to their basic robot and alternate modes. This might be the reason that Transformers are able to freely decide whether passengers are brutally crushed or harmlessly ejected when they transform.

As an aside, the Decepticon Starscream would theorize that human technology is bizarrely compatible with Cybertronian physiology. He would note that he felt as if he had become significantly stronger upon returning to Cybertron after scanning an Earth vehicle mode. The exact reasons for this are unknown.

Protoform [-0 TP]

The base form of all Cybertronians. The protoform state has noticeably weaker armor and weapons than a Cybertronian that has scanned an alternate mode, but in return for this, all protoforms transform into a vehicle resembling a comet capable of unassisted interstellar travel, regardless of whether they normally have flight capabilities. Returning to your Protoform state requires you to shed your exostructure, and any scanned alternate modes.

Sarcophagus [-0 TP (Exclusive Ancient Cybertronian)]

As extra-dimensional beings, the original Primes demanded a kind of anchor to manifest physically in this space. This took the form of a large levitating triangular panel bearing an insignia unique to you. Through this, you can physically manifest in the world or simply communicate through the panel itself. You can use it to travel galactic distances. In a sense, it is the original Primes' equivalent for the Protoform technology of modern Cybertronians.

Maximize [-0 TP (Optional) / 100 TP]

You are a rare subtype of Cybertronian. Instead of vehicles, you are able to scan organic organisms as alternate forms. These forms are visibly mechanical, and often disproportionately large. However, animal forms often notably boost the user's physical abilities, essentially trading stealth for power. You may choose any Earth animal as your default alternate mode, even long-extinct ones.

For 100 TP you get the best of both worlds. Both vehicles and organic beings are valid targets for scanning, though you're still limited by how many forms you can have saved at a time.

Stealth Mode [-50 TP]

A very ironically named feature. You are able to deploy a variety of your built-in weapons from your vehicle mode without needing to fully transform. You'd struggle to pass as a normal Earth vehicle like this, but it's faster and relatively more subtle than assuming your full robot mode.

Pretender [-100 TP (Requires Scout Class, Headmaster, or Upscale)]

A rather peculiar twist on Transformation technology. You are able to scan humanoid beings as a valid alternate form. Unlike Maximize, you perfectly disguise yourself as a human, making you perfect for infiltration.

Headmaster [-150 TP (Requires Deluxe Class or Higher)]

You are able to separate your head from your body and allow it to assume a smaller Scout Class form. This essentially leaves the rest of your body as a regular vehicle/machine, even while you aren't currently in your Cybertronian altform, that you can pilot normally or recombine with as you please.

Targetmaster [-100 TP]

A gimmick to be sure, but an effective one. You are able to transform your whole body into a weapon. This is far more powerful than most Cybertronian weaponry, but leaves you stationary and isn't remotely disguised.

Combiner [-150 TP]

You are able to combine with two or more other Transformers to form a single larger robot of immense power. Any other companions who also purchased this can be incorporated into this fusion. The more bots involved, the greater the power, but also the more individuals must be present to complete this form.

Malleability [-100 TP (Per) / 400 TP / 600 TP]

This enhances your natural Transformation ability. For 100 TP you are a Triple-Changer. In other words, you are able to have two alternate modes scanned simultaneously. You can increase the number of alternate modes you can possess for an additional 100 TP each.

If you instead pay 400 TP, you have been modified to be able to remember previous alternate modes in your database. At any point outside of battle, you are able to revert your exostructure to any alternate modes you've previously scanned. Though, still only one at a time, unless you're a Triple-Changer.

For 600 TP you have mastered the art of Transforming. You no longer need to scan vehicles. You can turn into just about any valid alternate mode you can imagine, even those you've just made up. In general you can reconfigure your body to an absurd extent. Whether it's "Transforming" your vehicle mode to reverse the direction you're driving without actually turning around, or detaching parts of your body to be used as human-sized weapons.

Upscale [-200 TP]

You are able to either compress or expand your body to change into alternate modes that should be too small or too large. Now, this doesn't mean an iPod can suddenly become a rocket shuttle, but a Transformer who normally turns into a Porsche would have the options of becoming a large garbage truck, or even a small motor scooter. With the third tier of Malleability, this could go as far as Transforming into human-sized power armor.

Power Core Combiner [-200 TP / -300 TP / -400 TP]

A specific subtype of Combiner technology. Four bright cyan pegs have been attached to your body, as well as a variety of smaller ports. By default, you receive a small "minicon" partner. They can be attached to the smaller ports as armor, or even be wielded as a weapon. For 300 TP, you instead receive four small drones you can mentally command. These drones can attach to the cyan pegs to become arms and legs as your main body becomes a torso. This essentially makes you a combiner without the need to involve any other Transformers. For 400 TP you receive both the drones and your own minicon.

Armory [-200 TP / -300 TP]

Attached to your alternate mode is some kind of add-on like a trailer, rocket, or maybe a second vehicle that can itself transform into a (relatively) small weapon platform. The modular weapons in this nearly double your firepower. For an extra 100 TP, this includes a detachable jetpack. However, this is considered separate from your main body, so this doesn't give you the means to scan flight capable modes if you don't possess that functionality by default .

Transformium [-400 TP]

In a few years, Kinetic Solutions Incorporated will not only discover the metal that Transformers are made of but figure out how to process it into a form of programmable matter they dubbed "Transformium". Somehow, a similar technology has already been incorporated into your body. Instead of conventionally "Transforming" you break apart into a cloud of Transformium particles before reassembling in the desired configuration. This can also be used to avoid attacks by disassembling yourself in a similar fashion.

In theory, the power of Transformium should be godlike. The ability to change into any inorganic matter you can imagine. However, your control isn't quite so advanced. Perhaps with study and modifications you can tap into the full potential of Transformium, but until then you are limited to your robot mode and any scanned alternate modes, the same as any other Cybertronian.

You may tap into this latent potential immediately by purchasing the top tier of Malleability. The control from that perk with the versatility of Transformium allows for a level of shapeshifting impossible for either option individually.

CHASSIS : ARMAMENTS

Available to Cybertronians and Vessels

Firepower [+100 TP / -0 TP]

Your body comes equipped with a variety of ranged firearms, both those that fire metal projectiles like humans use, or more advanced plasma-based weaponry. Alternatively, you can gain 100 TP to receive a body only equipped with melee weapons, or no weapons at all, a rarity among your kind.

Incapacitating Attack [-100 TP (Per) / -200 TP (Per)]

You have some mechanism designed to disorient foes rather than dealing direct damage. Perhaps you can produce a chaff-filled smokescreen, or a blinding flash of light, or an oil slick, or anything of the sort. For an extra 100 TP, this can be something that directly stuns an opponent. Perhaps a chemical that freezes an enemy solid, or an EMP blaster that causes electronics to seize up.

Grinding Attack [-100 TP / -200 TP]

You have a large opening in your body containing a durable grinding mechanism. Almost anything you force into this opening is torn to pieces before being spat out the other side. For an extra 100 TP, this also has a vacuum effect that allows you to create a vortex that actively pulls things into this opening. The power of this depends greatly on your size compared to what you're trying to suck up.

Chemical Attack [-200 TP (Per)]

You have some weapon that damages an opponent through chemical means. Perhaps something as simple as an acid, or maybe some kind of de-atomizer that bursts humans into paste, or a compound that induces rapid rusting, etc.

Infestation [-200 TP (Per)]

You have a symbiotic relationship with a swarm of Cybertronian insects. Perhaps they are repair drones to help you recover from egregious injuries, or spy drones with senses linked to yours. Their role could even be purely offensive, allowing them to assemble into a single deadly combatant like Reedman.

Energy Attack [-200 TP (Per) / -400 TP (Per)]

You are able to deal damage through some form of energy or electromagnetic phenomena. This could be fire, electricity, magnetism, shockwaves, sound, etc. For an extra 400 TP you can manipulate this phenomena in a fashion that defies physics. For instance, if you were able to control soundwaves, perhaps you could use the sonic booms of your enemy's bullets to not only block them but send the force back at them. These techniques require time and concentration to use, so it's best to finish off an enemy before they figure out how it works.

Spacetime Attack [-400 TP (Per)]

You are able to single out an area of a few meters where the laws of physics are temporarily altered in a specific fashion for you to decide now. Perhaps your gun creates a bubble that causes time to slow to a crawl or causes everything in that area to levitate before dropping again. Effect lasts a few minutes tops.

Psychic Attack [-400 TP]

You are able to modify your voice to have hypnotic properties. Anyone who fails to resist your control will enter a trance where they follow your commands unquestioningly. This control can be resisted with a strong enough will or simply blocking out your voice. Even once someone is under your control, they will snap out of it if you are knocked unconscious or choose to free them. Those freed from this retain no memory of their time under your control. Oddly, this effect is equally effective on almost all sentient beings, be they organic or mechanical.

Range Modifier [-0 TP+ (Per) / -200 TP+ (Per)]

By default, it's assumed that any of the above effects manifest as some kind of targeted ranged attack, or somehow projected or expelled from your body. This can be applied to individual armaments to modify the method of delivery for the effect. For no price, you can change an ability to a touch-based effect. Maybe Instead of lighting arcs, maybe you have two electrified whips. For 200 TP, you may change an effect into an AOE effect with you at the center. Although this does reduce the level of potency and control, it boosts the range immensely. Rather than a blaster that can stun a specific target, maybe you emit a massive wave that disrupts all electronics within almost a mile of you.

CHASSIS : MISCELLANEOUS

Available to Cybertronians and Vessels

Designation [-0 TP, Optional]

To a Cybertronian, their “name” is less a sign of heritage and more of a codename chosen to represent their skills and personality. If you ask others to refer to you by this codename, they will not find it remotely awkward. This can be anything as dramatic as “Liege Maximo” or as simple as “Brawl”. The only exception to this is the designation “Prime”, as this is a title exclusive to the chief commander of Cybertron and descendants of the original Primes.

Printer [-50 TP]

A rather odd modification of Cybertronian hologram technology. You are able to use your hologram projectors in a fashion akin to a laser printer. This allows you to directly infuse color into any flat surface. The images you print can come either from your imagination or from images in your memory banks.

Canopy [-50 TP]

Through some unknown mechanism, you are able to attach an absurd quantity of inorganic debris to your back. You could take after Day Trader and use this to haul absurd quantities of scrap, or like the humble Canopy, who formed a shell of metal and concrete to camouflage into the ruins of Chicago.

Manipulators [-50 TP (Per) / -100 TP]

Each purchase grants two additional limbs or manipulating appendages like arms or legs. For a single purchase of 100 TP, this grants dozens of small but strong tentacles. Perfect for multitasking, or manipulating technology designed for organisms a fraction of your size. If taken with Advanced Networking, these tentacles can meld with machines, allowing you to directly interface with them.

Burrowing [-100 TP]

You have an exceptional skill at burrowing quickly and subtly through the ground. This is much easier through softer ground like a sandy desert or a muddy swamp. This comes with a free purchase of Advanced Sensors to give you some method of tracking your targets' movement while underground.

Cloaking [-150 TP]

You are able to somehow bend light around yourself to render you invisible. This can be maintained for minutes at a time but is too draining to be kept up indefinitely. If you wish, you can even extend this to others near you.

Forcefield [-200 TP]

You are able to project a kind of solid energy shield to block attacks. You may choose what form these take. Whether it's an aura that closely hugs your form, a wall or bubble you can project around allies, etc. Forcefields cost a significant amount of power to keep up, so it's best to save for emergencies only.

Flight [-200 TP / -300 TP (Free for Vessel)]

As you'd imagine, this upgrade grants you the ability to fly in your robot mode. By extension, this makes most flying vehicles viable alternate modes. For an additional 100 TP, you are capable of interstellar flight. This essentially renders your Protoform mode completely redundant.

Triplets [-300 TP]

You underwent a perverse experiment that combined the minds of yourself and two other Transformers. You all retain your own individuality, but all your senses and emotions are shared, allowing you to behave as a kind of hive mind. You may import two other companions to receive this connection with you or have all three "siblings" be your own consciousness split three ways. In the latter case, you will split into three bodies as soon as you assume your Cybertronian altform and recombine once you return. If one of these three dies, the others will survive but be mentally scarred by the experience.

Carrier [-300 TP (Exclusive Vessel, Requires Supreme Class or Higher)]

Your vessel houses a few dozen Deluxe Class gunships. They can be housed in your vessel for repairs or transport. Just be careful about vetting these gunships to ensure they haven't been hijacked or rigged to explode by enemies.

Seeker [-300 TP / -500 TP (Free w/ Ancient)]

It is said that the original Primes were interdimensional beings, and you seem to have tapped into a portion of this power. You are able to teleport through space in the form of rapid short-range blinks.

For an additional 200 TP, you possess the same power as the ancient Seekers. You are able to create large bubbles that can teleport those within seemingly anywhere in the galaxy. Both forms are exceptionally Energon-intensive. The galaxy-wide warping in particular can have unexpected and often deadly results if used carelessly or with an unstable mental or physical condition.

Dark Birth [-500 TP (Requires Zealot)]

You are able to draw on the Dark Ones power to summon savage but loyal Sweeps resembling vaguely insectoid mechanical beasts. You have two Sweeps loyal to you that can be summoned directly from your own body. However, Should you happen to be acting towards a goal that the World Eater would find especially pleasing, you may summon an army of such drones in an instant, formed out of any inorganic matter nearby.

COMPANIONS : BASIC

Cybertronian companions receive the full TP stipend, unless stated otherwise.

Export [-50 CP (Per)]

With one purchase, you receive a slot that may be used to recruit any native character of this world as a companion, with their consent. Each purchase of this after the first doubles the number of slots you receive.

Import [-50 CP (Per)]

With one purchase, you may import a companion into this world. Each purchase of this after the first doubles the maximum number of companions you may import in this way. They receive 600 CP to spend, and if they choose the Cybertronian species option, they gain the TP stipend allotted.

Create [-50 CP (Per)]

With one purchase, you may create a companion native to this world. Each purchase of this after the first doubles the maximum number of companions you may create in this way. They receive 600 CP to spend, and if they choose the Cybertronian species option, they gain the TP stipend allotted.

Symbiosis [-100 CP (Per, Incompatible Human)]

You may create a loyal Cybertronian drone with 600 TP to spend. You have a remote mental connection with them and can even house them within your own body. You may choose whether they have a consciousness of their own, allowing them to operate independently, or are purely extensions of your will.

Troops [-100 CP (Per) / -200 CP (Per)]

With one purchase you receive an almost suicidally loyal team of a dozen humans (or Cybertronians, for double the price). Each purchase after the first doubles the size of this team. If they are Cybertronians, then you need to only make one build in the Robot builder, which is shared by all of them. You may also choose whether these troops have randomized appearances or appear to be identical clones. After this jump they are treated as a bulk companion.

COMPANIONS : OC

OC companions do not receive stipends.

Sidekick [-0 CP, Optional]

Why would you do this to yourself? You have found yourself in the company of an individual who is annoying, has a tendency to overreact, and is generally devoid of any useful skills. They can be human or Cybertronian, they will be equally useless either way. At least they make you look cooler in comparison.

Mystery [-50 CP]

A peculiar species of glowing flower found in the arctic. Scans indicate that this flower possesses some form of consciousness. Not on the level of a human or animal, but far closer than one would expect from a plant. As it is otherwise a completely normal flower, this is primarily a point of scholarly interest.

Dialect Girls [-50 CP]

Kahori Hanamura is a peculiar Japanese human. She is a prodigal romance writer but is often held back by her complete lack of impulse control, particularly in reference to her love for all things Transformers. Eating, working, basic hygiene, are all secondary concerns to her addiction to any and all Transformers related merchandise. The only reason she's managed to survive this long is due to her reliable cousin and editor Satoko Hanamura. Kahori immediately jumped at the prospect of being able to see all the different Transformers throughout the multiverse, and her cousin felt obligated to tag along to keep her safe.

Hydrobot [-50 CP]

A Transformer with the form of an electric razor. Born from a combination of the Allspark's power and the experimental compound H-Boostium, despite being barely a foot tall, Hydrobot is a surprisingly capable combatant. Hydrobot sees himself as a kind of superhero, dedicated to protecting all those who shave. Their most potent ability allows them to expel a strange blue lubricant from their head. This eradicates almost all friction, causing even several-ton robots to slip and fall. Hydrobot has even mastered using this as a means of travel.

Water Wolves [-50 CP]

Three especially crass Decepticons who touched down on the island of Japan before scanning different types of toilets as their alternate modes. Water Man is a wannabe samurai who vastly overestimates his own ability and importance to the Decepticon cause. Dirty Man is a vulgar gunman with more firepower than his two teammates combined, and a short fuse that makes it almost impossible to direct that aggression. Fortune Cat is a genuinely brilliant tactician with a twisted sense of humor that compels him to provide advice that leads people down a path of self-destruction for his amusement. In any case, they have decided to recruit you without your consent, regardless of your species or faction, and will often seek to drag them into their idiotic schemes.

Nicee / Mocha [-50 CP (Per)]

You may either receive a pink and white Autobot named "Nicee", or a black and silver Decepticon named "Mocha". Both are female Cybertronians with a love for showing off, flirting, and generally being the center of attention. To this end, they modified their robot modes to closely resemble sexualized human females. They often play up their "bubbly bimbo" persona, which often leads enemies to underestimate them, until they display their surprising brutality in close combat. Their alternate modes are sleek Cybertronian sports cars.

Nacha [-50 CP]

An ancient Cybertronian stationed in ancient Egypt to guard the Sun Harvester. In time she grew addicted to the praise of humans, and took up the mantle of "Pharaoh". She even modified her body to resemble a giant human female. However, sick of her tyranny, the humans lured her into a massive tomb, where she was sealed away until you uncovered her. She is condescending and often insists on being treated like Royalty. You may choose to enable these delusions, or take action to shatter that pride. Nacha is a large fish in a small pond. She is fully aware that she would get torn to shreds in a battle between Autobots and Decepticons, though she'd never admit it. This insecurity is just the leverage one would need to humble the mighty pharaoh. Her alternate mode is a mechanical spider. If needed she can even detach her armor as an arachnid or avian drone.

Atom [-50 CP]

A mute, scout-class Autobot with a bizarre affinity for human martial arts. While they are absurdly durable for their size, their offensive output can't quite keep up. They also come equipped with a unique "Shadow Boxing" program. It allows them to perfectly replicate another being's movements in real time. The basis of their fighting style is boxing, but they're always eager to analyze new fighting styles to add to their arsenal. You may eventually gleam from context clues that they were once quite close with an adult human male and his son. How exactly they got separated is a story Atom would rather leave untold, but this fondness extends to all humans. His altform is a relatively small tow-truck.

Butler [-50 CP / -100 CP]

Your own unconditionally loyal butler who is exceptionally competent in a variety of skills such as housework, cooking, wiretapping, singing, negotiating, driving, hand-to-hand combat, etc. They'd be an all-around perfect butler if they weren't bat-shit insane. Whether in response to a particular stimulus, or just at complete random, some switch is flipped in their brain that causes them to react to disproportionate (often murderous) aggression. They even know a variety of joint-locks that are bizarrely effective on giant robots. By default this is a human. For double the price, they are a headmaster and come with a luxury car they can join with to assume the stature of a conventional Cybertronian.

Supreme Tactical Commander [-200 CP]

Even when compared to most Transformers, this large Cybertronian mercenary is a one-robot army, carrying enough firepower to wipe a small Earth city off the map. Their alternate mode is some kind of 8-wheeled missile carrier bearing an enormous ICBM. His modular arsenal can be arranged into an infinite variety of configurations of weapons, armor, thrusters, or defensive emplacements. He even possesses two remote-controlled drones.

His personality is as malleable as his arsenal. He has a habit of frequently trying to "reinvent" his brand. One week he could be the no-nonsense Icewolf, the sadistic loudmouth Dreadrock, the soldier of justice Nuclear Blast, the brooding antihero Dark Savior, the Monkey King Sun-Go-Kong, or some other persona he made up on the spot. Their inability to stick to one codename can get confusing, but they'll almost always respond to their original serial number "STC-01".

Primordial Beasts [-200 CP (Per)]

Three Maximals that once experimented on strengthening their beast modes, and unintentionally evolved themselves into mountain-sized monsters that nearly destroyed their homeworld. They were forced into stasis, as their size alone made them a threat to the planet. These three managed to sleep through their world's destruction, before some cosmic miracle drew them to you.

Leviathan is a sea serpent. He sees their sealing as a betrayal, and is by far the most aggressive of the three. Behemoth is a quadruped resembling a cross between a hippo and an elephant. He is overcome with guilt for the destruction he unintentionally spreads. Even if attacked, Behemoth would rather stand still and let his attackers exhaust himself, then even try to fight back. Ziz resembles a griffon. Rather than concerning himself with the external world, he spends most of his time in meditation, and will rarely take action for good or ill, unless necessary to preserve their peace and quiet.

Constructicons [-400 CP (Per, First discounted Ancient Cybertronian)]

"Constructicon" doesn't refer to one specific group of Decepticons, but rather an entire Cybertronian sub-species that served the ancient Primes. They are experts in destruction and construction alike and are unconditionally loyal to you. Each purchase grants one full "set" of 8 Constructicons, just enough to combine into the colossal Devastator. Devastator is an enormous combiner standing 100 feet tall with the strength to match. It can create a vortex from its mouth that can suck up entire buildings into its enormous grinder.

Super Alloy Ship God [-500 CP]

You have uncovered five ancient Transformers who all assume the forms of different Chinese warships. All are gigantic individually but can also combine to become a titan that towers over even the likes of Devastator. They spent quite some time serving in the Chinese Navy, to the point they eventually forgot their extraterrestrial origins, and convinced themselves they were some kind of protective deities of Earth's seas. When the Cybertronian war reignited on Earth, these "gods" realized that they could only help so much from the shores, but their size meant coming to land only caused more destruction. They asked for you to serve as their "priest/priestess" to work together with them to protect humanity while minimizing the collateral damage to humans.

ITEMS : GENERAL

No discounts.

Toyline [-0 CP / -50 CP]

You receive one of every official piece of licensed merchandise made for the Transformers Live-Action movies. The toys, CD cases, snow globe, play shave set, Lunchables toys, etc. The only exception is the 2010 Chevrolet Camaro Transformers Special Edition, unless you're willing to pay an extra 50 CP.

Driller [-400 CP]

It's unclear whether this behemoth was built or bred by the Decepticons, but this one is loyal to you. It is a colossal worm-like creature coated end-to-end in blades and drills. As thick as an Earth Skyscraper and far longer, it can effortlessly burrow through just about anything. You appear to have some kind of telepathic link to it, allowing you to command it without saying a word. It is large enough for you to safely hide within its mouth as it wreaks havoc.

Star Harvester [-600 CP]

A mighty relic of the original Primes. These massive structures allow one to harvest a planet's sun and transform it into usable Energon in a matter of hours. You may choose to start future jumps with this structure already in-place on whatever planet you start on. You can even choose to have a pyramid built over it as camouflage. It is possible to move this structure elsewhere, but doing so requires an absurd amount of manpower with knowledge of Cybertronian engineering. The key required to control this device is an artifact known as a Matrix of Leadership. If you did not purchase the dedicated Matrix item, you may receive a basic Matrix devoid of the resuscitating properties of that version.

ITEMS : HUMANOID

Humanoids receive one 100 CP Item Free.

Grapple Glove [-100 CP (Free or Discounted Humanoid)]

A high-tech glove designed to serve as a grappling hook. The cable is extremely tough and has an odd luck for almost homing-in on vulnerable body parts when used as a weapon. With that said, the controls aren't especially intuitive. You should take the time to figure out how to release the clamp before using this.

Tin Man [-100 CP (Free or Discounted Humanoid)]

One of your hands has been replaced with a titanium prosthetic with a shock-resistant skeleton. You can control it as well as a real hand, but your punches hit as hard as a sledgehammer with barely any pushback on you. You may choose when entering a jump whether your hand is replaced with this.

Real Gear [-200 CP (Discounted Humanoid)]

A luxury watch or similar portable device that is actually a small Cybertronian organism. It's harmless and loyal to you but can be latched onto another human to spy through them and essentially hold them hostage. In addition to being able to gather intel on its own, it is able to tap into its victim's nervous system to inject them with deadly poison if they even attempt to go against your will.

Lost Secrets [-200 CP (Discounted Humanoid)]

You are in possession of a massive stockpile of evidence pointing towards some immense conspiracy or treasures of an extraterrestrial nature. Whether it's stolen top-secret documents, an old book, some peculiar antiques, etc. This updates (either replacing or expanding your collection) each Jump. Actually parsing the relevant details from this assortment is up to you.

Equalizer [-300 CP (Discounted Humanoid)]

The remains of a fallen Cybertronian repurposed into a suit of human-sized power armor. This high-tech suit grants a human wearer the basic power and functionality of a Cybertronian. If you have the right knowhow, it might be possible to restore the consciousness of this Transformer, whether into a brand-new body or as a kind of on-board AI for the suit itself.

Spark Killer [-300 CP (Discounted Humanoid)]

Sector 7's last-resort against the Allspark falling into the wrong hands, at least in one timeline. This virus is designed to essentially kill the Allspark, causing its form and power to disperse in seconds. The only problem is that it must be physically introduced to the target as a small microchip. Post-jump this can be modified to work on any similar clarketech artifacts, with enough research.

Silver Spoon [-400 CP / -800 CP (Discounted Humanoid)]

A power that Cybertronians could never hope to contend with: capitalism. You are the owner and CEO of an immensely successful company, on the level of Hotchkiss Gould Investments or Kinetic Solutions Incorporated. You may choose the focus of this company. Either way you have more money than one human could ever reasonably need, and the societal privilege that comes with it.

For an additional 400 CP (before discounts), you are very old money, and chief of a secret organization on the level of the Initiative or Witwiccans. Your order has been around for thousands of years, composed of the most rich and influential people on the planet. Even the greatest Cybertronian intelligence specialists would struggle to find any trace of your existence, until you're ready to strike. You may start future Jumps with this organization already deeply ingrained into that world's society, assuming there's enough of a society to be ingrained into.

ITEMS : CYBERTRONIAN

Cybertronians receive one 100 CP Item Free.

Rations [-100 CP (Free or Discounted Cybertronian)]

Cybertronians can subsist off just about any fuel source, but very little can compare to raw Energon. You have access to a small mine full of Energon crystals. Enough to keep you in top condition for a few years, or just give you a quick pick-me-up in the middle of battle. Replenishes between jumps.

Safe Haven [-100 CP (Free or Discounted Cybertronian)]

A small, secluded place where you can relax. A rusty junkyard, a secluded farmhouse, or maybe just some dusty ruins in the middle of the desert. Unless you or one of your guests does something to draw attention to it, those seeking you will find it almost impossible to find this location on their own.

Signal Booster [-200 CP (Discounted Cybertronian)]

A small green Cybertronian device. This has the ability to not only hijack any wireless signal transmitters, but immensely boost their range. Even slapping this on a human radio tower would let you send a transmission straight to a distant planet like Cybertron. The only caveat is that the device takes several minutes to boot up, and it is quite fragile. Even a human could easily destroy it.

Brain Worm [-200 CP (Discounted Cybertronian)]

A grotesque Cybertronian organism resembling a slug. It is able to climb through an organic being's mouth to (relatively) harmlessly probe their brain. This can only gleam flashes of the information it's looking for, enough to confirm beyond a shadow of a doubt that the person you're interrogating does, in fact, possess the information you require, even if they don't consciously realize it.

Dead Sparks [-300 CP (Discounted Cybertronian)]

The leftover sparks of devices animated by the Allspark. You receive six that you can plant in any mechanical device or entity to raise them as loyal Cybertronian zombies. They are mindless but borderline immortal even with all their vital systems trashed, until these grafted sparks are destroyed. If any of these are lost or destroyed, you'll receive replacements between jumps.

Vessel [-300 CP+ (Discounted Cybertronian)]

Your own Cybertronian spaceship. This is capable of interstellar travel and all the advanced weapons, armor, computers, power generation, etc. one would expect from such a feat of Cybertronian engineering. You receive 300 TP to customize this in the Chassis sections. If that isn't enough, you may directly sacrifice your own points to spend on this vessel.

Space Bridge [-600 CP / -1000 CP (Discounted Cybertronian)]

You receive an assortment of over 100 of Sentinel Prime's space Pillars. Just a few dozen of these over a large enough area can create portals large enough to transport a small Cybertronian army and several spaceships. However, if all of these are properly arranged around the globe, one can use them to teleport an entire planet from galaxies away. Lost or destroyed pillars are replaced yearly.

If you are willing to pay 400 CP more (before discounts), you instead receive the pinnacle of Maximal technology: the Transwarp Key. This one tiny artifact has greater power than thousands of Space Pillars combined. Activating it causes an enormous Cybertronian structure to construct itself out of seemingly thin air, which serves as the control console for the device. Using this, one can create bridges through not only space, but time as well. With this key, one can cross distances impossible for even the great devourer of worlds.

ITEMS : EVERYMAN

Everymen may receive one 100 CP and 50 CP Item Free.

Product Placement [-50 CP (Free or Undiscounted Everyman)]

Your own vending machine that never runs out of stock. It is either devoted to one brand like Bud Light or Oreos, or a wide variety of mainstream drink or snack brands. You may use it for free, but you can choose whether others are charged.

Drive-In Theatre [-50 CP (Free or Undiscounted Everyman)]

In any jump you find yourself, you will know the location of a drive-in movie theater. It always seems to be showing something you'd want to watch, and you never need to pay. The desired tickets just appear in your pocket.

T.E.C.H. [-100 CP (Free or Discounted Everyman)]

A Cybertronian weapon that is coincidentally the perfect size for a human. It could be a sword-shaped laser rifle, a small plasma pistol, a cell phone that becomes a high-frequency dagger, or anything else along those lines. It's not much compared to what most Cybertronians' lug around, but it's enough for a regular human to fend off several Decepticons all on their own.

Asteroid Insurance [-100 CP (Free or Discounted Everyman)]

You possess all-encompassing asteroid/alien/kaiju/robot/etc. insurance. Any damage that one of your properties suffers as a result of extraterrestrial or fantastical incidents, will be repaired on your behalf free of charge. You can even haggle with these insurance providers to fully renovate your property while they're at it. Damage you're directly responsible for is not covered.

Excalibur [-200 CP (Discounted Everyman)]

A Cybertronian artifact once worn by one of King Arthur's knights. It normally resembles a weathered amulet, but in your hands, it is able to freely alter its shape. It is able to rapidly crawl over your body to block blades, bullets, and plasma fire alike, though it can only protect a small area at any given moment. If needed, it can transform into a Cybertronian sword. It is bound to your DNA and cannot be used by anyone else unless you willingly pass ownership onto them.

Dino Babies [-300 CP (Discounted Everyman)]

You somehow discovered a group of 3 baby Cybertronians in the form of robotic Earth dinosaurs. They imprinted on you and will happily follow your commands. You may choose whether they remain as adorable baby robots, no matter how many jumps pass, or whether they will slowly grow into full-sized Dinobots over the course of several decades. They'll be no less loyal, but far, far larger and harder to keep out of trouble. Their natural ability to breathe fire doesn't help.

The Shard [-600 CP (Discounted Everyman)]

An artifact that raises infinite questions, especially if the Allspark has yet to be shattered at this point in the timeline. This small metal shard is made from the same matter as the Allspark. Similarly, it possesses the same ability to reformat electronic or mechanical devices into Cybertronians. These created entities will be naturally violent, even towards you. However, that seems to be the only ability this shares with the Allspark. It cannot reignite a Transformer's spark nor does it contain the sum-total of all Cybertronian history and knowledge. The energy within this shard will be fully replenished between each Jump.

ITEMS : SOLDIER

Soldiers may receive one 100 CP and 50 CP Item Free.

Flare Up [-50 CP (Free or Undiscounted Soldier)]

The military sure does love their flares. At any moment, you are able to retrieve a signal or smoke flare from your person in a color of your choosing, regardless of whether you actually brought one. Perfect for signaling air strikes.

Sky Dive [-50 CP (Free or Undiscounted Soldier)]

In your warehouse you can now find a wingsuit that can allow you to glide through the air like a flying squirrel. You also receive a parachute pack. Even if you abandon the parachute, the pack will be ready to use again after 24 hours.

Sabot Rounds [-100 CP (Free or Discounted Soldier)]

The one discovery that turned the tides in the battle against the Decepticons is the reveal that their armor is weak to high-temperature projectiles. You have a replenishing supply of Sabot rounds. Unlike normal Sabot rounds, these have been modified to be used on small personal firearms instead of large cannons. You can find Sabot rounds compatible with any mundane firearm you own.

Spy Shot [-100 CP (Free or Discounted Soldier)]

These high-tech binoculars can not only let you see sights far away and in low light conditions, but are also bizarrely sensitive to the energy signatures of disguised extraterrestrials or robots. As long as you have a clear shot, you can effortlessly tell a regular vehicle or human apart from a robot in disguise. This doesn't tell you anything on who they are or what faction they belong to.

Railgun [-200 CP (Discounted Soldier)]

Attached to a large aircraft carrier (or an imported vehicle of your choosing) is an absolutely enormous experimental railgun. It fires a steel projectile at Mach 7 with pinpoint accuracy, even over a distance of several miles. This weapon is impressive, even by Cybertronian standards, able to take down a titan like Devastator with one well-timed shot. If you choose to import your own Cybertronian body to receive this weapon, it must be Leader class or higher.

PMC [-300 CP (Discounted Soldier)]

Your own private military company. While you could build a small mercenary group on your own, this group is directly supported by the government of a world power. As long as you can even vaguely justify your actions and expenses as necessary to your work, the government sponsoring you will provide you with functionally limitless funds and zero oversight. In future jumps one of the local global superpowers will take over as your sponsor.

Military Budget [-600 CP (Discounted Soldier)]

Why serve the military industrial complex when you can become them? An enormous hanger is attached to your Warehouse, containing thousands of modern human military weapons and vehicles. Countless varieties of tanks, jets, boats, explosives, unmanned drones, every type of firearm you can imagine, and a bottomless supply of ammo for all of them. Basically every tool of war a large country could ever need, barring WMDs or highly experimental weapons. Any lost or destroyed equipment is replaced every ten years.

ITEMS : SUPPORT

Supporters may receive one 100 CP and 50 CP Item Free.

Wrecking Balls [-50 CP (Free or Undiscounted Supporter)]

A set of truck nuts or some other inanimate structure resembling a scrotum. Attaching these to a vehicle always gives the exact type of impact you intend, whether that be humor, manliness, ironic social commentary, etc.

The Pill [-50 CP (Free or Undiscounted Supporter)]

A Beats Pill speaker born from a specific strain of Transformium that can exclusively transform into any Beats By Dre audio products. It is impossible to bypass this limitation by any means in this or any other world.

Boomsticks [-100 CP (Free or Discounted Supporter)]

One of Que's inventions. These can deploy an electrified dagger that allows the device to lodge itself in almost any surface, including Decepticon armor. After a few seconds the device will explode in a powerful blast. Alternatively, they also contain a tracking device if just blowing up an enemy is just too clumsy. You receive three that are replaced within 24 hours if used or lost.

Incapacitator [-100 CP (Free or Discounted Supporter)]

A specially designed weapon that seems hyper-specialized for incapacitating giant alien robots. This can take one of two forms. Either a gun that emits a potent arch of electricity towards your target, or a frost gun that can cause a machine's joints to lock up in just a few minutes or even seconds of direct exposure. Somehow, these never run out of power/ammunition.

Energy Field Razor [-200 CP (Discounted Supporter)]

An experimental razor being designed by Schick scientist Dr. Hiroshi Benson. It resembles a giant tuning fork. On its own, the EFR is sharp enough to slice through flesh like butter (the main reason it's still experimental). When activated it emits a kind of wave over a few meters that temporarily distorts physics. The area is robbed of all friction while things atop it bounce off the floor like a trampoline. Even Megatron himself would be left flat on his ass.

Transformium [-300 CP (Discounted Supporter)]

A small sample of the programmable matter known as Transformium. With just a verbal command or hand gesture, you can cause this to float around or change into any object it's database. It only has a few presets to start, a Beats Pill, various guns, a Rainbow Dash toy, among others. but you also know how to scan other objects to add to its database. Any inanimate, non-supernatural object or device of roughly comparable mass is a valid form for this matter.

Merlin's Staff [-600 CP (Discounted Supporter)]

A staff identical to the one held by the "wizard" Merlin. This staff is linked to your DNA, making it impossible for anyone outside your bloodline to use. It can shift in size to match the wielder's body or be used to forge contracts with other beings, granting you a telepathic connection to and limited control over them. Its most notable ability allows it to absorb or redirect energy, particularly "life energy". At its full potential the staff could drain the energy from one planet's core and use it to restore life to another planet. However, a feat on this scale would require immense infrastructure to magnify the staff's power.

ITEMS : AGENT

Agents may receive one 100 CP and 50 CP Item Free.

Bait [-50 CP (Free or Undiscounted Agent)]

An isotope engineered by Sector 7 that perfectly replicates the energy signature emitted by the Allspark. Post-Jump even those with no clue what the Allspark is will intuitively perceive this as “the energy of a powerful alien artifact”.

Radical [-50 CP (Free or Undiscounted Agent)]

A portable Geiger counter. In particular, it is exceptionally sensitive to radiation from extraterrestrial sources. If someone has been colluding with aliens, you’ll know it. It has an extremely short range of a few feet.

Jolt [-100 CP (Free or Discounted Agent)]

An experimental human weapon meant to serve as a countermeasure against the Transformers. This clunky machine emits a wave that causes Cybertronians to malfunction and get stuck mid-transformation for a few minutes. It only has a range of a couple meters and takes time to charge, but it’s hard to argue with the results. Works on any sufficiently advanced transforming robots post-Jump.

Contacts [-100 CP (Free or Discounted Agent)]

A little networking goes a long way. You have built up a long contact list of individuals who, for one reason or another, have a vested interest in helping you uncover major conspiracies. From military agents, high-ranking CEOs, politicians, amateur conspiracy theorists, etc. Whatever their reasons may be, their intel is always somewhat reliable. You receive a new list of contacts in all future jumps.

Hiding Spot [-200 CP (Discounted Agent)]

Your own secret base. This base is massive, almost invisible to sonar and similar non-visual scanners, and is exceptional in one other specific fashion of your choice. Perhaps it is like Sector 7's Hoover Dam base, with its obscenely thick walls and ability to conceal the Allspark's energy. Maybe you designed your base after the Initiative's, using Cybertronian technology to compress an enormous modular base into a convoy of superficially mundane trucks.

Cerebro Chips [-300 CP (Discounted Agent)]

Blueprints to an invention of the Decepticon Starscream. When this small microchip is applied to the bare neck of a human being, they instantly enter a hypnotic trance. From the outside, their personality, skills, and intelligence are preserved. However, their thought process has been altered to make them unconditionally loyal to you. That said, the chip is quite fragile. Destroying or removing the chip immediately frees them from your influence.

The Seed [-600 CP (Discounted Agent)]

An artifact left over from the mysterious race that created the Cybertronian race. This relatively small device is essentially a bomb with a blast radius comparable, if not slightly greater than a tactical nuke. However, the Seed's destructive potential is outmatched by its scientific potential. Once detonated, it will convert all matter within the blast area into the unique living metal that all Transformers are made from. If properly processed, one can create KSI's patented programmable matter or "Transformium" as they call it. If used or lost, you will receive a new seed within 365 days.

ITEMS : COMMANDER

Commanders may receive one 100 CP and 50 CP Item Free.

Shame [-50 CP (Free or Undiscounted Commander)]

A large obscuring mask or cloak. It never fails to make you look more impressive and conceal your weaknesses. It never gets in the way of any transformations and can even change in size to accommodate larger or smaller forms.

Honor [-50 CP (Free or Undiscounted Commander)]

An ancient Cybertronian sword (or other melee weapon of your choice). Its strength and sharpness are beyond anything Humans could create. It can shift in size to match the wielder and never gets in the way of transformations.

Alliance [-100 CP (Free or Discounted Commander)]

A small village that follows you between worlds. They are normal humans for the most part but revere you as both a deity and a close friend. They will do whatever little they can to help you. Not just that, when you find yourself losing sight of your goals, they never fail to remind you what you're really fighting for. Outsiders who witness your bond may find themselves similarly inspired.

Detectors [-100 CP (Free or Discounted Commander)]

A supply of about 100 Energon detectors, and the blueprints to produce more. As the name implies, these are able to detect the presence of Transformers for miles around, disguised or otherwise. Post-jump, these will be able to detect basically any extraterrestrial robot. Not even the Cybertronians ever figured out how to hide from these detectors, forcing many into hiding.

Taxi [-200 CP (Discounted Commander)]

With a simple phone call, you can call in an absolutely colossal jet large enough to give a whole platoon of Transformers just about anywhere they could be needed on the planet. The plane is abnormally fast and somehow never gets picked up by anyone who might take offense to someone dropping a few dozen cars from the sky. The pilot will adamantly refuse to involve themselves in conflict beyond bringing you, your allies, and your cargo from place-to-place.

Trophy Cabinet [-300 CP (Discounted Commander)]

The Cybertronians aren't the only war-faring alien race across the galaxy. You have somehow gained access to. A massive arsenal gathered from countless (now destroyed) alien worlds. Ranged, melee, and some that are too alien to even categorize. None of them quite qualify as WMDs, but his arsenal of alien weapons was a major factor in how easily The Fallen manages to defeat his brothers. This arsenal might just be some of the leftovers from his collection.

Matrix [-600 CP (Discounted Commander)]

The Matrix of Leadership is an artifact designed to serve as a key to the star-killers of the ancient Primes. This one has absorbed some of the Allspark's life-giving power. It has the ability to revive any mechanical entity from death, regardless of how long they've been inactive for. The only caveat is that their body must be mostly intact. This can only do so much if they're split in half or decapitated. This even works on you, assuming you're currently in a mechanical form. You are able to harmlessly store and retrieve this artifact from your chest. Somehow, you can even do this in organic forms.

SCENARIO

Available to all.

The Allspark; an archive of all Cybertronian history and knowledge and an artifact with godlike power over technology. Its energy can repair, upgrade, and modify mechanical beings and devices in an infinite variety of ways. Most notably, one jolt of the Cube's energy can reformat seemingly any electronic device into a Cybertronian organism in an instant. However, as the source of all Cybertronian life, being separated from Cybertron for so long has caused the very planet to wither. If it is not soon returned, Cybertron will die.

Any life created by the Cube will be heavily influenced by the source of the technology within. For instance, a violent warmonger like Megatron would have such a strong evil essence that all technology reverse-engineered from him would default to an indiscriminately hostile Decepticon.

If you desire this power for yourself, you only need to seize it. To be more specific, you need to take possession of the Allspark and not only keep it in one piece, but ensure it remains in your possession until you leave this world. For some odd reason, the Cube seems to resist any attempts to hide it away in your Warehouse or any similar pocket dimensions, at least during this Jump.

Whether out of desperation or greed, you will be contending with Autobots, Decepticons, and Humans alike for possession of the Cube. Should you succeed, you will retain the Cube. In an offshoot timeline, Megatron managed to safely install the Allspark in his own body to render himself functionally immortal. Perhaps you will discover how to achieve such a feat in time.

The original Primes discovered that the Cube's power was, in-fact, finite, and harvested entire suns to keep the cube fueled. It currently has enough power left in it to keep a planet like Cybertron alive for several millennia, if need-be. In the off-chance you manage to expend all of that, recharging the Cube is a problem you'll need to resolve on your own.

DRAWBACKS

No Drawback Cap

Knights of the Bay [+0 CP]

By default, this Jump is based on the 5 Bayverse movies, but with this you can choose one of the adjacent continuities like the IDW comics, Cyber-Missions, Knightverse, etc. If you wish, you can try and brush over any incompatibilities to make several of these continuities simultaneously cannon.

The Long Haul [+0 CP]

This Jump would normally span 2007 to 2027, but now you can choose to start the Jump any time between 2007 AD and 17000 BC. You must remain in the jump for at least 20 years but may choose to stick around up until 2027. If taken as a non-human species, you can choose to start on Cybertron.

Zealot [+0 CP (Mandatory w/ Harbinger)]

You have been chosen as a slave of the world-eater Unicron. Your lord can speak to you telepathically, and torture you on a whim if you disobey him. You must serve his bidding, but in return have been given immense power, which you are free to retain at the conclusion of this Jump.

It's Bay's World [+50 CP]

You are cursed to be constantly followed by all of Michael Bay's directing habits cranked up to the most obnoxious extreme possible. From the constant product placement to blinding lens flares to a perpetual coating of sweat on everyone and everything to everyone being obnoxiously crass and eccentric.

Show & Tell [+50 CP]

You have this irresistible compulsion to constantly point out the obvious to nobody in particular, as long as you aren't actively trying to be secretive. You'd run through a warzone screaming "they're shooting at us" or walk out of a meeting and say "my boss is an asshole" out loud.

Weak Stomach [+100 CP]

A terrible condition to have in this current conflict. You suffer from severe motion sickness when riding or driving any vehicle. Whether you're traveling by land, air, or sea, any sudden turns or acceleration will leave you feeling dizzy and sick. This even holds true if said vehicle is your own alternate form.

Pandaring [+100 CP]

You are filled with an unshakable pride in a particular Earth nation or ideology, even if you're an alien. Whether you pray to Uncle Sam before bed, can't open your mouth without praising the CCP, or are weirdly hateful towards a specific human race or ethnic group, this gets annoying very quickly.

Shameful Past [+100 CP]

You have a dark past that regularly comes back to haunt you and bar you from various opportunities. Whether it's a criminal record, a former allegiance to an enemy faction, or a widely publicized FBI search for you. For one reason or another, you are unable to justify this past in any convincing way.

Oops, My Bad [+100 CP]

Grace has never been your strong suite. You are exceptionally clumsy, both physically and socially. Whether you're causing excessive property damage or making huge scenes in public, you'll frequently make a fool of yourself and draw unnecessary attention to yourself. Luckily, this doesn't affect you in combat.

Caricature [+100 CP / +200 CP]

Your personality traits have been exaggerated and simplified into an absurd stereotype. If you are prideful, you're now a raving narcissist. If you are a little nerdy, now you can't go five minutes without making a comic reference. If you're a little paranoid, you're now a raving conspiracy theorist, etc.

For double the payout, you now embody all the most unflattering stereotypes of a specific human demographic. Whether that be a race, gender, ethnicity, etc. If you need an example of how bad this gets, take a look at Skids and Mudflap.

Radiohead [+200 CP]

Just like a certain lovable bee, you are completely incapable of speech. You are unable to rectify this by any means. Even if a much easier alternative is available, you will only find success with extremely convoluted methods of indirect communication, such as stringing together clips of radio broadcasts.

Us Vs. Them [+200 CP]

This drawback can take one of two mutually exclusive forms. Either you take after Optimus Prime, and refuse to ever take a non-Cybertronian life, even if doing so dooms your own species. Alternatively, you share Megatron's loathing of all non-Cybertronians and will go to great lengths to kill as many as possible.

Standard Procedure [+200 CP]

The suffocating hold of bureaucracy is inescapable. Whether it's arguing with apathetic call centers to deliver vital intel or a senator dooming the human race just to satisfy their own petty grudge against you. The politicians, generals, and the like never fail to make the stupidest decisions possible at your expense.

Memory Cells Failing [+200 CP]

You took a nasty bump on the head, which ended up completely wiping your memories prior to this Jump. Everything will come back to you slowly but surely over the course of the Jump, but you will find the first year or two extremely disorientating as you can hardly tell who or what you even are.

Waterlogged [+200 CP]

Whoever made you clearly cut some corners in your construction. You have almost no resistance to water. As a mechanical organism, being submerged will cause all your internal systems to flood, potentially destroying them. As an organic, you are wholly incapable of swimming, instead sinking like a rock.

Sealed Weapons Chip [+300 CP / +200 CP]

You have lost some integral components to controlling all your weapons and offensive abilities (even if you're a human). You can use your OOC items or abilities in any other ways, but the instant you attempt to use them to perform some violent action, they suddenly cease to function.

If you reduce the points you gain from this, then this "chip" still exists. It is in the possession of a secretive faction somewhere on the planet. Retrieving this will instantly restore your offensive functions.

Knock-Offs [+300 CP]

Some slimy mad scientist not only discovered your existence prior to your arrival but decided to use their own technology to make their own "improved" clones of you to sell to the highest bidder. These knock-offs don't come close to the original in power or intelligence but are numerous and will attack you on-sight.

Antique Model [+300 CP]

Time has not been kind to you. You are extremely elderly and borderline senile. You aren't completely mad, but your emotions (and bodily functions) can often get away from you. Not to mention you can't take nearly as much abuse as you once could. As a Transformer, you may find your body literally falling apart.

Fleshling Sitter [+300 CP]

In some way or another, your life has been bound to an annoying human sidekick. They have a terrible personality, no noteworthy skills, and a tendency to attract danger of the extraterrestrial variety like a magnet. If they die, you go with them. You can take them as a companion if you want, but why would you?

Conflagration [+300 CP]

Some psychic force has infected your mind. This stimulates your brain to make violence more pleasurable and triggering hallucinations designed to instigate you. If you fail to resist this manipulation, this indiscriminate aggression will completely devour your mind by the end of this Jump.

ENDING OPTIONS

The end of a long battle.

Retreat [Go Home]

You tire of all the needless battle. All this conflict and sacrifice. Was it all truly worth it? You miss the peaceful life you once knew, mundanity and all. You have decided to end your Chain and return to your original world.

Stand Down [Stay Here]

You have fought the good fight, but there is still so much left to do. You can't afford to leave things here unfinished. You have decided to end your Chain and remain in this world until the end of your days.

Roll Out [Move On]

You have done all this world could ask for you. Perhaps you have regrets, but none worth sacrificing your future over. A new battlefield calls for you. You have decided to continue your Chain and find yet more worlds to call home.

NOTES : GENERAL

Jump by Gene.

I don't mind people reposting my Jumps in other communities. However, if the link you're using to access the Jump expires, don't request access from me. All my Jumps (barring those on QQ) can be found on the /tg/ drive. If you see someone complaining about a link dying, I'd appreciate it if you communicated this to them. Do not request access from me, I will not give it.

In the Bayverse "Prime" is a heritage, and according to Cybertronian tradition, only a Prime is a valid candidate for ruler of Cybertron. You may choose to be a Prime by taking the perks Ancient and/or The Last Knight as a Transformer.

NOTES : SOURCES

Notes specifically related to media outside the main 7 movies.

You can find a full reading guide on TFWiki Community. That's what I used. With the exception of some of the OC companions, everything in this jump is based on either the main movies or the media on that reading guide.

The IDW comics are technically non-canon to the movies, as many of them are built on early versions of various movie scripts. Still, there aren't any differences major enough to make them wholly incompatible with the Bayverse. Except perhaps for retroactively making The Fallen's death even more anticlimactic by building him up as basically an interdimensional Cybertronian god.

The base purchase of Ancient is based on The Fallen from the movie, while the Warrior version is specifically based on The Fallen from the comic.

OC companions:

- **Mystery:** Cyber Missions #8 (Animation)
- **Dialect Girls:** Uchi no Omocha (Manga)
- **Hydrobot:** Schick Hydrobot & the Transformers (Comic)
- **Nicee / Mocha, Nacha:** BigFireBird Toys (3rd Party Toys)
- **Water Wolves:** Toywolf (3rd Party Toys).
- **Atom:** Real Steel (Movie) / Thread suggestion
- **Supreme Technical Commander:** TFC Toys (3rd Party Toys)
- **Primordial Beasts:** Bible / Thread suggestion.
- **Super Alloy Ship God:** Toyeasy (3rd Party Toys). Apparently the designs are based on a webtoon called 超合金舰神.