

Alternity

TRANSFORMERS

Transformers: Intelligent alien robots from the planet Cybertron. They exist in countless forms, in countless timelines, in countless universes. In general, they can usually be broken into two factions: Good and Evil, Autobot and Decepticon.

Wherever Autobots and Decepticons exist, war is sure to follow. However, in one Universal Stream (Primax 903.0 Beta), the machinations of the time-traveling Decepticon Ravage created a future that none could have expected.

In the branch timeline he created, the Decepticons became stranded in a rift in space and time, while the Autobots were left to their own devices for centuries. With the assistance of a mysterious benefactor who calls himself “The Protector” the humans and Autobot ran the Timeus Project, which created an extradimensional matter known as “Alternium”. With 900,000 years to study this matter, the Autobots were able to reach the apex of their evolution into the godlike “Alternity”.

However, throughout the multiverse a monster without equal roams. Hytherion, or “The Beast of Time” is a living force of nature that devours time itself. Not even the Alternity Autobots could hope to slay such an absolute power. Through the multiversal science Megatron had mastered within the rift, he had done the impossible and tamed this beast, using its power to forge himself into an Alternity as well.

You may choose to start within any Universal Stream of the Transformers Multiverse. As “time” is a finicky concept here, you may leave as soon as the conflict between Alternities has reached some kind of conclusion where further conflict between the two main factions of Alternities is no longer necessary or possible. Whether that be the defeat of one faction, the destruction of Hytherion, the ascendance of Flaternity, etc.

You receive **1000 Alternium (AT)** to spend as you please.

FACTIONS

Choose one. Either may be Drop-In. Factions do not impact discounts.

The True Alternity (Autobots) ||Free||

You share the will of the True Alternity. This doesn't necessarily mean you work for the Alternity, or even know what they are, but you certainly share their ideals. You are a hero of justice, an agent of order, a seeker of truth, and so on.

In the event you are an Alternity or Protector, you were chosen to ascend entirely through your own merit. Likely as a reward for a long history of sacrifice or heroism for the Autobot cause.

Hytherion (Decepticons) ||Free||

You share the will of Hytherion, or at least the will of Megatron who controls it. Even if you have no ties to the Origin Eater, you are a force of destruction in your own right. You are a ruthless conqueror, a cunning manipulator, a traitorous fiend, etc.

If you are an Alternity or Questor yourself, it's more than likely that Megatron used Hytherion's cells to ascend you as part of a cruel experiment, or just a proof of concept, rather than any interest in rewarding your service to the Decepticon cause.

While technically Megatron has an immense advantage over the Autobot Alternities, with his direct control over Hytherion, he's not too keen to share his power. Any assistance he offers you will certainly have countless strings attached. Odds are if he sees any possibility of you being a threat, he already has measures in place to destroy you at the first sign of betrayal, or just as soon as you've outlived your usefulness.

ORIGINS

Choose one. Choose apparent age & gender freely, if applicable.

Mortal ||Varies||

You may or may not be “mortal” in the human sense of the word, but you aren’t quite the godlike forces of nature in the center stage of this conflict.

- **Humanoid ||+400 AT||** You are a humanoid organism. Perhaps a standard homo sapien or one of the other humanoid species throughout the multiverse.
- **Cybertronian ||Free||** One of the various forms of basic Cybertronian found throughout the multiverse.
- **GT Racer ||-100 AT||** A Cybertronian from a peculiar timeline where Autobots and Decepticons decided to lay down their arms and instead compete in a series of friendly races between commanders from various universes and eras.

Celestial ||Varies||

A mechanical entity that has evolved into a godlike being. You’ll invariably find yourself directly involved in the battle between Hytherion and the True Altnernity.

- **Pseudo-Altnernity ||-600 AT||** Your spark inhabits an Auto-Avatar, but you have not ascended into an Altnernity yourself for one reason or another. You are likely one of the Autobot Protectors or Decepticon Questors that act on the behalf of the Altnernity in situations too delicate for them to directly intervene in.
- **Planicrons ||-1000 AT||** A species of Transformers from the second dimension. Your evolution into Altnernities united your entire species into a godlike Gestalt consciousness. Somehow, a piece of this aggregate split off and became you.
- **Altnernity ||-1000 AT||** The pinnacle of Cybertronian evolution. You are essentially a multiverse-wide collective consciousness of various versions of yourself from different Universal Streams. Your “bodies” are just avatars your kind uses to meaningfully interact with the lower dimensions.

SPECIES

Free and exclusive to each respective species.

Humanoid Physiology ||Humanoid||

This covers a wide variety of species. The most obvious are human beings, frequent allies of the Transformers and residents of Earth. Perhaps you're simply a similar species from a different planet such as Nebulos, Eurythma, Planet Beast, etc.

Alternatively, you may be some kind of humanoid android, or even a Cybertronian mind transferred into a Synthoid body.

If you have a companion with the GT Racer origin, you can even choose to be their GT Sister. Making you a humanoid manifestation of their Matrix that serves as a valve to prevent them from unleashing their full power in a race.

Cybertronian Chassis ||Cybertronians||

Commonly known as "Transformers" you cover a wide variety of forms and body types. As the name implies Transformers possess the ability to assume the form of a certain object, vehicle, weapon, or living creature. You may choose to stem from any species or Universal Stream of your choosing, barring those that would put you far above almost all other Transformers, such as the Transcendent Technomorphs.

Whether you're one of the blocky bots of G1, the techno-organic Maximals and Predacons of the beast era, or the inside-out blenders of the Bayverse, or any other obscure Transformer sub-faction or species you care to think of. If you wish, you can instead take the form of some other mechanical species like the Quintessons.

GTTF Chassis ||GT Racer||

Pretty much every GT Transformer is a faction commander from some point in space or time. Seemingly all of them, including you, are bearers of a Matrix of Leadership or Dark Matrix. Each Matrix then manifests as a humanoid avatar or "GT Sister" that serves to restrain the racer's power in the name of fair competition.

All GT Racers have physical bodies almost identical in design to the Auto-Avatars of the Alternity, but this appears to be purely coincidental, and none of them demonstrate any degree of control over spacetime.

Auto-Avatar ||Pseudo-Alternity/Alternity||

The physical bodies of the Alternity. Despite functionally being the vessel for a god, their physical durability isn't much greater than Cybertronians from other Universal Streams. They make up for it by equipping each body with weapons and tools constructed using the Alternities' godlike technology.

Auto-Avatars are composed of a rare matter called Alternium. The Autobots are only able to synthesize it in labs, while the Decepticons harvest it from the body of Hytherion. Its unique properties allow it to resonate with higher dimensions and store the memories and life force of conscious beings. This makes it the perfect material for the Alternities' technology and not to mention a vessel for their own wills. Only a small fraction of the Alternium's immensity can be perceived from lower dimensions.

A standard feature in all Auto-Avatars is the Timaeus Powertrack Generator, or Timaeus Drive for short. It is the device that allows an Auto-Avatar to travel freely between time, space, and even between universes. From the perspective of those in lower dimensions, this involves the creation of a giant golden racetrack in the sky, about 80 meters in diameter. It is for this reason that all Auto-Avatars transform into cars, as such vehicles are the optimal form for traversing the Timaeus Powertrack.

Auto-Avatars meant to serve as vessels for Alternity possess a component called a Hyper-Frame. It is this component that allows an Alternity to inhabit the Auto-Avatar. Pseudo-Alternities need no such component.

In its place, the Protectors receive a Lifeline Linkage Terminal. This links you to your comrades in the future via transwarp ion packets, with functions for aligned data transfer and as a lifeline for emergency escape/retrieval.

Questors receive an Alternium Sealed Spark Chamber. Formed from Hytherion's somatic cells. It protects your spark from higher-dimensional attacks, such as those from Alternity. Unbeknownst to the Questors, Megatron is able to cause these cells to multiply out of control to paralyze you. For some odd reason, this doesn't work on you unless you take the drawback **Short Leash**. It's best you keep this fact to yourself.

Pseudo-Alternity only receive one Auto-Avatar that is treated as an altform post-Jump. Alternity receives three identical avatars to serve as potential vessels, but if you require more you'll need to figure out how to construct them yourself.

Planicron Aggregate ||Planicron||

Your kind is a rather peculiar existence. Originating from a completely 2D universe known as Flatworld. You are actually that universe's equivalent of the Transformers. You resemble a series of flat, geometric shapes. The super-spatial theories and warp technology your species invented as a necessity for basic communication, ended up uniting you into a single aggregate consciousness, that in turn became bonded with the very forces of that universe. In essence, making you the first Transformers to ever achieve your race's mantra of "Til All Are One".

This aggregate is now a living cosmic phenomenon, and the driving force of your universe. In a sense, they are a power even greater than Alternity. However, you are bound to the second dimension. Megatron will soon devise a way to trap the Planicrons in a tablet, allowing him to utilize their power as "magic" in the third dimension. However, every use of this costs millions of Planicron lives, who have no means to resist from the second dimension.

However, there is hope. The Planicrons have begun to intrude on the third dimension. Manifesting within various 2D media like paintings or written words in search of a particular "gate" that can allow them to fully ascend into the third dimension and beyond. However, this gate just happens to be locked within a point in space and time that has become isolated in space and time, out of your reach. To make matters worse, your excursion has caught the eye of Megatron.

For the duration of this Jump, you will be bound to the second dimension, unless you can find the gate. Even your abilities from other worlds will be unable to stretch past this dimension unless forcefully wielded by Megatron's magic.

Post-Jump, your Planicron form becomes an altform. When you assume it, you will be transported into the second dimension, within which you will be able to exert godlike control over all 2D media, though this power will be forever unable to breach into the third dimension. You will not be able to transcend this limit by any means.

Alternity Aggregate ||Alternity||

You are incorporeal beings within a higher-dimensional space. You are an aggregate consciousness composed of countless iterations of a single being from across countless universal streams. Should you come across iterations not already within the aggregate, even in future Jumps, they can be invited to join. Each member of the aggregate retains their own individuality, while also contributing to the collective hive mind.

The Alternity are godlike beings. Their senses, thoughts, and actions function across countless dimensions and eras. The fabric of reality and spacetime are theirs to mold like clay. With the metaphorical snap of a finger they can create or destroy universes and timelines. Though they can still be contested by forces that operate on a similar level or those that overwrite the very laws of reality like certain ancient magics.

While Alternity can resolve minor anomalies, more substantial paradoxes can threaten even them. It is for this reason that traveling to Universal Stream Primax 903.0 Beta is frowned upon, as this was when the Timaeus Project that ultimately gave birth to the Alternity took place. Alternity will often assign Protectors or Questors to handle such delicate missions. Naturally, this will not be a concern after this Jump.

Due to their extra-dimensional nature, Alternities require a physical avatar to meaningfully interact with lower dimensions. It is precisely for this purpose that the Auto-Avatars were constructed. Incidentally, the number of members in each aggregate directly correlates to the Auto-Avatars you can operate simultaneously.

Alternities also have one other weakness. Their interconnected nature causes their power to be linked to a central “source”. For the Autobots, this is the True Alternity, for the Decepticons, this is Hytherion. If your respective source is destroyed every single Alternity connected to it will lose their divinity, with each component of the aggregate dispersing to their original universe.

You will not be spared this fate. You will be reduced to a single spark inhabiting your Auto-Avatar. While you will possess all the features built into your body, your cosmic awareness and reality-warping abilities will be forever lost. Simply by taking this origin, fate will shift such that your respective source is guaranteed to be destroyed unless you play a direct role in the conflict between the True Alternity and Hytherion.

PERKS: GENERAL

*Manifests as a kind of psychic power for **Humanoids**.*

Basic Upgrades ||-200 AT Per||

Some kind of special ability or feature that is rare among Transformers, but hardly unprecedented. Think things along the lines of hologram projectors, short-range warping, creating localized earthquakes, manipulating sound, etc. First purchase is discounted 50%-off for the **Cybertronian** Origin

Advanced Upgrades ||-300 AT Per||

Special abilities that arguably push the limits of Cybertronian technology in most Universal Streams. Abilities along the lines temporarily copy the abilities of other Transformers, being able to enslave organic or mechanical lifeforms to your will, freeform shapeshifting, the ability to create hard light constructs, etc.

Celestial Upgrades ||-400 AT Per||

Abilities on the level of the Alternity. Most of these manipulate space, time, or physics in some fashion. Examples include stopping time, controlling inertia, manipulating causality, attacking someone in the past, present, and future simultaneously, etc. While many of these effects are technically redundant to the Alternity who can manipulate such forces at-will, having a mechanism to perform the specific function is easier than inducing such phenomena manually. See **Notes** for links to canon examples.

Those with an **Auto-Avatar** body may receive four Celestial Upgrades at no cost. Any additional purchases are discounted 75%-off for the **Alternity** Origin.

Conservation of Energy ||-400 AT||

A peculiar trait of Hytherion. He is able to change his size to accommodate whatever universe he enters, but his power remains constant. In other words, even when shrunk down to the size of a single Cybertronian, he hasn't lost any power, it's just been compressed down into the newly compact form. You may apply a similar logic to yourself. You can freely alter your size between that of the largest form you can assume, and the smallest (accounting for altforms). However, your strength remains fixed. You can exert the same level of power in your smallest form as in your largest. You can toggle this off if you want to minimize the damage you cause.

PERKS: MORTAL

***Mortals** receive a discount on one **100 AT** (Free) and one **600 AT** (50%-off) Perk.
All **200 AT** and **400 AT** Perks discounted 50%-off to **Mortals**.*

Import ||Free / -100 AT Per (Exclusive Cybertronian)||

You may import an altform, vehicle, or item you possess as your robot or alternate mode. This is free if the capabilities of what you're importing is similar to what your body would be capable of by default. Otherwise you must pay 100 AT for each import.

Superstar ||-100 AT||

A little charm goes a long way. You are absolutely stunning to look at. Even species with completely different beauty standards find you pleasing to the eyes. Aside from looks, you're a master at working a crowd, and spreading your own obsessions to others. If you want to argue that your planet's most valuable artifact should be awarded based on a race, there's at least a 10% chance of you getting your way.

Flying High ||-100 AT||

You are one of the lucky Transformers capable of unassisted flight, whether in vehicle or robot mode. As a Transformer, having this allows you to assume altmodes capable of flight like birds or planes. For a second purchase, you are able to use this for interstellar travel, though you're naturally much slower when not in a vacuum. As you'd imagine, this perk is pretty much worthless to Celestial Origins.

Master Plan ||-100 AT Per||

You may take on any one of the various mainstream gimmicks that have occurred throughout the Transformers franchise. Whether it's Minicons, Cyber Planet Keys, Head/Target/Power/Action/God/Breast/Prime/whatever Masters, Energon Stars, Six-Changers, etc. If you want to use this to become a combiner, you must purchase this once for every member of the team.

If the gimmick you choose does require a second partner, then you can use this option to create/import a companion to fill this role for no extra cost. Alternatively, maybe you're the smaller partner to a larger robot. In either case they receive **400 AT** to spend. This can be purchased multiple times for more partners or gimmicks.

Jumper Sister ||-200 AT||

You have an ability similar to a GT Sister. You are able to “sync” with a specific person, allowing you to freely control the amount of their power they can control. The other party must knowingly and willingly permit this connection. If you want to sync with another person, you must break off your prior connection. If you don’t have another person to partner with, you can just “sync” with yourself. This allows you to freely modulate the potency of any of your abilities, including those from other worlds.

A Peaceful War ||-200 AT||

True peace is a rarity in this multiverse, but perhaps you can change that. Given enough time, hatred towards you or a faction you champion will evolve into a deep-seated respect. Once this seed has blossomed, even a war that has raged for millennia can be brought to an amicable end. Any lingering craving for conflict can be effortlessly focused into less destructive forms of competition, like sports or music. Though, there will always be a few stragglers who can’t let go of old grudges.

Scramble City ||-200 AT||

You are absolutely colossal. Easily the size of a small city. It should go without saying the kind of boost this provides to your power. With one purchase, you could match the size and power of the likes of Trypticon, Metroplex (~1km). You can purchase this a second time to be as tall as Fortress maximus (~5km).

If you’re willing to pay an undiscounted **600 AT**, it’s not even worth trying to measure you in kilometers. Much like the physical incarnations of Unicron or Primus, you are the size of an entire planet. Specifically, you’re similar to Planet Earth in size. Though, if you’re willing to take this a second time for a full **1200 AT**, you’re actually closer to Jupiter in size. To be perfectly clear, this only provides their physical size and strength, not their godlike supernatural power or metaphysical significance.

God's Favor ||-400 AT||

It has been said that the Planicrons' altruism was a natural result of their almighty power. Should you play a major role in the birth or ascendance of a godlike being, a similar principle will hold true. As long as an entity wasn't evil from the start, their psychology won't stray far from what you would consider "moral" once they ascend. This isn't outright mind control (depending on your definition). They'll just be far more conscious of how pointless or counter-intuitive it would be to use their power in a way that, coincidentally, you would define as "evil", or at the very least inconvenient.

Namesake ||-400 AT||

The Protector agent Elita-7 is like a hybrid of the traits of several notable bearers of the Ariel/Elita name across the multiverse. You can similarly become a "best of" yourself. Once you become aware of a parallel version of yourself (clone, alternate universe, past life, etc.) you will gradually start to acquire some of their most notable traits. Perhaps your charisma increases once you meet the timeline where you're a supermodel, or your battle sense when you meet a clone designed as a weapon of war. In rare cases, you'll acquire specific abilities, like how Elita-7 gained Elita-1's power to stop time.

Time Tunnel ||-400 AT||

I can only assume this is how racers from completely different points in space and time are gathered to participate in the Transformers GT. You have mastered Space-Bridge technology to the point it can match and in some ways surpass the technology of the Timaeus Drive. You can create devices and portals that allow travel between any point in space or time. Whether it's different locations in the same universe, forwards or backwards in time, alternate timelines and dimensions, etc. The size or quantity of what you can transport is limited only by the size of the gate you build.

To Die Game ||-600 AT||

Your presence in reality is like that of a buggy, unbalanced video game enemy. I suspect an Alternity is somehow behind this. For starters, you can see and phase through walls and floors at your own convenience, while still being fully capable of attacking enemies on either side. This extends to your projectiles as well. On top of that, simply touching you does enough damage to destroy most Cybertronians. You are fairly sturdy as well, though hardly invincible. This can be countered by esoteric abilities like magic, or enemies who can bend time and space to their will. You're also free to toggle this off, in case you don't want to explode every human that brushes against you.

Failed Routes ||-600 AT||

A boon to make victory in all but the most impossible trials certain. In every distinct location you enter, you will come across 1-2 "checkpoints" that only you can see. Should you die or be reduced to a similar death-like state (paralysis, coma, etc.), you will be sent back in time to the point you hit the checkpoint with all your memories intact. You start each Jump with 100 "lives" that are consumed each time you die, though you will rarely be awarded extra lives when defeating enemies. Should you die with zero lives, then you will not be revived. This is an ability that distorts spacetime. So entities with power over such forces might be able to disable this ability.

For an extra, undiscounted **300 AT**, then this reaches even greater absurdity. Should you die after losing all your lives, instead of dying, you can simply "restart". In other words, you are sent back in time to the very start of a Jump with all 100 lives again. There is technically no limit to how many times you can do this, but the caveat about enemies with control over spacetime still stands.

PERKS: CELESTIAL

Celestials receive a discount on one **100 AT** (Free) and one **600 AT** (50%-off) Perk.
All **200 AT** and **400 AT** Perks discounted 50%-off to **Celestials**.

Silver Snake ||-100 AT||

Say what you will about Megatron's tolerance of Starscream, at least Starscream is surprisingly open about his treachery. Those who intend to betray you are similarly terrible at concealing it. They'll always jump the gun on their schemes, and arrogantly monologue of their imminent victory at the slightest hint of an advantage over you. If anything, their bumbling is an adequate source of entertainment.

Worthy Receiver ||-100 AT||

It's surprising how casual the Alternity are when interacting with lower life-forms. You never let power get to your head. I'd go as far as saying you are totally immune to going mad with power (not that this will help if you were mad from the start). Immense power disparities rarely impedes your ability to maintain meaningful relationships. As a god, your bonds with mortals are only as distant as you wish them to be.

Advent ||-100 AT||

You may choose to mark your arrival into a new Jump or universe with a flashy display of your design. Whether it's a giant halo in the sky or glowing circuit board patterns coating every nearby surface. This is a temporary and purely aesthetic effect. You can choose to single-out a specific faction or character trait that an observer must possess, making them the only ones able or unable to perceive this phenomenon.

Dimensional Arts ||-200 AT||

Just like not everyone who owns a gun can be a master sniper, not all who wield power over space and time are equals. Your brain is naturally suited to strategizing in achronal or extra-dimensional contexts. This makes you a master of higher-dimensional combat. You can wrap your head around the most convoluted time travel mechanics, or the most impossible spatial laws, and know how to leverage them to give you an edge over foes who, in theory, should have just as much power over such phenomena.

Mutant Spark ||-200 AT||

Your spark/soul seems to bear the same mutation as the Questor Starscream, rendering it indestructible. Should your body be destroyed, you will live on as a disembodied spirit, able to possess bodies like a ghost, be they organic or mechanical. As a spark, you can freely float through space and may even learn how to navigate time or parallel universes. You must inhibit a physical body by the end of a Jump, otherwise you will be considered “dead”, and your Chain will end.

House Of Mirrors ||-200 AT||

No matter what Jump you find yourself in, you’ll never be short of alternate “yous” to reach out to. Even if the setting functions under completely different metaphysics, there will be an infinite number of parallel universes, each with their own version of you at one point in time. In 99% of cases, these parallel yous will hold similar values to you and be generally cooperative. This doesn’t provide the means to reach such universes. So if you don’t already have that power, I’m not sure why you took this.

2D Logic ||-400 AT||

As 2D beings the Planicrons follow a peculiar logic. From their perspective, any sufficiently detailed blueprint from the third dimension is no different from just building the device outright. A blueprint of a generator can create power, a blueprint of a gun can fire bullets, etc. Any phenomena these devices create are bound to the second dimension. You know how to theoretically force 2D phenomena into the third, but it'll take technology beyond even the Alternity to do so without unfathomable quantities of power, or causing apocalyptic levels of damage to the lower dimension

Multiversal Mechanics ||-400 AT||

You are privy to the principles behind Alternity technology, or at least as much knowledge as those who construct the Auto-Avatars. From Timaeus Drives, guns that can fire into the past, present, and future, devices to resolve minor paradoxes, universal mechanisms that can replicate the functions of any mundane machine, and more. This does exclude the principles behind synthesizing Alternium or becoming an Alternity yourself. Most of this technology relies on the properties of Alternium, so if you're unable to acquire more, you'll need to devise some kind of substitute.

Forgotten Power ||-400 AT||

For all their seemingly limitless power, the technology-based Alternity had no recourse to the mysterious power of "magic" Megatron gained through the Universal Driver. Any magical or purely supernatural phenomena you wield will be immune to any recourse through any technologically-based phenomena of equal or lesser power. Although the Planicrons technically evolved through scientific means, they become so entwined with the universe that they took the place of its physical laws. They had become a principle that transcends technology, hence why Megatron called it "magic".

Till All Are Gone ||-600 AT||

It could be argued that Megatron earned his ascendance more than anyone else. With nothing but a little scheming and his mastery of science from across the Multiverse, he had managed to bind the Beast of Time to his will. You can pull off similar feats. As long as you can somehow trap an entity, even one as mighty as Hytherion, you can bind them in a similar fashion. This is naturally easier to accomplish on beings with no sapience to speak of. With time, you may even learn how to merge with this entity to make its power your own. Though, you should take precautions to ensure you remain the dominant consciousness.

Till All Are One ||-600 AT||

Much like the Planicrons, you have the ability to join with other intelligent beings to form an aggregate consciousness. You can assimilate a willing or non-resisting being with ease, but unwilling beings will put up a fight. Should you manage to assimilate around 90% of the intelligence and psychic power of a universe, you can potentially evolve further and become a Universal Driver. At that point, you are essentially the conscious embodiment of the laws of that universe and can rewrite them as you please. The only real drawback here is that as a collective consciousness, there are far more wills than your own deciding how the aggregate's power should be used.

COMPANIONS

*Only the Jumper may buy companions through **Import** or **Export***

Q-Formers ||Free, Optional||

An odd trio of Transformers from a universal stream where Transformers are all super-deformed cars and planes with small limbs and large heads sticking out of them. Transformers of this universe are also bizarrely aware of Transformers as a fictional media and toy brand. These proportions make them pretty useless in a fight, which is probably why the Autobots and Decepticons of this world do so little of it.

These three are their Universal Stream's version of Optimus Prime, Bumblebee, and Lockdown. However, keeping them around will occasionally cause other Transformers from their universe to show up for a time before leaving with equally little explanation. On account of being good for little more than small talk, these three and their revolving door of guests will count as followers and will not occupy a companion slot.

Companion Export ||-100 AT Per||

With one purchase, you receive a slot that can be used to recruit any native of this Jump as a companion with their consent. As this conflict extends across space and time, this essentially makes every individual in the Transformers multiverse as a potential companion. Each additional purchase doubles the number of slots you receive.

Companion Import ||-100 AT Per||

With one purchase, you may import a companion into this Jump or create a new one with 600 AT to spend. They receive **600 AT** to spend as they please and can gain more from drawbacks. Each additional purchase of this doubles the number of companions you can import or create in this fashion.

You can also sacrifice some of your own AT to increase the stipend received by all imported or created companions. So if you spent **400 AT** on top of the price of the companions themselves, each companion would have **1000 AT** to spend.

GT Sister ||-100 AT / Free GT Racer||

The embodiment of the wisdom and power within a GT Racer's Matrix. For some odd reason, they always take the form of attractive human females dressed as race queens. They serve as a regulating valve for the power of their Transformer Partner. The only way for a Transformer to unlock their full power is by merging together with them in a process called "Matrix In". This fusion can be separated at any time.

If taken for free as a **GT Racer**, this will exclusively apply to the power of your Matrix. By paying the full price, regardless of Origin, they will be able to control the output of the user's perks and powers from other worlds as well.

If you're willing to bestow a monumental amount of trust in a companion you already have, you can import them as your GT Sister for no cost. Alternatively, they are an entirely new entity born of your own wisdom. In other words, they share all your goals and values and will always make the same call you would in terms of which of your powers to restrain, to what extent, and when, for any given situation.

Fodder ||-200 AT Per||

Your own army of 200 Transformers. These are all average Cybertronian soldiers. No reality-warping Alternities or one-robot-armies like Optimus Prime or Megatron. They will serve you with suicidal loyalty, no matter your faction or lack thereof.

Eternity ||-2000 AT||

It's almost hard to believe that the Alternity are simply branches of a greater power. You have accomplished a feat that few throughout the entire multiverse can compare to. You have tamed one of these two powers. To be specific, should the source of your Faction's Alternities survive to the end of this Jump (The True Alternity for Autobots, Hytherion for Decepticons) then it will follow you into the next Jump, or at least a perfect copy of said entity that's no less powerful.

This entity is bound to you in the same way that Hytherion is bound to Megatron in this Jump. You can even attempt to merge with it as Megatron did, but ideally you'll be more careful about ensuring your own will and sanity survives the fusion.

Even if you aren't willing to take that risk, it is a mighty extradimensional steed you have bound to your will. Not to mention that with it serving as both a nexus and an endless source of Alternium, you now have the means to ascend as many beings as you please into Alternities and create however many Auto-Avatars you could need.

EQUIPMENT

*Choose one item per tier to discount. **100 AT** items discounted to **Free**.*

Toy Line ||Free||

You receive every official toy, game, or media from the various series referenced in this Jump. So that's Alternity, Transformers GT, Q-Transformers, and Mystery of Convoy. You also receive new toys based on yourself and any companions.

Art Gallery ||-100 AT||

An unassuming art museum you'll be able to find in all future Jumps. This otherwise mundane museum is like a magnet for all manner of anomalies. Whether it be an infestation of robots from the second dimension, sculptures suddenly gaining sentience, cursed paintings making it into the collection, etc.

Hytherion Bait ||-100 AT||

A small device based on Cliffjumper's Temporal Signal Synthesizer. It emits a super-dimensional frequency that Hytherion favors. It will be similarly effective as bait for similar extra-dimensional entities in future Jumps, allowing you to lure them from countless universes away. Intelligent entities are able to resist this.

Pretender Camouflage ||-100 AT||

A watch-like device that allows the wearer to disguise themselves as an organic creature. Whether that be a human being, an animal, or a monster with no real-world equivalent. You can even shrink down to make the disguise even more perfect. This watch can be given to others and can be reconfigured to alter the disguise.

Power-Ups ||-100 AT / -200 AT||

Whenever you defeat an enemy, there is about a 1 in 10 chance they will drop one of these "Power-ups" that only you can see and collect. Each of these temporarily modifies your capabilities in some fashion. These are: Power Up, Speed Up, Speed Down, Barrier, Fly, Delete, and Bomb.

For paying double the price, you will rarely receive 1-Up and Invincibility power-ups. Check **Notes** for a specific description of each Power-Up.

Matrix of Leadership ||-200 AT / Free GT Racer||

Holding this greatly increases a Transformer's all-around stats and serves as a symbol of their right to lead. It is an archive of the wisdom of past leaders, and its energy can induce devastating damage to beings of pure evil or chaos. Alternatively, you can receive a "Dark Matrix" that functions roughly the same fashion, but rather than purifying, you can wield its energy to corrupt other beings to be more evil or chaotic. Either Matrix will rarely produce random magical effects to resolve a given conflict.

Stage Enemies ||-200 AT||

A seemingly endless army of small, automated drones or turrets. From animated balls of plasma to lamp-shaped turrets to flying robot shrimp. You have hundreds of these things to throw around. In addition, you receive a handful of larger "bosses", such as a giant robot shaped like your faction logo, a comically small spaceship, multiple artificial moons that can launch missiles and drones at enemies, and a strange old man that loves cheese puffs and can navigate space time anomalies with terrifying ease.

Cybertron City ||-200 AT||

Your own city using the best technology (pre-2009) Cybertronians can offer. The city is able to transform into an almost impenetrable battle fortress. It is large enough to house a few hundred Cybertronians and has all the weapons and scientific equipment to evoke jealousy from the most brilliant Autobot scientists, or the most brutal Decepticon warmongers. For an undiscounted **100 AT**, this city is a Transformer itself, with a robot mode and everything. Naturally, it is completely loyal to you.

Timaeus Drive Practicable Drone Cycle ||-200 AT||

This motorcycle has been equipped with a Timaeus Powertrack Generator. Allowing it to travel freely between time and space. Whether it be teleporting to different spots in the same universe, travelling to different universes and timelines, travelling backwards or forwards in time, or anything else of the sort. If you prefer, you can instead import a vehicle of your choosing to receive this upgrade, or if you happen to be a Transformer yourself, you can choose to have it directly installed into your vehicle mode.

Magic Tablet ||-400 AT||

A large tablet designed to serve as both a prison or a weapon. As long as a being is defeated or otherwise incapable of fighting back, you can trap them within this tablet and manifest their power through the tablet as “magic”. This does substantial harm to the entities within and can even kill weaker entities. While there is no way to escape from the inside, the tablet is controlled by thought. Anyone who even briefly expresses sympathy for the beings within while touching it will cause them all to be released.

Hytherion's Fang ||-400 AT||

You are in possession of a weapon that even Alternity would fear. It seems to be composed of the cells of Hytherion, making it the perfect focus for any special abilities you may possess. It can split a planet in two and cannot be obstructed by physical distance. An enemy three feet away is the same as one three galaxies away (though you can choose to shorten this range to minimize collateral). You may either receive a new weapon with these properties or import a personal weapon you already possess.

Alternium ||-400 AT||

Your own personal supply of Alternium. You receive enough to create exactly one Auto-Avatar and will obtain a new shipment of the same size with each consecutive Jump. Its higher-dimensional qualities have already been described. It is the perfect material to construct an avatar for a higher-dimensional being, as well as for the creation of technology that manipulates time, space, dimensions, etc. Perhaps you'll find even greater applications with further research.

Quadrant Lock ||-400 AT||

A potent piece of Quintesson technology. It allowed them to select a region of space, up to the size of a solar system and completely isolate it in space and time. Whether they're dimension-hoppers or time-travelers, nobody can get in or out. The only known instance of a Quadrant lock being broken by force was the birth of the Alternity, 900,000 years after the lock was placed on Earth. Otherwise the only way to lift the lock is through the Isolator Key in your possession.

Target Marker ||-600 AT||

A device resembling a gun, but it is actually so much more. By using this to mark a specific target, it will signal the combined power of several Alternity to manifest a single full-power attack on that one being. Anything short of a multiversal force of nature like Hytherion can expect immediate annihilation. You can use this at most once a week. In the event your faction's Alternity have all been wiped out at the point you leave this Jump, it's anyone's guess who exactly is answering your call.

Somatic Cells ||-600 AT, Requires Celestial Origin||

A clump of cells harvested from Hytherion. This can be implanted into three entities of your choice. It will protect their souls or life force from attacks by higher-dimensional beings while slowly evolving them into Alternity. What they may not realize is you have full psychic control over these cells and can cause them to multiply into a prison of tumors with a thought. You can only ascend three people at a time in this way. If one of the three is killed, you will receive a replacement for the cells used on them.

Kritias Gate ||-600 AT||

The blueprints for a power generator that was being developed alongside the Timaeus Project. These can be used to construct a super-dimensional material reactor capable of bending the fabric of space and time. It was expected to create a super-material even greater than Alternium but was ultimately forgotten. This blueprint has been modified such that it cannot be used as the gate for the Planicrons' ascendance. You will be unable to discern what this modification was without seeing the original blueprint.

Playground ||-600 AT||

You are in possession of your own personal universe. You can freely create windows and portals to and from this universe, however in a metaphysical sense it is literally in the palm of your hand, despite not being any kind of physical "object". This makes it impossible for dimension-hoppers to access without you opening the door. This also means you are able to manifest any of your special abilities anywhere in this universe, as if you are everywhere, all at once.

For an undiscounted **200 AT**, this isn't any universe, it's your point of origin. It may not literally be your original universe, but as far as reality is concerned, this is where your past self exists. This means that unless someone can make their way into this universe, you cannot be killed retroactively through time travel or anything of that nature.

SCENARIO: MYSTERY OF CONVOY

*Exclusive to **Cybertronian** Origin.*

You have become a pawn in a game of cosmic proportion. The board is an entire universe, the players are two Alternities. One has empowered a seemingly endless army of drones, troops, and war machines, as well as a handful of titanic champions. The other was only permitted to select a single piece to brave this army: you.

You must single-handedly defeat this entire army. They have been empowered to the point that one hit from any of them would destroy even the strongest Transformers. However, you will be allotted various advantages to make the task almost feasible.

For starters, your sponsor will occasionally provide you with special “Powerups” to temporarily enhance your abilities in various ways.

More importantly, you will be granted 100 attempts or “lives” to complete this trial. Whenever you reach a new area, you will unlock a “checkpoint”. Dying will consume one of your lives and send you back in time to this checkpoint.

If you fail even with all these advantages, your Chain will not end, as you were merely an unfortunate bystander. Instead, you will be shipped along to your next Jump, devoid of anything you purchased or obtained in this one.

However, should you succeed, your sponsor will be so impressed that they will allow you to undergo the process of ascending into an Alternity. This naturally bestows you with your own Auto-Avatars and all that implies.

Though, this also binds you to the same fate of defending the source of this power if you wish to retain your reality-warping abilities after this Jump.

SCENARIO: TRANSFORMERS GT

*Exclusive to **GT Racer** Origin.*

Within this Universal Stream where racing has taken the place of warfare, no race is greater than the Transformers GT! Inspired by the Super GT on Earth, it stands as not only a symbol of the bond between Autobots and Decepticons, but between Transformers and the humans who watch and help arrange these races.

This annual series of races is held between faction commanders from various points in space and time. Participants make use of both their robot and vehicle mode within the race, though there is a maximum time each racer can spend in robot mode.

While combat is expected and rules are few, attempting to kill or seriously injure a contestant is considered unsportsmanlike, and repeat offenses can result in immediate disqualification. This is why contestants manifest a GT Sister to restrain their full power and prevent such incidents, intentional or otherwise.

To ensure a basic level of safety, the Transformers GT is overseen by Safety Prime and his GT Sister Ai.

The goal of each race is an Energon storage device. This Energon is then added to the grand prize, called the “Energon Goal” which is awarded to the final winner of that year’s Transformers GT. It is said to contain enough Energon to make the winner the most powerful GT Transformer in existence (at least until next year).

As I’m sure you’ve surmised, you’ll be participating in this race. You don’t necessarily need to win or even participate in every race. However, during one of these seasons, Unicron will attempt to crash the final race to devour the Energon Goal. You must not only make it to the final race that year but play a personal role in the battle against the World Eater and successfully defend the Energon Goal. As there’s no way to know when he’ll attack, the safest bet would be to attend every race.

Should you do this, then you will be able to use a new gateway in your Warehouse to attend the Transformers GT every year. Either as a contestant or just an audience member. Don’t worry about how that works with this universe existing in a past Jump, it Just does. Naturally, you’re free to keep any Energon Goals you happen to win, which only seem to get bigger and bigger each year.

SCENARIO: THE END OF ETERNITY

*Exclusive to **Celestial** Origins.*

A battle of unfathomable proportions. Good vs evil, creation vs destruction, order vs chaos, The True Alternity vs. Hytherion, Autobot vs Decepticon. A war fought by gods who hold time and space in the palm of their hands.

You do not have the option of simply running away. You were given this body in order to prepare you for scenarios just like this one. Not only that, simply taking this Origin, you have altered fate itself. Should you allow events to proceed uninterrupted, your faction is guaranteed to fail. The source of their godlike power annihilated, their enemies left as an absolute power. That is, unless you personally intervene.

You must personally play a central role in the battle between Hytherion and The True Alternity. Technically, you only really need to ensure that the source of your side's power survives long enough for some kind of "conclusion" has been reached to mark the end of your time in this Jump, as described in the introduction.

As an **Alternity**, this is the only way to retain your godlike powers following this Jump.

If you are willing to take this a step farther and ensure that the source of the enemy's godlike power is thoroughly destroyed, you will receive an even greater reward.

Pseudo-Alternity who play a major role in this victory will be fully ascended into an Alternity. Those who paid full-price for the **Alternity** Origin will instead receive a 75% discount on **Eternity**. You can set aside the **500 AT** for this ahead of time. If you fail to accomplish this task, these points will be refunded for you to spend as you please.

There is another layer to this. Soon enough, a new player will be introduced to this conflict. The Planicrons, Alternity from the second dimension. They are seeking a particular "gate" that exists in a timeline within a Universal Stream that is sealed by the Quintessons' Quadrant Lock. Upon discovering them, Megatron will seek to trap them into a tablet in order to power his "Magic". At the same time, the Autobots seek to help the Planicrons in their search for this "gate" and complete their ascendance.

Should you assist Megatron in trapping the Planicrons, and then seize it from his possession, you will obtain the **Universal Driver**. This is a tablet that allows the user to use “magic” or the ability to bring their every wish or command into reality. The power of the Driver is such that the Alternity have no way to counter it. Issuing the command to destroy an Alternity on the spot will make just that happen.

However, there is a price to this. As the Planicrons were never meant to function outside the second dimension, every use of this power within the third dimension kills billions of Planicrons. This is still just a drop in the ocean of their full population, and they eventually replenish, but there’s no denying the inherent cruelty of the act. They are all fully sapient, and they do feel pain.

If you side with the Autobots to bring the gate to the Planicrons, they will ascend into an entity even greater than the Alternity. They will be able to freely enter the third dimension and an infinite number of dimensions above it. However, unlike the Alternity, they won’t bother with creating physical avatars in the third dimension. A reflection of the “**Flaternity**” will follow you into future Jumps.

They are an inherently altruistic entity, and this will reflect in their actions. Paradoxes inexplicably resolve themselves; causality is twisted to make “miracles” a common occurrence for you, and if you find yourself against some kind of extra-dimensional threat, they’re more than willing to lend a hand. However, they will find it exceptionally difficult to more directly influence lower dimensions. Even when utilizing an avatar, it’s like trying to knit a sweater except the needles are being held by a pair of chopsticks being held by yet another pair of chopsticks, and you have binoculars permanently strapped to your head. Still, they’ll do their best to help you however they can, as long as your requests aren’t too needlessly selfish or cruel.

However, if you happen to take the **Planicron** Origin yourself, rather than simply having the “Flaternity” join you as a companion, you can pass through the gate and become the Flaternity yourself. The difficulty of interacting with lower dimensions in this form still applies to you, but at least you’re the one directly controlling the power. After this Jump this is treated as an altform, transporting you into higher dimensions when you assume it, and back once you change into another form.

DRAWBACKS

No drawback cap.

Interconnected ||+0 AT||

Fitting for a world that extends through so many universes. By taking this, your actions in any other Transformers Jumps are now canon to this multiverse. Though, unless your actions there already had a multiversal impact, this won't really change much.

Seizure Warning ||+100 AT||

This is... something. At any point you experience a significant victory or defeat, your vision will be filled with flashing red, white, and blue lights for a few seconds. This will always be painful. These lights manifest directly within your own mind, so you can't close your eyes to avoid them, nor will anyone else see them normally.

Expendable ||+100 AT||

Your superiors don't appear to have much faith in your ability or loyalty. You are almost always sent on the missions nobody else wants to do. Your missions are often tedious, demeaning, dangerous, or a combination of all four. Even when you find yourself on an important mission, your accomplishments are usually downplayed.

Second Thoughts ||+100 AT||

You are plagued with constant doubts. Not simply towards your faction, but your life in general. "Is this really worth it?", "Have I been backing the wrong horse?", "Are these really my comrades?" are questions that will almost constantly hang in your mind. Just be careful to keep these doubts away from any trigger-happy superiors.

Eyes Of A God ||+100 AT||

Much like the Alternities, you are able to see in higher dimensions. Unlike them, this is never remotely useful. Your constant view of the internals of machines or living beings just makes everything look like a mess of organs or parts, and you're overloaded with too much information to even parse any useful details from what you're seeing.

Screamer ||+200 AT||

Much like a certain Questor, betrayal is a core component of your identity. It's almost like an addiction. Even if you stand to lose everything and are almost certain your target is aware of your intentions, the need to betray won't be quelled. It eats away at you like an itch in your very essence. Ignoring this itch will require willpower that few Alternity, let alone bog-standard Cybertronians, can muster.

Reactive Measures ||+200 AT||

No matter how borderline omnipotent or omniscient you may be, you almost always find yourself one step behind your enemies. By the time you uncover your enemy's plan, they're usually already 80% of the way to completing it. They find the McGuffin before you do, start sieging your base before you even realize they know where it is. Victory is never outright impossible, but you'll need to be able to adapt quickly.

The True Jumpernity ||+200 AT||

If you didn't already, you now have even more reasons to fight alongside your respective faction. Much like taking the Alternity origin, this ensures that your faction is destined to fail if you don't directly intervene. Should the source of your faction's power (The True Alternity/Hytherion) fall, you will be robbed of all outside powers or items for the duration of this Jump, leaving you practically defenseless.

Short Leash ||+300 AT||

Your commander has placed a rather cruel trick on you. A type of somatic cell has been implanted within you. You are unable to remove or escape them, even if you transfer into a new body. With a single thought, this commander can make the cells grow out of control, incapacitating you. Even if you serve the normally gracious Autobots, they will be uncharacteristically open to using this at the first sign of disobedience.

Think Fast ||+300 AT||

A rather brutal Alternity for whatever reason decided to put you in a strange kind of time loop. You can go about your business as you will, but at random a powerful laser will fire out of nowhere, aimed directly at you. The intervals between blasts can vary between days apart to seconds. There's no way to know. For whatever reason you can't outright block or negate the attack but dodging or healing from it are fair game.

Flatty ||+400 AT / +0 AT & Mandatory Planicron||

You seem to be lacking your Z-axis. You are now only able to exist in the second dimension, crawling along flat surfaces like sentient graffiti. Unless you can find a particular “gate” hidden somewhere in the multiverse, you will be stuck like this for the rest of the Jump. You can technically use all your powers, but like your physical body, their influence cannot stretch beyond the second dimension. On the off-chance you have read the story of Alternity, you lose all knowledge of the gate’s location.

Multiversal Grudge ||+400 AT / +800 AT||

Through some unknown anomaly, dozens of your greatest enemies from past Jumps have made their way into this one with the sole purpose of destroying you. To make matters worse, they have all ascended into Alternities. Somewhere in the multiverse is the source for their power, much like the True Alternity or Hytherion. Finding and Destroying it will send them all back to their original worlds. Otherwise, you can only endure their onslaught or attempt to eradicate them all individually.

For double the payout, all of your greatest enemies, no matter how numerous, have made the trip to the Transformers multiverse and ascended.

Priority Target ||+400 AT / +800 AT||

Whatever faction you belong to, the opposing faction has for whatever reason decided to make your destruction their top priority. For those who gained their power from Hytherion, Megatron seems to be the only true Alternity among their ranks. However, his direct control over Hytherion more than makes up for it. Those connected to the True Alternity may not have a time beast to control but outnumber the opposing faction 10:1. Probably more like 1000:1 if you count the members of each aggregate.

By taking this twice, it no longer matters. Both factions have agreed to a temporary truce while they focus all their combined power on hunting you down.

Ending

What lies at the end of eternity?

Stand Down ||Go Home||

You conclude your Chain and return to your original universe.

Rise Up ||Stay Here||

You conclude your Chain and remain in this universe.

Roll Out ||Move On||

You continue your Chain and proceed into a new universe.

NOTES

Jump by **Gene**.

I don't mind people reposting my Jumps in other communities. However, if you see someone complaining about a dead link, let them know I post all my non-lewd Jumps to the /tg/ drive. Always check there first before requesting access from me.

This Jump is mainly based on Transformers Alternity, with a bit of Transformers GT, Q-Transformers, and Mystery of Convoy. Alternity is technically a sequel to Binaltech, but since it operates on a multiversal scale it really won't make much difference whether you've visited the Binaltech Jump first.

It should go without saying that the Timaeus Drive and similar forms of multiversal travel can't let you travel between different Jumps until post-Spark.

I thought "Universal Stream" was synonymous with "Universe" in any other multiverse setting. I only found out after I finished fluffing that it measures both what universe something took place in, but also the point in the timeline it occurred.

Regarding Alternity and Pseudo-Alternity:

The Alternity hiveminds are strange. While it's clear that each consciousness within shares thoughts, knowledge, and feelings, they also retain their full individuality... somehow. The Ultra Magnus comic even implies that once a Transformer joins an aggregate, they still get to stay behind in their old body.

You may choose to be part of one of the canon aggregates, a new aggregate based on some other (non-singularity) Transformers character, or you can just be your own original character that is retroactively inserted into various Universal Streams.

Regarding Pseudo-Alternity:

Technically, Questors like Starscream will eventually ascend into Alternity, given enough time, while Pseudo-Alternity Protectors like Cliffjumper literally just have to ask. However, if that applied to you there would be no point in charging less for that Species. If you want to ascend, either pay the full price for Alternity, complete the scenario, or figure out how to reverse-engineer the ascension process in-universe.

Examples of Celestial Upgrades:

I'll save myself a few pages of notes by just linking the translation of each toy's tech specs on TFW2005. The descriptions are admittedly pretty vague, but it'll at least give you a place to start: [Alternity \(In General\)](#), [Bumblebee](#), [Cliffjumper](#), [Convoy](#), [Megatron](#), [Skywarp](#), [Starscream](#).

Regarding Power-Ups:

This is a mix of power-ups from the games Mystery of Convoy (1986) and Q-Transformers: Mystery of Convoy Returns (2016). Most power-ups last for the duration of a given stage. Just assume that translated roughly to 10-30 minutes.

- **Power Up:** Boosts all projectiles to fire in multiple directions.
- **Speed Up/Down:** Increases/decreases movement speed.
- **Barrier:** Forcefield that protects you from a few attacks before breaking.
- **Fly:** Allows you to fly.
- **Delete:** Clears the effects of any of the above power-ups.
- **Bomb:** Does devastating damage to every enemy within a large distance, destroying most weaker enemies instantly.
- **1-Up:** Allows you to come back from death once by going back in time to your entry into a current area.
- **Invincibility:** Cannot be damaged and most average or weak enemies will instantly die on contact with you. Only lasts 1-2 minutes.

Regarding Till All Are One:

I leave it to your own house rule how becoming a Universal Driver works between Jumps. Whether you leave behind the hivemind each Jump, if the universes you fuse with are somehow parts of your body now, etc. Me trying to make a universal ruling on that is way more trouble than it's worth.